

CHAKAN™

THE FOREVER MAN



Slash out with Chakan's twin swords and incredible spinning attacks as he battles the creatures of the dark, in his quest for peace.

COMING IN CHRISTMAS '92!

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Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

STREETS OF RAGE™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



EPILEPSY WARNING

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.**

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Streets of Rage* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Streets of Rage* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again. When using the Gear-to-Gear Cable, turn both power switches on simultaneously.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Streets of Rage* is for one or two players.

Gear-to-Gear Cable Input

Insert Sega Cartridge

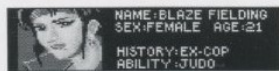
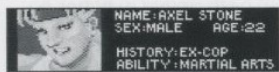


Darkness Descends...

...on a city that was once peaceful and productive. It fell completely apart, victimized by a massive crime organization. Looting, random violence, destruction of property—no one who left the sanctity of his home was safe. Corruption had spread like wildfire through the police department, all the way to the top. Even the city government was on the payroll of the syndicate overlord, whose identity had somehow been kept secret.



Discouraged and disillusioned by the lack of trust and honesty on the force, Axel Stone and Blaze Fielding, two young officers, quit their jobs and planned to move on. As they reached the outskirts of the city, though, Blaze turned back for what would have been her final look. She stared long and hard at the devastation of the town where she was raised... she turned to Axel, and realized instantly that he shared her sorrow and frustration. Their eyes met, and without a word they reached an agreement. The syndicate, and its mysterious leader, must be taken down at any cost...



Axel and Blaze are highly skilled in hand-to-hand combat, and have been trained in the use of various weapons. As skilled and determined as they may be, they are heavily outnumbered. Without your help, the city they once knew may never be restored!

Take Control!

Directional Button
(D-Button)



D-Button

- Press to move the marker in selection screens.
- Press to move your fighter in any direction.
- Use in conjunction with Buttons 1 and 2 to direct various attacks.

Start Button

- Press to skip through the introductory screens.
- Press to start the game.
- Press to pause the action; press again to resume play.

Button 1

- Press to punch (Axel) or deliver a chop (Blaze).
- Press repeatedly for a rapid attack.
- Press to use the weapon in your fighter's possession.
- Press in mid-jump to perform a flying knee butt (Axel) or kick (Blaze).

Button 2

- Press to enter selections made with the D-Button.
- Press to jump.

For more information on attack methods, see page 10.

Getting Started

Introduction

When you turn the power to your Game Gear unit ON, the Sega logo appears, followed by the story screens. You can then take a look at the city skyline as it appears in the evening. It's quite beautiful... from a distance it's hard to tell that anything's wrong...

Title Screen

Axel and Blaze appear, determined to give the city back to the people. Press the Start Button to continue.



Mode Selection

1 PLAYER
2 PLAYERS
▶ OPTIONS

There are three modes available: start a "1 Player" or "2 Player" game, or open the "Options" screen and set certain game conditions before beginning play. Place the marker next to your choice by

pressing the D-Button up or down, then enter your selection with Button 2.

Defy the Odds

Choose either Axel or Blaze and take on the wave of slimeballs that have taken over the streets. Profiles of our young heroes appear, Axel's with a colored frame around it. The ex-cops are rated in three areas: power, jumping ability and speed. An "A"

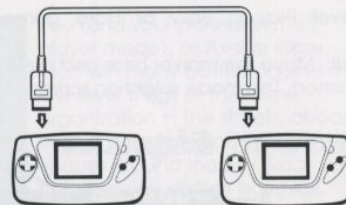
rating means that fighter is very capable in that area, while a "B" rating indicates slightly less ability.



If you think Axel is the one to topple the organization single-handedly, just press Button 2 and the game begins. To select Blaze (so named because of her lightning quickness), move the frame to her profile using the D-Button, then press Button 2. The game begins immediately after you've made your choice.

Double Your Power

You and a friend can team up to wipe out the hordes of goons. You must have one Gear-to-Gear™ Cable (sold separately), and you each need a Game Gear unit and a *Streets of Rage* game cartridge. Insert a cartridge into each Game Gear, connect the cable between the two units, and turn the power ON.

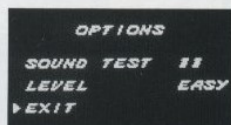


Move through the introductory screens just as in the 1-player mode. The player that selects the 2 Players mode must then make the fighter selection as well. "1 Player" appears above Axel's profile, and "2 Player" above Blaze. If this arrangement is OK, press Button 2. To change fighters, press the D-Button to the right until the 1 and 2 change positions. Then press Button 2 to continue.

The two of you can fight separately, watching each other's back, or you can work as a team to put away the endless stream of thugs. (See Attack Techniques on page 10 for more information.) When one player runs out of lives and Continues, his/her game ends. The remaining player goes on as far as possible with no help.

Options

Place the marker next to a category by pressing the D-Button up or down, and then press left or right to reveal choices.

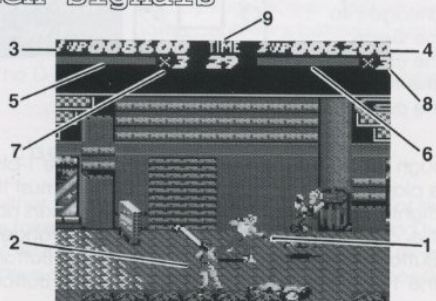


Sound Test: Check out any of the background tracks or sound effects used in the game. Press the D-Button left or right to reveal a number, then press Button 2 to hear the effect or track. In the case of background music, selecting a different number turns off the last track selected.

Level: Play an "Easy" or "Hard" game.

Exit: Move the marker here and press Button 2 when you're finished. The mode selection screen reappears.

Screen Signals



- 1) Axel Stone.
- 2) Blaze Fielding.
- 3) Player 1's current score. Accumulate points by defeating bad guys, and by collecting bonuses as you clear each Round.
- 4) Player 2's current score.
- 5) Player 1's life gauge. The bar gets smaller as he or she is damaged. When it disappears, you lose a life.
- 6) Player 2's life gauge.
- 7) Player 1's remaining lives.
- 8) Player 2's remaining lives.
- 9) The amount of time in which you have to clear the area you're in. You lose a player if time runs out on you. The timer begins to flash and a warning sounds when the timer hits "15."

Note: Player 1's indicators are always on the upper left hand side of the screen, and Player 2's are on the right side.

Don't Let 'Em Get You Down!



You (and your partner in the 2-player mode), as Axel or Blaze, must win many battles against the low-level thugs of the crime organization in the streets, aboard ship, in a factory and in other venues around the city. Rack up points as you defeat enemies.

You're also eligible for bonuses as you clear each Round. Fight the hoods with your fists and feet, and don't hesitate to pick up a stray weapon (or relieve an enemy of one he or she plans to use on you). There are also items that give you strength to keep fighting, as well as boosting your point total.

You begin the game with 3 lives. The bar in your fighter's life gauge gets smaller as he or she is injured. You lose 1 life when the bar disappears. Losing

all 3 lives brings the game to an end unless you have Continues remaining (see page 16). Your objective is to get through all the syndicate's defenses and come face-to-face with the leader himself. A no-holds-barred battle for survival!

Attack Techniques

Axel and Blaze can employ a number of different techniques, alone or as a team, in defeating the syndicate hardheads. Timing and position are the keys to success!

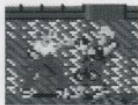
Note: The use of weapons is explained on pages 12-13.

Normal Attack

Axel: He's a brawler with fists of iron. Press Button 1 to give enemies a four-star knuckle sandwich!



Blaze: She relies more on finesse. Pressing Button 1 unleashes a practiced chop that's guaranteed to do damage!



Rapid Attack

Axel: Press Button 1 repeatedly for Axel's punch and kick combo. His sheer power is too much for almost any enemy!



Blaze: Her specialty is a chop/kick combo which she tops off with a back flip. Very flashy, and very effective!



Jumping Attack

Axel: After pressing Button 2 to make him jump (and the D-Button to determine the direction of the attack), press Button 1 while he's in mid-air to deliver a knee butt that is powerful enough to end most disputes!



Blaze: Press Button 2 to make her jump (D-Button for direction) and press Button 1 for a flying snap-kick. They'll never see it coming!

Throw

Axel: Move toward an enemy, grab him or her, then press and hold the D-Button in the direction the enemy's facing and press Button 1 to heave the thug over Axel's shoulder.



Blaze: Grab an enemy from the front, and using the same button sequence as above, perform a leg toss. Pretty impressive technique!

Back Drop

Approach an enemy from behind, grab them and press Button 2 to execute an earth-shattering back drop. If you grab the enemy from the front, press Button 1 to flip over to the other side before performing the drop.



Team Tactics

#1: Grab your partner from the front and press Button 2. Your partner hurls you into enemies, causing major damage!



#2: Let your partner grab you from behind, then press Button 2 repeatedly to kick out with both legs at enemies in front of you.

Items

As you move through each round, fighting for your life and the future of the city, you'll come across items that give you the strength to go on when things look bleak. The items can be found inside various stationary objects in each round. You have to find the receptacles yourself! When you come upon one, press Button 1 for a Normal Attack to destroy it and get the item inside.

Note: Enemies often come at you with a weapon. If you can defeat them before they use it on you, they drop it and you can pick it up. Move over it and press Button 1. A weapon can only be picked up and dropped a few times before it flashes and disappears.



Lead Pipe: Batter up!



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



Pepper Shaker: Hit 'em while they're sneezing!



Apple: Add some life to your gauge.



Beef: Get back a large amount of your lost energy!



Special: Destroy all enemies on screen!



Coin: Receive a 1,000-point bonus.



Gold Bars: Add 5,000 points to your score!



1 Up: Gain an extra life.



Continue: Get three more lives-- if you can find it...

The War Begins!

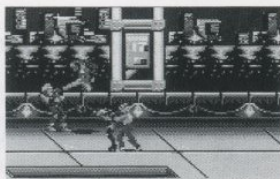
Round 1- Downtown Streets



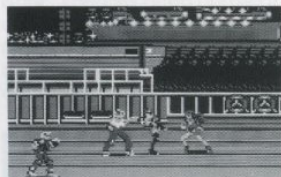
Head downtown, bopping your way past the first group of hoods. To get past this area, you have to defeat a boomerang-wielding giant!

Round 2- Bridge

Fight through the next wave of enemies as you cross this hazardous bridge. A roly-poly fire-breathing maniac waits at the other end! One more thing—watch your step!



Round 3- Aboard Ship



No time for shuffleboard as the syndicate's fighters have increased in number and ability. You'll have all you can handle with the two female martial arts experts waiting at the other end of the ship!

Round 4- Factory

The battle continues, with industrial machinery becoming a factor. Conveyor belts, pile drivers and stronger enemies make this the toughest round yet! The blob with bad breath from Round 2 returns to take another shot at you!



Round 5- Syndicate Headquarters!

Actually a posh hotel, the sparkling corridors are filled with the rest of the organization's goons. Their attack is relentless! Nothing less than your best will get you through! Your goal is the ominous set of double doors at the end of the hall. We all know what's behind them—the question is, are you ready for it?

Scoring

ROUND 2 CLEAR
CLEAR BONUS 010000
TIME BONUS 003900
LEVEL BONUS 000000

Putting enemy thugs away earns you points. Coins and Gold Bars add to your score. The following bonuses are also available at the completion of each Round:

CLEAR BONUS— 10,000 points/Round
TIME BONUS— 100 points/unit of time remaining
LEVEL BONUS— 10,000 points/Round (Hard level ONLY)

There's a special bonus you can claim if you're able to finish off the leader of the syndicate!

Note: In the 2-player mode, any bonuses awarded go to both players.

Game Over/Continue

The game ends when you lose the 3 lives you started the game with. If your score is high enough, you can enter your initials (top left corner of the screen for Player 1, top right corner for Player 2). Press the D-Button left or right to cycle through the characters until the one you want is revealed. Enter your selection by pressing Button 2. After entering all three letters, "E Button 2.

THE BEST 5 PLAYERS			
RANK	SCORE	RD	NAME
1ST	050000	E1	AAA
2ND	040000	E1	AAA
3RD	030000	E1	AAA
4TH	020000	E1	AAA
5TH	010000	E1	AAA

Here you have to decide whether or not you want to keep playing. The word "Continue," with a number to the right of it, and the words "Game Over" appear. Press the D-Button until the desired option is flashing, then enter your choice by pressing Button 2. If you elect to keep fighting, you restart at the point where you were stopped. You can continue up to 3 times.

The Voice of Experience

- Timing is crucial in any attack, but this is especially true when using a weapon. If you wait a split-second too long, you could find yourself empty-handed!
- Your fighter is stronger in certain areas than in others. Take advantage of strengths, and don't let the enemies prey on your weaknesses!
- Stay on the move. The enemy fighters want to trap you in a corner and gang up on you. As far as they're concerned, there's no such thing as a "fair fight!"

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

SCORE SHEET

[illegible]

[illegible]

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.

1-800-USA-SEGA

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.

If your Cartridge requires repairs after expiration 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.

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited 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 limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.