U.S. GOLD®

PRESENTS

MARVEL COMICS

THE INCREDIBLE HULK

Available for Sega™ Genesis™ and Game Gear™.

This Marvel® Comics super-hero battles his well-known nemeses, Rhino, Tyranus, and Leader. Watch out as the Hulk fights with ferocious moves: Super Stomp, Sonic Clap, Bear Hug, Head Butt and Long Punch.

In a 1000cc Diablo, speed through the tight curves while avoiding the oncoming traffic and your opponent's left hook.

ROAD RASH

Available for Sega™ Game Gear™.

SEGA™

Licensed by Sega Enterprises Ltd. for play on the Sega™ Game Gear™ System.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

1 TO 4 PLAYERS

PRINTED IN JAPAN

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PRESENTS

WINTER OLYMPIC GAMES

Lillehammer '94 ©®

Official Licensed Product of the 1994 Olympic Winter Games

SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA™ SEAL OF QUALITY

EPILEPSY WARNING

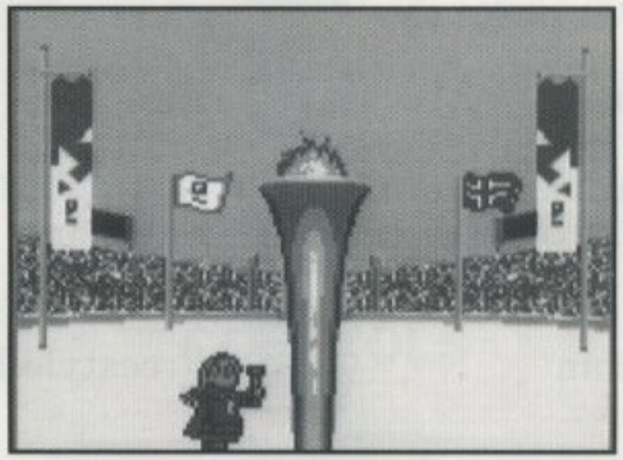
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

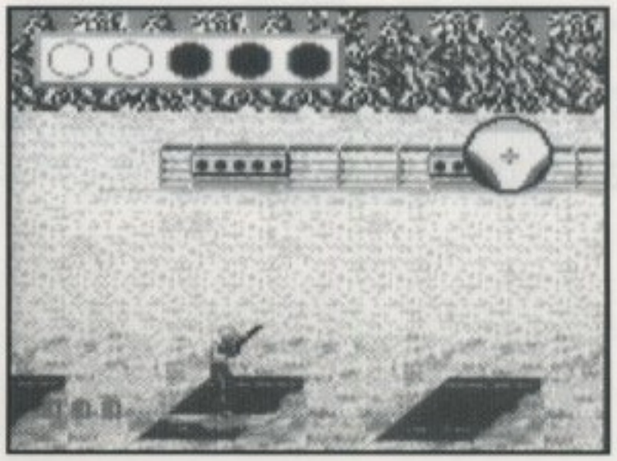
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. Certain conditions may 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.**

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ System.

OLYMPIC WINTER GAMES IN LILLEHAMMER

Lillehammer, a small town situated 100 miles north of Olso in Norway, has invited the World to join them for the XVII Olympic Winter Games to be held from the 12th to the 27th of February, 1994. It will be 70 years since the first Olympic medals for winter sports were awarded in Chamonix, and 42 years since the games were held in Norway. The Olympics are based on the fundamental ideal of educating young people through sport in a spirit of better understanding and friendship, thereby helping to build a better and more peaceful world.





WINTER OLYMPIC GAMES

Sixteen of the world's leading sporting nations have come together to compete in the XVII Olympic Winter Games. You and up to three friends may compete against each other and some of the best computer controlled athletes in the world for the ultimate achievement in amateur sport: an Olympic medal. You will compete in 10 exciting events in the Full Olympic program, or choose your own set of events for a Mini Olympic competition, or practice an event. The ten events are:


Downhill


Luge


Super G


Biathlon


Giant Slalom


Ski Jump


Slalom


Freestyle-Moguls


Bobsleigh


Short Track Speed Skating

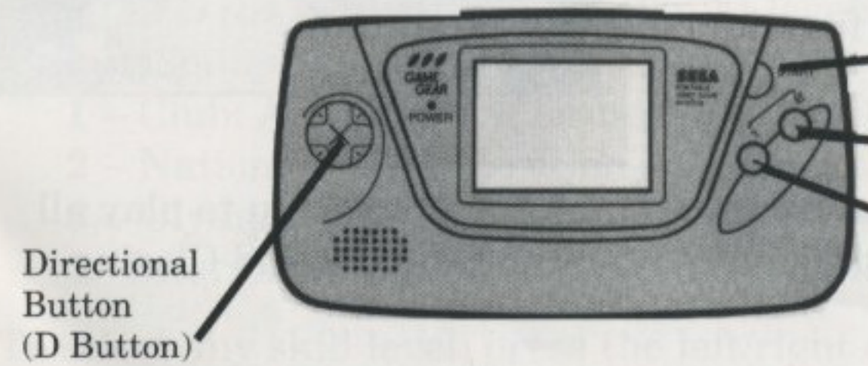
All events are based around the actual venues and incorporate scenery found in and around Lillehammer.

STARTING UP YOUR SYSTEM

1. Set up your Game Gear System as described in its instruction manual.
2. Make sure the console's power switch is turned OFF. Insert the Winter Olympic Games cartridge into the Game Gear unit.
3. Turn the power switch ON. The Winter Olympic Games 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. Turn the power switch ON again.
5. Press the START button to begin your quest for the Gold!

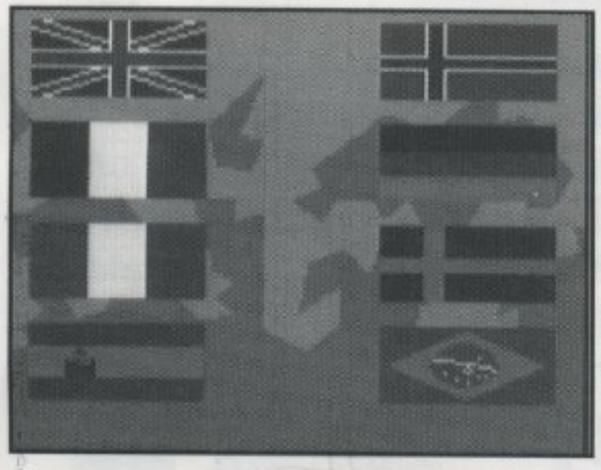
IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the game cartridge.

CONTROLS



GETTING STARTED

Language Selection



The Language Selection screen appears after the Sega screen. You will be able to select from 1 of 8 languages. Use the D button to move through the flags of the available languages. When the flag you wish to select is flashing, press any button.

Main Selection



Once a language has been selected, the Main Selection screen appears. By pressing the up/down on the D button, you will be able to highlight any option. Press any button to select. The functions available are:

Full Olympics: The Full Olympics allows you to play all 10 events, and includes both the Opening and Closing ceremonies.

Mini Olympics: The Mini Olympics feature allows you to select which events you wish to compete in during the Games. By selecting this feature, you cannot see the Opening or Closing ceremonies.

Use the D button to move the highlight between the event pictograms, and any button to train in that event. (If you are unsure what each pictogram means, please refer to the section Winter Olympic Games.)

Training Session: This feature will allow you to train in the event of your choice. Selection is the same as for Mini Olympics, but you will be able to select any number of events to play. When you have selected the events you wish to compete in, press START.

Options

Effect: This option allows the selection and play of any of the featured sound effects. Press any button to play your selection.

Tune: This option allows the selection and play of any of the featured tunes. Press left/right on the D button to cycle through the various tunes. Press any button to play your selection.

Skill Level (Difficulty): Three different levels of competition:

1 – Club: An easy level for beginners.
2 – National: The opposition is tougher than Club.
3 – Olympic: The opposition compete at the international level and are the toughest to beat.

To select any skill level, press the left/right on the D button.

Player Selection: Up to four human players may register to compete in the Games at the same time. The Player

Selection screen will allow you to select the number of players, their names, the country they wish to represent, and if they are male or female competitors. Using the D button, move the pointer around the screen, press any button to highlight an option. The available options are:

Player's Name: A default name has already been entered for you. To change it and add a letter press Button 1, Button 2 to delete a letter, and the START button to enter.

Character Selection: You may choose between a male, female or computer participant.

Start: To start playing the events.

When 2, 3 or 4 players have been entered, each player takes turns playing the event.

THE EVENTS

Downhill: One of the world's toughest downhill courses lies 50 km north of Lillehammer, at Kvitjell, and forms part of the Lillehammer Olympic Alpine Center. Measuring 3,150 meters in length, it has a vertical descent of 820 meters, and at the steepest point involves a drop of 70-80 meters. However, Alpine events have not always been a part of the Olympic Games. They were first introduced in the 1936 Games. The course is designed primarily for speed and the gates are positioned so as to not interfere with the fastest line, however, they do test the competitor's technical ability to control speed in areas of difficult terrain. The winner is the competitor who completes the course in the fastest time after one run. Prior to starting the event, you will need to select

which skiing method you prefer, these are:



User must hold the direction they wish to travel in.



Pushing the left will cause the skier to ski to the right.



Pushing to the left will cause the skier to ski to the left.

You must ski from the starting hut to the finish line, ensuring that you go through all the gates positioned down the course. Missing a gate results in disqualification. You will still be able to complete the course, but no result will be given. Do not hit objects off the course as this will result in fatal injury. Jumps and tight turns must also be overcome. When in the starting hut, press any button within the fixed starting period to begin your run. Adopt the *tuck* position by holding Button 1 down, to gain extra speed. Beware, if you go too fast you may not be able to control the skier over certain areas of the course. These controls are used in all Alpine skiing events.

Super G: The Super G is also held at Kviftjell and will be a somewhat shorter track than the downhill. The course has a natural sequence of long and medium turns, including gates which are positioned to slow the skiers down as well as create more sweeping lines across the mountain side. This is the longest of the slalom events and the winner is decided after one run.

Giant Slalom: The Lillehammer Olympic Alpine National Center, Hajfell, just 15 km north of Lillehammer, is the home of the Giant Slalom event. The course has been designed with long, medium, and tight turns in a natural sequence and gates allowing competitors to exploit natural variations in the terrain. The winner is decided after two runs and the player's rank is calculated against the lowest combined time.

Slalom: The Slalom course at Hajfell is the shortest of all the alpine skiing events. The gates are positioned to provide the skier with a number of changes of direction, while also making it possible to gain speed and maintain a steady flowing rhythm through the course. The winner is the competitor with the fastest aggregate time after two runs down the different courses.

Freestyle Moguls: Moguls will take place at the Kanthaugen Freestyle Arena, just a short distance from the center of Lillehammer, and one of the most modern and advanced freestyle arenas in the world. Having been introduced to the Olympic Games at Albertville in 1992, the skier performs an individual decent of high speed turns down a steep 250 meter slope evenly covered with moguls (bumps of hard snow). The skier follows the fall line and executes two jumps during the run. Time, technique, and jump performance are critical for the final result, with 50 percent of the points assigned for technique, 25 percent for two obligatory jumps and the remainder for time.

Press any button to start the event. The skier must accelerate to a high speed down the mogul slope in order to complete stunts like a twister, daffy or back scratcher. A

twister can be done at a relatively low speed, but some, such as the double-stunts must have a higher speed. Speed can be attained by pressing the opposite direction of the D button as the skier turns. For example, as the skier is moving left, and about to turn right, the player must push at the correct time. If his pace is too slow, the skier will lose his rhythm and speed, losing turn points and speed points. The skier can perform stunts at any time, but to carry some off requires a lot of skill from the skier. Pushing a direction on the D button simultaneously with either Button 1 (single stunt), or Button 2 (double stunt) will perform the selected move. Stunts should be activated when the skier is at the top of the mogul. If the stunt is activated too early or late, or the skier does not have enough speed, a crash landing will result.

Ski Jumping: Ski Jumping has a long tradition as a winter sport, and was a central feature of the Olympic Winter Games in Chamonix in 1924. The longest jump on that occasion was 49 meters. The Lysegardsbakkene Ski Jumping Arena, just a few hundred meters from the center of Lillehammer, will host the ski jumping events. Ski jumping requires strength, grace and courage.

Competitors make two jumps from a specially constructed hill, and points are awarded for style and technique as well as for the distance achieved. The ideal jump is one executed with power, boldness, and precision, while giving an impression of calm and steady control.

Press Button 1 to push the skier off and start down the jump. Wind affects both the descent and flight. At the end of the jump, press any button to take off. Pressing too early will lose valuable air time, likewise, pressing too

late will lose distance. While the skier is in the air, the player must use the left/right directions of the D button to keep the skier balanced. Skier hand movements signify that he is about to lean in the opposite direction. The player must compensate by pushing the D button in the relevant direction. For example, if the left hand is moving, compensate by pressing the left direction of the D button. Style points are gained by keeping the skier in the perfect posture. When approaching the ground, press any button to adopt the landing position. Again pressing too early will result in loss of distance, press too late and you are likely to crash! Points are awarded for both style and distance.

Bobsleigh: Bobsleigh competitions have been in the Olympic Games since the winter games were first held in 1924, except for the 1960 Games in Squaw Valley. Stretching 1,365 meters in length, the course at Hunderfossen, 15 km north of Lillehammer, is northern Europe's most modern track. The bobsleigh is push-started by its crew. This initial thrust and force of gravity are the only permitted means of powering the bobsleigh down the course. The aggregate time after four runs determines the winners. To build up speed on the run-in, press Buttons 1 and 2 alternately. The faster you press the buttons, the faster the bobsleigh will travel. When you reach the run, it is up to you to steer the bobsleigh around the track by using left/right on the D button. The goal is to guide the bobsleigh to an optimal position on the track, especially around the bends. This will create less spray, maximize acceleration, increase speed and therefore produce a faster time! Over steering will cause you to lose time.

Luge: The luge, a light toboggan, is a relative newcomer to the Olympic Winter Games and was included in the program for the first time at the Innsbruck Games in 1964. Also being held on the Hunderfossen track, but from a differing starting position. The controls are the same as for the bobsleigh.

Biathalon: Biathlon is a combined sport of cross-country skiing and rifle shooting that was first introduced in the 1960 Olympic Winter Games. The Birkebieneren Ski Stadium in the Lillehammer Olympic Park will be home to the Biathlon. During the cross country sections, use either the left/right on the D button or Buttons 1 and 2 to move the pointer along the bar. Make sure to change directions before hitting the ends, as this will reduce your speed by a quarter. During the shooting sections, use the D button to aim, and Button 1 to shoot. You have five shots which must hit the black center of the target, and can be shot in any order. For each target missed, a one minute penalty is added to your overall time.

Short Track Speed Skating: Speed Skating on a short track was introduced to the Olympic Games at Albertville in 1992. This event differs in several ways from conventional speed skating, particularly in the size of the track. The events will be staged in the Hamar Olympic Amphitheater. The event begins with a starting whistle. Two false starts results in a disqualification. Use Buttons 1 and 2 alternately to build up your speed. Avoid other skaters by moving in and out of the track, using left/right on the D button.

Medal Table: At the end of an event the results are displayed. Should any of the human competitors place in the top three in an event, they will be awarded either a bronze (3rd place), silver (2nd place) or gold (1st place) medal. The Medal Table will then be displayed, and is based on both the number of medals won and the culmination of points based upon the result.

Closing Ceremony: If you were playing the game in Full Olympic mode, when the last event has been completed, you will be able to view the closing ceremony and celebrations which conclude the Games. You may exit this sequence and go back to the Main Selection screen by pressing any button.

HANDLING THIS CARTRIDGE

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

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Japan No. 82-205605 (Pending)