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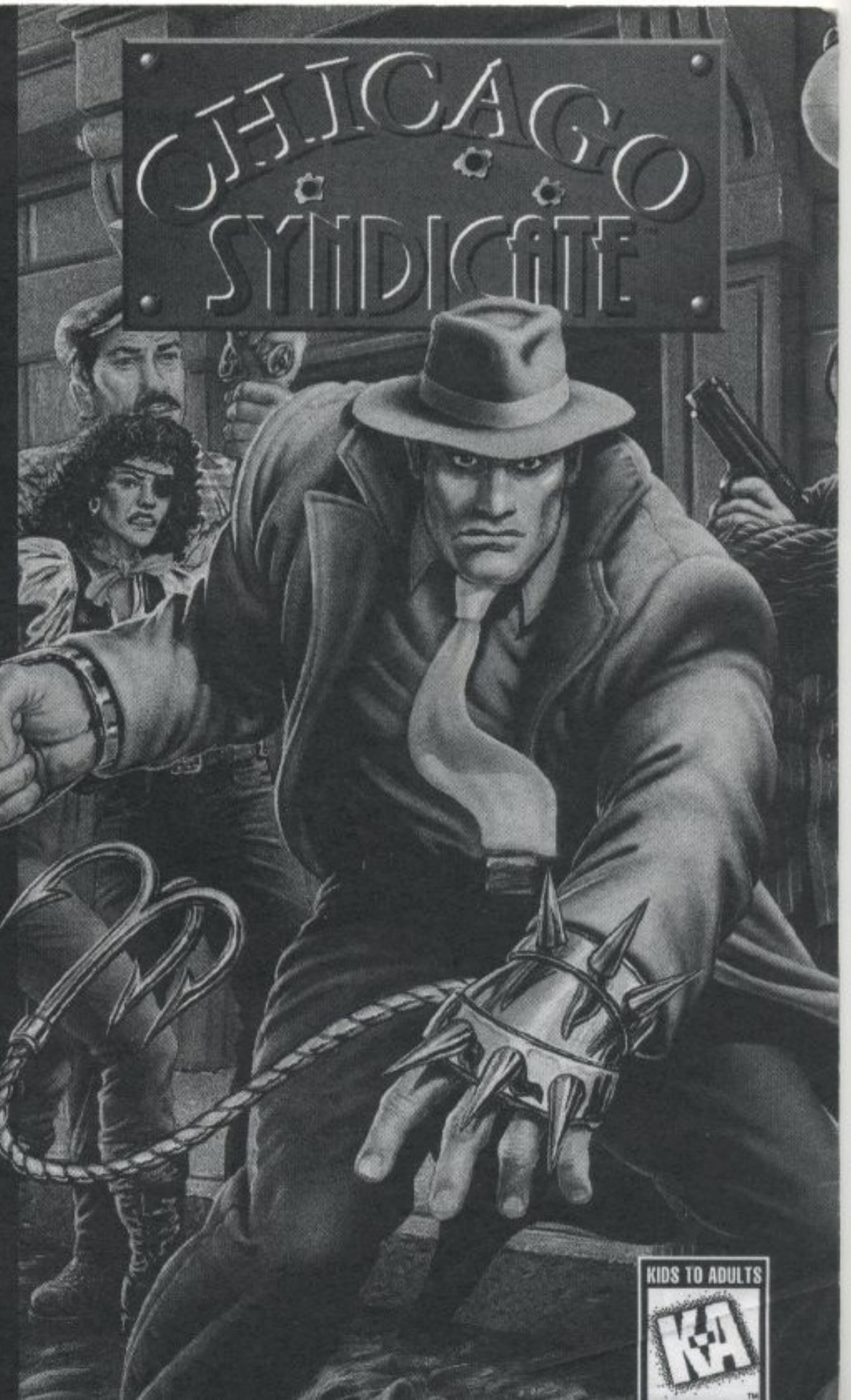
SEGA

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GAME

INSTRUCTION MANU

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KIDS TO ADULTS

K-A

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

FRENCH INSTRUCTIONS

For French instructions, please call:
Instructions en français, téléphoner au:
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This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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UNDERWORLD ADVENTURE!

It's 1920. Ex-gangster Larcen Tyler has one year to wipe out Chicago's powerful organized crime Syndicate — or he's going to the slammer!

As Larcen, it's your job to clean up this dirty city. To do it, you'll have to think fast — and fight even faster.

Call on more than sixty fighting moves — and seven lethal weapons — as you tangle with bloodthirsty gangs like Margarita's Mob, the Dragon Triad, Flint's Army and the Meat Packer's Guild.

Lay into the Syndicate's hired hoods with spinning hook kicks, flying knee jumps and sliding punches. Then prepare for a showdown with Chicago's most ruthless crime bosses!

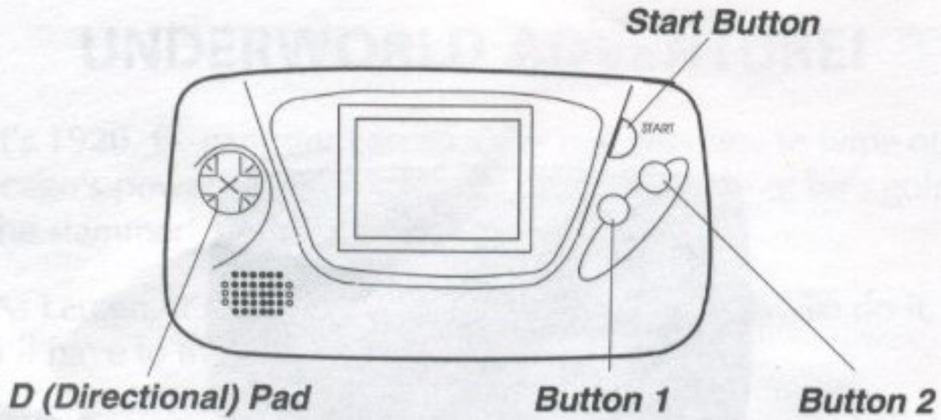
But you'll need more than muscle to take out the Syndicate. Gather intelligence from the police, newspapers and informants to learn about gang movements and arms deliveries that will impact your strategy. Learn to fight gangs when munitions and morale are low. Remember — time is definitely *not* on your side!



STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Chicago Syndicate* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a moment, the *Chicago Syndicate* Title Screen will appear.
4. If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

   Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



TAKE CONTROL

D (DIRECTIONAL) -PAD

- UP/DOWN scrolls through options on Main Menu Screen.
- LEFT/RIGHT scrolls through destinations on Chicago El Railway Screen.
- LEFT/RIGHT scrolls through selections on Options Screen.
- LEFT/RIGHT moves Larcen through Warehouse and levels.
- LEFT/RIGHT scrolls through weapons in Weapons Locker.
- LEFT/RIGHT turns Newspaper pages.
- LEFT/RIGHT scrolls through neighborhoods on Status Map.

START

- Advances from Title Screen.
- Enters selection on Main Menu Screen.
- When pressed together with Buttons 1 and 2, pauses game, or exits Training.
- Enters selections on Options Screen.
- Advances from Police Chief Screen at start of game and exits all Warehouse locations.

BUTTON 1

- Enters flashing icons in Warehouse (Button 2 also does this.)
- Selects destination on Chicago El Railway Screen (Button 2 also does this.)

BUTTON 2

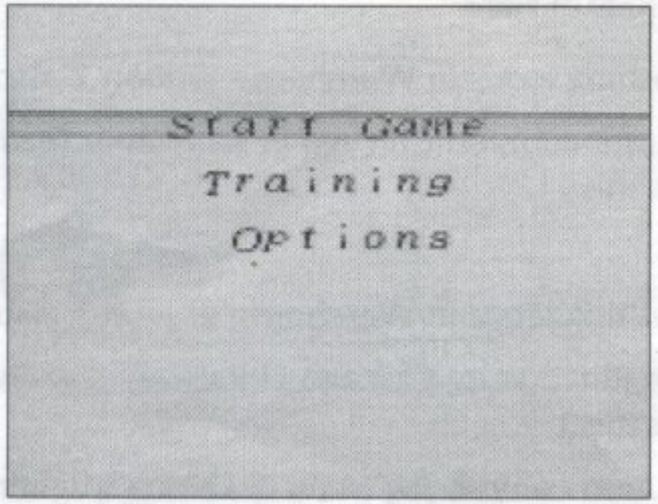
- Enters flashing icons in Warehouse (Button 1 also does this.)
- Selects destination on Chicago El Railway Screen (Button 1 also does this.)

Want the button controls for some of Larcen's fighting moves? Check page 18.



CHICAGO SYNDICATE **TITLE SCREEN**

Turn on *Chicago Syndicate* and you'll see the Sega logo, followed by the *Chicago Syndicate* Title Screen. Press Start to advance to the Main Menu Screen.



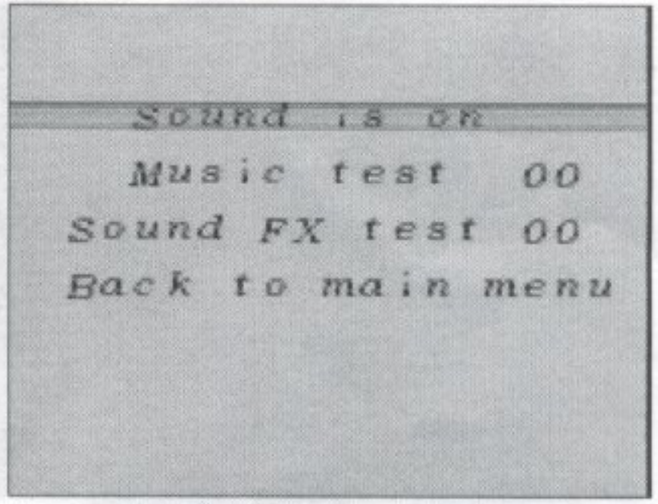
MAIN MENU SCREEN

On the Main Menu Screen, choose from the following three selections:

Start Game — Press Start to advance to the Warehouse and begin the game.

Training — It's a good idea to try some trial action, to begin learning Larcen's many fighting moves. Just select Training with the D-Pad and press Start. Then use the Chicago El Railway to travel to any neighborhood you want.

Options — Press Start to advance to the Options Screen.



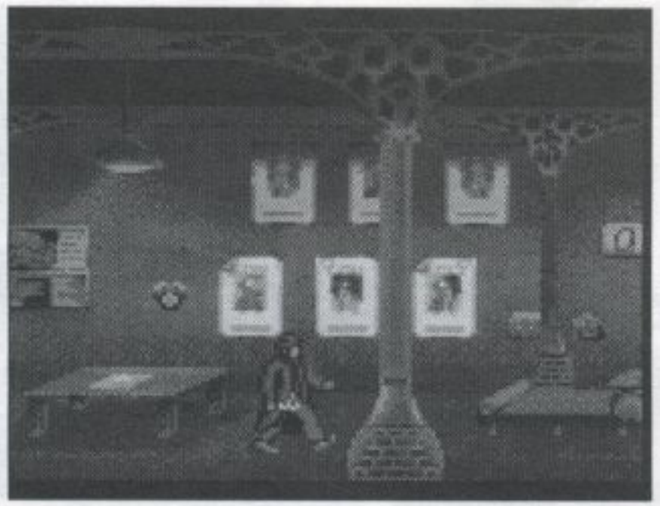
THE OPTIONS SCREEN

Sound — Press the D-Pad LEFT/RIGHT to turn sound ON/OFF.

Music Test — Press the D-Pad LEFT/RIGHT to preview game music. Press Start to hear music samples.

Sound FX — Press the D-Pad LEFT/RIGHT to preview sound FX. Press Start to listen.

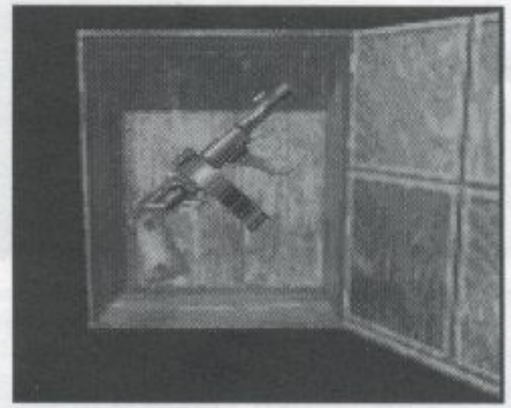
Back to Main Menu — Goes where it says, wise guy — back to the Main Menu.



THE WAREHOUSE

When you choose Start Game the Police Chief informs you you've got one year to clean up Chicago. Press Start to advance to your headquarters in the Warehouse.

The Warehouse contains the following items:



Weapons Locker

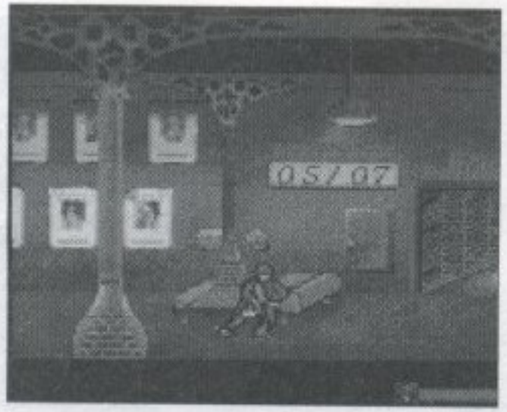
Throughout the game, Larcen discovers weapons he can use in battling The Syndicate. The weapons are stored in the Weapons Locker. Press the D-Pad LEFT/RIGHT to select the weapon you want to use on your next mission. Press Start to close the locker door. Whichever weapon is showing will be available when you hit the streets.

Barometer

Indicates the passing of seasons. Press Button 1 or 2 to check the barometer. Press Start to exit.

Wall Calendar

Remember, you've only got one year to wipe out the Chicago Syndicate. Watch the calendar and use your time wisely.



Couch

When the couch flashes, Larcen can regain energy by resting. But don't forget — time elapses faster and important events occur while Larcen's out of action. Press Button 1 or 2 to select the couch, and watch your health bar increase as you rest. Press Start to get up off the couch to answer the phone or to reenter the fray.



First Aid Kit

Displays Larcen's health status.













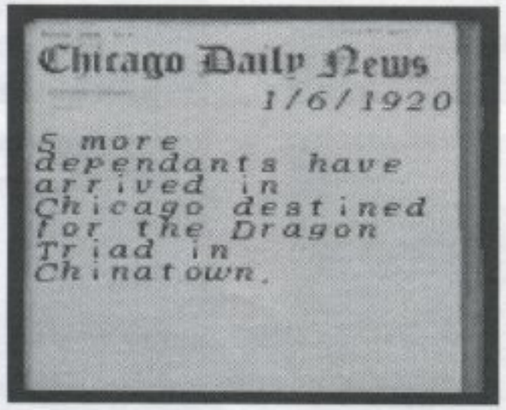
Syndicate Bosses

Know your enemies. Check out posters of crime bosses Grace Jackson, Flint O'Connell, Chiang Ch'ien, Margarita Calles, Jerzy Slowacki and Mr. Taglalini. Each poster includes the boss's current strength.



Telephone

When the telephone flashes, Larcen is receiving a call. Pay close attention to phone calls for valuable tips from the police chief and informants about events that are going to occur. Press Button 1 or 2 to answer your call. Press Start to hang up.



Newspaper

Every event can affect your plans to bust the Syndicate. Stay informed. When the newspaper flashes, press Button 1 or 2. To turn pages, press the D-Pad LEFT/RIGHT. To return to the Warehouse, press Start.

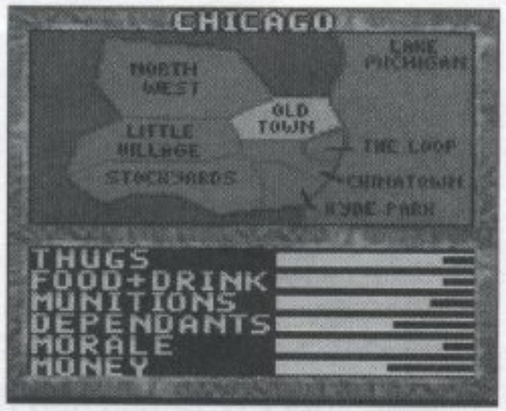
Note: At the beginning of the game, the newspaper will announce that Larcen's been killed in a hospital explosion. Don't be alarmed, it's just part of your cover.

Status Map

The Status Map is your main source of information about the six gangs which make up the Syndicate:

Neighborhood	Gang
Northwest	Jerzy Slowacki's Meat Packer's Guild
Little Village	Margarita Calles and her Mob
The Stockyards	Flint O'Connell and his Army
Chinatown	Chiang Ch'ien and The Dragon Triad
Hyde Park	Grace Jackson and The Brotherhood
Old Town	Mr. Taglalini and The Taglalini Gang

Press the D-Pad RIGHT/LEFT to highlight one of the six neighborhoods. Then check the following indicators for that neighborhood's gang:



Thugs — The more thugs a gang has, the harder the gang is to defeat.

Food + Drink — The more food and drink a gang has, the more thugs it can support.

Munitions — The more munitions a gang has, the more damage its thugs will do.

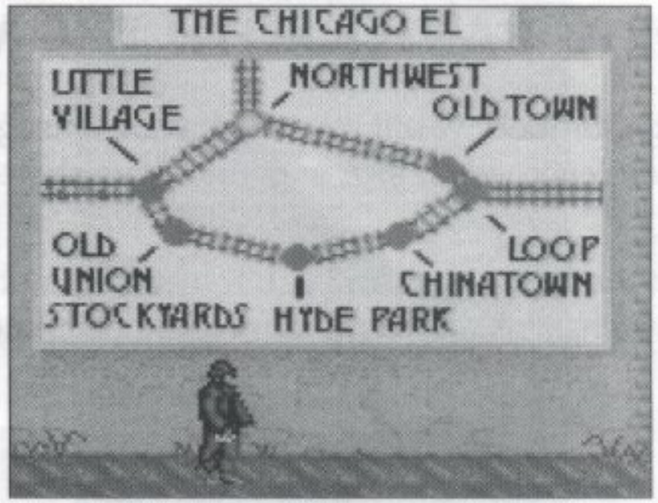
Dependants — The more dependants a gang has, the more thugs it can employ.

Morale — The lower a gang's morale, the more damage Larcen will do, and the easier the gang is to put out of business.

Money — More money means more food and drink — and more munitions.

Warehouse Door

Press Button 1 or 2 to leave the Warehouse. When you do, you'll appear at the Chicago El Railway Station.



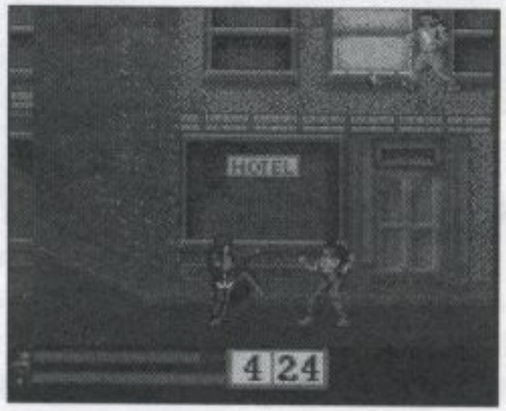
THE CHICAGO EL RAILWAY

Use The El to get around Chicago. Press the D-Pad LEFT/RIGHT to highlight a neighborhood. Press Button 1 or 2 and you'll be transported to that neighborhood. Select The Loop to return Larcen to the Warehouse.

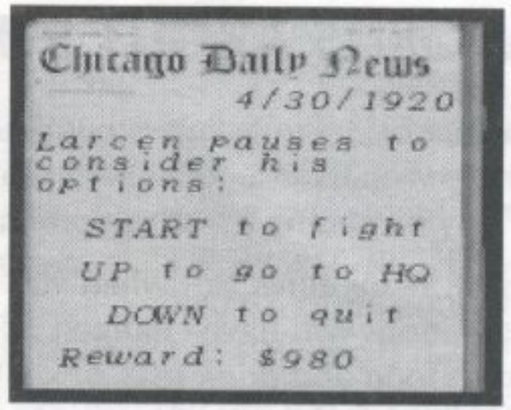
DOING BATTLE WITH THE MOB

In each neighborhood, you'll square off with Chicago's toughest thugs. In each level, you'll also encounter two short-tempered lieutenants.

Make it past the lieutenants and you'll meet the mob bosses, each of whom has his own ferocious fighting technique.



As you fight, you'll see your opponent's and Larcen's health bars. You'll also see a calendar to remind you how many days have gone by. Remember, you only have until December 31, 1920 to clean up Chicago or you're going to the clink!



Escaping a Battle

You can leave a battle at any time by pressing Start and Buttons 1 and 2 at the same time. When you do, you'll have the following options:

Press Start to return to the fight

Press UP on the D-Pad to return to the Warehouse

Press DOWN on the D-Pad to quit the game

At the bottom of the screen you'll also see the amount of your reward. The more damage you do, the bigger your reward. Take too long to defeat the gangs, and your reward will go down.

A FEW WORDS ABOUT STRATEGY

In the Chicago underworld, the action is continuous. While Larcen's mixing it up with the Meat Packer's Guild in Northwest, Margarita's Mob may be getting a fresh shipment of munitions.

You can exit a battle at any time. But when you return to that neighborhood, conditions will have changed. Thugs may have arrived or left. Fresh food and drink may be on the way. Other turf wars may have damaged the gang's morale.

Every move you make has an impact on Syndicate activity throughout the city. Plan your strategy with that in mind.

Larcen's Non-Fighting Moves

Move	D-Pad, no button pressed
Jump straight up	UP
Jump forward	UP/RIGHT
Walk right	RIGHT
Crawl forward in crouch	DOWN/RIGHT
Crouch	DOWN
Block defense	DOWN/LEFT
Walk backwards	LEFT
Back flip	UP/LEFT

Larcen's Fighting Moves

Move	Controls
Shoe knife flip	UP + Button 1
Leading hand jab	UP/RIGHT + Button 1
Right cross	RIGHT + Button 1
Sliding punch	DOWN/RIGHT + Button 1
Low grapple hook	DOWN + Button 1
Step back grapple hook	DOWN/LEFT + Button 1
Backfist	LEFT + Button 1
Turning axe hand	UP/LEFT + Button 1
Triple elbow	UP/RIGHT, RIGHT or DOWN/RIGHT + Button 1 when close to an opponent
Extended down punch	UP/RIGHT, RIGHT or DOWN/RIGHT while jumping
Jump spinning kick hook	UP + Button 2
High turn kick	UP/RIGHT + Button 2
Side kick	RIGHT + Button 2
Double sweep	DOWN/RIGHT + Button 2
Crouch sweep	DOWN + Button 2
Crouching kick	DOWN/LEFT + Button 2
Spin side kick	LEFT + Button 2
Turn back hook kick	UP/LEFT + Button 2
Grab/knee face	UP/RIGHT, RIGHT or DOWN/RIGHT + Button 2 when close to an opponent
Jump side kick	UP/RIGHT, RIGHT or DOWN/RIGHT + Button 2 while jumping
Jump axe kick	UP + Start
Flying knee kick	UP/RIGHT + Start
Taunt with weapon	RIGHT + Start
Upper crouch punch	DOWN/RIGHT + Start
Standard sweep	DOWN + Start
Crouch backfist	DOWN/LEFT + Start
Backfist	LEFT + Start
Turn kick combo	UP/LEFT + Start
High axe kick	UP/RIGHT, RIGHT or DOWN/RIGHT + Start when close to an opponent
Flying knee jump	UP/RIGHT, RIGHT or DOWN/RIGHT + Start while jumping

TIPS FOR CRUSHING THE SYNDICATE

- Experiment with the controls to find new and different attack moves.
- For maximum impact, fight gangs with low morale and munitions.
- If you learn that a gang will soon be receiving a shipments of munitions or food and drink, fight them before the shipment arrives.
- Whenever possible, fight thugs in front of you (to the right). Try not to let them get behind you (to the left).

Stuck? Call the Sega Hotline at 415-591-PLAY.

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.