

ALSO AVAILABLE



and



PRESENT

FLASHBACK

THE QUEST FOR IDENTITY™
THE CD ROM GAME IN A CARTRIDGE

"This awesome action/adventure cart mixes solid, complex game play with out-standing action and wraps them up in magnificent never-before seen graphics."

GamePro Magazine

"...the animation is so fluid you may think you're playing a Sega CD game."

Mega Play Magazine



Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System.

Printed in Japan.



GAME PLAYERS GENESIS
GRAPHIC ADVENTURE
AWARD FOR '92



ELECTRONIC GAMING
MONTHLY'S
PICK FOR #1 GAME OF THE
WINTER CONSUMER
ELECTRONICS SHOW



STRIDER II

JOURNEY FROM DARKNESS

STRIDER RETURNS



Strider is a trademark of Capcom U.S.A. Capcom is a registered trademark of Capcom Co. Ltd. © 1990. All rights reserved.
© 1993 Delphine Software International and U.S. Gold, Inc. All rights reserved. SEGA and GENESIS are trademarks of Sega Enterprises Ltd. U.S. Gold, Inc., San Francisco, CA 94111

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 of flashing lights. Exposure to certain patterns or backgrounds on a television screen 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.

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™ GENESIS™ SYSTEM.



Strider Returns

This guy is like a bad habit, he just won't go away. Now this Evil Master dude and his legions of nimrods are poised above the planet in a space station, ready to make the planet one big black hole. Not only that, those blasted automadions (space slang for funky robot type guys) have captured Lexia (Not the car, the babe!) and are holding her prisoner aboard their space station.

Don't it just make your blood boil? Doesn't it make your skin crawl? Does it make your face turn red with anger? Is there steam coming out of your ears? Hold on, get a grip! We've been in this kind of fix before. Okay, okay, you're right, probably not this bad. But hey, this is a video game. There's always a good guy around somewhere. Get with the program!

It just so happens, that on the island Moralos (you remember the secret base of the famous Striders) there is just the guy you're looking for. The most pumped up Strider of them all, Hinjo, is just waiting to punch these guy's lights out. Go ahead, grab that control pad and give it a shot, sounds like a piece of cake. . . Wrong! This baby's not your every day space walk in the park! Strider's back and the fun is about to begin. Rumble on, Strider Dude!

Starting Up Your System

1. Set up your Genesis as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Strider cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears. **Note:** if nothing appears on screen, turn the switch OFF. Check you cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.

IMPORTANT: Always make sure your Genesis is turned OFF before inserting or removing the game cartridge.

5. Press the Start button on Control Pad 1.

Controls

Striders train rigorously to obtain their legendary athletic skills. Follow their lead and master the controls.



Directional Button (D-button) - Press to move Strider to the left/right, and also to control falling. Press down to duck and to use the sliding attack.

A-Button - Press to fire shurikens if collected.

B-Button - Press to attack with the sword.

C-Button - Press to make Strider jump straight up, or when moving perform a cartwheel jump or slide depending on the D-button press.

Getting Started

The Title screen appears immediately after the Sega logo and the U.S. Gold logo. The High Score Table appears displaying the top scores of previous Striders. Watch the demonstration directly following the High Score screen, and pick up a few hints to aid you in your quest. Pressing Start during the sequence described in this section takes you to the Start/Options screen.

Start/Options Screen

From this menu you can choose to start the game directly using the default settings, or select the Options Menu.



Options Menu

This menu allows you to alter game parameters before you start. You can choose from the following:

Difficulty Level - Select between either NORMAL or EXPERT (if you are feeling particularly brave!).

Continues - Allows you to restart the game if you lose all your lives. You can select 3, 4, or 5.

Control - This option allows you to define each of the three buttons on the controller to your own configuration.

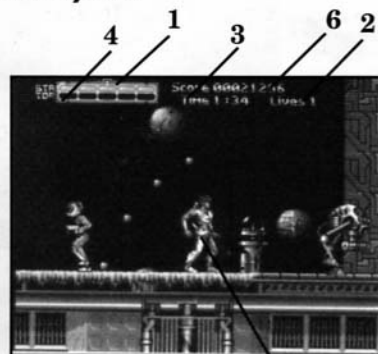
Sword Type - Choose between the new 'Sweep' sword or opt for the original one.

Music Effects - Can be turned Off or On.

Music Test, Effects Test and Speech Test - These three options allow you to listen to the various sound effects used in Strider. There are 95 effects to choose from.

To highlight an option, move the D-button up/down. To change an option, highlight it, then press the D-button left/right. (To listen to a sound effect after you have selected it, press the A, B or C button.)

Screen Layout



1. Energy
2. Remaining lives
3. Remaining time
4. Orb energy
5. Strider
6. Score

Fighting Force

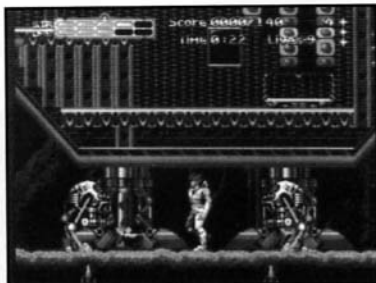
You start the game with 3 lives and up to 5 'Continues' in reserve. Each time Strider takes a hit from enemy fire or touches an enemy, he loses one point of energy from his life-force. When all energy is depleted, or Strider falls into a gap between buildings, you lose one life. When your lives run out the game ends.

Time Keeps Ticking...

Each level has a set time in which to complete it. If Strider is battling when time runs out, one of your lives will be lost. Normally you'll move to the right of the screen to progress, but there are times when you must guide Strider up, down or even backwards! Keep your eyes peeled for clues.

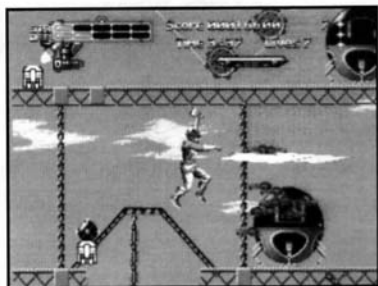
Level 1- The Forbidden Forest

Strider starts his mission in the forest area outside and enemy stronghold. Automated sentry robots patrol this area, and are programmed to destroy any alien organism that they encounter. Beware of the mechobirds' savage air attacks! Defeat Milsoma, the missile firing machine, Podulous, the armor-plated firebomb and then take on Inferno, the flame thrower wielding maniac.



Level 2-The Castle Metropolis

Battle floating mines and steadfast roboposts while avoiding charges from power generators. Proceed through to an aircraft hanger area guarded by a well-defended battle tank. You'll have to pass more power generators to come face to face with the master (or is it?).



Level 3- The Hive

Back into the open again for rooftop battles where your agility, speed and skill are critical. Avoid falling into oblivion while fighting maniac

missile firing mechanoids, giant hornets and turbo wasps. Ropes, aerial runaways and small platforms make up the dramatic backdrop for the struggle onwards. The entrance is guarded by Waspini, a giant cyborg wasp who can't stand intruders....

Level 4-The Alien Depths

Moving underground, Strider is confronted with evil alien hatchlings. Finding his way through the maze is bad enough but then he must defeat the alien mother who guards the exit! Take it all in your stride...but watch out for those slime pits!

Level 5-The Master's Prison Ship

Little is known about the Master's headquarters as no one has ever survived to report what traps lurk inside! So, Strider it's you against all odds - defeat and failure are unacceptable.

Scoring

Points are awarded for destroying the various enemies. Also you can pick up the following for extra points:

Power generator	Energy replenished
Orb	50 pts, 100 pts, 150 pts extra credit (max. 5) for each one collected.

An extra life is awarded for every 20,000 pts.

Note: In Expert mode all points are doubled, except for Mid Level Enemies and End of Level Guardians.

Take it in your stride....

Enemies come at you from the right and left. They may fire only once, or fire multiple shots. Keep your eyes open or suffer the consequences. Figuring out which way to go next is the key success. Remember, you're at the mercy of the timer, so move quickly.

Handling the cartridge

- The Sega Genesis Cartridge is intended for use exclusively on 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 break during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projections TVs:

Still pictures of 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.

U.S. Gold, Inc. Limited Warranty

U.S. GOLD, INC. warrants to the original purchaser that this U.S. Gold cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This U.S. GOLD cartridge is sold "as is" without expressed or implied warranty of any kind, and U.S. GOLD is not liable for any losses or damages of any kind resulting from use of this program. U.S. GOLD agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any U.S. GOLD cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the U.S. GOLD cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate U.S. GOLD. Any implied warranties of merchantability and fitness for a particular purpose, are limited to the ninety(90) day period described above. In no event will U.S. GOLD be liable for ant special, incidental, or consequential damages resulting form possession, use or malfunction of this cartridge.

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