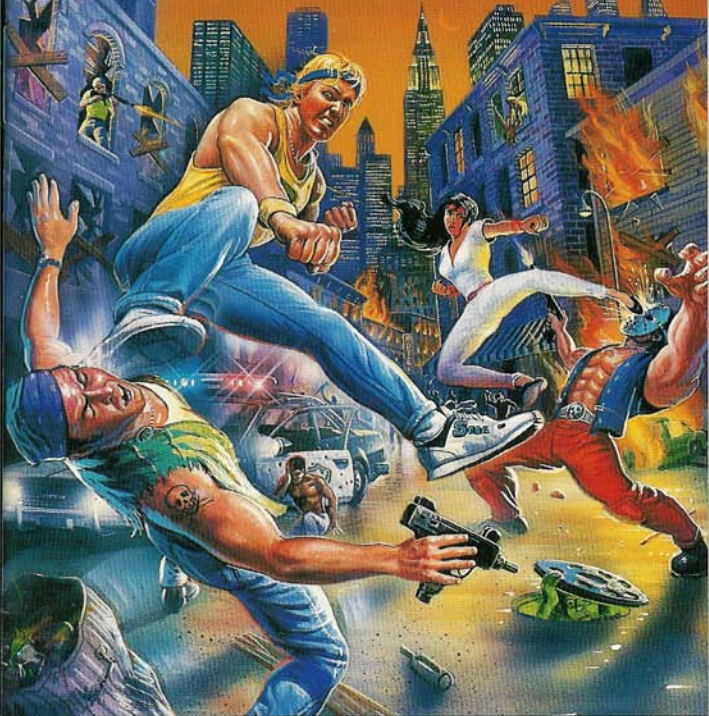


SEGA  
**GENESIS**<sup>™</sup>  
16-BIT CARTRIDGE



# STREETS OF RAGE<sup>™</sup>

INSTRUCTION MANUAL

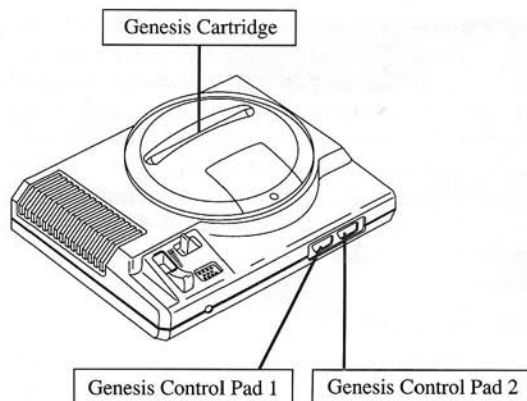
EmuMovies

## 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 *Streets of Rage* cartridge into the console and press it down **firmly**.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. If the Sega 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:** *Streets of Rage* is for one or two players.

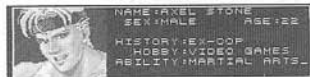


## Turmoil in the Streets!



What was once a happy, peaceful, productive city, full of life and activity, has

fallen into the hands of a secret criminal syndicate. The leader of the syndicate has somehow managed to keep his identity a secret. The organization soon absorbed the city government (anyone can be had if the price is right). They even have the metropolitan police force in their back pocket. Looting, random violence and destruction are rampant. No one is safe walking the streets, day or night...



As the chaos continued at full strength, three young police officers tried to

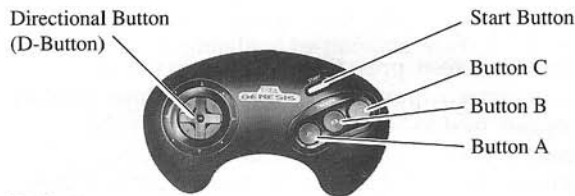
establish a special attack unit. They were repeatedly refused by their superiors, most of whom had either been bought by the organization or were too afraid to make a stand. One day, when they could no longer stand by and watch their city being demolished, they quit the force!



Adam Hunter, Axel Stone and Blaze Fielding decided to forego their

careers in legal law enforcement and put their lives on the line. They are without weapons, but each possesses great hand-to-hand combat abilities. Take them into the heart of the city and battle the most dangerous wave of bad dudes and chicks ever assembled. Make the city a place where people no longer have to walk the Streets of Rage!

## Take Control!



### D-Button

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

### Start Button

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

### Buttons A, B and C

- The functions of these buttons can be set at the Options screen (see *Options* for more information). One button is used to Attack, another to Jump and the third to call for help (Special Attack).

## Getting Started

Following the Sega logo, the story screens appear against the backdrop of the dying city. (To pass them up and go directly to the Title screen, press the Start Button.) A demonstration begins after individual



profiles of our three courageous young warriors. (To go to the Title screen from the demo, press the Start Button twice.)

At the Title screen, press Start to bring up the Mode Selection screen. Press the D-Button up or down to place the marker next to "1 Player" or "2 Players" to begin play, or "Options" to set game conditions before beginning play. After placing the marker, press Button A, B or C, or the Start Button.

## Setting Options



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

**Sound Test:** Press the D-Button left or right to reveal a title, then press Button A, B or C to hear 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-Button left or right to reveal 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.

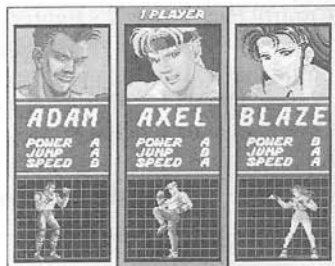
**Exit:** When you're satisfied with the settings, highlight "Exit" and press Button A, B or C. The Mode Selection screen reappears. You can exit when any of the options are highlighted by pressing Start.

*Streets of Rage* is for one or two players. Highlight your choice by pressing the D-Button up or down, then press Button A, B or C, or the Start Button. The Player Select screen comes up next.

## Player Selection

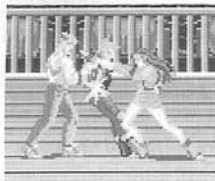
Here you can choose one of the three fighters to guide into battle. The fighters are rated individually in three categories: Power, Jump and Speed. "A" shows strength in a particular area, and "B" represents slightly less ability.

Press the D-Button left or right to move the selection box so that it frames the picture of the fighter you want. Player 1 moves the box with "1Player" at the top, and player 2 moves the box where "2Player" appears at the top. Press Button A, B or C, or the Start Button (on both Control Pads) to enter your selections. The game begins from Round 1 after the last selection is made.



## 1 Player/2 Players

In the one-player mode, you take on the wave of sleazeballs with the fighter you selected earlier. Watch



for ambushes from all sides, as enemies appear suddenly and attack without warning. When playing the two-player game, players 1 and 2 should work together. Naturally you both want a high score, but you'll get much farther if you watch each other's backs along the way.

## Joining a Game in Progress

A second player can enter an ongoing battle by plugging a Control Pad into Control Port 2 on the Genesis console. Player 2 should then press the Start Button on his/her Control Pad. Player 2's fighter drops from the top right corner of the screen. When a second player enters a battle that's already in progress, he/she cannot choose a fighter. The fighter that appears depends on player 1's choice, as shown below:

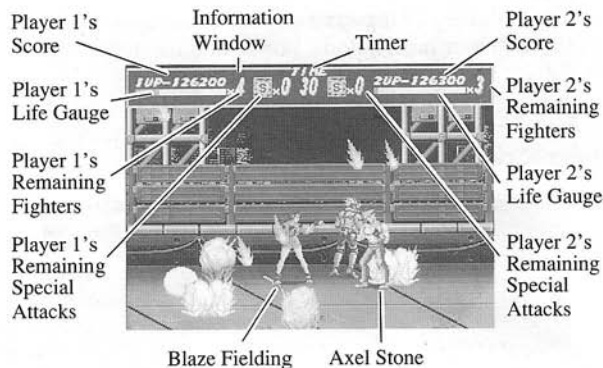
If player 1 plays...      ...then player 2 plays

Adam Hunter	Blaze Fielding
Axel Stone	Adam Hunter
Blaze Fielding	Axel Stone

**Note:** A second player cannot enter the battle if player 1 is in round 8.

## Screen Signals

Learn the meaning of each indicator that appears on screen, because in the heat of battle you can't afford more than a quick glance!



## Attack Techniques

All three of our heroes are accomplished veterans of hand-to-hand combat. Use the D-Button to move your fighter into range and press the Attack button to clobber the enemies. The former peace officers have various abilities they can employ.

### Regular Attack:



ADAM-  
Jab



AXEL-  
Power Jab



BLAZE-  
Horizontal Chop

The following attack methods inflict more damage on the enemies than a regular attack. Timing and position are crucial!



### Flurry:

ADAM- 2 Jabs, an Uppercut and a Kick to the chest

AXEL- 2 Power Jabs, a Body Punch and a Knee Slam

BLAZE- 2 Horizontal Chops and 2 Kicks to the abdomen, with a Back Flip following the second kick

### Jump Kick:



ADAM-  
Flying Snap Kick



AXEL-  
Flying Knee Slam



BLAZE-  
360° Reverse Kick

### Rear Attack (Attack/Jump Buttons simultaneously):



ADAM- Jumping  
Reverse Kick



AXEL-Backward  
Fist Smash



BLAZE- Standing  
Snap Kick

Move your fighter close enough to an enemy to grab hold of him/her, and perform one of the following maneuvers:

### Fury:

ADAM- 2 straight Knee Slams followed by an Elbow Smash

AXEL- 2 Knee Slams followed by a Head Slam

BLAZE- 2 Knee Slams and a Kick with a Back Flip

### Throw:



ADAM-  
Shoulder Throw



AXEL-  
Shoulder Throw



BLAZE-  
Overhead Throw



**Backdrop:** Grab an enemy from behind and press the Attack button. This move inflicts major damage on all enemies!

**Vault:** Jump over an enemy by grabbing his/her shoulders and pressing the Jump button. Follow this up with a Backdrop or other attack maneuver!



**Double Leg Kick:** If your fighter is grabbed from behind, press the Jump button to kick any enemy directly in front of you. In the two-player mode, this is a great team tactic!

**Neck Throw:** After several Double Leg Kick attempts, press the Attack button just as your fighter's feet touch down. Your fighter hurls the enemy to the pavement. If your timing isn't just right, you'll be open to a counterattack!

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

Again, your success depends solely on your timing. A safe landing on two feet eliminates the risk of damage!

The following maneuvers are used in two-player games:



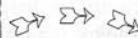
**Team Tactic #1:** Move your fighter to face his/her partner. Then grab your partner, press the D-Button away from your partner, and press the Attack button. Your partner somersaults into the enemy and does considerable damage (if your timing and position are correct). This can be combined with a Vault to form a dazzling attack move!

**Team Tactic #2:** Let your partner do the same with you! This time, your fighter becomes airborne. As with #1, timing and position are the keys to success.

**Weapons:** You will come across several different types of weapons as you play (see *Items* for more information). To pick one up, move your fighter over it and press the Attack button. Press the Attack button 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

If you find yourself nearing the end, or hopelessly outnumbered, there's still one good guy left on the force. Press the Special Attack button and he launches a blast (Napalm for player 1, Rocket-Powered Grenades for player 2) that damages all enemies in the area. The Special Attack function can be used once per round, unless you find a Special Attack Item during play.



## Items

As you fight the evil hordes, you come across Items that can help you to make progress. The Items can be found inside boxes, vent shafts, garbage cans, or even telephone booths. Press the Attack button to destroy the receptacle. If you find an Item, move your fighter over it and press the Attack button.



**Apple:** Gives your fighter a little burst of energy.



**Beef:** Completely fills your warrior's Life Gauge!



**1UP:** Gives you an extra player to continue the fight against evil!



**Special:** Provides you with one more Special Attack!



**Cash Bag:** Adds 1,000 points to your score.

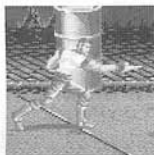


**Gold Bars:** Gives you a 5,000-point bonus!

You will find weapons inside one of the aforementioned objects, or in the hands of an enemy hood. A quick assault will force the enemy to drop his/her knife, lead pipe, etc. and you can pick it up by moving your fighter over it and pressing the Attack button. Press again to use the weapon.



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



**Knife:** Thrown or thrust, a great tool for ventilating 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!

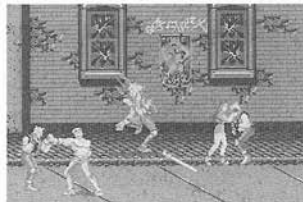
## The Fight Sites

### 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!

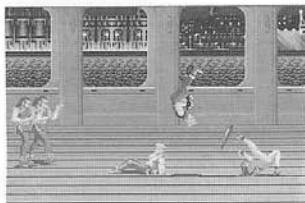


## Round 4- Bridge



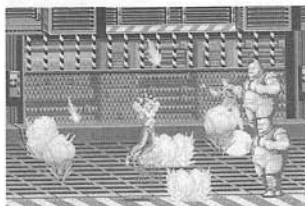
Brawl your way across this collapsing span!

## Round 5- Aboard Ship



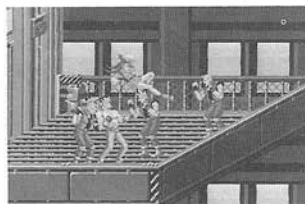
Hope you have your sea legs!

## Round 6- Factory



The war moves inside, where industrial machines become a factor!

## Round 7- Freight Elevator



Our three warriors of justice are closing in on their ultimate objective!

## Round 8- Syndicate Headquarters

The only way to find out what horrors await you here is to run the gauntlet of enemies and step inside!

## 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 super-tough 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!

### ROUND 1 CLEAR

CLEAR BONUS	013600 PTS
TIME BONUS	001500 PTS
LEVEL BONUS	000000 PTS

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.

- Clear Bonus:** 20,000 points  
**Time Bonus:** 100 points for each second remaining on the timer  
**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

You also receive bonus points for any unused Special Attack Items.

## Game Over/Continue

You start the game with three players. If you lose all three, the game stops. You have the option of continuing play or starting



from the beginning. The Continue/New Game Select screen appears in the Information Window (top left corner for player 1; top right for player 2). Next to the word "Continue," your remaining credits are displayed. You can continue as many as three times, giving you a total of four credits. Place the marker next to your choice using the D-Button and press Button A, B or C, or the Start Button. Choosing "Game Over" allows you to start over again. Selecting "Continue" lets you play on from the point where you ran out of players. The game is truly over when you've used up your credits.

**Note:** In the two-player game, each player has four credits.

## High Score Screen

THE BEST 10 PLAYERS				
RANK	SCORE	RD	NAME	LEVEL
1ST	100000	1	AAA	NORMAL
2ND	90000	1	AAA	NORMAL
3RD	80000	1	AAA	NORMAL
4TH	70000	1	AAA	NORMAL
5TH	60000	1	AAA	NORMAL
6TH	50000	1	AAA	NORMAL
7TH	40000	1	AAA	NORMAL
8TH	30000	1	AAA	NORMAL
9TH	20000	1	AAA	NORMAL
10TH	10000	1	AAA	NORMAL

If you exhaust your supply of players and 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 (top left corner for player 1; top right for player 2).

Press the D-Button left or right to reveal a character, and press Button A or C to enter it. Pressing Button B lets you change a previously selected character. You can enter as many as three characters. After you've chosen them, press the Start Button to enter them. If you don't want to enter your name, press the Start Button and the Continue/New Game screen appears. The High Score screen follows the demonstration.

## Surviving on the Streets

- Don't risk damage to your fighter in order to pick up an Item. Clear the immediate area first, then grab the goodie!
- Once you've learned to recognize the different weapons, pick up only the ones you feel most comfortable with. Remember, even without a weapon, all three fighters can do serious damage!
- When playing a two-player game, make good use of the various team techniques. You stand a much better chance of toppling the organization when you work together!

## Scorebook

Name			
Score			
Success?	Yes No	Yes No	Yes No

Name			
Score			
Success?	Yes No	Yes No	Yes No

Name			
Score			
Success?	Yes No	Yes No	Yes No

Name			
Score			
Success?	Yes No	Yes No	Yes No

Name			
Score			
Success?	Yes No	Yes No	Yes No

## Handling Your Cartridge

- The Sega Genesis Cartridge is intended 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.

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# SPIDER-MAN®

**Another  
Intense  
Action Game  
from SEGA!**



America's Super Hero, the amazing Spider-Man, is in serious trouble. Kingpin's out to destroy New York, and he's gathered an army of villains: Dr. Octopus, The Hobgoblin, Venom, Electro, The Lizard and The Sandman!



Spidey's up against electric bats among the high-power lines, alien entities on skyscraper roofs, and mutant reptiles in the sewers.



But Spider-Man swings from buildings, rafters, girders, boxes and anything else he can find. He punches and kicks, and then wraps his foes up neatly with a barrage of web bolts. He's the toughest American hero.

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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