

INSTRUCTION MANUAL



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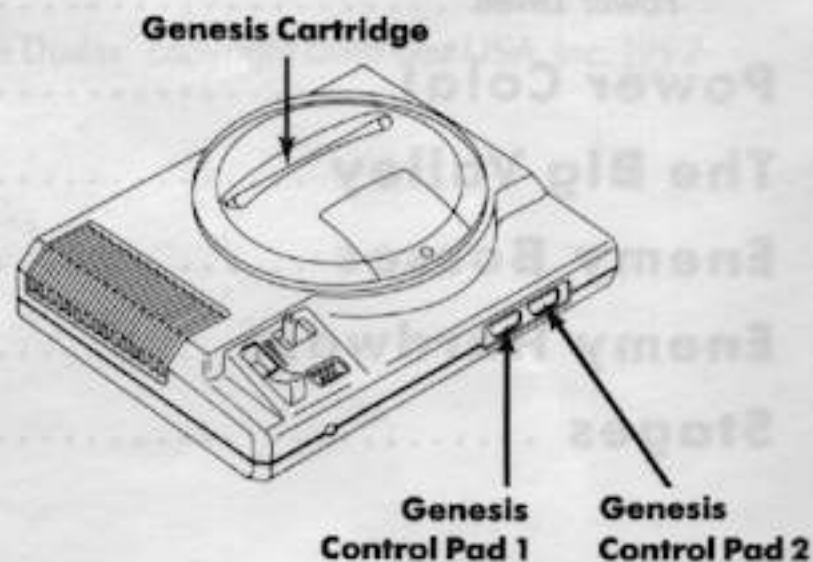
HANDLING THE SEGA GENESIS CARTRIDGE

- 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.

STARTING UP

1. Make sure the power switch is OFF.
2. Insert the *Two Crude Dudes* cartridge in the Genesis System (shown below) by following the instructions in the GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, re-check your cartridge insertion.

IMPORTANT: Always make sure that the system is turned OFF when inserting or removing your Genesis Cartridge



2 CRUDE 4U

In the year 2010 a series of nuclear explosions leveled the city of New York. The detonations were not thought to be terrorist related but instead the unfortunate mis-handling of plutonium secretly hidden and stored below the Statue of Liberty. The mass majority of the buildings and population of the "Big Apple" were evaporated instantaneously.

The government denied any responsibility for the catastrophe and declared New York as "irreparable collateral damage."

Year 2020:

Restoration of New York began as a small group of stalwart survivors refused to give up the city they once loved. At first the industrious group raised small "shanty" towns from which they reconstructed famous buildings and monuments. For those places they could not resurrect they would construct models or large paintings commemorating the lost treasures of their desolated city. Even the Statue of Liberty and World Trade Center could be seen gracing the growing skyline; though they were only crude facades. As the interest grew in bringing New York back to life, people worked together; it seemed as if the "new" New York would be better than the last. It was a nice dream.....

For ten years high atop the wasted skyline, a single building towers alone. Inside a small, frail scientist has conducted a twisted experiment. A hundred post-nuclear holocaust survivors have been lured to his safe haven in the sky. His master plan revealed to them. And now the most diabolical of organizations has been formed. By modifying the genes of many of his victims he has transformed their already

mutated bodies into ferocious fighting machines. Armed with the most advanced and even bizarre weapons, they are willing to serve him to the death.

THEIR TASK: Take over what is left of New York and use it as a launching spot to gain control of the entire country.

THEIR NAME: "Big Valley"

YOUR JOB: As the most merciless of mercenaries, you have been hired by the government to exterminate the infestation of the "Big Valley"; to stop their leader from reaching his sinister goal, and don't forget ...to make lots of money in the process!

YOUR NAMES: Biff and Spike; or as you are known on the street **"Two Crude Dudes!"**



TAKE CONTROL

Before you begin playing, learn which buttons prompt the moves and functions you'll rely on during game play.

Directional Button
(D-Button)



Start Button

Button C

Button B

Button A

TWO CRUDE'S CONTROL FUNCTIONS

Below lists the controls for the Genesis Pad. Master these "Crude" moves and make sure the evil "Dudes" get what they deserve!

Directional Button (D-Button)

- **Up** - Character looks upward. Climbs ladder when ladder is on-screen.
- **Down** - Character crouches. Climbs down ladder when ladder is on-screen.
- **Right** - Character walks right.
- **Left** - Character walks left.

A, B and C Buttons

- **A Button** - Makes character grab objects or enemies directly in front of him. Will also make your character throw objects.



- **B Button** - Use this Button to Punch and Kick.



- **C Button** - Will make character Jump.



Button Combinations

Your Dudes can also perform many other "tricky" moves by pressing two or more buttons in combination!

- **D-Button Up + A Button** - Character can grasp items overhead. If your already holding an item you will throw it.
- **D-Button Down + A Button** - Lets Character crouch and grasp items on the ground.
- **D-Button Up + B Button** - Face and punch upward.
- **D-Button Down + B Button** - Crouching punch.
- **D-Button Down & Left/Right + B Button** - Crouching Kick.
- **D-Button Up + C Button** - Lets character climb onto places that are too high to jump onto.
- **D-Button Down + C Button** - Character will jump half as high as regular jump. Use to jump down from high places.
- **D-Button Left/Right + C Button** - Diagonal Jump
- **D-Button Down & Left/Right + C Button** - Tuck & Roll left or right.
- **C Button + A Button** - Jump and lift up items; throw item if you are holding one.
- **C Button + B Button** - Jumping Kick.

NOTE: The last two maneuvers can be made in combination with the Directional button. (D-button)

When being held by enemies or being bitten by the rabid hound, tap A, B, and C buttons to escape.

STARTING YOUR MISSION

You can press the Start button to skip the opening sequence and proceed to *Two Crude Dudes* title screen.



Game Options

Before your start your adventure, you may want to customize your game by changing the standard game's settings. Use the Directional button to select "Options" on the title screen and press Start to go to the options screen. The following is a description of your game options. Use the Directional button to select the item you wish to change. Press the A button to cycle numbers Up, B button to cycle numbers Down.

OPTION		
RANK	EASY	
PLAYER	3	5
CONTINUE	3	5
DIFFICULTY	10	20
S.C.	00	00
CONTROL	1P	2P
TIME	A	B
JUMP	C	C
ATTACK	B	B

RANK: This is the difficulty of your game; You can choose either Easy, Normal, and Hard.

PLAYER: Player is how many lives you get before you will need to continue. You can choose either 3 or 5 lives.

CONTINUE: This sets how many times you will be allowed to continue before the game is over. The maximum times you're allowed is 3.

MUSIC: Allows you to cycle through and play all of the games music. Press A button to cycle tune number Up, B button to cycle tune number Down, and C button to start or stop playing music.

S.E.: Sound Effects, this allows you to cycle through and listen to the game's sound effects, choose a number with the A button then press the C button to play the effect.

CONTROL: If you want to assign the buttons on your control pad to perform different functions, you can set them here. Take, jump and attack refer to the different actions your character can make. A, B, and C refer to the buttons you wish assign an action with. For example, changing Jump to A under the 1P column will make player 1's character jump when the A button is pressed.

PLEASE NOTE: Your changes made at the Option screen will remain current as long as your Genesis remains on or you press the Reset button. All changes will be lost as soon as you turn your Genesis' power off.

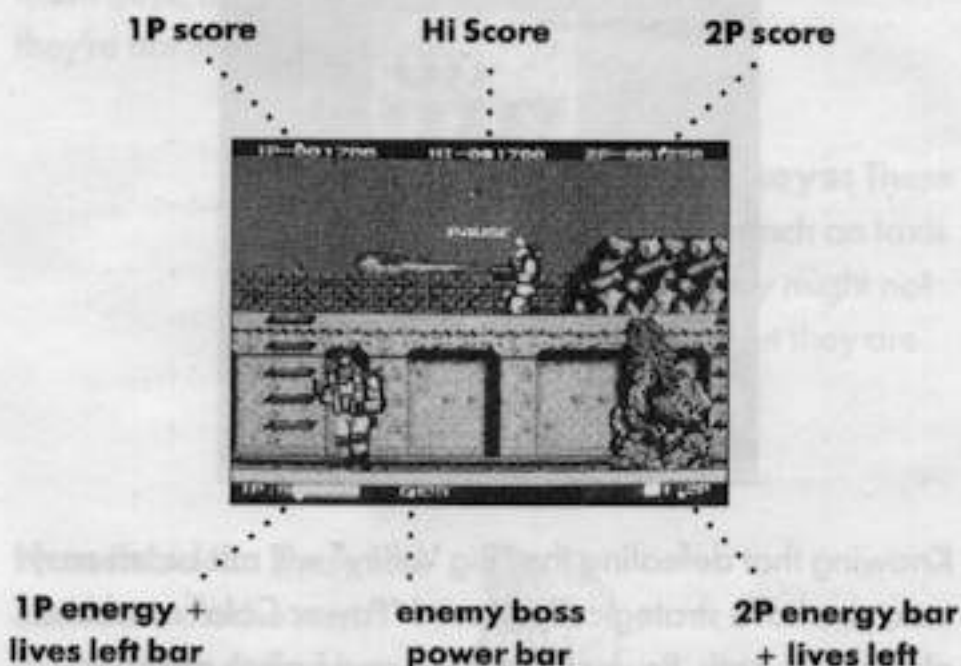
Press start when you are done with the Option screen. You will return to the game's Title Screen.

One or Two Player Action

Press the Direction Button Up or Down to select either 1 or 2 player start. With two of you fighting the odds against destroying the enemy will be considerably better. But remember, your still competing for points so try and defeat as many bad guys as you can!

When you've selected either 1P or 2P, press the Start button to begin your game.

SCREEN INDICATORS



Score

Both player 1 and player 2's scores can be seen at the top of the screen. The Hi-Score is displayed in the center top. Your character's score will increase every time you destroy an enemy or enemy boss.

Power Levels

At the bottom of the game screen are two colored bars; these are Biff and Spike's power levels. Your character's power level will decrease when you are attacked or touched by an enemy. The number next to the player's power bar indicates how many lives you have left before you will need to continue. The middle "enemy" power bar will show an enemy bosses' power left before he is totally defeated.

POWER COLA!



Knowing that defeating the "Big Valley" will not be an easy task, you have strategically placed "Power Cola" machines along your path. Power Cola is Biff and Spike's refreshing way to higher energy. Since all the Power Cola machines are yours, feel free to kick and punch them to dispense as many cans of cola you can get. Pick up loose cans and your character will "chug-a-lug" his way to higher energy levels. Don't get too greedy though, you'll need to share and you've only got so much time!

THE BIG VALLEY

This evil organization has learned of your attempt to re-take New York and will stop at nothing to defeat you. They will send wave after wave of enemies all bent on keeping you from reaching their main headquarters known as "Sky-lab." What fate awaits you when you finally reach Big Valley's hide-out???? *Who cares! Let's party on evil dudes!*

Here's the list of the enemies you'll need to deal with:

Punk's: Their preferred method of attack is the "sucker" punch. There's lots of these guys, but by themselves they're not much of a threat.



Grease Monkeys: These guys used to wrench on taxis in the Bronx. They might not be very bright, but they are dangerous.

Hunchback: These little dudes are mucho nasty! Besides their grotesque appearance, they have a bad habit of sucking blood!



Armour-Dillo: What a genetic nightmare! Don't let this mad-man from Texas bowl you over. When he gets dizzy, he'll un-fold into his semi-human form.

Pyromaniac: Especially good at putting on the heat. A flame thrower and asbestos suit.....'nuf said!



Disc Cutter: This twisted Olympian throws a razor-edged discus. Watch out, the disc will boomerang.



Rabid Hound: Constructed to hunt down and destroy humans. Stand clear when your enemies "sick" this half-mechanized beast on you.

Commander: A group of villainous scientists who mechanized their own bodies with a light-weight yet powerful "Cybersuit." Hand-to-hand combat is their specialty, but they can also cling to walls and spray acid blobs from their helmets.



Mad Bomber: Likes to cling to walls and hurl a limitless supply of grenades at you. Be careful, his bombs are time delayed.

Hand-Sniper: A totally mechanized humanoid, he can attack at long range with his telescopic arm.



Cyborg D: Human on the outside, powerful cyborg on the inside. He looks like a pushover, but this guy really packs a wallop. His automatic arm-rifle will activate if you ruff him up a little.



Cyborg D2: The more deadly of the two models. If provoked, he sheds his human disguise to reveal the powerful machine he really is. For long range attacks, he'll hurl his head at you! At close range, you must dodge his patented "Iron Elbow" and Lift N' Throw techniques.

Santa Imposter: Who is this guy fooling? I wouldn't expect Xmas goodies in his bag though; more like extra-high explosives!



Black Gill: Basically fist-fight'n bullies, the Gill boys are actually twins, but they've cloned themselves so many times it's hard to tell them apart; Holy sibling rivalry!



ENEMY BOSSES

Who do you think these goons take their orders from? Well at the end of every stage you'll get a chance to find out! These enemy "Bosses" are extra hard to defeat. Make sure to stay light on your feet and exploit any of your enemy's weak spots. Here's a list of all bosses you'll meet along the way.....

Heavy Snake: (Stage 1)

A savage who uses his pet snake as a lethal weapon. Watch out for his boa-whip and snake-rope that will bind and render you helpless.



Master Reaper: (Stage 2) A gruesome fiend who wields a giant pair of scythes instead of arms. If these weren't dangerous enough, beware of the powerful light discharge gleaned from his spinning blades.



Rhino-man: (Stage 3)

Half-human, half-beast, he possesses razor-sharp tusks and a long horn. His attacks can be very gory!



Tiny Leo: (Stage 4) Leo appears to be one of the Gill brothers gone astray; an easy pushover right? Just wait until he metamorphs into a mighty werewolf with vampire like tendencies. Ultra-powerful claws are the least of your worries; look out for his heavy pounce and brutal bite!

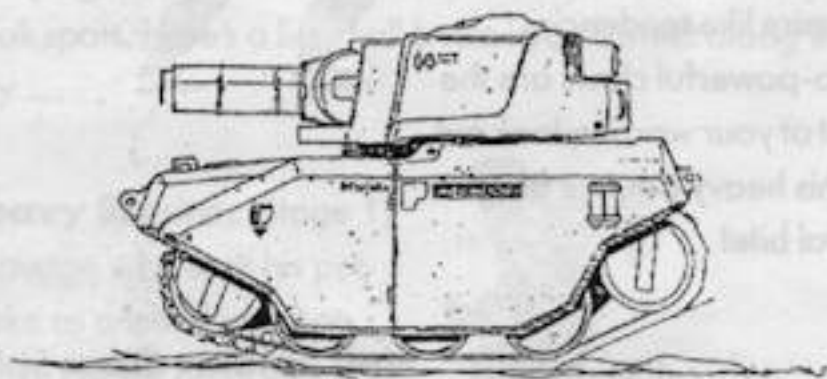


Nail Spider: (Stage 5) A "spiderocious" humanoid with four arms. Grab "Naily" by mistake, and he'll devour you like a giant drumstick, leaving only the bones. If he cuts his web and lands on the ground, he'll lash out with his four-armed punch. His appetite for humans guarantees you'll leave an encounter with the Nail Spider a couple pounds lighter. Aim for his neck, it's your only hope.....

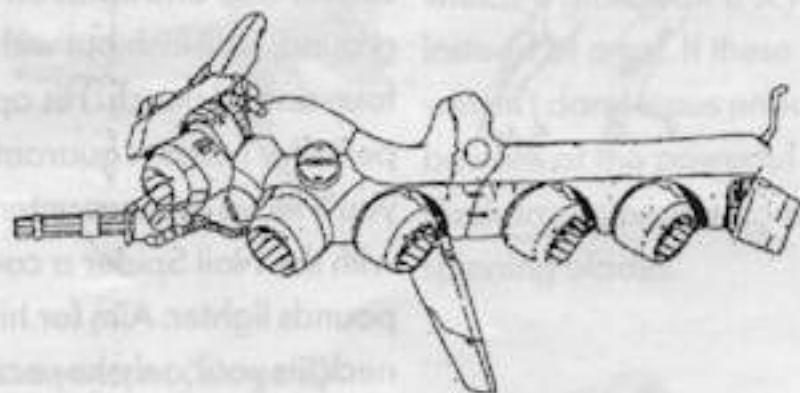
Mad Scientist: (Last Stage) Inside the enemy's headquarters you'll confront the man you've fought so hard to see, the "Big Valley's" ringleader. Small and weak, the mad scientist is already upset at the fact you've destroyed most of his empire. You laugh at his attempts to fight you, until.....

ENEMY HARDWARE

The enemy doesn't need too much more to confront you with, but they do use two types of vehicles you should be familiar with:



Small Tank: Shoots missiles and can easily run you down. You can punch to destroy, but it is much more effective if you lift and throw it for guaranteed destruction.



Flying Bike: This machine will never attack you and if you're lucky you may be able to destroy it. The flying bike is used exclusively to transport several enemies at one time.

STAGES

Here's your path to victory. Stay sharp along the way and remember — *Anything can happen!*

Stage One: "The Seedy Part of Town"

Devastated New York. Bash through the barricades toward the enemy hide-out. Your work as the "Dudes" is just beginning.

Stage Two: "Highway"

What used to be the main thoroughfare to the "Big Apple" has now become a playground of geeks, goons, and hoods. All sworn members of the "Big Valley," they'll do anything to stop you.

Stage Three: "Abandoned Warehouse"

Rotting walls, caved in ceiling...the place doesn't store much anymore; except for dozens of mutants waiting for you to arrive...

Stage Four: "Back Alley"

Strange weather brewing. It looks like snow...or could it be nuclear fallout? It's Christmas time all year 'round on this side of the park, and this year there'll be plenty of paranoia under the tree. Ho-Ho-Ho!

Stage Five: "The Subway"

The subway, desolate and deserted. It could give the average crime-fighter a sinking feeling. Well cheer up, you'll get a lift in the middle of this stage. Yea, one with a breathtaking view of New York and the only high-road to the headquarters you've been looking for!

Good Luck Crude Dudes!

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specific equipment for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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