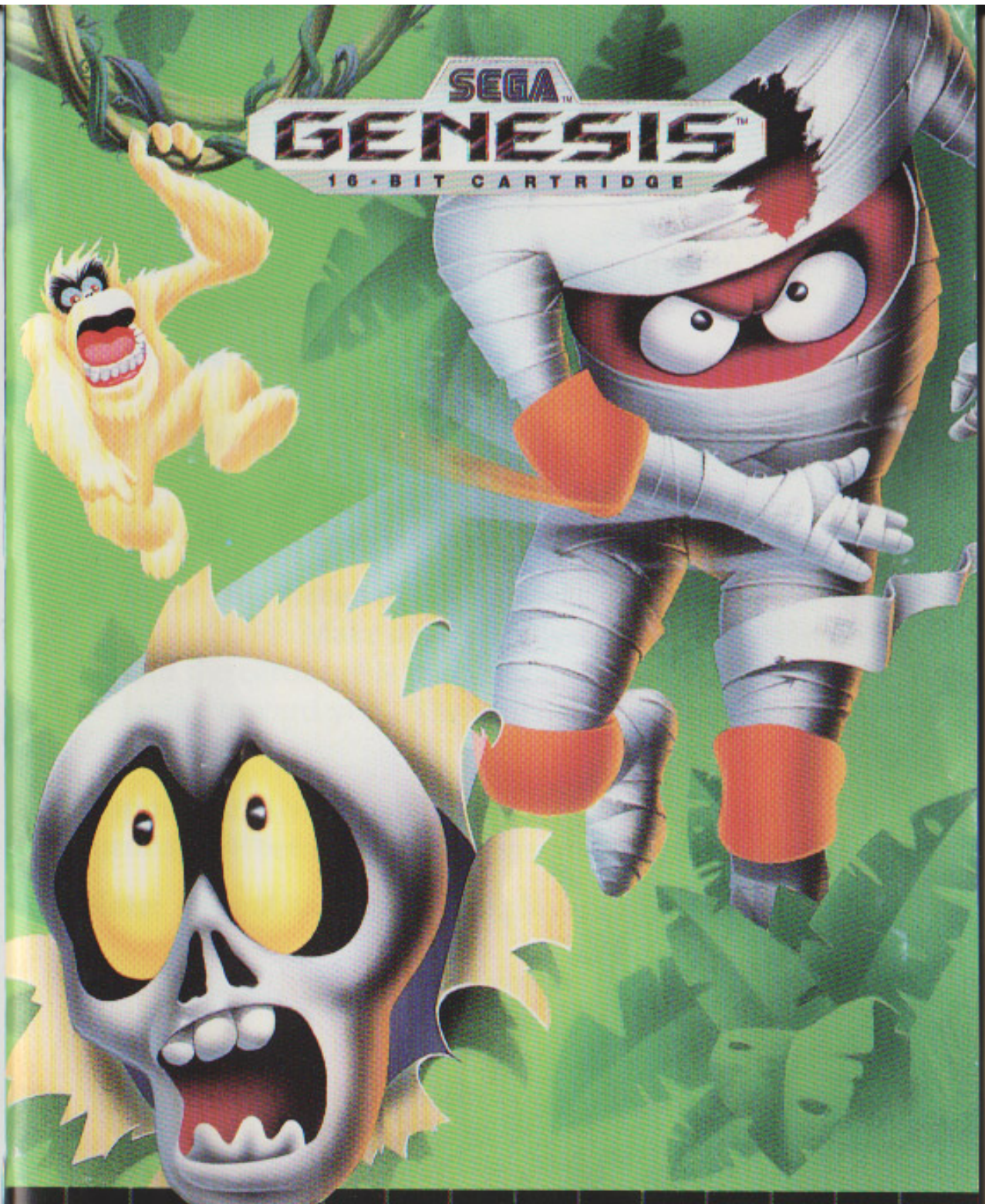


DEcapAttack™

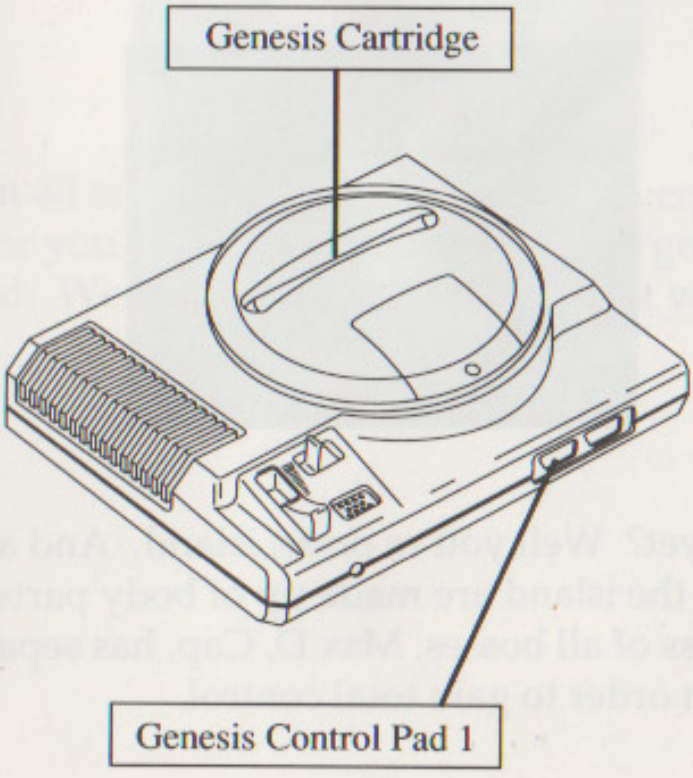
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *DecapAttack* cartridge into the console and press it down **firmly.**
3. Turn the power switch ON. In a few moments, the *DecapAttack* Title screen appears.
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, with its label facing toward you. Then turn the power switch ON again.

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

Note: *DecapAttack* is for one player only.



Beheaded for Adventure

Right now you're Chuck D. Head. You used to be someone else — or several someones. But they're not around anymore. And only Frank N. Stein knows who they were...



See, it's like this: Dr. Stein made you. Or at least he tried to. Somehow he never got your real head on exactly right — or is it tight? Anyway, something else went wrong too. You got an extra head — one in your chest. Oh well...they say two heads are better than one.

Now the reason you were created was to help pull things back together. They have started to get out of hand. And out of legs, and arms and eyes and hearts... Because the fearsome Max D. Cap has recruited Dr. Frank N. Stein's weird creations for his own personal army.



Confused yet? Well you're on an island. And all the sections of the island are made up of body parts. But the big bad boss of all bosses, Max D. Cap, has separated all the parts in order to gain total control.

Your job? Use your head to get through each of the seven parts of the island. Punch bad guys, collect coins, find and use power-up potions and more. When you complete a level (each level has three rounds) a part of the island will be reconnected.

You'll meet all kinds of strange and bizarre creatures.... Man-eating plants. Werewolves. Biting totem poles. Ghoulish Ghosts. Land-stalking fish. Walking skulls and much, much more.

And those are just the little guys! Wait till you see the bosses! Giant toads. Monstrous brains. And mutated moles. Yikes!!!



Beat them all and Dr. Frank N. Stein has a very personal reward for you. It's something to help you get ahead in this world. We refuse to say any more. But you'll see....

Take Control

Before you begin purging the island of grotesque monsters, learn which buttons to use for moving and fighting and for using items.



Basic Functions

Directional Button (D-Button)

- Moves Chuck D. Head in different directions

Start Button

- Begins Play
- Pauses/Unpauses Game

Button A

- Takes you to The Lab

Button B

- Punches with Head or throws Head
- Takes you out of The Lab

Button C

- Jumps
- Swims
- Selects items in The Lab

Controlling Chuck

Move Chuck D. Head in Different Directions:

To move Chuck D. Head either forward or backward, press the D-Button to the right or the left.

Punch:

To punch with the head inside Chuck's chest, press Button B.

Throw a Head:

To throw a head when you have one, press Button B.

Jump:

To jump up, press Button C.

Swim:

Press Button C to keep afloat and press the D-Button to control direction.

Getting Started

When you first start up the game you will see the island of body parts separating. This is to show you that the boss of all big bosses, Max D. Cap, has torn the island apart.



Next you'll be greeted by Max D. Cap himself. He'll give you a little pep talk — or should we say a "grave" warning.

You will then see the title screen. Press the Start Button as prompted. Now you will be given a choice between starting the game or going to the Options screen.

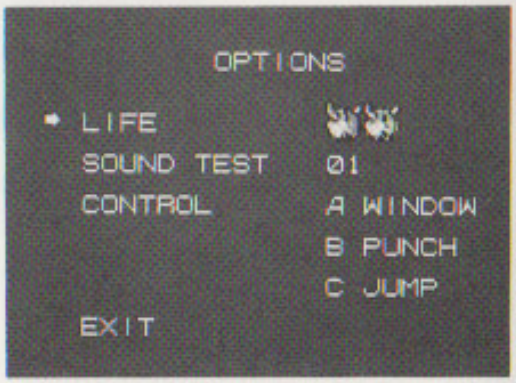
The Options Screen

Press the D-Button down to select "Options" and press the Start Button.

Press the D-Button down or up to select an option. Press it left or right to change a setting in that option.

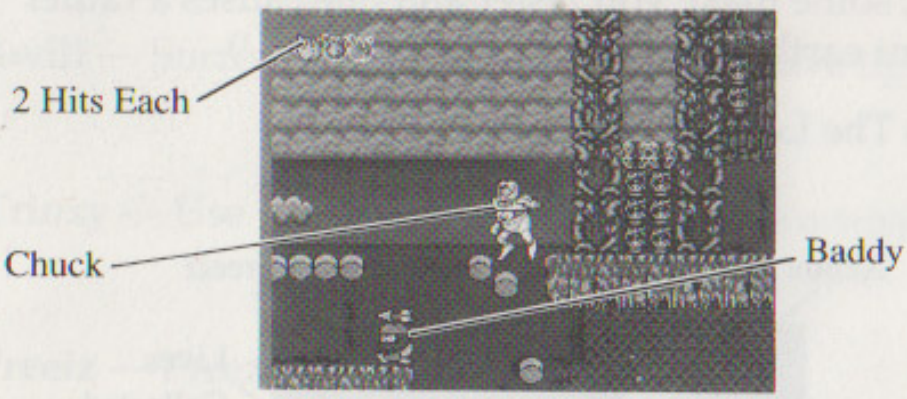
You can:

- increase or decrease the number of Hit Hearts
- test the sound
- change the controls



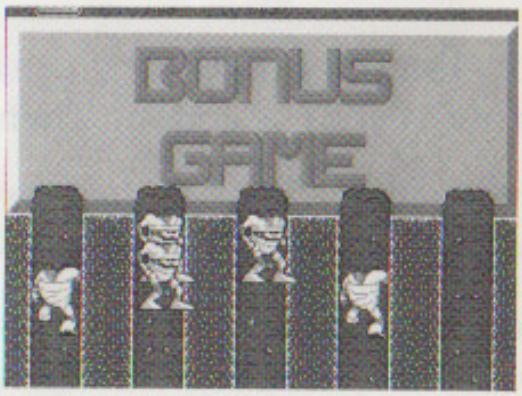
Screen Signals

There are two things you will always find on the screen: Chuck D. Head and his Hit Hearts. (More on Hit Hearts under *Three Lives are Better than One* on page 15.)



The Bonus Screen

When you finish all three rounds of a level, you're invited to a Bonus Game – *if* you've collected any coins. You start with 1 to 5 Chucks – depending on how many coins you've collected in the previous rounds.



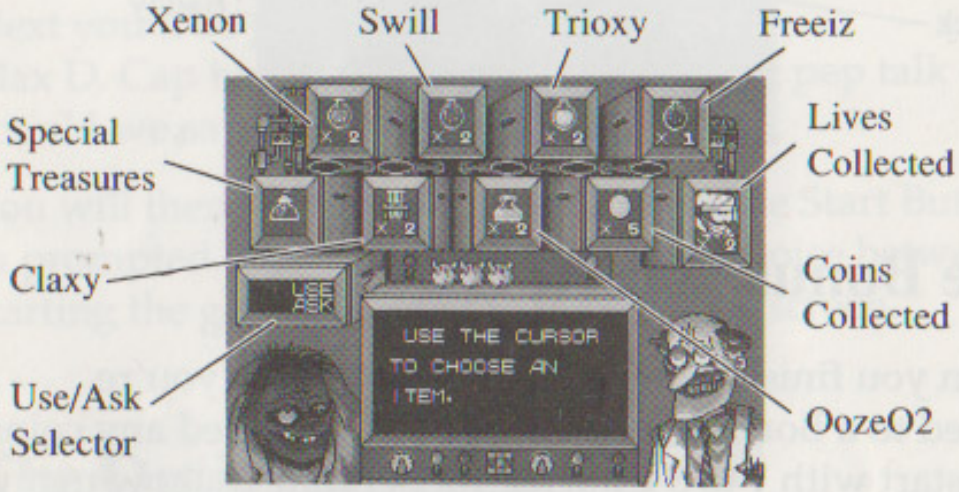
First choose your path(s). To do so, press the D-Button right or left until the white arrow points to the desired path. Use Button C to put each Chuck on a path. Press Button B to put a Chuck on a different path. After you've placed your last Chuck, they'll walk down the paths. When they get to the end of the paths they'll stop in front of a moving maze.

Press Button C to stop the maze and start them on their way again. Then wait and see what special prizes they pick up.

Back at the Lab

Dr. Frank N. Stein and Igor are concocting some very special power-up potions for you. Some make you stronger, some make you faster and one causes a rather significant earthquake. (Bye, bye baddies...!)

To get to The Lab, press Button A.



To select something, first use the D-Button to point the arrow at your selection. Then press Button C.

If you selected one of the power-up potions, you then choose between using it or asking about it.

Note: In order to use potions, you must first have collected them. The number you have collected is displayed next to each potion.

Press the D-Button down to select ASK. Or press it up to select USE. Then press Button C.

To return to the playing screen press Button B.

Power Potions Revealed

Here's what each power-up potion does:

Xenon — That earthquake we talked about

Swill — Surrounds you in a ball of protective light

Trioxy — Use this powerful ball of light as a weapon

Freeiz — Freezes all baddies on the screen

Claxy— Makes you run faster, jump higher

OozeO2 — Makes you reach farther and punch harder

Use Your Head

Or use both of them. It's amazing what Chuck can do with his heads. In fact, we don't quite know how he'd survive without them.

One head is for punching. The other is for throwing. And both are good for getting good things and fighting bad things.

Here are some ways you can use both of Chuck's heads:

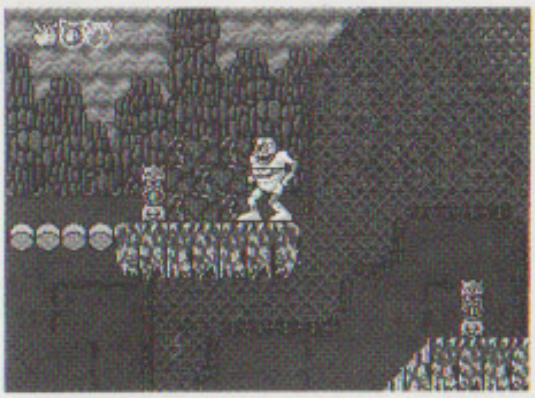
The Goodies

Scattered throughout the islands are many useful items, hidden potions, special treasures, coins and extra lives. The trick is to find them. And know how to use them.

Shrunken Head Statues

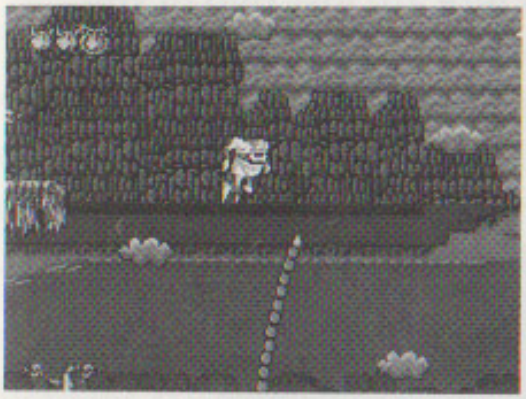
These statues are scattered throughout the island. Sometimes you'll find as many as three together. And they'll almost always hold special surprises.

To open a shrunken head statue, punch it. But look out - they don't all house goodies. Some house ghosts!



Springpoles

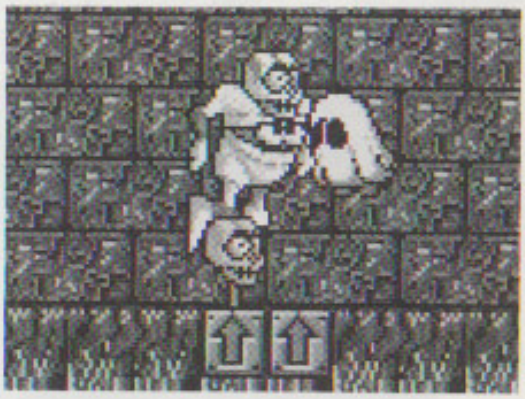
These useful contraptions appear at various points throughout the islands. They're a great way to get a head start on things.



To boing off a pole, jump as close as you can to it. And try to hit it as high as you can. It will then swing you back and forth and fling you on your way.

Bone Bonkers

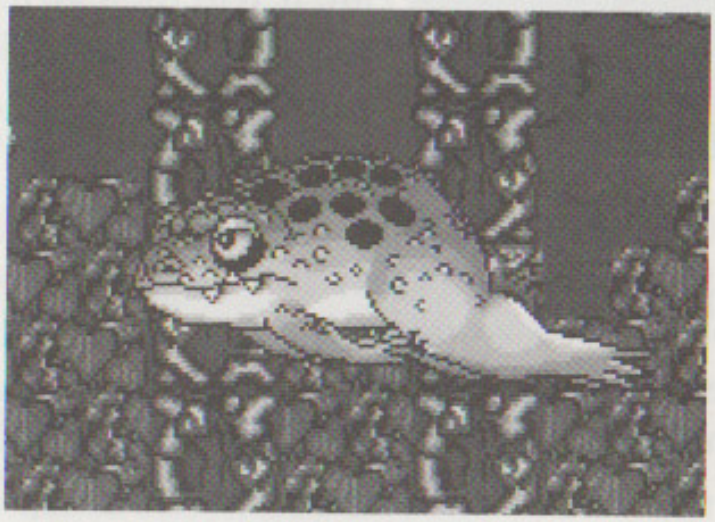
These bone bonkers flash up from the ground – or out of walls. Sometimes you'll find just one. Other times you you'll find a towering stack. Use them to catapult Chuck to new heights.



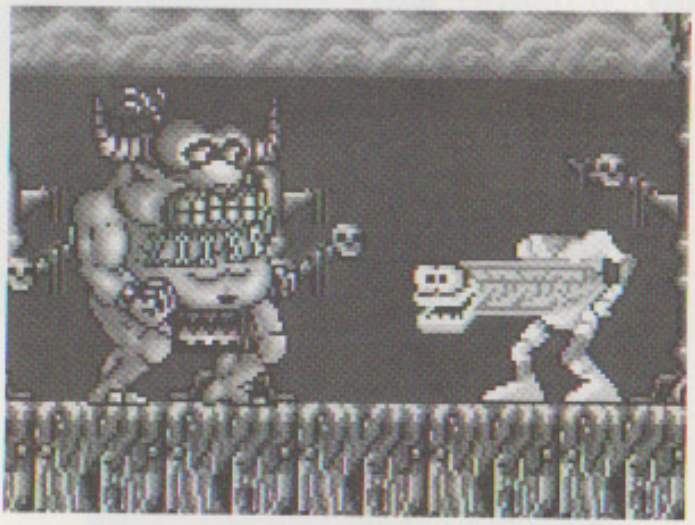
The Baddies

All the ghouls, mutations and monsters on these islands are now in Max D. Cap's army.

Use your heads to fight them — and to find the powerful potions to give you an edge. Here are just two of the bone-chilling creatures you'll meet:



TOADY



BULLHEAD

A Decaptivating Eyeland

This may just be the trip of an (after)lifetime. Water. Scenery. Adventure. And so much more...

Take in the wildlife. Or should we say take *on* the wildlife? Bonk pop-eyed super-slugs. Do in dingy ducks. And squelch slithering cow skulls. This place is crawling with creepy critters.

There are seven levels in all. And each one has three rounds. At the end of each third round you come head to head with a super boss. And even if you *do* defeat him, you won't be able to enter the next level unless you've found the hidden treasure.

Start each new level from the Start Sign. Finish each level at the Goal Sign.

Abdomainland, Level 1:

Abdomainland is smack dab in the middle of the island. A good place to get your feet wet — unless, of course, you stick them in hot bubbling lava.

Watch for the Arrow-Heads. They're everywhere. And don't forget your hidden treasure.

El Beau Island, Level 2

This place is surrounded by water. So don't let El Beau Island lead you to a watery grave...

Floating ghosts, flying ducks and snapping skeleton fish enter the scene. Followed by Toady. (You'll know him when you see him.)

Tibuland, Level 3

A bone-chilling wasteland of a place. Even the trees are dry as a bone.

Steer clear of the Totem Pole. It could bury you alive.

Armington, Level 4

You're in deep water this time. Maybe even in over your head.

The boss here? A brain with a mind of its own.

Pumpington, Level 5

The heart of the island. This bloody place is red hot.

It all comes to a head when you meet Holee Molee, a totally modern mutation.

Last Leg Land, Level 6

You're coming down the home stretch here. Some of these guys are familiar. But who invited the clowns?

The final showdown? You're going to go ape over this one!

Eyeland, Level 7

It's your window to the world – or at least to a way out of here. If you've gotten this far, you'll be able to see your way clear. Clear into the clutches of Max D. Cap. Well, good luck...

Three Lives are Better than One

You start the game with three lives and two Hit Hearts. You can add or subtract one heart in the Options Screen – which means you can start the game with one, two or three hearts.

Each heart (shown in the uper left corner of the screen) is worth two hits from the enemy. On the first hit, the heart gets weaker. On the second hit, all the blood drains out of it. When all three hearts are drained, you lose a life.

To see how many lives you have left, go to The Lab by pressing Button A. Your lives are numbered next to Chuck's head on the right side of the screen.

Extra Lives

You will find more lives in the shrunken head statues scatterd around the islands. Collect as many of them as you can.

Game Over

The game is over when Chuck chalks up a win against Max. D. Cap. Or when all his lives are used up. When that happens, Chuck has to chuck it.

Tips for Getting a Head

- Never leave a shrunken head statue unopened. Behind it may lie an extra life, valuable potions or the special treasure that gets you to the next level.
- Statues may hold enemies too. Be careful!
- Stay away from the roving Totem Pole. If you get too close, he'll bury you alive.
- When boinging off a pole, use the movement of the pole to give yourself as much of a thrust as possible.
- To scale a Bone Bonker wall, press the D-Button in the direction the Bone Bonker throws you and hit Button C repeatedly.
- Repeatedly hit Button C to float gently down.
- For extra height when jumping, hold down Button C instead of just tapping it.

Scorebook

Date			
Name			
Success?			

Date			
Name			
Success?			

Date			
Name			
Success?			

Date			
Name			
Success?			

Date			
Name			
Success?			

Scorebook

Date			
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Date			
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Date			
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Success?			

Date			
Name			
Success?			

Date			
Name			
Success?			

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for 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 recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: 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.

FOR GAME PLAY ASSISTANCE, PLEASE CALL:

(415) 871-GAME

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 ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.
To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

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

Repairs After Expiration of Warranty

If your 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.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

More Intense Action from SEGA—

STREETS OF RAGE™

A CITY CRIES OUT

Available Fall, 1991



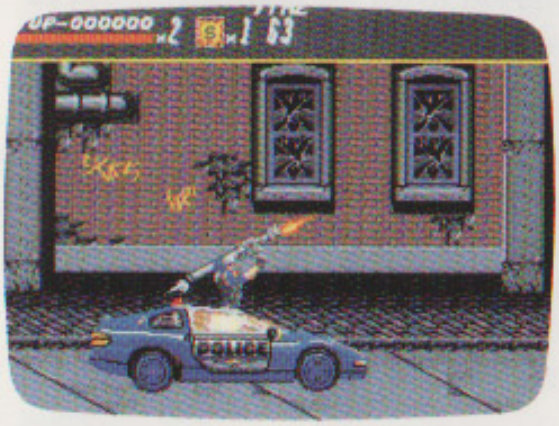
THE HISTORY

In the action-packed tradition of Shinobi™ and Golden Axe™, Sega brings you Axel Stone, Adam Hunter and Blaze Fielding — three ex-cops tough enough to take on a city totally corrupted by violence and crime.



THE STREETS

To clean up the gangs of thugs, and punks, you'll need all 21 of your attack moves. Slash out with an uppercut, leap, kick and land with a smashing knee. Grab a bad guy and throw him down hard. In the two player simultaneous mode, you hold a punk while your buddy takes him to pieces.



THE IMPACT

A lead pipe, a knife, a club... take your pick of six different weapons. But these low-lifes don't just line up for punishment, so watch your back. And watch for Streets of Rage, available Fall 1991—it's time for rough street justice!

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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