

U.S. GOLD

PRESENTS

MARVEL
COMICS

THE INCREDIBLE HULK

This Marvel® Comics superhero battles his well-known nemeses, Rhino, Tyrannus, and Leader. Watch out as the Hulk fights with ferocious moves: Super Stomp, Sonic Clap, Bear Hug, Head Butt and Long Punch.



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PRESENTS

WINTER
OLYMPIC
GAMES



Lillehammer '94
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Official Licensed Product of the
1994 Olympic Winter Games

SEGA
GENESIS
GAME GEAR



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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.



OLYMPIC WINTER GAMES IN LILLEHAMMER

Lillehammer, a small town situated 100 miles north of Oslo in Norway, has invited the World to join them for the XVII Olympic Winter Games to be held from the 12th to the 27th of February, 1994. It will be 70 years since the first Olympic medals for winter sports were awarded in Chamonix, and 42 years since the games were held in Norway. The Olympic Games are based on the fundamental ideal of educating young people through sport in a spirit of better understanding and friendship, thereby helping to build a better and more peaceful world.



WINTER OLYMPIC GAMES

Sixteen of the world's leading sporting nations have come together to compete in the XVII Olympic Winter Games. You and three friends may compete against each other and some of the best computer controlled athletes in the world for the ultimate achievement in amateur sport: an Olympic medal. You will compete in 10 exciting events in the Full Olympic program, or choose your own set of events for a Mini Olympic competition, or practice an event. The ten events are:



Downhill



Super G



Giant Slalom



Slalom



Bobsleigh



Luge



Biathlon



Ski Jump



Freestyle-Moguls



Short Track
Speed Skating

All events are based around the actual venues and incorporate scenery found in and around Lillehammer. In some events two players may compete head to head.

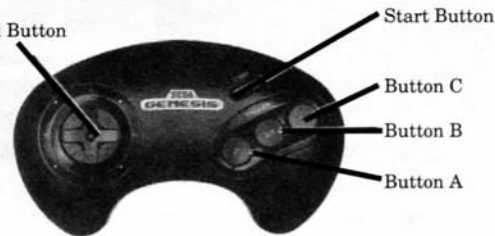
STARTING UP YOUR SYSTEM

1. Set up your Genesis System, following the instructions in your Genesis System instruction Manual. Plug in Contol pad 1.
2. Make sure the console's power switch is turned OFF.
3. Insert the Winter Olympic Games cartridge into the console with its label facing towards you. Press the cartridge firmly into the slot.
4. Turn the power switch ON. The Sega screen appears. Note: If nothing appears on screen, turn the switch OFF. Check your 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 System is turned Off before inserting or removing the game cartridge.

CONTROL PAD

Directional Button
(D pad)

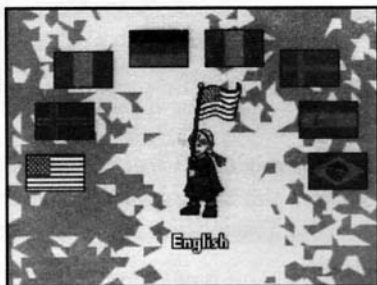


GETTING STARTED

Language Selection

Following the opening sequence, the Language Selection screen appears.

You will be able to select from 1 of 8 languages. Use the left/right directions on the D pad to rotate through flags of the available languages. When the flag of the language you wish to select is displayed, press the START button.



Main Selection



Once a language has been selected, pressing any button on the Control pad will bring up the Main Selection screen. By pressing up/down on the D pad, you will be able to high-

light any option. Press any button to select. The functions available are:

Full Olympics: The Full Olympics allows you to play all 10 events, and includes both the Opening and Closing ceremonies.

Mini Olympics: The Mini Olympics feature allows you to select which events you wish to compete in

during the Games. By selecting this feature, you cannot see the Opening or Closing ceremonies. Use the D pad to move the highlight between pictograms. (If you are unsure what each pictogram means, please refer to the section Winter Olympic Games.) If you have selected one of the Head to Head events, select a 1 or 2 player game by using the D pad or any button to change the available options, and the START button to begin the event. To exit back to the Main Selection screen, select EXIT.

Training Session: This feature will allow you to train in the event of your choice, or where available, to compete against another player in a Head to Head event. Selection is the same as for Mini Olympics, but you will be able to select a number of events to play. When you have selected all the events you wish to compete in, press the START button.

After you complete your training, you will be returned to the Training Session screen.

Options

Skill Level(Difficulty): Three different levels of competition are available:

- 1 – Club: An easy level for beginners.
- 2 – National: The opposition is tougher than Club.
- 3 – Olympic: The opposition compete at the international level and are the toughest to beat.

To select a skill level, press any button. Press the D pad to go to the next option.

Head To Head: If you have two control pads connected to your Genesis, selecting this position will allow two players to compete against each other, but only in the events where Head-to-Head is available.

Language: If you make a mistake in the selection of the language, you may re-select it from here. The same controls are used as before.

Sound Test: This option allows the selection and play of any of the tunes or sound effects featured. Press up/down on the D pad to highlight the option and press any button to hear your selection.

Player Selection

Up to four human players may register to compete in the Games at the same time. The Player Selection screen will allow you to select the number of players, their names, the country they wish to represent and if they are male or female competitors. Using the D pad move the pointer around the screen between the available options, and push any button to select. The available options are:

Character Selection: You may chose between a male, female or computer participant.

Player's Name: A default name has already been entered for you. If you wish to change the name, select this option and a bank of letters will be displayed. Use the D pad to highlight the letters, then press the A button to select the letter, the B button to delete the last entered letter, the C but-

ton to clear all the letters and the START button to enter.

Country: You may scroll through the available countries, if that country has already been selected by another human contestant, you will not be able to select it.

Skiing Controls: Scroll through the three available control methods.

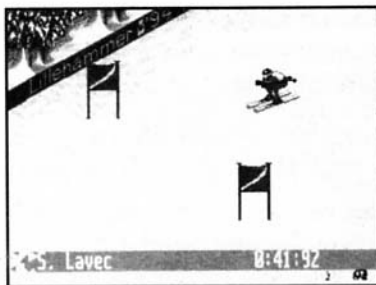
Opening Ceremony: If you have chosen to play the Full Olympics, after registering the human contestants, the Opening Ceremony will be displayed. The short animation sequence may be skipped by pressing any button.

Start: To start playing the events.

Exit: Return to the Main Selection screen.

THE COMPETITION BEGINS

When 2, 3, or 4 players have been entered, each player takes turns playing the events, with the exception of the Head-to-Head events, when two players oppose each other at the same time (requires two Control pads and the selection of Head-to-Head from the Options screen). At the start of a Head-to-Head event, the two human players who compete against each other will be asked to press the START button on their Control pads.



Downhill: One of the world's toughest downhill courses lies 50 km north of Lillehammer, at Kvitjell, and forms part of the Lillehammer

Olympic Alpine Center. Measuring 3,150 meters in length, it has a vertical descent of 820 meters, and at the steepest point involves a drop of 70-80 meters. However, Alpine events have not always been a part of the Olympic Games. They were first introduced in the 1936 Games. The course is designed primarily for speed and the gates are positioned so as to not interfere with the fastest line, however, they do test the competitor's technical ability to control speed in areas of difficult terrain. The winner is the competitor who completes the course in the fastest time after one run. Prior to starting the event you will need to select which skiing method you prefer, these are:



User must hold the direction they wish to travel in.



Pushing the left will cause the skier to ski to the right.



Pushing to the left will cause the skier to ski to the left.

You must ski from the starting hut to the finish line, ensuring that you go through all the gates positioned down the course. Missing a gate results in your disqualification. However, you will still be able to complete the course, but no result will be

given. Do not hit objects off the course as this will result in fatal injury. Jumps and tight turns must also be overcome. When in the starting hut, press the A button within the fixed starting period to begin your run. Adopt the *tuck* position by holding the B button down to gain extra speed. Beware, if you go too fast you may not be able to control the skier over certain parts of the course. These controls are used in all Alpine skiing events.



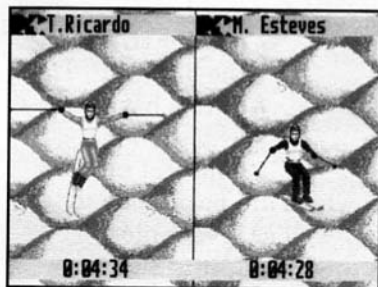
Super G: The Super G is also held at Kvitjell and is a somewhat shorter track than the downhill. The course has a natural sequence of long and medium

turns, including gates which are positioned to slow the skiers down as well as create more sweeping lines across the mountain side. This is the longest of the slalom events and the winner is decided after one run.

Giant Slalom: The Lillehammer Olympic Alpine National Center, Hafjell, just 15 km north of Lillehammer, is the home of the Giant Slalom event. The course has been designed with long, medium, and tight turns in a natural sequence and gates allowing competitors to exploit natural variations in the terrain. The winner is decided after two runs and the player's rank is calculated against the lowest combined time.

Slalom: The Slalom course at Hafjell is the shortest of all the skiing events. The gates are posi-

tioned to provide the skier with a number of changes of direction, while also making it possible to gain speed and maintain a steady flowing rhythm through the course. The winner is the competitor with the fastest aggregate time after two runs down the different courses.



Freestyle Moguls:

Moguls will take place at the Kanthaugen Freestyle Arena, just a short distance from the center of

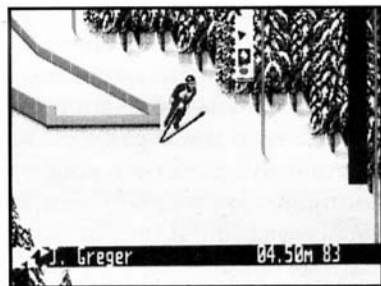
Lillehammer, and

one of the most modern and advanced freestyle arenas in the world. Having been introduced to the Olympic Games at Albertville in 1992, the skier performs an individual descent of high speed turns down a steep 250-meter slope evenly covered with moguls (bumps of hard snow). The skier follows the fall line and executes two jumps during the run. Time, technique, and jump performance are critical for the final result, with 50 per cent of the points assigned for technique, 25 per cent for two obligatory jumps and the remainder for time. Start the event by pressing any button. The skier must accelerate to a high speed down the mogul slope in order to complete stunts like a

twister, daffy or back scratcher. A twister can be done at a relatively low speed, but some, such as the double-stunts, must have a higher speed. Speed can be attained by pressing the opposite direction of the D pad as the skier turns. For example, as the skier is moving left, and about to turn right, the player must push at the correct time. If his pace is too slow, the skier will lose his rhythm and speed, losing turn points and speed points. The skier can perform stunts at any time, but to carry some off requires a lot of skill from the skier. Pushing a direction on the D pad simultaneously with the A button will perform a single stunt (provided the timing is correct), and pushing a direction simultaneously with the B button will perform a double stunt. The doubles must be precise and may take a lot of practice. Stunts should be activated when the skier is in the middle of the mogul. To avoid a crash landing, make sure the stunt is not activated too early or late, and that the skier has enough speed.

Ski Jumping: Ski Jumping has a long tradition as a winter sport, and was a central feature of the Olympic Winter Games in Chamonix in 1924. The longest jump on that occasion was 49 meters. The Lysegardsbakkene Ski Jumping Arena, just a few hundred meters from the center of Lillehammer, will host the ski jumping events. Ski jumping requires strength, grace and courage. Competitors make two jumps from a specially constructed hill, and points are awarded for style and technique as well as for the distance achieved. The ideal jump is one executed with power, boldness, and precision, while giving an impression of calm and steady control.

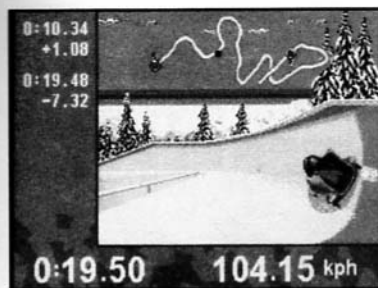
Press the A button to push the skier off and start the descent down the jump. Wind affects both the descent and flight. To gain speed during the descent, keep the pointer in the center of the overlaid skis (located at the bottom of the screen), and use the up/down on the D pad. At the end of the



ramp, press the A button to take off. Pressing too early will lose valuable air time, likewise, pressing too late will lose distance. While the skier is in the air, use the left/right direc-

tions on the D pad to keep the skier balanced. The skier's hand movements signify that he is about to lean in the opposite direction, so the player must compensate by pushing in that direction. For example, if the left hand is moving, compensate by pressing the left direction on the D pad. When a skier is approaching the ground, the player must judge the height using the shadow as a guide. Press any button to adopt the landing posture. Again, pressing too early will result in loss of distance, press too late and you are likely to crash. Points are awarded for both style and distance.

Bobsleigh: Bobsleigh competitions have been in the Olympic Games since the Winter Games were first held in 1924, except for the 1960 Games in Squaw Valley. Stretching 1,365 meters in length, the course at Hunderfossen, 15km north of

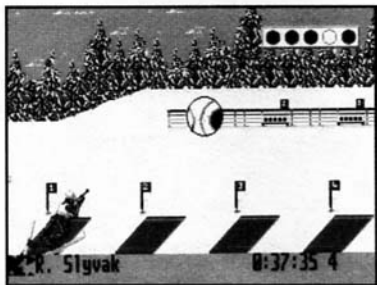


Lillehammer, is northern Europe's most modern track. The bobsleigh is push-started by its crew. This initial thrust and force of gravity are the only permitted means of powering the bobsleigh down the course. The aggregate time after four runs determines the winners. To build speed during the run-in, press the A & B buttons alternately. The faster you press the buttons, the faster the bobsleigh will travel. When you reach the run, it is up to you to steer the bobsleigh around the track by using left/right on the D pad. The goal is to guide the bobsleigh to an optimal position on the track, especially around the bends. This will create less spray, maximize acceleration, increase speed and therefore produce a faster time! Be careful not to oversteer and cause the bobsleigh to crash! Use split times, displayed on left hand side of the screen, to help monitor your progress.

Luge: The luge, a light toboggan, is a relative newcomer to the Olympic Winter Games and was included in the program for the first time at the Innsbruck Games in 1964. Also being held on the Hunderfossen track, but from a differing starting position. The controls are the same as for the bobsleigh. The best aggregate times over the two runs wins.

Biathlon: Biathlon is a combined sport of cross-country skiing and rifle shooting that was first

introduced in the 1960 Olympic Winter Games. The Birkebeineren Ski Stadium in the Lillehammer Olympic Park will be home to the biathlon. During



the cross country sections, use left/right on the D pad to move the pointer along the bar. Make sure to change directions before hitting the colored ends, as this will reduce your speed by a quarter. During the shooting sections, use the D pad to aim, then press any button to fire. For each target missed, a one minute time penalty is added to your overall time. During the sprint to the finish line you will need to press the A and B buttons alternately as fast as possible.



Short Track

Speed Skating:

Speed Skating on a short track was introduced to the Olympic Games at Albertville in 1992. This event differs in several

ways from conventional speed skating, particularly in the size of the track. The events will be staged in the Harmar Olympic Amphitheater. A starting pistol begins the event. Two false starts results in disqualification. Press the A and B buttons repeatedly to gain speed. Avoid other skaters by moving in and out of the track, using the

left/right in the D pad. Be careful not to crash into other contestants as this may leave you flat on the ice!

Medal Table			
1. Spain	3	0	0
2. Finland	2	0	0
3. Austria	1	2	1
4. France	1	1	0
5. Switzerland	1	0	0
Australia	1	0	0
7. Sweden	0	1	2
Italy	0	1	2
9. Germany	0	1	1
10. U.S.A.	0	1	0
Japan	0	1	0

Medal Table: At the end of an event the results are displayed. Should any of the human contestants place in the top three in an event, they will be

awarded with either a bronze (3rd place), silver (2nd place) or gold (1st place) medal. The Medal Table will then be displayed, and is based on both the number of medals won and the culmination of points based upon the result.

Closing Ceremony: If you were playing the game in Full Olympic mode, then when the last event has been completed, you will be able to view the closing ceremony and celebrations which conclude the Games. You may exit this sequence and go back to the Main Selection screen by pressing any button.

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

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