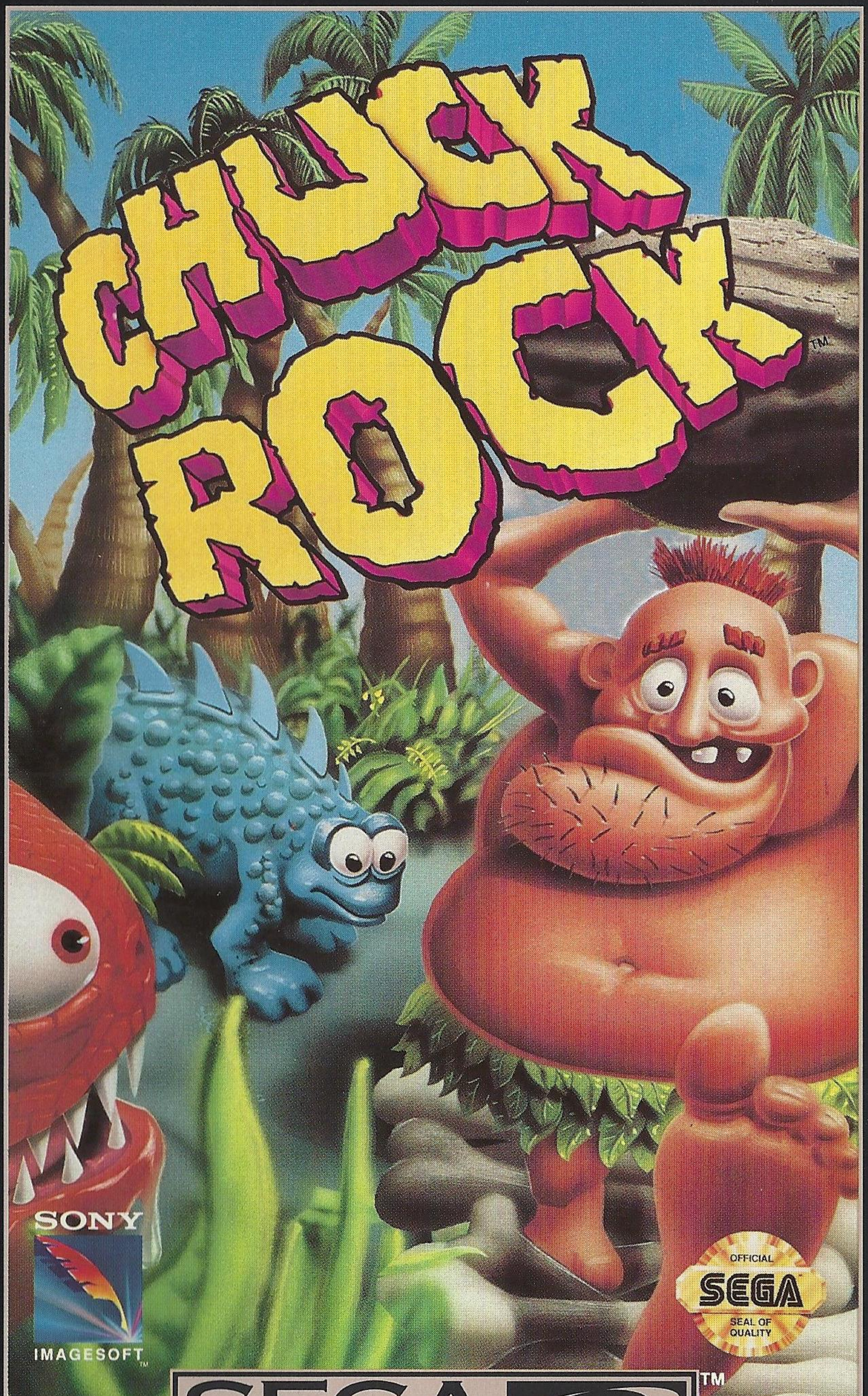


SEGA CD

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FOR PLAY ON THE SEGA CD™ SYSTEM.

WARNING:
FOR 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.

WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns 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. Certainly 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 convultions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

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CHUCK ROCK™ and ©1992 Core Design Limited. SONY IMAGESOFT AND IMAGESOFT ARE TRADEMARKS OF SONY IMAGESOFT INC.

CHUCK ROCK™

Holy Neanderthal! There's big trouble in the Rock cavehold. Chubby-hubby Chuck was spending a typical Sunday afternoon guzzling down a case of Boulder root beer in front of the boob-tube when all of a sudden he heard his lovely Ophelia grunt for help. Lifting his great gut off the stone couch, Chuck ran to the garden to find his curvaceous cave-babe nowhere in sight. She had been kidnapped. And judging from the size of the foot prints on the terra firma, Ophelia's old flame, gruesome Gary Gritter, is the Cro-magnon responsible for this prehistoric tragedy.

Needless to say, Chuck has gone ape! And he's got a brontosaurus-sized bone to pick with the pebble-chewing wife-snatcher.

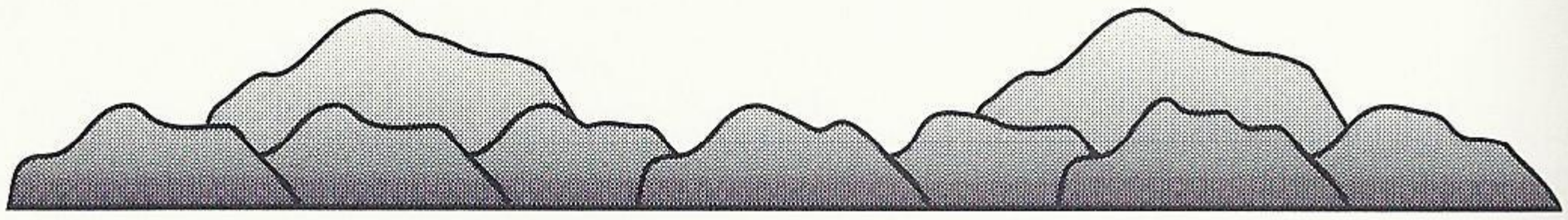
But first, in order to reach his B.C. bride, Chuck must belly-butt his way through five wild and woolly levels. He's got to tough some treacherous terrain and brave some savage creatures . . . survive another Ice Age . . . bob and body-surf through a dangerous water world . . . and face the terrors of a dinosaur boneyard.

O.K. Chuck. **Let's rock!!!**



Handling Your CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD System.
- Handle it with care. 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 CD Disc.



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Watch Out For 'Dem Bones 19

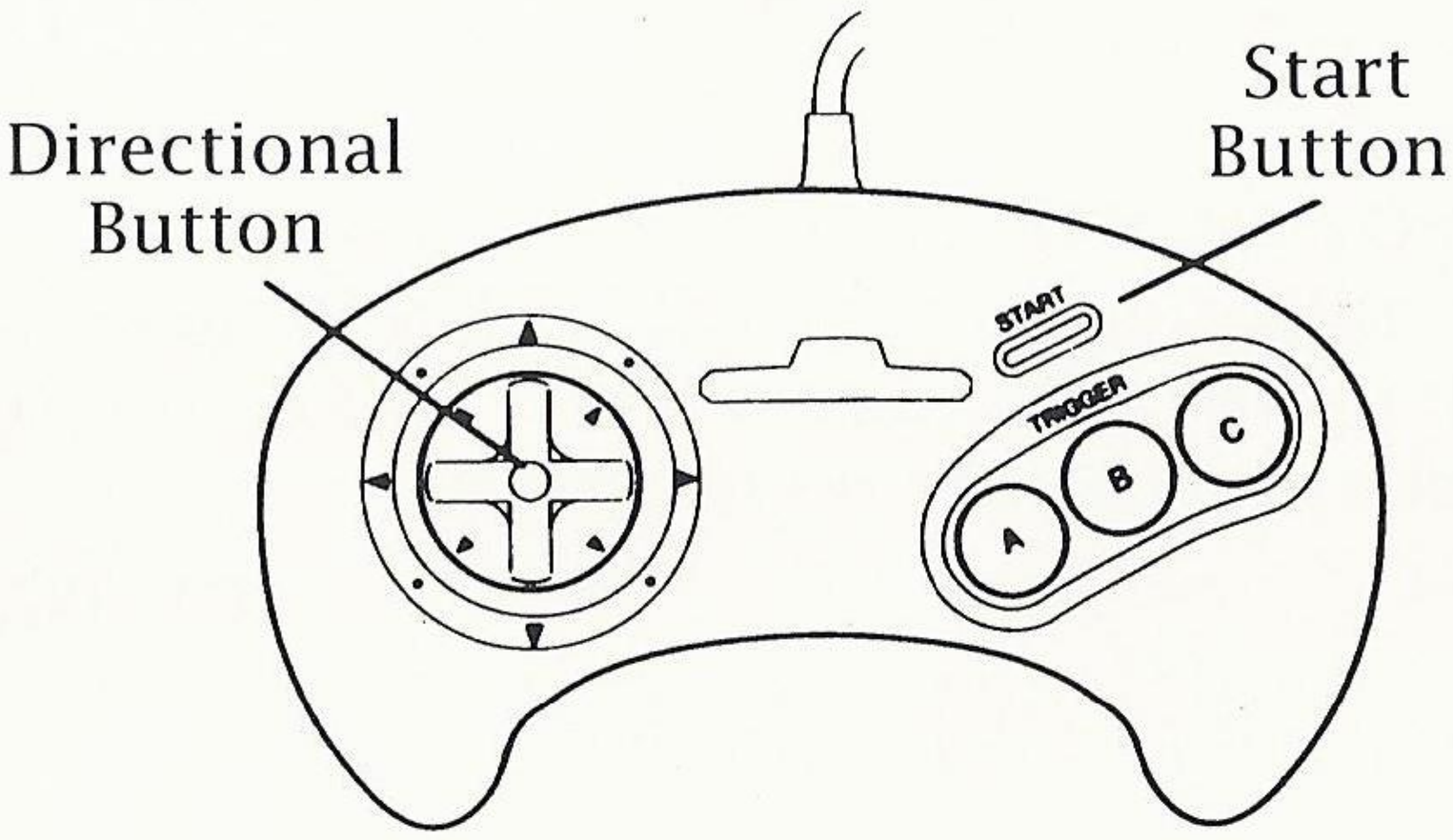
Sony Imagesoft Inc. Warranty 20

Getting Started

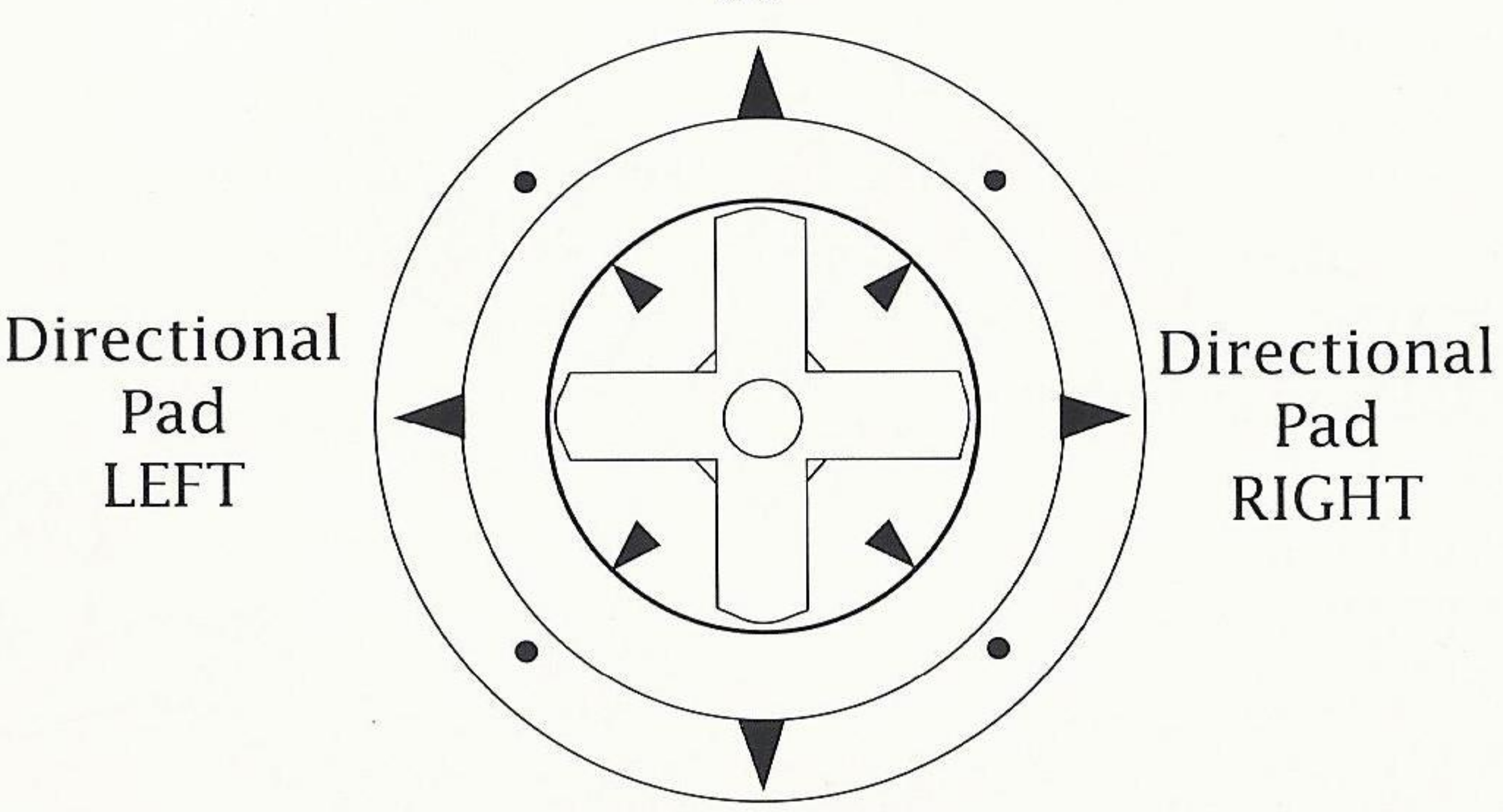
- A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
- Make sure that there is no game disc in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
- Follow Sega CD System directions to OPEN the Sega CD drive from the Sega CD Control Menu.
- Carefully place your CHUCK ROCK CD game disc in the Sega CD System with the label-side facing up.
- CLOSE the Sega CD drive from the Sega CD Control Menu and then select CD-ROM on the Control Menu to launch CHUCK ROCK and begin play.



NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



CONTROLS SUMMARY

MOVE UP:
(usable only when Chuck is in the water)
Press Directional Pad UP.

DUCK:
Press Directional Pad DOWN

PICK UP/PUT DOWN A ROCK:
CROUCH, and then press the B BUTTON to make Chuck pick up the rock. Press B BUTTON again to make Chuck throw a rock he is carrying.

WALK:
Press Directional Pad LEFT or RIGHT.

SWIM:
Press Directional Pad LEFT, RIGHT, UP or DOWN.

BELLY-BUTT:
Press the B BUTTON.

JUMP-KICK ATTACK:
(Chuck must jump to kick)
Press the C BUTTON, then press the B BUTTON.

PAUSE: Press the START BUTTON.



OPTION SCREEN

BACKGROUND MUSIC
You can choose to sample various musical tracks from the OPTION SCREEN. To make a selection highlight option, move the Directional Pad LEFT or RIGHT to scroll through selections and press the A, B or C BUTTON to hear selection.

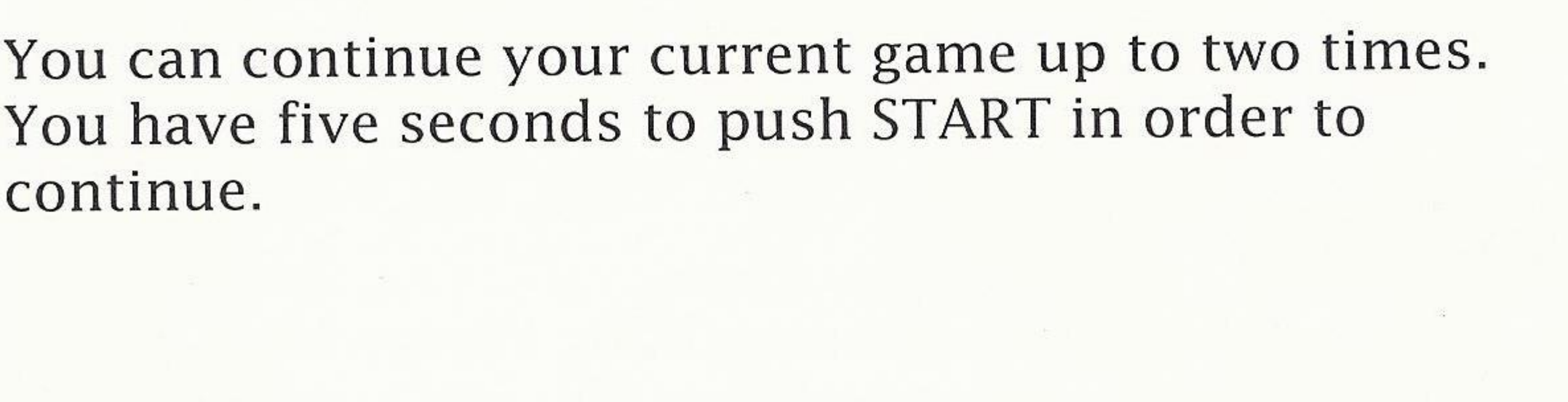
SOUND EFFECTS
Follow same procedure as above to listen to various sound effects.

PASSWORD
Follow above procedure to enter password.

CONTROL OPTIONS
You can modify button settings by following above procedure.

CONTINUE MODE

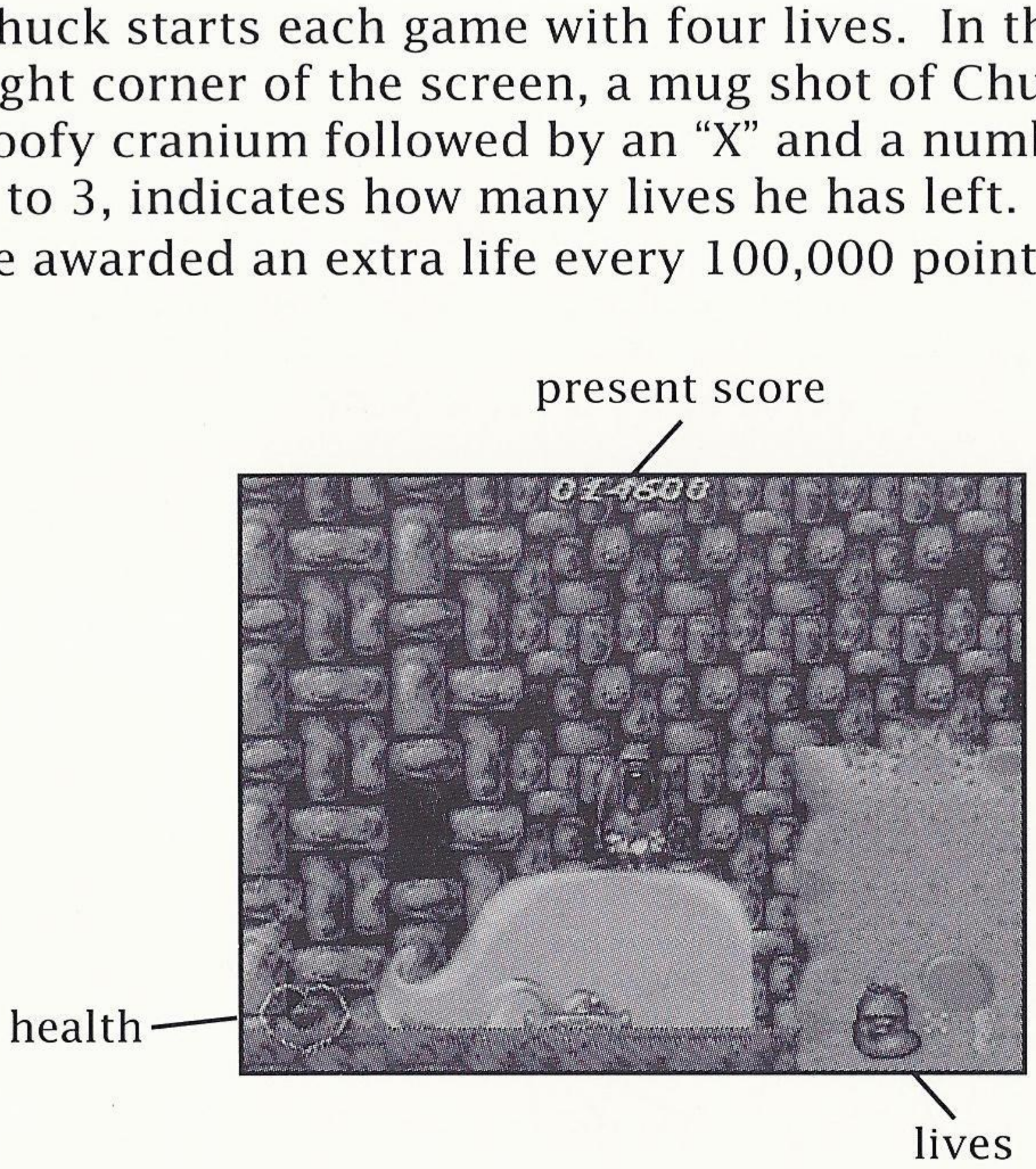
You can continue your current game up to two times. You have five seconds to push START in order to continue.



The Game Screen

LIVES

Chuck starts each game with four lives. In the lower right corner of the screen, a mug shot of Chuck's goofy cranium followed by an "X" and a number from 1 to 3, indicates how many lives he has left. You will be awarded an extra life every 100,000 points.



ENERGY

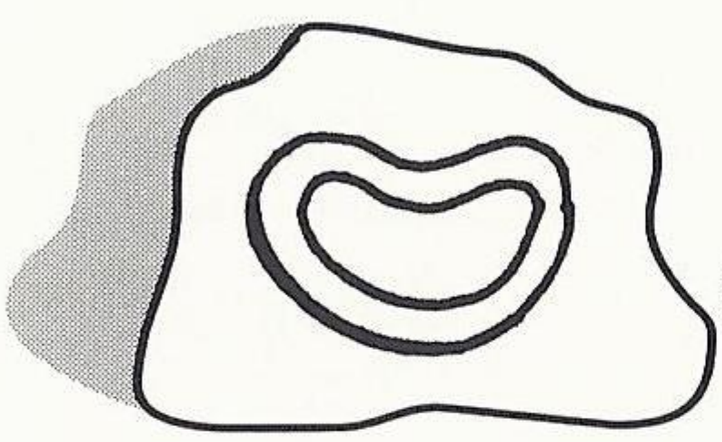
A heart indicates Chuck's remaining energy level. It shrinks as Chuck runs out of energy, and swells when he gains energy or begins a new life. You can renew Chuck's energy by scooping up hearts and other items that appear on the screen.

Make Off With Some Cave Snacks

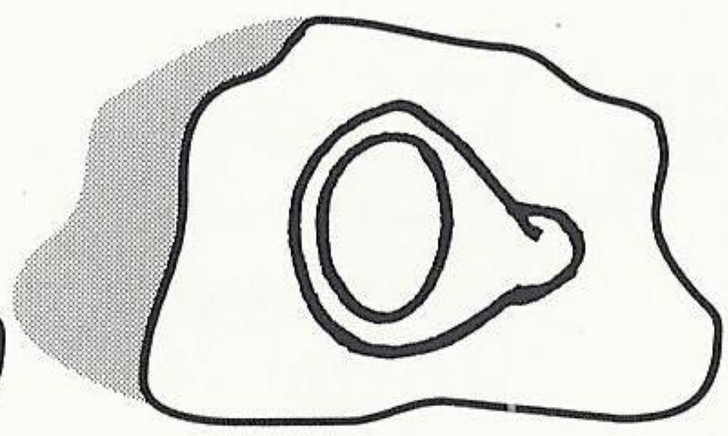
During your quest to save Ophelia, you'll need to grub on various snacks to increase your score.

LEVEL 1

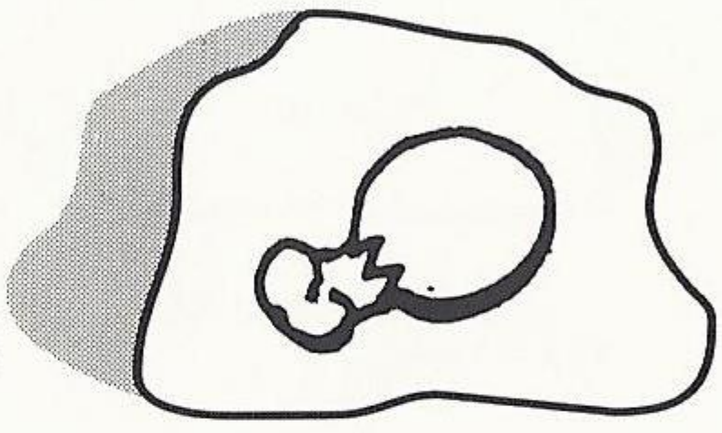




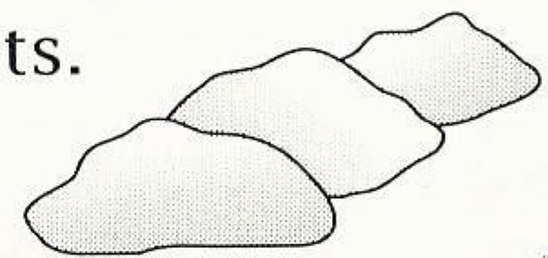
Orange slice
200 pts.

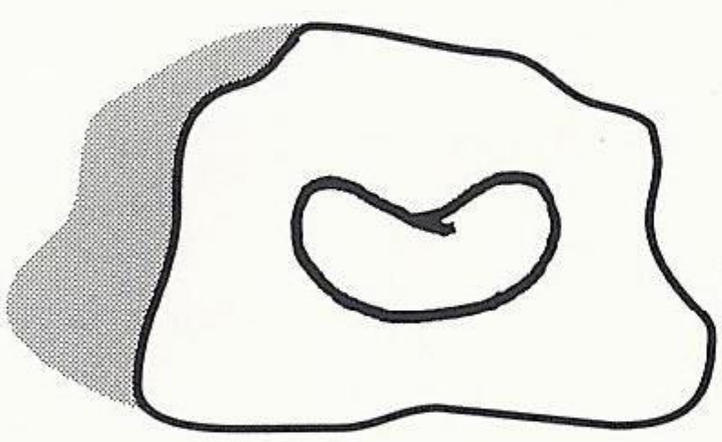


Ham Hock
400 pts.

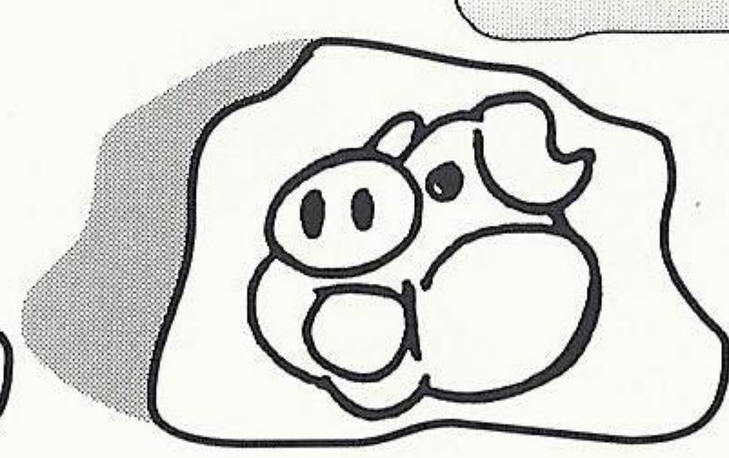


Chicken Leg
600 pts.

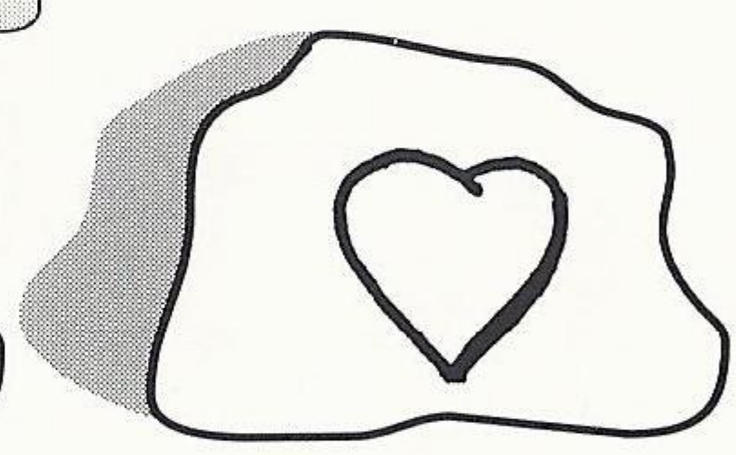




Weiner
800 pts.



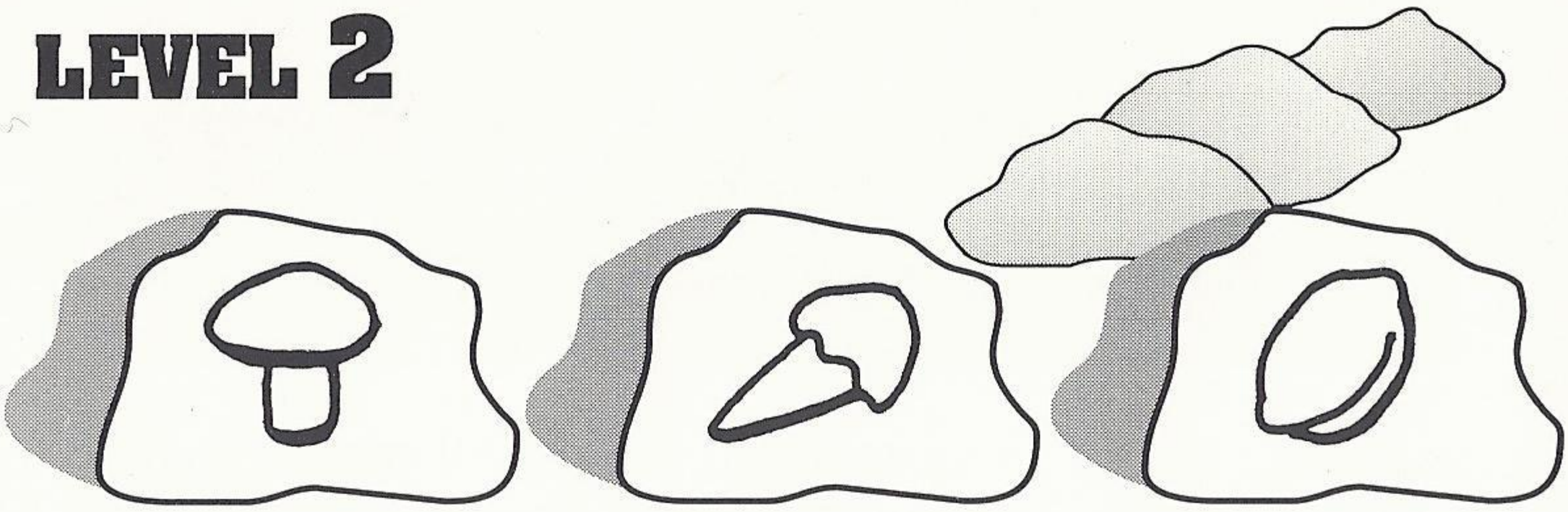
Pig Head
10,000 pts.



Energy:
Heart



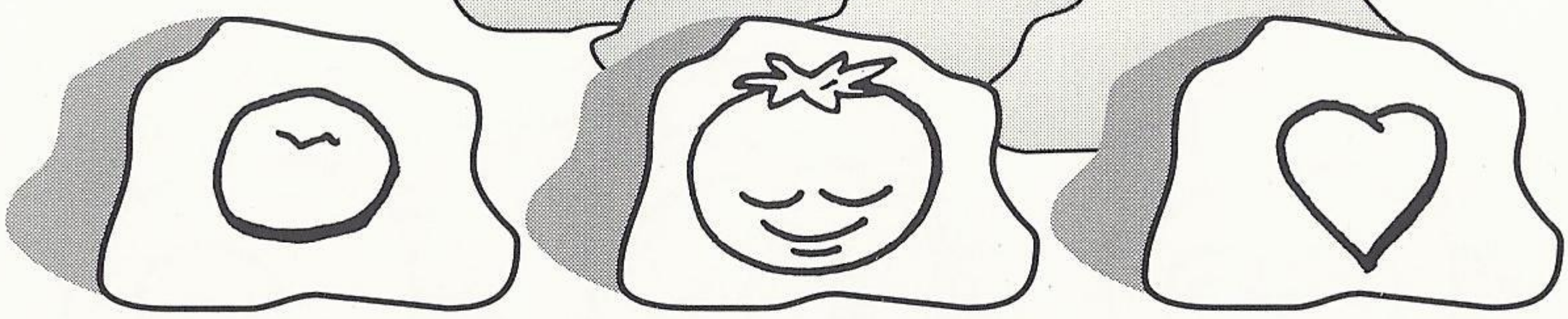
LEVEL 2



Mushroom
200 pts.

Ice Cream Cone
400 pts.

Lemon
600 pts.

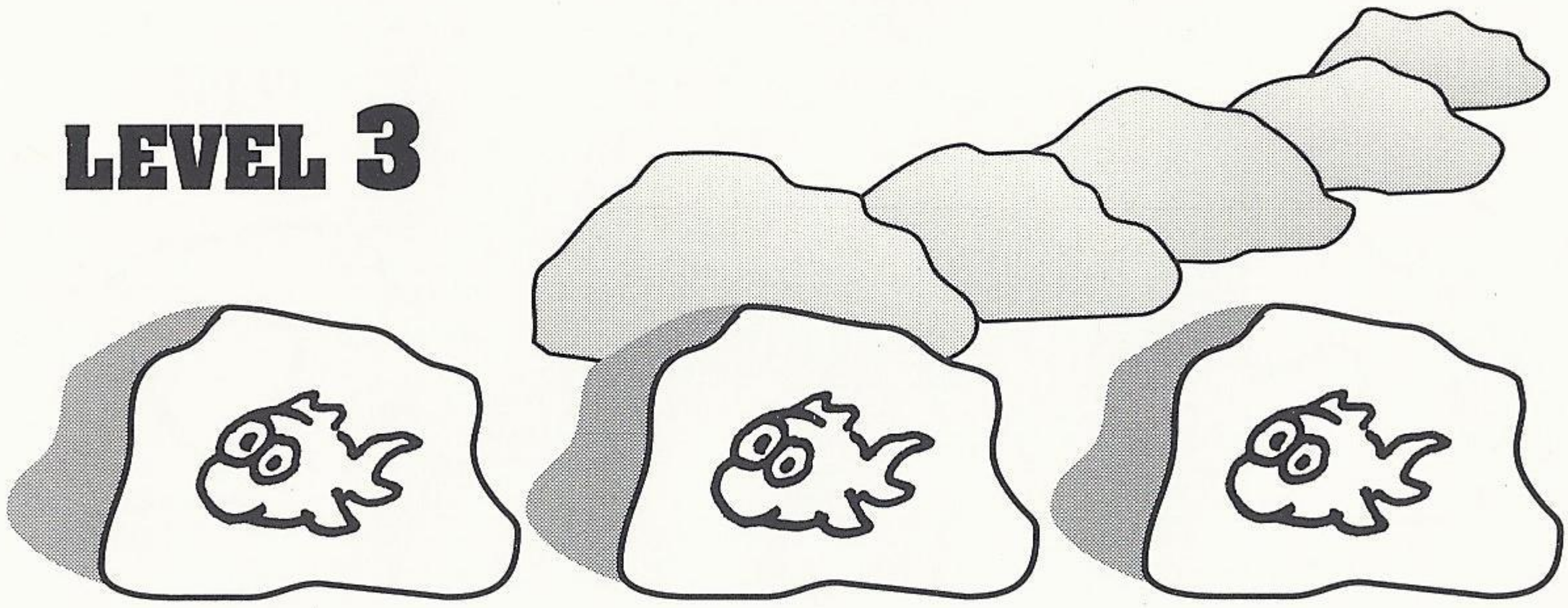


Rock Cake
800 pts.

Tomato
10,000 pts.

Energy:
Heart

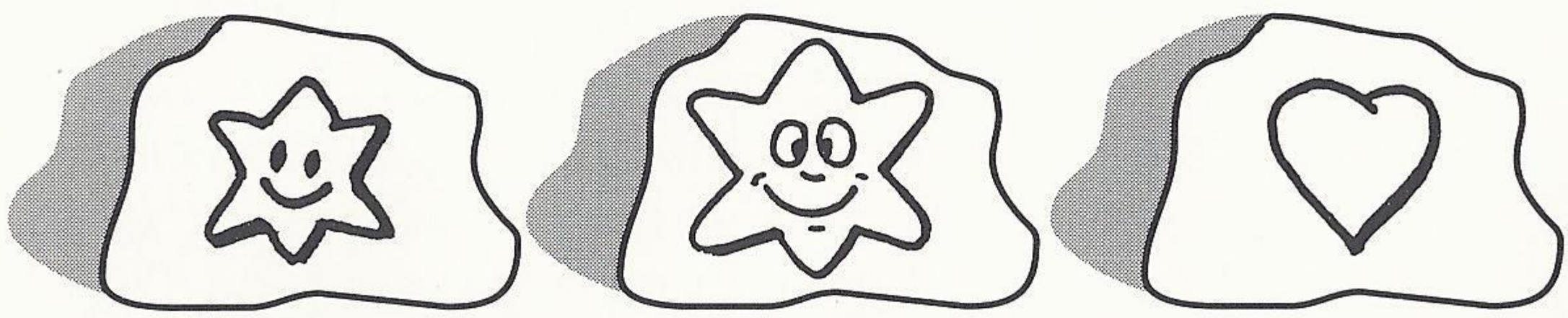
LEVEL 3



Violet Fish
200 pts.

Green Fish
400 pts.

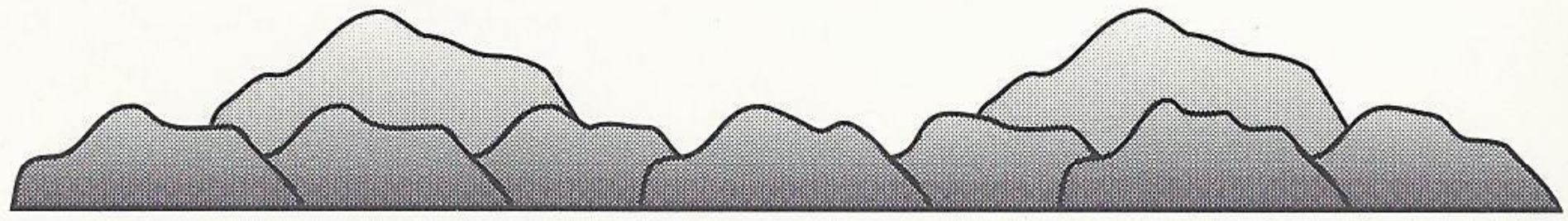
Gold Fish
600 pts.



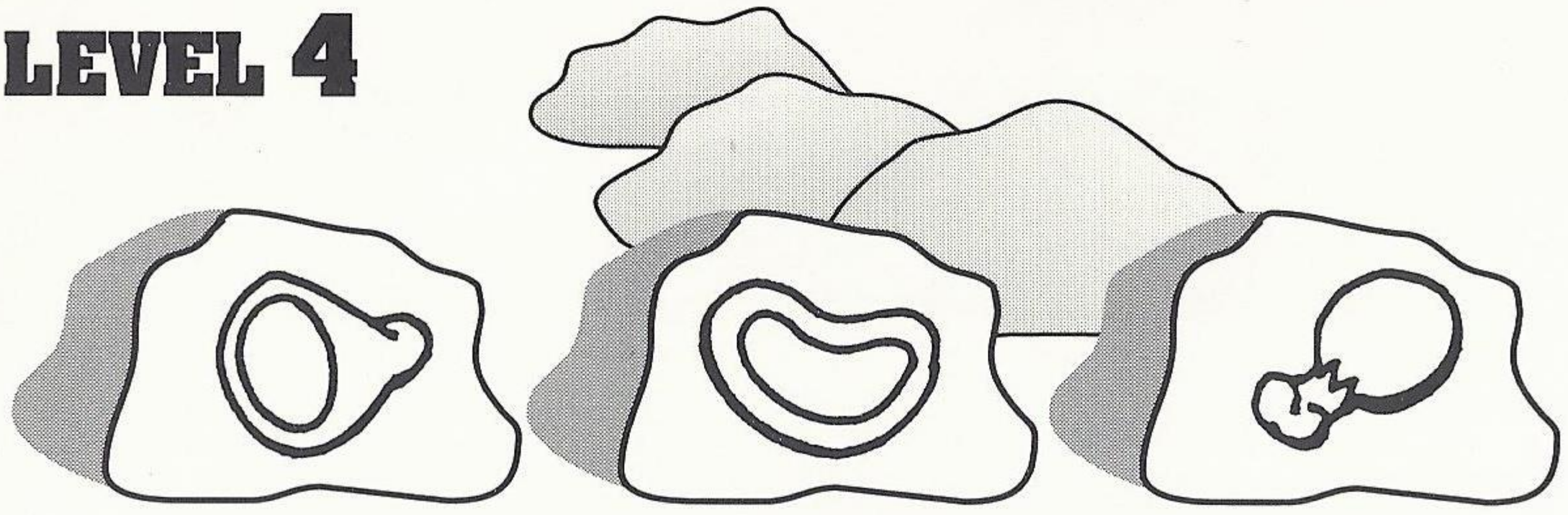
Small Star Fish
800 pts.

Big Star Fish
10,000 pts.

Energy:
Heart



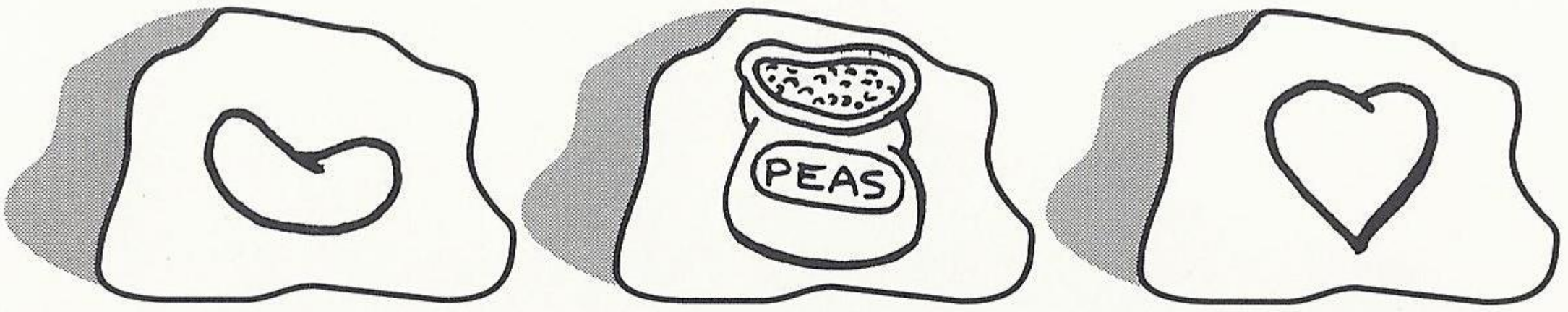
LEVEL 4



Ham Hocks
200 pts.

Grapefruit Slice
400 pts.

Turkey Leg
600 pts.

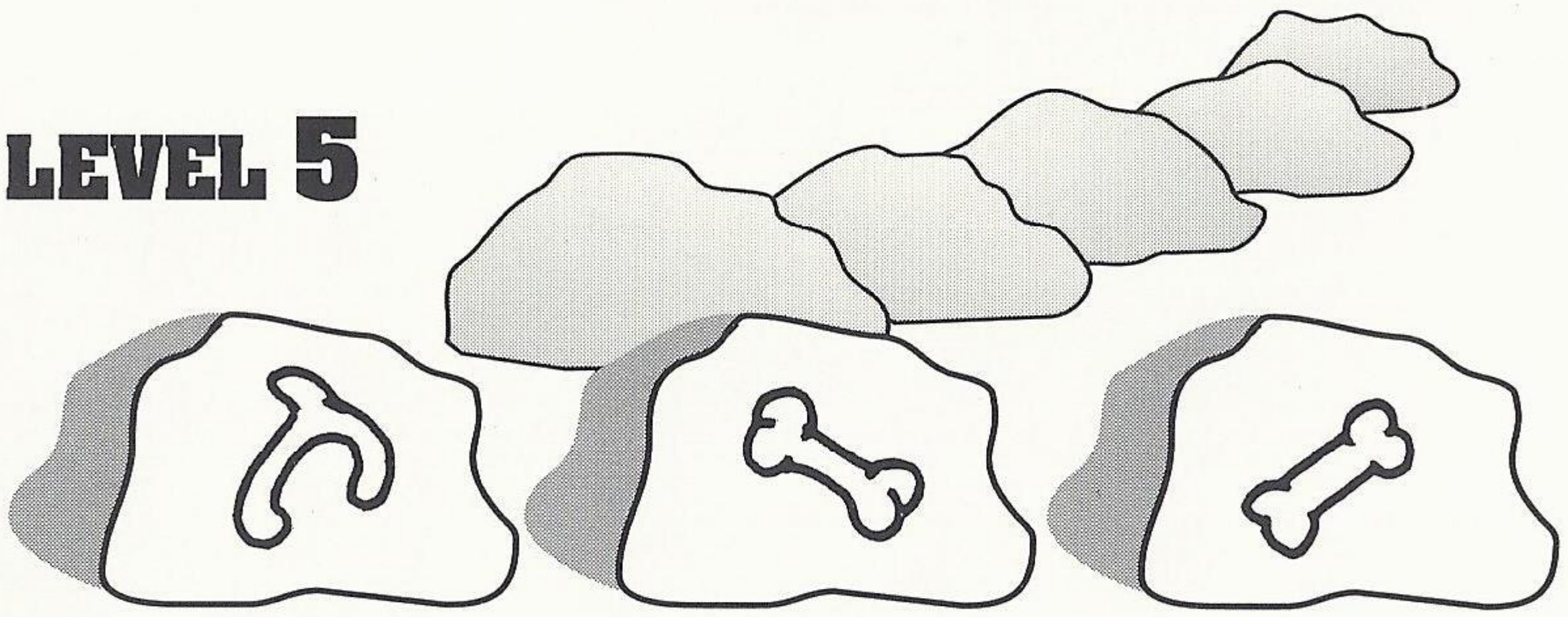


Weiner
800 pts.

Bag of Peas
10,000 pts.

Energy:
Heart

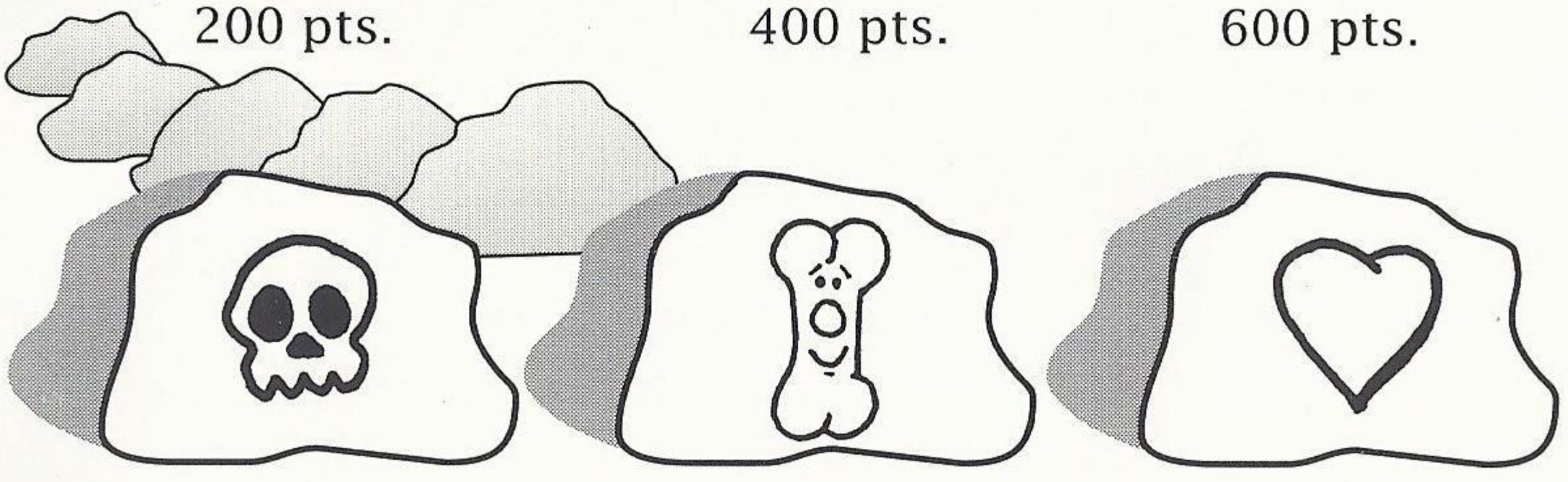
LEVEL 5



Wishbone
200 pts.

Bone
400 pts.

Bone
600 pts.



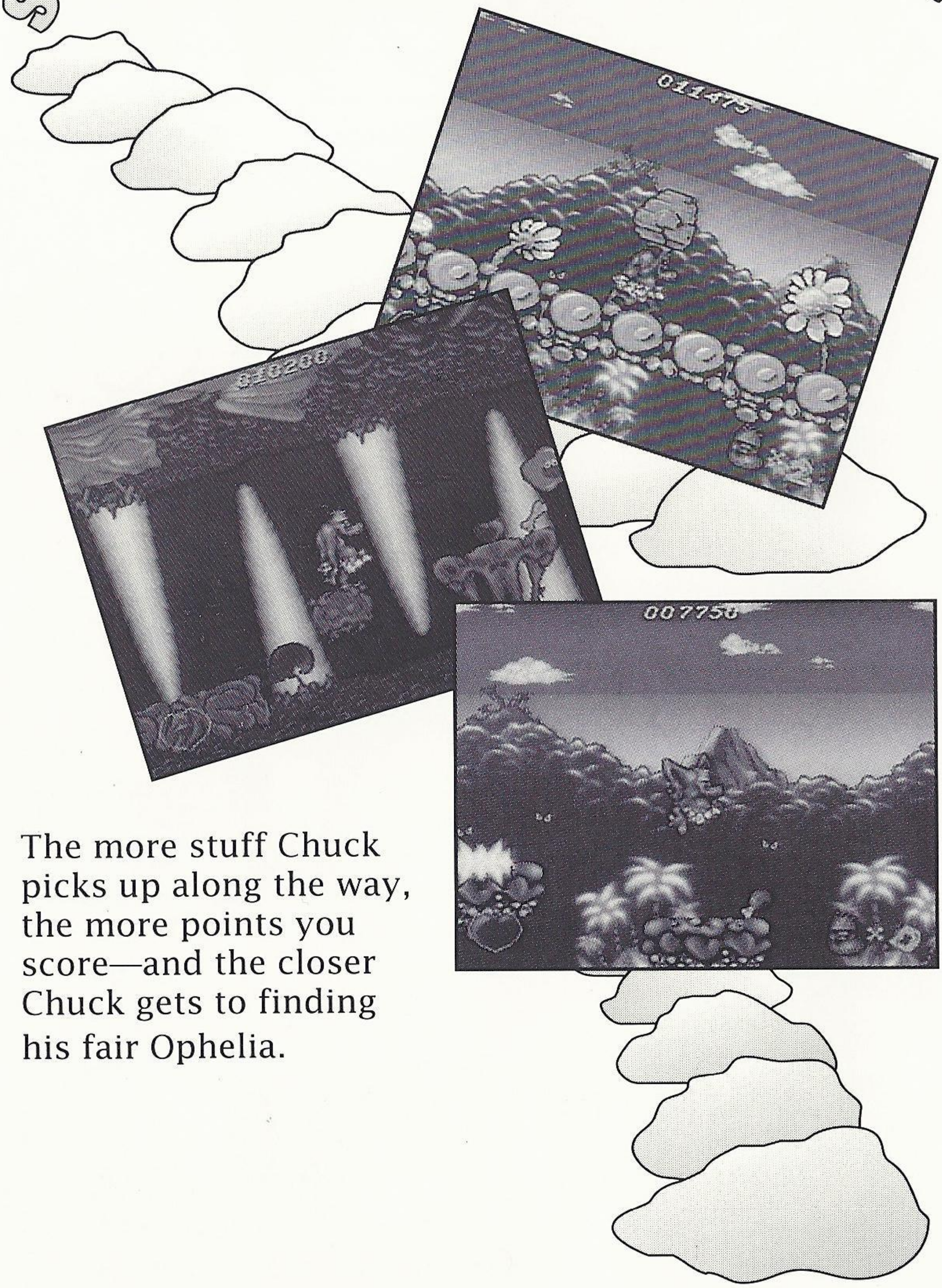
Skull
800 pts.

Big Bone
10,000 pts.

Energy:
Heart

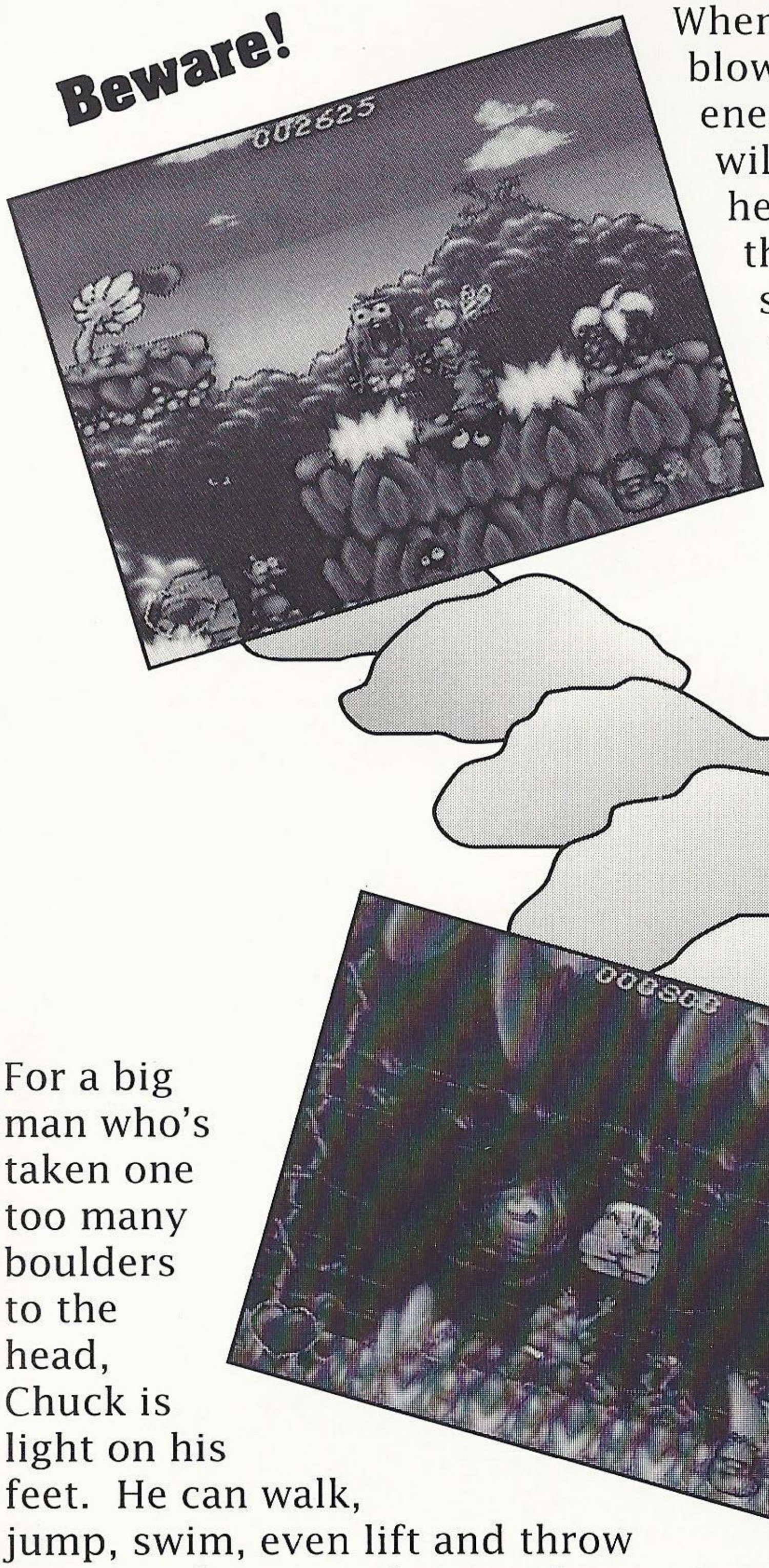


Scoring and Surviving Back in Time



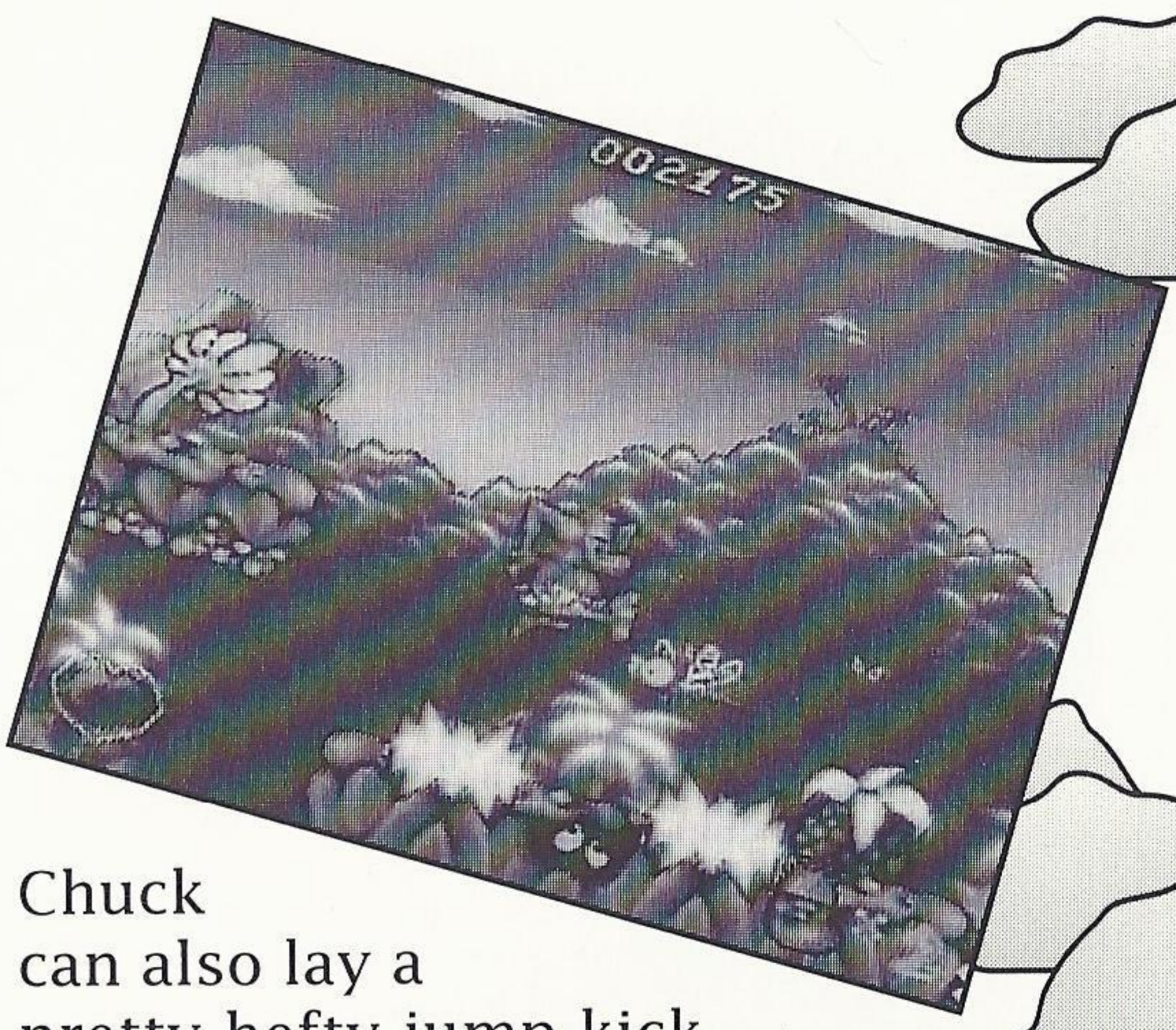
The more stuff Chuck picks up along the way, the more points you score—and the closer Chuck gets to finding his fair Ophelia.

Beware!

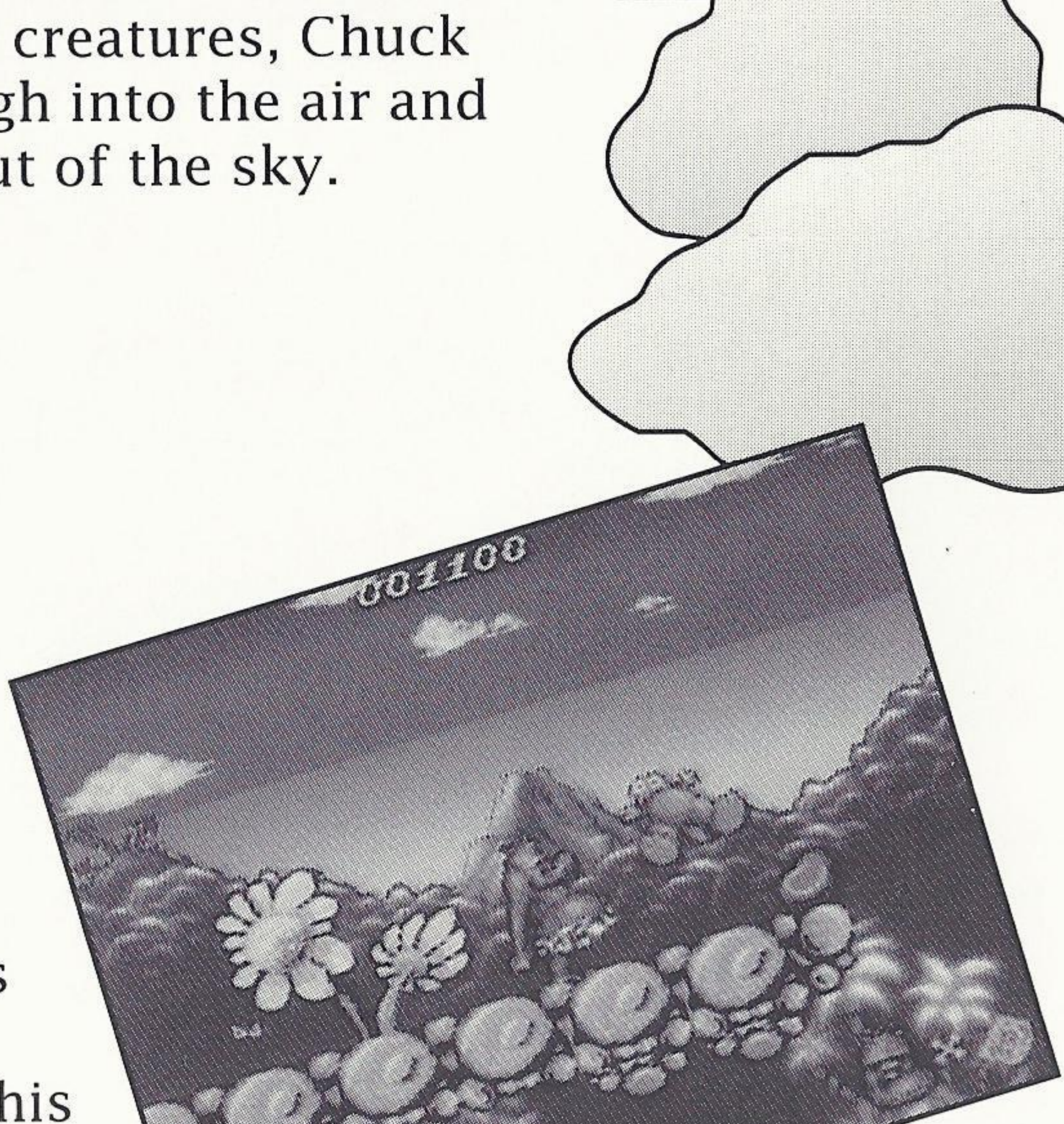


When Chuck takes a blow that costs him energy, his eyes will bug out and he will stick his thick tongue straight out at you. When he loses energy or a life, you'll know it.

For a big man who's taken one too many boulders to the head, Chuck is light on his feet. He can walk, jump, swim, even lift and throw heavy rocks to crush on-rushing dinosaurs. He can even skip over stones to get to some very strange places. But remember, Chuck can't carry more than one rock at a time and he can't jump very well when he's weighed down by a big stone.



Chuck
can also lay a
pretty-hefty jump-kick
on anybody or anything that
gets between him and Ophelia.
And when it comes to those
pesky flying creatures, Chuck
can jump high into the air and
kick them out of the sky.



And then
there's
Chuck's
far-from-
secret
weapon—his
big belly.
Chuck uses his
gargantuan gut
to butt and
destroy his
enemies.

Stages of the Game

Chuck has to make it through five levels of play to get to his lovely Ophelia. Once you survive one level, you move on to the next. But each level has several stages—and its own leery "Level Boss"! Here's a rundown of some of the challenges you'll encounter at each stage, and some tips for helping Chuck find his curvaceous cave-mate.

THE LAW OF THE JUNGLE

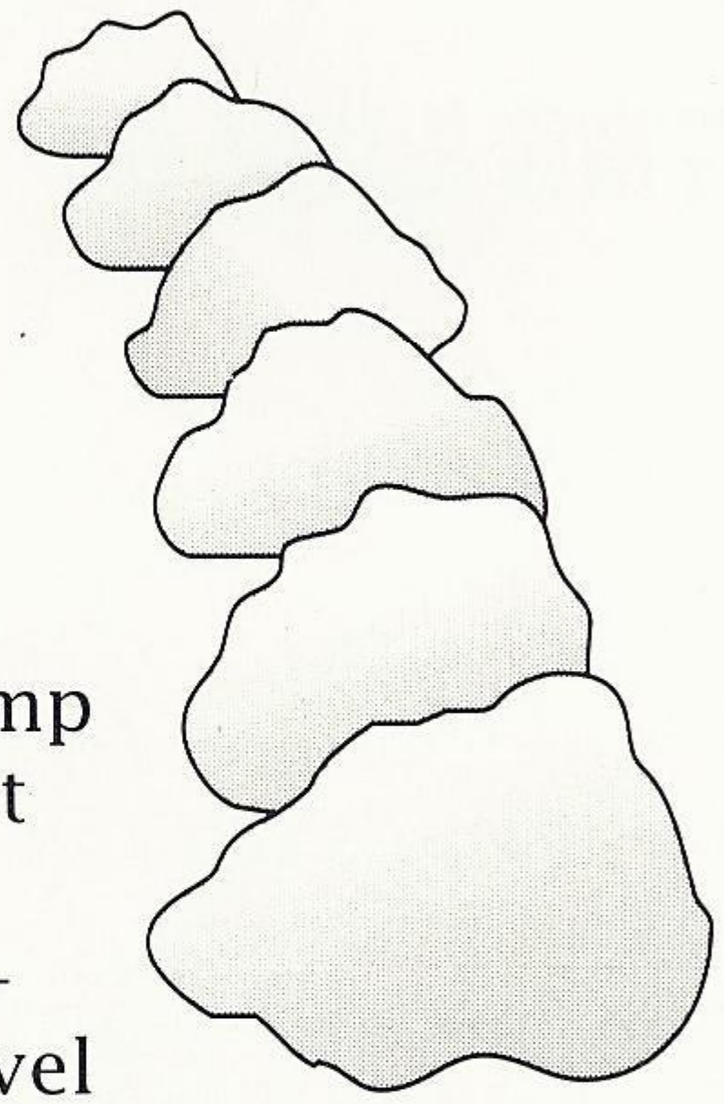
Level: 1
Number of Stages: 8



Chuck can use the alligators to catapult himself by walking on one end and bouncing a rock on the other. Try it. But beware of the "Level Boss". You can' t miss him. He's a big green triceratops with a white band on his butt.



IF YOU CAN'T TAKE THE HEAT, GET OUT OF THE VOLCANO



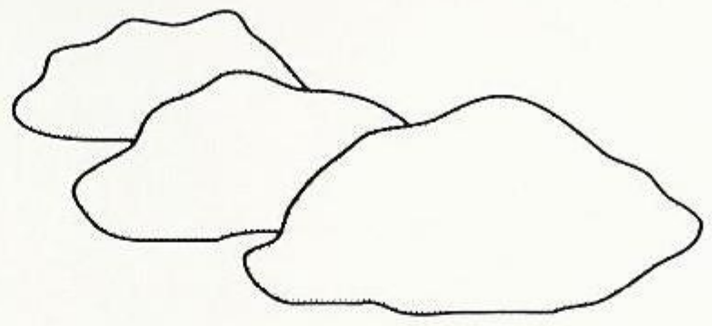
Level: 2
Number of Stages: 6

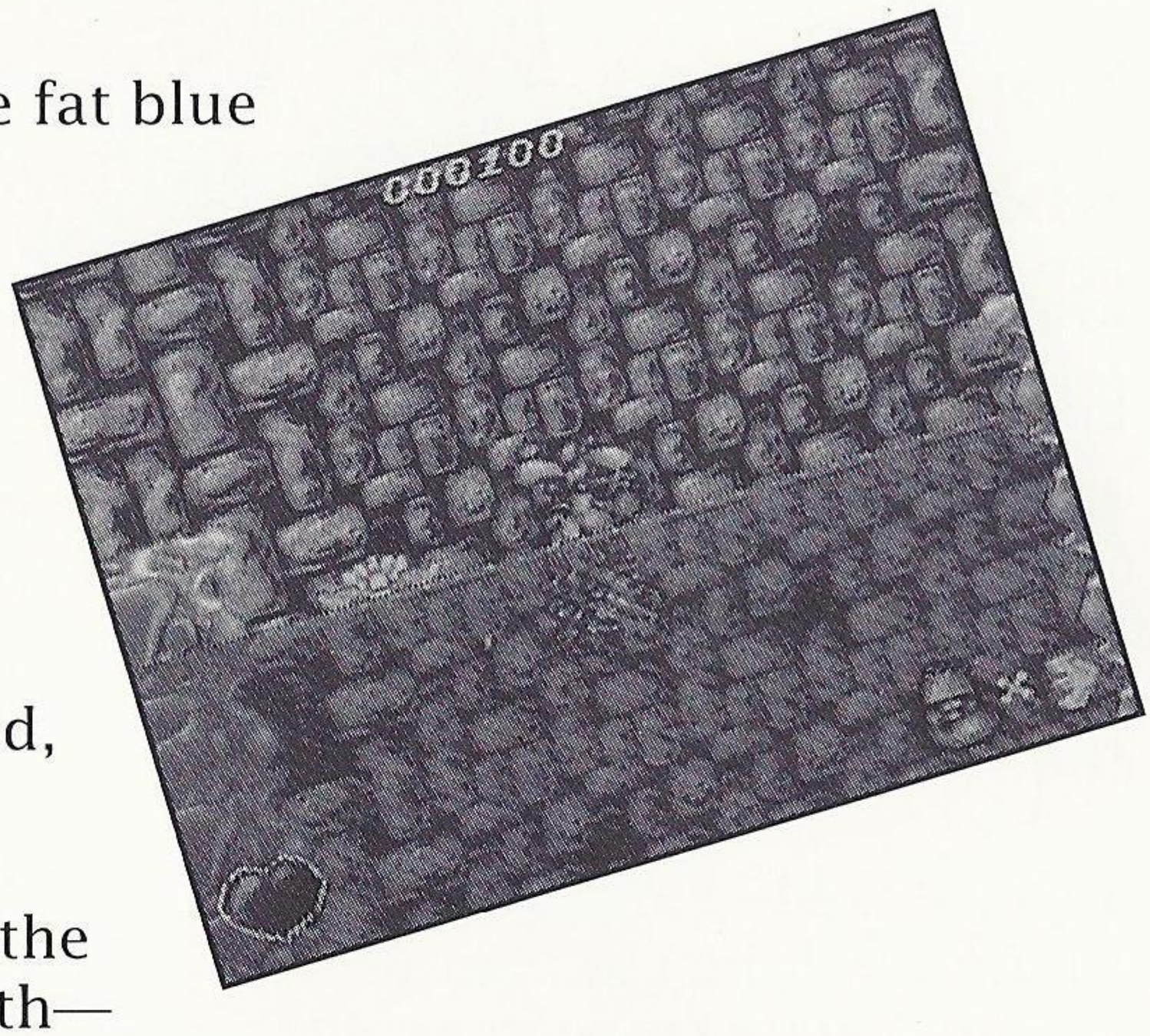
The guts of this fiery mountain are vast and dangerous. Chuck must jump on the elevators to get around. Don't be alarmed when Chuck sometimes freezes in his tracks—he's not cold—he's just terrified! Look out! The "Level Boss" here is a saber-toothed tiger who's permanently hot under the collar.



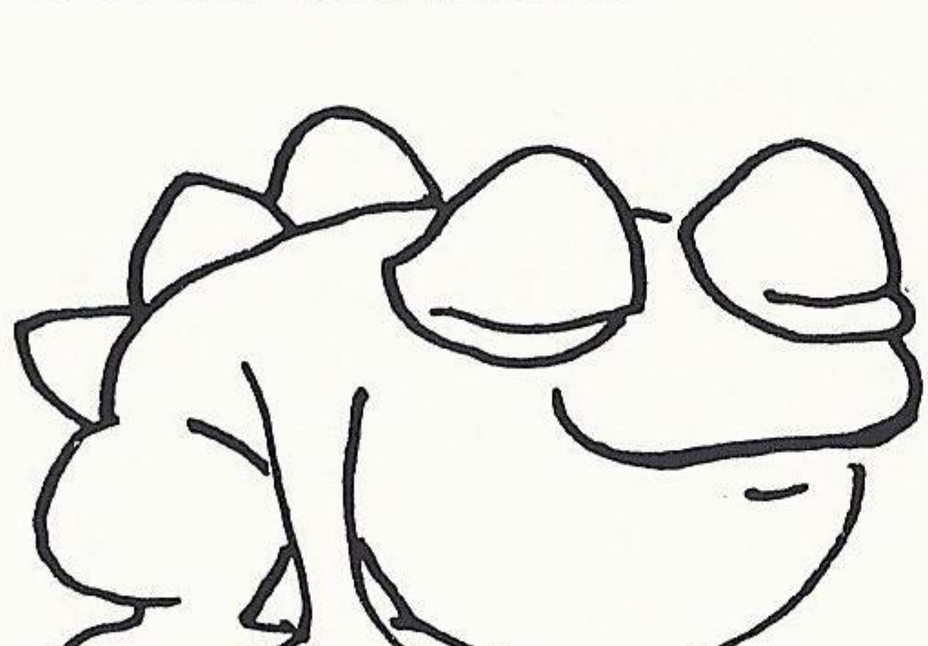
IN THE (PRIMORDIAL) SOUP

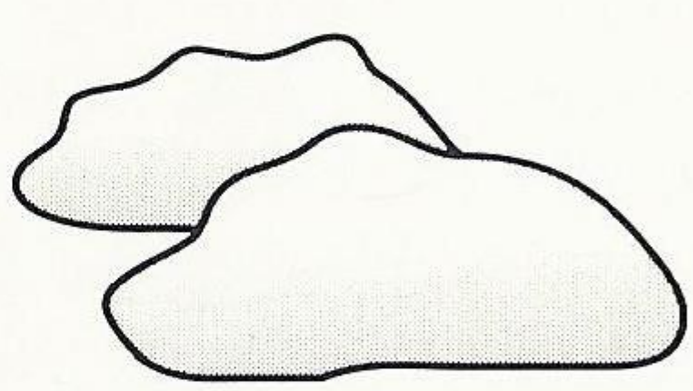
Level: 3
Number of Stages: 4



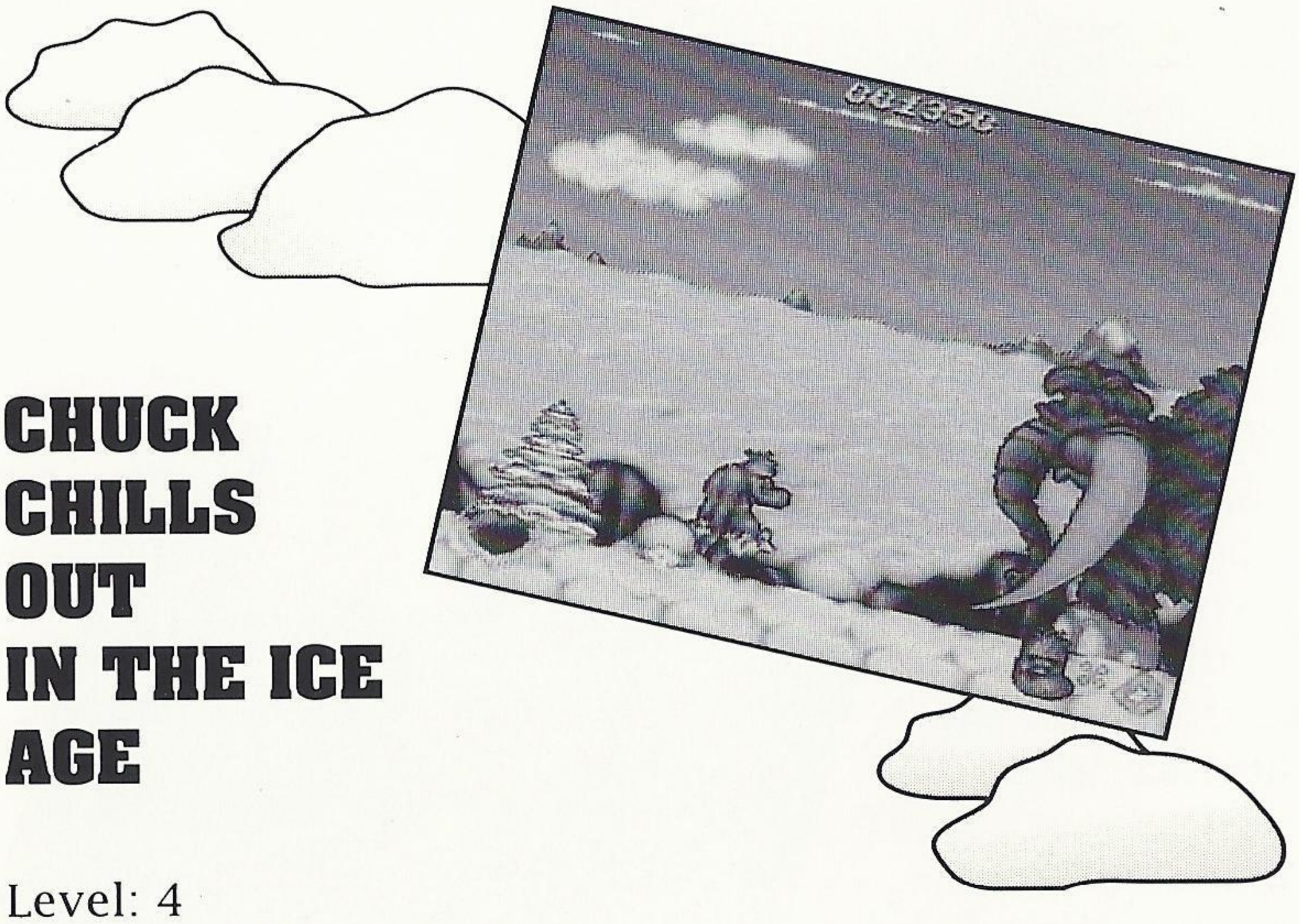


Watch out for the fat blue sea monster. Chuck can swim underwater, and float to the surface when you release control of him. On the other hand, he sinks to the bottom when he loses a life. Use the frogs to jump with—although they can be a bit hard to see in the murk.





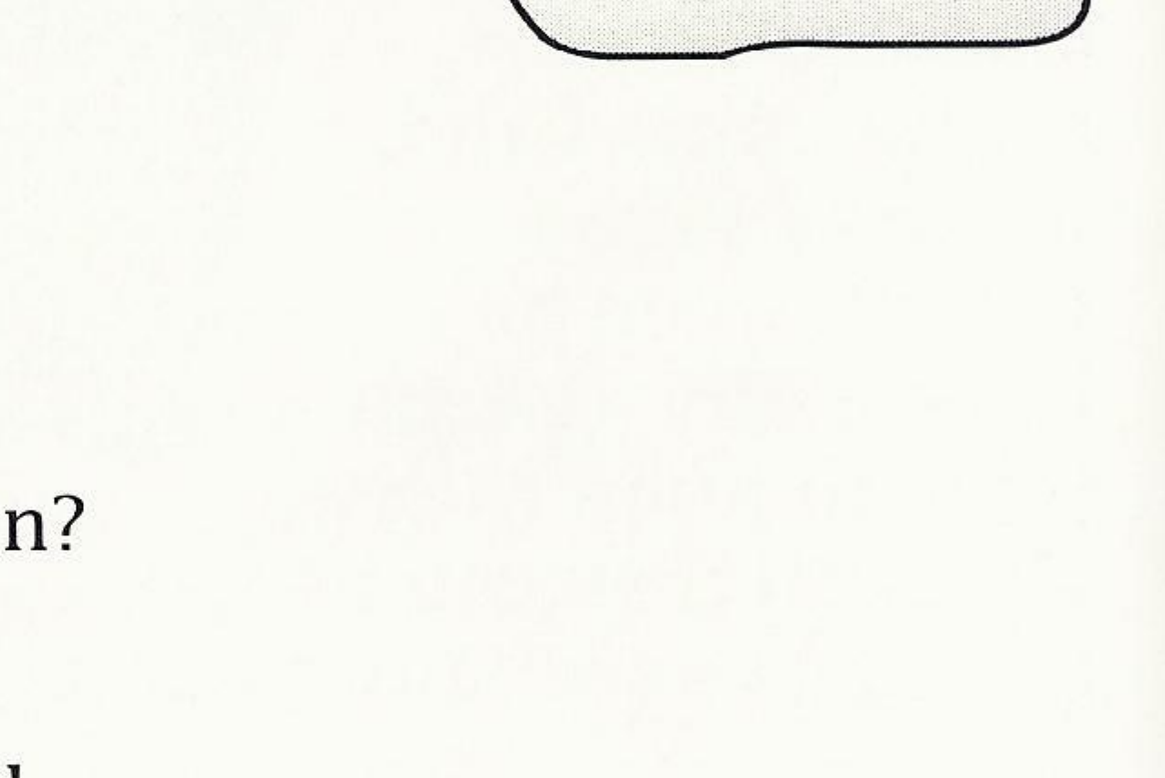


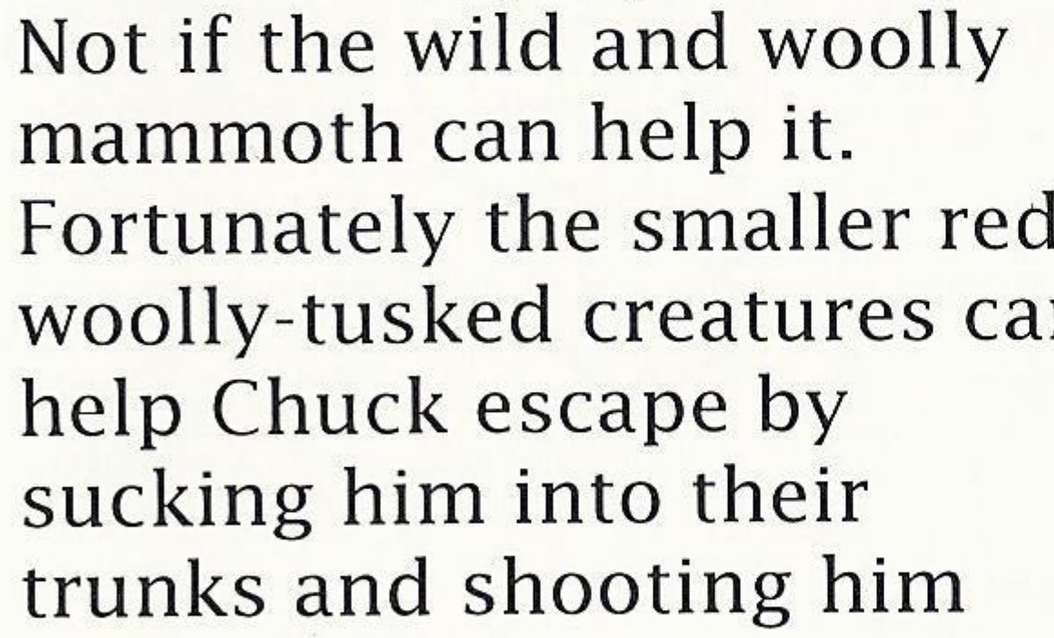


CHUCK CHILLS OUT IN THE ICE AGE

Level: 4
Number of Stages: 6

The ice is blue and so is Chuck—will he ever get to see his lovely Ophelia again? Not if the wild and woolly mammoth can help it. Fortunately the smaller red woolly-tusked creatures can help Chuck escape by sucking him into their trunks and shooting him through the air.

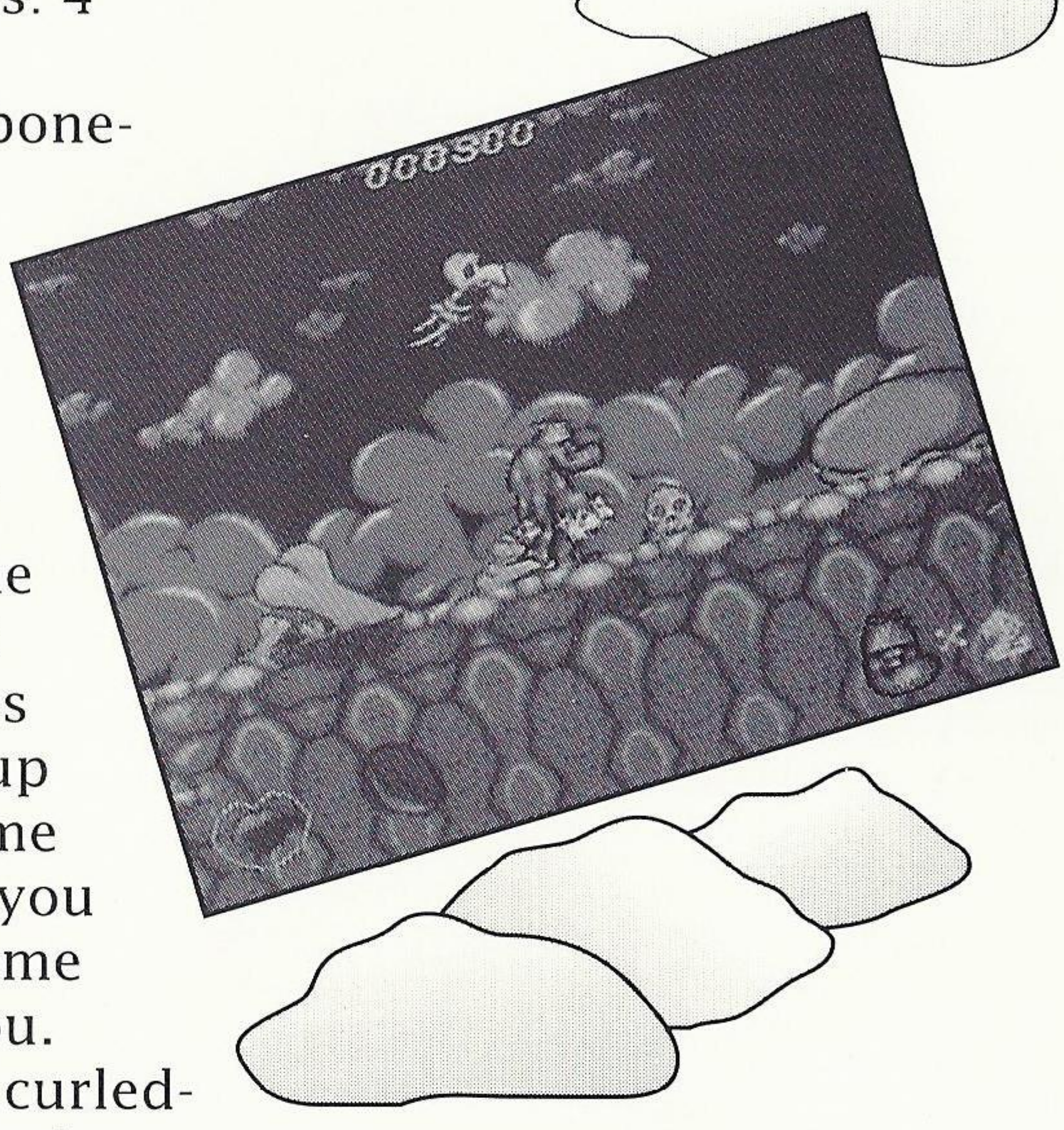






WATCH OUT FOR 'DEM BONES

Level: 5
Number of Stages: 4



You've got four bone-dacious levels to make it through to your lovely Ophelia. Beware, some of these bones come alive. Watch out for live dinosaurs that will spring up at you. Even some of the creatures you knock off will come back to haunt you. Remember! The curled-up red snakes can be useful—just kick them and they'll let you use them to walk over.



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