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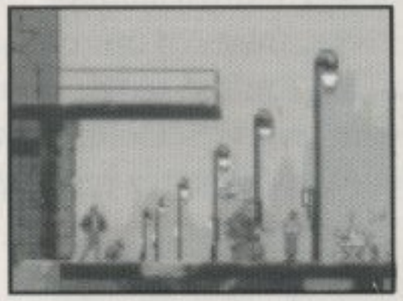
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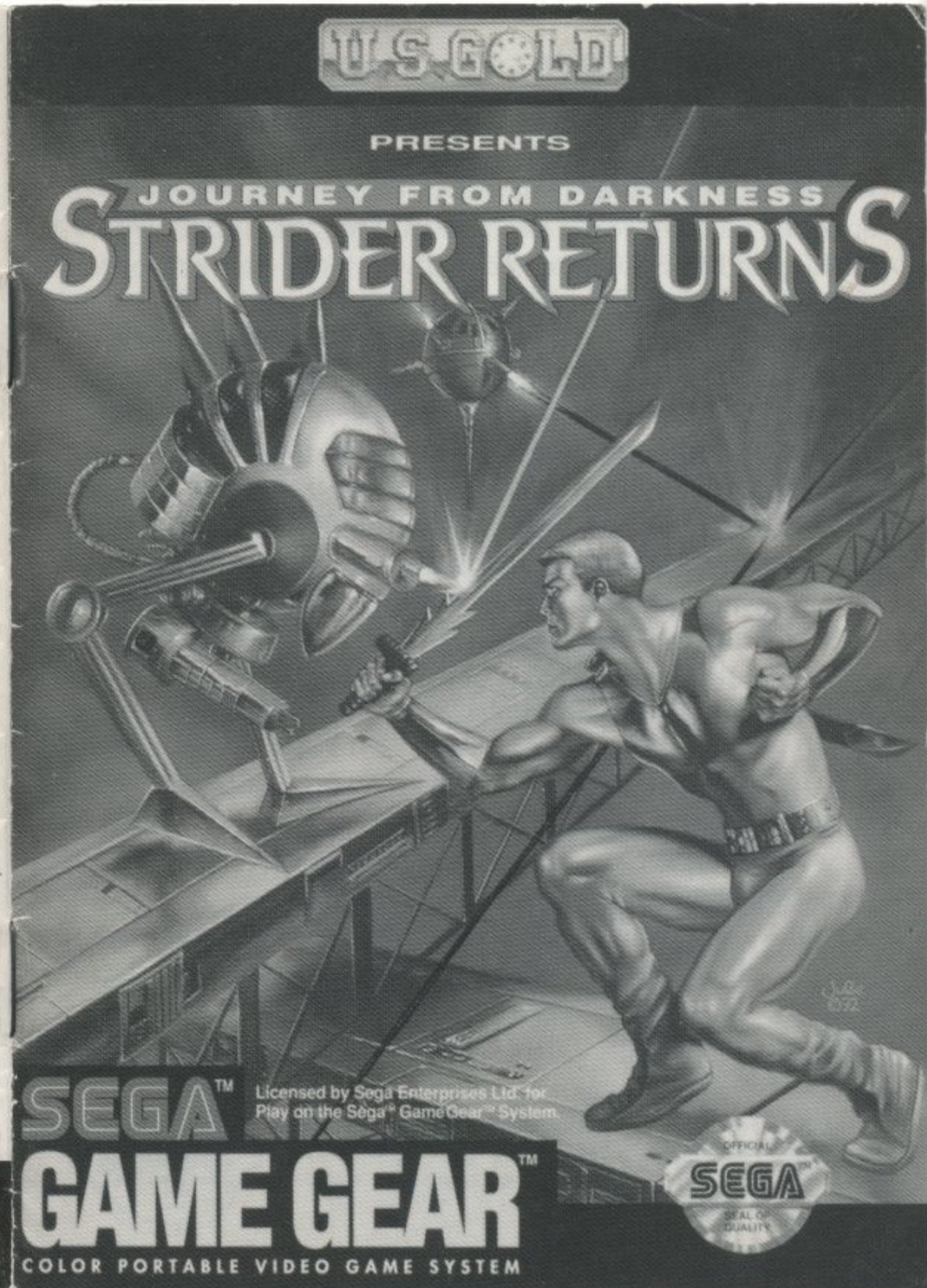
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PRESENTS

JOURNEY FROM DARKNESS

STRIDER RETURNS



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Epilepsy Warning

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 of flashing lights. Exposure to certain patterns or backgrounds on a television screen 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 you 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.**

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Strider Returns

This guy is like a bad habit, he just won't go away. Now this Evil Master dude and his legions of nimrods are poised above the planet in a space station, ready to make the planet one big black hole. Not only that, those blasted automadions (space slang for funky robot type guys) have captured Lexia (Not the car, the babe!) and are holding her prisoner aboard their space station.

Don't it just make your blood boil? Doesn't it make your skin crawl? Does it make your face turn red with anger? Is there steam coming out of your ears? Hold on, get a grip! We've been in this kind of fix before. Okay, Okay, you're right, probably not this bad. But hey, this is a video game there's always a good guy around somewhere. Get with the program!

It just so happens, that on the island Moralos (you remember the secret base of the famous Striders) there is just the guy you're looking for. The most pumped up Strider of them all Hinjo, is just waiting to punch these guy's lights out. Go ahead, grab that control pad and give it a shot, sounds like a piece of cake. . . Wrong! This baby's not your every day space walk in the park! Strider's back and the fun is about to begin. Rumble on, Strider Dude!

Starting Up Your System

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

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

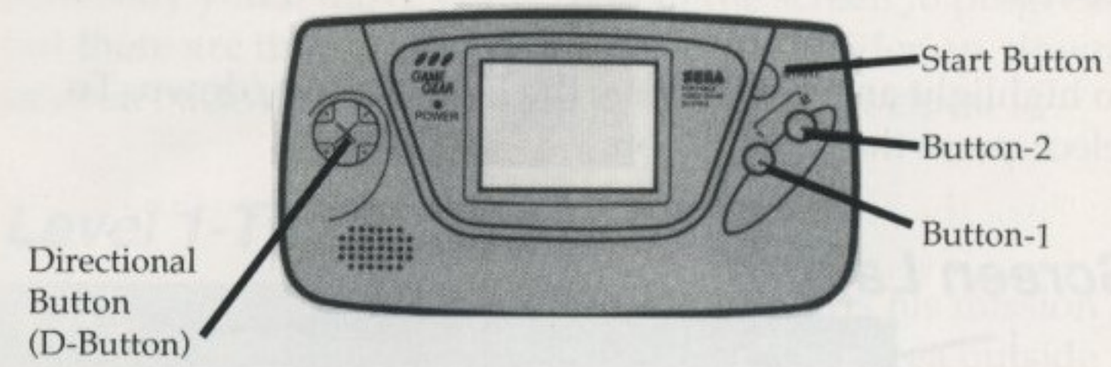
3. Turn the power switch ON. In a few moments, the Strider screen will appear.

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. Turn the power switch ON again.

IMPORTANT: Always make sure your power switch is turned OFF before inserting or removing the game cartridge.

Controls

Striders train rigorously to obtain their legendary athletic skills. Follow their lead and master the controls.



Directional Button (D-button)
Press to move Strider to the left/right , and also to control falling.
Press down to duck and to use the sliding attack.

Button-1
Press to fire shurikens if collected.
Press to attack with the sword.

Button-2
Press to jump.

Getting Started

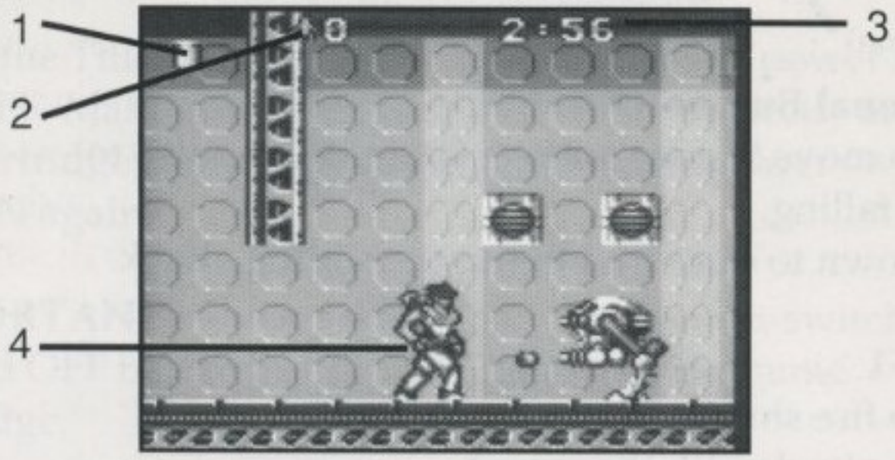
The Title screen appears immediately after the U.S. Gold logo. The High Score Table appears displaying the top scores of previous Striders. Watch the demonstration directly following the High Score screen, and pick up a few hints to aid you in your quest. Pressing Start during the sequence described in this section takes you to the Start/Options screen.

Start/Options Screen

You can choose the level of difficulty by selecting between either EASY or HARD (if you are feeling particularly brave!).

To highlight an option, move the D-button up/down. To select press the Start button.

Screen Layout



1. Energy
2. Remaining players
3. Remaining time
4. Strider

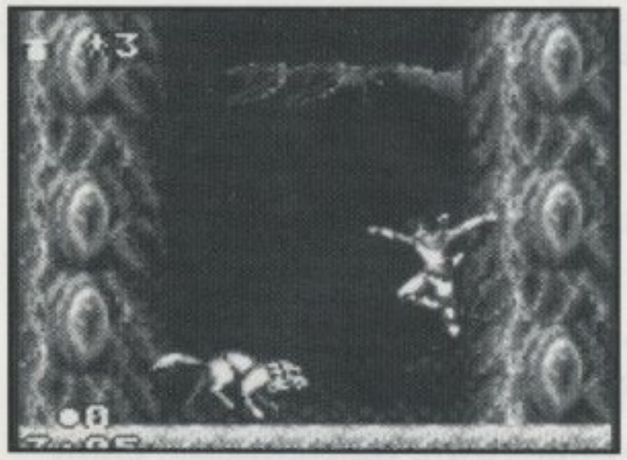
Fighting Force

You start the game with 5 lives. You also have 1 `Continue' with 3 lives in reserve. Each time Strider takes a hit from enemy fire or touches an enemy, he loses one point of energy from his life-force. When all energy is depleted, or Strider falls into a gap between buildings, you lose one life. When your lives run out the game ends.

Time Keeps Ticking...

Each level has a set time in which to complete it. If Strider is battling when time runs out, one of your lives will be lost. Normally you'll move to the right of the screen to progress, but there are times when you must guide Strider up, down or even backwards! Keep your eyes peeled for clues.

Level 1-The Forbidden Forest

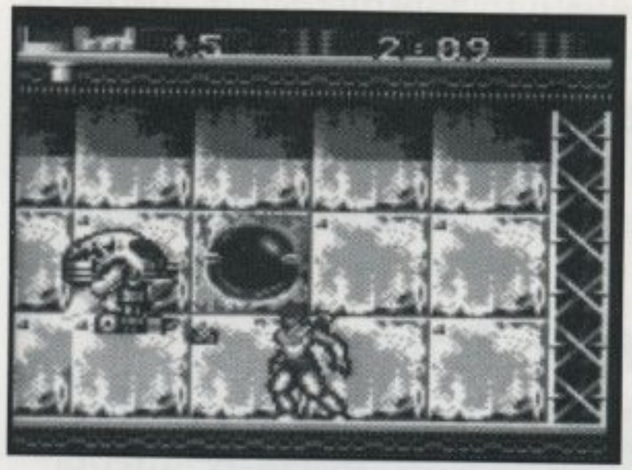


Strider starts his mission in the forest area outside an enemy stronghold. Automated sentry robots patrol this area, and are programmed to destroy any alien organism that they encounter. Beware of the mechobirds' savage air attacks! Defeat Milsoma, the missile firing machine, Podulous, the armor-plated firebomb and then take on Inferno, the flame thrower wielding maniac.

Level 2-The Castle Labyrinth

Battle floating mines and steadfast roboposts while avoiding charges from power generators. Proceed through to an aircraft hanger area guarded by a well-defended battle tank. You'll have to pass more power generators to come face to face with the master (or is it?).

Level 3-The Alien Depths

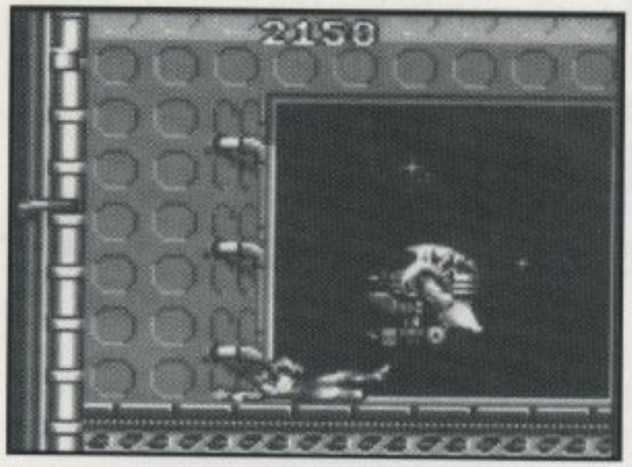


Moving underground, Strider is confronted with evil alien hatchlings. Finding his way through the maze is bad enough but then he must defeat the alien mother who guards the exit! Take it all in your stride...but watch out for those slime pits!

Level 4-The Hive

Back into the open again for rooftop battles where your agility, speed and skill are critical. Avoid falling into oblivion while fighting maniac missile firing mechanoids, giant hornets and turbo wasps. Ropes, aerial runaways and small platforms make up the dramatic backdrop for the struggle onward. The entrance is guarded by Waspini, a giant cyborg wasp who can't stand intruders....

Level 5-The Master's Lair



Little is known about the Master's headquarters as no one has ever survived to report what traps lurk inside! So, Strider it's you against all odds - defeat and failure are unacceptable.

Scoring

Various points are awarded for destroying the various enemies. Pick up the following for extra points.

Orb 50 pts, 100 pts, 150 pts extra credit (max. 5) for each one collected.

Heart Extra energy.

Take it in your stride....

Enemies come at you from the right and left. They may fire only once, or fire multiple shots. Keep your eyes open or suffer the consequences. Figuring out which way to go next is the key success. Remember, you're at the mercy of the timer, so move quickly.

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 recess during extended play.

U.S. Gold, Inc. Limited Warranty

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