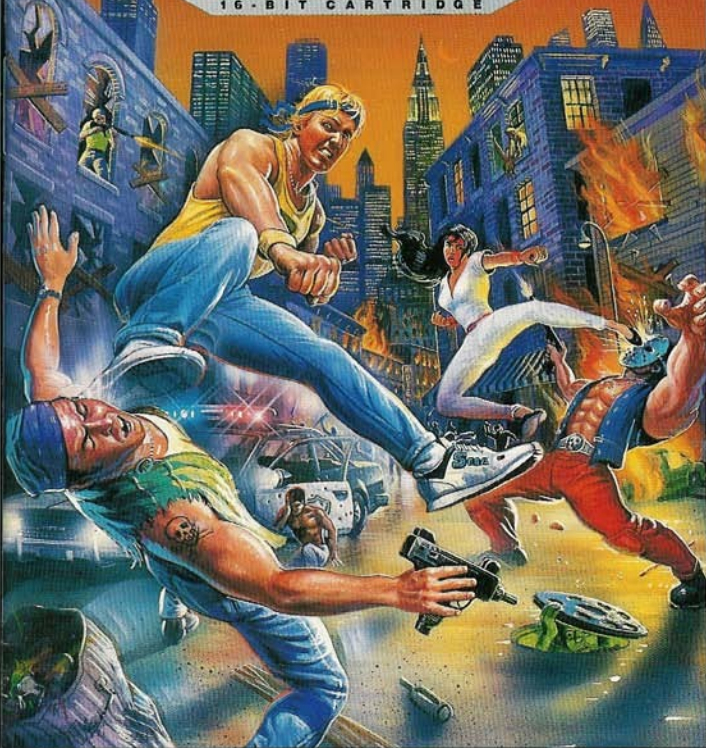
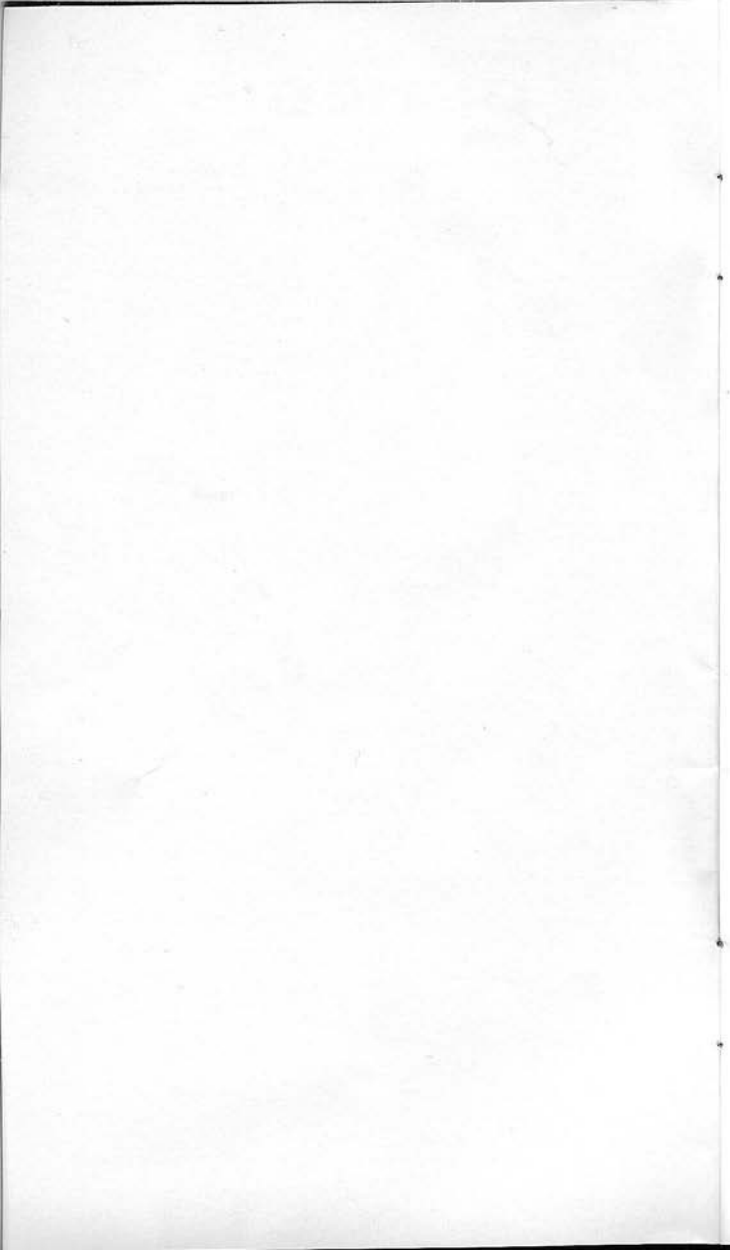


SEGA
GENESISTM
16-BIT CARTRIDGE



STREETS OF RAGETM

INSTRUCTION MANUAL



Turmoil in the Streets!



NAME: ADAM HUNTER
SEX: MALE AGE: 25
HISTORY: EX-COP
HOBBY: BONSAI
ABILITY: BOXING

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...



NAME: AXEL STONE
SEX: MALE AGE: 22
HISTORY: EX-COP
HOBBY: VIDEO GAMES
ABILITY: MARTIAL ARTS

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!



NAME: BLAZE FIELDING
SEX: FEMALE AGE: 21
HISTORY: EX-COP
HOBBY: LAMBEADA
ABILITY: JUDO

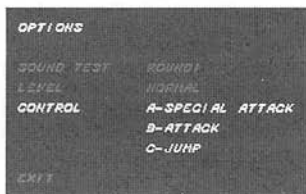
Adam Hunter, Axel Stone and Blaze Fielding decided to forego their

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!

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



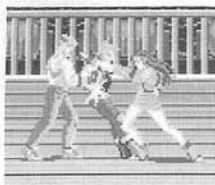
Press the D-Button up or down to highlight a category, and then press left or right to cycle through the various choices.

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.



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!

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

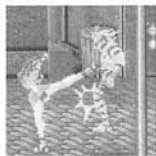
Rear Attack (Attack/Jump Buttons simultaneously):



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

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!

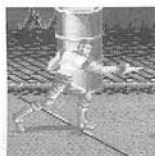
A Helping Hand

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.

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!

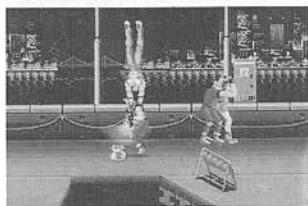


Baseball Bat: Become the new home run king!



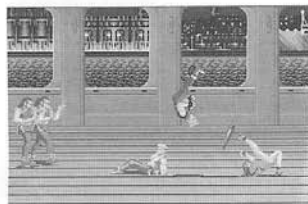
Pepper Shaker: Leaves enemies sneezing. Attack while they're incapacitated!

Round 4- Bridge



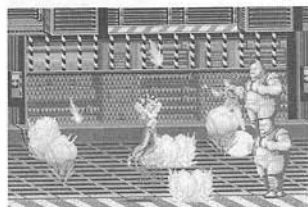
Brawl your way across this collapsing span!

Round 5- Aboard Ship



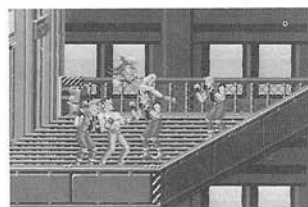
Hope you have your sea legs!

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!

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).

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

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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