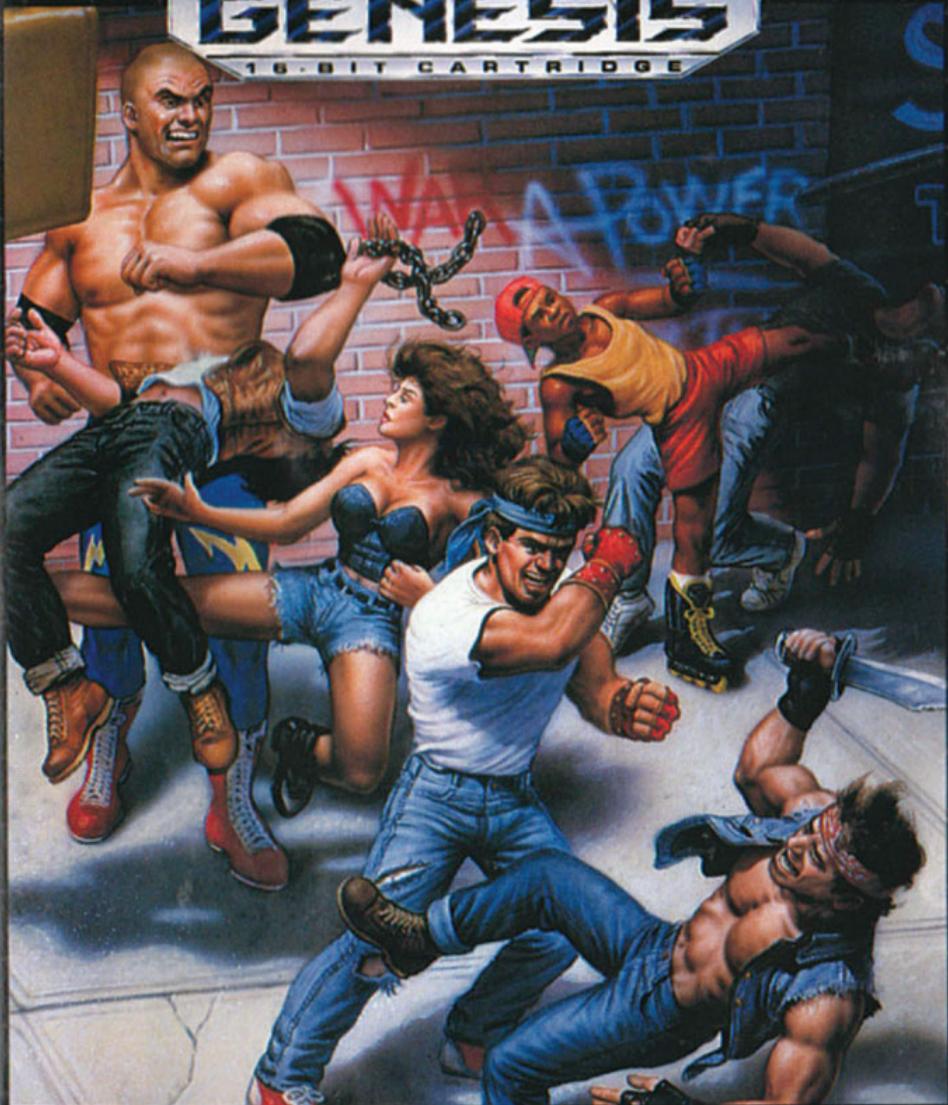


SEGA
GENESIS
16-BIT CARTRIDGE



STREETS
OF RAGE™
2

INSTRUCTION MANUAL

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Before inserting or removing the cartridge



For Game Play Assistance Call
1-815-591-Plus

EPILEPSY WARNING

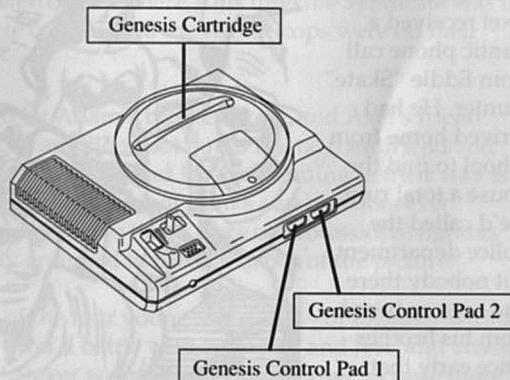
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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.**

STARTING UP

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Streets of Rage 2* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



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

THIS TIME IT'S PERSONAL

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

On the anniversary of the Syndicate's destruction, Adam, Axel and Blaze met at their favorite nightspot to commemorate the occasion and catch up on the latest news. Both Adam and Blaze had moved out of the city; Axel working as a bodyguard, and Blaze teaching dance. Adam had rejoined the police force, and moved into a small house on the edge of the city with his kid-brother. The three celebrated until late in the night, and made plans to meet at the same place next year.

As he was planning to check out of his hotel the next day, Axel received a frantic phone call from Eddie "Skate" Hunter. He had arrived home from school to find the house a total ruin. He'd called the police department, but nobody there had seen or heard from his brother since early that morning. Both Axel and Blaze rushed to Adam's home. Windows had been shattered, furniture smashed. Stuck on the remains of the splintered front door was a photo:



Adam in chains, lying at the feet of a man they recognized only too well.

Adam's disappearance marked the beginning of the nightmare. Criminal elements swarmed out to reclaim the streets.

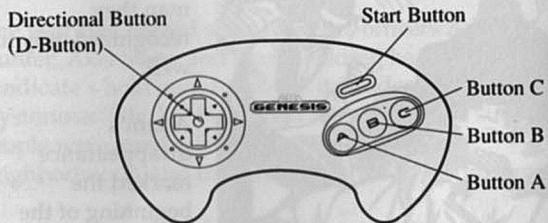
Gangs roamed the parks, and bomb-wielding bikers made the roads deadly to travel at night. Beatings and lootings took place regularly and in broad daylight. Chaos reigned in the city, far worse than ever before.

Axel and Blaze tried to contact their old friends at the force, the ones who'd once provided backup with heavy artillery. But everyone they knew had been either fired or transferred elsewhere. This time the Syndicate was in complete control, and the two ex-cops were on their own.

Assisted by Adam's brother Skate, and Axel's friend Max, 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 to that a force of professional fighters specially groomed to take them out of the picture!

As one of the four young vigilantes – or together with a friend – you'll battle with your fists and feet, and attack with whatever weapon you come across, as once more you walk the Streets of Rage!

TAKE CONTROL!



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 menu and Options screens.
- Press in conjunction with Buttons A, B or C for certain attack moves (see page 15).

Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.

Button A

- Press for a Special Attack.

Button B

- Press to attack.
- Press to pick up Items and weapons.
- Press to return to the Game Selection screen from the Duel Player Selection screen.

Button C

- 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 the Start Button again to bring up the Game Selection screen. Choose a 1-player or 2-player game, take on a friend in a Duel, or take a look at the Options. To make your choice, press the D-Button up or down to move the marker in front of the selection you want, and press Button C or the Start Button.

Note: You can choose "2-player" or "Duel" only if Control Pad 2 is plugged into your Genesis system.

OPTIONS

Press the D-Button up or down to highlight an option, then press left or right (or press Button B or C) to cycle through the choices.

Level: Choose from "Easy," "Normal," "Hard" and "Hardest."



Players: Choose from 1 to 5 Fighters per game.

BGM: Select this option to listen to any of the 27 music tracks used in the game. Use the D-Button to cycle through your choice of tracks, and press Button A to listen to each track.

SE: Here you can listen to any of the sound effects used in the game. Use the D-Button to cycle through your choice of sound effects, and press Button A to listen to each effect.

Voice: Listen to any of the voices and fighting sounds used in the game. Use the D-Button to cycle through your choice of voices, and press Button A to listen to each voice.

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

Note: If you don't make any choices from the Options screen, the Computer will automatically select a Normal game with 3 Fighters.

SELECT PLAYER

Here you can choose one of the four 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.



players have made their choices by pressing Button C or the Start Button.

Player 1 uses the D-Button to move the flashing box with the letters, "1P" in the lower left corner, and Player 2 moves the box where "2P" appears in the lower right corner. The game begins when both

Note: In the 2-player game, Players 1 and 2 cannot select the same Fighter.

THE DUEL

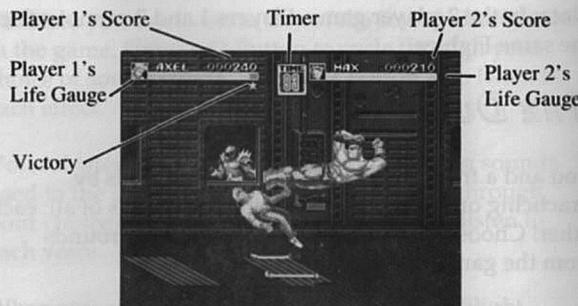
You and a friend can hone your fighting skills by practicing on the most challenging opponents of all: each other! Choose a Fighter and one of the backgrounds from the game, and have at it!

Choose "Duel" from the Game Select screen and press Button C or the Start Button to bring up the Select Player screen. Each player chooses the Fighter he or she wants to use by using the D-Button to place the letters "1P" and "2P" over the desired Fighter and pressing Button C or the Start Button. In the Duel, both Player 1 and Player 2 can select the same kind of Fighter (for example, Blaze vs. Blaze). The two Fighters will appear in different colored clothing.

In the space above the Fighters' categories, the word "Stage" appears. Player 1 selects the round the Fighters will battle in. Cycle through the numbers by pressing the D-Button left or right, and pressing Button C or the Start Button.

Next, choose whether or not you and your partner want your Fighters to use their Special Attacks. The word "Special" replaces the Round number. Player 1 uses the D-Button to turn the Special Attacks on or off, and presses Button C or the Start Button for the battle to begin.





At the beginning of the duel, Player 1 will be on the left side of the screen, and Player 2 will be on the right side. The kinds of weapons available in the Round chosen will be lying on the ground for either Fighter to pick up and use. You can also knock a weapon from your opponent's hand and pick it up to use on him or her. Certain outside parties might try to make things a little more interesting for you, but you won't be able to attack them.

You'll have 99 seconds (computer time) to knock out your opponent. If you run out of time, the Fighter with the most energy remaining on his or her Life Gauge will win the duel. If both Fighters fall at the same time, or the time runs out while both Fighters have the same amount of energy on their Life Gauges, the duel will be declared a Draw Match.

Each time a Fighter scores a victory, a star appears under his or her Life Gauge. The contest ends when one Fighter scores two victories. The Select Player screen then returns for you and your friend to select new Fighters and a new Round. You can also select the same Fighters and Round if you wish. If you wish to quit the match, press Button B to go back to the Game Selection screen.

THE 2-PLAYER GAME

Select "2-Player" from the Game Mode screen, and you and a friend can take on the Syndicate's league of sleazoids together. Naturally you'll be competing for the highest score, but you'll get much farther if you work together and provide for each other. Try not to attack each other, or you'll suffer damage from your own side!

JOINING A GAME IN PROGRESS

A second player can join a battle



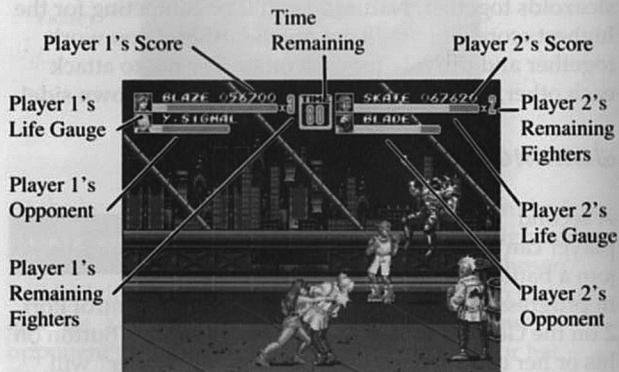
in progress by plugging a Control Pad into Control Port 2 on the Genesis system and pressing the Start Button on his or her control pad. The words "Select Player" will begin flashing in the upper right hand corner of the screen.



Player 2 should then select a Fighter by pressing the D-Button left or right until the name and picture of the desired Fighter appears, and pressing Button A, B, C, or the Start Button. Player 2's Fighter will drop into the fray from the right hand side.

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, its owner falls and is defeated. Enemy Life Gauges vary in length. A star above a silver Life Gauge shows an enemy with twice the stamina of the average slimeball – when the silver Gauge runs out, it will be replaced by a yellow Life Gauge. If an enemy's Life Gauge is silver with two stars beneath it, he will have three times the stamina of a normal enemy.

Time Remaining: You'll have 99 seconds to defeat all the criminal elements that come after you in each section. When you clear each section, either the scene changes, or a "Go" arrow appears, and the clock starts over again. Also, if you lose a Fighter in the course of the battle, the clock will start over. Should you not clear a certain area by the time the timer reaches 00, the words "Time Over" appear, and you lose a Fighter. Your Fighter will receive a full Life Gauge at the beginning of each new Stage.

ITEMS

As you fight the Syndicate's evil legions, you'll come across Items that can help you through the battle. These Items are hidden inside various receptacles: garbage cans, furniture, crates and boxes, oil drums, roadblocks, "alien eggs," piles of sandbags... even arcade machines! Attack the receptacle to destroy it, then pick up the Item by moving over it and pressing Button B.



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



Roast Chicken: Completely fills your Fighter's Life Gauge!



1UP: Gives you an extra Fighter!



Cash Bag: Adds 1,000 points to your score.



Gold Bars: 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 B. Press Button B to use the weapon, or press Buttons B and C simultaneously to throw it (you may need to practice this).



Knife: It slices, dices and ventilates thugs at close range, and it's a handy long-range weapon as well!

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



Katana (Japanese sword): Really improves your reach!



Kunai: A Ninja weapon that works as well as a knife!



Bomb: Usually thrown at you by your enemies. You can pick the bomb up before it explodes and throw it back at your enemies, but if you aren't quick, it will go off in your hand!

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

ATTACK MOVES

REGULAR/ATTACK

Button B



AXEL: Jab



BLAZE: Jab



MAX: Chop



SKATE: Jab

FURY

Button B pressed repeatedly

Each Fighter has a cycle of 4 to 5 regular attack moves. If you continue pressing Button B, the cycle will continue until your enemy falls away.

AXEL: Two Jabs, one Straight, a Middle Kick and a High Kick.

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

MAX: Two Left Chops, a Right Punch, and a Hammer Punch.

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

SINGLE ATTACK Press and hold Button B, release



AXEL: High Kick



BLAZE: High Kick



MAX: Hammer Punch



SKATE: Roller Kick

BLITZ

D-Button twice in the same direction → Button B



AXEL: Grand Upper



BLAZE: Vertical Slash



MAX: Power Slide



SKATE: Super Dash/
Dynamite Head Butt

REAR ATTACK Button B + Button C simultaneously



AXEL: Backhand Punch



BLAZE: 360° Foot Sweep



MAX: Mule Kick



SKATE: Backflip Kick

Note: Be sure your Fighter is not holding a weapon while attempting this move – otherwise the weapon will be thrown.

JUMPS

JUMP ATTACK

Button C → Button B

Press Button C to jump, then press Button B at the peak of the jump for an aerial attack.



AXEL: Vertical Kick



BLAZE: Roundhouse Kick



MAX: Super Hammer Punch



SKATE: Double Back Kick

JUMP KICK

D-Button (left or right) + Button C → Button B

Press the D-Button in the direction you want your Fighter to attack.



AXEL: Side Kick



BLAZE: Side Kick



MAX: Drop Kick



SKATE: Side Kick

DROP ATTACK

Button C → D-Button DOWN + Button B



AXEL: Knee Press



BLAZE: Flying Chop



MAX: Elbow Drop



SKATE: Roller Press

HOLDING AN OPPONENT

If you move your Fighter close enough to an opponent, he or she will grab that opponent by the shoulders. Wreak some heavy damage with the following moves:

FLURRY

Button B pressed repeatedly

Each Fighter has a cycle of 2 to 3 attack moves. If you continue pressing Button B, the cycle will continue until your enemy falls away.

AXEL: Knee Kick followed by a Head Butt.

BLAZE: Knee Kick followed by a Throw.

MAX: Bear Punch

SKATE: Two Head Butts followed by an Elbow Smash.

POWER BLOW

Wait one second, then
press **Button B**



AXEL: Head Butt



BLAZE: Throw



SKATE: Head Butt

FLURRY **D-Button pressed TOWARD Opponent +
Button B pressed repeatedly**

AXEL: Four Knee Kicks.

BLAZE: Two Knee Kicks and an Elbow Smash.

MAX: Two Knee Kicks followed by a Head Butt.

BODY THROW **D-Button pressed AWAY FROM
Opponent + Button B**



AXEL: Back Throw



BLAZE: Back
Sacrifice Throw



MAX: Brain Buster



SKATE: Roller
Uppercut

SUPER SLAM

Button C → Button B

Use **Button C** to vault over your opponent (or in Max's case, to jump), then use **Button B** to make your enemy kiss concrete!



AXEL: Body Slam



BLAZE: Back Drop



MAX: Thunder Body Slam SKATE: Neck Throw



Get Skate behind an enemy and press
Button B for a head-pounding Migraine.



Max is too heavy to vault over an opponent, so he must find another way to get behind his enemy for the following: **Press Button B** for a German Suplex, or **press Button B, then Button C** for a back-breaking Atomic Drop.



SPECIAL ATTACKS

STATIONARY ATTACK

Button A



AXEL: Dragon Wing



BLAZE: Embukyaku



MAX: Knuckle Bomb



SKATE: Double Spin Kick

DIRECTED ATTACK

D-Button + Button A



AXEL: Dragon Smash



BLAZE: Kikousho



MAX: Thunder Tackle



SKATE: Corkscrew Kick

You can use Special Attacks as often as you want; however, each Special Attack drains your Fighter's Life Gauge. A stationary Special Attack only drains your Fighter's Life Gauge if he or she makes contact with an enemy. A directed Special Attack drains your Fighter's Life Gauge every time you use it. If your Fighter's Life Gauge gets too low, you won't be able to use the Special Attack.

THE BATTLEGROUNDS

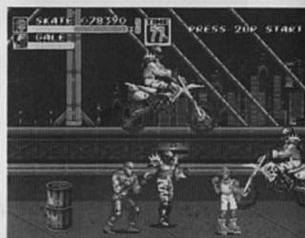
STAGE 1: DOWNTOWN



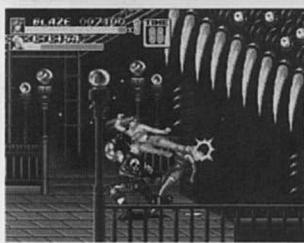
Start your search where knife-wielding punks rule the streets. Trail them into a seedy downtown dive, and clean house! In a back alley behind the bar, you'll meet Barbon, a bartender who lifts barbells more than bottles – and who isn't happy about your trashing his clientele!

STAGE 2: BRIDGE UNDER CONSTRUCTION

There's a toll on this bridge, and bomb-tossing bikers plan to take it out of your hide! In the back of a moving supply truck, you'll challenge one of their best warriors. At the far end of the bridge, an airborne attacker threatens to ruin your day!



STAGE 3: AMUSEMENT PARK



Let the local slime know that the party's over as you stroll through the park grounds. Score a few hits in a local arcade, and enter the "Pirates" attraction where blade-wielding ninja types make for a rough ride! Try out the

Alien House, where the props explode, and real danger lurks in the fake fog. You might even have to take on the attraction itself...

STAGE 4: STADIUM

On the diamond you'll meet Big Ben, a baseball fan who looks like he's had far too many chili dogs. Clean his clock, and watch that fiery breath! A secret elevator takes you to an underground arena where winner takes all!



STAGE 5: THE SHIP



Check out the cargo holds for valuables and gangsters, and take on Raven, a vicious kick-boxer! Swab the upper decks with a couple of undesirables, but be on the lookout for some really bad news...

STAGE 6: JUNGLE

There's no time to stop and enjoy the scenery - you'll be too busy with Raven's kick-boxing buddies. Knock through sandbags and grab Items while you can. You'll need all the stamina you can get for the battle ahead!



STAGE 7: MUNITIONS PLANT



Take on waves of attackers on moving conveyor belts. Then grab a cargo elevator up to the roof, where you'll take on two very solid foes!

STAGE 8: 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

You receive points for each Syndicate slimeball you put away. The point value of each thug depends on his or her strength, with the really tough guys who try to pound you into paste at the end of each Stage

worth the most points. Pile up an impressive score and collect extra Fighters while you pull the city back from the clutches of Mr. X!

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

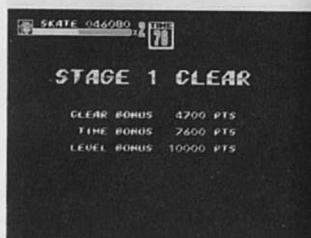
Clear Bonus: 5,000 points

Time Bonus: 1,000 points for every second remaining on the timer

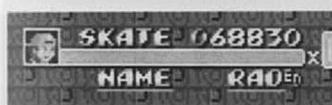
Level Bonus: Easy 5,000 points
Normal 10,000 points
Hard 20,000 points
Hardest ... 30,000 points

You'll also be able to pick up extra Fighters by scoring the necessary points.

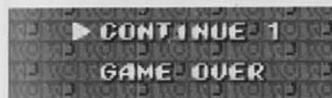
1UP: First 20,000 points
Second 50,000 points
Third 100,000 points
Next Every 100,000 points



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 will appear. If you achieved a high score, you'll have a chance to enter your initials. Cycle through the letters by pressing the D-Button left or right, and press Button C to enter your choice and go on to the next letter. You'll have three spaces to enter initials. When you have filled all three spaces, the letters ED appear.



Press Button C. If you have Continues remaining, you can choose to continue the

game from your present Stage. Use the D-Button to select Yes or No, and press Button C. If you selected Yes, the words "Select Character" will appear and you'll be able to choose a Fighter for the next round. Use the D-Button to cycle through the Fighters, and press Button C to choose. When you continue, your score will be reset to "0."

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

High Score Screen

If you end the game with your score in the top ten, you can enter your initials on the High Score screen. The Name Entry screen appears in the Information Window of the game screen (top left corner for Player 1, top right for Player 2).

THE BEST 10 PLAYERS				
RANK	SCORE	RD	NAME	LEVEL
1ST	104820	2	SKATE-DAN	NORMAL
2ND	100000	1	MAX-Y-K	NORMAL
3RD	96350	4	BLAZE-ZED	NORMAL
4TH	90000	1	ANEX-Y-F	NORMAL
5TH	80000	1	BLAZE-A-K	NORMAL
6TH	70000	1	SKATE-H-L	NORMAL
7TH	68830	3	SKATE-E-60	NORMAL
8TH	60000	1	MAX-K-H	NORMAL
9TH	50000	1	ANEX-A-L	NORMAL
10TH	40000	1	BLAZE-K-U	NORMAL

SOME EXTRA ADVICE...

- Grab Items as soon as you can to collect additional points and stamina before the end of each scene.
- Stay out of 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.
- Go for the thug with the weapon first – he can do the most damage, especially when your back is turned.
- Some Fighters are better with certain weapons than others. Experiment! If your Fighter is not good with a certain weapon, ignore it, or throw it out of your opponents' reach.
- If you are carrying a weapon you want to keep using, avoid standing over any other weapons lying about – instead of attacking, you'll wind up juggling weapons.
- Watch the shadows on the ground for advance warning of an enemy dropping in on you!

SETTLING THE SCORE

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively for 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 projection televisions: Still pictures or 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.

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

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.

MORE INTENSE ACTION FROM SEGA™!

BATMAN™ RETURNS



Leap with **Batman** into wild acrobatic battle! The **Penguin** has **Gotham City** gripped in his twisted flippers.

Track the **Dark Knights** most feared enemies through intense search-and-destroy danger!

- Hunt **The Penguin** through 7 non-stop cityscapes of bone-wrenching action!
- **Batman** swoops through empty air on his winged cape and swings from a bell rope over a bottomless chasm!
- Body-breaking misfits like **Catwoman**, the **Juggler** and the **Gargoyles** are ready for mass damage!



672-0946

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Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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Made in Japan.