



D Y N A M I T E

DUKE™

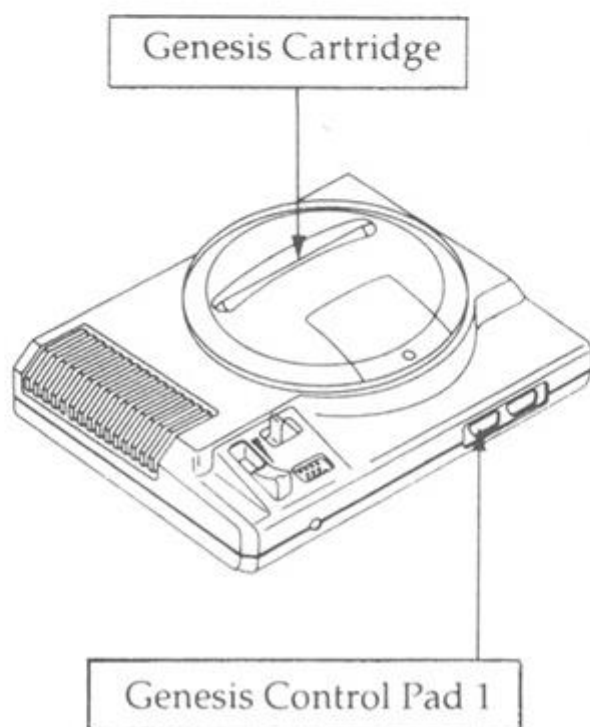
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System by following the steps in your Genesis System instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Dynamite Duke cartridge into the console. With its label facing toward you, press the cartridge firmly into the cartridge slot.
3. Turn the power switch ON. In a few moments, the Dynamite Duke Title screen appears. (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.)

Important: Always make sure the system is turned OFF before inserting or removing the cartridge.

Note: Dynamite Duke is for one player only.



A Fist of Fury

By the year 2091, the Earth had become a gigantic barbeque. The holes in the ozone layer were so huge that people were being toasted alive!



In desperation, the Global Alliance searched for an answer. After five years of research, success! Scientists developed a human life form that could survive a full blast of the

sun's radiation. But within days, Dr. Neil Ashe, a leading scientist, vanished, along with a briefcase full of highly classified files.

A few years later, the Global Alliance heard of a previously unknown military base on the desolate island Rantan. The GA sent out a special Spy Corps. Only one soldier, fatally wounded, returned. . .

"It's horrible . . . green men!" the soldier babbled. Finally, his tale unraveled. Dr. Ashe — mad Dr. Ashe — had created an army of mutants to seize control of the world. Dr. Ashe himself was their colonel!

Immediately, the Global Alliance called out their secret weapon, Colonel Duke Rippem. The colonel's body had been shredded in a dynamite blast. He'd been rebuilt as a half-flesh, half-bionic human with a lethal right arm. In combat, his incredible powers earned him the nickname "Dynamite Duke."

Now Duke needs you! Guide him through the bases at Rantan, destroy the mutants and machinery, and find Colonel Ashe! He must be stopped!



Take Control!

Here's how to use your Genesis Control Pad:



D-Button

- Press up or down to mark items on the Title and Options screens. At the Options screen, press left or right to see a marked item's selections.
- During battle, press left or right to move Dynamite Duke and his gunsight in either direction.
- Press down to make Duke crouch. Press down and diagonally left or right to move him while crouching.

Start Button

- Press at the Title screen, then press again to start play. Or select Options and press to see that screen.
- At the Options screen, select Exit and press to return to the Title screen.
- Press to pause a game. Press again to resume play.

Button A

- Fire!

Button B

- Punch!

Button C

- Kick!

Getting Started



At the Title screen, press the Start button twice to begin the game. Or press the Start button once, then use the D-Button to select Options at the bottom of the screen. Press the Start button again. The Options screen appears.

Note: If you don't press Start at the Title screen, a demo game will begin automatically. Press Start to return to the Title screen.

Using the Options Screen

On the Options screen, press the D-Button up or down to choose an item, and then press it left or right to see the item's selections.

Game Level

You can choose an Easy, Normal, Hard, or Super game.

BGM and Effect

Listen to the game's music and sound effects. Choose a number with the D-Button, then press Button A, B, or C.

Exit

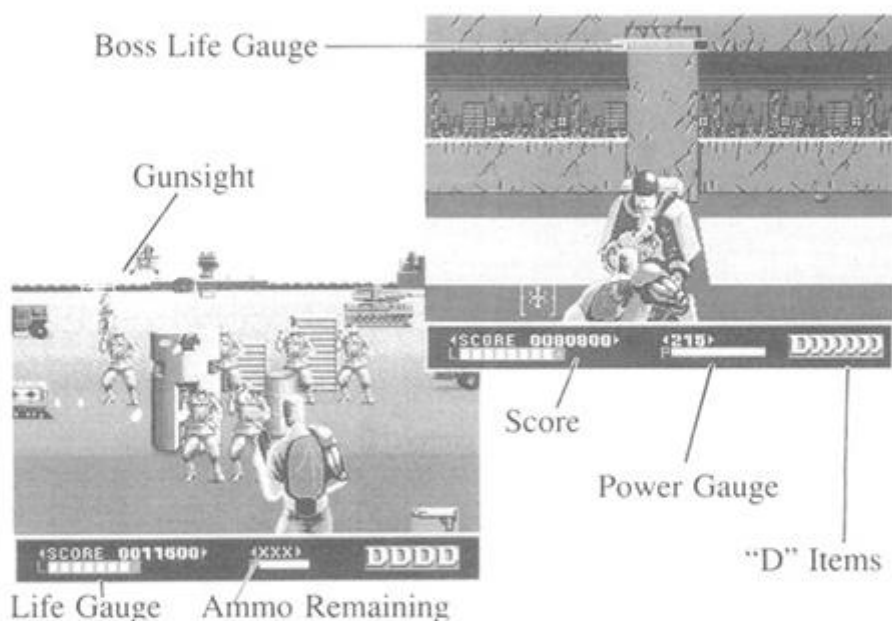
Select Exit and press the Start button to return to the Title screen.

OPTIONS		
▶	GAME LEVEL	EASY
	BGM	01
	EFFECT	01
	EXIT	

Eliminate Colonel Ashe!

Dynamite Duke must fight his way through six bases on Rantan, and finally break into the Atomic Reactor where Col. Ashe secretly waits. Be warned — the colonel is not alone!

The mutant creations of Dr. Ashe attack from every angle. Press Button A to fire Duke's machine gun. Press the D-Button left and right to maneuver Duke away from incoming fire.



Boss Life Gauge

Appears at the end of a mission when you confront the boss mutant. Batter him with fists and feet and watch the bars disappear. He's weakest when the gauge is low. When it's empty, he's destroyed.

Gunsight

Move the gunsight with the D-Button to take aim on the mutants. When Button A is pressed, the gunsight moves independently. With the button released, Duke and his gunsight move together.

Life Gauge

The lighted blocks represent life. They dim as Duke is hit. To restore life, shoot a first-aid kit (see page 8). When all the blocks are dim, Duke keels over.

Ammo Remaining

Make sure you keep a load of ammo handy. To get more, shoot at the bullet boxes (see page 7).

Score

Shows your current score. You gain points for each mutant and machine you annihilate. As you play harder games, the point values increase.



Power Gauge and "D" Items

Each "D" item lets Duke throw a dynamite punch! Hold down Button B until the Power gauge is full, then release the button and watch the fireworks!

Fighting for Survival!

Use Dynamite Duke's special fighting techniques.

Gunstock Smash

Press the D-Button right while pressing Button A to bash the bosses with Duke's gunstock.

Elbow Bash

Press the D-Button left while pressing Button A and Duke will use his elbow to bash in a boss's face.

Uppercut

Press the D-Button up while pressing Button B to have Duke throw a devastating uppercut.

Dynamite Punch

This is the most powerful weapon in Duke's arsenal. You must have at least one "D" item to throw this monster punch. Hold down Button B until the Power gauge is full. Then release the button to wreak unbelievable damage!



Note: Be sure to save some "D" items for the final showdown with Colonel Ashe.

Life-Saving Items

When vehicles and machinery burst open, items sometimes appear. These will help Duke stay alive. Shoot at the items. If they fall to the bottom of the screen, they're yours. If they drop off the left of the screen, you blew it!

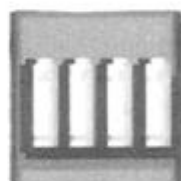
Items you gain show up at the lower right of the screen. Use them well — they don't last long!



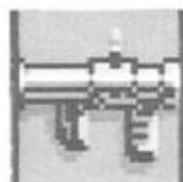
Each "D" item is good for one dynamite punch.



Bullet boxes with four bullets give you 50 more shots.



Bullet boxes with eight bullets give you 100 more shots.



The magnum pistol is five times as powerful as Duke's machine gun. It's good for 30 shots.



The bazooka packs 15 times the power of the machine gun and has 15 shots.



The flak jacket protects Duke from the next 16 enemy shots.

This item increases Duke's life gauge.



Shoot this item and turn Duke's machine gun into a fully automatic assault weapon. You don't need to press Button A.



The first-aid kit fills three bars in Duke's life gauge.



The gold-filled briefcase is worth 10,000 points.

Game Over and Continue

When Duke's Life gauge is empty, he falls over and the game ends. You can keep up the assault when Continue appears and a countdown begins. Press Start before the counter reaches zero.

If you were battling through a mission, the game continues from the beginning of that mission. If you were in a showdown with a boss, the game restarts at the beginning of the fight.

You can continue up to four times. When you continue, Duke's "D" items and your score return to their original settings. The Life gauge is restored to full power, and you also keep any Life Up items you earned in the last game.



Bonus Points

Clearing a Mission

- Each remaining bullet earns 10 points.

Defeating Colonel Ashe

- For defeating Colonel Ashe, get an automatic bonus of 550,000.

High Score Screen

If you score high enough, you can add your name to the High Score screen at the end of a game. Press left or right on the D-Button to see the letter you want. Then press Button A or C. Do the same for the rest of your name. To erase, press Button B.

THE BEST OF DYNAMITE DUKE			
RANK	SCORE	MISSION	PLAYER
1	0050000	?	AAA
2	0045000	?	BBB
3	0040000	?	CCC
4	0035000	?	DDD
5	0030000	?	EEE
6	0025000	?	FFF
7	0020000	?	GGG

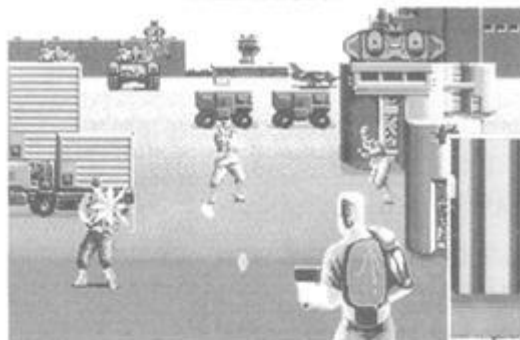
You can enter up to six letters. Be sure to finish your name before the timer reaches zero. Press Start to return to the Title screen.

Survival Tips

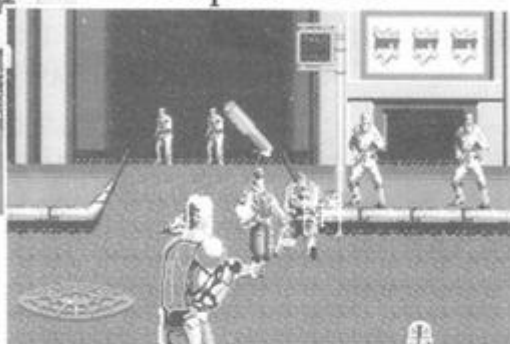
- When using the machine gun, learn how to press Button A repeatedly to do the most damage.
- Use your attack techniques when fighting a boss, and dart from side to side. Trying to slug it out means you lose.
- Reserve your "D" items for the most desperate battles. You can only stock nine at a time, and they don't appear very often.

Invasion at Rantan!

**Mission 1:
Air Field**



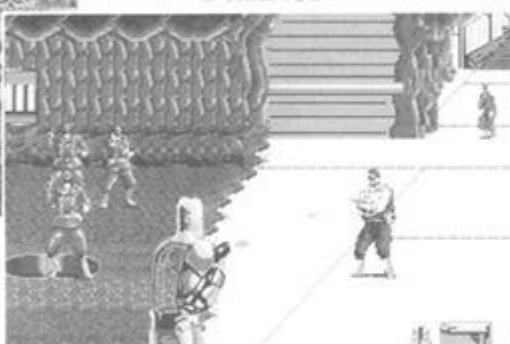
**Mission 2:
Occupied Town**



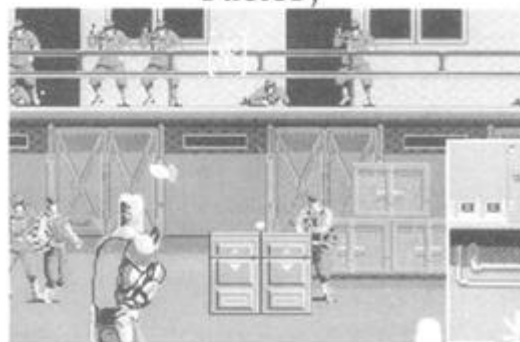
**Mission 3:
Woods**



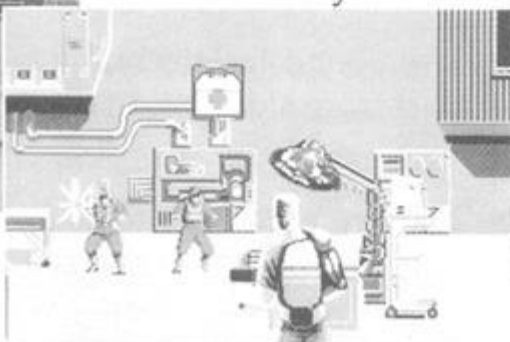
**Mission 4:
Tunnel**



**Mission 5:
Factory**



**Mission 6:
Laboratory**



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.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

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.

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. 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.

Limitations on Warranty

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.

Dynamite Duke is a licensed trademark of Seibu Kaihatsu, Inc.

©1990 Sega of America, Inc.

Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

Printed in Japan