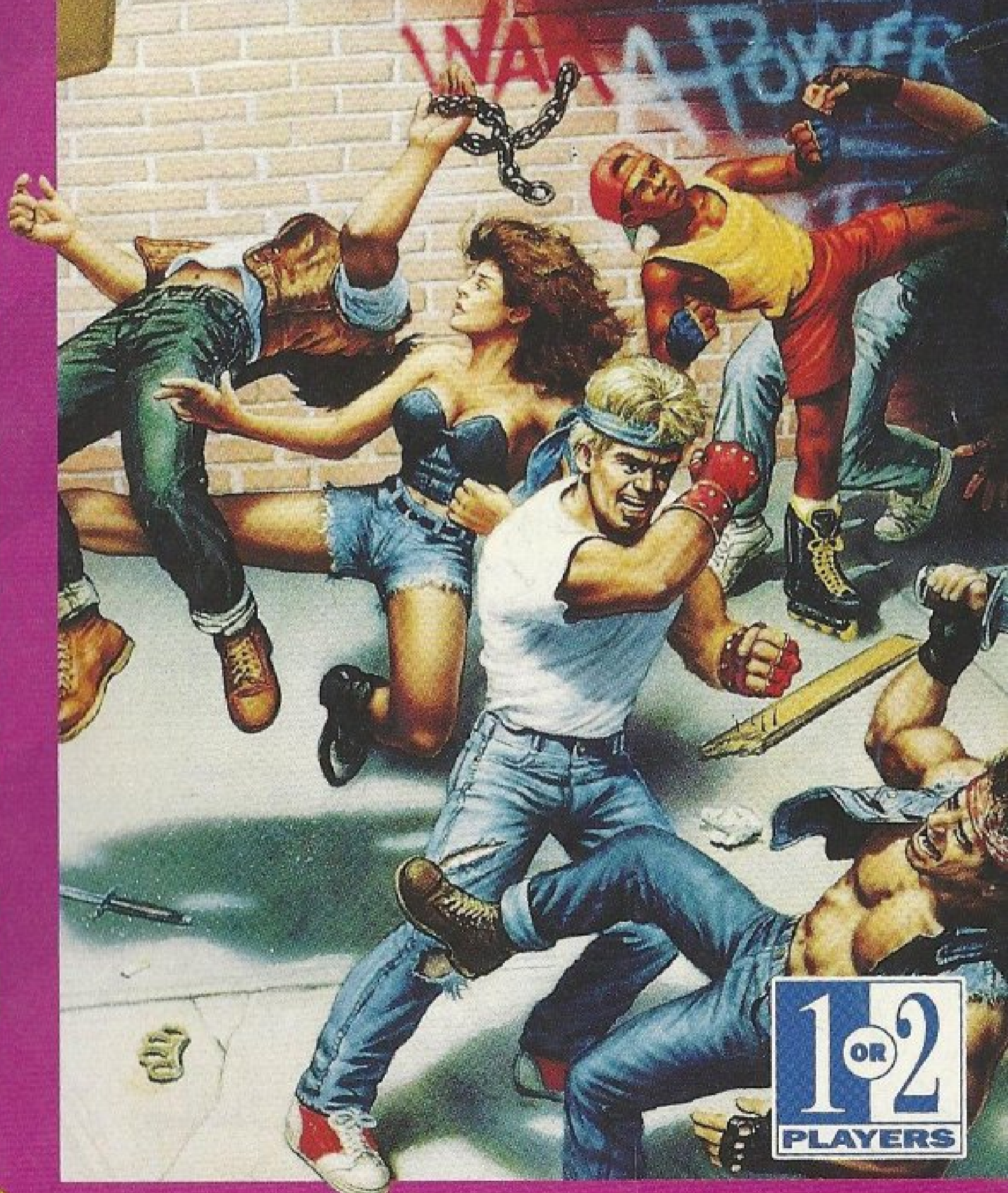


GAME GEAR

STREETS OF RAGE 2



1 OR 2 PLAYERS



SEGA™

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



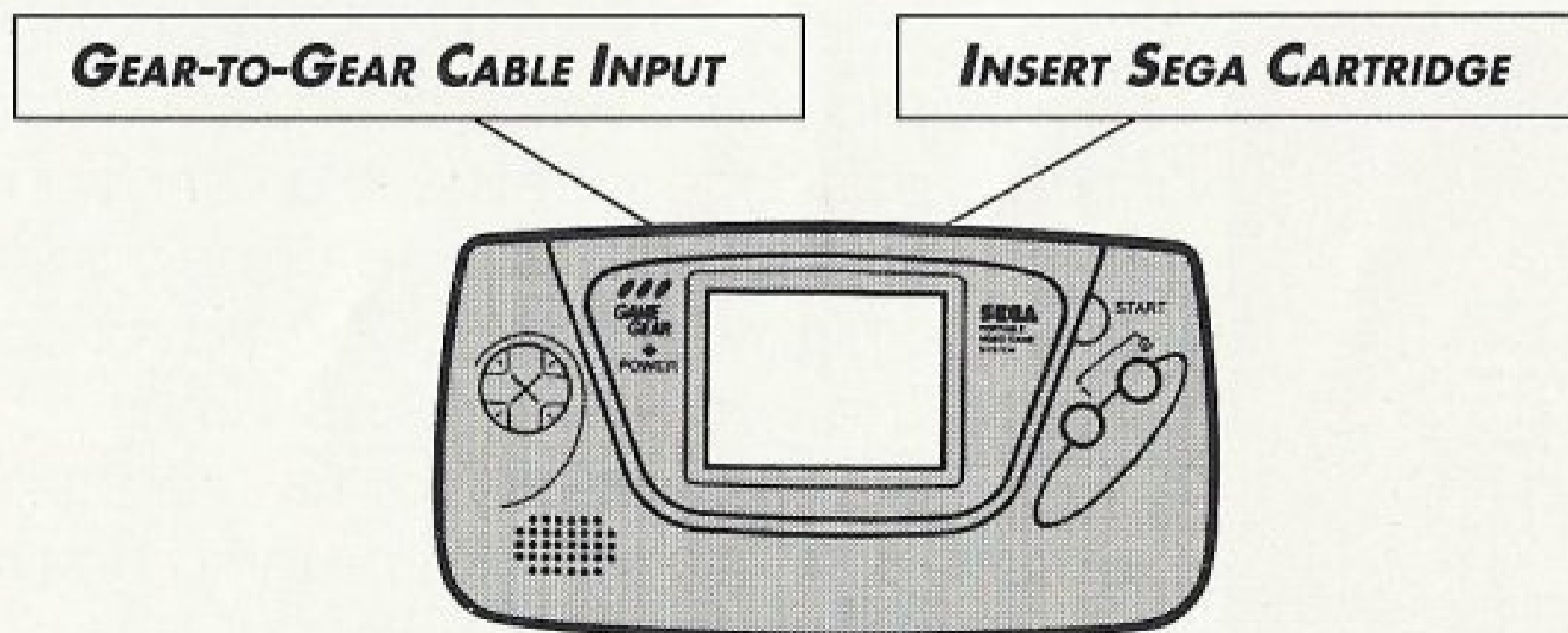
We use recycled paper.
Wir verwenden Recyclingpapier.
Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
Vi använder returpapper.
Käytämme palautettavaa paperia.

STARTING UP

1. Set up your Sega™ Game Gear™ System as described in its instruction manual. For two-player games, use the Gear-to-Gear™ Cable (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Streets of Rage™ 2* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Streets of Rage 2* Title screen will appear.
4. 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 power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Streets of Rage 2* is for one or two players.



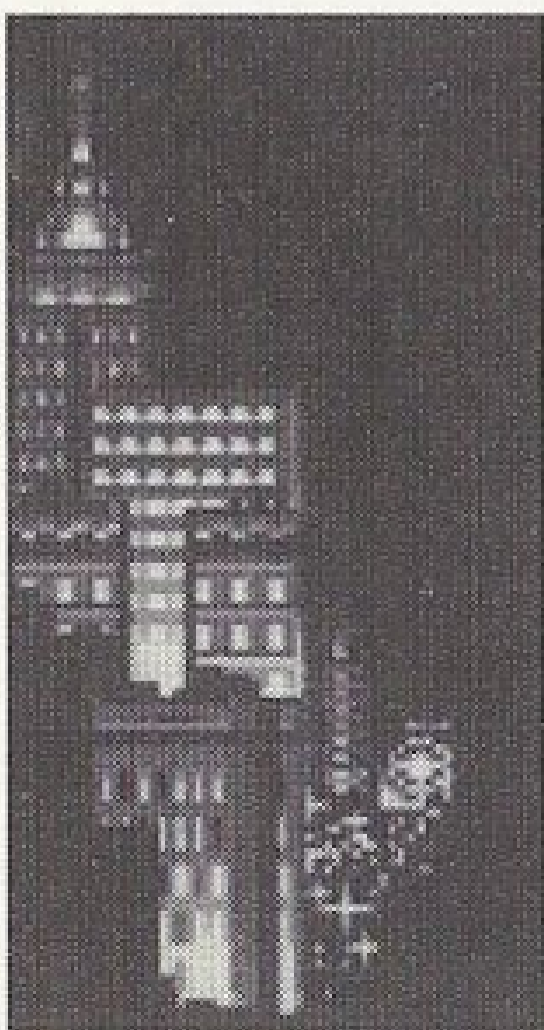
**For Game Play Assistance, call
1-415-591-PLAY**

THIS TIME IT'S PERSONAL

One year has passed since ex-peace officers Adam Hunter, Axel Stone and Blaze Fielding broke the Syndicate's hold and destroyed its leader, the mysterious "Mr. X." Peace has returned to the streets, people are moving back into the once-vacant neighborhoods, and the city has returned to prosperity.



Shortly after the anniversary of their victory over the Syndicate, Axel receives a frantic phone call from Eddie "Skate" Hunter, Adam's little brother. He had arrived home from school to find the house a total ruin. Adam was gone, and nobody has seen or heard from him since early that morning. Both Axel and Blaze rush to Adam's home. Among the splintered remains of the Hunters' furniture and possessions is a photo: Adam in chains, lying at the feet of a man they recognize only too well!



Adam's disappearance marks the beginning of a nightmare. The Syndicate has returned and reclaimed the streets with a vengeance. Gangs roam the parks, and armed bikers make the highways deadly to travel day or night. The two ex-cops know that Adam is being used as bait to lure them into a deadly trap, but something has to be done to stop the chaos!

Accompanied by Skate, Axel and Blaze set out to rescue their friend and destroy

Mr. X once and for all. Standing in their way is the nastiest collection of punks and brawlers ever assembled. Add some deadly high-tech weapons and a force of professional fighters specially groomed to take our heroes out of the picture, and you have a street war like you've never seen before!

As one of these young vigilantes—or together with a friend—you'll spring Mr. X's trap, and come out battling for your life, as you once again walk the Streets of Rage!

TAKE CONTROL!

**DIRECTIONAL BUTTON
(D-BUTTON)**

START BUTTON

BUTTON 2

BUTTON 1



Directional Button

- ☆ Press LEFT or RIGHT to move your Fighter in those directions.
- ☆ Press UP to move your Fighter toward the rear of the screen.
- ☆ Press DOWN to move your Fighter toward the front of the screen.
- ☆ Press to make selections in the menu and Options screens.
- ☆ Press in conjunction with Buttons 1 or 2 for certain attack moves (see page 12).

Start Button

- ☆ Press to start the game.
- ☆ Press to skip the Title screen, introductory screens or score screens and go on to the next sequence.
- ☆ Press to pause the game; press again to resume play.

Button 1

- ☆ Press to attack.
- ☆ Press to pick up Items and weapons.

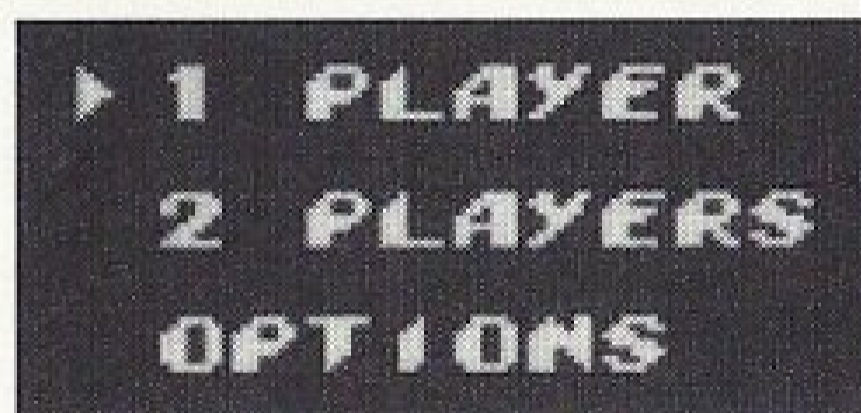
Button 2

- ☆ Press to jump.
- ☆ Press to make choices on the Game Over/Continue screen.

GETTING STARTED

Following the Sega logo, you'll see the game introduction followed by the *Streets of Rage 2* Title screen and a short demonstration of the game. Press the

Start Button until the Title screen appears, then press again to bring up the Game Selection screen. Choose a 1-player or 2-player game or take a look at the Options by pressing the D-Button UP or DOWN to move the marker in front of your choice and pressing the Start Button.



Note: You can choose "2-players" only if you are using the Gear-to-Gear Cable (see page 8).

OPTIONS

Press the D-Button UP or DOWN to highlight an option, then press LEFT or RIGHT to cycle through the choices.



Level: Choose an Easy, Normal, or Hard game.

Players: Choose from one to five Fighters per game.

BGM: Listen to the music tracks used in the game. Use the D-Button to cycle through your

choices, and press Button 2 to start the selection.

SE: Listen to any of the sound effects used in the game. Use the D-Button to make your choice, and press Button 2 to play the effect.

When you are satisfied with the settings, highlight "Exit" and press Button 2 or the Start Button. You can exit when any of the options are highlighted by pressing the Start Button.

Note: Default mode is a Normal game with three Fighters.

SELECT PLAYER

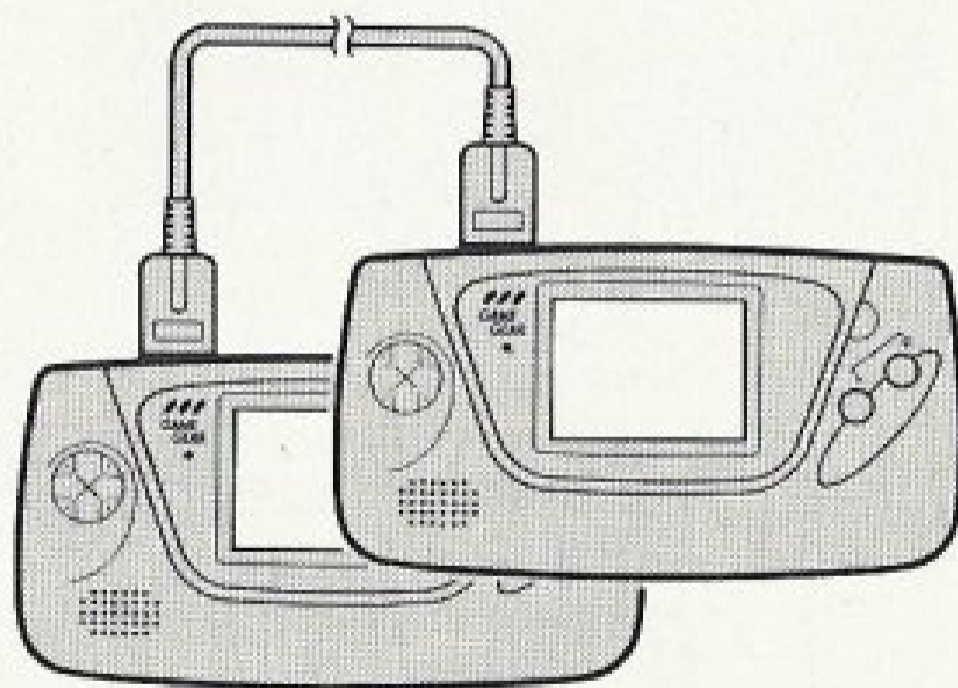


Choose one of the Fighters you want to take into battle. Each Fighter is rated in five categories: Power, Technique, Speed, Jump and Stamina. The more stars beside each category, the stronger the Fighter is in that particular category.

Use the D-Button to move the box with the flashing "1P" around the Fighter you want. (In 2-player games, Player 2 moves the box where "2P" appears.) Press Button 2 or the Start Button to choose your Fighter and start the game.

THE 2-PLAYER GAME

You and a friend can take on the Syndicate punks together. To do this you **EACH** need a Game Gear unit and a *Streets of Rage 2* cartridge as well as one Gear-to-Gear Cable (sold separately). Turn the power to both units OFF. After inserting the cartridges into the Game Gear units, plug one end of the Gear-to-Gear Cable into each Game Gear unit and turn the power to both units ON.



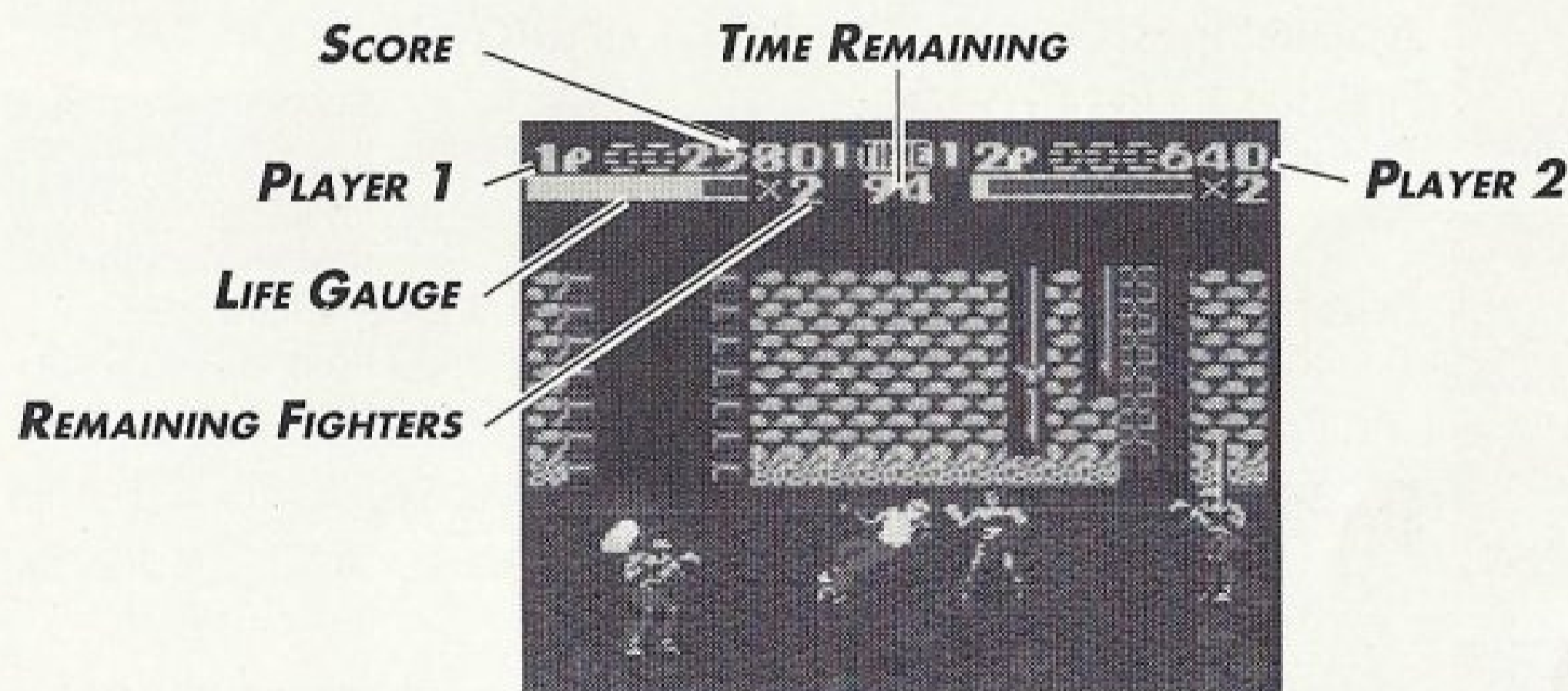
Note: Be careful not to allow the Gear-to-Gear Cable to disconnect during play.

Either player can press Start and select "2 Players" from the Starting Menu. The Player Select screen appears on both screens. The game begins after each player has selected his or her Fighter and pressed the Start Button.

Note: Players 1 and 2 cannot select the same Fighter.

SCREEN SIGNALS

Use the information at the top of the screen to plan your fighting strategies and keep track of your progress.



Life Gauge: When the Life Gauge runs out, that character falls and is defeated. Enemy Life Gauges appear for the Boss and sub-boss characters.

Time Remaining: You have 99 seconds to defeat all the thugs that come after you in each section. When you clear each section, either the scene changes or a "Go" signal appears and the clock starts over again. Also, if you lose a Fighter in the course of the battle, the clock will start over. If you don't clear a certain area before the

timer reaches 00, you lose a Fighter. Your Fighter receives a full Life Gauge at the beginning of each new Stage.

ITEMS

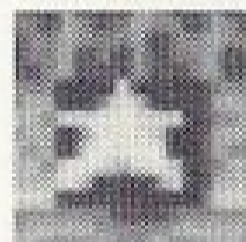
As you fight the Syndicate's gang of sidewalk scum, you'll come across Items that can help you along. These Items are hidden inside various receptacles: garbage cans, furniture, crates, canisters, vases and "alien eggs." Break the receptacle, then pick up the Item by moving over it and pressing Button 1.



Apple: Restores a little bit of energy to your Fighter's Life Gauge.



Beef: Completely fills your Fighter's Life Gauge!



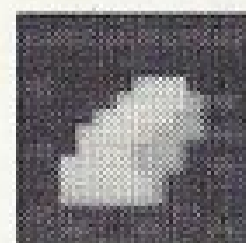
Star: Gives you an extra Super Attack!



1P: Gives you an extra Fighter!



Coin: Adds 1,000 points to your score.



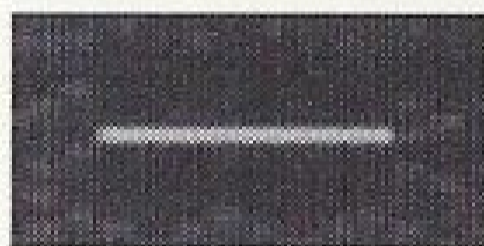
Gold Bar: Gives you a 5,000 point bonus!

WEAPONS

You'll find these in the same receptacles as the Items, lying on the ground, or in the hands of an enemy. A quick assault will force your enemy to drop his or her weapon, which you can then pick up by moving your Fighter over it and pressing Button 1. Press Button 1 to use the weapon, or press Buttons 1 and 2 simultaneously to throw it (you may need to practice this).



Knife: Use this to slice, dice and ventilate your adversaries both at close range and from a distance!



Lead Pipe: One strike will drop them in their tracks!

Weapons can be knocked out of your hands as well, if you're not careful. After you drop a weapon two or three times, it disappears. You lose the weapon you are carrying when you proceed to the next scene.

Note: In order to change weapons, you must first throw away the weapon you are holding before picking up the new weapon.

ATTACK MOVES

FURY

Button 1 pressed repeatedly

Each Fighter has a cycle of four attack moves. If you continue pressing Button 1, the cycle will continue until your enemy falls away.

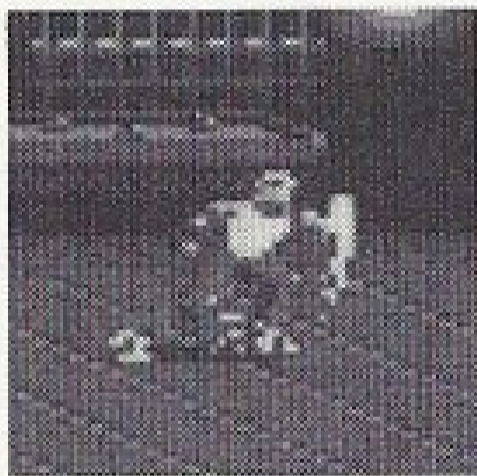
AXEL: Two Jabs, a Straight Punch, and a Side Kick.

BLAZE: Two Jabs, an Elbow Smash and a High Kick.

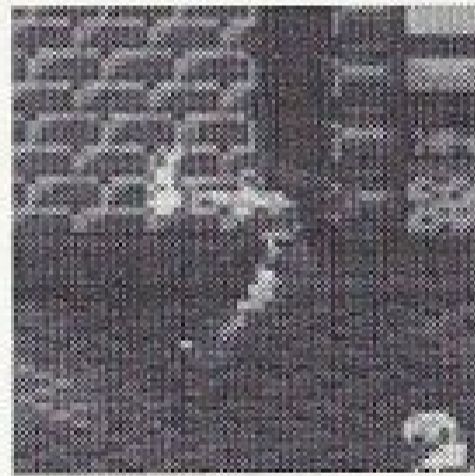
SKATE: Two Jabs, a Heel Kick, and a Roller Kick with a Backflip.

BLITZ

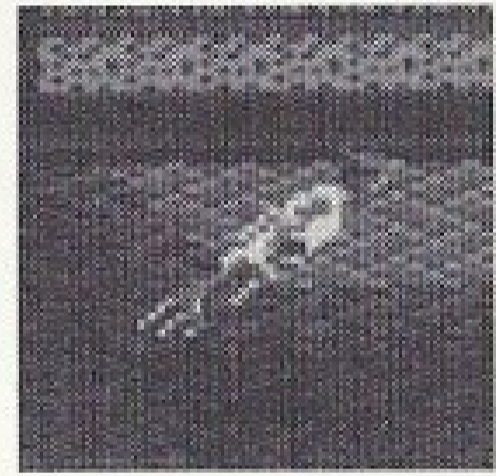
D-Button twice in the same direction →
hold down Button 1



AXEL: Grand Upper



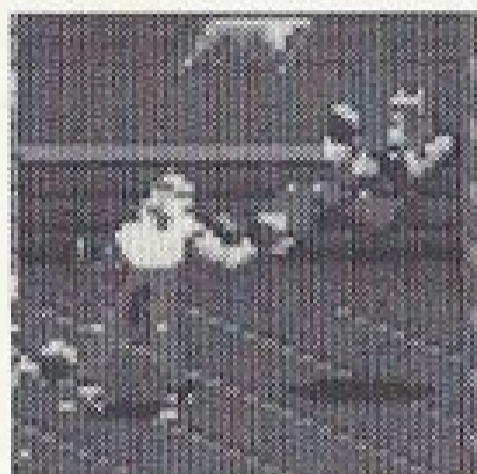
BLAZE: Vertical Slash



SKATE: Super Dash/
Dynamite Head Butt

REAR DEFENSE**Button 1 + Button 2 simultaneously**

This is an excellent move for dealing with slimeballs that try to sneak up from behind. Be sure your Fighter is not holding a weapon while attempting this move—otherwise the weapon will be thrown.

**AXEL:** Backhand Punch**BLAZE:** 360°
Foot Sweep**SKATE:** Backflip Kick**JUMPS****JUMP KICK****(D-Button →) Button 2 → Button 1**

Press Button 2 to jump, then press Button 1 at the peak of the jump for an aerial attack. You can also use the D-Button to guide your jumps.

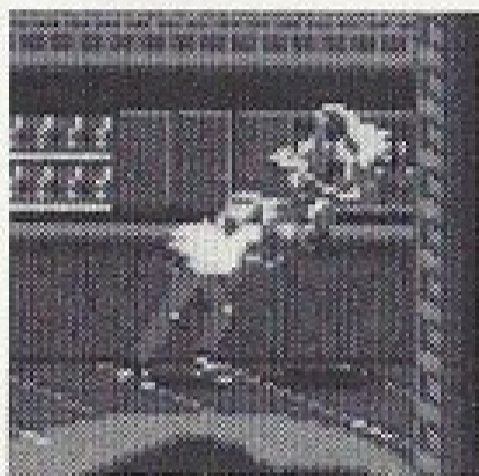
**AXEL:** Knee Kick**BLAZE:** Side Kick**SKATE:** Double
Side Kick

HOLDING AN OPPONENT

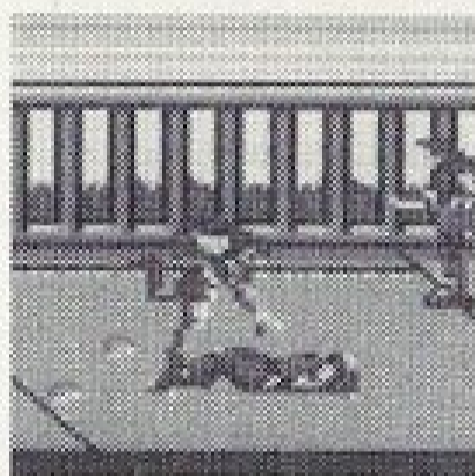
If you move your Fighter close enough to an opponent, he or she will grab that opponent and hold on. You can then wreak some heavy damage with the following moves:

POWER BLOW

Button 1



AXEL: Head Butt



BLAZE: Ground Slam



SKATE: Elbow Smash

FURY

**D-Button pressed TOWARD Opponent
+ Button 1 pressed repeatedly**



AXEL: Two Knee Kicks and a Head Butt.



BLAZE: Two Knee Kicks and a High Kick.

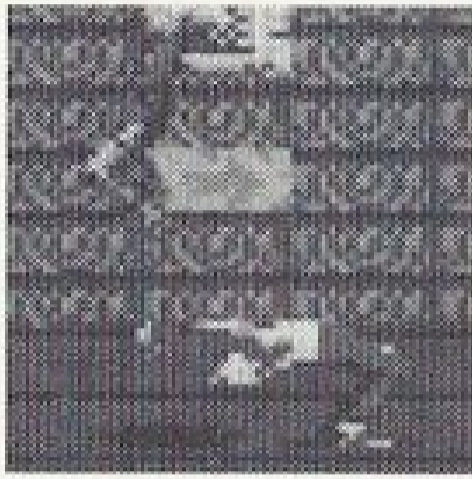


SKATE: Two Head Butts and an Elbow Smash.

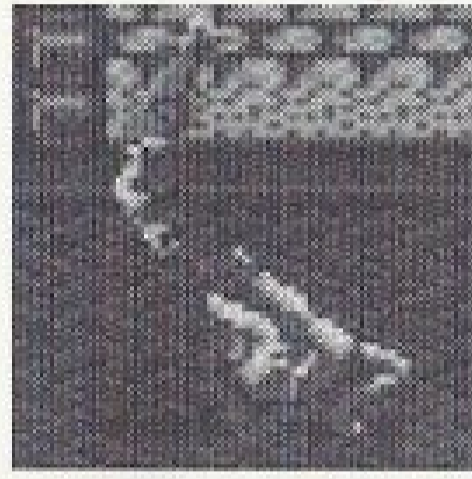
BODY THROW

**D-Button pressed
AWAY FROM Opponent + Button 1**

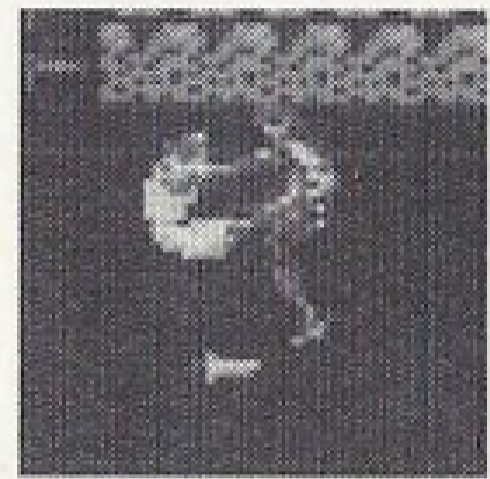
Grab your opponent from the front, then press the D-Button in the direction away from the enemy and press Button 1 for the following:



AXEL: Back Throw



BLAZE: Back Sacrifice Throw



SKATE: Roller Uppercut

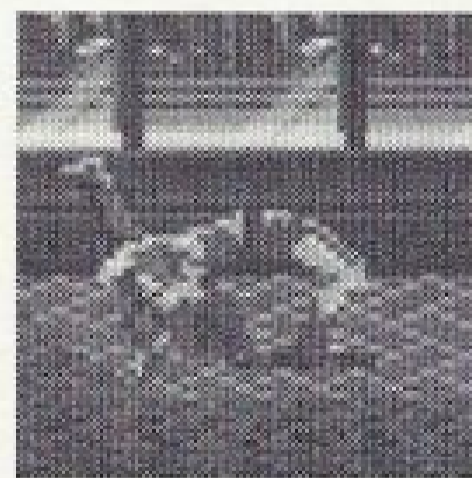
SUPER SLAM

Button 2 → Button 1

Use Button 2 to vault over your opponent, then quickly press Button 1 to make him kiss concrete! Axel and Blaze can grab an opponent from behind and press Button 1 for the same slam.



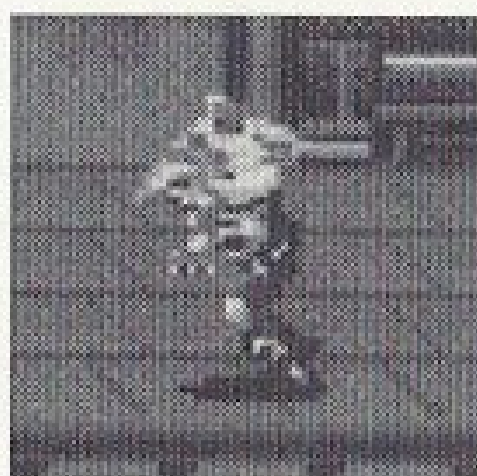
AXEL: Body Slam



BLAZE: Back Drop



If Skate is behind an enemy, you can make him perform a **Neck Throw** by pressing **Button 2**, then quickly pressing **Button 1** twice.



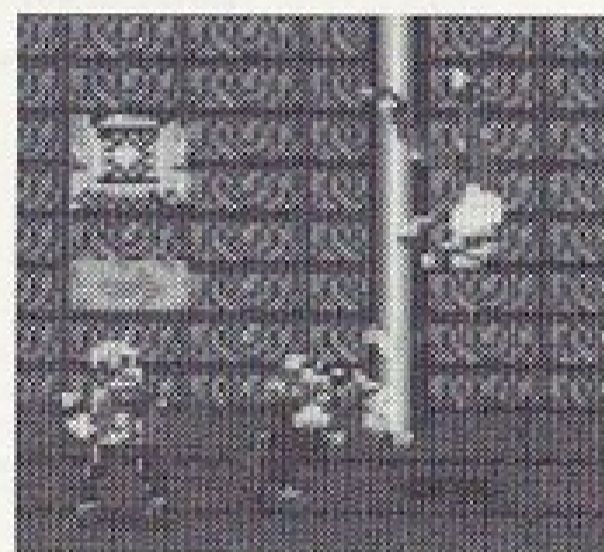
Get Skate behind an enemy, wait a moment, then press **Button 1** to deliver a head-pounding **Migraine**.

SPECIAL ATTACKS

RECOVERY

D-Button UP + Button 2

If your Fighter gets thrown, press these buttons simultaneously before he/she hits the ground. Your Fighter will land on his/her feet, unhurt.



STATIONARY ATTACK

D-Button UP then DOWN
→ Button 1

You can also bring up this attack by pressing the D-Button LEFT then RIGHT, then pressing Button 1.



AXEL: Dragon Wing



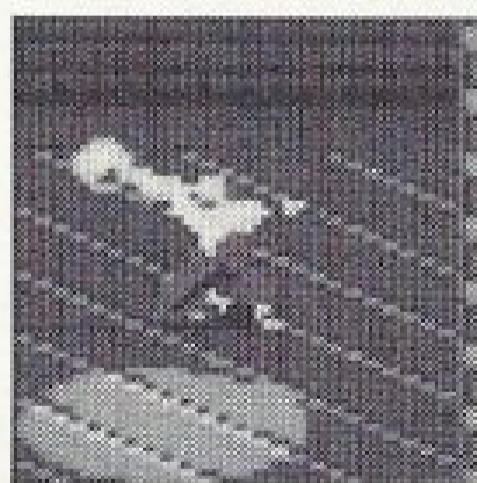
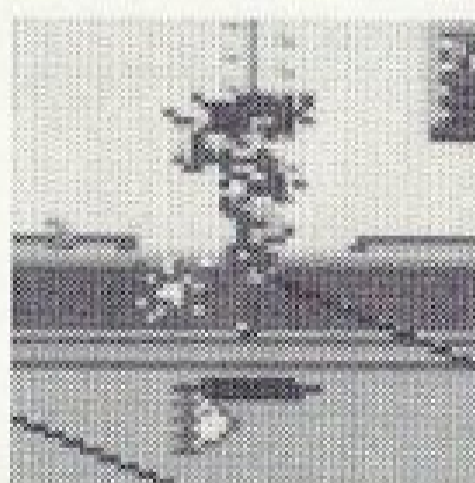
BLAZE: *Embukyaku*



SKATE: Double Spin Kick

DIRECTED ATTACK**D-Button LEFT or RIGHT
+ Buttons 1 and 2****AXEL:** Dragon Smash**BLAZE:** *Kikoucho***SKATE:** Corkscrew Kick**SUPER ATTACK****Press and hold Button 1, release**

Press and hold Button 1 until your Fighter crouches down to prepare for the attack; then release the button for a dazzling, devastating move that blows your opponents off their feet! Your Fighter can use the Super Attack once per life, unless you are able to pick up a Star item. You also receive an extra Super Attack when you finish a Stage.

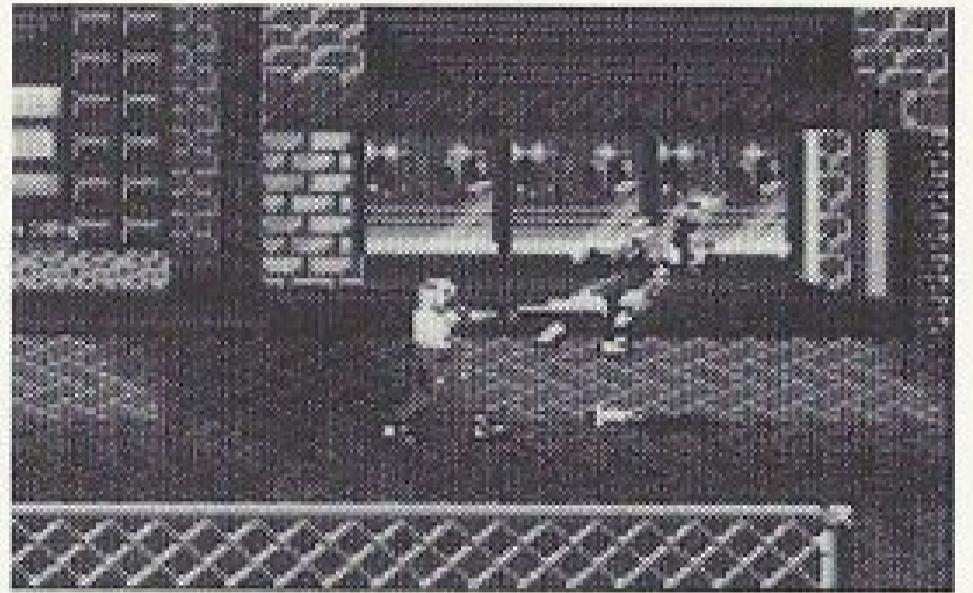
**AXEL:** Soul Striker**BLAZE:** Whirlwind
Attack**SKATE:** Pinball Assault

Note: Each Fighter has a total of 14 different moves. Experiment to discover what they are.

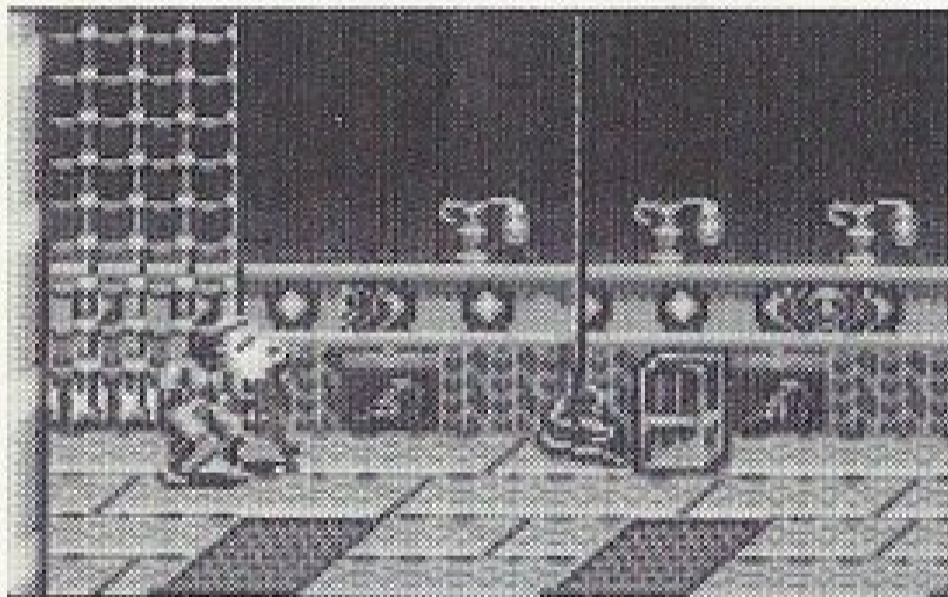
THE BATTLEGROUND

STAGE 1: DOWNTOWN

Grab a knife or a pipe and get down and dirty with the gangs in the streets. Clear out a seedy downtown dive, and take on the local ring leader, a musclebound bartender who isn't happy about your trashing his clientele!



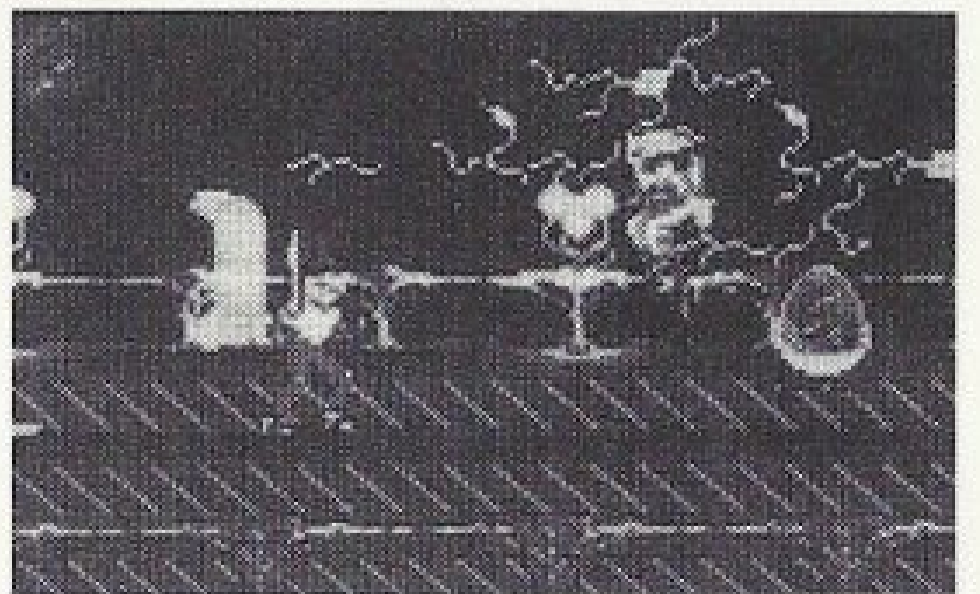
STAGE 2: AMUSEMENT PARK



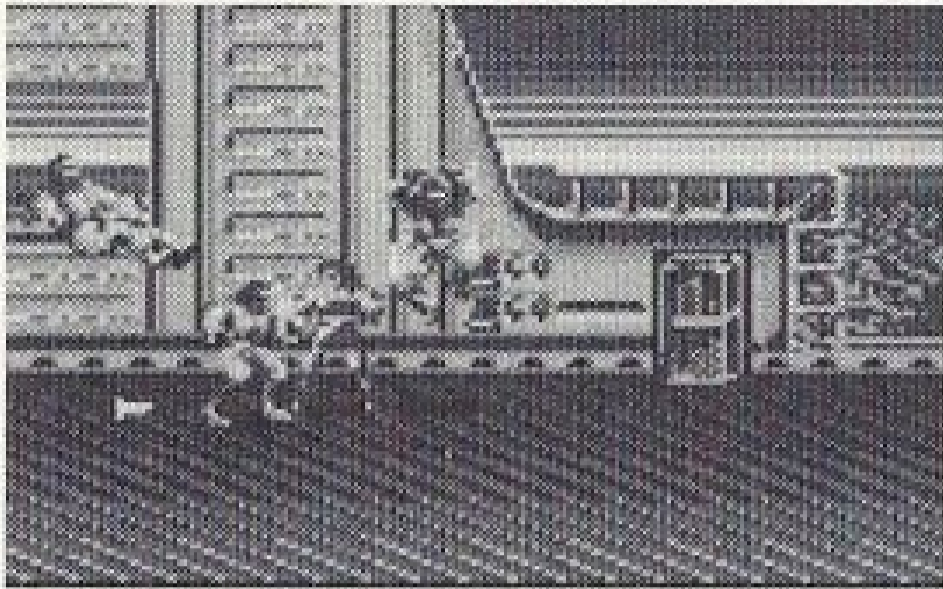
Bands of loitering thugs will keep you too busy to sightsee as you stroll the grounds. There's a toll on the Pirate Ship ride, and the Syndicate's squad of ninjas and martial artists plan to take it out of your hide!

STAGE 3: ALIEN ADVENTURE

Try out the Alien House, where real danger lurks in the fake fog. Bikers roar through on their motorcycles, trying to run you down, and a jet-propelled psychopath tries to pummel you into the floor. You will even take on the alien itself....



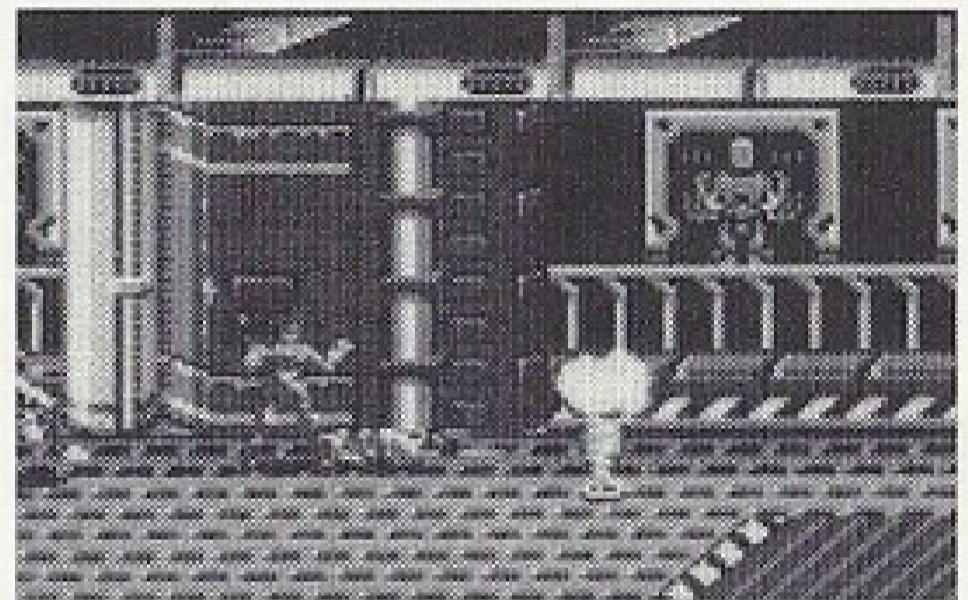
STAGE 4: MARINE MAYHEM



Stow away for a high-seas adventure to the Syndicate's island hideaway. But between the fire-spewing fat guys in the hold and the ninja thugs on deck, you'll find the trip anything but smooth sailing!

STAGE 5: MUNITIONS PLANT

You've wandered into a factory filled with strange, futuristic weapons. Are you ready to take them on a test run? Strike hard, but don't stick around for the results or you may get blown away!



STAGE 6: SYNDICATE STRONGHOLD

You're on your own here. Just be aware that Mr. X has been expecting you, and he has some surprises in store....

KNOW THE SCORE

1P 34410	TIME
x4	46
STAGE 2	CLEAR
STAGE 7	CLEAR
CLEAR BONUS	14900PTS
TIME BONUS	4600PTS
LEVEL BONUS	10000PTS

You receive points for each Syndicate slimeball you put away. Pile up an impressive score and collect extra Fighters while you pull the city out of the clutches of Mr. X!

You also collect bonus points when you clear each Stage, and the more difficult a level you play, the higher the bonus.

Clear Bonus:	The number of Stages cleared x 5,000 points
Time Bonus:	100 points for every second remaining on the timer
Level Bonus:	Easy No Bonus
	Normal 10,000 points
	Hard 20,000 points

You can pick up extra Fighters by scoring the following points:

1UP:	First 20,000 points
	Second 50,000 points
	Third 100,000 points
	Next Every 100,000 points

Note: You can speed up the point tally on the Bonus Screen by pressing Button 2.

GAME OVER/CONTINUE



When you run out of Fighters, the game ends. In the upper part of the screen (upper left corner for Player 1, upper right corner for Player 2), the words GAME OVER and CONTINUE appear.

If you have Continues remaining, you can choose to continue the game from your present Stage. Use the

D-Button to select Continue (the selection will flash), and press Button 2. The name of the Fighter you are currently using will appear. Use the D-Button to cycle through the names of the Fighters, and press Button 2 to choose the one you want.



SELECT PLAYER TIME
AXEL 36

You are allowed three Continues. When you run out of Continues, the words GAME OVER appear in the center of the screen, and the game ends.

HIGH SCORE SCREEN



NAME A TIME
 36

If you end the game with your score in the top ten, you can enter your initials on the High Score screen. When the game ends, the Name Entry screen appears in the top left corner of the screen (top right for Player 2). Cycle through the letters by pressing the D-Button LEFT or RIGHT, and press Button 2 to enter your choice and go on to the next letter. You have three spaces to enter initials. When you have filled all three spaces, the letters ED appear. Press Button 2 to enter your initials and continue or end the game.

STREET TACTICS

- ☆ Grab Items as soon as you can to collect additional points and stamina before the end of each scene.
- ☆ Stay away from the sides of the screen. Enemies love to lurk there, where you can't see their moves. Lure your opponents out where you can see them.

- ☆ Don't let your adversaries throw the first punch. Your enemies have a long reach, and once they knock you down, they'll press their advantage until you're history!
- ☆ Watch the shadows on the ground for advance warning of an enemy dropping in on you, or to locate the position of an airborne opponent.

HANDLING THIS CARTRIDGE

- ☆ This Cartridge is intended exclusively for the Sega™ Game Gear™ 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 this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 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 **1-800-USA-SEGA**. To receive Canadian warranty service, call the SEGA Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. 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 Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a technician is unable to solve the problem by phone, the technician 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 90 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.



Streets of Rage, Sega and Game Gear are trademarks of SEGA. © 1993 SEGA.
3335 Arden Road, Hayward, CA 94545. All rights reserved. Printed in Japan

672-1367