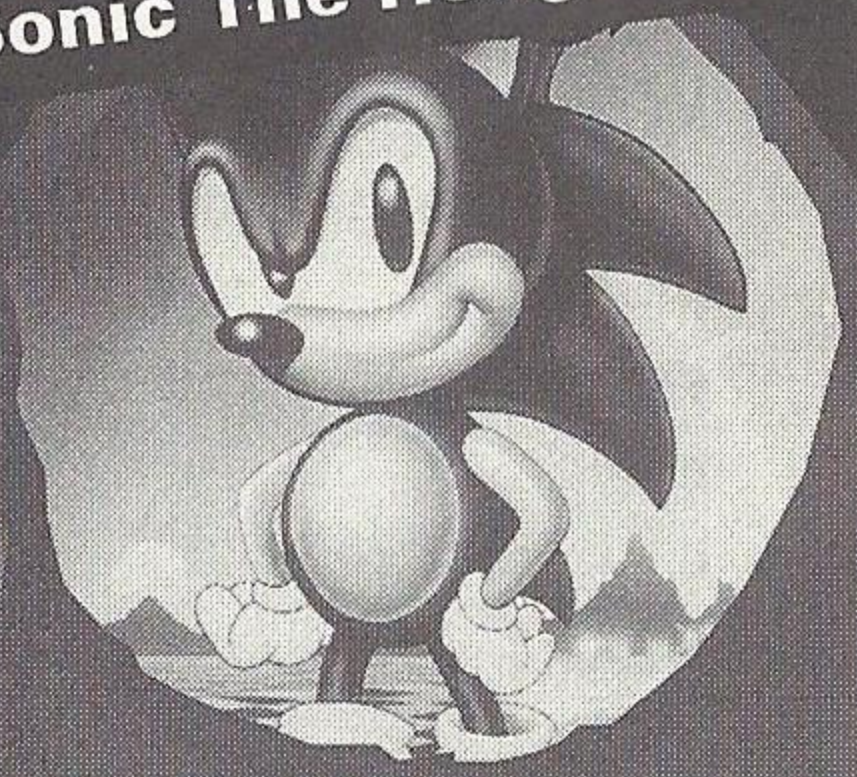
SEGA®

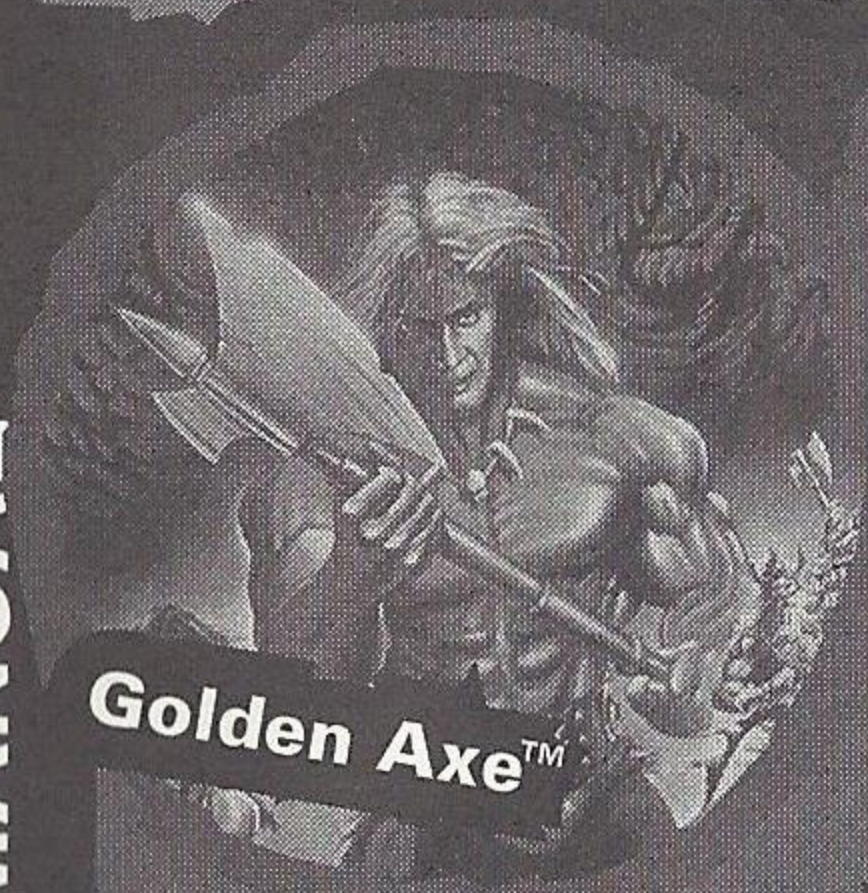
GENESIS™

INSTRUCTION MANUAL

SEGA

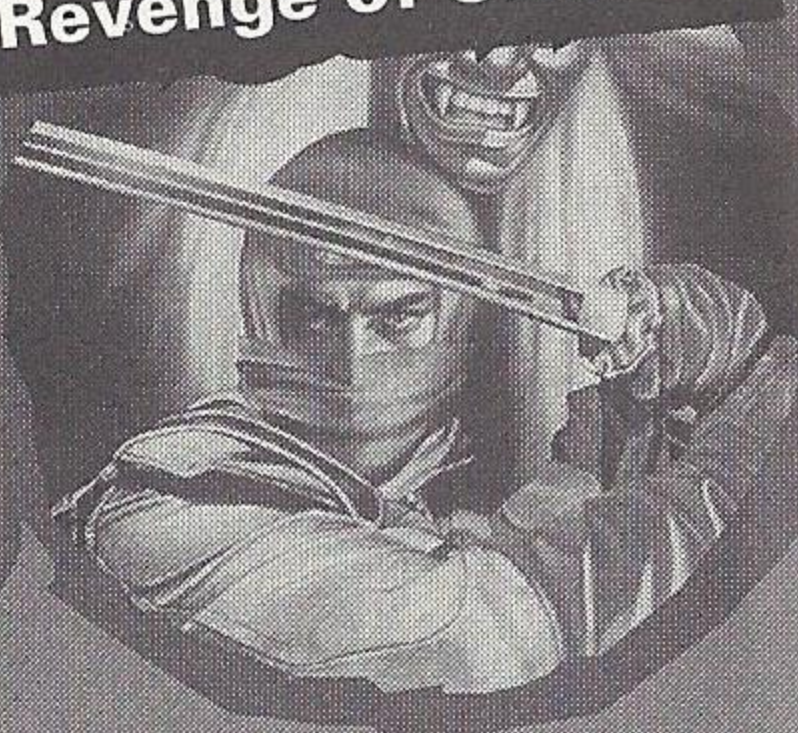
Sonic The Hedgehog™

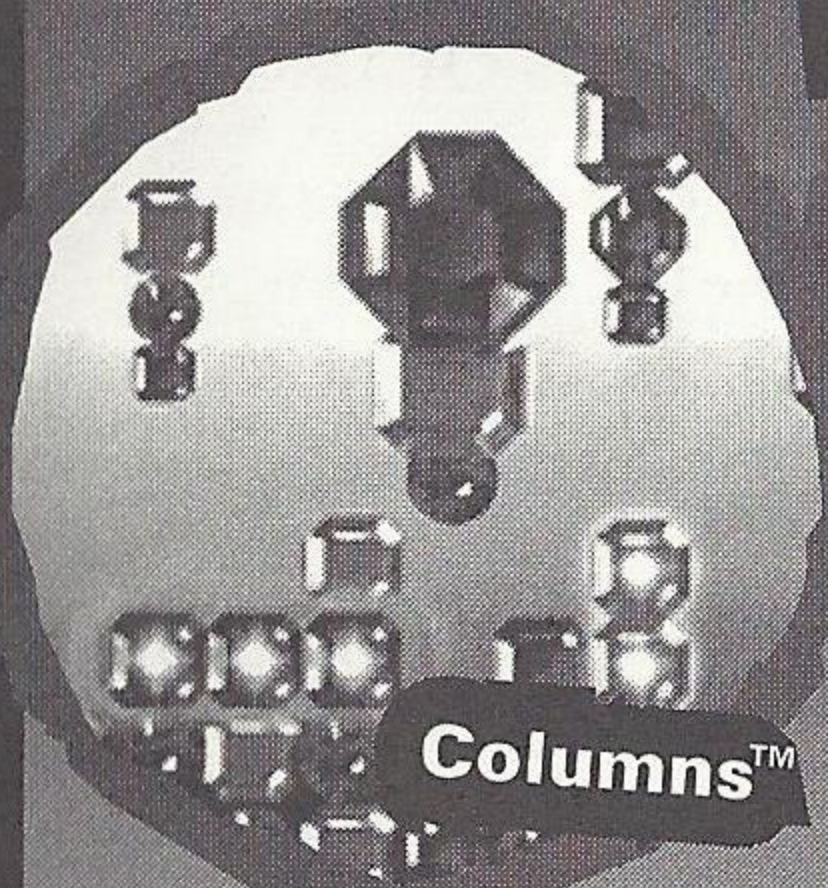




Golden Axe™

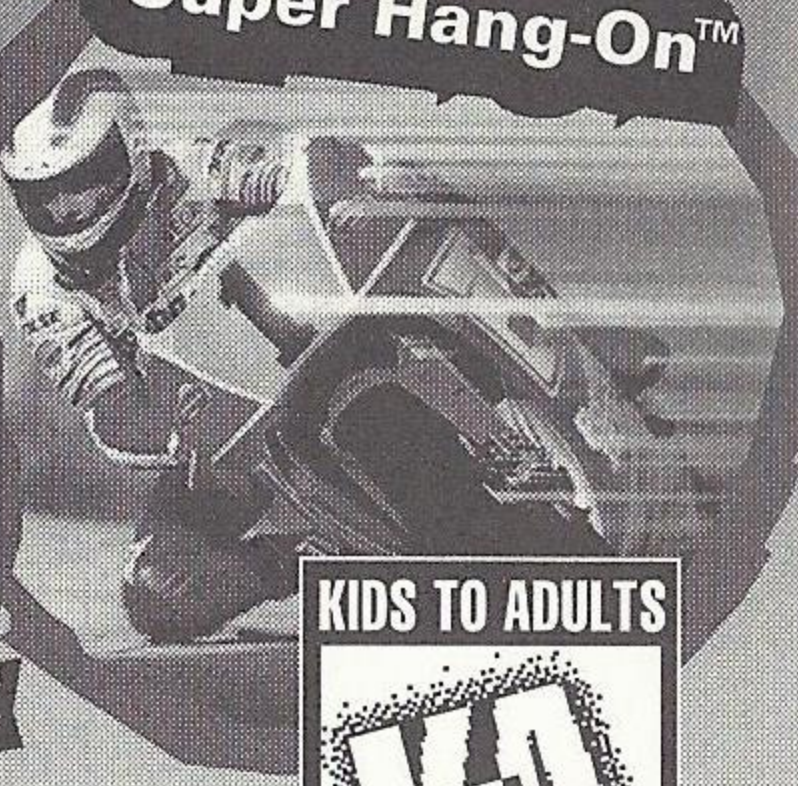
Revenge of Shinobi™

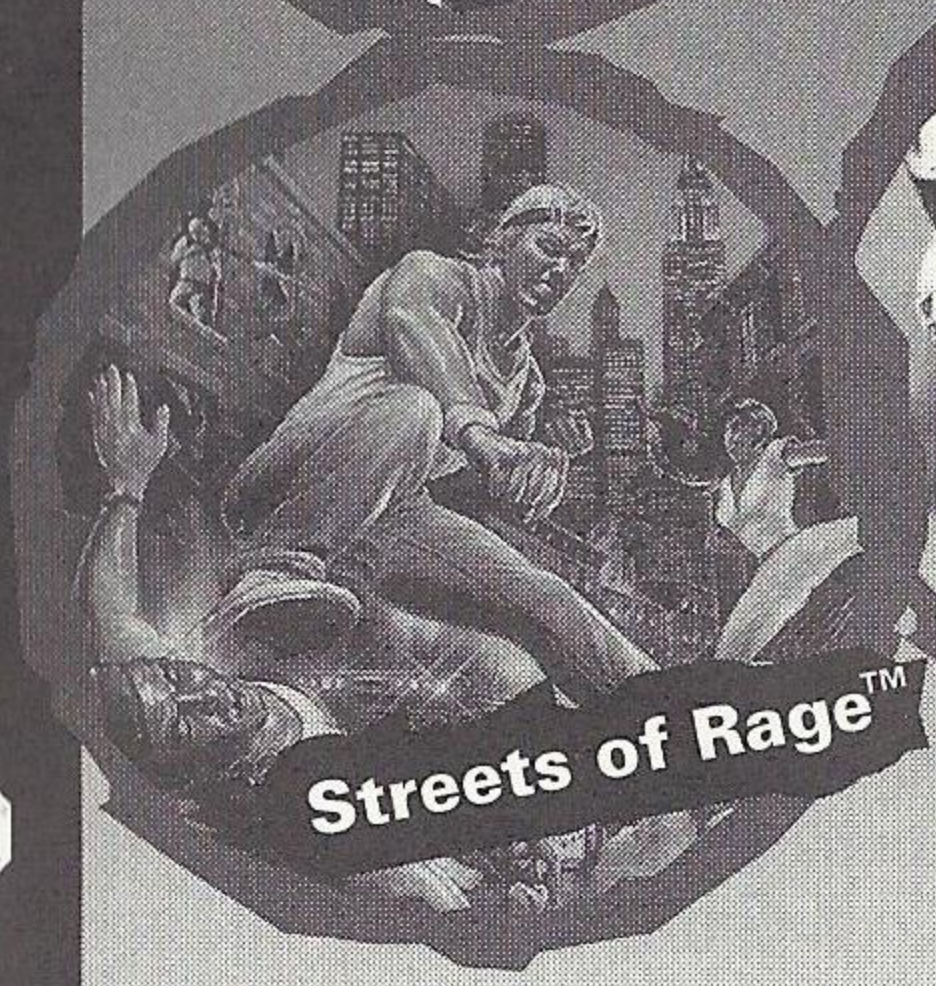




Columns™

Super Hang-On™





Streets of Rage™

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

AGES 6+

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

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.

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis 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 break during extended play, to rest yourself and the Sega cartridge.

SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

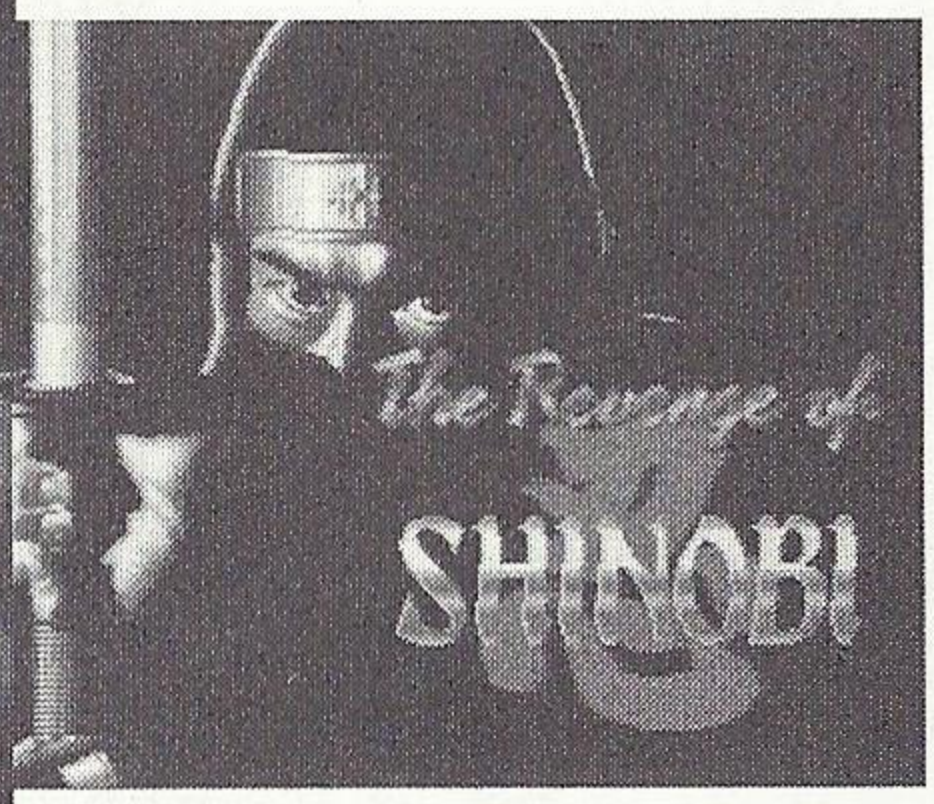
6-PAK



SEE PAGE 5



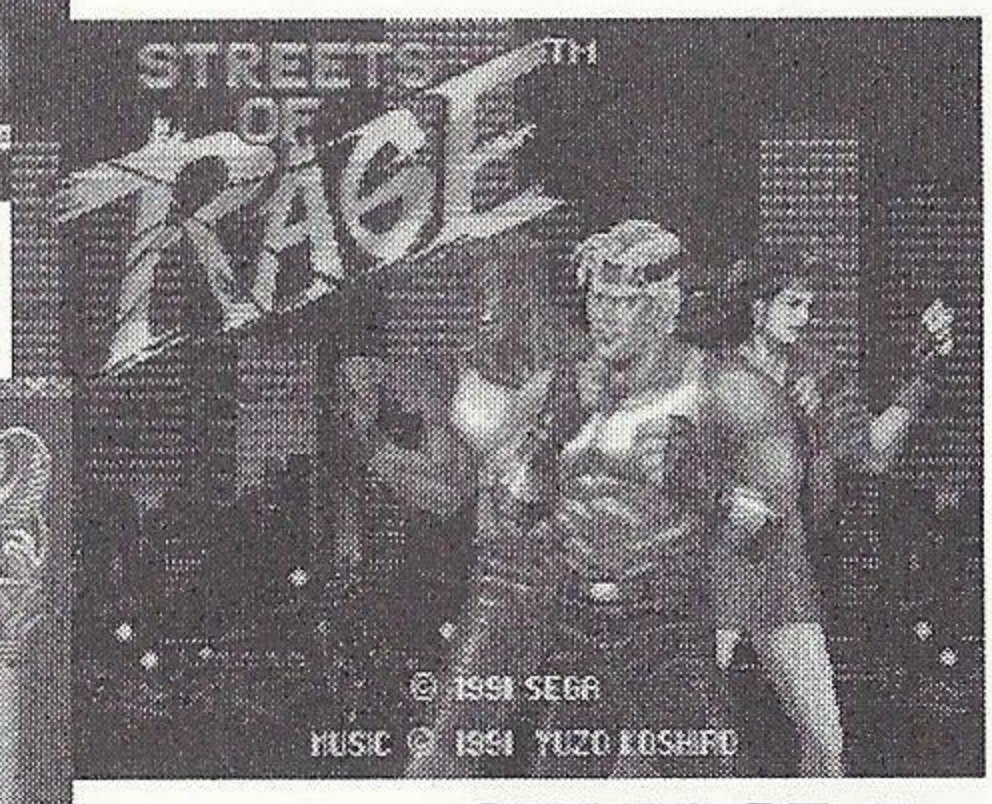
SEE PAGE 13



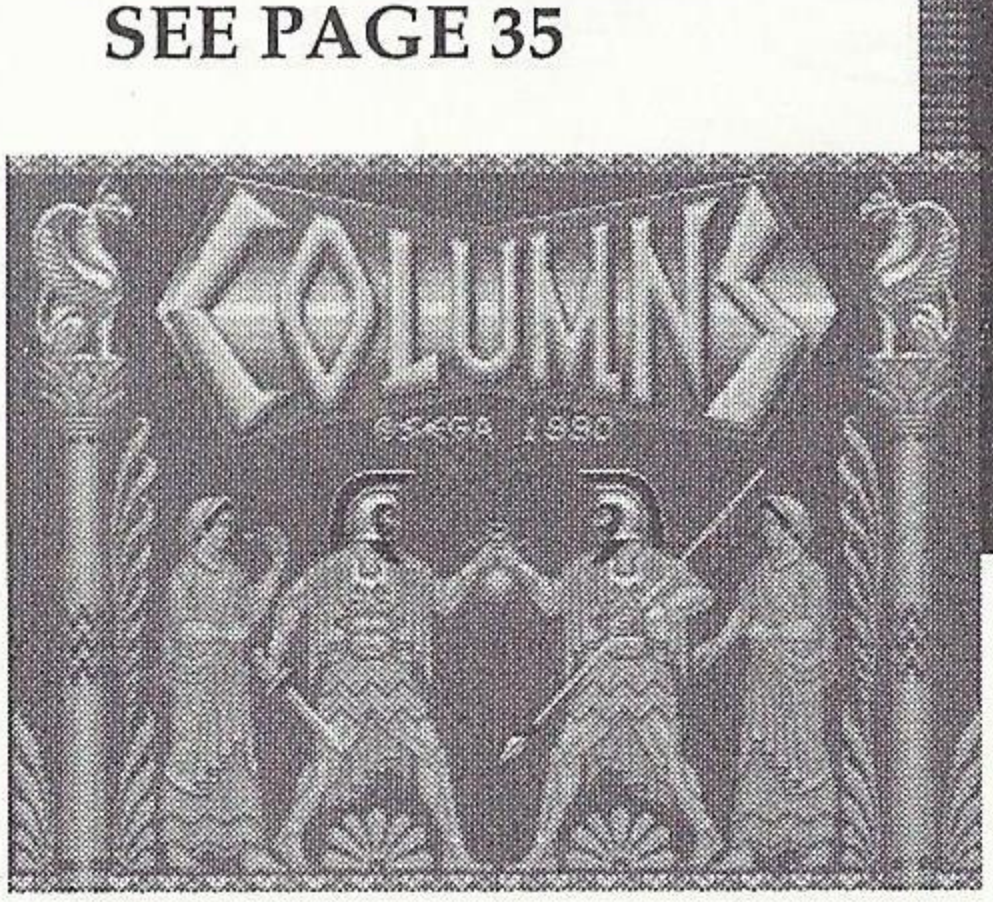
SEE PAGE 25



SEE PAGE 35



SEE PAGE 43



SEE PAGE 55

SIX OF THE BEST!

Starting Up

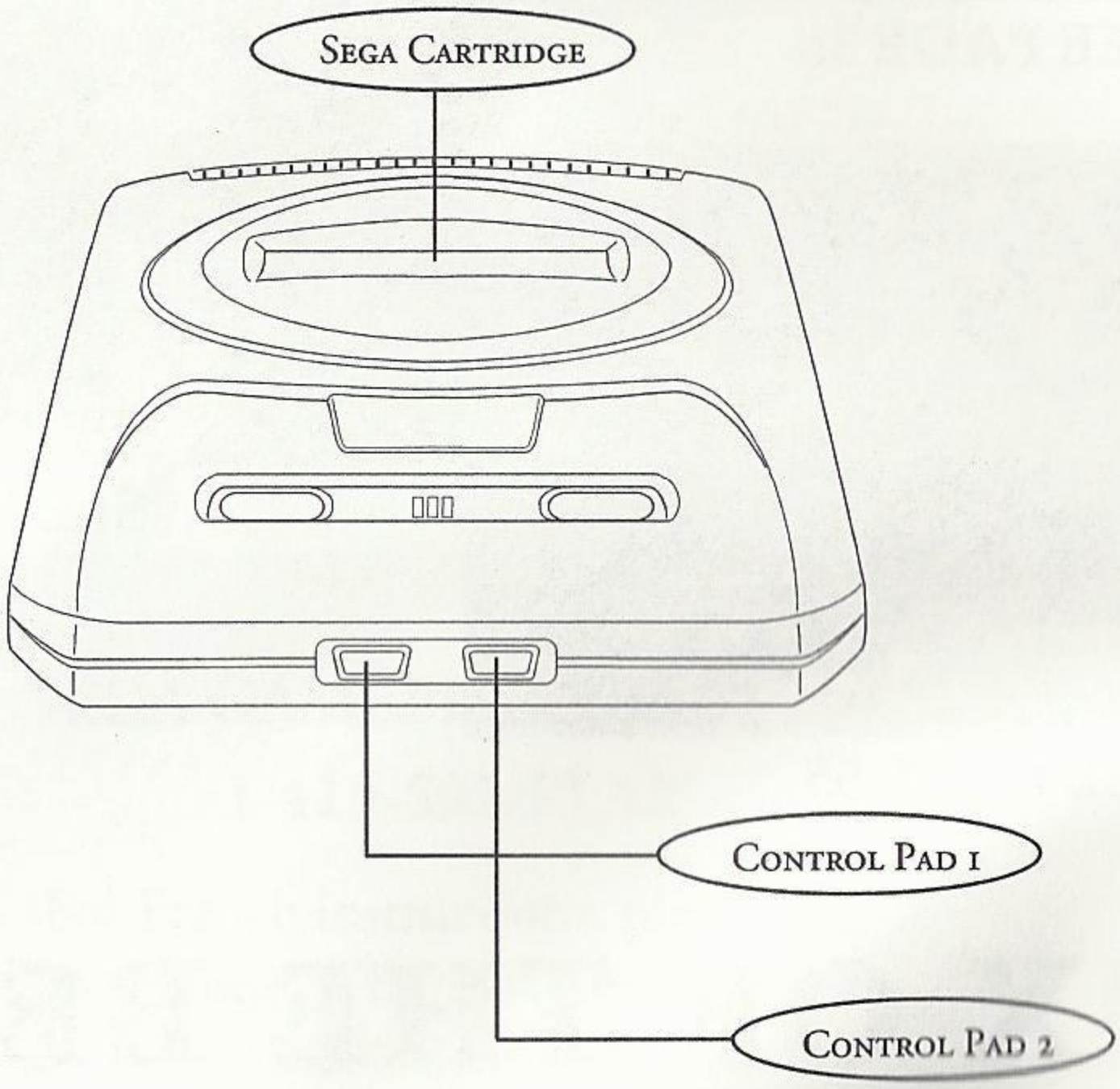
1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.

2. Make sure the power switch is off. Then insert the *Mega 6* cartridge into the console.

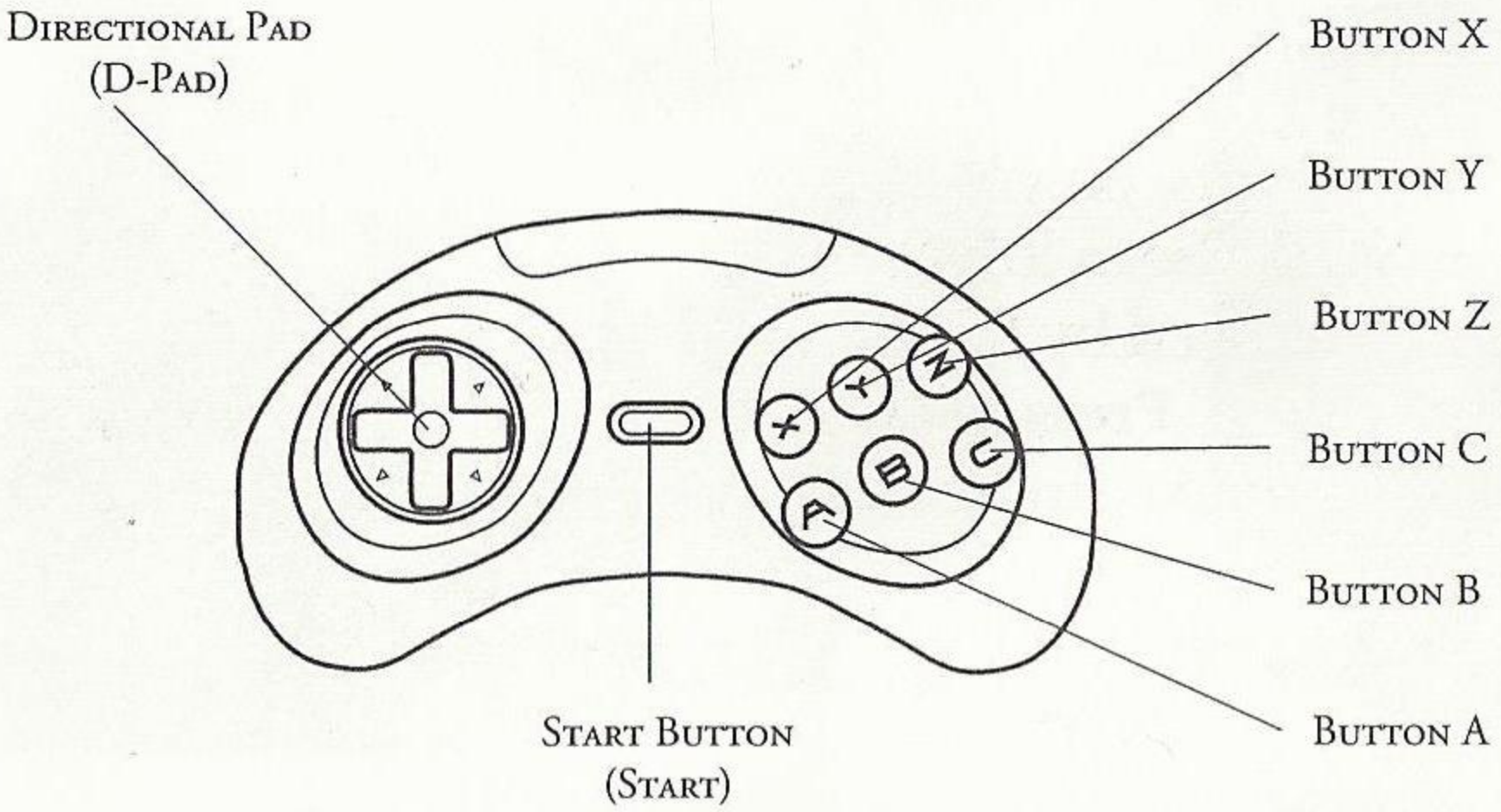
3. Turn the power switch on. You see the Sega logo. Then in a few moments, the Title screen appears.

4. If the Sega logo does not appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch on again.

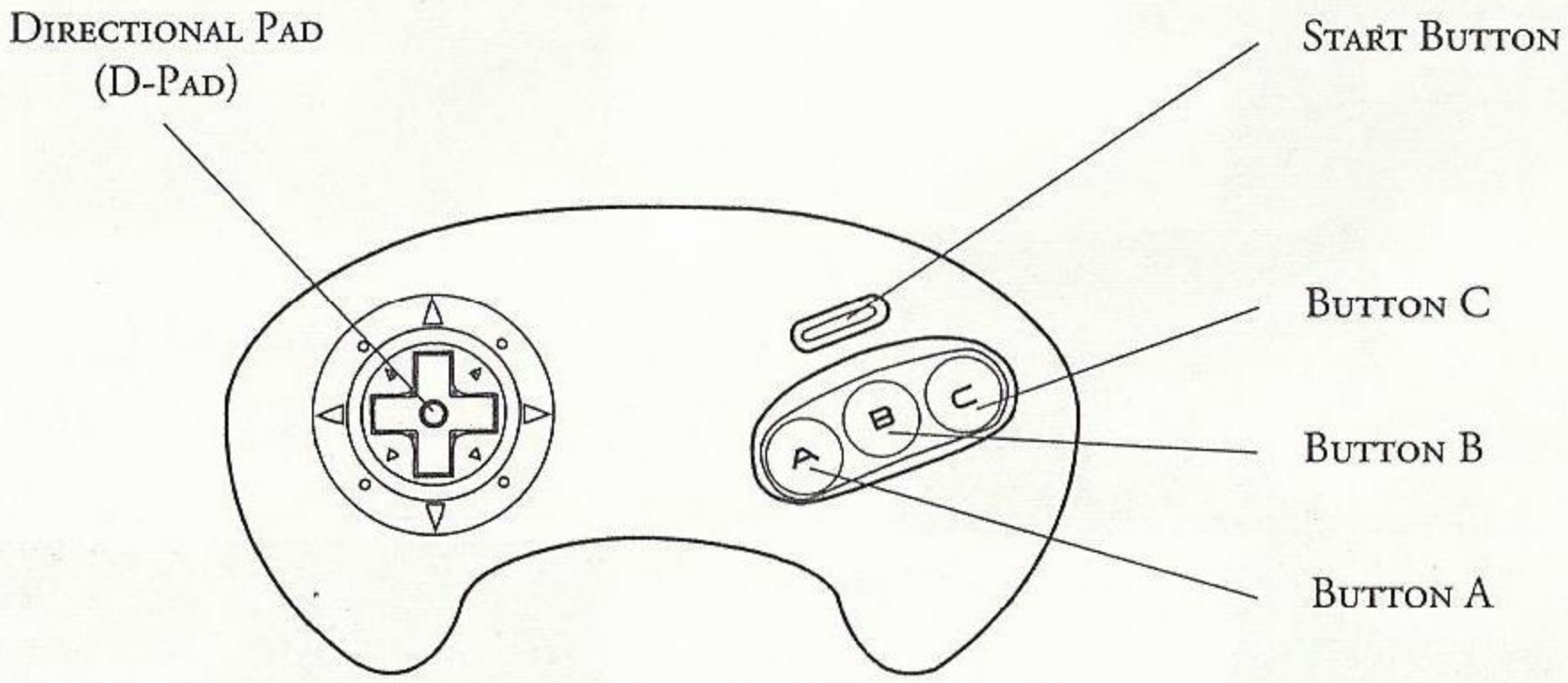
Important: Always make sure the power switch is off before inserting or removing the cartridge.



6-Button Arcade Pad



3-Button Control Pad

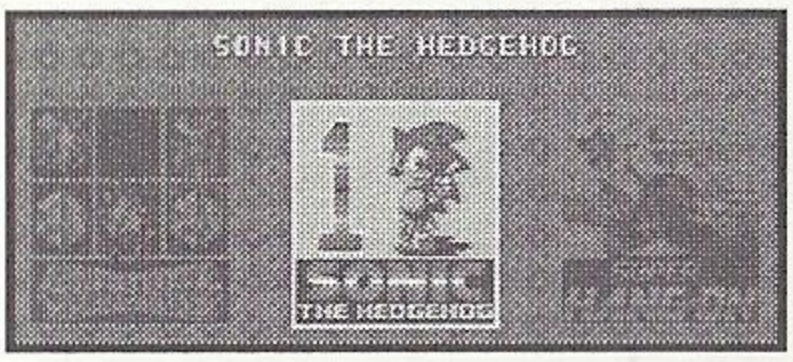


Use the Control Pad to make selection in menus. Buttons X, Y and Z of the 6-Button Control Pad have no functions in *6-PAK*. For button usage during games, see the relevant sections in this manual.

6-PAK is a compilation of six favorite Sega games. Included in this cartridge are *Sonic the Hedgehog, Super Hang-On, The Revenge of Shinobi, Golden Axe, Streets of Rage* and *Columns.*

After you turn on your Genesis, the Sega logo appears, followed by the Game Select screen. Press the D-Pad left or right to scan through your choices. When the game you want to play is highlighted, press Start.

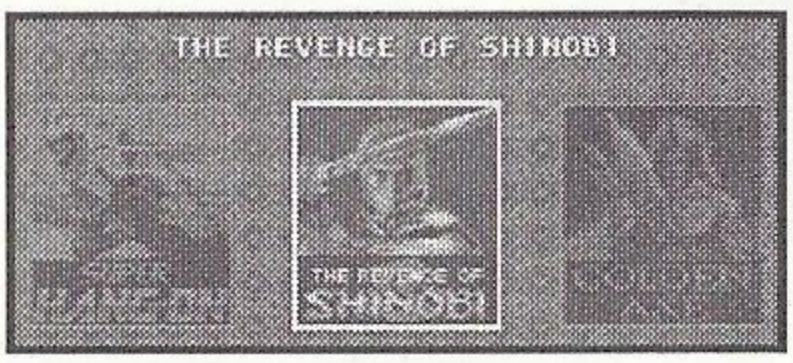




Sonic the Hedgehog
See page 5



Super Hang-On
See page 13



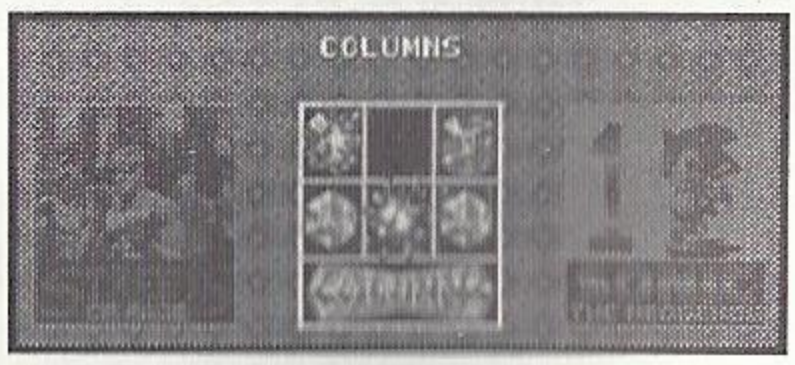
The Revenge of Shinobi
See page 25



Golden Axe
See page 35



Streets of Rage
See page 43



Columns
See page 55

To return to the Game Select screen, turn the Genesis off and then on again.

Playing Instructions for



Sonic the Hedgehog

Crush Dr. Robotnik!

Dr. Ivo Robotnik, the mad scientist, is snatching innocent animals and turning them into evil robots! Sonic, the real cool hedgehog with the spiked haircut and the power sneakers, is the only dude who can put an end to the demented scientist's fiendish scheme.

Help Sonic fight hordes of metal maniacs. Speed down twisting tunnels, swing over booby traps, leap across lava pits, dodge burning rocks and splash through chilling underground waters. Your greatest challenge lurks in a secret lab where you come face to face with Dr. Robotnik himself!



Take Control!

Directional Pad (D-Pad)

- Press right or left to move Sonic in those directions. Press and hold in either direction to speed up.
- When Sonic is standing still, press up or down to extend your view of the top or bottom section of the screen.
- Press down when Sonic's moving to bump off enemies with the Super Sonic Spin Attack.

Start Button (Start)

- Press to start the game.
- Press to pause the game; press again to resume play.

Button A, B or C

- Press to perform the Super Sonic Spin Attack.

Getting Started

After you select *Sonic the Hedgehog* from the Game Select screen, the *Sonic the Hedgehog* Title screen appears. In a few moments, a demonstration game begins. Press Start to return to the Title screen. Then press again to start the game.

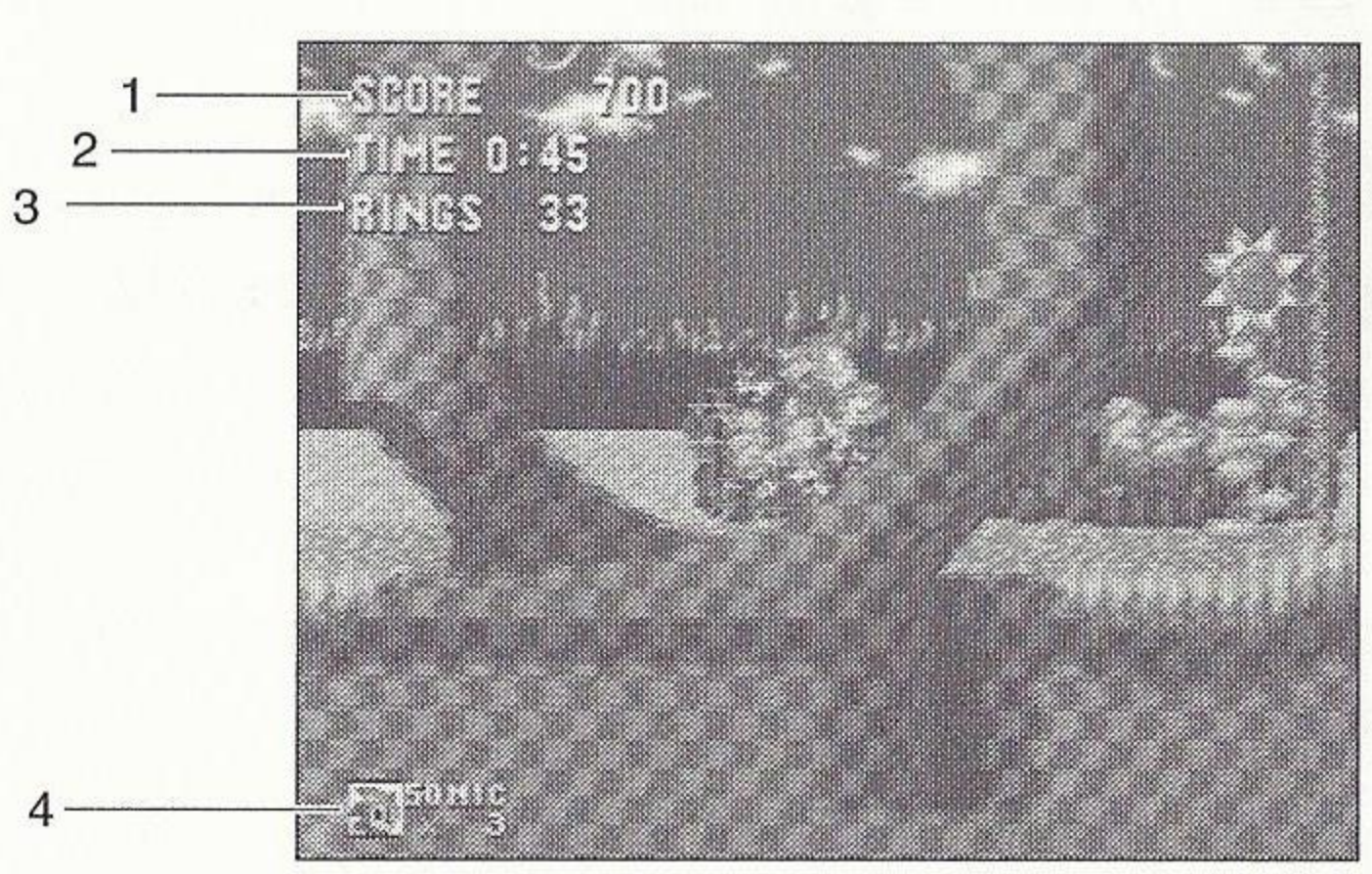
Reach for the Rings!

As Sonic, you must evade traps and dodge crazed robots as you dash through six hazardous Zones using your Super Sonic Spin Attack. Your goal is to rescue your friends from the nasty grasp of the demented scientist, Dr. Robotnik!



Staying alive is tough, but you can grab Rings along the way. As long as you have Rings, you won't be hurt when you get attacked or touch an enemy. (But you can lose all your Rings if hit enough times.) If an enemy attacks when you don't have any Rings and are not using the Super Sonic Spin Attack, you lose one chance to complete the game. (Even if you are using the Super Sonic Spin Attack, you lose one chance if something smashes you.)

You can keep track of the Rings you have, the chances you have left, and your score by looking at the counters on the screen.



1. Your present score.
2. How much time has elapsed since you started the Act. You have 10 minutes to clear each Act. If you go over 10 minutes, TIME OVER appears and you lose one chance to complete the game. (The time is based on game time and not on real time.)

3. The number of Rings you have. When this number reaches zero, it starts flashing. Get hit again and you lose a chance.
4. The number of chances Sonic has to get through the Act.

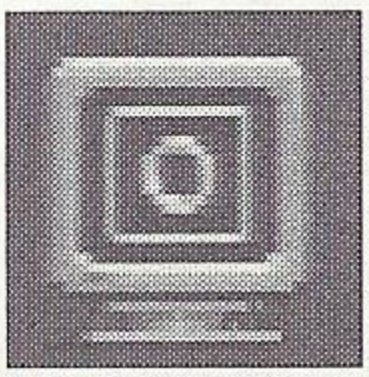
Lampposts



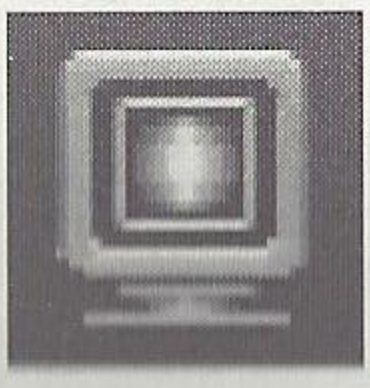
You come across Lampposts in every Zone. Your present score and time are recorded if you touch the Lamppost. If you lose a try, you continue the game from the last Lamppost you touched. You lose all your Rings, but you start the game with the score and time that was recorded.

Items for Survival

Smash open video monitors with the Super Sonic Spin Attack to get special items that help you defeat evil Dr. Robotnik!



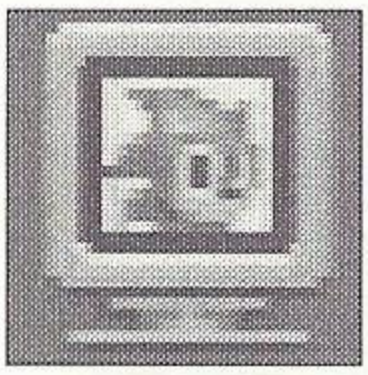
Super Ring: Picking this up earns you ten Rings.



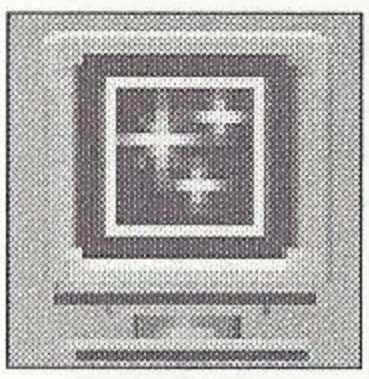
Shield: This prevents you from losing your Rings when you get attacked. Even if you don't have any Rings, you won't be hurt. (But it doesn't protect you from obstacles.)



Power Sneakers: These sneakers make you run faster.



One-Up: This gives you an extra chance to complete the game.
Note: Picking up 100 Rings also earns you an extra chance.



Invincible: This temporarily keeps you safe when attacked by an enemy. (But it doesn't protect you from obstacles.)

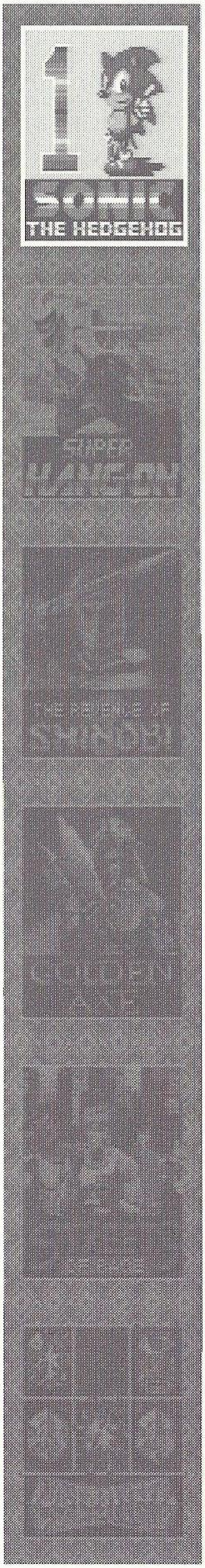
Zip Through the Zones

There are six action-packed Zones, each with three exciting Acts.

1. Green Hill Zone
Go around the giant loop, tumble down tunnels, and jump over crumbling cliffs. Bounce on springboards but not on spikes. Ouch!

2. Marble Zone
Leap across pools of red-hot lava. Find the underground palace where flying balls of fire block your path.

3. Spring Yard Zone
Jump from springs and bounce off bumpers as if you were in a real pinball machine.



4. Labyrinth Zone
Explore an intricate maze filled with water. A count-down begins to let you know when you are running out of oxygen. Breathing in air bubbles keeps you from drowning.

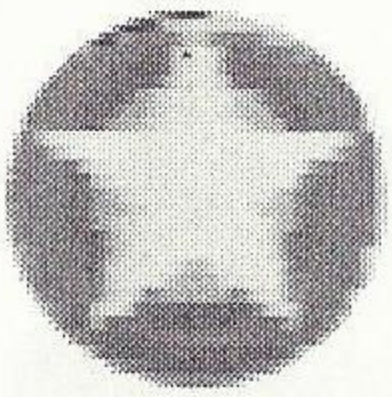
5. Star Light Zone
Speed through the stars like a roller coaster in a world that twists like a corkscrew.

6. Scrap Brain Zone
Slippery floors, razor saws and grinding wheels—one step from Dr. Robotnik's hideout!

Secret Zones

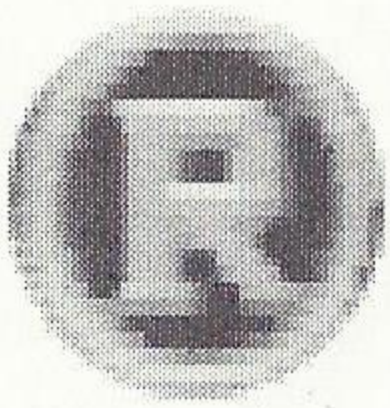
If you collect a certain number of Rings, you can warp to a Secret Zone where you ricochet off multicolored blocks in a rotating maze! There are six Secret Zones. In each Zone, your goal is to get the Chaos Emerald.
To exit the Secret Zone, you must get the Chaos Emerald or touch the Goal.

Blocks in the Secret Zone



Bumper: Bounce off these.

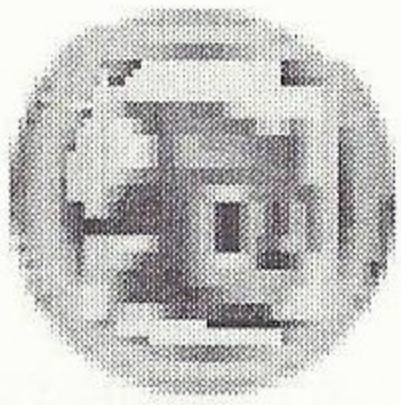
Reverse: Make the maze rotate the opposite way.

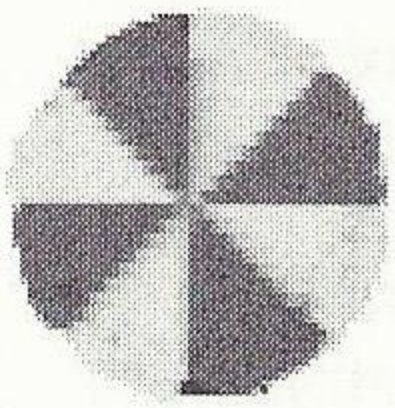




Goal: The end of this Zone.

1 Up: An extra chance to complete the game.





Jump Stand: Jump off these.

Up: Make the maze rotate faster.





Down: Make the maze rotate slower.

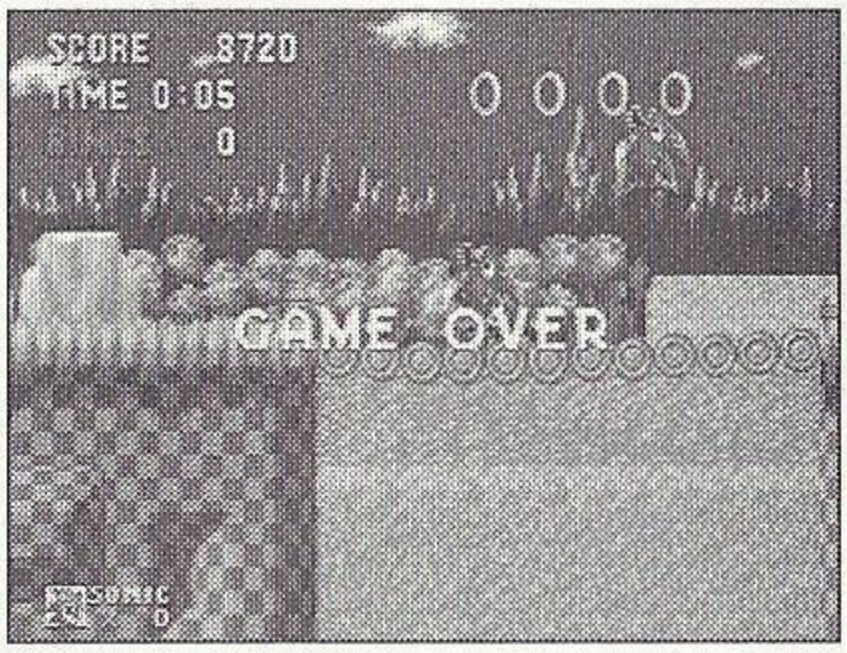
Chaos Emeralds: These come in six different colors: yellow, pink, blue, green, red and white. You'll find one in each Secret Zone. Collect all six!



Game Over/Continue

You have three chances to complete the game. If you lose all three chances, the game ends.

If you obtain a Continue, the Continue screen appears after you lose your last chance. Press Start before the timer expires to continue where you lost your last chance.



Scoring

Each enemy is worth 100 points. Both the Time Bonus and the Ring Bonus are added to your final score.



Time Bonus is based on how much time you take to clear one Act.
Ring Bonus is determined by the number of Rings you have left at the end of an Act.

Sonic's Survival Tips

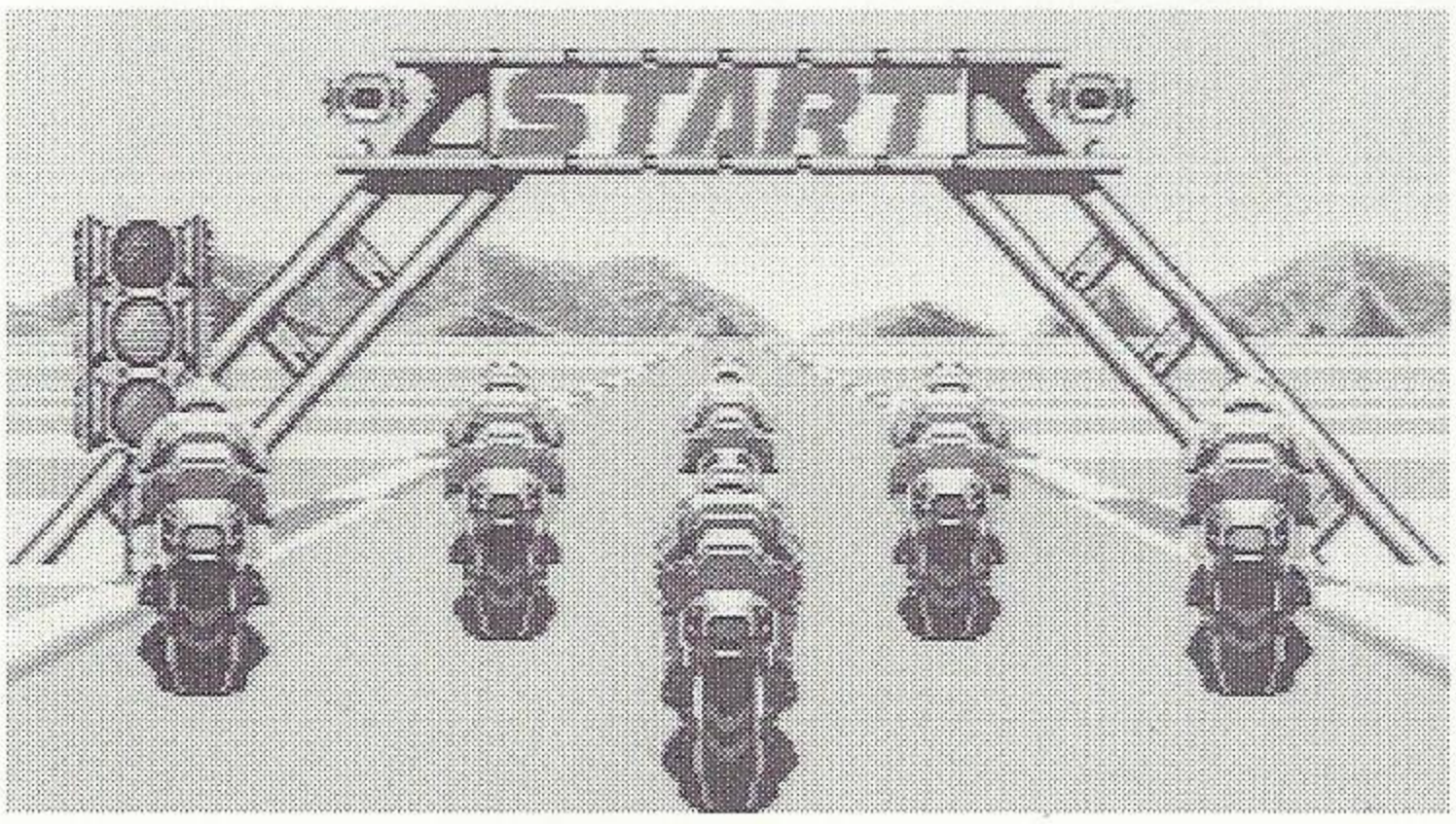
- Grab all the Rings you can.
- You have a better chance of dodging or escaping traps if you watch them to learn how they work. You might even try to burrow through them.
- Use the Super Sonic Spin Attack to find hidden items.
- Look for secret rooms.
- Bop enemies in succession for extra bonus points!

Playing Instructions for



Super Hang-On

A series of the most exhilarating motorcycle races to be found. *Super Hang-On* comprises the arcade version of the game, a series of races spanning four continents, and Original Mode, in which you design and execute a series of customized races. Blue light! Time to race.



Take Control!

Directional-Pad (D-Pad)

- Guides motorcycle to the left and right.
- Moves selection arrow; highlights selections.

Start Button (Start)

- Press to start game.
- Press to enter selections on the Options screen.
- Press to pause game; press again to resume play.

Button A

- Press to brake.

Button B

- Press to accelerate up to 280 km/h.
- Cancels selections in the Options screen.

Button C

- Press to activate turbo power and accelerate over 280 km/h.
- Press to select options.

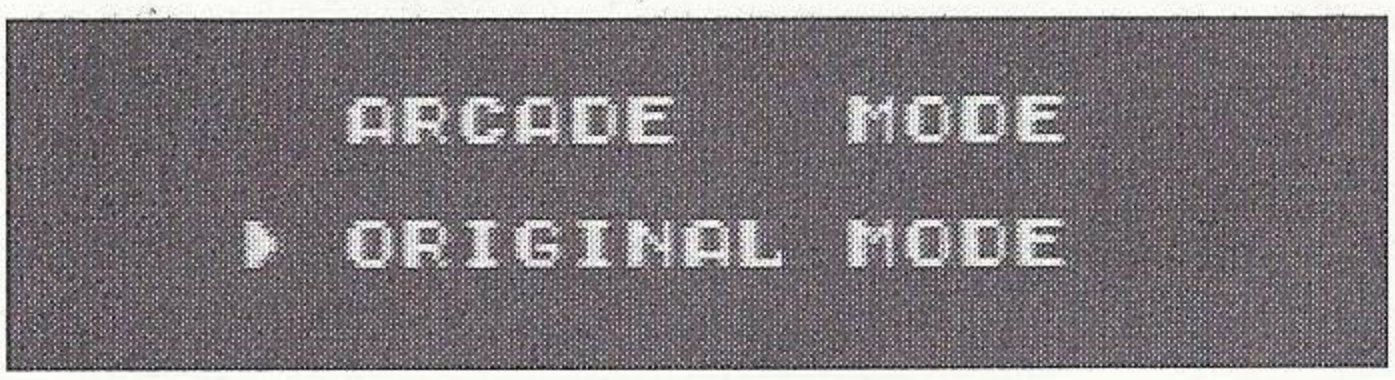
Getting Started

After you select *Super Hang-On,* the game's Title screen appears. If you wait, a game demonstration begins. Press Start to return to the Title screen. Press Start again to advance to the Game Select screen.



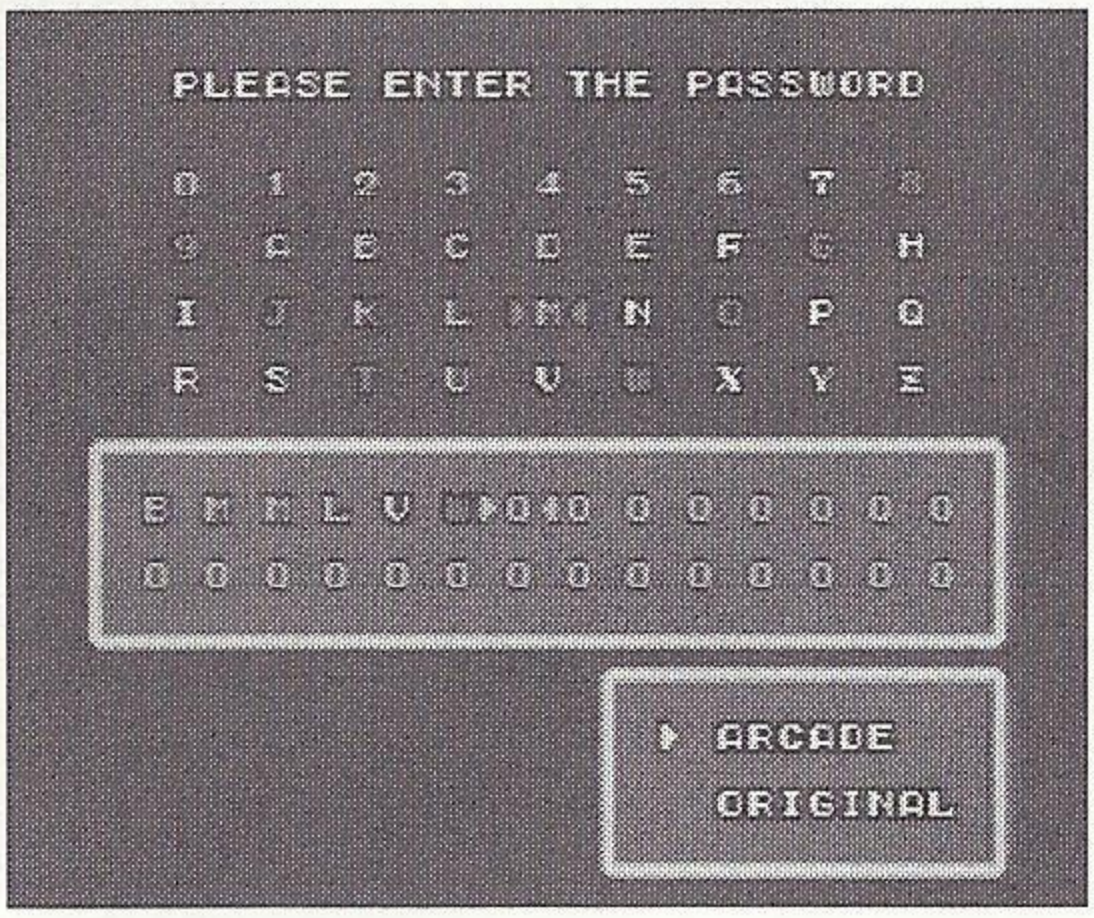
You can begin a NEW GAME, or rejoin a game in progress using a PASSWORD.

If you opt for a new game, the Mode Select screen appears. Play the arcade version of Super Hang-On in Arcade Mode, or tailor your race parameters in Original Mode.



The Password Screen

When you finish a race in Original Mode, you are given a password. Write it down and you can rejoin your game where you left off. Select PASSWORD from the Game Select screen and press Start. The Password screen appears.



To input your password:

- Press the D-Pad to highlight a letter. Press Button C.
- If you make a mistake, move the arrow to select the letter while pressing Button A. Select a new letter and press Button C.
- When you are satisfied with your password, press Start.
- If the password is correct, you advance to the Mode Select screen. If it is incorrect, access will be denied. Press the Reset Button on your Genesis console to return to the Title screen.

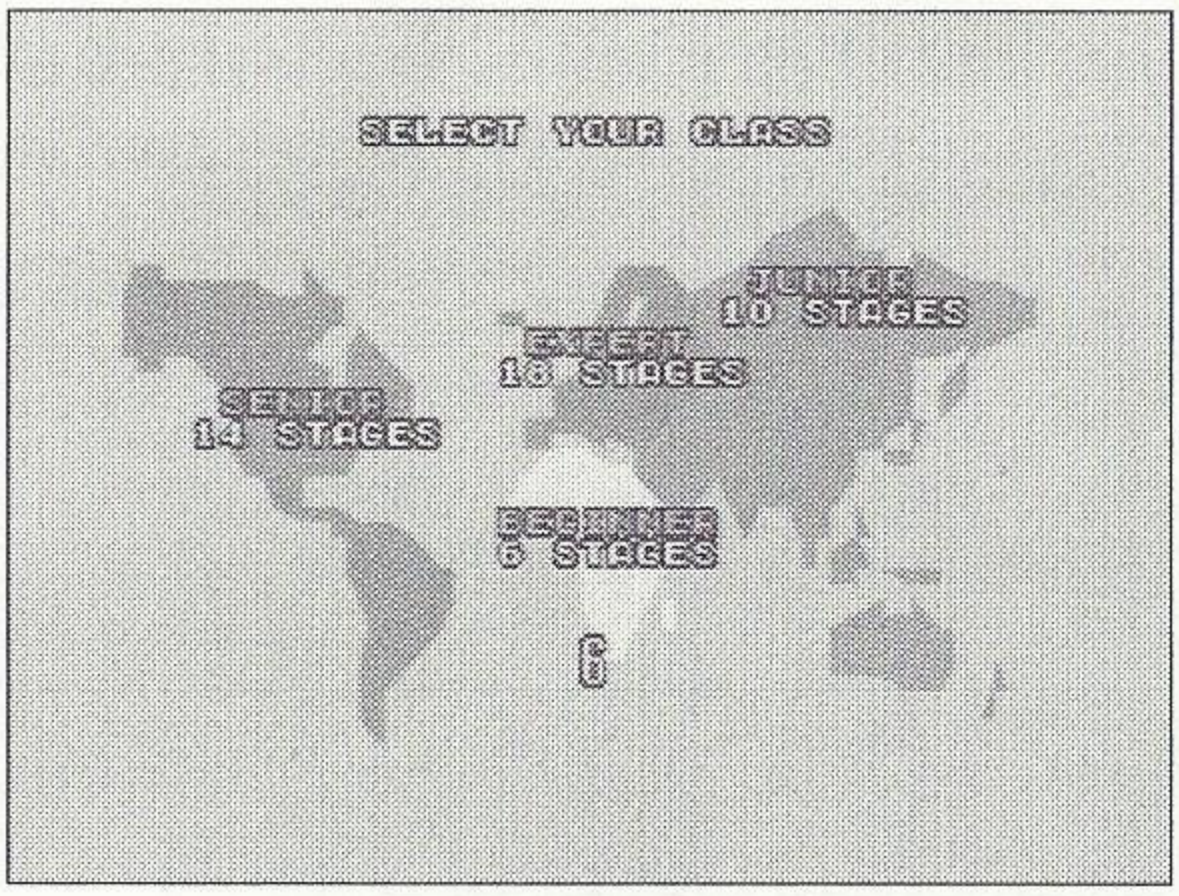
Arcade Mode

In Arcade Mode, you race against time as in the arcade version of *Super Hang-On*.

The races span four continents: Africa, Asia, the Americas and Europe. There are a number of stages for each race, and you must complete each one within a time limit to advance to the next. If you fail to do so, the game ends.

Continent Select

After you select Arcade Mode, the Continent Select screen appears. Press the D-Pad to select the continent/level that you want to race and press Start before the timer runs out. If the timer runs out, the highlighted continent is taken as your choice.



Music Select

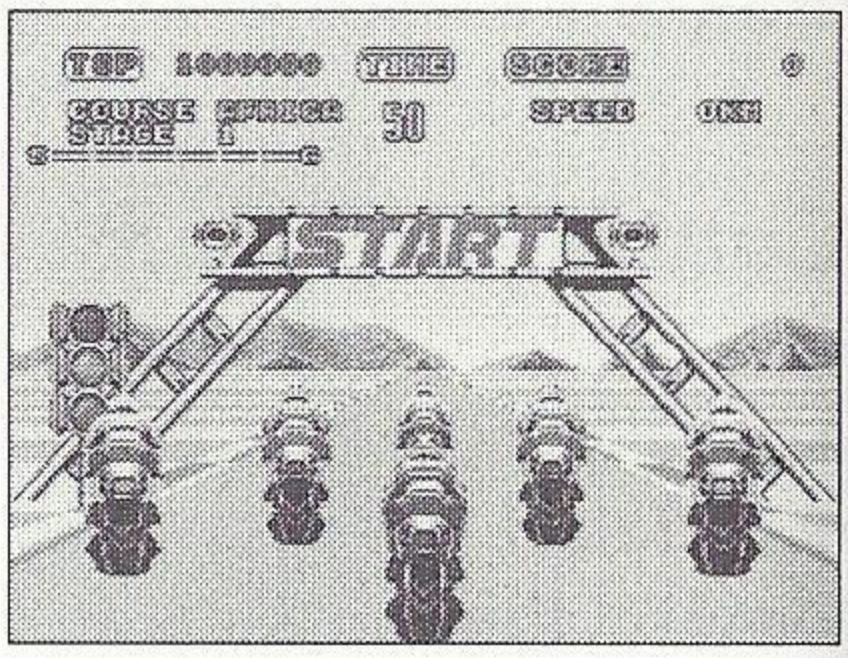
Following the Continent Select screen, the Select Music screen appears. You can



sample the various background tracks and then choose which one you listen to as you play. Press the D-Pad up or down to highlight a track. The highlighted track plays. Press Start to enter your selection. If the timer runs out, the last highlighted track is taken as your choice.

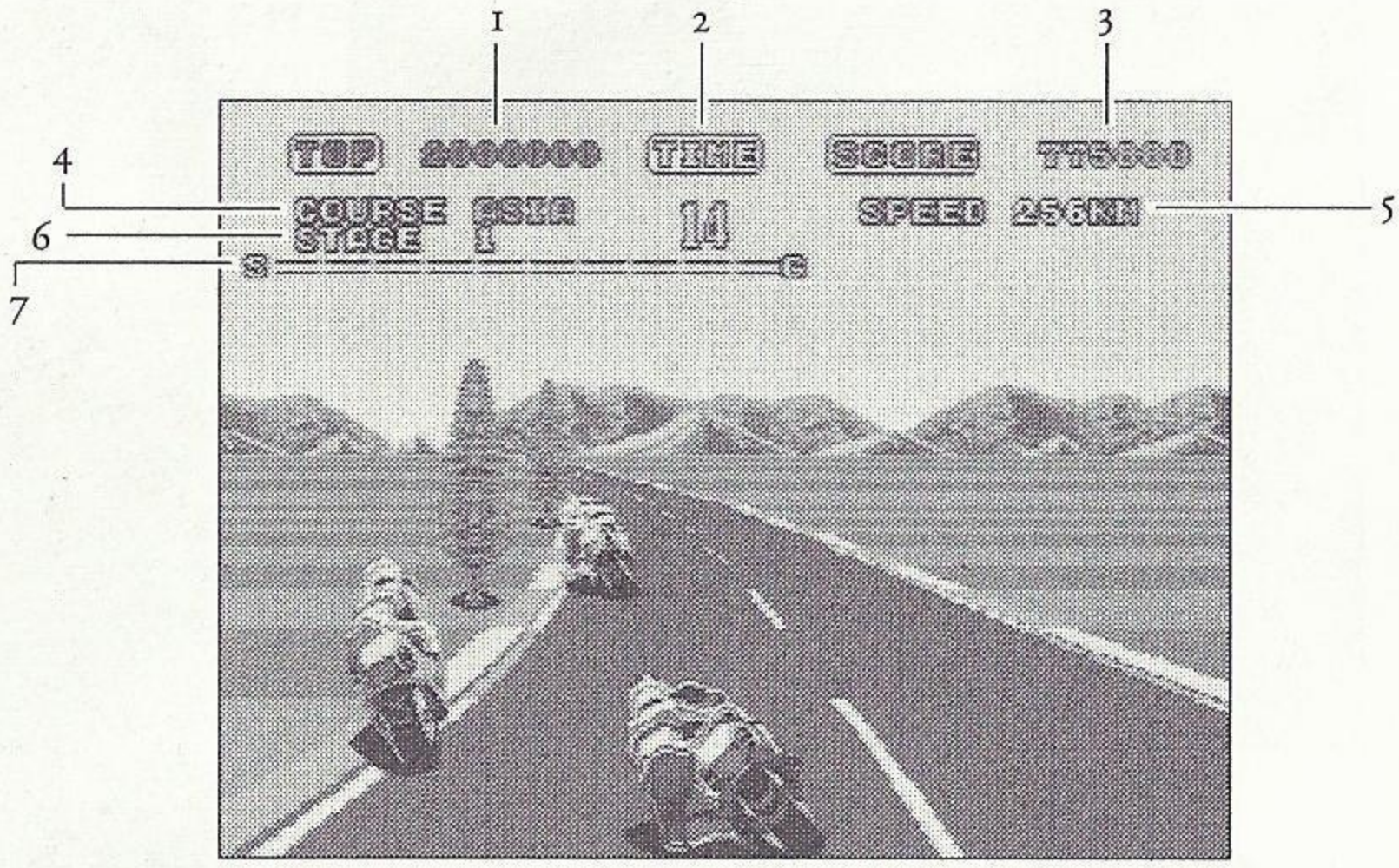
Starting the Race

With your race location, level and music decided, you advance to the starting line. The flashing blue light is your signal to go.



Eyes on the Dashboard

Monitor your progress using the on-screen indicators.



1. The current top score.
2. The time you have left to reach the next checkpoint.
3. Your current score.
4. The continent where you are racing.

5. Your current speed.
6. The current stage.
7. Your progress from start (S) to goal (G).

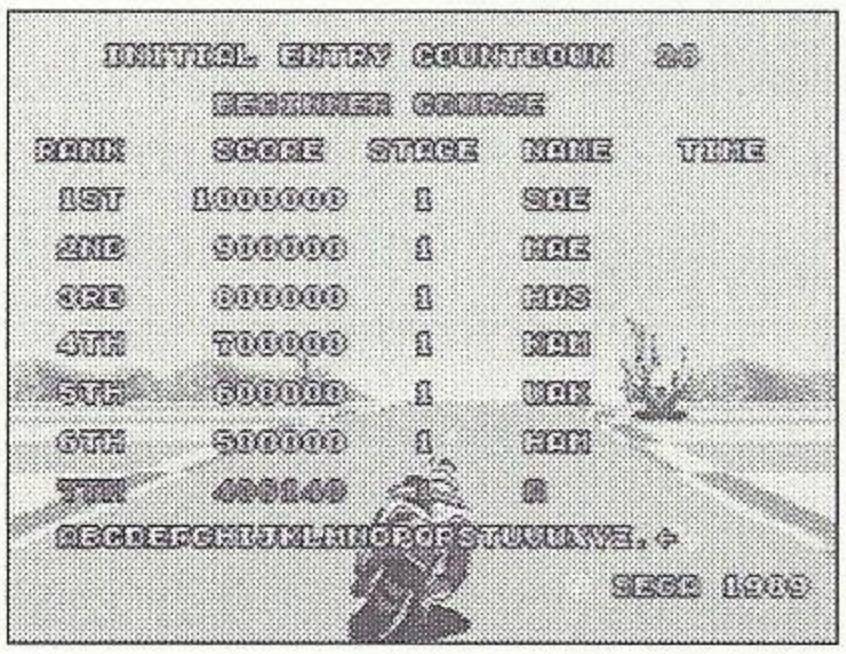
Checkpoints

The stages of a race are divided by checkpoints. As you pass through them, EXTENDED PLAY appears on screen. Your time for the completed stage and the best recorded time are displayed. Any time you have remaining on the clock is added to the time limit of the next stage.



Score

Your score increases as you race. If you leave the track or suffer a collision, your score freezes temporarily.



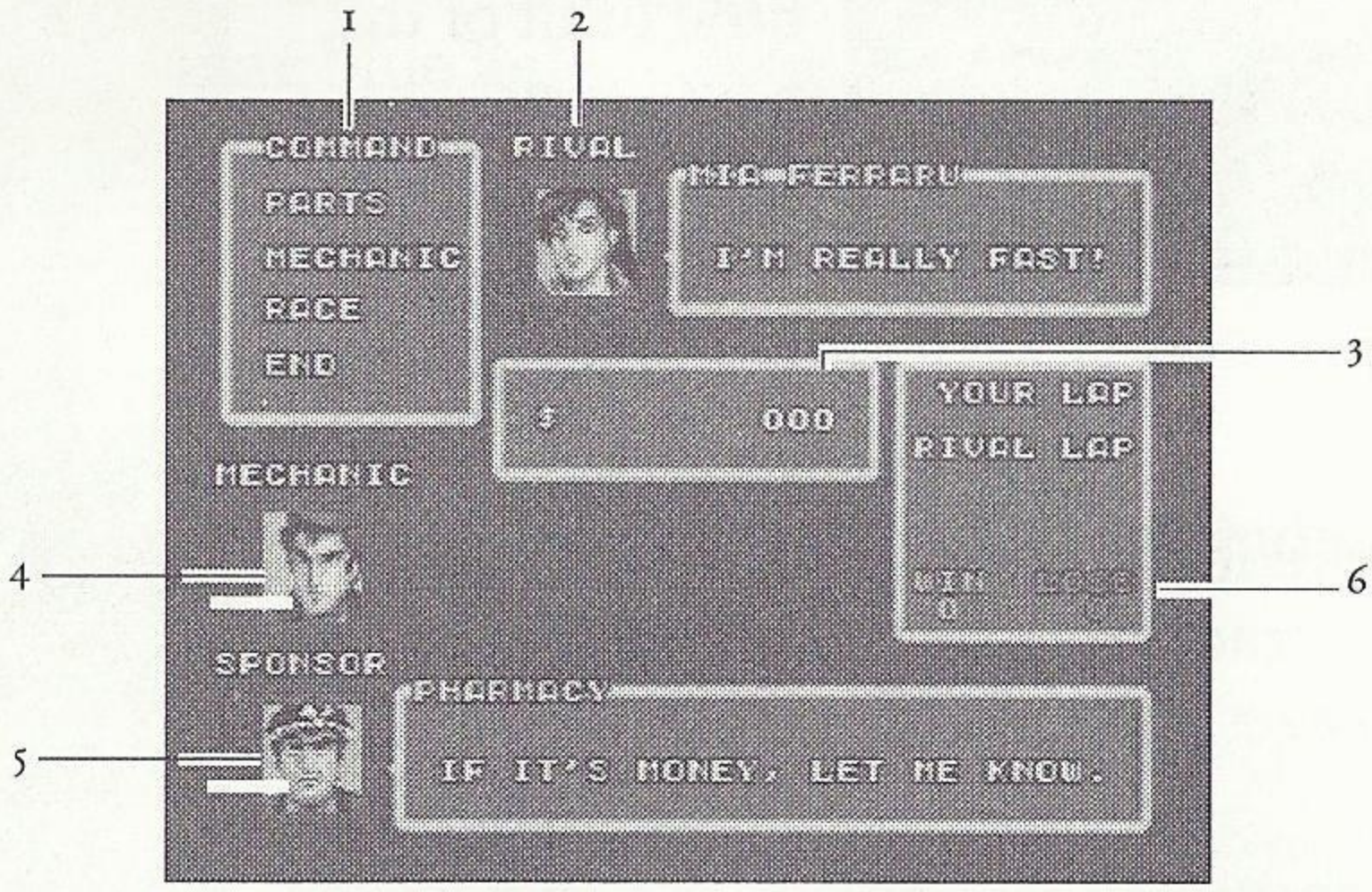
If you finish a race in one of the top seven positions, the High Score screen appears. Record your performance with up to three letters. Press the D-Pad left or right to highlight letters and press any button to enter. Use the backspace arrow to correct mistakes. When finished, select END and press any button to return to the Title screen.

Original Mode

In Original Mode, you have much greater control over your racing environment. You must compete with other racers and you are awarded prize money depending on your performance.

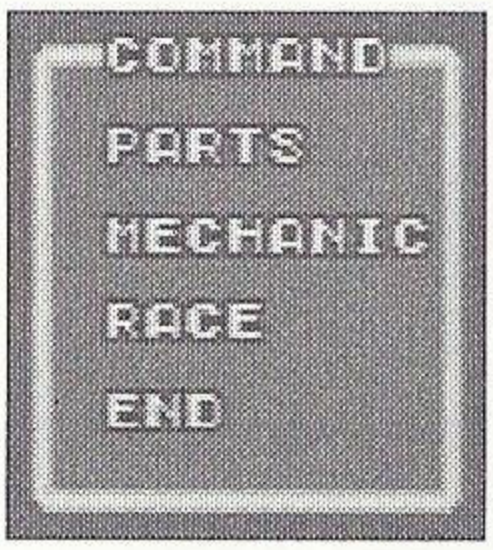
Information Screen

After you select Original Mode, the Information screen appears. Highlight the section you wish to view and press Button C.



1. Command Menu—see following page.
2. Your rival—with a message to boot.
3. Money—how much you have.
4. Your mechanic.
5. Your sponsor—another message.
6. Your lap time, your rival's lap time, and your record of wins and losses to date.

Command Menu



Highlight the Command menu in the Information screen and press the D-Pad to move the arrow. Press Button C to enter.

Parts

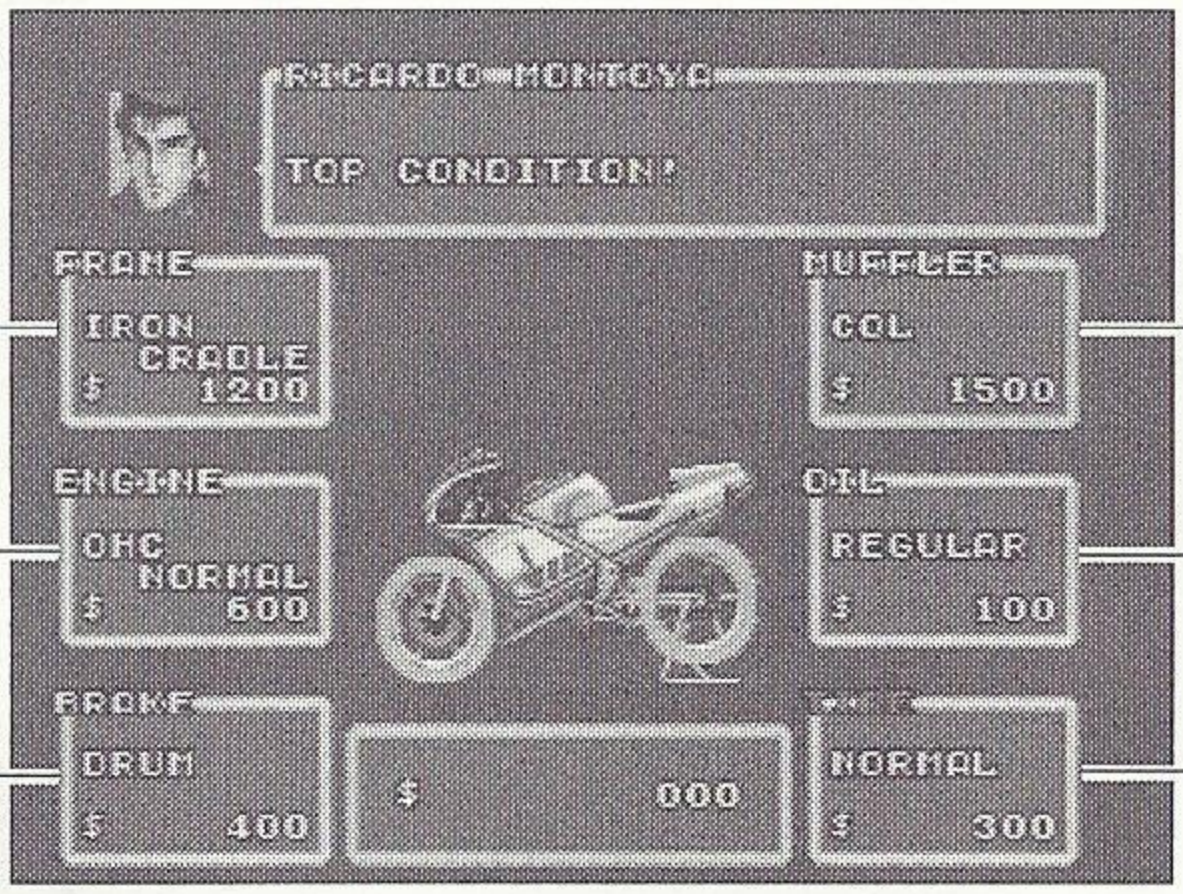
In the Parts screen you can replace worn-out parts. Deterioration of parts depends on your racing history. For example, if you fall or collide with another motorcycle parts may be damaged, and even if you steer clear of accidents, all parts are subject to wear and tear.

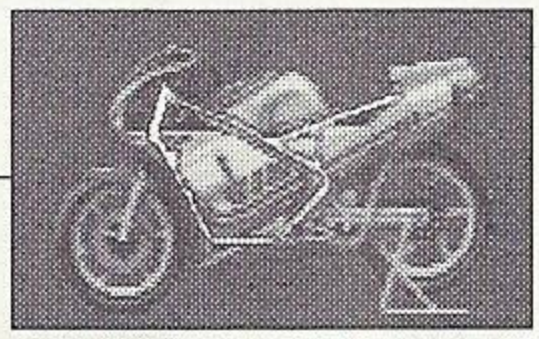
But parts cost money, so bear your earnings in mind. If you cannot afford the parts that you want, you have to race with your machine as it is and collect what prize money you can until you can replace waning parts.

The Parts screen, shows the six features of your motorcycle that you can change. In addition, there is a message from your mechanic to guide you in your choice. Your current cash balance is indicated.

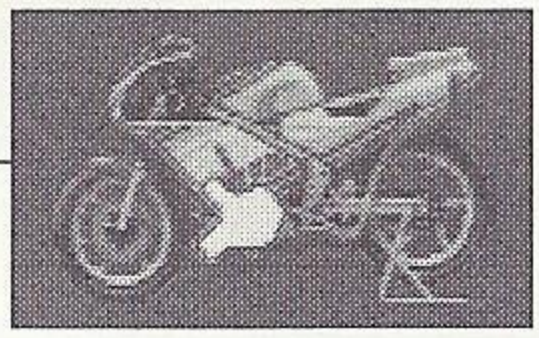
Press the D-Pad up or down to highlight the part you want to replace. Press right to view parts of increasing value. Press Button C to make a purchase. To return to the Command Menu, press Button/B.



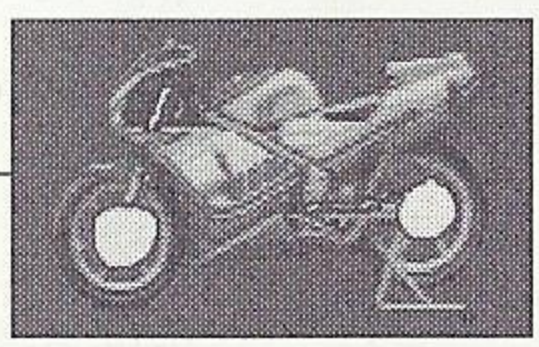




Frame: A better frame enhances your turning.

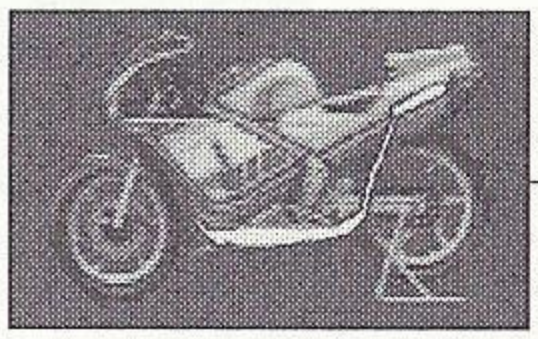


Engine: The heart of the motorcycle

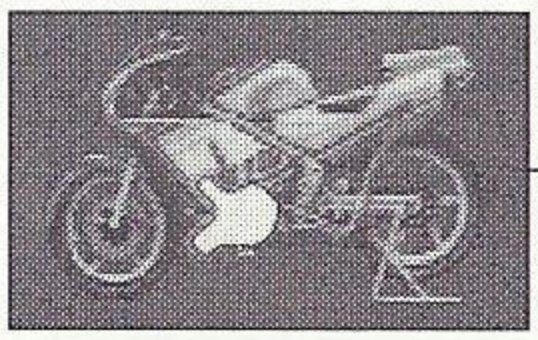


Brakes: Stopping distance and the effects of moisture

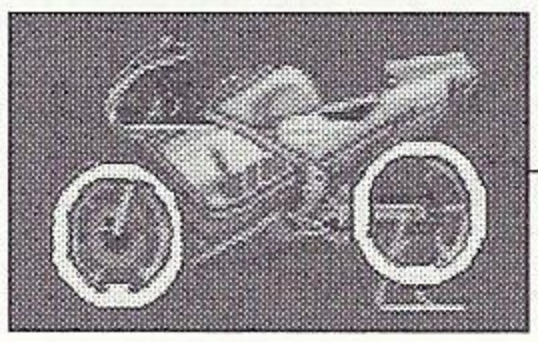
Muffler: Controls exhaust, thus affecting acceleration



Oil: Better oil increases acceleration and reduces the burden on the engine.



Tires: Fastest part to wear out; vital for grip



Mechanic

When you have acquired enough money, you can hire a mechanic. The more you pay, the better you can expect in terms of mechanical skills, part longevity and reliability of advice.



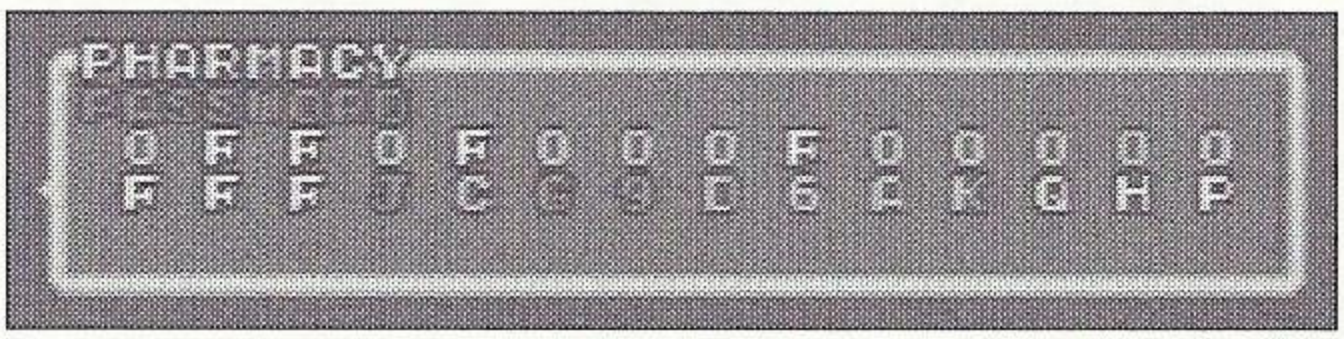
Press the D-Pad left or right to review the choices. Press Start or Button C to select. Press Button B to return to the Command Menu.

Race

Select RACE from the Command Menu and you advance to the Select Music screen.

End

If you want to stop play and continue later, select END from the Command Menu. A Password window appears. Write down the password to continue play from your last victory.



Forging Ahead

If you record five victories before your opponent does, you advance one rank and receive a more generous sponsor. You also meet a new and more challenging rival. Conversely, if you notch up five losses, you drop a rank and gain no new benefits. If you were already at the lowest level, nothing changes.

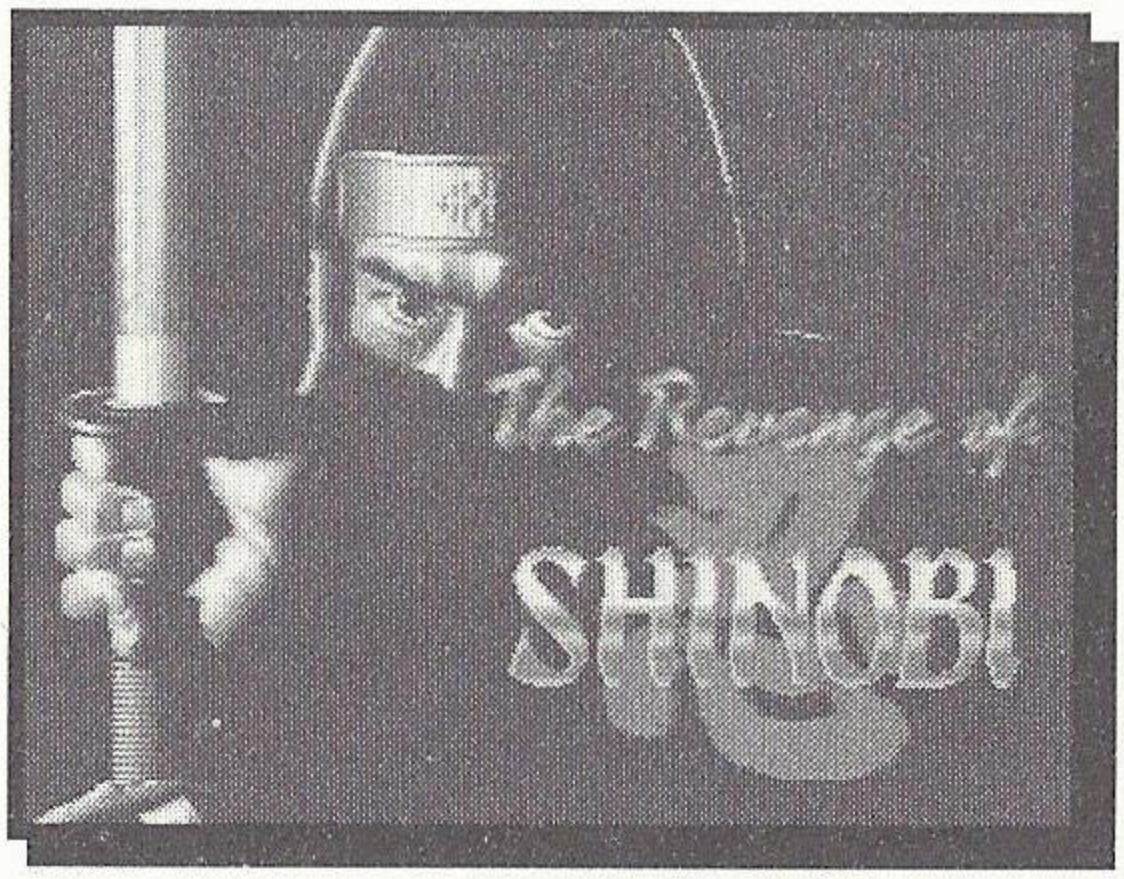
Hints

- Listen to your mechanic, you're not paying him for nothing.

- Watch your opponents carefully. They give good indication as to the best way to take curves.

- Don't be seduced by the scenery. Keep your eyes on the road.

Playing Instructions for

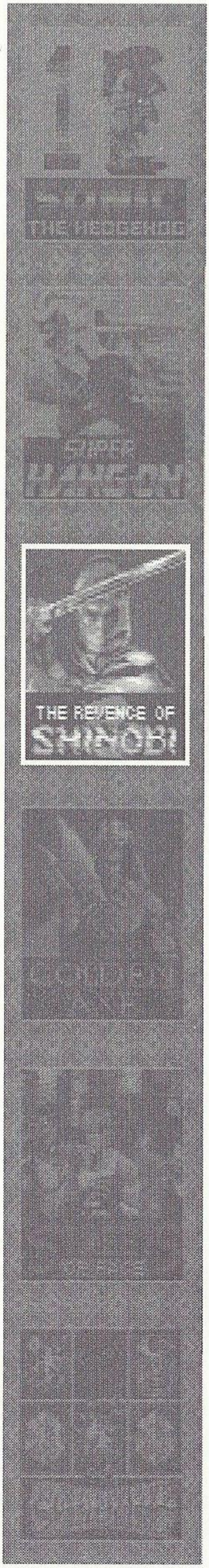


The Revenge of Shinobi

The ninja, with their seemingly impossible powers, live in the impenetrable mountain hideaways of Japan. In combat, they leap to dazzling heights; when hit, they remain unhurt; in a tight corner, they summon fire from the sky.

You have studied ninja ways since you were a child. Every day, you practiced and meditated. Now you are Musashi, the master of ninja. Your hands and feet are lethal. In your grasp, every ninja weapon is an instrument of death.

Neo Zeed, your powerful enemies, have already assassinated your sensei and kidnapped the beautiful Naoko. You swear to annihilate them. You stalk them. You never sleep. You never stop. You never give up. Until this vicious enemy is destroyed, your world will not be safe.



Take Control!

Directional-Pad (D-Pad)

- Press to bypass the opening demo.
- Press up or down to move selection arrow on the Start Game and Options screens.
- Press right or left to change options on the Options screen.
- Press right or left to make Musashi walk right or left.
- Press down to make Musashi crouch.
- Press down and right or left to make Musashi crouch and crawl right or left.
- Press right or left while the game is paused to select the Ninjitsu (ninja magic) you want to use.

Start Button (Start)

- Press to start game.
- Press to enter selections on the Options screen.
- Press to pause game and access the Ninjitsu selection box appears. Press again to resume play.

Button A

- Press to use Ninjitsu.

Button B

- Press to attack.

Button C

- Press to jump. At the height of your jump, press again to somersault.
- Press Button C and the D-Pad down simultaneously to jump down to a lower level.

Note: The functions of Buttons A, B and C can be changed in the Options screen (see page 28).

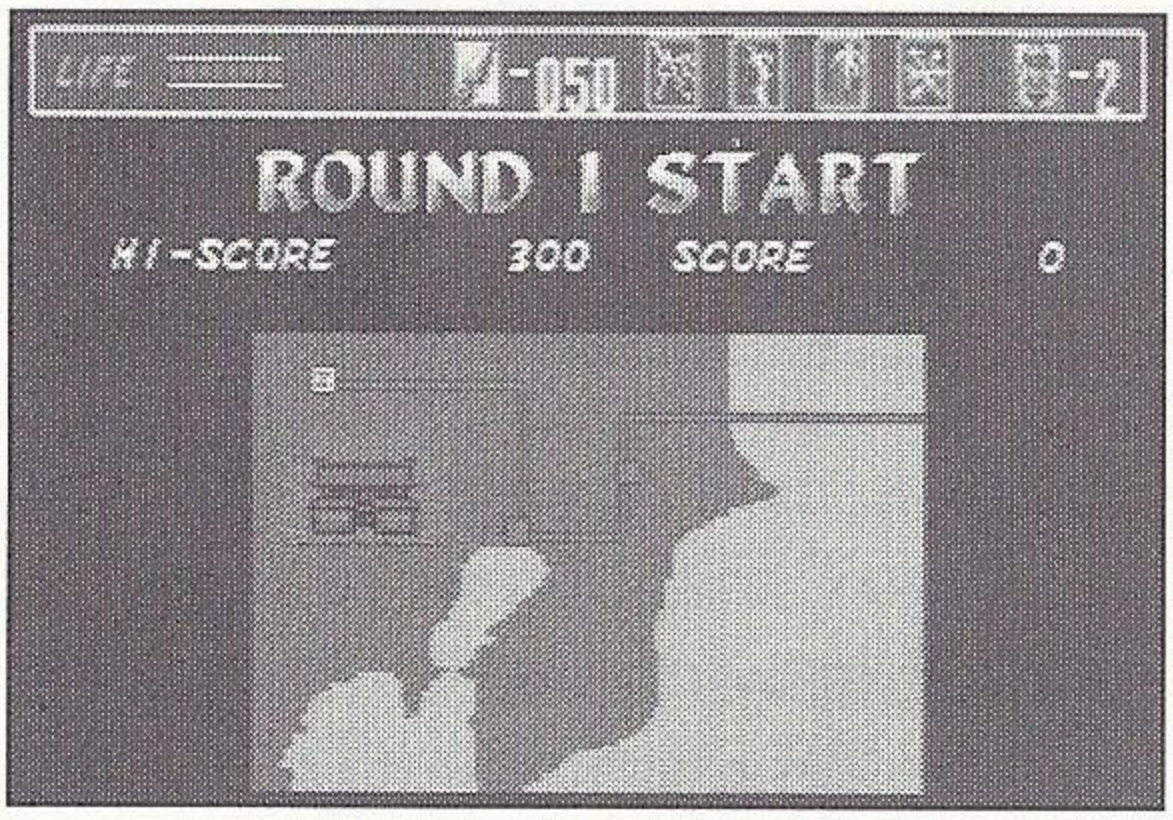
Getting Started

After you select *The Revenge of Shinobi*, the game's Title screen appears. If you wait, a game demonstration begins. Press Start to return to the Title screen. Press Start again to advance to the Start Game screen.

Select START to go straight on with your quest, or OPTIONS to change game parameters.

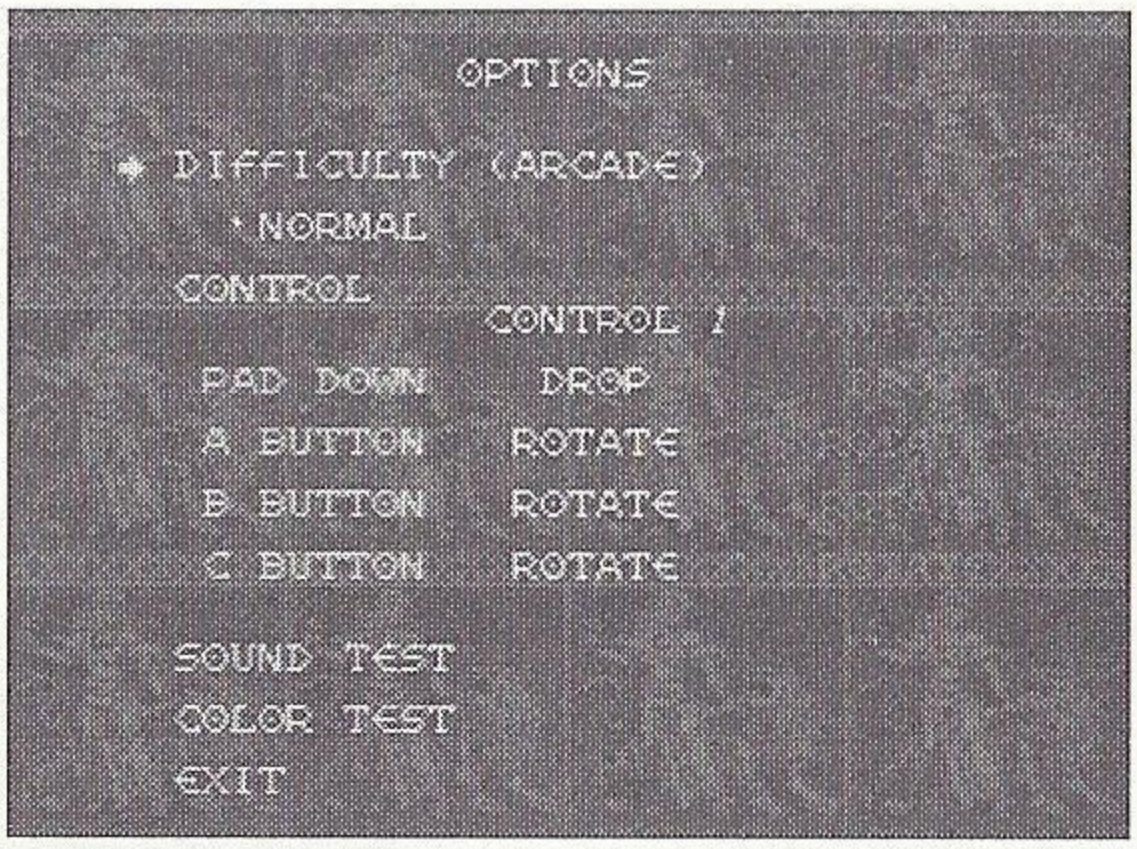


If you select START, you advance to the Map screen. This shows you where you are, and which round you are commencing.



Options

Use the Options screen to adjust game features. Press the D-Pad up or down to select an item, and left or right to change the setting.



Sound Test
Press Start to play a sound effect or music track used in the game.

Level
Choose a game difficulty level: Easy, Normal, Hard, or Hardest. As game levels increase in difficulty, the enemy onslaught gets worse! The number of lives you have also varies with difficulty level.

Easy.....10 lives per game
Normal.....3 lives per game
Hard.....1 life per game
Hardest.....1 life per game

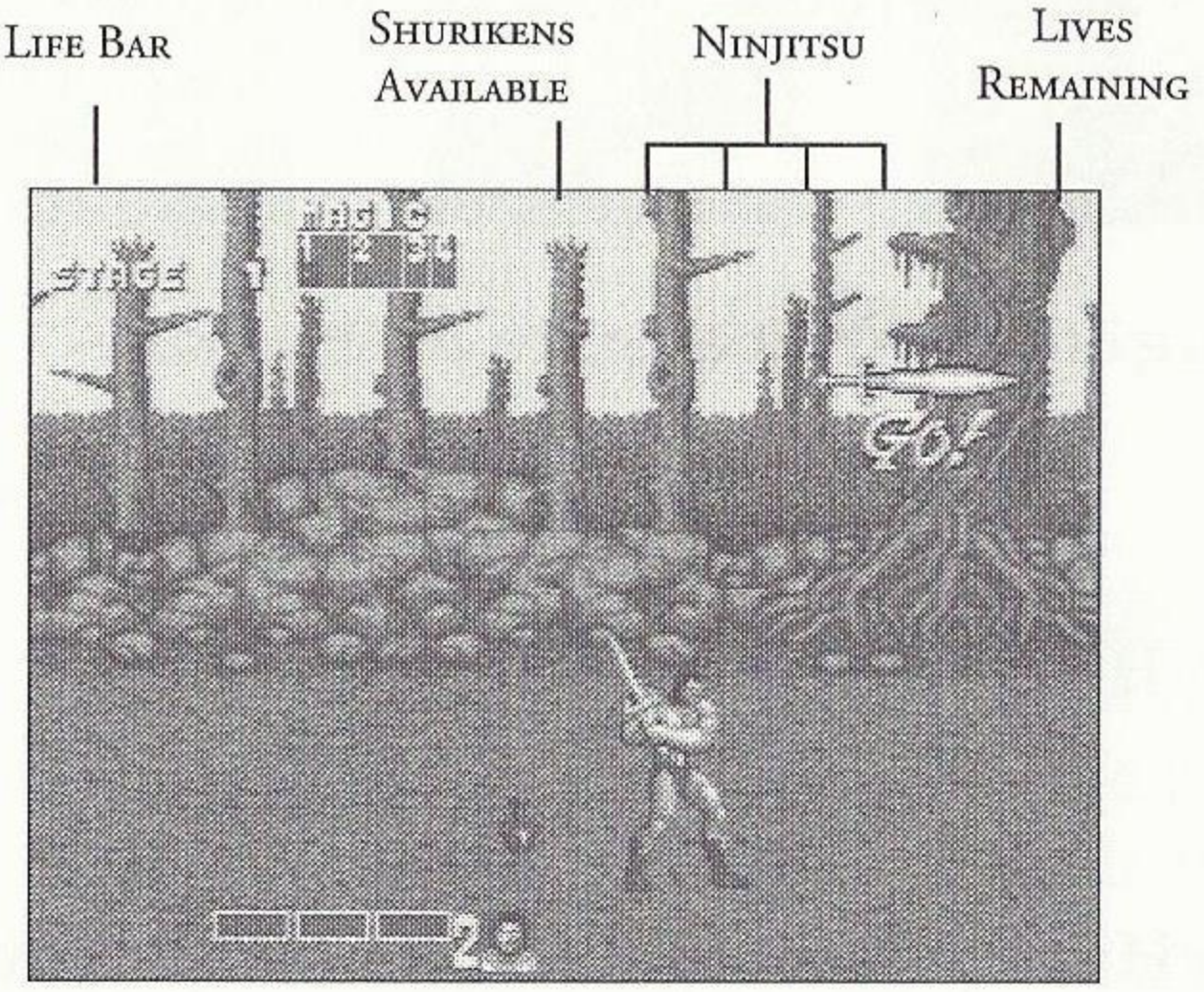
Shurikens
Choose the number of Shurikens (throwing knives) you carry into battle. You can set the number from 00 to 90 in multiples of 10.

Control
Assign Buttons A, B, and C on the Control Pad as Jump, Attack and Ninjitsu.

Exit
Highlight and press Start to return to the Start Game screen. Press again to begin play.

The Quest of the Ninja

Eight districts have been captured by the Neo Zeed, comprising, three scenes each. You carry a sword and a cache of deadly shurikens, your throwing knives. Your attack depends on your proximity to the enemy: if you are close, you stab when standing and kick when crouching; if you are further from the enemy, you sling Shurikens. In addition, you can strategically employ Ninjitsu techniques (see page 31).

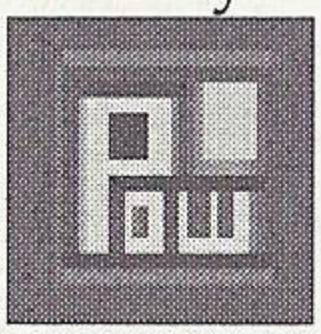


You sustain damage from enemies during battle and from other dangers. Your Life Bar ebbs away as you are injured. When the bar disappears, you lose a life.

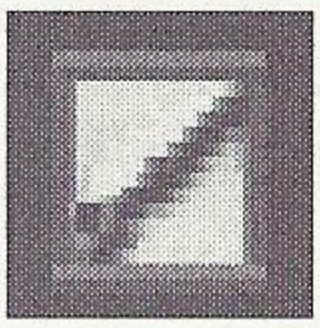
You revive as long as you have lives remaining. In addition to the ones that you start with, you gain lives along the way. You also gain two extra lives when you complete a scene, when your score reaches 50,000 and every 100,000 after that. When your score reaches 100,000, the capacity of your Life Bar is increased.

Crates

There are Crates lying around in every scene that contain items that are beneficial to your quest. Attack them to burst them open. Walk over the items to pick them up. Items also sometimes appear out of nowhere when you throw Shurikens and attack.



Power Pack—Increase your character's attacking power.



5 Shurikens—You gain 5 shurikens.



20 Shurikens—You acquire 20 shurikens.



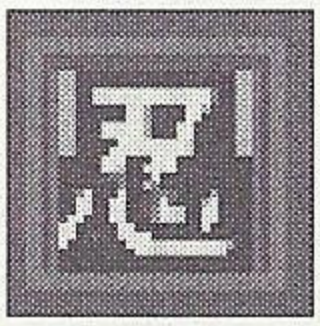
Small Heart—Your Life Bar is extended



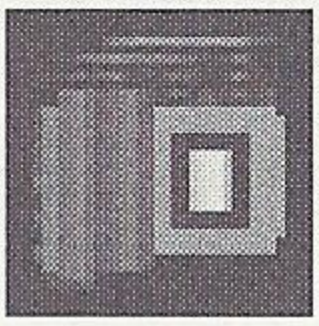
Large Heart—Your Life Bar increases to full strength.



Musashi—You gain an extra life.



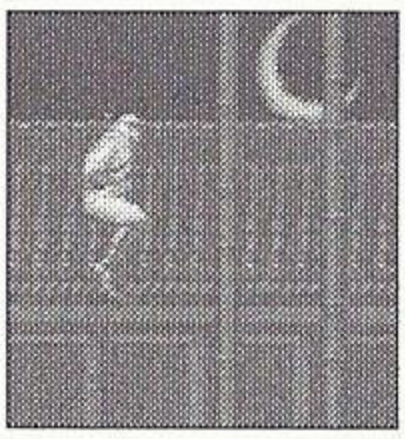
Ninjitsu—You can reuse your Ninjitsu technique.

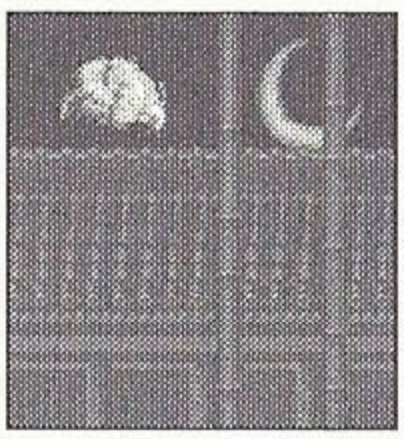


Bomb—Keep away! These eplosives detonate when you touch them or their time runs out.

Jumping Techniques

Press Button C to make Musashi leap and guide his course with the D-Pad. You can get to a lower level by pressing down on the D-Pad, then pressing Button C. At the height of your jump, press again to somersault. During a somersault, press Button B to hurl eight shurikens at once.







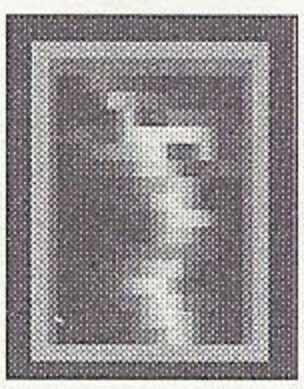
Ninjitsu

Use Ninjitsu (ninja magic) to get out of dangerous situations. Press Start to see the Ninjitsu selection box. Ninjitsu is made up of four different *jitsus*, or secret arts. Press the D-Pad right or left to highlight the jitsu you want. Press Start to resume the game. During play, press the Button A to deploy the technique.

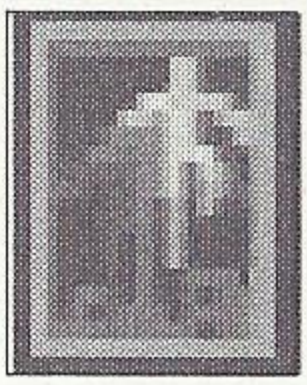




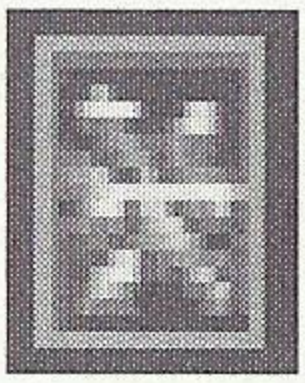
Ikazuchi, the Art of Thunder
Protective lightning surrounds you. While enveloped in Ikazuchi, you will not be injured and your Life Bar won't decrease. After taking several hits, Ikazuchi fades away.



Kariu, the Art of the Fire Dragon
Assume this jitsu to envelope yourself in a fire column, which then splits and travels, scorching every enemy it touches. Kariu is over when the fire columns disappear.



Fushin, the Art of Floating
When you assume Fushin, your jumps and somersaults have maximum height and distance. Fushin stays with you until the scene ends, even if you assume another jitsu.



Mijin, the Art of Pulverizing
By assuming Mijin you become a human explosion that destroys everything in its blast. You lose a life when you use Mijin, so make sure you have another one remaining.

After choosing a jitsu, press Start. During the game, press Button A to deploy the jitsu.

You can use Fushin and one other jitsu during each life. If you pick up a Ninjitsu from a crate, you can use another jitsu in the same life. Ninjitsu you pick up do not carry over into the next scene.

Battlefields

Your global search spans eight districts, each having three different scenes.

District 1: Ibaraki Province, Japan
The Bamboo Garden, the House of Confusion and the Escape

District 2: Tokyo
The Waterfall, the Backstreet and the Bistro

District 3: The Base
The Airport Compound, the Cargo Jet and the Computer Vault

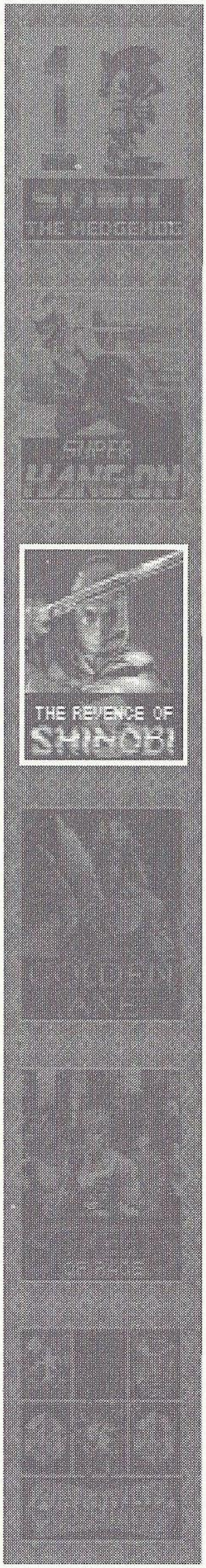
District 4: Detroit
The Junkyard, the Motor Mill and the Side Yard

District 5: Area Code 818
The Laser Scraper, the Freeway and the High-speed Chase

District 6: Chinatown
The Kung-fu Gang, the Train and Spiderman

District 7: New York
The Breakwater, the Machine Room and the Cargo Hold

District 8: Neo Zeed Marine Stronghold
The Searchlight, the Cellar Maze and the Inner Sanctum



Continue the Battle

When you lose all your lives, the battle ends and the Continue screen appears. You start with three Continues. Select Continue to resume the battle at the start of the last district in which you played. Select New Game to start the game over from Scene 1 of District 1.



Ninja Techniques

- Work on your jump, attack, and somersault skills. Perfect your timing.

- Carry as many weapons as you can.

- Learn the weak spots of your assailants. Then defeat them by attacking where it hurts most.

Playing Instructions for



Golden Axe

DEATH ADDER INVADED THE CASTLE AND HAS TAKEN THE KING AND PRINCESS PRISONERS. MY GOOD FRIEND ALEX WAS ALSO KILLED IN THE BATTLE. TO DEFEAT THEM AND TO BRING PEACE TO THE LAND IS MY DUTY!



Take Control!

Directional Pad (D-Pad)

- Press up or down to move the marker in menus.
- Press left or right to change options on the Options screen.
- During play, press to make your warrior move in any direction.

Start Button

- Press to start game.
- Press to bypass opening screens.
- Press to make selections on the Options screen.
- Press to pause game. Press again to resume play.

Buttons A, B, and C

- Press to Attack, Jump and implement a Special Attack. The functions of these buttons can be set at the Options screen (see page 38).

Attack

- Press once or twice to stab and slice.
- Press three times:
  — for a strong stab or slice at distant enemies.
  — to poke your weapon handle at nearby enemies.
  — to throw a nearby enemy.
- Press four times to stab with your weapon hilt.
- Press five times to kick.

Special Moves

- Press Attack and Jump simultaneously for a Special Attack.
- Press Jump, then Attack for a downward slash.
- Press the D-Pad right or left twice to run.
- While running, press Attack for a body slam, kick, or head butt, depending on your warrior.
- While running, press Jump to leap. Press Attack mid-leap for a downward thrust.

Getting Started

After you select *Golden Axe*, the Title screen appears. Opt for a one- or two-player game.



If you wait, a game demonstration appears. Press Start to return to the Title screen.

Next, the Start Game screen appears. Press the D-Pad to move the marker to the game mode you want to play.



Arcade
The arcade version of *Golden Axe*. Your journey is divided into five days and is recorded on a map.

Beginner
A three-stage journey, culminating in a battle with Death Adder Jr.

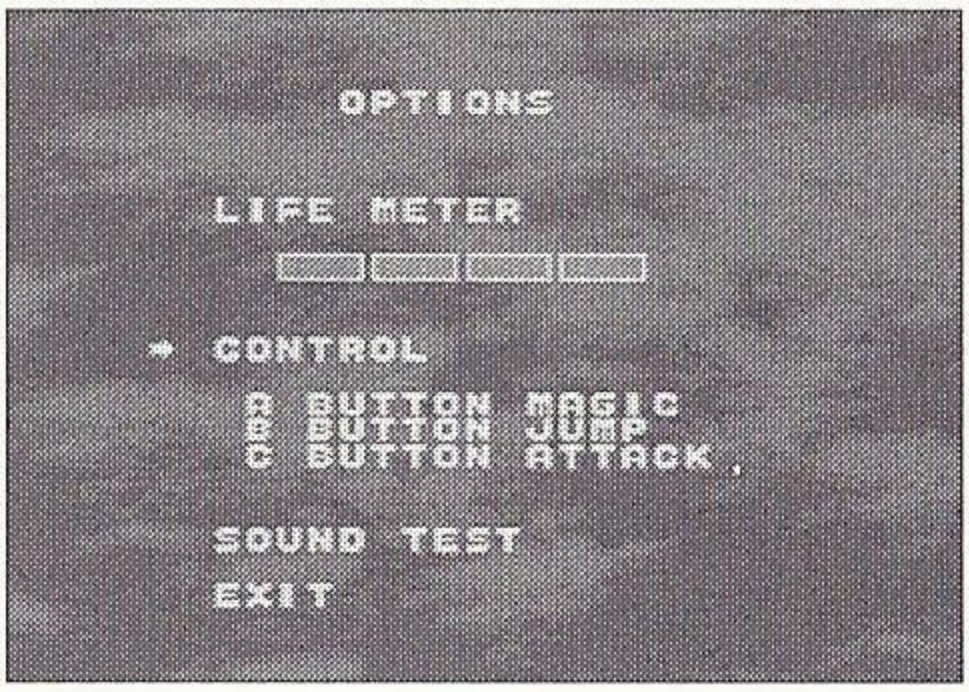
The Duel
Test your skill against other characters from the game. You fight 12 separate duels with Death Adder's soldiers, both singly and in groups. As you win each duel, you go on to the next, more challenging fight. If you lose a duel, the game ends.

Options
Adjust certain game conditions before playing.

Credits
Your Credits are the number of tries remaining for an Arcade or Beginner game after being defeated. You can continue three times. You cannot change the number of Credits.

Options

If you select Options, the Options screen appears. Press the D-Pad up or down to move the marker to the option you want. Then press the D-Button left or right to change the setting.



Life Meter shows the number of hits that your warrior can take before losing a life. You start the battle with three lives.

Control
Choose the settings for Buttons A, B and C.

Sound Test
Press any button to see the Sound Test menu. Press the D-Pad up or down to move the marker to the game sound you want, then press again to play the sound.

Exit
Return to the Start Game screen.

Three Warriors

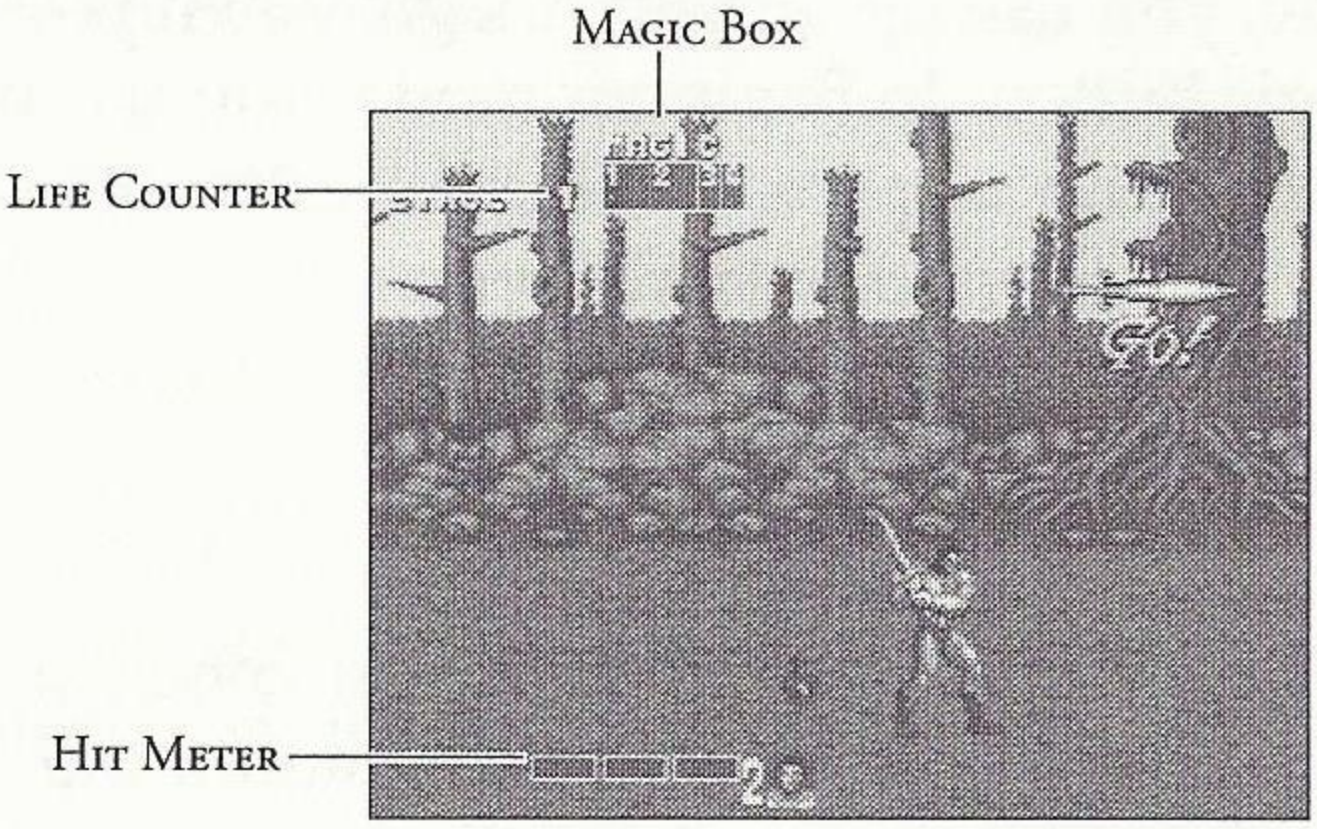
After you choose your mode, the Select Player screen appears.



Press the D-Pad left or right to cycle through the warriors. When the one you want is at the forefront, press any button to make your selection.

Monitoring your Quest

Keep an eye on the Game screen indicators to check how you're doing.



Magic Box—Magic Pots you're carrying.

Hit Meter—hits until you lose a life.

Life Counter—lives you have left.

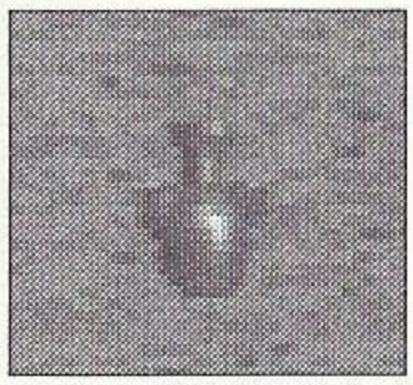
Go! arrows appear to keep you on track.

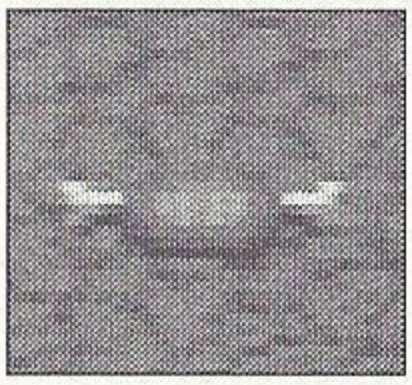
Magic and Strength

You start the adventure carrying one Magic Pot, but you'll need many more than that to survive the battles ahead. The more Pots you have, the stronger your magic will be.



You sometimes find little Elves running underfoot. Nudge them to make them drop Magic Pots and Strength Bars from their sacks (sometimes it takes a strong nudge). Walk over them to pick them up. Save the Magic Pots for the right moment. The Strength Bars give you extra strength right away.

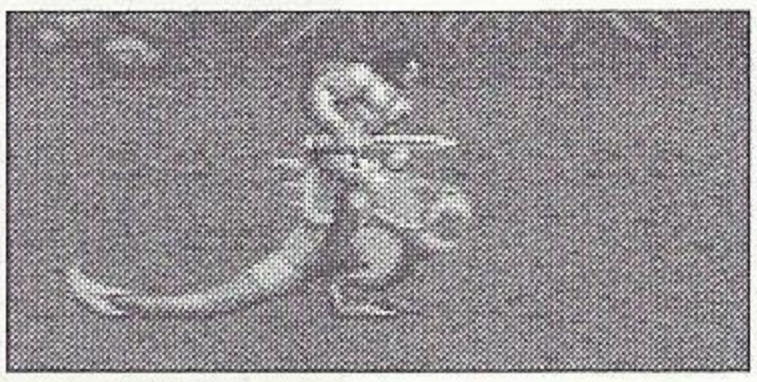


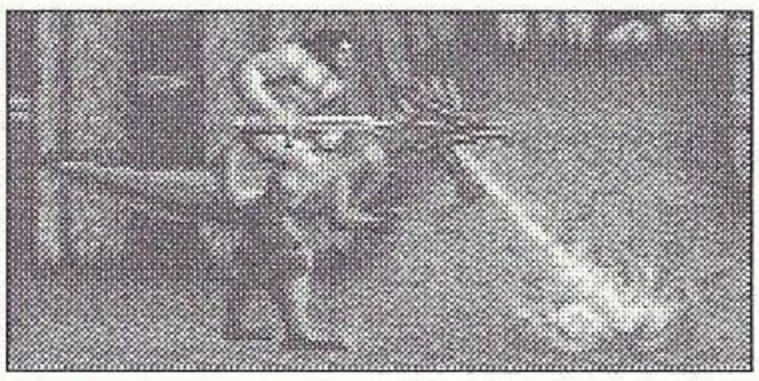


In Arcade mode, you use up all your magic when you press your Magic button. In Beginner mode, you use up two Magic Pots when you press the Magic button.

Bizarrians

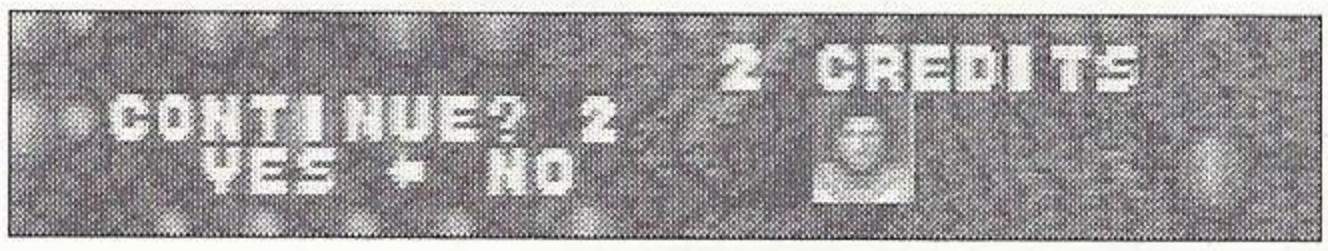
Bizarrians are Death Adder's mounts. If you knock an enemy off the back of a Bizarrian, you can mount the creature yourself and use its special skills to your advantage. Some Bizarrians have deadly tails that pack a terrific wallop. Others spit flames and twirling fireballs.





Quest Continue

When you lose all your lives and the game ends, if you have Credits available the Continue screen appears. Your current number of Credits is shown. (You start the adventure with three.) Press the D-Pad to point the arrow at Yes to continue or No to end the game, then press Start.



Battle Sites

Stage 1: In the Woods
Death Adder's crudest soldiers along with the Twin Brutes and Lizard Women.

Stage 2: Turtle Village
Death Adder's army awaits you in the village. Ride a Bizarrian to victory!

Stage 3: Crossing to the Mainland
Cross the perilous bridge. It's a long way to the bottom if you lose your footing.

Stage 4: Eagle Island
The island is the back of a huge eagle, with Skeleton Swordsmen hiding in its feathers.

Stage 4: To the Palace
Fight for your life against Lizard Women and fire-blasting Bizarrians.

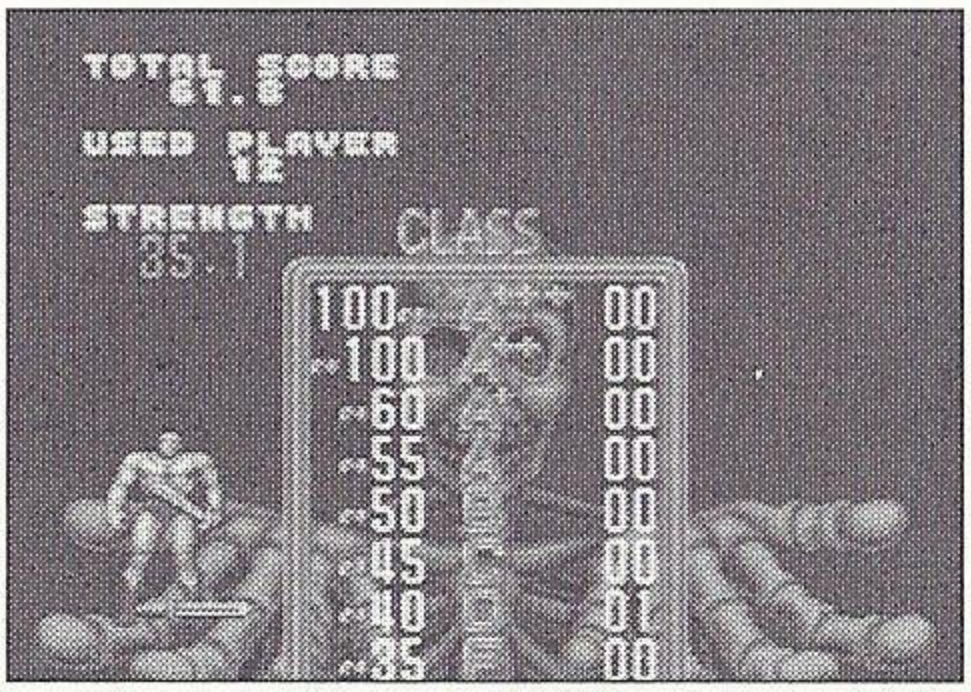
Stage 6: The Palace Gates
Death Adder Jr. guards the palace gates, throwing sparking balls of electricity.

Stage 7: The Dungeon
This gloomy place is infested with Skeleton Swordsmen. Watch out for broken floors and dangerous pits.

Stage 8: The Final Battle
It's time to face your most dangerous enemy, and has he got a surprise for you!

Scoreboard

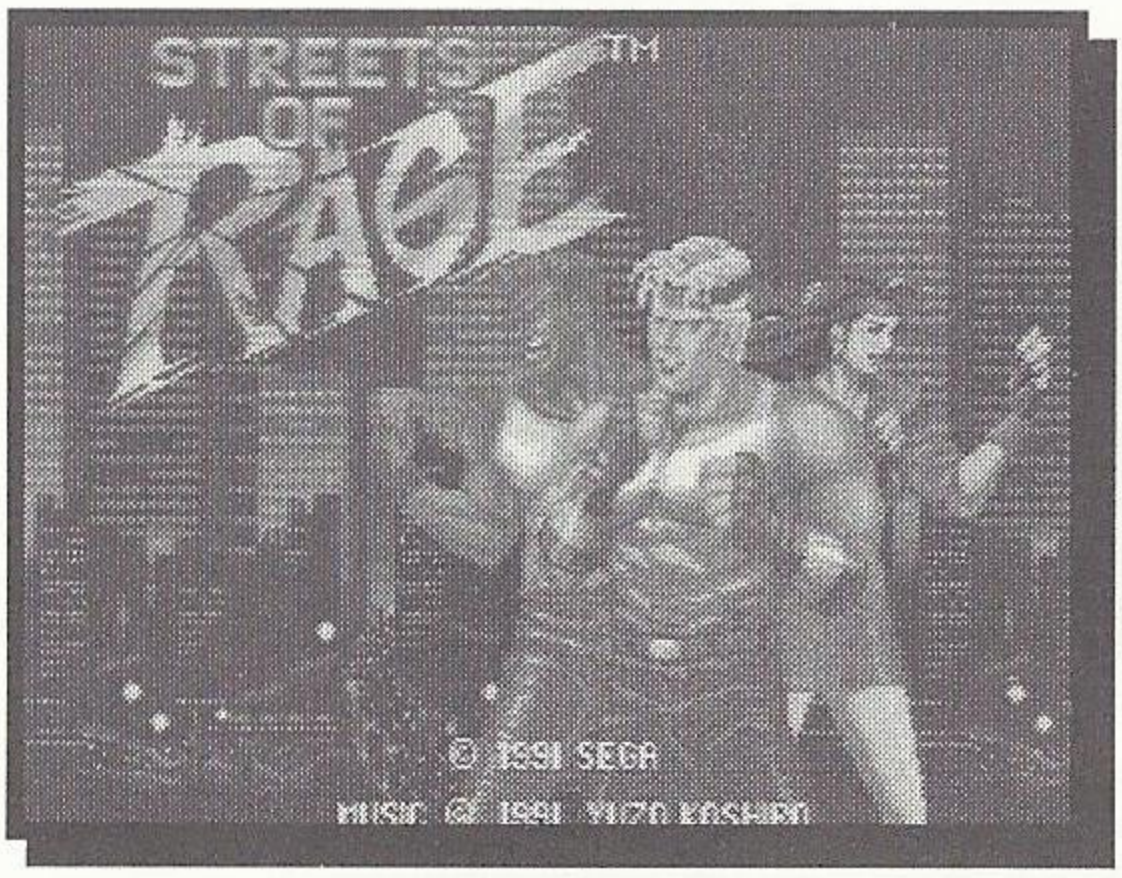
The Scoreboard appears at the end of a game, showing your score, the number of times your warrior revived, and your total strength. It also shows your standing among games played so far.



Survival Skills

- Ride a Bizarrian whenever you can. Let the monster take the hits while keeping the enemy away.
- Learn to jump and whirl to get behind an attacker.
- Always face your enemy. Stabs in the back are lethal!
- Use your Magic Pots wisely. Some enemies are strong enough to revive after a magic attack.
- Some platforms can only be scaled from secret spots, which you have to find.

Playing Instructions for



Streets of Rage

What was once a happy, peaceful, productive city has fallen into the hands of a criminal syndicate. The organization have infiltrated the city government, and even keep the police in their back pocket. Looting, violence, destruction, mayhem... The streets are unsafe, day and night.

Three police officers tried to establish a special attack unit. They were repeatedly refused by their superiors. When they could no longer stand by and watch their city being demolished, they quit the force.

Adam Hunter, Axel Stone and Blaze Fielding have forgone their careers in law enforcement and put their lives on the line. They are unarmed, relying entirely on hand-to-hand street fighting techniques. Help them make the city a place where people no longer have to walk the Streets of Rage.



Take Control!

Directional-Pad (D-Pad)

- Press to move Adam, Axel or Blaze in any direction.
- Press with the Jump button to control the direction of your fighter's jumps.
- Press to move the marker on decision screens.

Start Button (Start)

- Press to start the game.
- Press to pause game. Press again to resume play.

Buttons A, B and C

- One button is used to Attack, another to Jump and the third to implement a Special Attack. The functions of these buttons can be assigned at the Options screen (see the following page).

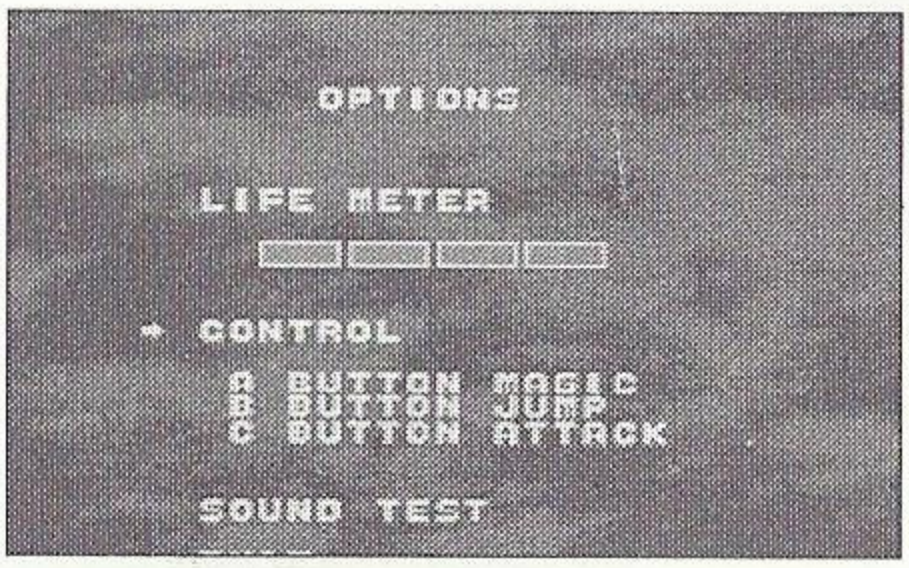
Getting Started

After you select *Streets of Rage*, the Title screen appears. Press Start to bring up the Mode Selection screen. Press the D-Pad up or down to select 1 Player or 2 Players to begin play, or Options to set game conditions before beginning play. Press Button A, B or C or Start.



Options

Press the D-Pad up or down to highlight a feature, and then press left or right to cycle through the various choices.



Sound Test: Press the D-Pad left or right to display a title, then press Button A, B or C to play the track or sound effect.

Level: Choose from Easy, Normal, Hard and Hardest.

Control: Set the functions of Buttons A, B and C. Press the D-Pad left or right to see the three different arrangements. Try them all while learning the game and find the one that suits you.

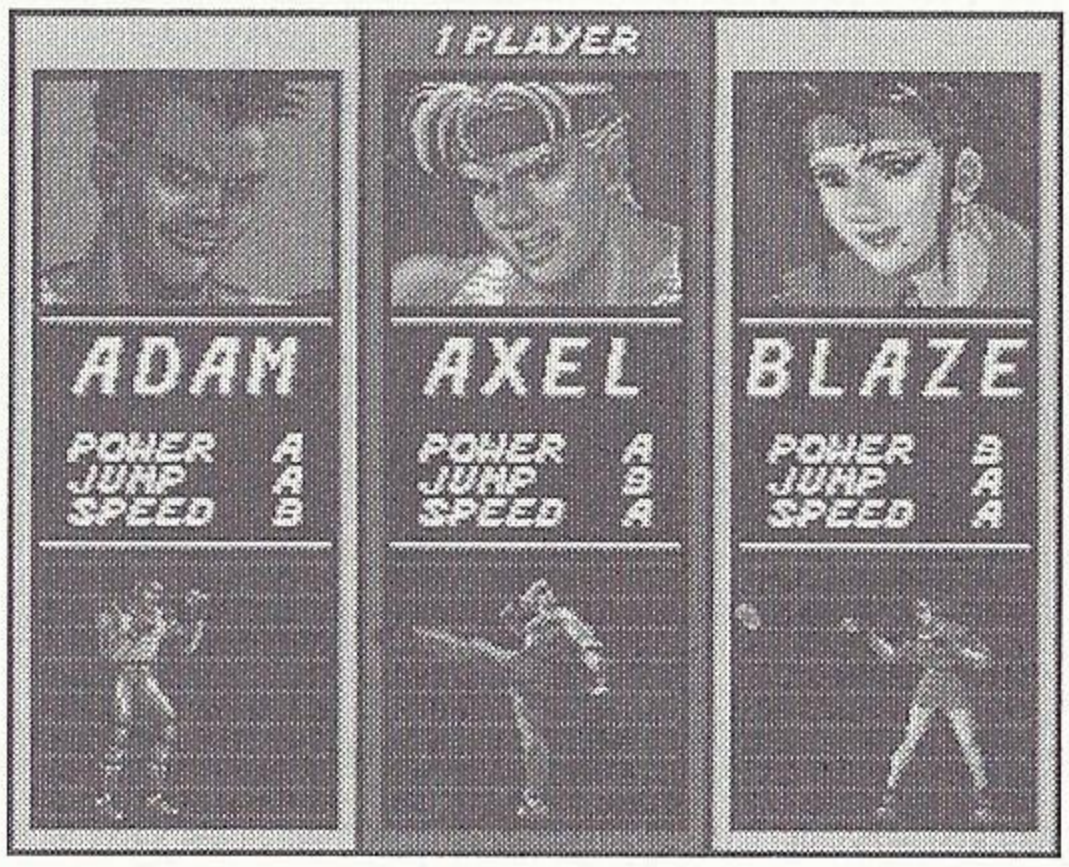
- Special Attack: Press to call for help in a desperate situation.
- Attack: Press to attack or to pick up an item.
- Jump: Press to jump.

Exit: When you have finished with the settings, highlight Exit and press Button A, B or C. The Mode Selection screen appears.



Player Selection

Choose one of the three fighters to guide into battle. The fighters are rated from A to C in three categories: Power, Jump and Speed. Press the D-Pad left or right to move the selection box so that it frames the picture of the fighter you want. Press Button A, B or C, or Start to enter your selection.



For two-player games, Player 1 moves the box where 1Player appears at the top, and player 2 moves the box where 2Player appears at the top.

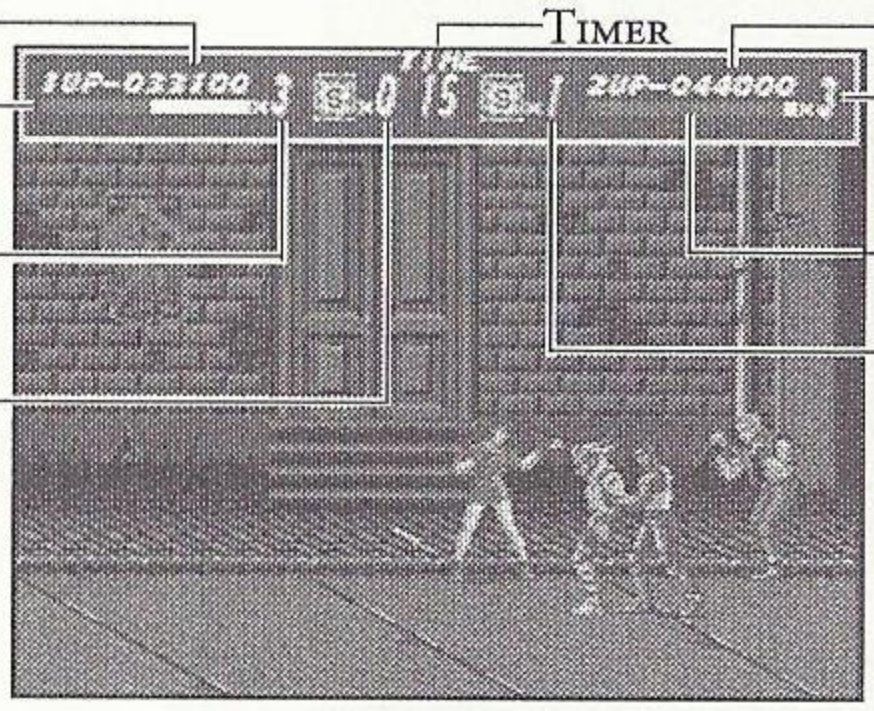
Joining a Game in Progress

A second player can join an ongoing battle by plugging in a second Control Pad and pressing Start. The additional fighter drops from the top right corner of the screen. The new fighter is determined by which fighter is already in action.

Adam Hunter is reinforced by Blaze Fielding.
Axel Stone is reinforced by Adam Hunter.
Blaze Fielding is reinforced by Axel Stone.

Note: Player 2 cannot enter the battle if Player 1 is in round 8.

Screen Signals



Attack Techniques

All our heroes are accomplished veterans of hand-to-hand combat, and have various abilities.

Attack

- Press for regular attack.
- Press Attack rapidly for a volley of punches and kicks.
- Move your fighter close enough to an enemy to grab hold of him/her, and press rapidly for a series of vicious elbow, head and knee slams.
- Grab an enemy from behind and press to perform a backdrop. This move inflicts major damage on all enemies!

Jump

- Press to jump. Use the D-Pad to jump left or right.
- Press to jump, then press Attack for a jump kick.
- Press together with Attack for a rear attack.

- Move close to an enemy and press for a shoulder or overhead throw.
- Grab an enemy's shoulders and press to vault over the enemy. Follow this with a backdrop or other attack maneuver!
- If your fighter is grabbed from behind, press to kick any enemy directly in front of you.

Special Tactics

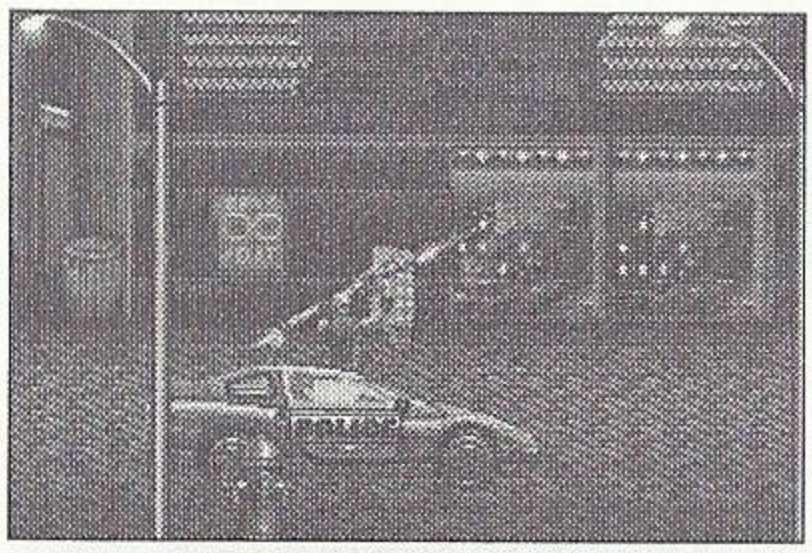
Neck Throw: After several kick attempts, press Attack just as your fighter's feet touch down. Your fighter hurls the enemy to the pavement.

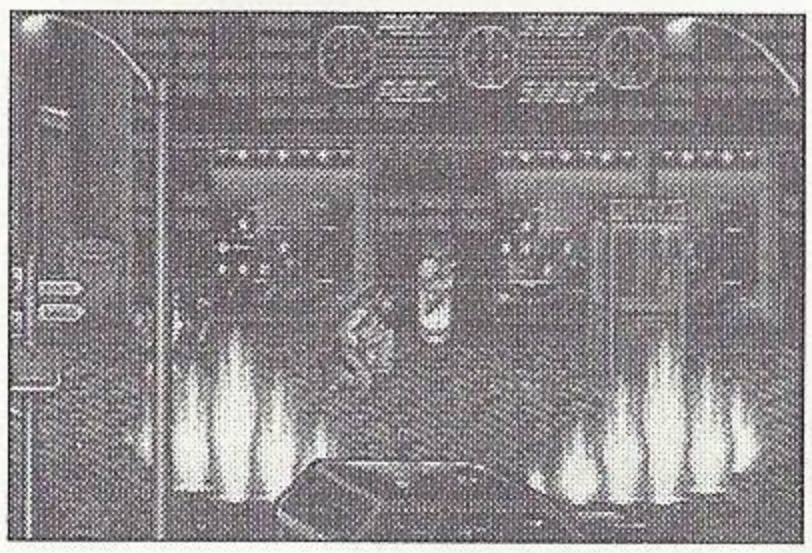
Landing: Enemies can occasionally execute a throw, with your fighter as the projectile! As you're thrown, press the D-Pad up while pressing Jump.

Two-player Team Tactics: Move your fighter to face his/her partner. Then grab your partner, press the D-Pad in the direction opposite that in which your fighter is facing, and press Attack. Your fighter somersaults into the enemy and does considerable damage (if your timing and position are correct).

Weapons: You come across several different types of weapons as you play (see Items on the following pages for more information). To pick one up, move your fighter over it and press Attack. Press Attack again to use the weapon. The attack style differs depending on the weapon, so make sure you're in the proper position for your assault. A missed attack might leave you vulnerable to a counterattack!

A Helping Hand

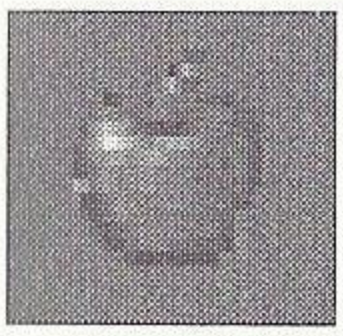




When hopelessly outnumbered, press Special Attack to summon reinforcements. A blast of Napalm for Player 1 and Rocket-powered Grenades for Player 2 damages all enemies in the area. You start with one Special Attack per player.

Items

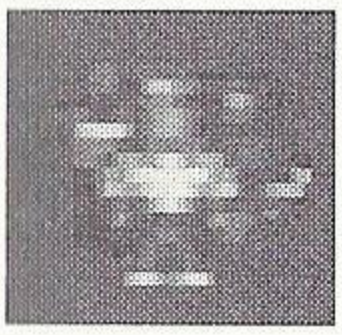
Items can be found inside boxes, vent shafts, garbage cans, or even telephone booths. Press Attack to destroy the receptacle. If you find an item, move your fighter over it and press the Attack button to pick it up.



Apple partially restores your Life Gauge.

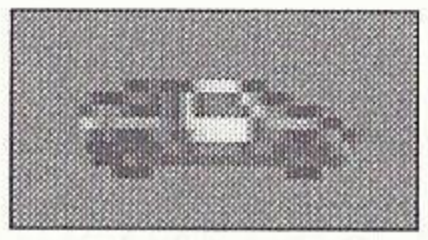


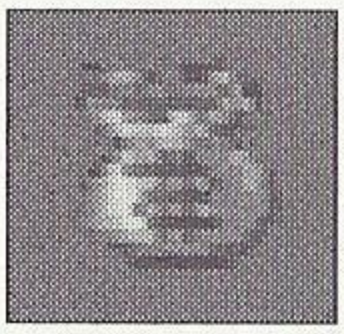
Fill your Life Gauge with **Beef.**



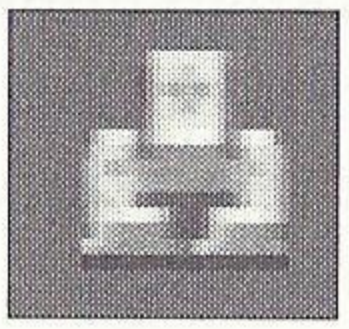
1UP gives you an extra player.

Gain one more Special Attack with **Special.**





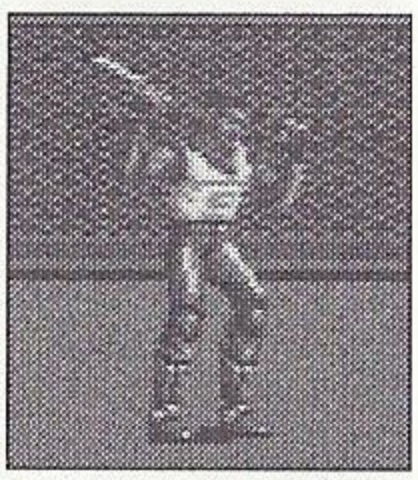
Cash Bag adds 1,000 points to your score, and you can add 5,000 points to it with **Gold Bars!**



You also find weapons inside the aforementioned receptacles or in the hands of enemy hoods. Attack enemies to prize their weapons from them. Pick them up in the same way as for items. Press Attack to use the weapon.



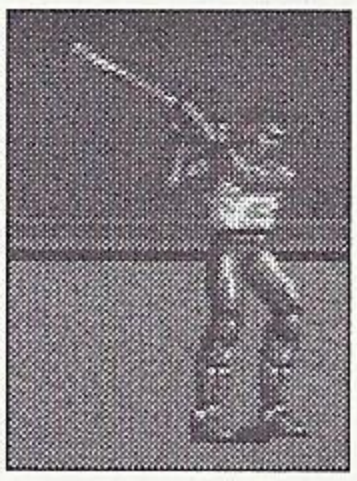
Bottle: Stun enemies with a quick blow to the head!



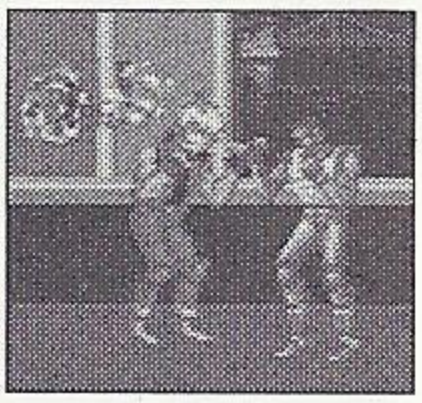
Knife: Thrown or thrust, a great tool for repelling thugs!



Lead Pipe: Take out a group of enemy hoods in one fell swoop!



Baseball Bat: Become the new home run king!



Pepper Shaker: Leaves enemies sneezing. Attack while they're incapacitated!

The Fight Sites

Your warrior will brawl his or her way through eight rounds on the way to confronting the Syndicate Boss. If you make it, you'll engage in one last battle in order to bring peace back to the streets...

Round 1—City Street
Meet the first wave of hoodlums right out on the streets!

Round 2—Inner City
Surrounded by condemned buildings, you continue the fight!

Round 3—Beachfront
No time for sun and fun as the battle moves to the seashore!

Round 4—Bridge
Brawl your way across a collapsing span!

Round 5—Aboard Ship
Hope you have your sea legs!

Round 6—Factory
The war moves inside, where industrial machines become a factor!

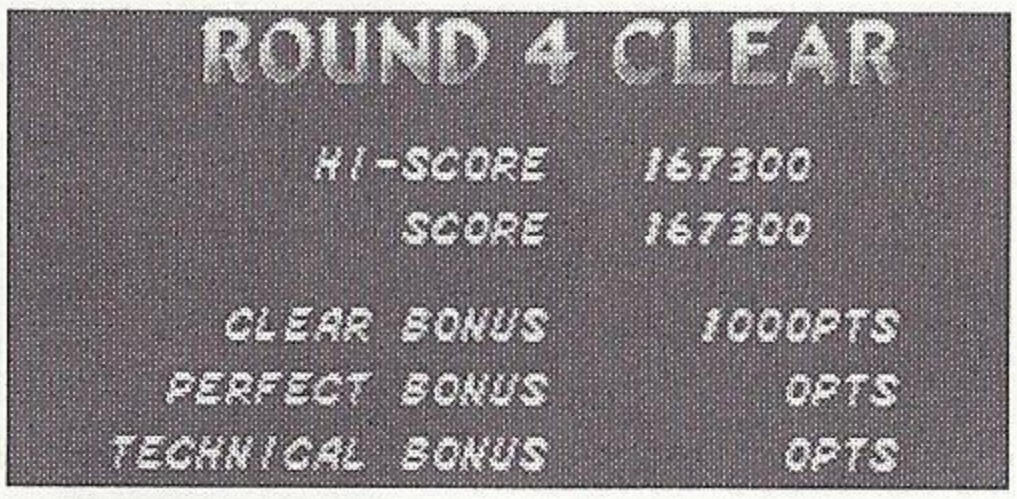
Round 7—Freight Elevator
The three warriors close in on their ultimate objective!

Round 8—Syndicate Headquarters
Run the gauntlet of enemies and step inside to find what awaits!



Know the Score

You receive points for each syndicate hoodlum you put away (the point value depends on the strength of the particular thug). The supertough slimeball at the end of each round is worth the most points. You can pile up a monster score while saving the city from the crime organization!

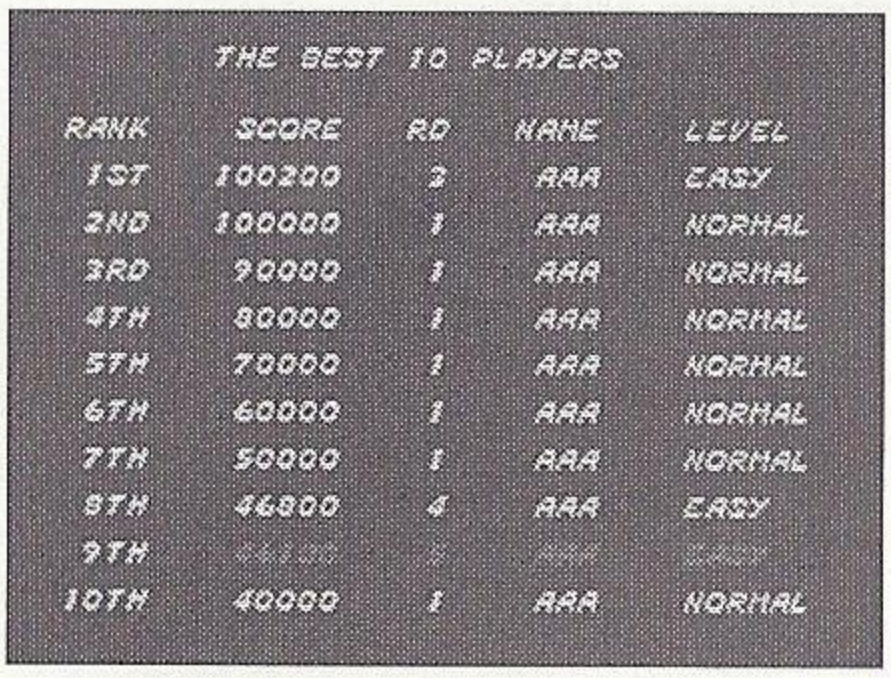


You also rack up bonus points as you clear each round. You're eligible for higher bonuses if you play at one of the more difficult levels.
Your score appears on screen as you play and when you clear each round.

Clear Bonus:	20,000 points	
Time Bonus:	100 points for each second remaining	
Level Bonus:	Easy	0 points
	Normal	10,000 points
	Hard	20,000 points
	Hardest	30,000 points
Remaining Player Bonus:	Easy	1,000 points per player
	Normal	2,000 points per player
	Hard	3,000 points per player
	Hardest	4,000 points per player

High Score Screen

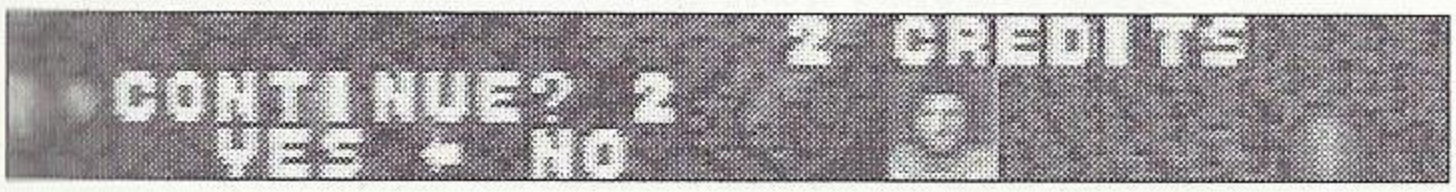
If your score is in the top ten, you can enter your initials on the High Score screen. The Name Entry screen appears in the Information Window.



Press the D-Pad left or right to bring up a character, and press Button A or C to enter it. Pressing Button B lets you change a previously selected character. You can enter three characters. Press the Start Button when you're through or if you don't want to enter your name.

Game Over/Continue

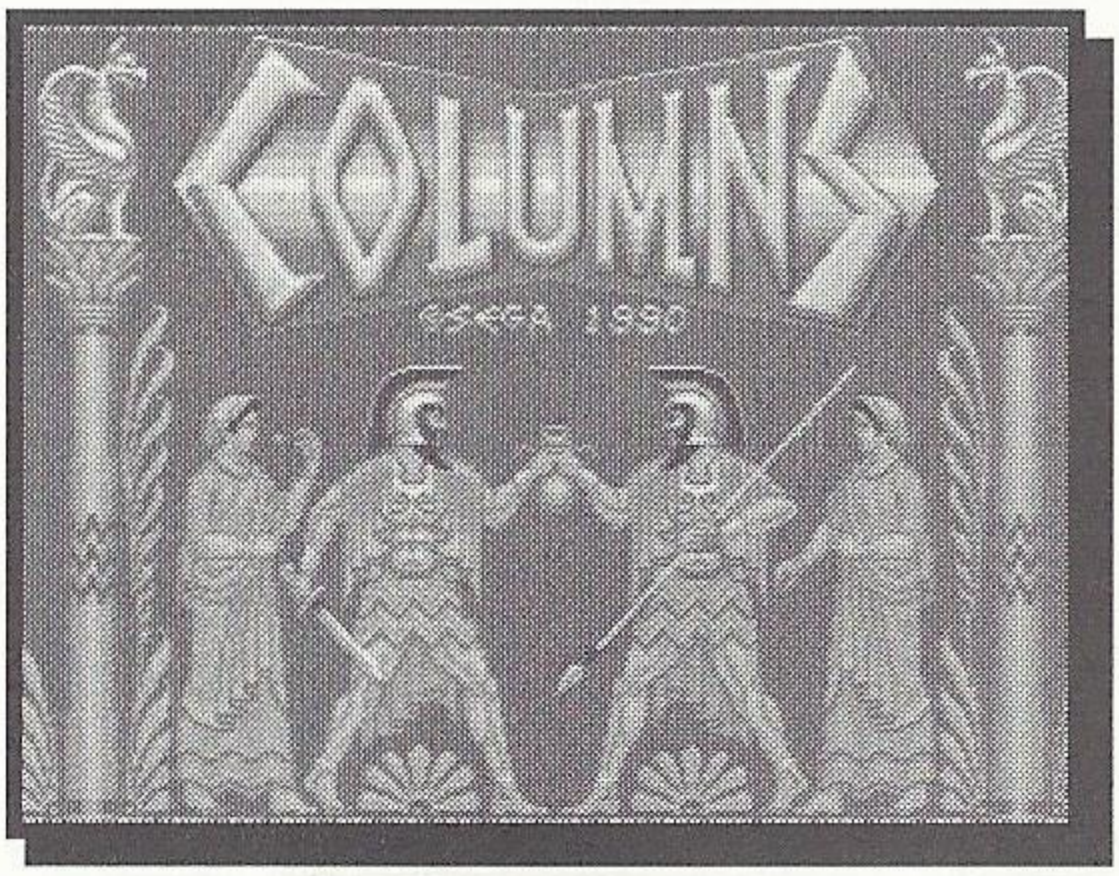
You start the game with three tries. If you lose all three, the game ends and the Continue/New Game screen appears. Your remaining credits are displayed. You can continue three times. You have the option of continuing play or starting from the beginning. New Game allows you to start over again. Continue lets you play on from the point where you ran out of players. The game is over when you've used up your credits.



Surviving on the Streets

- Deal with enemies before you pick up items.
- Only pick up the weapons with which you feel most comfortable.
- Work together when playing the two-player game and make good use of the various team techniques. Naturally you both want a high score, but you'll get much farther if you watch each other's backs along the way.

Playing Instructions for



Columns

Go back in time to a bygone civilization, the ancient world of Phoenicia. Play the game that originated among the Phoenician merchants—Columns. It is simple, yet captivating and intricate.

Rainbow columns of jewels drop in succession. Arrange them so that three or more of the same type form a vertical, horizontal or diagonal line, and they disappear. If the columns fill the screen, the game is over.

Build up your game from the easiest levels with limited guidance, to the hardest where the jewels rain down without mercy. Try some variations, such as Flash Columns where you work against the clock. Play alone or with a friend. With a little help from the Phoenician gods, you can perform miracles.

Take Control!

Directional Pad (D-Pad)

- Press up or down to select a game mode.
- Press left or right to move the columns in those directions.
- Press down to increase the speed at which the columns drop.

Start Button (Start)

- Press to start.
- Press to pause; press again to resume play.
- Press to cancel the game demonstration.

Button A

- Press to enter a selected game mode.
- Press to arrange the jewels.

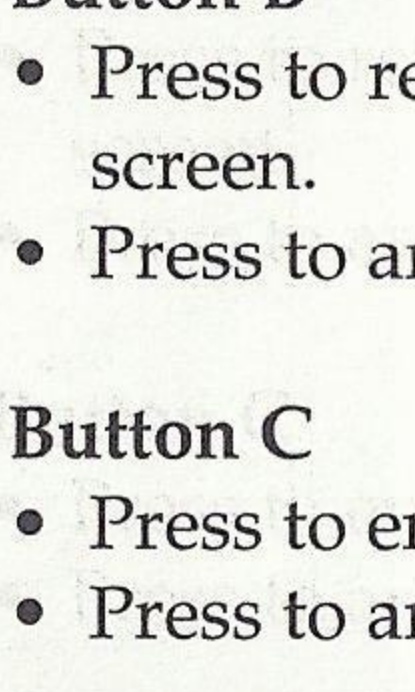
Button B

- Press to return to the previous game mode selection screen.
- Press to arrange the jewels.

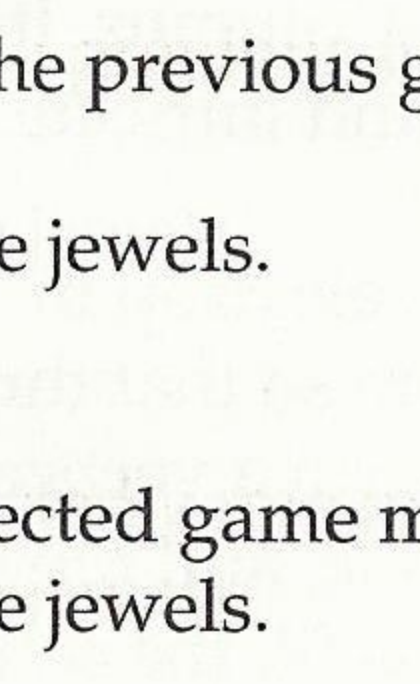
Button C

- Press to enter a selected game mode.
- Press to arrange the jewels.

Note: Button functions can be changed in the Options screen (see page 63).



PRESS BUTTON A, B OR C

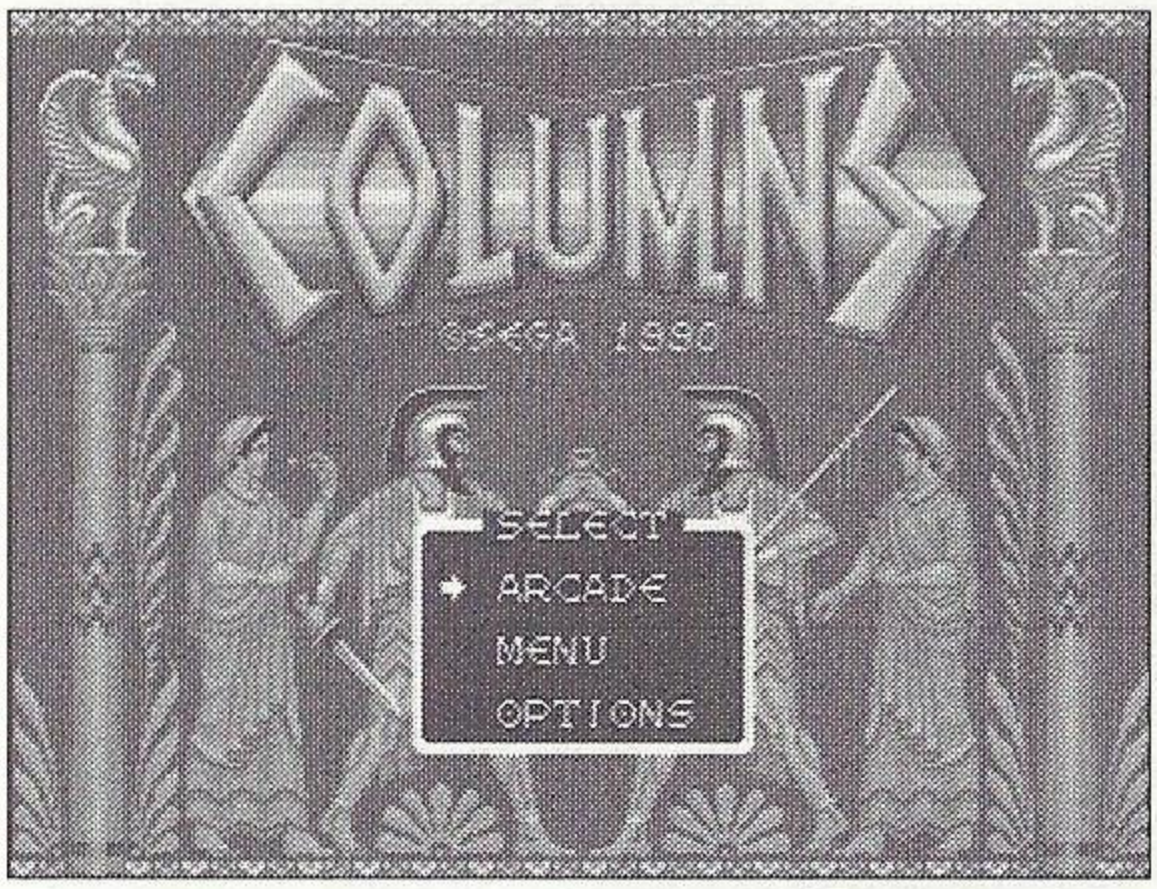


PRESS BUTTON A, B OR C



Getting Started

After you select *Columns* from the Game Select screen, the *Columns* Title screen appears. Press Start to advance to the Select screen. If you wait, a game demonstration begins. To cancel the demonstration, press Start. Then press Start again to go to the Select screen.



On the Select screen, choose one of the following:

ARCADE to play the arcade version of *Columns* (see the following page);
MENU to play the Original Game or Flash Columns (see pages 60 and 62);
OPTIONS to set the various game parameters (see page 63).

Press the D-Pad to select and then press Button A or C or Start. If you don't make a selection, the game demonstration will resume. Press Start to cancel. Then press Start again to return to the Select screen.

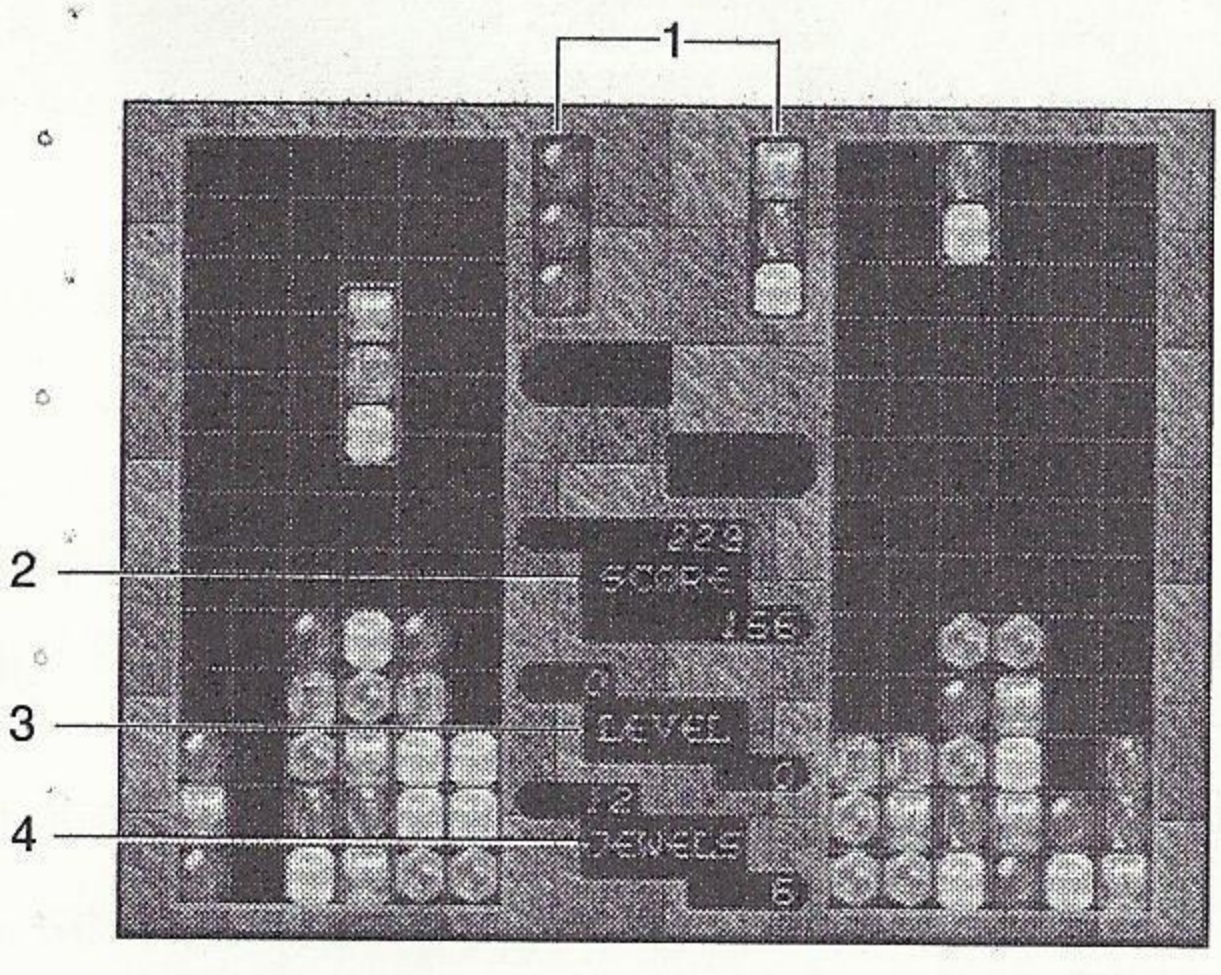
Arcade

The object of the game is to avoid a buildup of falling jewels filling the screen by making as many as possible disappear.

After you select Arcade, you can opt for an EASY, MEDIUM or HARD level of gameplay in the Arcade screen.

EASY: Start at Level 0. Hints are given until Level 3. When two jewels of the same color line up, a flashing frame surrounds them.
MEDIUM: Start at Level 5 with 20,000 points.
HARD: Start at Level 10 with 50,000 points.

The Play Screen



1. The next column of jewels to appear on screen.

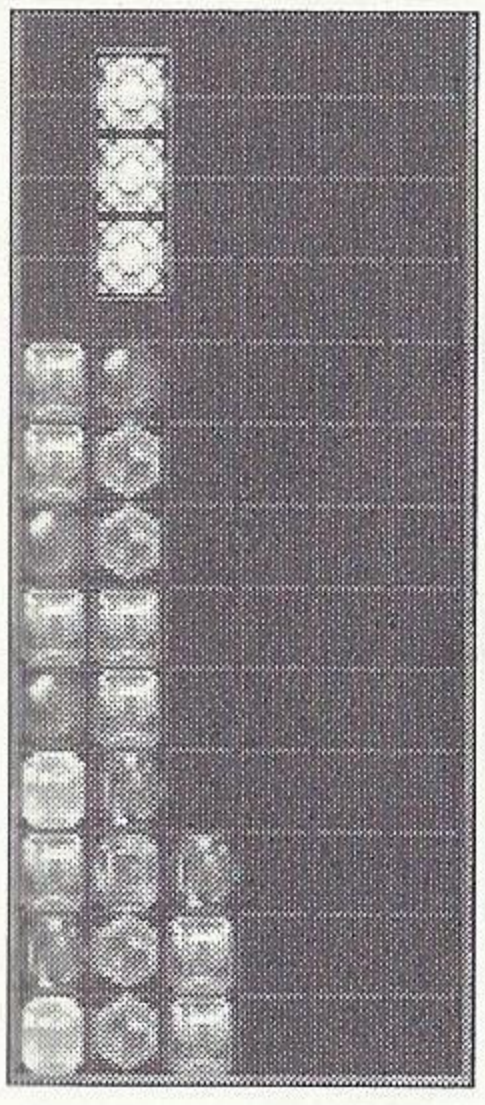
2. Score

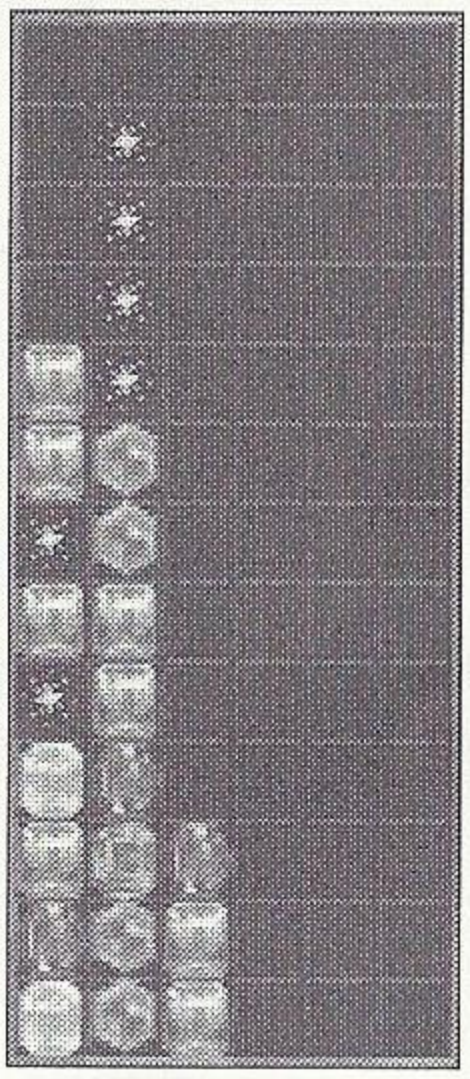
3. Level

4. The total number of jewels that have disappeared from the screen.

Magic Jewels

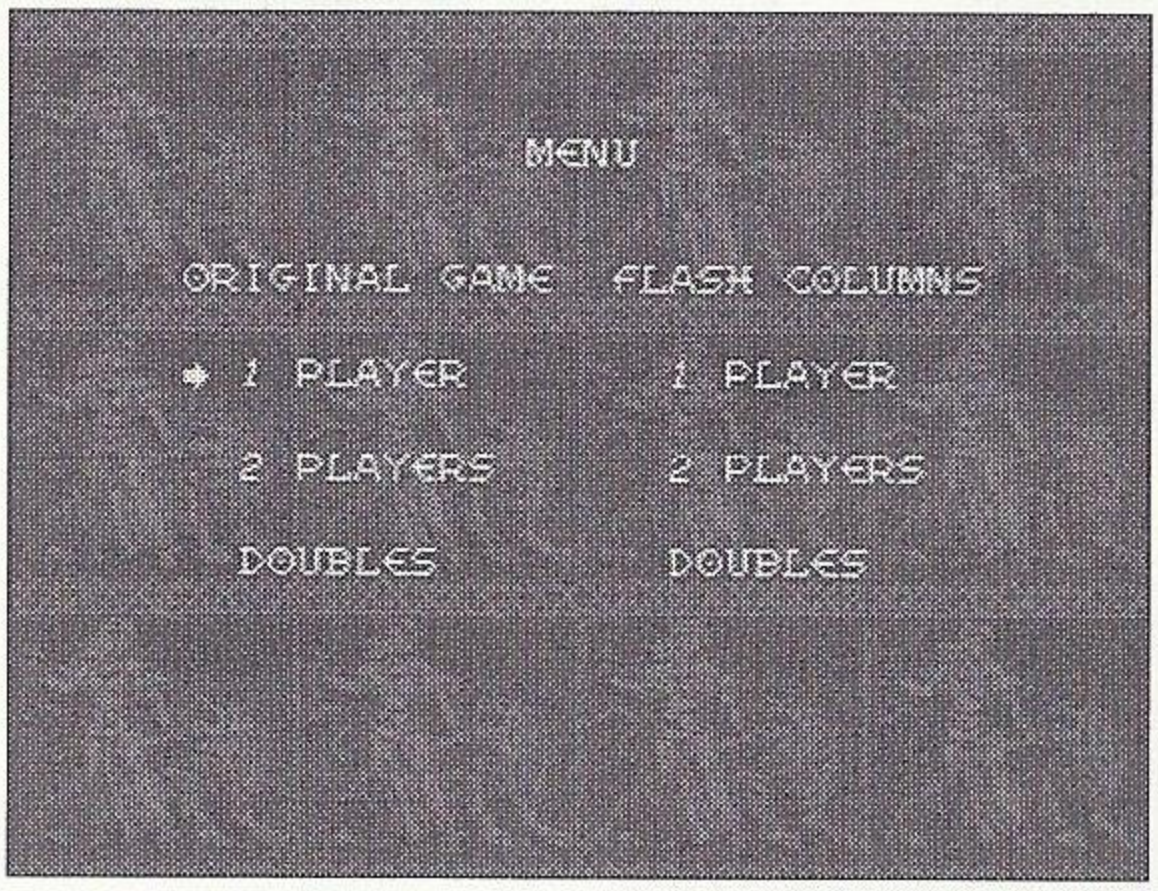
Magic Jewels appear in the Medium and Hard modes of the Arcade game. If a Magic Jewel lands on a red jewel, for example, all the red jewels on the screen disappear. It works the same for all the jewels.





Menu

The Menu screen follows the Arcade screen. Choose ORIGINAL GAME or FLASH COLUMNS and the number of players.

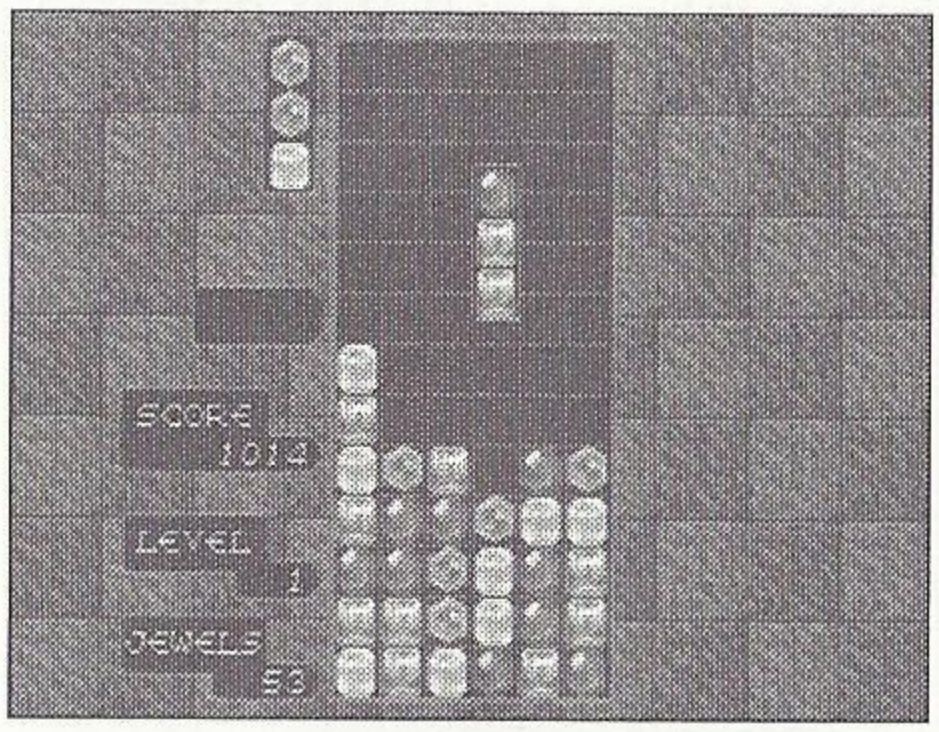




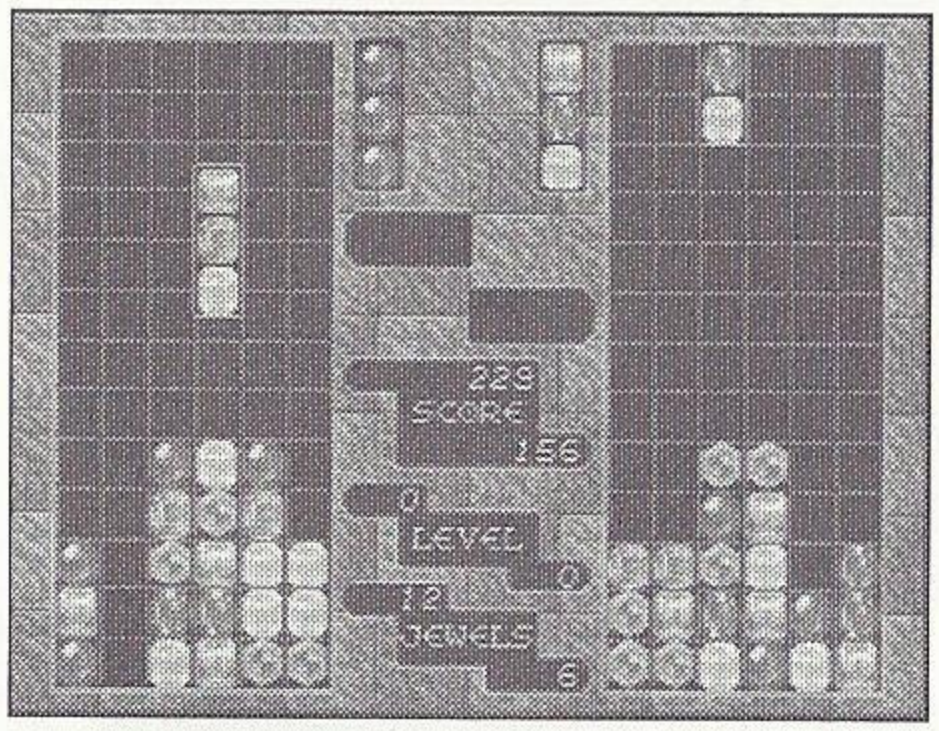
Original Game

The object of the original game is to make as many jewels as possible disappear.

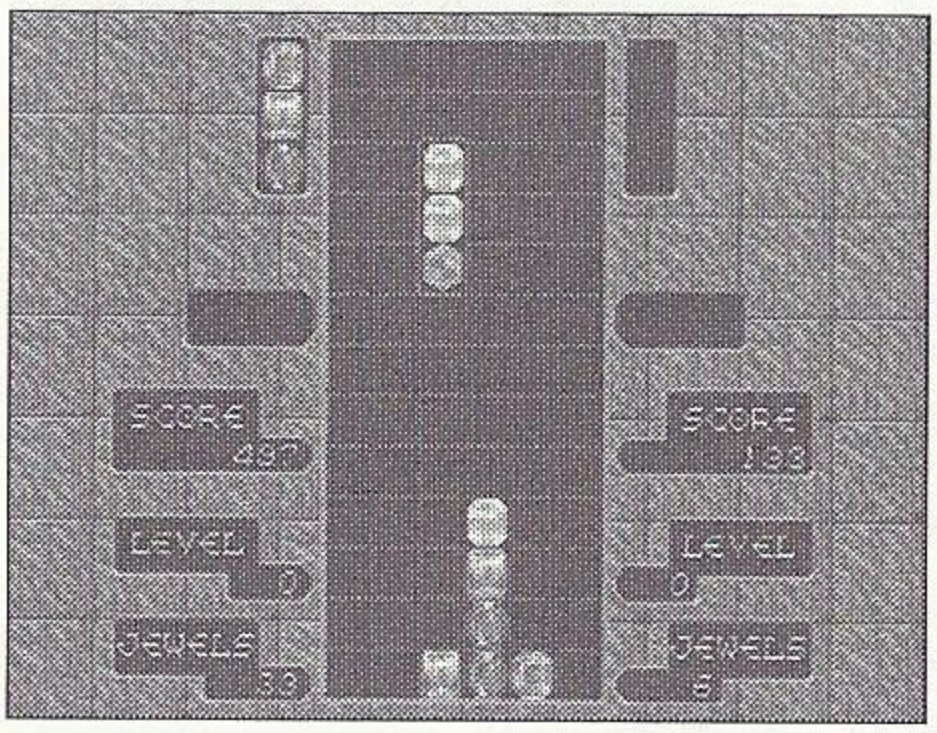
If you're playing alone, select 1 PLAYER with the D-Pad and press Button A or C.



To play with a friend, select 2 PLAYERS. Player 1 plays on the left play field and Player 2 plays on the right.



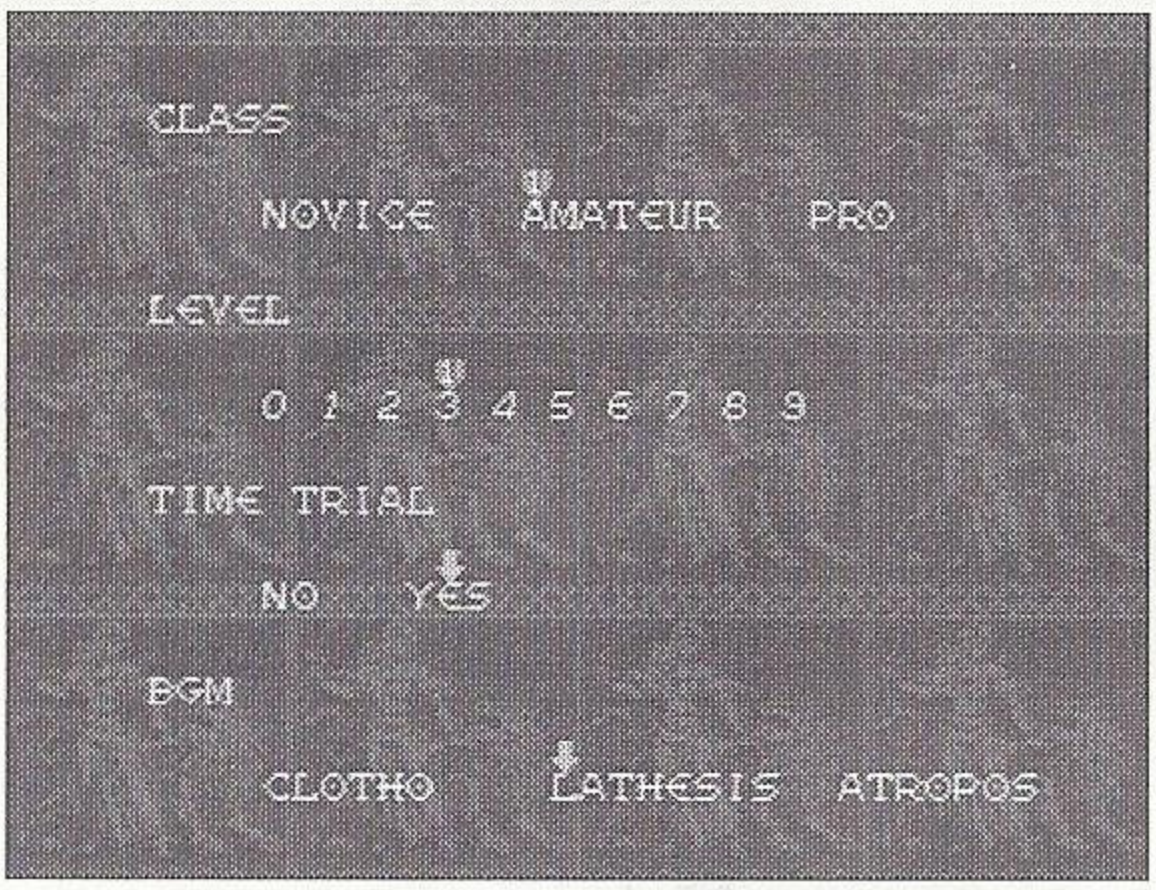
For two-player gameplay on the same play field, select DOUBLES. The players alternately place the falling jewels.



Note: Make sure Control Pad 2 is plugged in when you select 2 PLAYERS or DOUBLES.

Game Mode Screen

After you make your selections in the Menu screen and before you begin your Original Game, the Game Mode Select screen appears. If the game is for 2 PLAYERS, the blue cursor sets the game features for Player 1 and the red cursor sets the game features for Player 2.



Class determines the number of jewel types used in the game. NOVICE uses four types, AMATEUR five, and PRO six.

Level is the speed of the falling jewels. The higher the number, the faster they drop.

Time Trial allows you to opt for atime limit of 3 minutes to play a game.

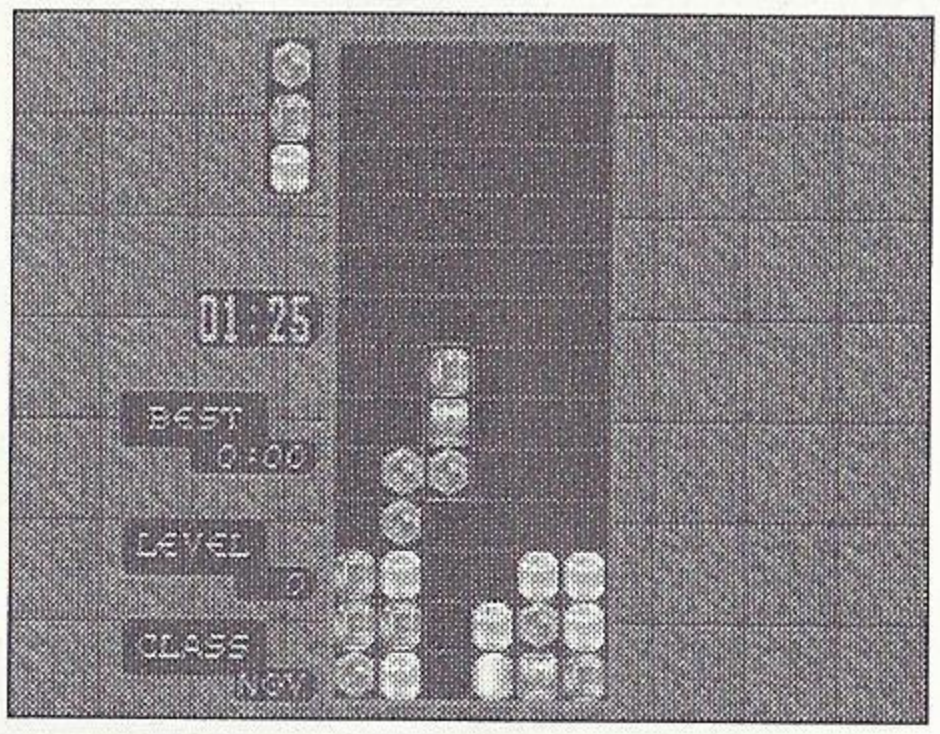
BGM gives you a choice of 3 musical themes that you can hear during the game.

To exit this screen press Button A or C or Start.

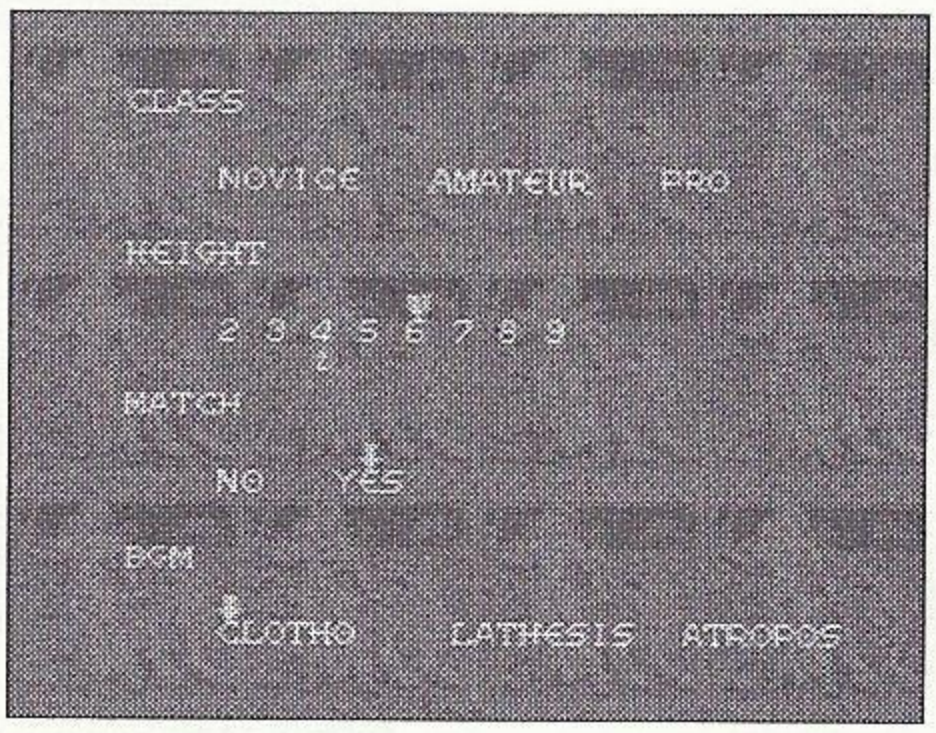
Flash Columns

In Flash Columns, you are timed on how quickly you can make a flashing jewel disappear. Each game begins with jewels already positioned on screen. As new jewels fall, you must delete jewels to eliminate a predetermined flashing jewel as fast as possible.

Select 1 PLAYER, 2 PLAYERS or DOUBLES as for an Original Game. The gameplay screen shows the same indicators, except that the best score is shown instead of your current score.



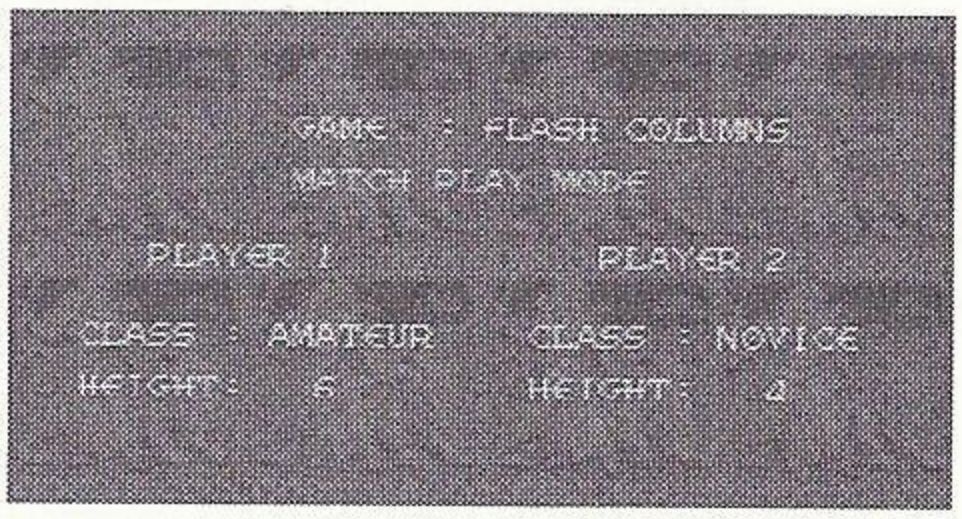
The Game Mode screen is also fundamentally the same as for an Original Game. If you select NOVICE, you play with four types of jewels, AMATEUR with five, and PRO with six.



Height determines the number of rows of columns on screen when the game begins. The higher the number, the greater the challenge.

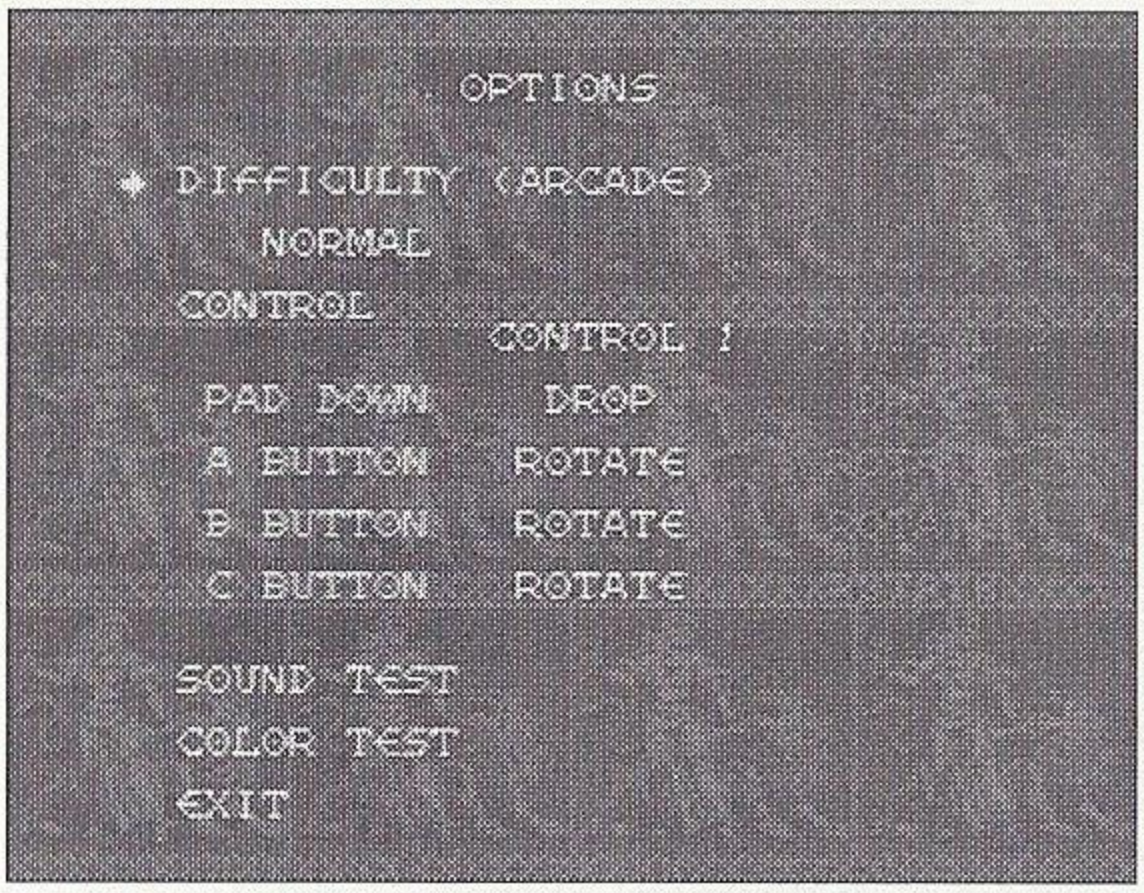
Match is only available if you opted for 2 PLAYERS. The player who makes the flashing jewel disappear first is the winner.

After you have made your selections, press Start to advance.



Options

Select Options in the Select screen and the Options screen appears. Press the D-Pad up or down to highlight an option and left or right to change the settings.

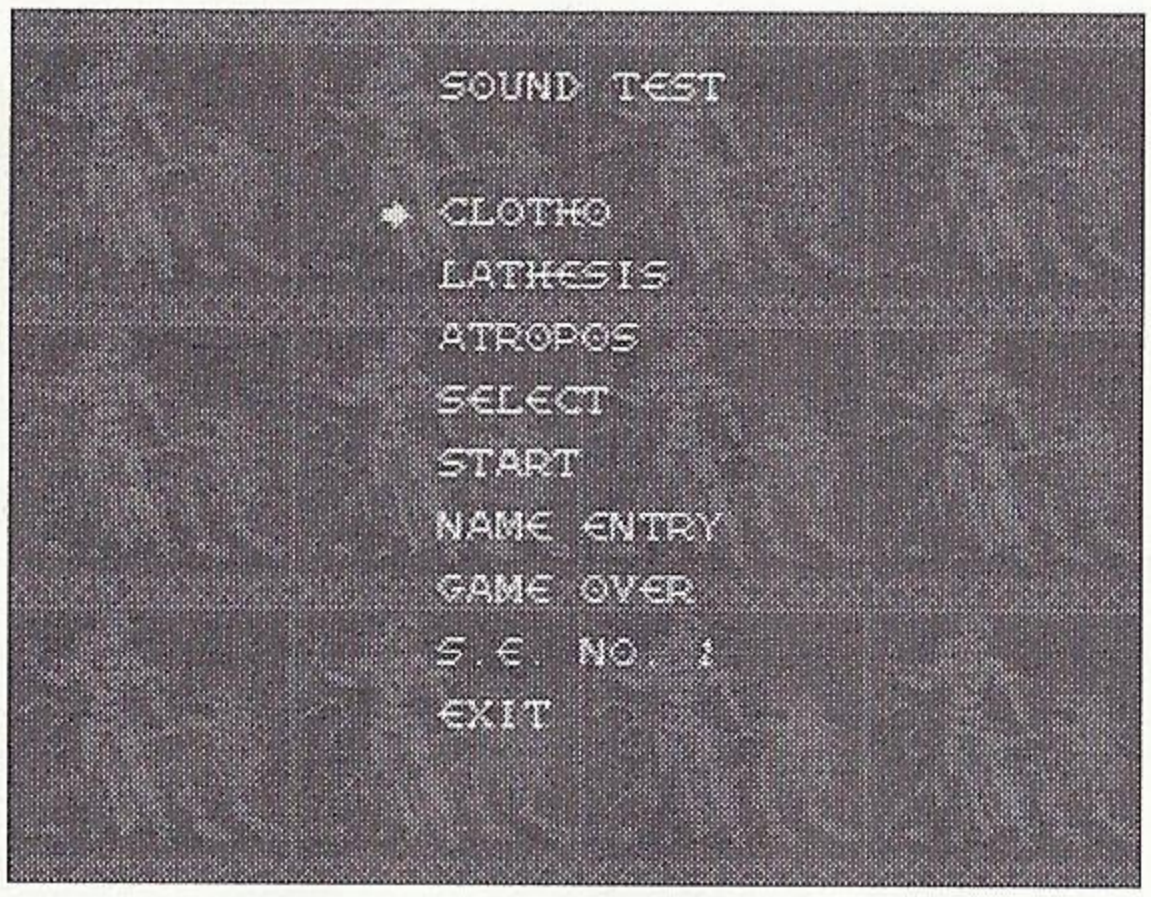


Difficulty should not be confused with the Game Level selection on the Arcade game screen. Here you set the overall difficulty for the three game levels on the Arcade game screen. Select EASIEST, EASY, NORMAL, or HARD. For example, if you select HARD here and select EASY on the Arcade game screen, you play the hardest version of the EASY level.

Control adjusts the Control Pad button configurations. If two people are playing, make sure both Control Pads are adjusted.

Sound Test lets you listen to any of the background music or sound effects. After you select Sound Test, a track list appears.

Highlight the track that you wish to play and press Button A or C.



If you select S.E. NO. (Sound Effects Number), you can press the D-Pad left or right to select the number of a sound effect. Press Button A or C to play.

To return to the Options screen, select EXIT and press Button A, B or C.

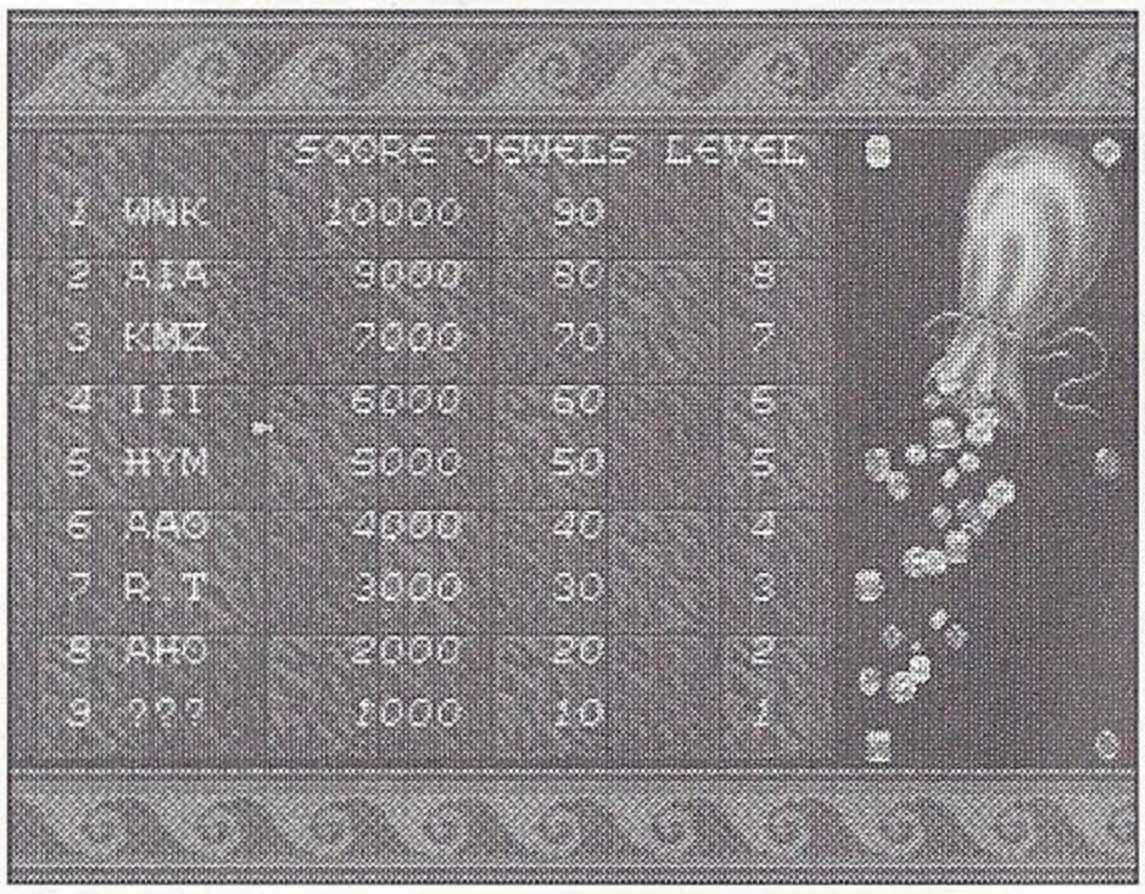
Color Test lets you adjust the color on your television set. Press Button A, B or C to return to the Options screen.

Select EXIT on the Options screen and press Button A, B or C to return to the Title screen.

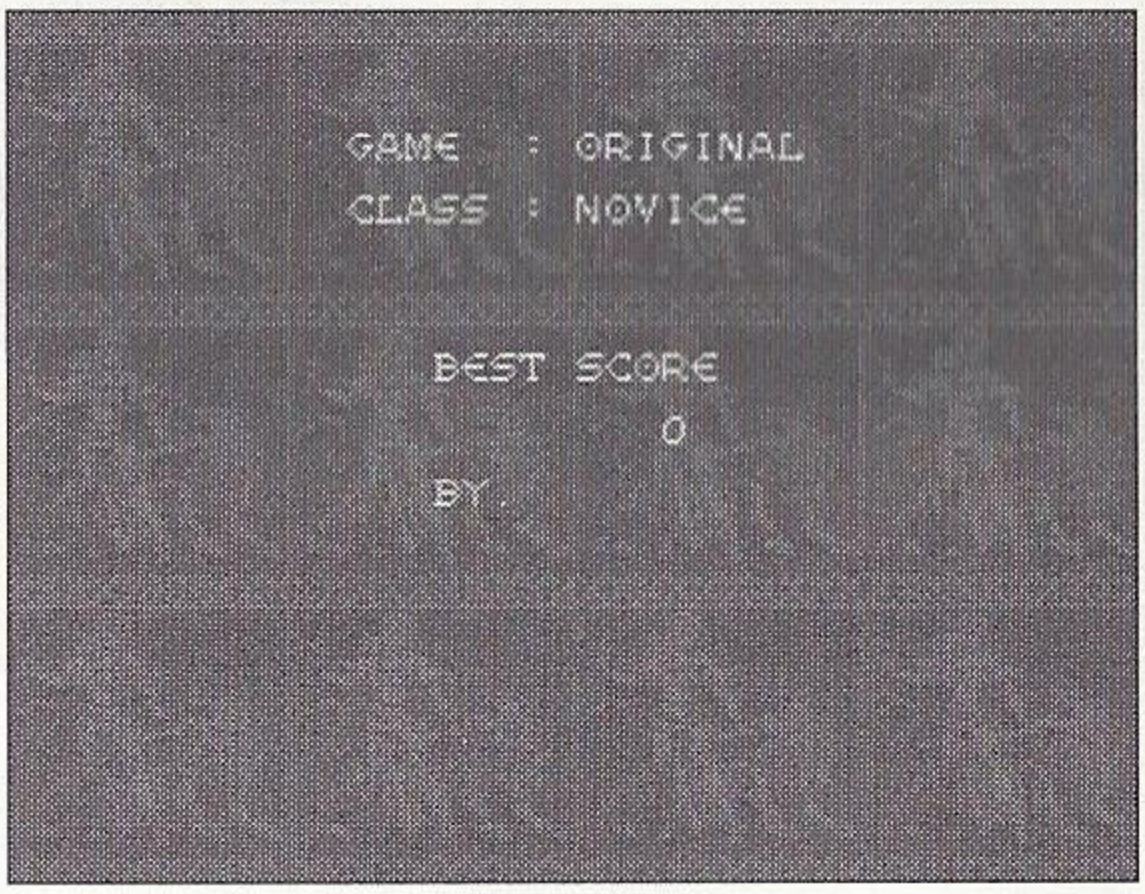
Scoring

In the Arcade mode, if you rank among the top nine players, your initials and score will appear on the High-Score Board.

To view the High-Score Board, press Buttons A, B and C on the Control Pad simultaneously during the game demonstration, or wait until the demonstration ends.



In the Menu mode, the best score and time appear on the Game Information screen before each game. (This screen appears right after the Game Mode Select screen.)



Entering Your Initials

If you earn a high score, you can enter up to three initials on the Name Entry screen. Enter all three letters before the timer reaches 0.

For each space, press the D-Pad up or down until the desired letter appears. Press Button A, B or C to enter. After the third letter ED (End) appears. Press Button A, B or C to complete the name entry procedure.

To delete a letter, press the D-Pad up or down until the arrow appears. Press Button A, B or C to move the arrow to the letter, and enter different letter by pressing Button A, B or C.

Helpful Hints

- Miracles do happen! When you play at the Easy level of the Arcade version and desperately need help, you may get lucky!

- Aim for chain reactions.

- You can earn higher scores by playing at the higher levels.



Notes

Notes

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 warranty service in the U.S., 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 GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he 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

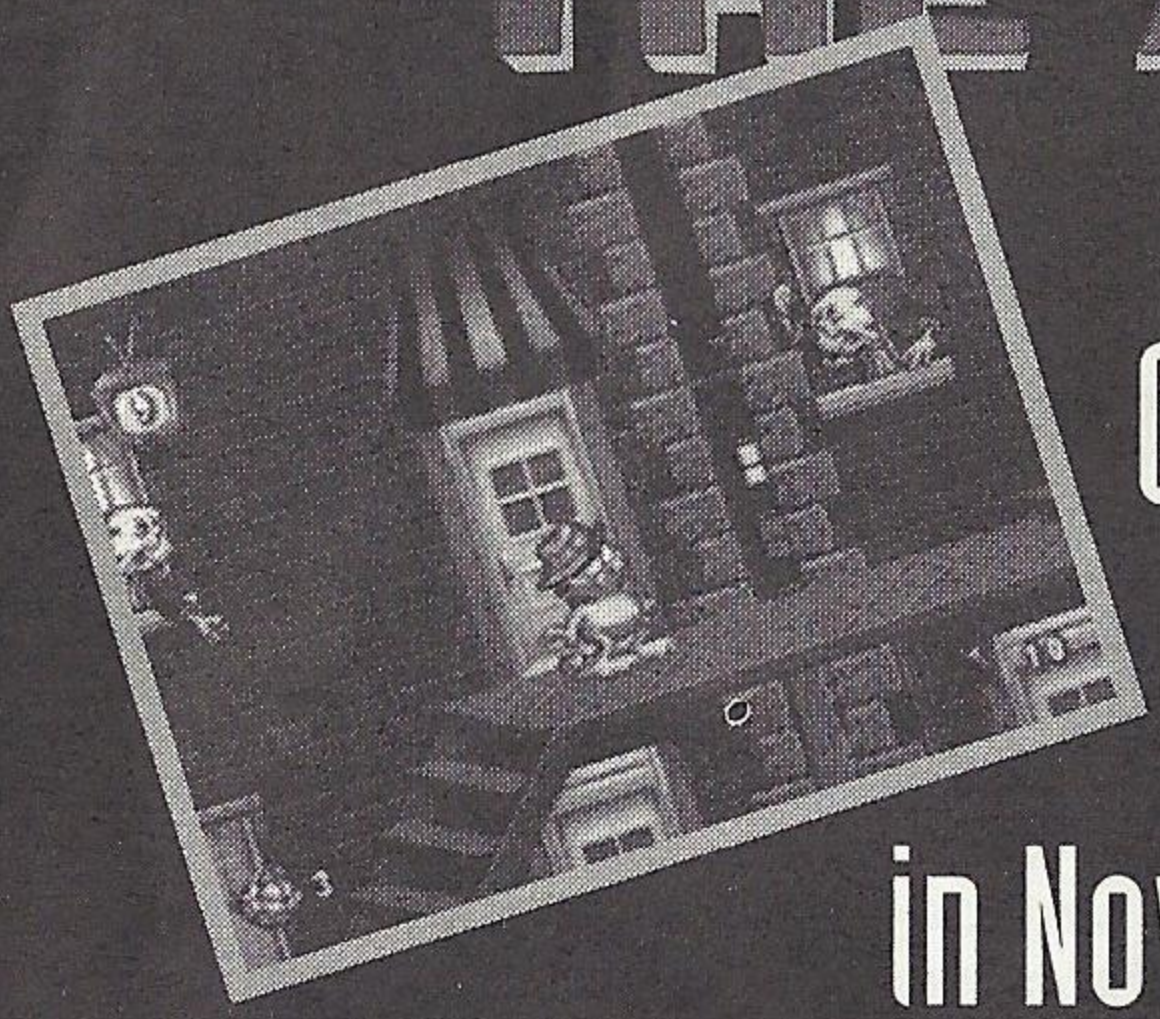
If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you 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.

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GARFIELD CAUGHT IN THE ACT™



Catch Garfield on Sega Genesis™ in November 1995!

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1717