



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

TENGEN

ARCADE HITS THAT HIT HOME

675 Sycamore Drive • Milpitas, CA 95035

RoadBlasters™

SEGA
GENESIS
THE ORIGINAL

By Sterling Silver
Software

Sega and Genesis
are trademarks of Sega
Enterprises, Ltd.

ROADBLASTERS is a
trademark of Tengen
Toy (USA) Ltd.
© 1991 Tengen
Corporation, licensed
to Tengen, Inc.
1991 Tengen, Inc.
All rights reserved.

Printed in Japan

This game is manufac-
tured by
Sega Enterprises
Ltd. for play on
the SEGA
GENESIS
SYSTEM



CONGRATULATIONS!

You have just purchased ROADBLASTERS™, a premium quality TENGEN game for play on your Sega™ Genesis™! The incredible excitement of the original arcade hit is now at your fingertips, ready to provide countless hours of exceptional home entertainment!

INTRODUCTION

Grab the controls of your sleek and deadly high-performance racing machine and head into an action packed race of the future, where survival is the only law. Roar down the straightaways and spin around turns while dodging land mines and toxic spills. Blast enemies out of your way with your high-calibre machine guns and other special weapons dropped by your support jet.

Your object is to reach the Rally Point at the end of each level — 50 in all. The further you get, the more difficult it becomes. Avoid crashing into enemy cars. Watch out for crossfire from gun turrets. And if that's not enough for you, some levels are mined!

To help you reach the Rally Point, you get refueled at the Check Point (the halfway point of each level). You can also get extra fuel by picking up green globes you find along the way or by blasting certain enemies to force them to give up their fuel (shown as a red globe).

Keep a close eye on your fuel level! If you run out, it'll cost you one of five lives.

GETTING STARTED

Insert your game cartridge, label facing you, into the top of your Genesis unit. Make sure that your Genesis is properly connected, then switch on the power. RoadBlasters is designed for one player only, with the controller plugged into Port 1.

When the title screen is displayed, press START to select your starting Rally and begin the game. Pressing A, B or C will take you to the OPTION page. Use UP and DOWN on the joypad to choose an option. Use LEFT and RIGHT on the joypad to change an option setting. Press START when you have the options set the way you want them.

CONTROLS

Control option 'A'

Acceleration is automatically controlled.

Use the A button for regular gunfire.

Use B or C to fire your special weapon.

LEFT and RIGHT on the joypad steer the car.

DOWN on the joypad slows the car down.

Control option 'B'

Use button B or UP on the joypad to accelerate.

Use the A button for regular gunfire.

Use the C button to fire your special weapon.

LEFT and RIGHT on the joypad steer the car.

DOWN on the joypad slows the car down.

In both modes, you can decrease the time spent viewing the Rally screen by holding down A, B or C.

REGIONS

Bubble City	1-3	Power Plant	27-30
Forest Section	4-10	Science Complex	31-34
Desert Region	11-14	Molten Zone	35-38
Ground Zero	15-18	Ground Zero	39-42
Crystal Palace	19-22	Bubble City	43-46
Weapons Factory	23-26	Sunset Strip	47-50

SPECIAL WEAPONS

To even out the odds so you might survive, there's a support jet that'll drop you special weapons from time to time. When the jet appears, move under it to catch the special weapon it drops. The name of the weapon appears in the bottom center of your control panel. Once you've caught the special weapon, activate it by pressing B or C in Option 'A' mode, C only in Option 'B' mode.

The Electro Shield, Nitro Inject and Cruise Missile can each be used three times. The U.Z. Cannon has a limited number of shots as shown by the status bar at the bottom of the control panel.

U.Z. Cannon Rapid fire gun.

Electro Shield Protects your car from collisions.

Nitro Injector Boosts your speed to 298 mph!

Cruise Missile Destroys everything in your way (including fuel globes).

THE ENEMY

Watch out for other cars on the road! If you run into them, you'll crash. Destroy enemy cars and gun turrets to earn bonus points.

Stingers: Orange cars that can be destroyed with normal fire, U.Z. Cannon, Cruise Missile, or Electro Shield.

Command cars: Large purple cars immune to normal fire. Command Cars can be destroyed with a Cruise Missile, or by driving through them with the Electro Shield.

Rat Jeeps: Jeep-like vehicles that drive along the sides of the road, then cross in front of you and slow down to cause a crash. Take out Rat Jeeps with normal fire, U.Z. Cannon, Cruise Missile, or Electro Shield.

Cycles: Small motorcycles that weave in and out of traffic. Obliterate them with normal fire, or with the U.Z. Cannon, Cruise Missile, or Electro Shield.

Gun Turrets: Guns inside red and purple structures along the roadside that fire as you pass by. Gun turrets can be destroyed with normal fire, U.Z. Cannon, or Cruise Missile.

Mines: If there are mines on the road ahead, an indicator light to the left of your reserve fuel gauge will begin to flash red. You may eliminate them with a Cruise Missile, or drive through them unharmed when your car is protected with the Electro Shield. When driving through a mined area, it's best to slow down to steer around them more easily.

Toxic Spill: Blue pools of radioactive slime that appear every now and then. If you drive through one, your car will spin completely around, then return to its normal position.

THE CONTROL PANEL

Score: Your score increases as you drive, and is shown on the far right side of the control panel. Earn bonus points by shooting enemy cars and gun turrets (see the POINTS section on next page). These bonus points are increased by the Multiplier and added to your score.

Multiplier: The Multiplier on the far left side of the control panel reflects your shooting accuracy. Every time you hit and destroy a target with a single shot, the Multiplier increases by 1 to a maximum of 10. When you fire at a target and miss, the Multiplier decreases by 1 to a minimum of 1. The points you've earned by destroying enemy cars and gun turrets are multiplied by the current multiplier and then added to your total score.

Speed: Your current speed is shown on the right side of the control panel. Maximum speed is 213 mph (298 mph when the Nitro Injector is activated). In Option 'B' mode, your speed increases in steps as you press UP on the Control Pad and will maintain its current level. In Option 'A' mode, you automatically accelerate to top speed. If you drive off the road, your speed will decrease rapidly.

Fuel: The amount of fuel left in your main tank is indicated by a yellow bar in the center of the control panel. Your main tank is refueled at each check point. Collect green and red fuel globes along the way to add to your supply. Fuel globes will sometimes appear after you shoot an enemy car. If you pick up a globe, you'll hear a tone. When the fuel in your main tank runs out, your reserve fuel will be used.

Reserve fuel: The amount of fuel left in your reserve tank is indicated by a short yellow bar to the left of the main tank gauge. Reserve fuel is used only when your main tank is empty. Extra fuel is added to your reserve tank at each rally point based on your rally point score. The higher your score, the more fuel is added to your reserve tank.

Mine Indicator: When mines are on the road, the black indicator light to the left of your reserve fuel gauge will begin to flash red. By reducing your speed, you'll make it easier to maneuver around them.

Special Weapon Indicator: If you catch the attribute pack dropped by the support jet, the name of the special weapon will appear in the black panel beneath your speed and fuel gauges.

If you have the Nitro Injector, Cruise Missile, or Electro Shield, three round icons will appear beneath the name of the weapon. Each time you activate the special weapon, its icon will disappear. You lose that weapon when all three icons are gone.

For the U.Z. Cannon, a yellow bar will appear beneath its name and decrease gradually as you fire the U.Z. You lose the weapon when the bar disappears.

If you crash, you'll lose your special weapons immediately.

Level Number: The current level number is shown in the upper right corner of the screen.

POINTS

STINGERS	50 points
COMMAND CARS	100 Points
RAT JEEPS	50 Points
CYCLES	100 Points
GUN TURRETS	200 Points

THE HIGH SCORE SCREEN

If you qualify for the High Score Screen, it will be displayed at the end of the current game. To enter your initials, press UP and DOWN on the Control Pad to scroll through the alphabet; press the A BUTTON to enter the initial display.

CREDITS

PROGRAMMING

Sterling Silver Software

AUDIO

Earl Vickers

THANKS TO

Doug Coward

Jim Hernandez

Mike Klug

Bill Hindorff

Special thanks to the original coin-op team at Atari Games.

ILLUSTRATION, GRAPHIC & PACKAGE DESIGN

Louis Saekow Design

HANDLING THE SEGA™ GENESIS™ CARTRIDGE

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the TV screen.

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. **Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number.** You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TENGEN BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this 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 limitations and exclusion 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.

Address all correspondence to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for \$20.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$20.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, **Attn: Customer Service**, Milpitas, CA 95035-0782

TO ORDER OTHER GREAT GAMES FROM TENGEN CALL: **1-800-2-TENGEN** (1-800-283-6436)

ROADBLASTERS: TM Matchbox Toys (USA) Ltd. ©1987 Atari Games Corporation; licensed to Tengen, Inc. ©1991 Tengen, Inc. All rights reserved. "SEGA" and "GENESIS" are trademarks of Sega Enterprises, Ltd.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.