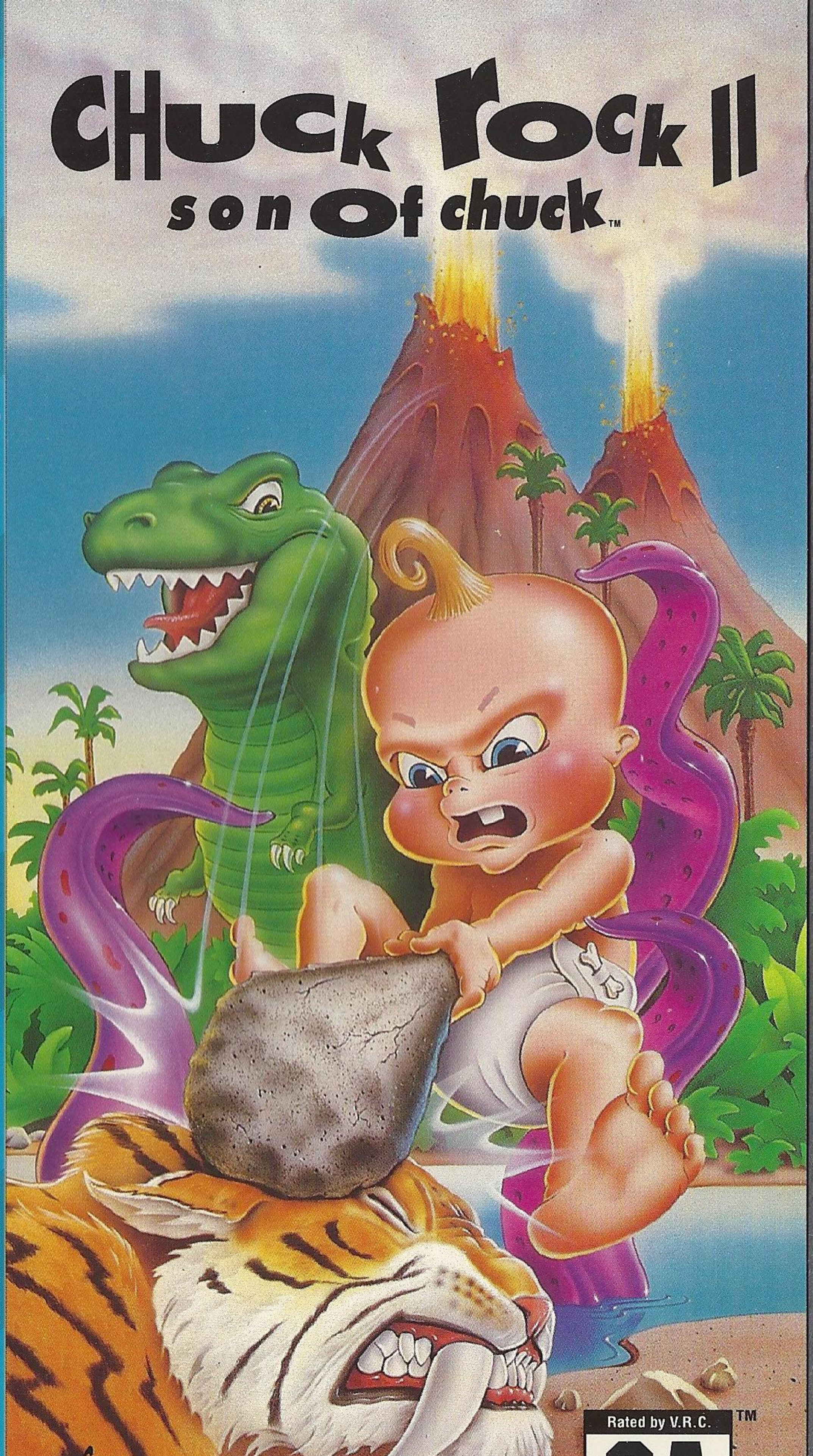
SEGA™

CD™

SEGA

Chuck Rock II

son Of chuck™



Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

™

OFFICIAL SEGA SEAL OF QUALITY

Virgin

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WARNING:

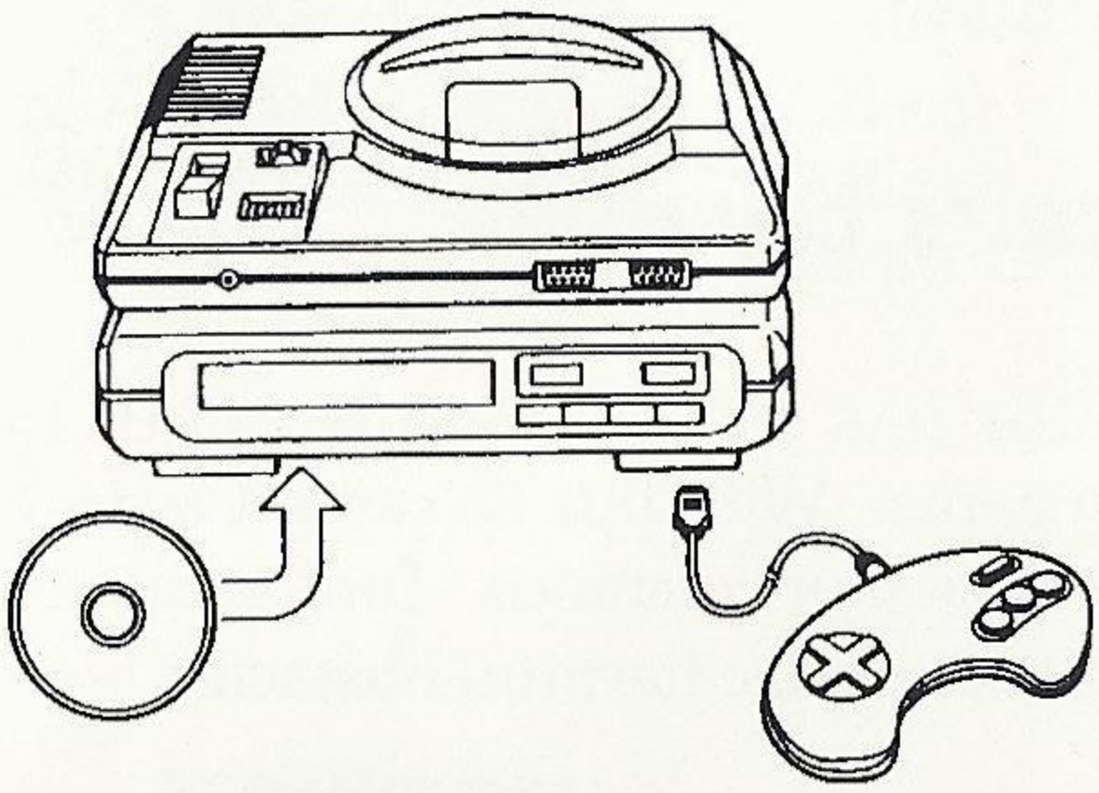
Read before using your Sega video game system
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. 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.



This Official Seal is your assurance that this product meets the highest quality of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ system.

CHUCK ROCK II
son of chuck™

GETTING STARTED



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

3. Follow Sega CD System directions to OPEN the Sega CD drive from the Sega CD control menu.

4. Carefully place Chuck Rock II CD game disc in the Sega CD System with the label-side facing up.

5. Close the Sega CD Drive from the Sega CD Control Menu and then select CD-ROM on the control Menu to launch Chuck Rock II and begin play. (It is also possible to simply press start one time to launch Chuck II and begin play).

THE GAME

Your task as Chuck Junior is to rescue your kidnapped father, Chuck Rock, from his downright horrible archrival in business, Brick Jagger. To do so you must complete the six different worlds (which are split into numerous zones) and the sub-games, in an effort to triumph in a diapered battle to the finish.

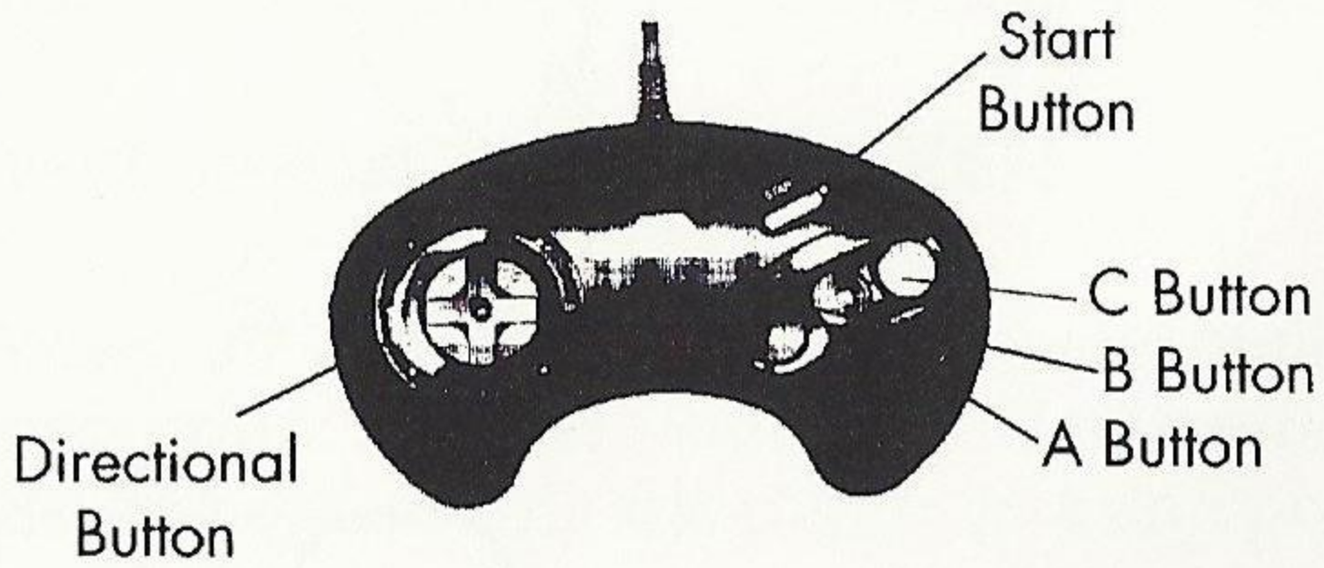
CHUCK JR.'S CLUB

Chuck Junior has a large wooden club to help him through the game. With this he can hit enemy dinosaurs, and bash rock a short distance. Junior can also climb on top of his club to dodge harmful obstacles



TAKE CONTROL!

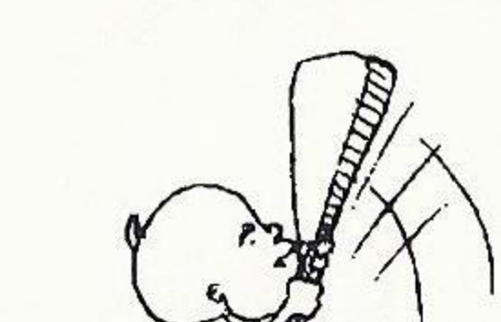
Before you begin play, take time to familiarize yourself with the movements and functions of the control pad.





A BUTTON

- Press to stand on the club (to get out of the way of nasties and to ride a friendly creature).

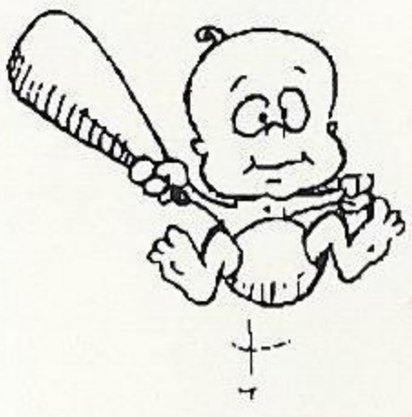


B BUTTON

- Press to swing the club.

C BUTTON

- Press to jump.

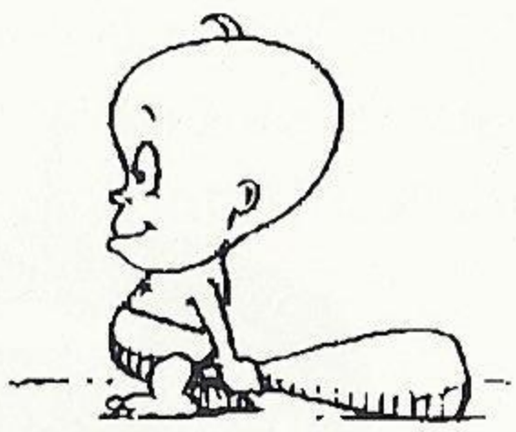


A & C BUTTONS

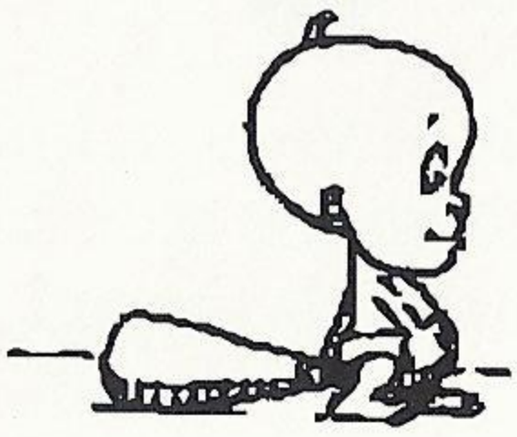
- Paddles Chuck in the river race whe pressed alternately.

CONTROL PAD

- Press left to move Chuck Junior left.



- Press right to move Chuck Junior right.



- Press up and down to move to menu items on the Options and Main Menu Screens.

START BUTTON

- Press to start the game.

- Press to pause the game.

RESETTING THE GAME

- Press the START button, then press the A, B & C buttons simultaneously.

GETTING STARTED

Following the Sega logo, an animated introduction of Chuck Rock II: Son of Chuck appears. After a few moments, a demonstration will begin. Press the START button at any time to reach the Main Menu Screen.

THE MAIN MENU SCREEN

When the Main Menu appears you will be presented with two options: Start Game and Options. Highlight the desired option with the control pad and press any button to select it.



THE OPTIONS SCREEN

You'll be able to make several choices concerning the game with the options presented on this screen.

Use the control pad to highlight the desired option. Select it by pressing any of the buttons.

Difficulty Option: lets you choose between Normal or Hard difficulty modes.

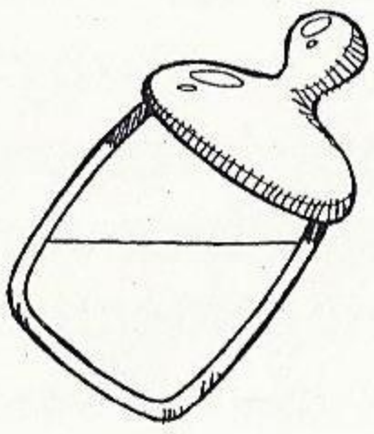
Control Option: allows you to change the functions of the A, B, and C buttons.

Sound Test Option: lets you preview the music and sound used in the game by pressing any button.

Exit Option: returns you to the Start/Options Screen by pressing any button when selected.

THE SCREEN DISPLAY

Located around the game screen are a number of indicators which display information relevant to the game.



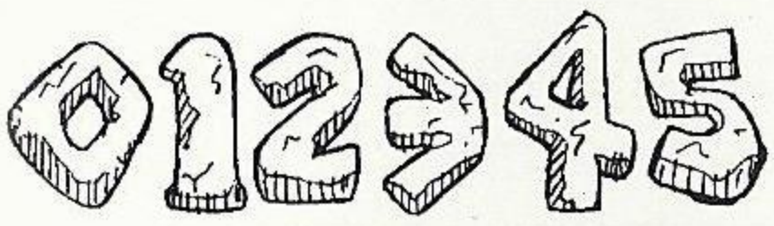
Energy

Junior will start the game with a full baby bottle (energy) situated at the bottom right of the screen. Every time Junior gets hit the baby bottle will empty a little. The bottle will flash when Junior has one unit of energy left. When the bottle is empty, Junior will lose a life, and proceed on from where he died. Energy is replenished by collecting more baby bottles.



Lives

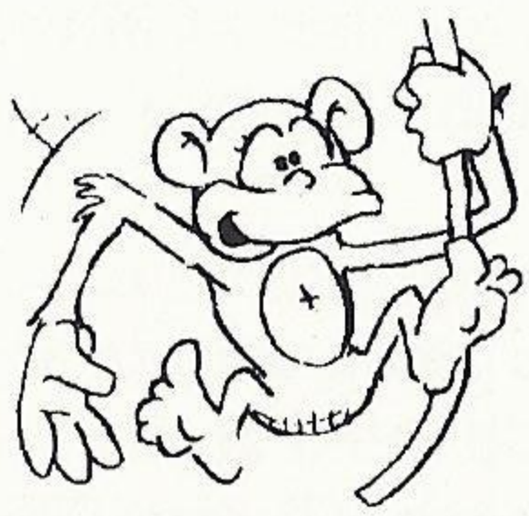
The life counter located at the bottom left is a picture of Junior's face with a number indicating the amount of lives remaining. Extra lives can be collected as you progress through the levels.



Score

The score indicated is situated in the middle of the screen at the top. It shows your current points awarded by collecting certain bonuses during the game.

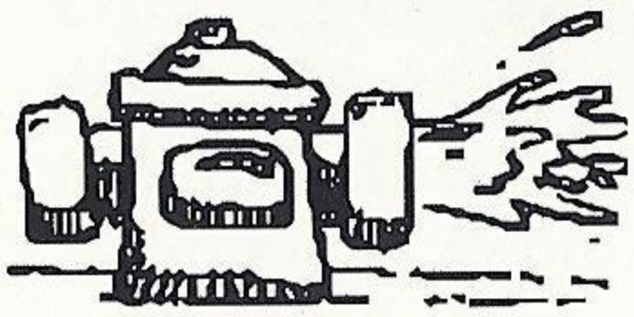
SOME OF CHUCK'S CHUMS



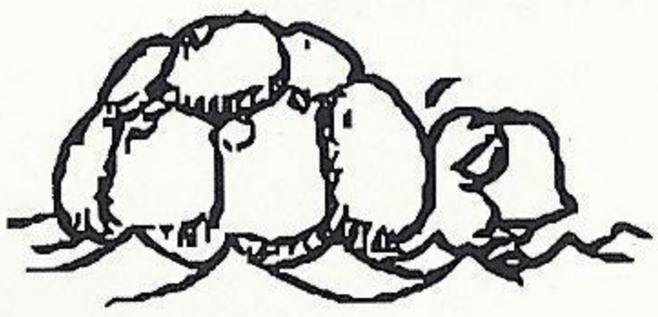
Maud the Monkey: Maud loves bananas and will conveniently swing you a bunch of them to grab ahold of at crucial moments. Look out for Maud to help you.



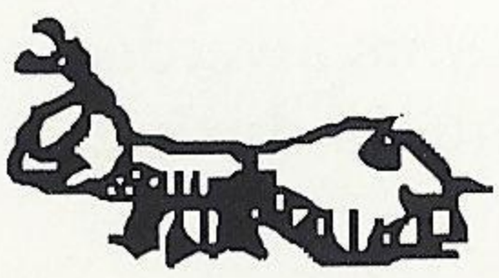
Tarby the Tiger: Ride on Tarby's back to pounce across any large gap, but be wary! You can only mount him when he's not paying attention. Sneak up on him when his tail's not moving.



Water Hydrant: When you bash the Hydrant a jet of water will shoot out, killing any baddies in it's path.



Thomas the Turtle: Thomas will sit on the edge of dangerous lava pools. When knocked in the water, Thomas will hop across, carrying you on his back.



Anthony the Ant: Anthony the Ant likes nothing more than to march across the screen. He's a tough little critter so get onto his back to cross treacherous areas.

GAME OVER-CONTINUE

Chuck Junior has three chances to save his dad from Brick Jagger. If you lose all three chances, you will have one continue which will give you 3 more chances and reset your score to 0.

HANDLING YOUR SEGA 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 a recess during extended play, to rest yourself and the Sega CD disc.

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.

CREDITS

Produced in the UK by	*Jeremy H. Smith*
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Quality Assurance Team	*Paul Schoener*
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	Jim Getz
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	Eric Harshman
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Manual Designed by	*Crystal Wines*
	Mark Goodwin

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NOTES



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Developed by

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