CHUCK ROCK

SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA™ SEAL OF QUALITY

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.

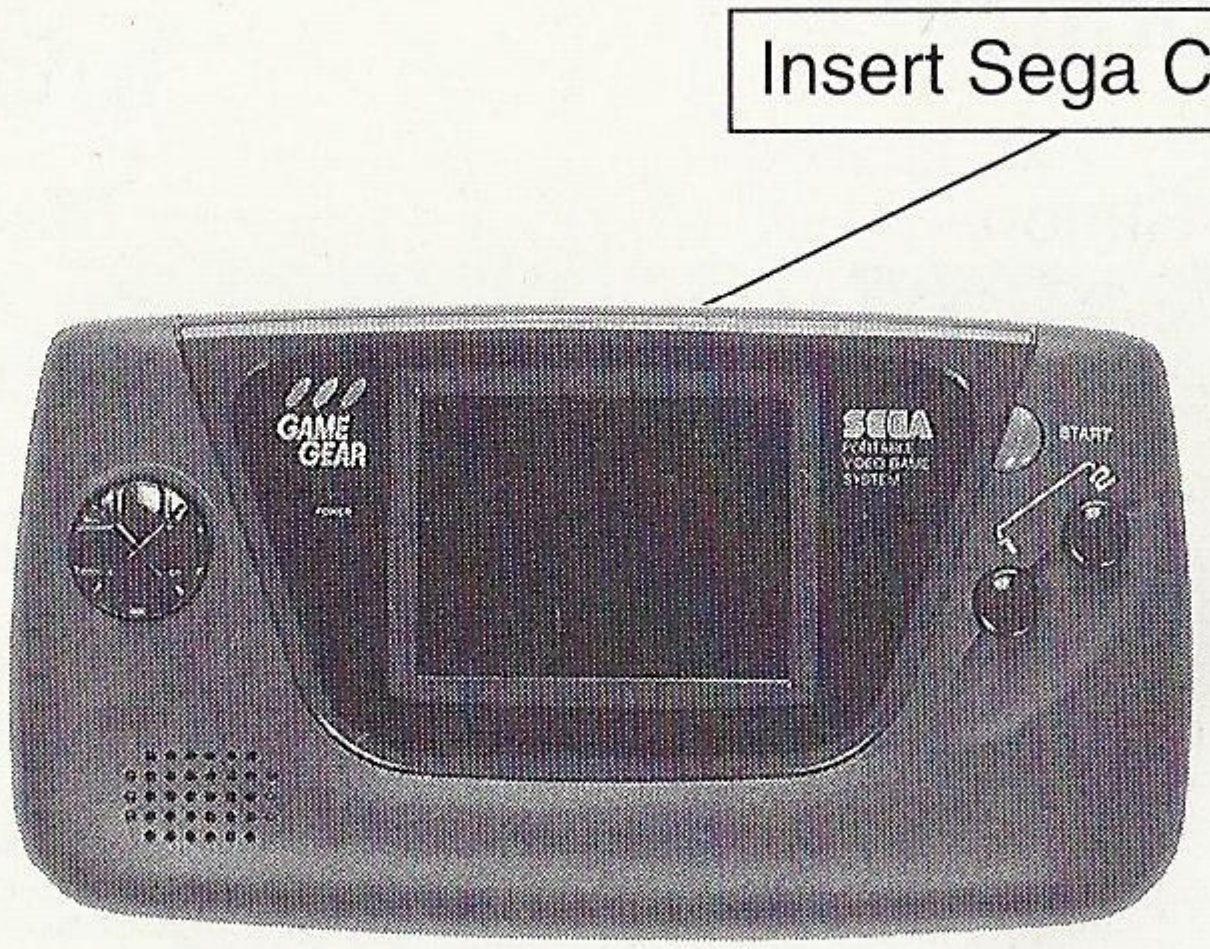
2. Make sure the power switch is OFF. Then insert the *Chuck Rock* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *Chuck Rock* Title screen will appear.

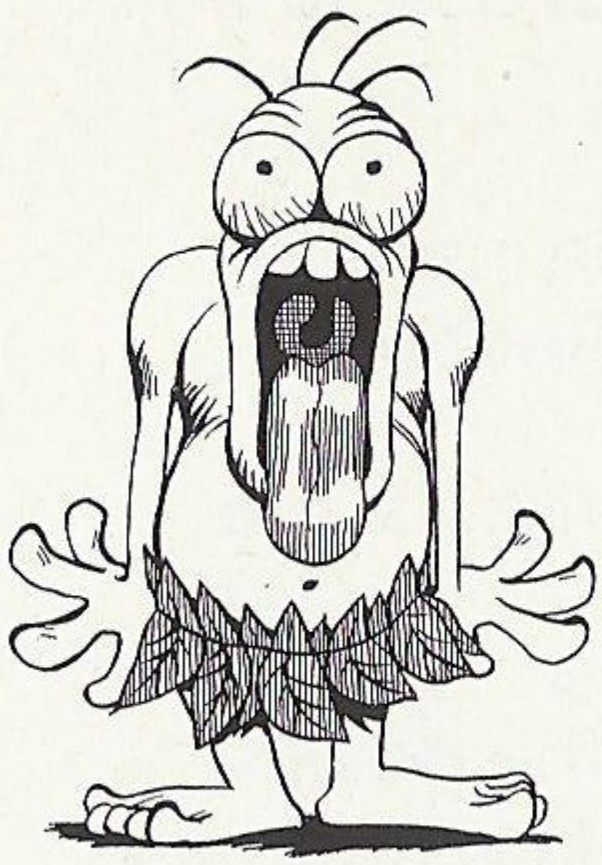
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

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

Note: *Chuck Rock* is for one player only.



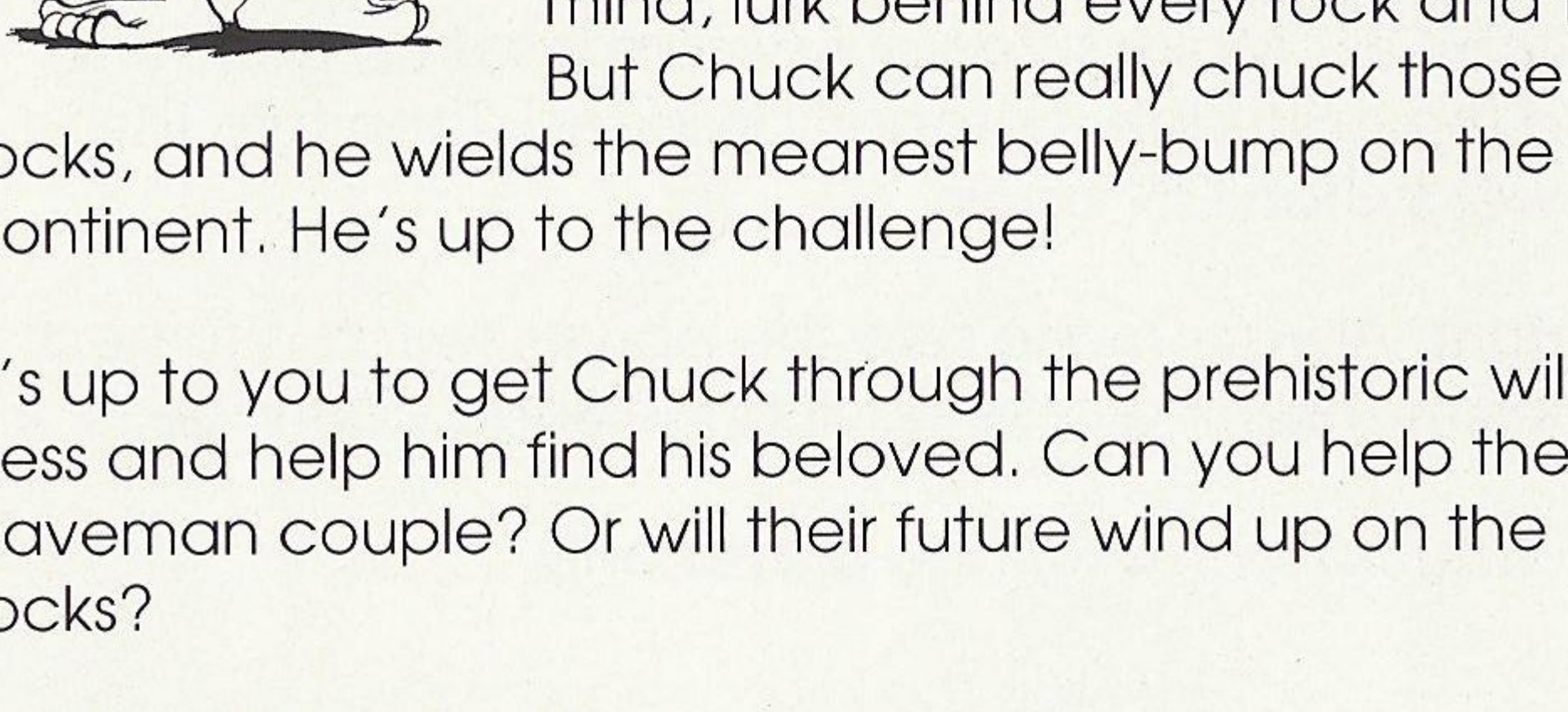
A Rocky Road Ahead...



Argh! Chuck's wife, the beautiful Ophelia, has been captured by the abominable Gary Critter! Chuck will do anything to get his wife back — climb the highest mountains, swim the deepest oceans, and force his way through fierce jungles and icy Arctic terrain. Deranged dinosaurs and bizarre beasts, all with Chuck round in mind, lurk behind every rock and tree! But Chuck can really chuck those rocks, and he wields the meanest belly-bump on the continent. He's up to the challenge!

It's up to you to get Chuck through the prehistoric wilderness and help him find his beloved. Can you help the caveman couple? Or will their future wind up on the rocks?

Take Control!



Start Button

- Starts the game.
- Pauses the game in progress.

Directional Button
(D-Button)

- Moves Chuck left or right when pressed left or right.
- Makes Chuck duck when pressed down.
- In the Ocean stage, makes Chuck swim in the direction the D-Button is pressed.

Button 1

- Allows you to make selections on selection screens.
- Allows you to enter your password.
- Makes Chuck deliver a belly-bump.
- Makes Chuck perform a flying Caveman Kick when he is in mid-air.
- Makes Chuck pick up and throw rocks (see page 5).

Button 2

- Makes Chuck jump.

Starting Out



When you turn the Game Gear unit on, the Sega and Core Design logos appear, followed by the Chuck Rock Title screen. Press the Start Button, and the Selection screen will appear. If you want to start playing the game at the beginning of the first stage, select "Start Game" and press Button 1. If you have already reached a certain level in the game and want to continue from there, select "Enter Password." For more

information on passwords, refer to page 7.

Let's Rock!

Each stage is littered with two types of rocks which can be very useful. Stack and climb them, use them for protection, or hit Chuck's enemies with them. Experiment! Remember that Chuck can carry only one rock at a time, and when Chuck is carrying a rock, his walking speed changes and he can't jump very high.

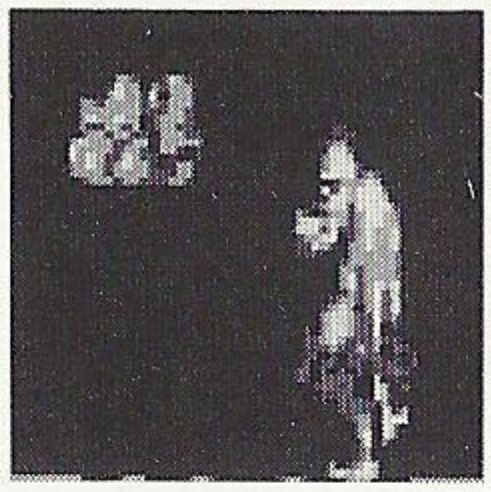


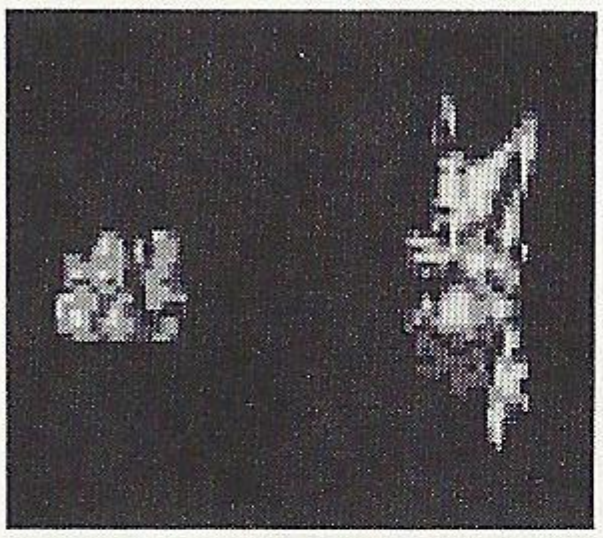




Press the D-Button down and press Button 1 to make Chuck pick up a rock.

Press Button 1 again to make Chuck throw the rock he's holding.



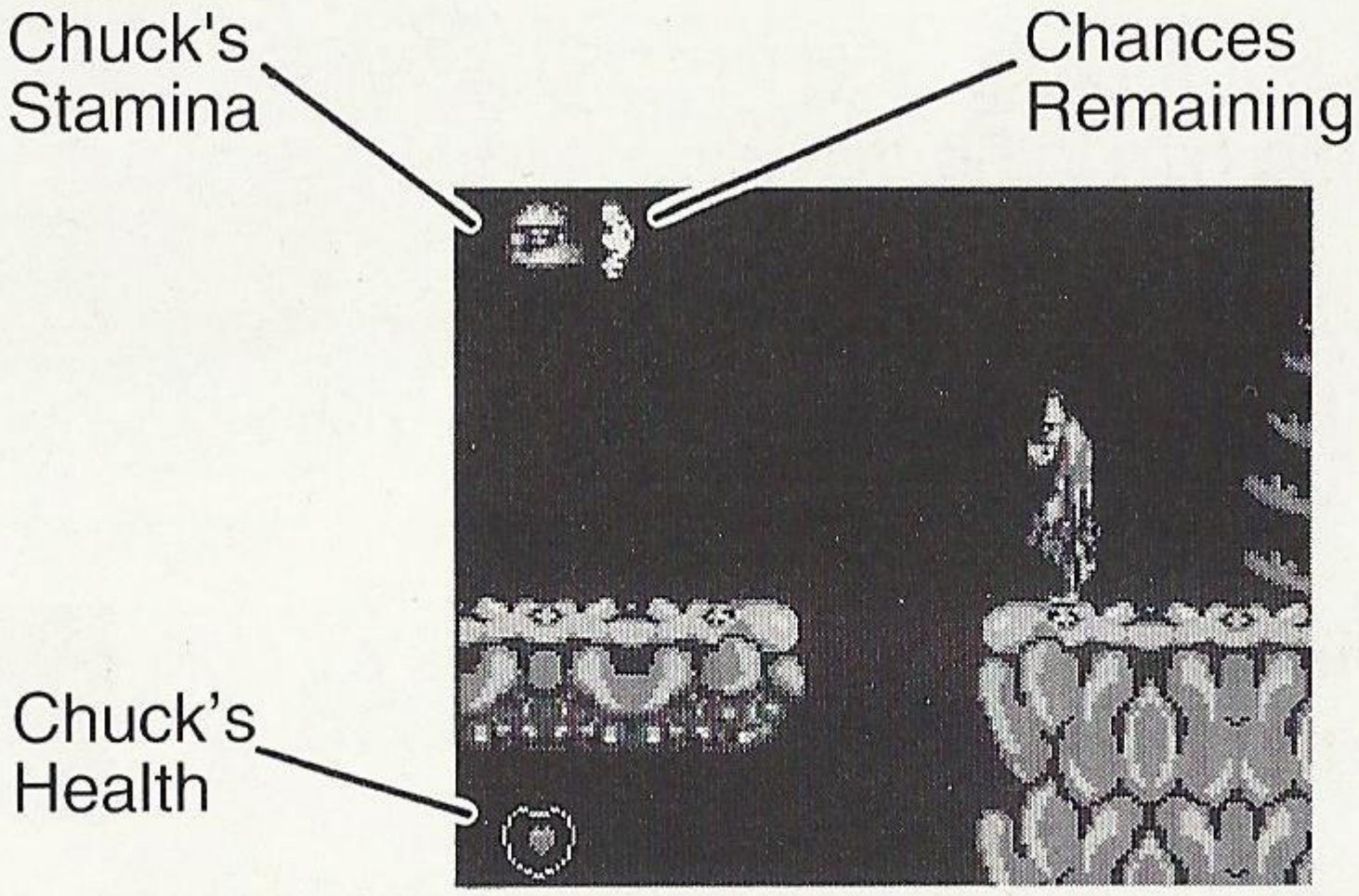


Press Button 2 to make Chuck jump, then press Button 1 to make him chuck his rock in mid-air.

Press the D-Button down before pressing Button 1 to make Chuck set the rock down at his feet.



The Game Screen



Chances Remaining: Chuck has three Chances to save Ophelia. When all the Chances are lost, the game ends. You can press the Start Button to reset your score and start the game at the beginning.

Chuck's Stamina: Whenever Chuck goes for a swim, pay attention to this little face in the upper left corner of the screen. When the face turns completely blue, Chuck loses a Chance.

Chuck's Health: Chuck loses health every time he touches an enemy creature or stumbles into dangerous terrain (he'll let you know). When the heart disappears, Chuck loses a Chance.

Goodies

Not everything out there is bad for Chuck. Some items can actually help him in his travels:




Anything that looks like **food** is worth extra points. Pick the food up by making Chuck walk over it.

Bouncing hearts restore a little bit of Chuck's health when he touches them.





Sleeping creatures can be helpful in getting Chuck to where he wants to go. Look for red pterodactyls, giant frogs, mini-mammoths and crocodiles.

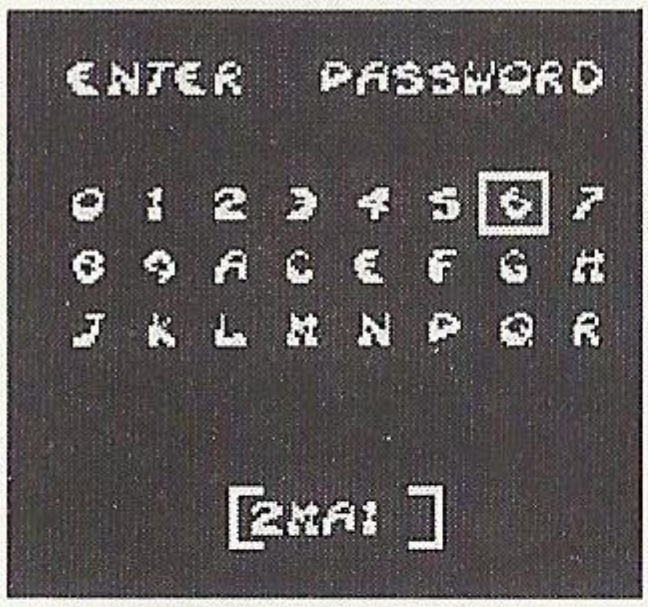
Look for any **special items** (such as stuffed pig heads, smiling starfish or frozen peas) lying around. Touching them will give you a big bonus!



The Password

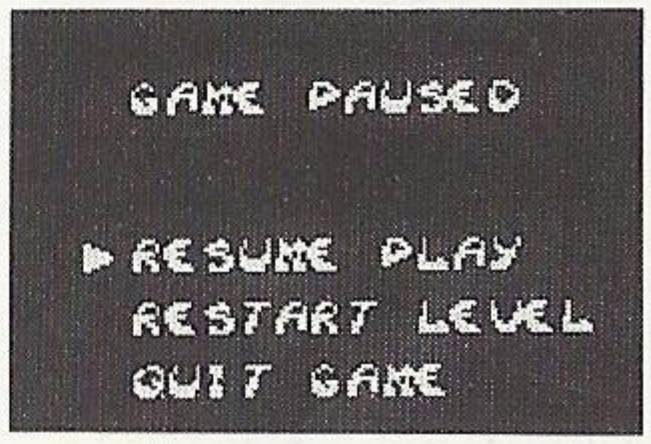
Chuck must rock his way through five stages in order to find his beloved Ophelia. When Chuck completes each stage, a password will appear on the screen. Write it down so that you can continue Chuck's quest at any time without having to return to the beginning of the game.

To use the password, press the Start Button to bring up the Selection screen. Use the D-Button to select "Password," and press Button 1. Enter your password using the



D-Button to select, and Button 1 to enter each character. If the computer accepts your password, the words, "Password Accepted" will appear on the screen and the game will begin on the level whose password you had entered. If the words "Password Denied" appear, the initial selection screen will return for you to try again.

Take a Break



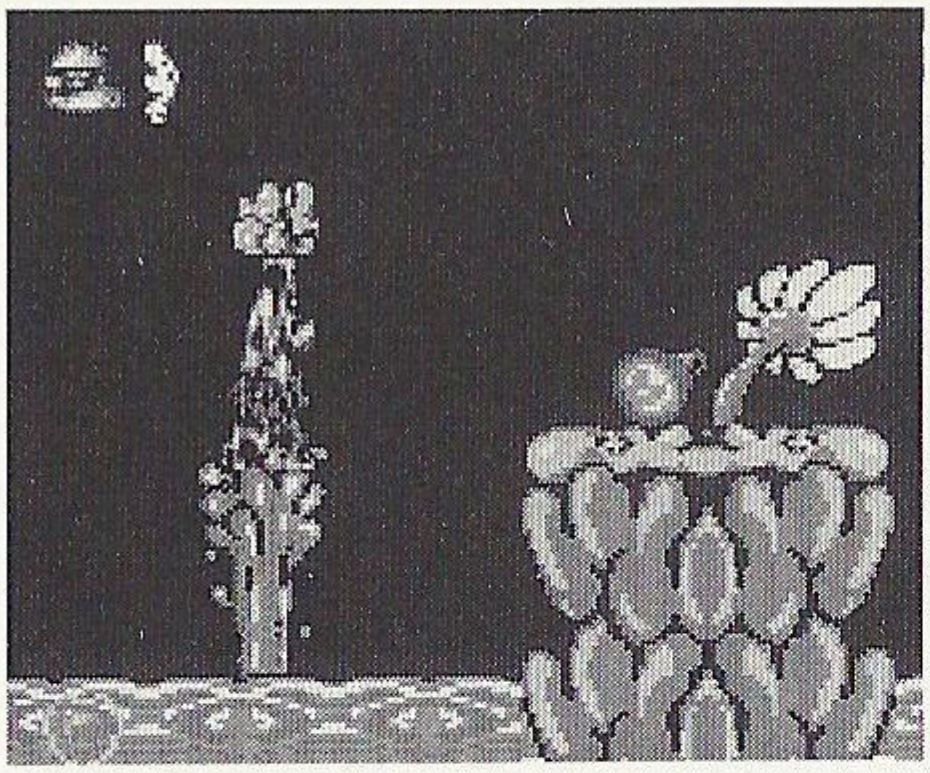
If you need to pause the game for any reason, press the Start Button. A screen with three options will appear. You have the choice of resuming the game when you're ready; of starting at the beginning of the level you are currently playing; or of ending the game. Use the D-Button to make your selection, then press Button 1.

Note: If you choose to restart at the beginning of the level you are playing, Chuck's health will stay the same as when you paused the game.

The Lay of the Land

Stage One: It's a Jungle Out There

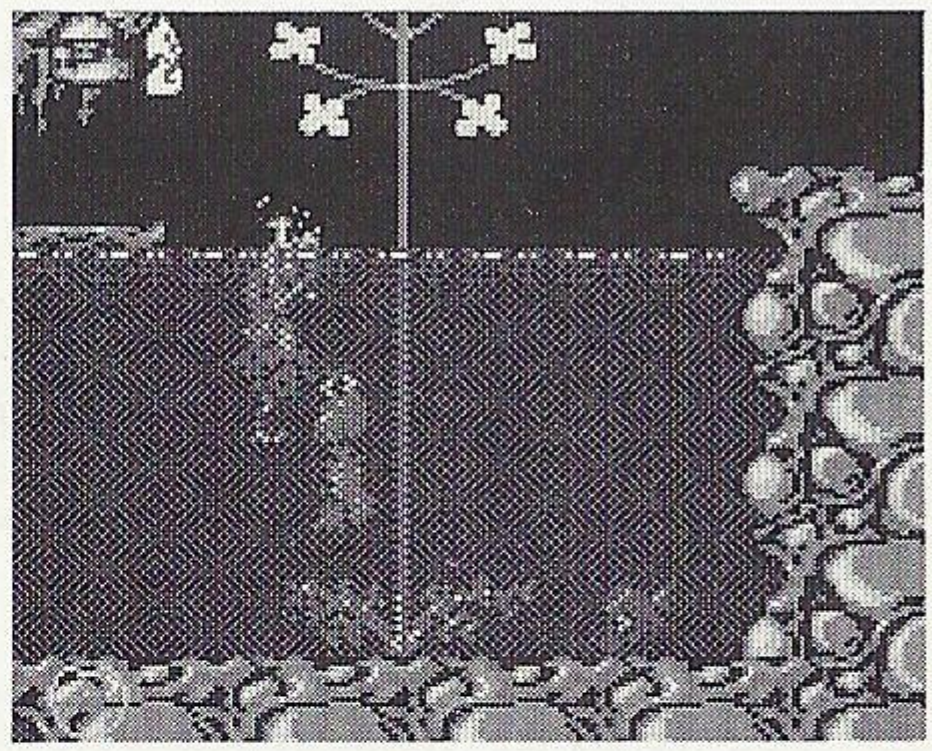
Chuck begins his journey and finds it's not just a romp in the daisies! Critters in the trees hurl coconuts at Chuck's Neanderthal noggin. Dinosaurs and snappy little alligators rush Chuck from every direction! Rock `em from a dis-



tance, or use a fast belly-bump to get them out of the way. The green swamp water is toxic, so hitch a ride on a waterspout, or use a rock as a bridge. Bonk a croc on the head with a rock and see what happens! Boulders rumble down the hillsides – make Chuck duck! Watch out for suspicious-looking rocks, and remember — some creatures are harder to get rid of than others!

And just when you thought you were out of the jungle... In charges Frank the Triceratops! Bonk him, but don't let him catch you!

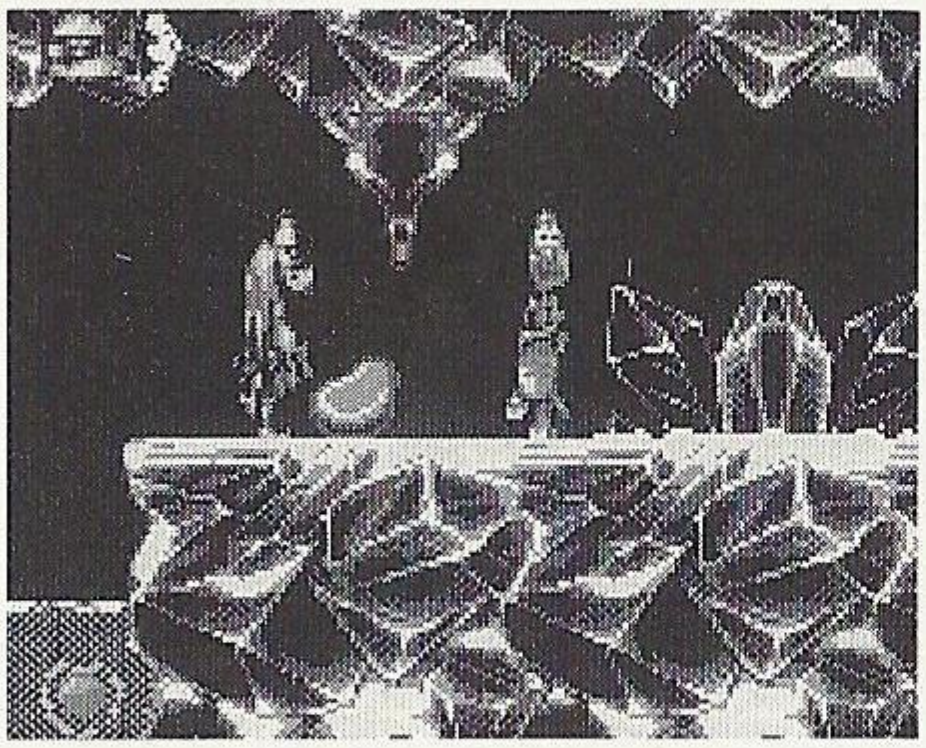
Stage Two: Going Fishin'



The fish are biting, and Chuck's the bait! Swim around and dispatch the sea creatures with a caveman kick, or use a convenient rock to weigh Chuck down and take a walk on the ocean floor. Take a ride on a waterspout, and if you see any giant frogs napping, wake them up – they might take you where you want to go.

But you're not out of the water yet! Face down Nessie the Sea Monster and her legion of crabs in order to continue your search for Ophelia!

Stage Three: Caught in the Ice Age

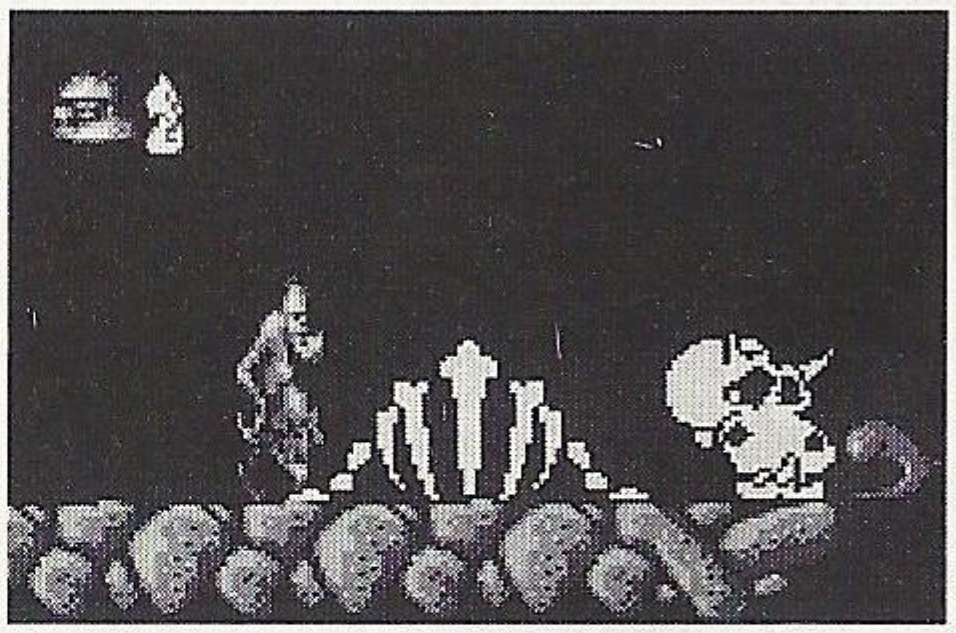


It's freezing out here! Chuck isn't dressed for the occasion, but neither are his enemies, and the cold makes them cranky! Slow down, and watch for falling icicles! Bump the sliding dino-cicles and stop any snowball fights from putting you out of the action! Wake a mini-mammoth up with a belly-bump – he won't like it, but he will give you a lift.

At the end of the Arctic trail you'll meet Wayne the Woolly Mammoth. Can Chuck bump the behemoth off with his boisterous belly-bump?

Stage Four: The Happy Hunting Ground

Chuck has stumbled onto the legendary Dinosaur Grave-yard. Is this a bad omen? Could this be the end? What-ever it is, it's not for the weak of stomach!



Stage Five: The Big Battle

Gary Critter has enlisted the help of the biggest, baddest dinosaur yet – Terry the Terrible Tyrannosaurus – as his final defense against the courageous caveman. Will you and

Chuck best the brute, or will Chuck join the rest of the fossils here? He'll need some fancy footwork and plenty of guts. Good luck, Chuck!

Game Over



Chuck has three Chances to save Ophelia, and when he loses all three Chances the game ends. Press the Start Button to start the game from the beginning of the first stage, or use a password to bring you back to the stage where Chuck had last gone belly-up.

Helpful Hints

- If you come across a useable rock, grab it and take it with you – you'll probably need it.

- Take your time, and watch the movements of your enemies from a safe place. This will make it easier to dodge or defeat them when they come at you.

- Before you toss a rock onto high ground, first make sure that Chuck doesn't need that rock to climb up.

- Remember – especially in the ocean stage – that dangerous things come in small packages!

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.

Score Sheet

Date	Stage	Score	Date	Stage	Score

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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 warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR 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, we 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.

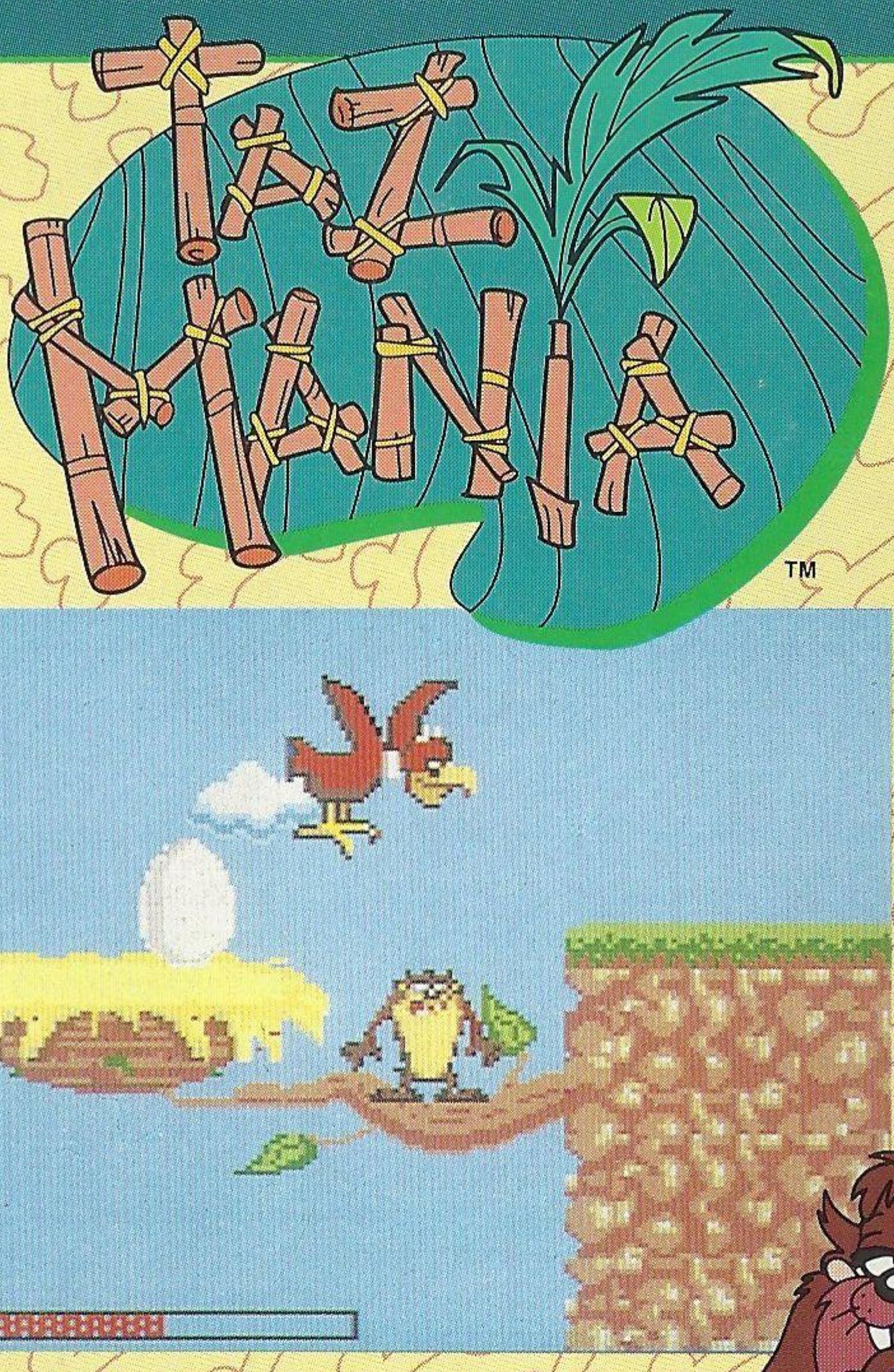
Repairs After Expiration of Warranty

If your 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 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.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety 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.



Watch him devour everything in sight to satisfy his craving and gain special powers to locate the lost egg!

COMING IN FALL '92!

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