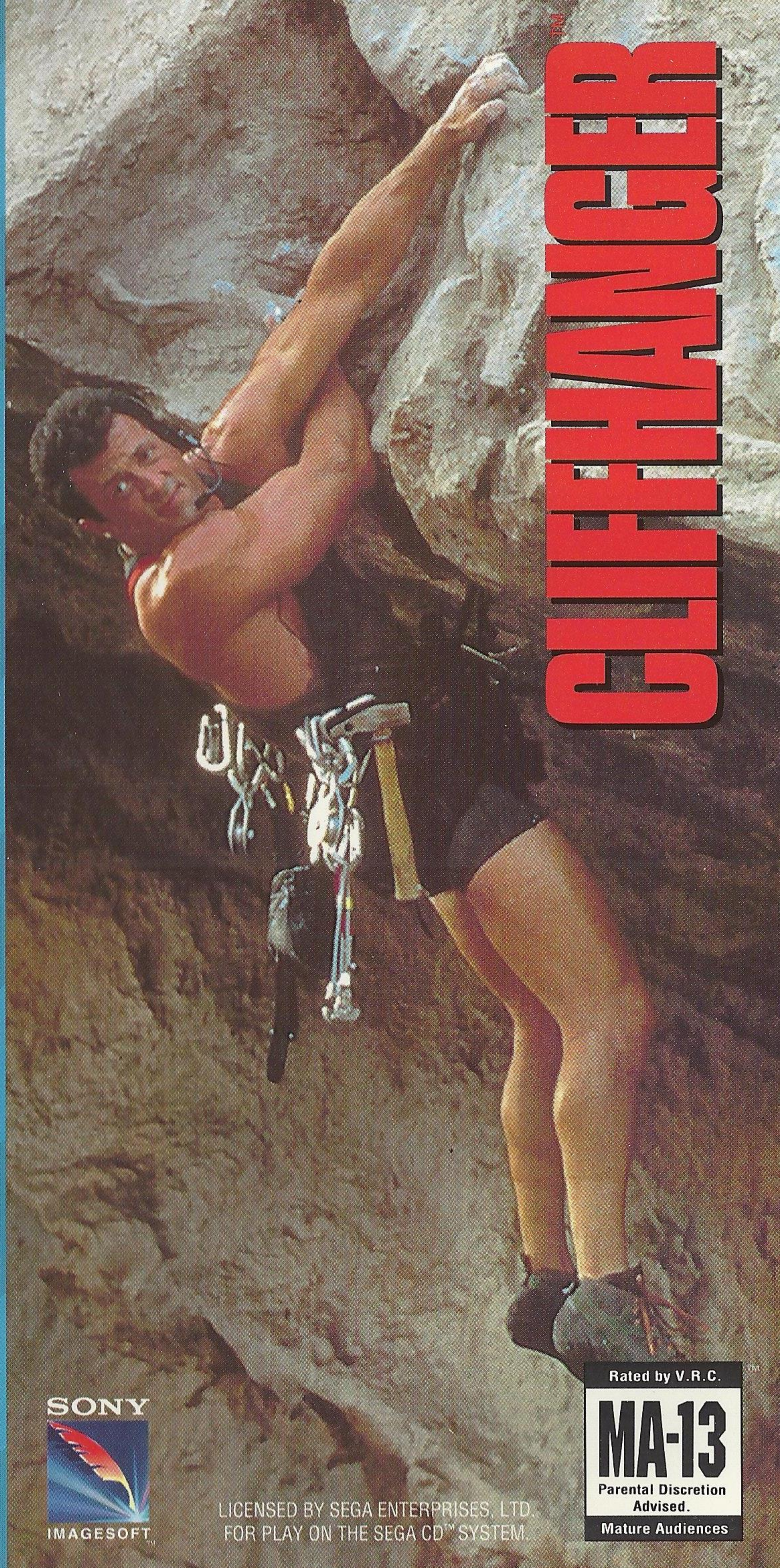
SEGA™

SEGA CD™

SILPHEED™



SONY IMAGESOFT™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

Rated by V.R.C.™

MA-13

Parental Discretion Advised.

Mature Audiences

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

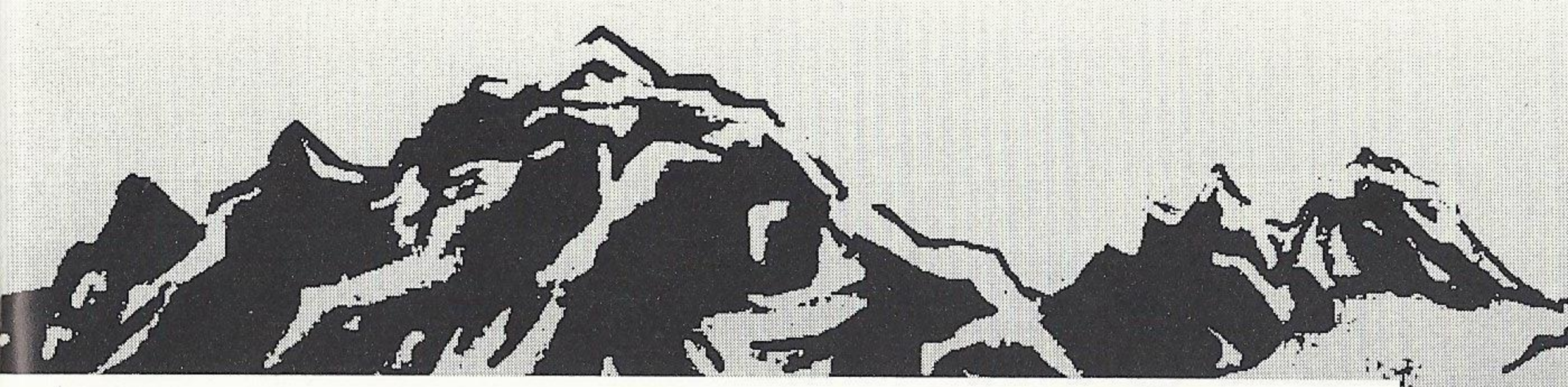
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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 previously 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 standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.





CLIFFHANGER™

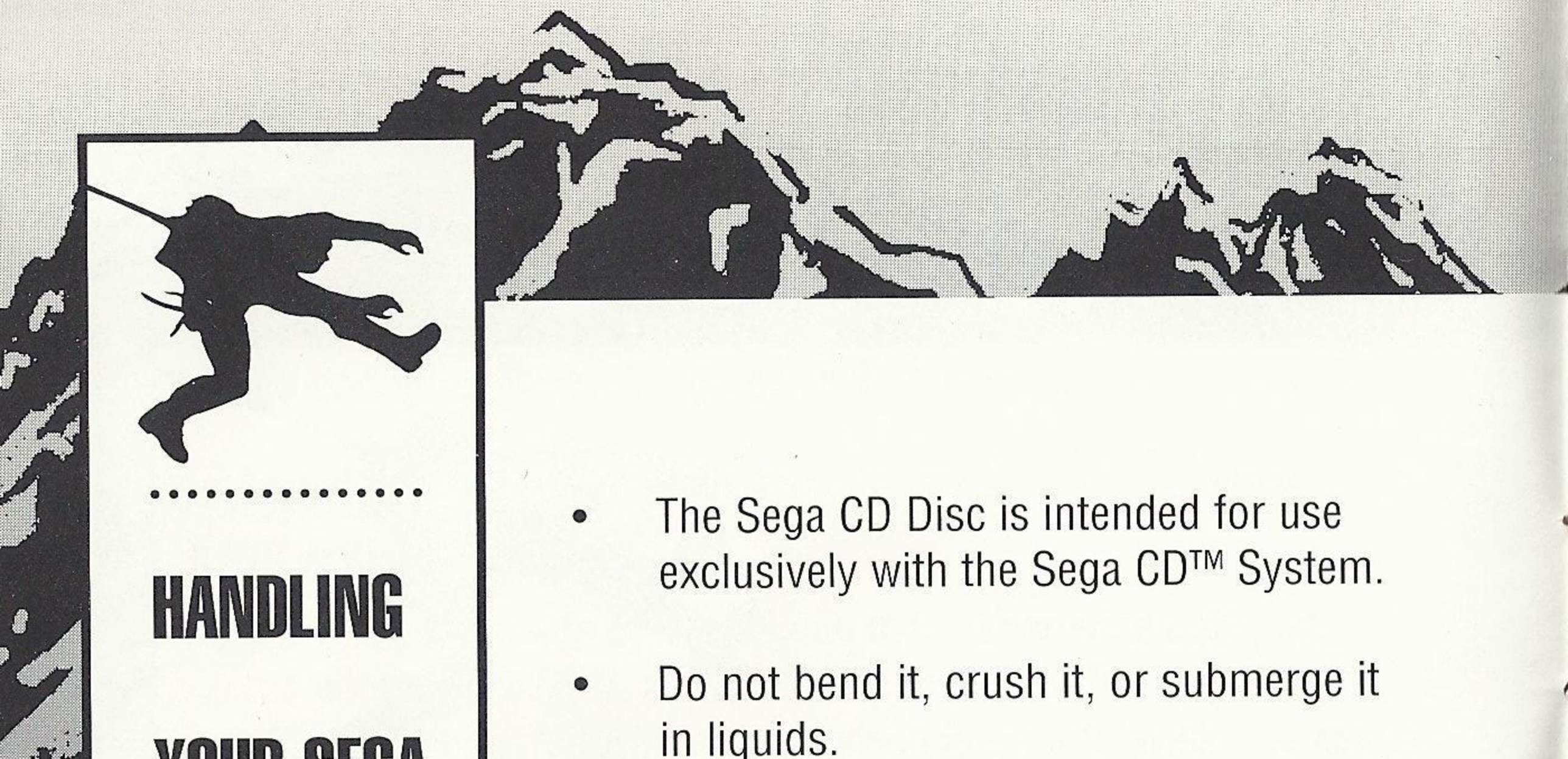


THE WORD FOR ADVENTURE

It's what we say when we're talking about a close call... the definition of suspense... the word for adventure...

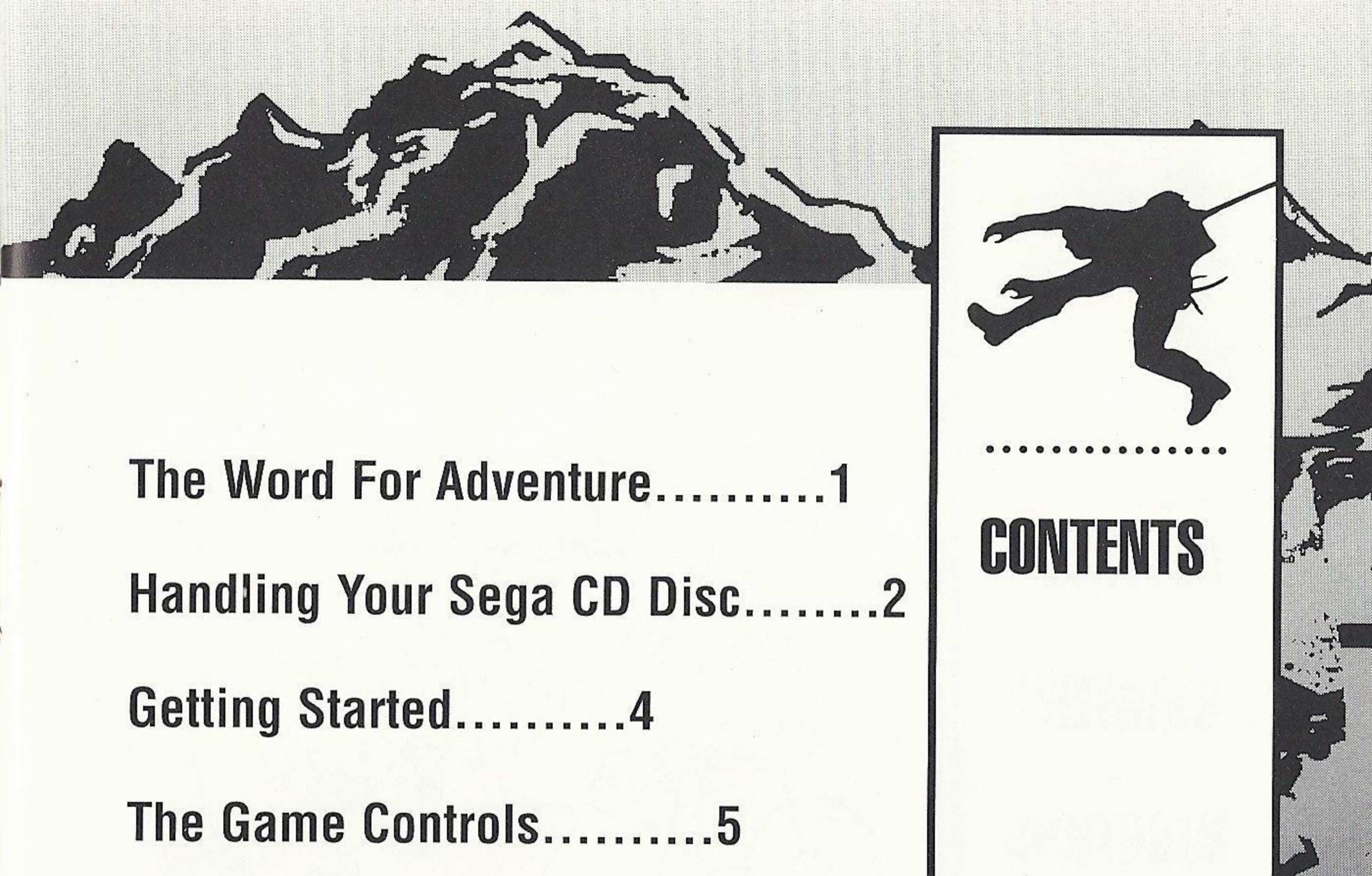
It's *CLIFFHANGER.*

Based on the bare-knuckle, big-action blockbuster adventure hit starring Sylvester Stallone, CLIFFHANGER brings to your Sega CD System the treacherous cliffs and icy rock faces...the dizzying heights and deadly avalanches...the crazed villains and nonstop combat action of the film. You are Gabe Walker, Rocky Mountain rescue ace, now facing the most grueling operation of your life: saving your friends and defeating the megalomaniac Qualen and his gang of high-altitude bad guys.



HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ 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 CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



CONTENTS

The Word For Adventure.....1

Handling Your Sega CD Disc.....2

Getting Started.....4

The Game Controls.....5

Game Control Summary.....6

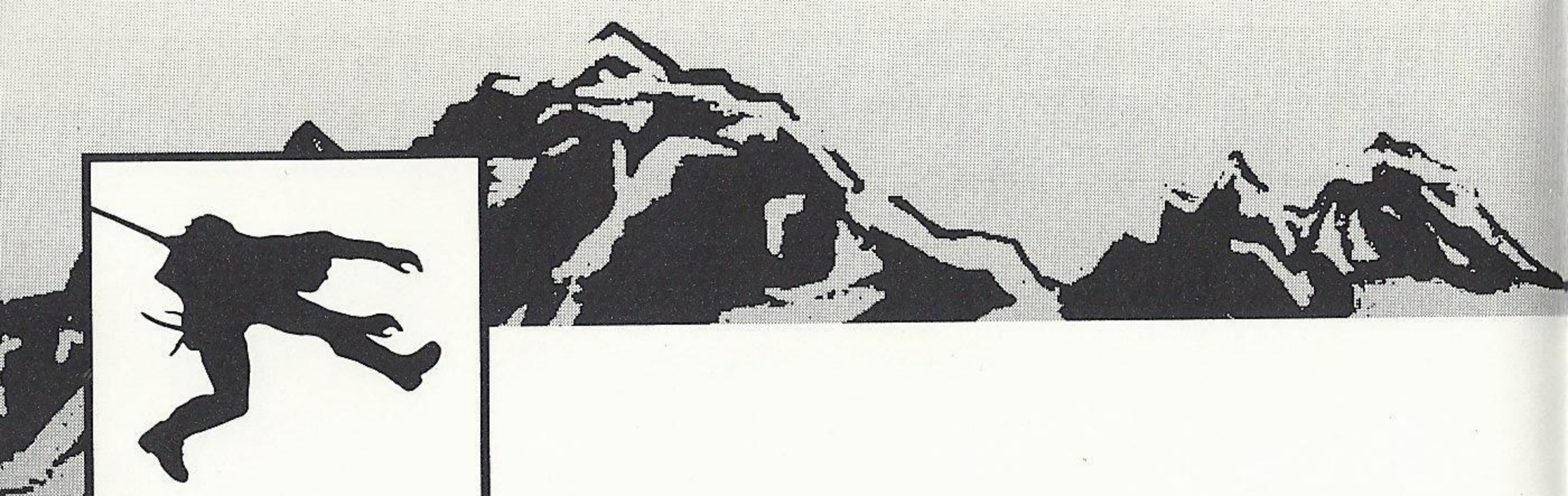
Snow Boarding.....10

Main Game Screen.....13

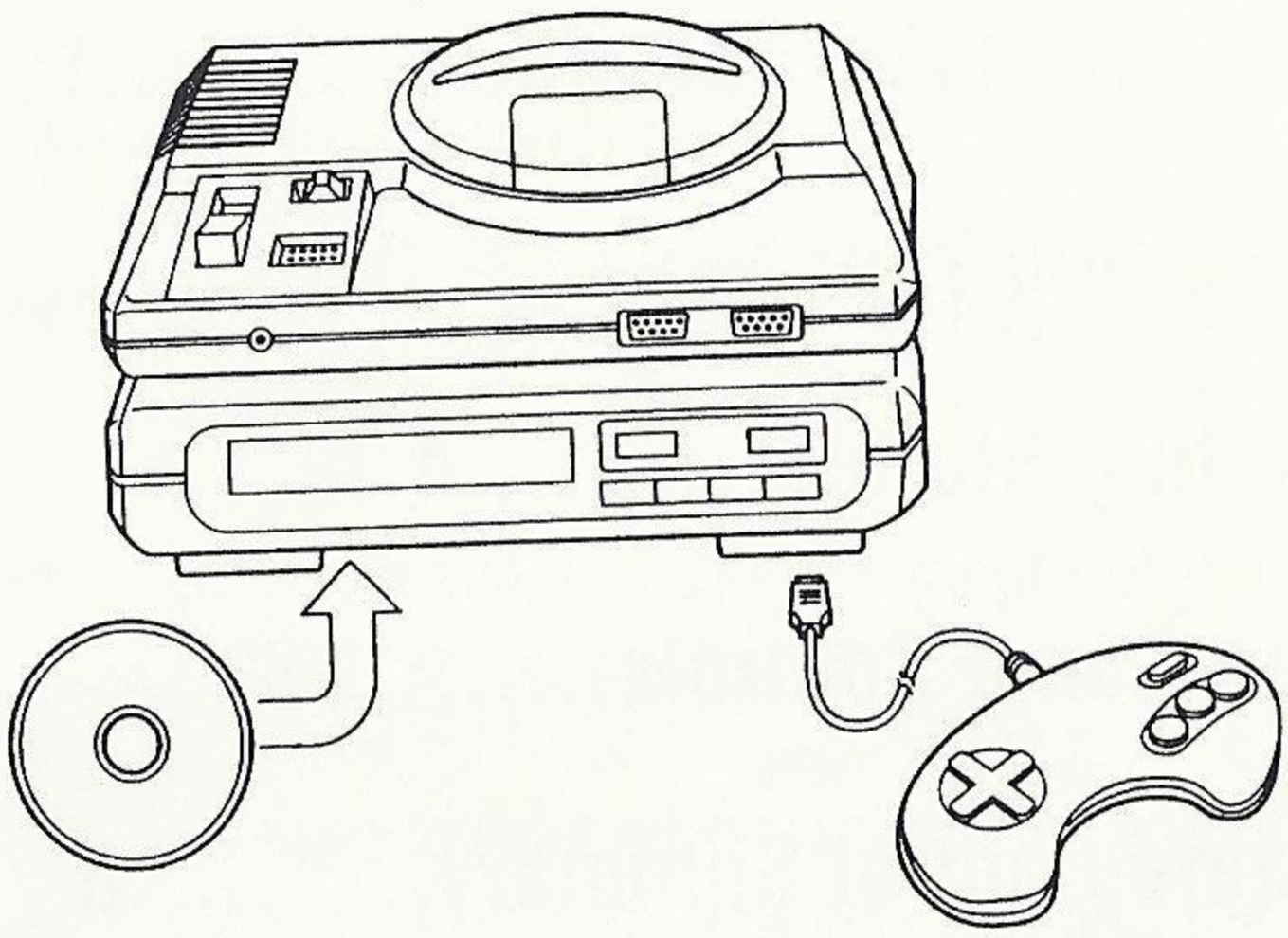
Levels.....16

Climber's Notes.....19

Limited Warranty.....20



GETTING STARTED



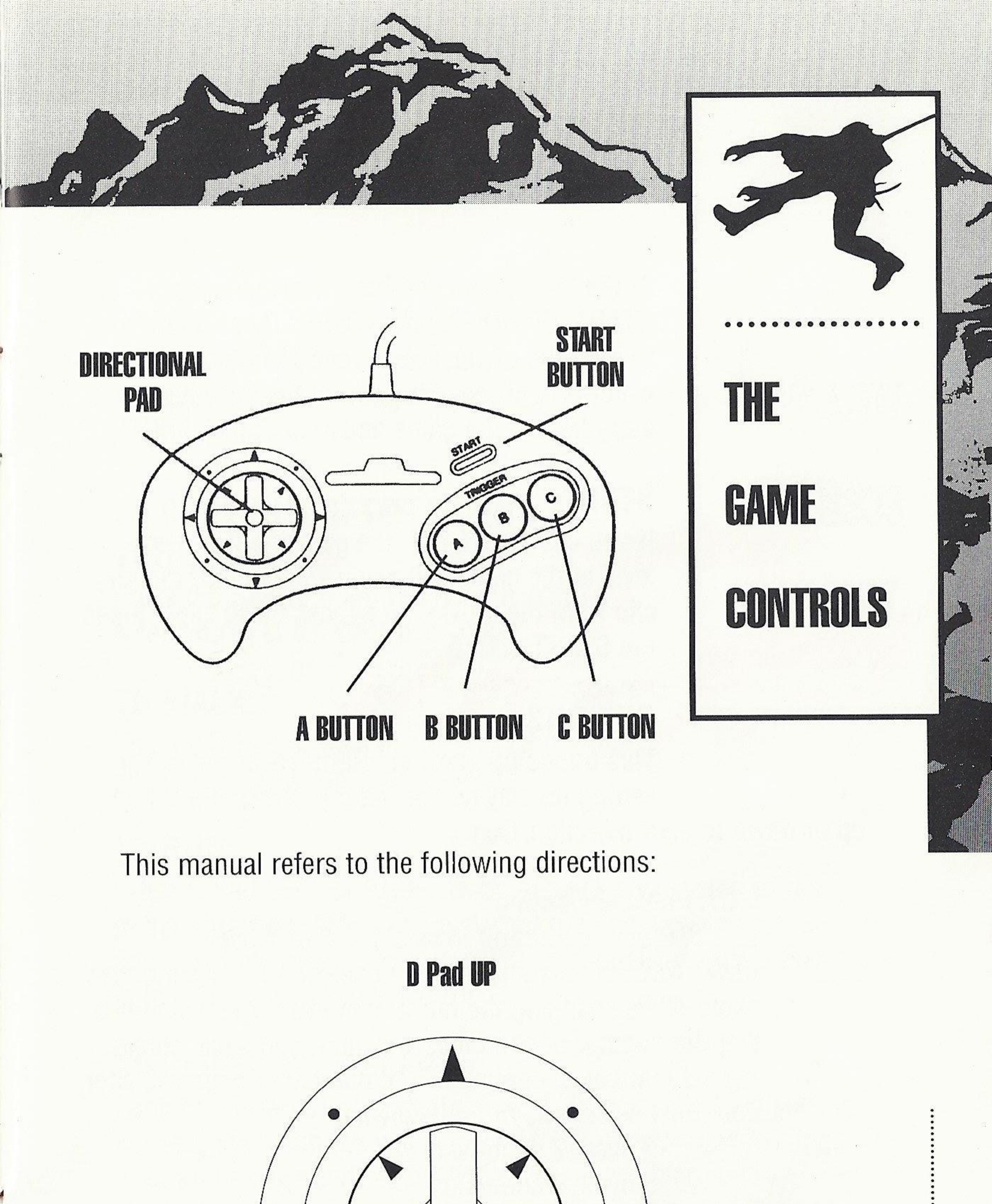
1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

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 your CLIFFHANGER 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 CLIFFHANGER and begin to play.



THE GAME CONTROLS

This manual refers to the following directions:



TITLE SCREEN

At the title screen you have three choices: START, OPTIONS, and STORY. These allow you to start the game, select your game options or watch a digitized video clip of the introductory story behind the game action in CLIFFHANGER.

START:

If you choose START, the game begins. Each level of the game will begin with an introductory clip from the movie. To bypass these clips, press the START button.

OPTIONS:

This brings up another menu of choices for setting up play as you want it. Press the D Pad up or down to your selection, then:

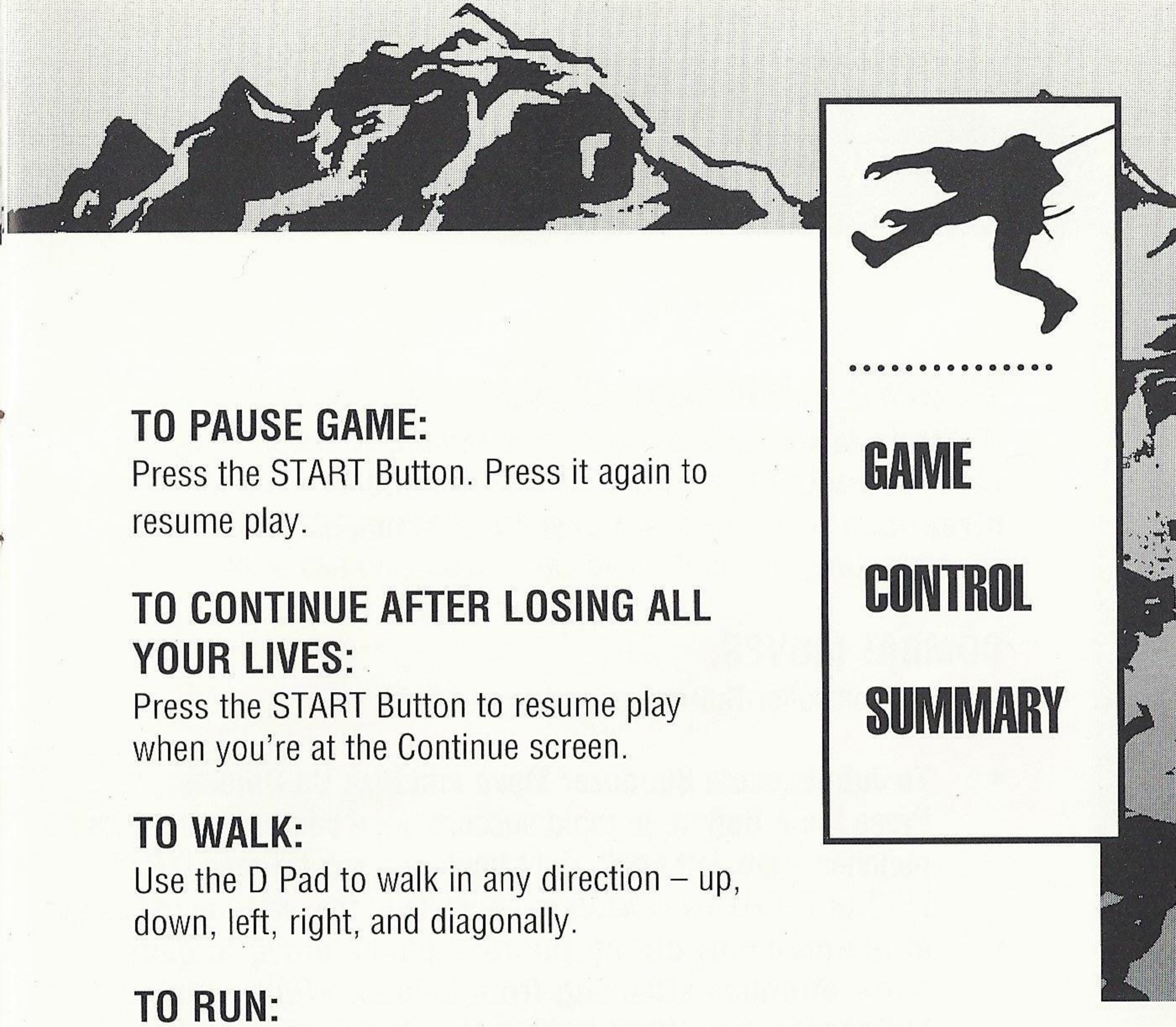
EXIT: Press any button
LIVES: Press any button to select 3, 5 or 7 lives.
CONTINUES: Press any button to select 3, 5 or 7 continues.
*Note-While changing the number of lives, you will notice that the number of continues will alter, and while chang ing the number of continues, the number of lives will alter. You must select one of the following:

3 lives, 7 continues
5 lives, 5 continues
7 lives, 3 continues

MUSIC: ON/OFF - Press any button.

STORY:

If you choose the story, you'll be treated to introductory scenes from the film CLIFFHANGER. To exit the story and return to the Title screen, press the START Button.



GAME CONTROL SUMMARY

TO PAUSE GAME:

Press the START Button. Press it again to resume play.

TO CONTINUE AFTER LOSING ALL YOUR LIVES:

Press the START Button to resume play when you're at the Continue screen.

TO WALK:

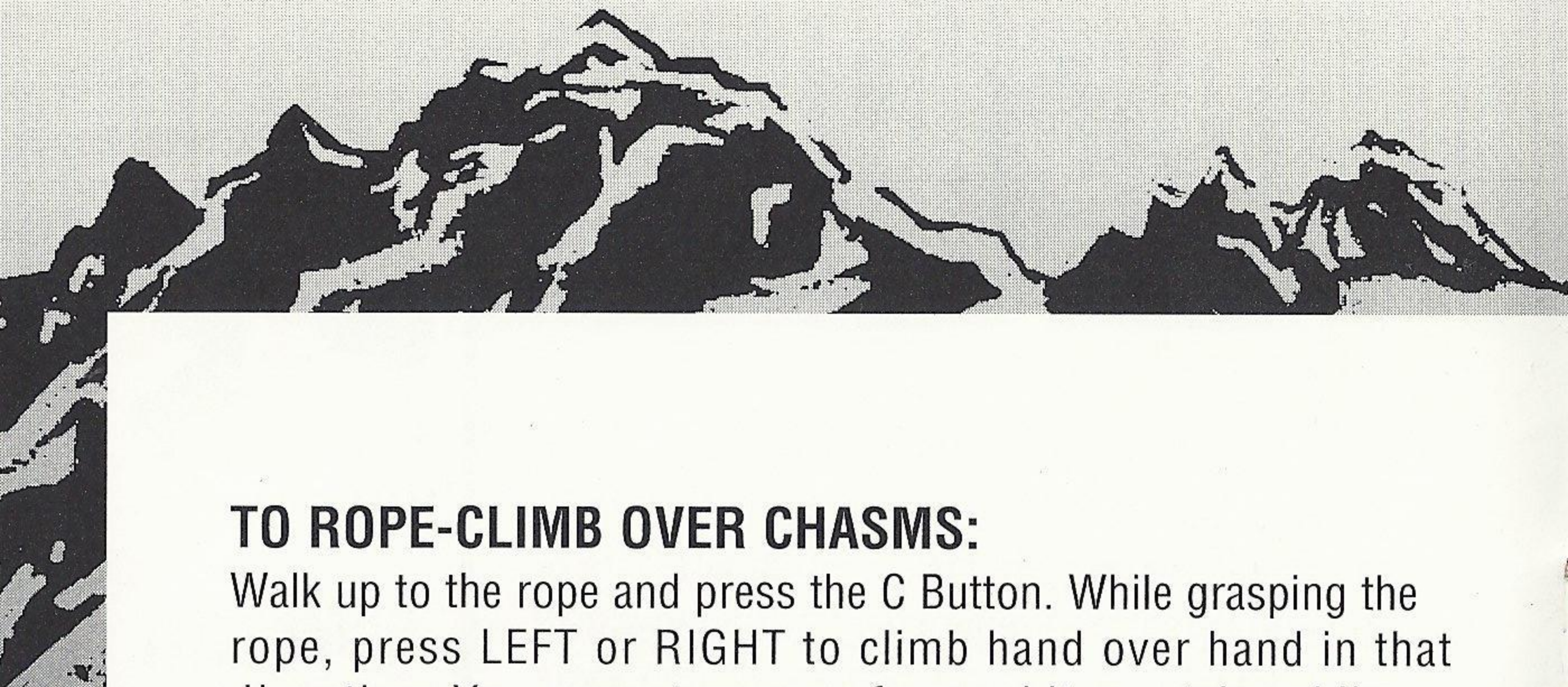
Use the D Pad to walk in any direction – up, down, left, right, and diagonally.

TO RUN:

Press D Pad LEFT or RIGHT twice in quick succession to run in that direction. After you've started running, you can run up and down on the screen by pressing diagonally on the D Pad in the direction you want to run.

TO CLIMB OR DESCEND:

Look for surfaces with little footholds. To start climbing such a surface, approach the wall and press UP. To start descending, walk to the edge and press DOWN. Then, whether you're climbing or descending, use the arrow buttons on the D Pad to move in the direction you want. If you're shot while climbing or descending, you'll have a brief moment to recover – press UP while hanging. Press and hold the A Button to climb or descend more rapidly. But beware – when you're moving fast on a wall, you won't have a chance to recover if you're hit, and you'll fall to your doom.



TO ROPE-CLIMB OVER CHASMS:

Walk up to the rope and press the C Button. While grasping the rope, press LEFT or RIGHT to climb hand over hand in that direction. You cannot recover from a hit you take while rope-climbing.

COMBAT MOVES:

Use the Controller Buttons as follows to fight:

- **To Jab, Execute Bulldozer Move and Pick Up Objects:** Press the A Button. In rapid succession: a combination of four punches – jab, left hook, right hook, uppercut. Press D Pad LEFT or RIGHT (whichever is opposite to the way you're facing at the moment) during the four-punch move to back-hand enemies attacking from behind. While running: bulldozer move. When near an object: pick up the object.

- **Jump:** Press the C Button. Press C while running to execute a flying leap.

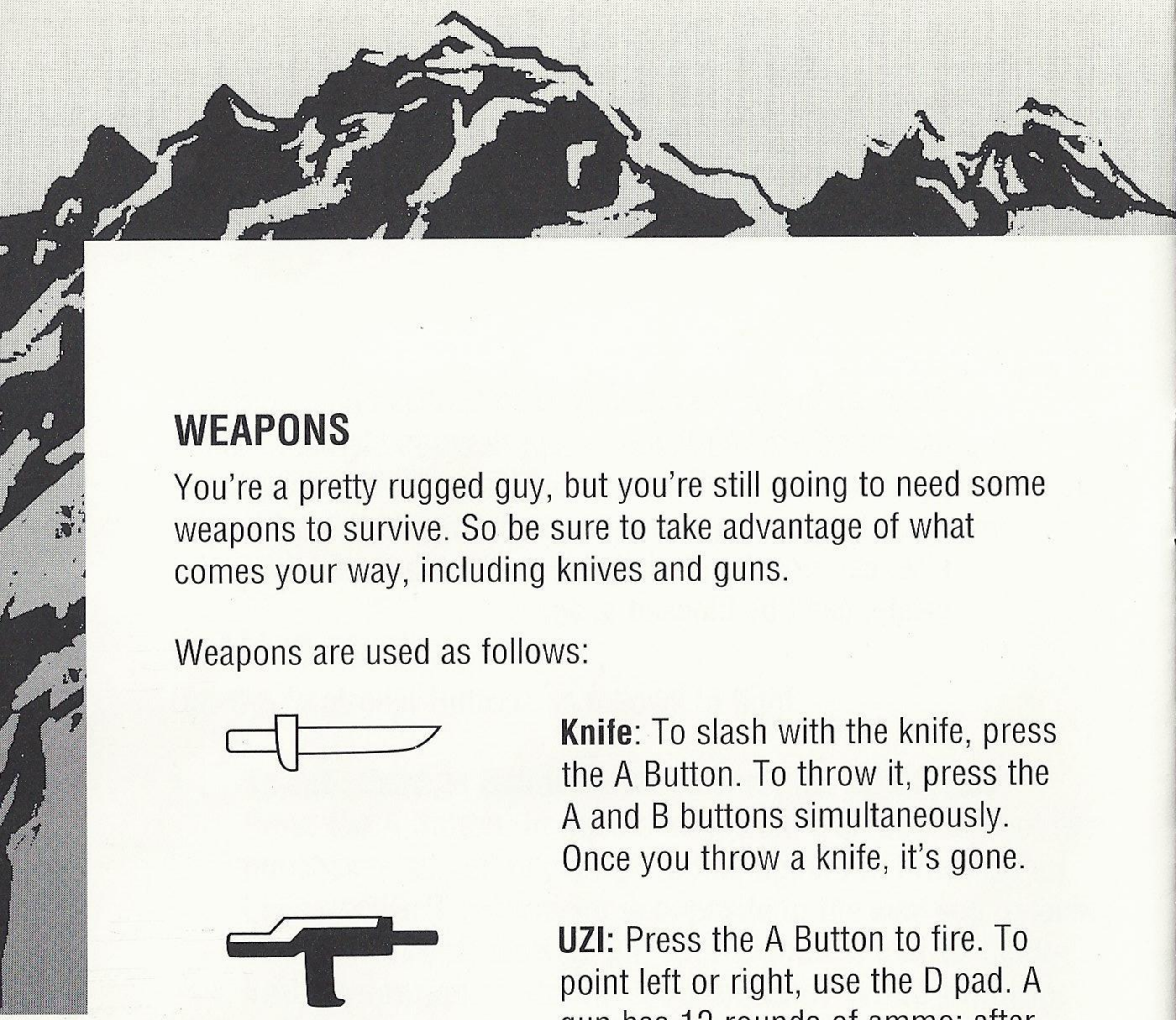
- **Kick:** Press the B Button. In rapid succession: alternating high and low kicks. Press and hold: spinning back kick.

- **Flying Kick:** Press the B Button at the top of your jump. Press C, then B while running to execute a running flying kick.

- **Super Kick:** Press the A and B Buttons simultaneously. This move clears out your enemies very effectively, but it takes extra energy from your power bar, so it's for desperate situations only.

- **Block or Duck:** Press B and C Buttons simultaneously and any D Pad direction except down to block blows to your head. Press B and C Buttons and D Pad DOWN to duck. Beware: some enemy moves, such as the low kick, can only be partially blocked; others, like the knife swipe, can't be blocked at all.





WEAPONS

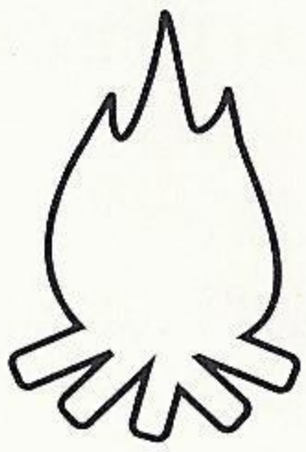
You're a pretty rugged guy, but you're still going to need some weapons to survive. So be sure to take advantage of what comes your way, including knives and guns.

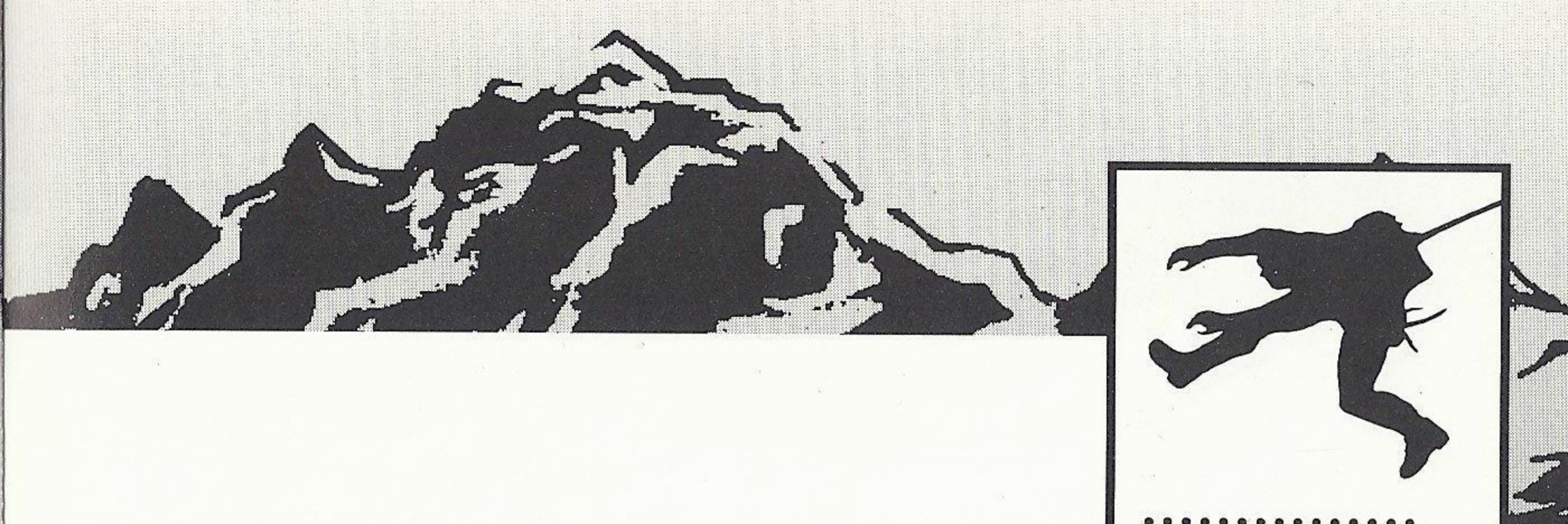
Weapons are used as follows:

Knife: To slash with the knife, press the A Button. To throw it, press the A and B buttons simultaneously. Once you throw a knife, it's gone.

UZI: Press the A Button to fire. To point left or right, use the D pad. A gun has 12 rounds of ammo; after you fire 12 times, you lose the gun. You can acquire the Uzi by knocking it out of your enemy's hands.

Campfires: Look for campfires like this one along the way – you need to warm yourself by the fire to replenish your energy.





SNOW BOARDING

On levels one and four, your only way of escape from an approaching avalanche is down the side of a slippery, snow-covered mountain, and the only way down is on your snow board. You better travel down the mountain quickly and accurately because if you don't, you'll be buried by the avalanche!

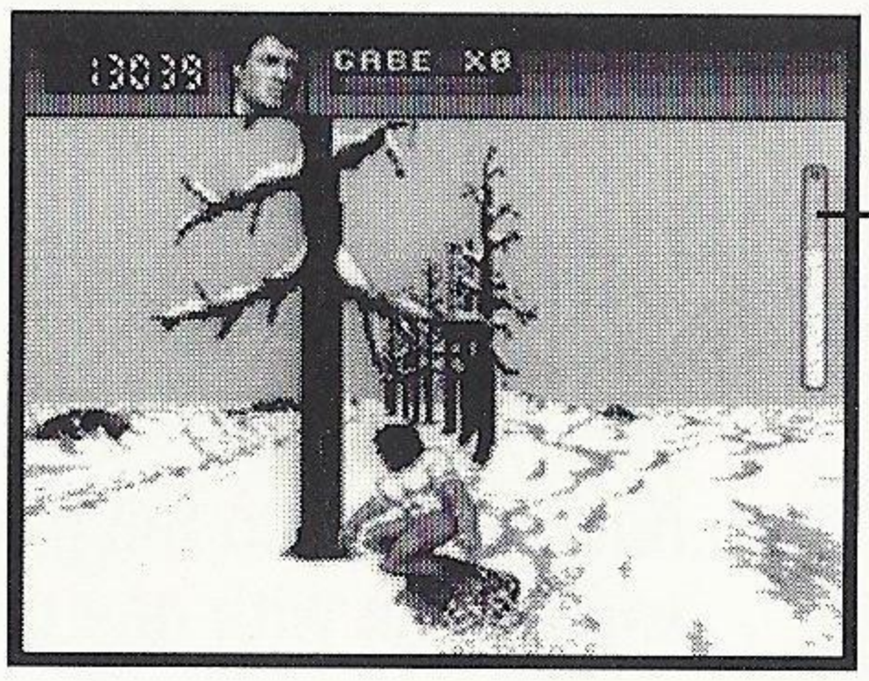
AVALANCHE METER

Watch this meter and be sure to stay well ahead of the avalanche or you'll be sorry.

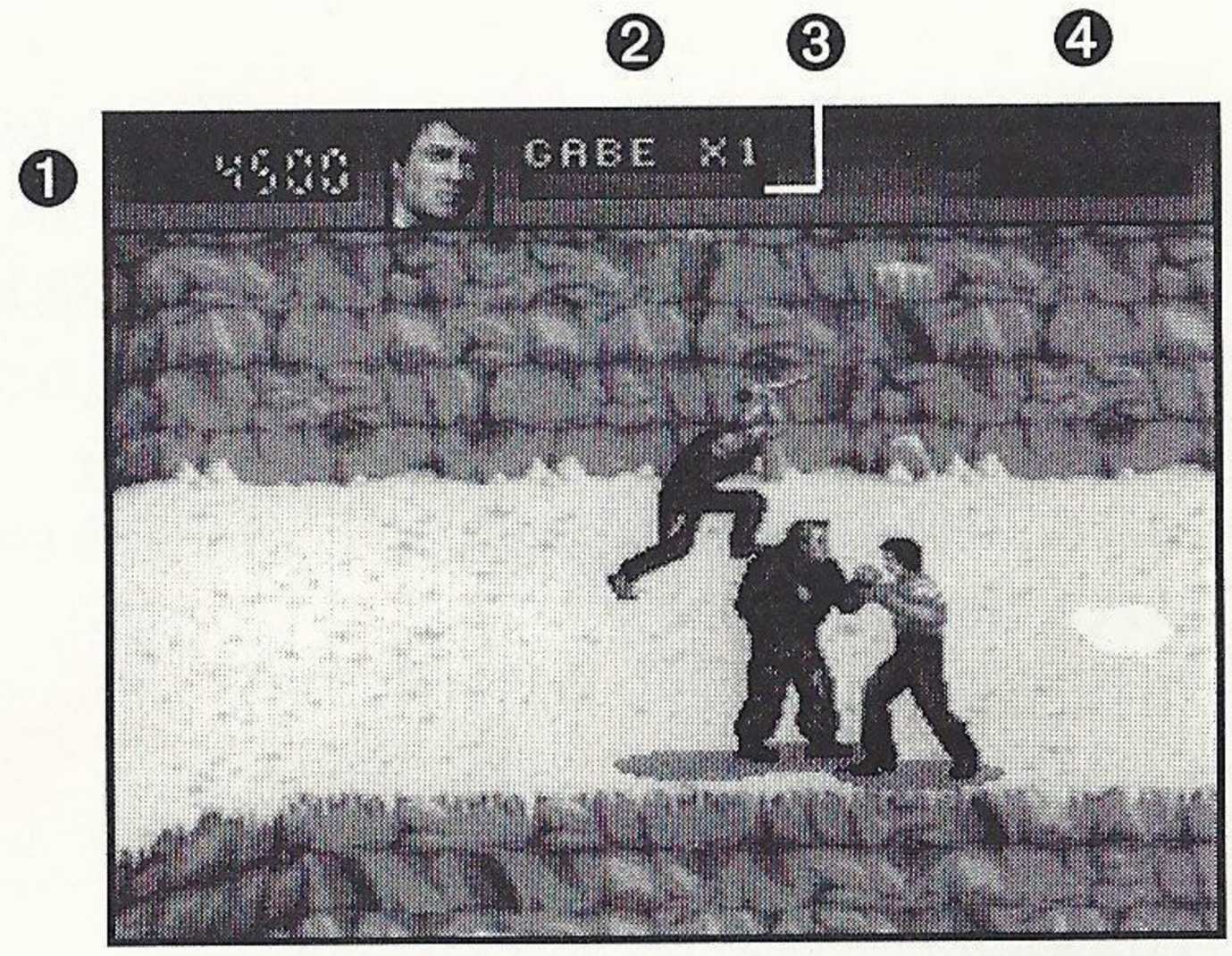
OPERATING YOUR SNOW BOARD

- **To Speed Up:** Hold down the B Button.
- **To Slow Down:** Press the D Pad down.
- **To Steer Right:** Press the D Pad right.
- **To Steer Left:** Press the D Pad left.
- **Jump:** Press the A Button.

avalanche meter



MAIN GAME SCREEN



1) Score:

This shows how many points you currently have. Each time you defeat an enemy you increase your score. Every 100,000 points you earn will give you an extra life.

2) Lives:

This shows how many lives you currently have. Depending on how you set up the game at the Options screen, you start each game with one of the following:

3 lives, 7 continues
5 lives, 5 continues
7 lives, 3 continues

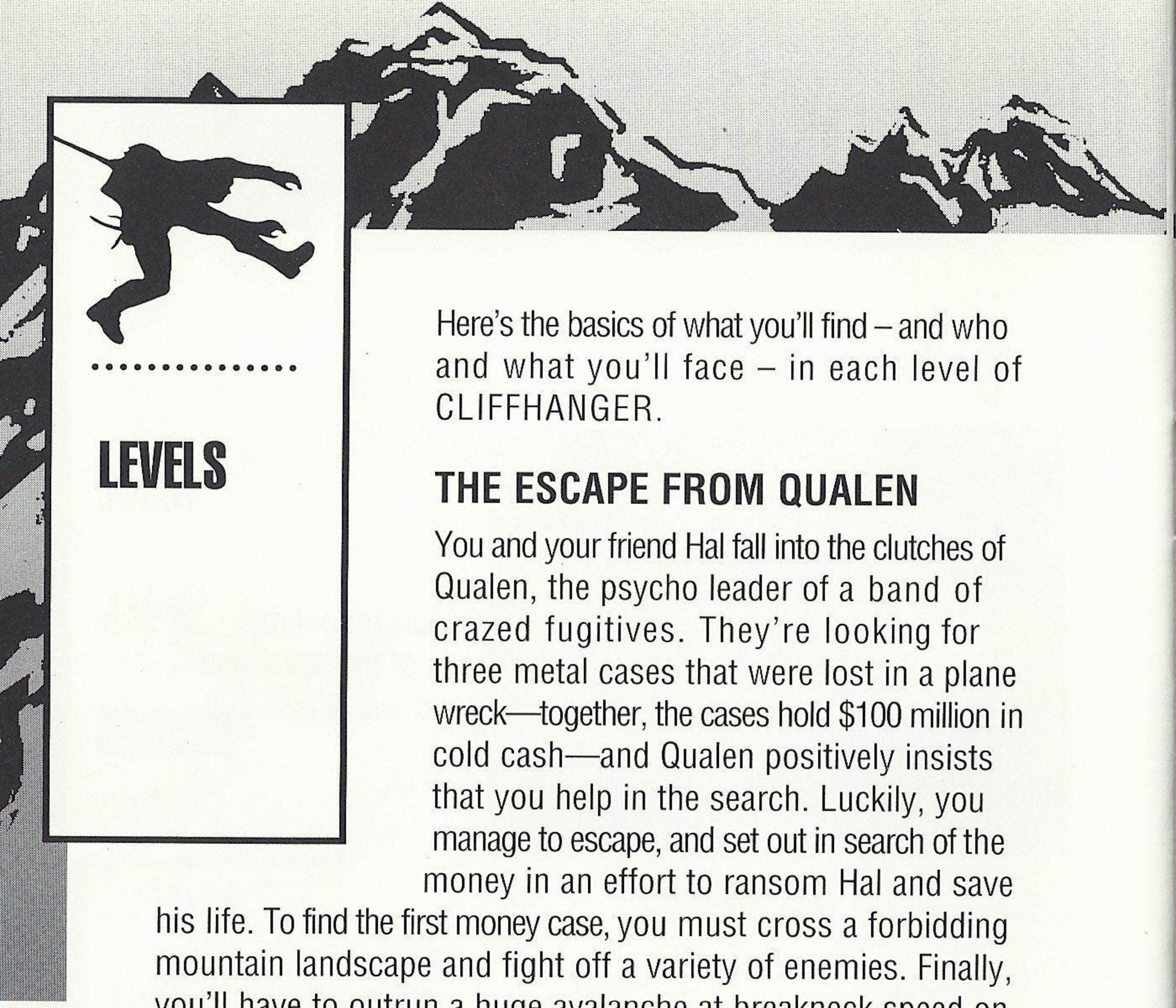


3) Your Life Meter:

This shows how much energy you have left in your current life.

4) Enemy Life Meter:

This shows how much energy your current enemy has left. When you're facing the boss of any level, the boss's name and picture appear along with his power bar.



LEVELS

Here's the basics of what you'll find – and who and what you'll face – in each level of CLIFFHANGER.

THE ESCAPE FROM QUALEN

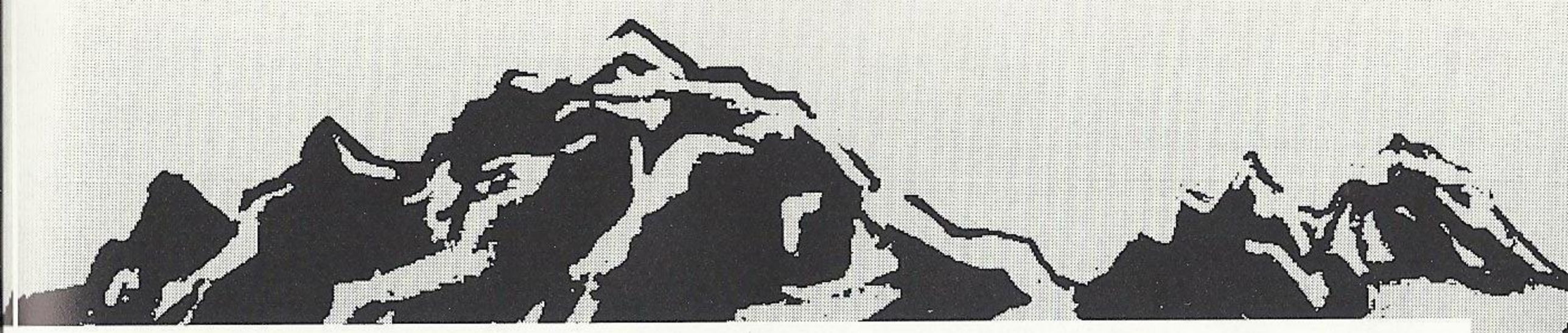
You and your friend Hal fall into the clutches of Qualen, the psycho leader of a band of crazed fugitives. They're looking for three metal cases that were lost in a plane wreck—together, the cases hold $100 million in cold cash—and Qualen positively insists that you help in the search. Luckily, you manage to escape, and set out in search of the money in an effort to ransom Hal and save his life. To find the first money case, you must cross a forbidding mountain landscape and fight off a variety of enemies. Finally, you'll have to outrun a huge avalanche at breakneck speed on your snowboard to survive this level and go on.

IN SEARCH OF THE SECOND CASE

Having recovered the first of the three money cases, you go in search of the second one. In this level, you must fight your way through treacherous forested terrain, while fighting evermore threatening enemies. And at the end: Heldon, one big, tough, body-slamming wrestler who doesn't make friends very easily.

ON TO DOUGLAS CABIN – AND JESSIE

Now almost freezing to death, you seek the shelter of Douglas Cabin, the mountain hideaway where your friend Jessie anxiously awaits your arrival. All you have to do is find the cabin—and pull off some tricky climbing maneuvers while fighting enemies along the way. Not to mention



Kynette, the kung fu king who stands between you and that high-altitude hearthfire.

GET THE THIRD MONEY CASE AND SNOWBOARD YOUR WAY TO SAFETY

Get to the third case of money before Qualen! Use your rope climbing skills and powerful punch to defeat Qualen's henchmen who cross your path. After finding the last money case, snowboard your way to safety. Watch out for those falling trees!

THE CLIMB TO THE TOP OF THE BITKER LADDER

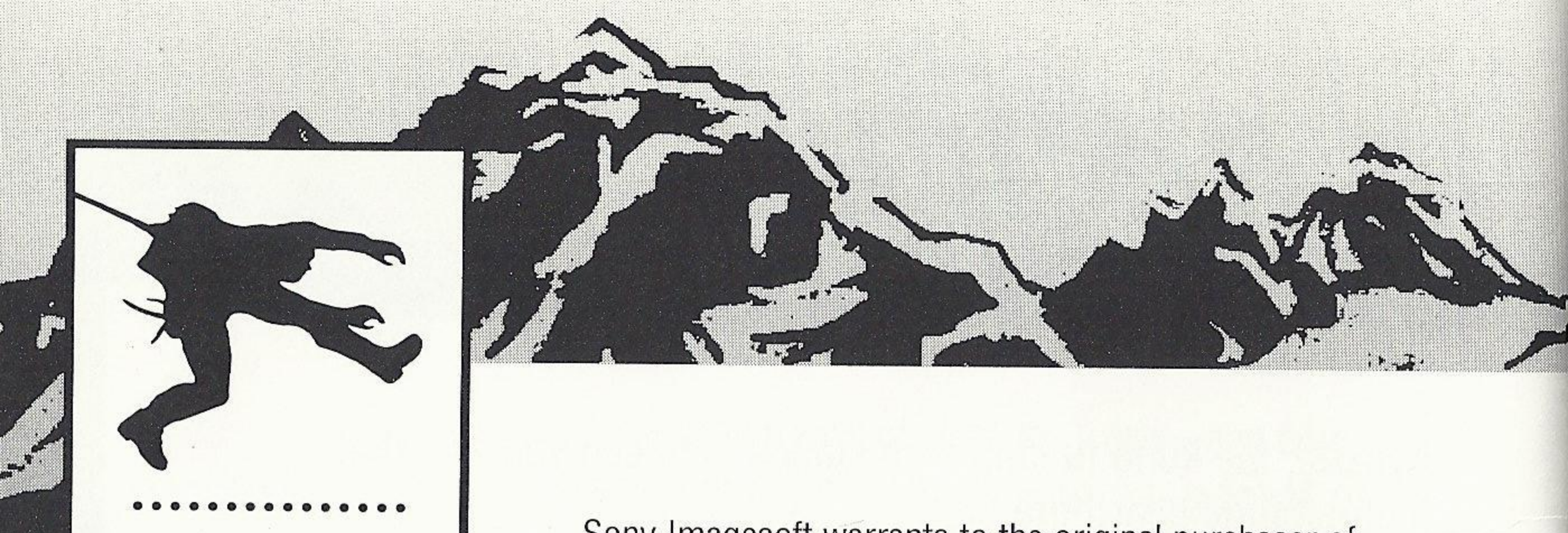
Whew, that was a close one! Now it's back up the mountain to safety, you hope! Watch your step – one wrong move and you're buzzard feed...or swiss cheese if Qualen's trigger-happy henchmen get you first. Only 200 yards to the ladder – if you can get past Travers. He's expecting your arrival, and he's looking forward to filling you full of lead!

ALL THAT MONEY LOST!

Your friends are safe, but you've destroyed the loot and Qualen is out-of-his-mind mad about it! For you, it's back down the mountain in a big hurry, with Qualen in hot pursuit at the controls of the hijacked rescue chopper. Look out for Qualen's minions as they come at you with a vengeance!

FACE TO FACE WITH QUALEN

Now it's payback time. Just you and Qualen, on the mangled helicopter, one slip away from plunging into the canyon below. This is it. Somebody's going to take a fall, a long one. Make sure it's Qualen.



LIMITED WARRANTY

Sony Imagesoft warrants to the original purchaser of this Sony Imagesoft product that this CD is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Sony Imagesoft product is sold "as is," without expressed or implied warranty of any kind, and Sony Imagesoft is not liable for any losses or damages of any kind resulting from the use of this product. Sony Imagesoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Sony Imagesoft product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Sony Imagesoft product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY IMAGESOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY IMAGESOFT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SONY IMAGESOFT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Imagesoft
2100 Colorado Avenue, Third Floor
Santa Monica, CA 90404

For questions or comments about this or other Sony Imagesoft products call (310)449-2393

CLIFFHANGER™ is a Trademark owned by Cliffhanger B. V. and used by Sony Electronic Publishing Company under authorization.

CLIFFHANGER™ for the Sega Genesis System was developed for Sony Imagesoft by Malibu Interactive.



Patents: U.S.#'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

SEGA AND SEGA CD ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

CLIFFHANGER™ is distributed by Sony Imagesoft, 2100 Colorado Avenue, Santa Monica, CA 90404. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. © 1993 Sony Electronic Publishing Company. CLIFFHANGER™ is a trademark owned by Cliffhanger B.V. and used by Sony Electronic Publishing Company under authorization.
All rights reserved.

Manufactured in the U.S.A.