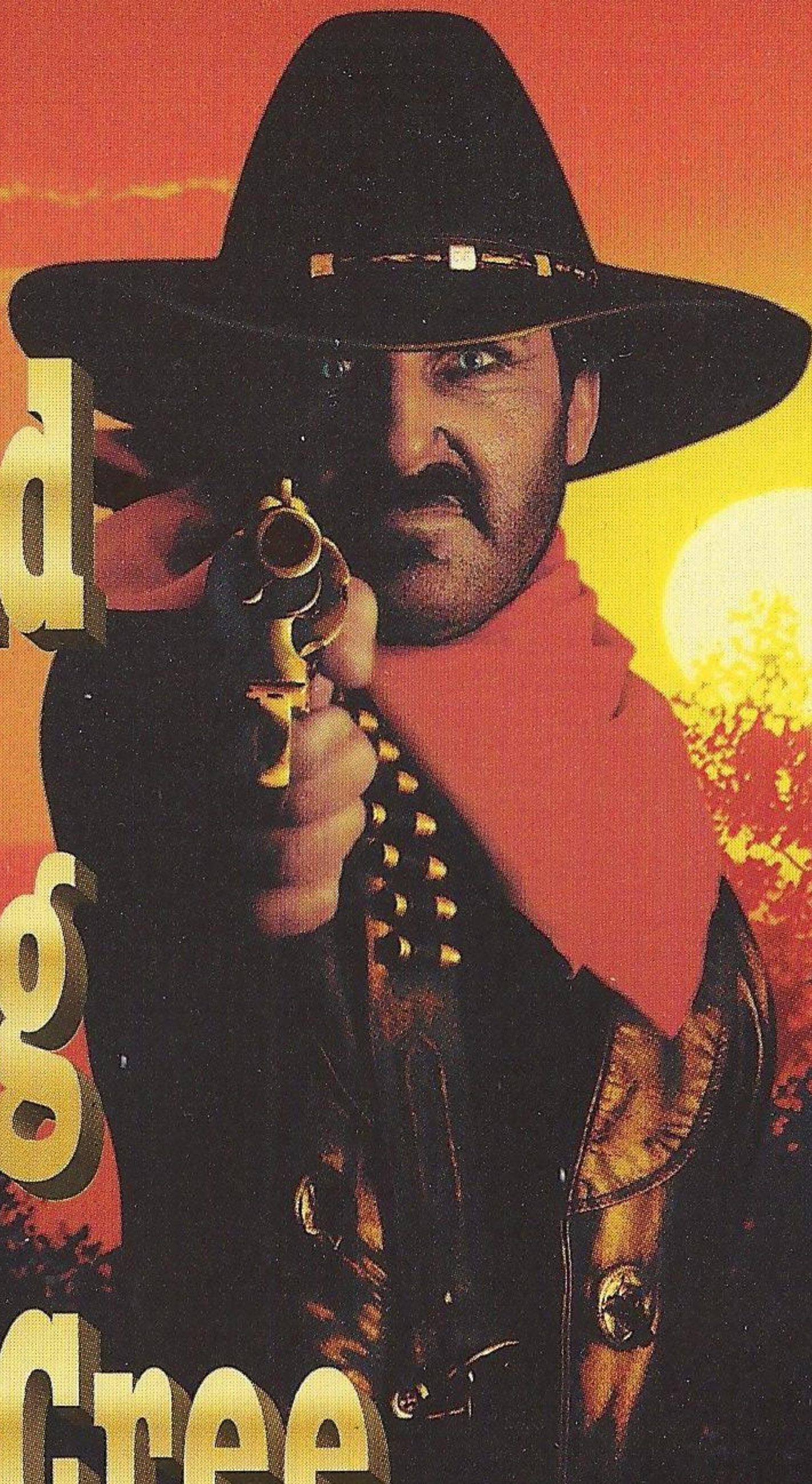


SEGA™

SEGA CD™

**M**ad  
**D**og  
**M**ccree™  
Shooting Game

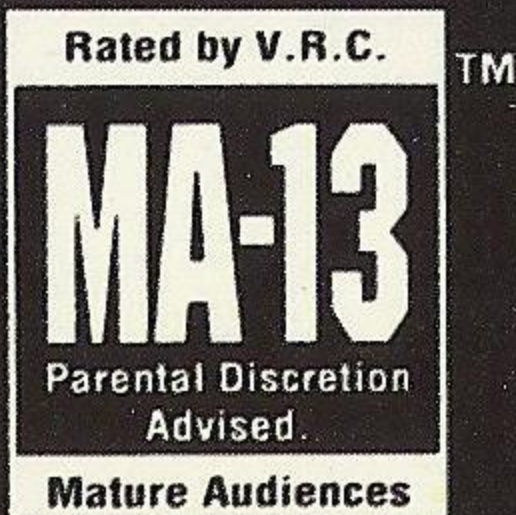


*The Arcade Smash Hit by*



**LIVE** MOTION **PICTURE** **ACTION**™

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA CD™ SYSTEM





# **WARNING: (Epilepsy Caution)**

## **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.

# **WARNING:**

## **FOR 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.

# **HANDLING YOUR CD DISK**

- The Sega CD Disc is intended for use exclusively with the Sega CD system.
- Handle it with care. 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 recess during extended play, to rest yourself and the Sega CD.



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 CD™ SYSTEM.



*Welcome*

to the first Mad Dog  
adventure with live motion  
picture action.

**M**ad **D**og **M**ccree™

**A** **AMERICAN**™  
LASER GAMES, INC





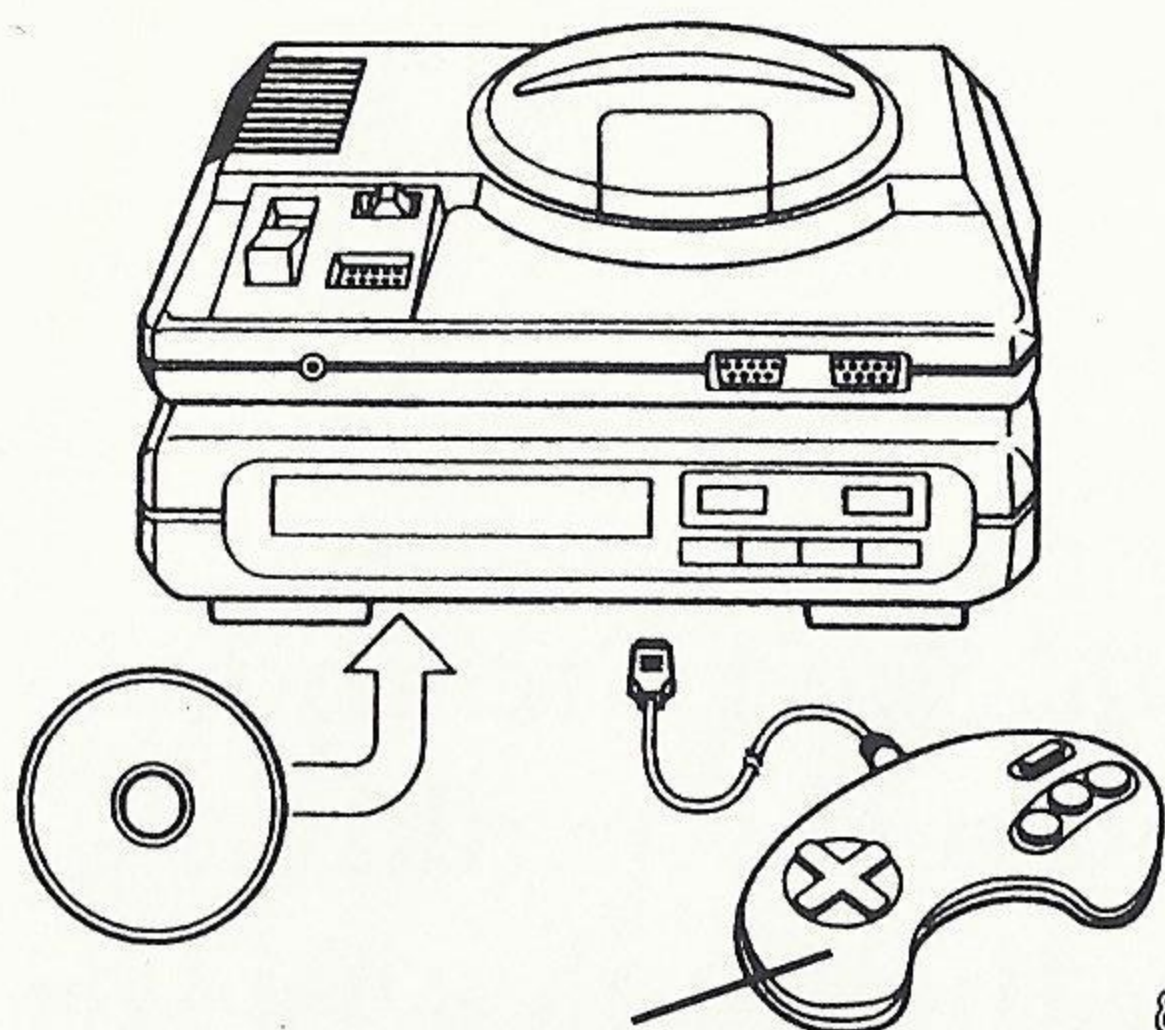


**M**ad Dog is feared throughout the West, leaving a path of destruction wherever he goes. And now Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail and are wreaking havoc in the saloon, the bank and the stable. He has kidnapped the town's mayor and his daughter.

Old Prospector, "A lot of good folks need your help, but before you step into town, you better be a good shot. If you don't start with a little bottle practice, you won't last long, Stranger."



# GETTING STARTED



Control Pad to Control Port 1  
on the Genesis Console

1. Connect your Sega CD and Sega Genesis™ systems and plug in a control pad into control plug 1. A control pad, Sega Mouse, Menacer or other lightpin gun can be plugged into control plug 2. Turn on your TV or monitor, and then turn on your Genesis.

2. Place the *Mad Dog McCree* CD into the disc tray, label side up. Close the tray.

3. If the Sega CD logo is on screen, press **Start** to begin. If the Control Panel is on screen, move the cursor to the CD-ROM button, and then press Button A, B or C. The Sega screen appears.

Mad  
Dog  
McCree

☞ Start 1 Player Menacer  
Start 1 Player Joypad  
Start 2 Player Menacer  
Option



## START SCREEN

The start screen is reached from the demo loop by hitting the START button on the control pad in control plug 1. The start screen allows you to start the game for 1 player or 2 players, using either the control pad or the device plugged into control plug 2. This screen is also used to access the options menu.

## OPTIONS SCREEN

The options screen is reached from the start screen by using the START button on the control pad in control plug 1. The directional and START button on the control pad in control plug 1 are used to select an option in the option screen. Difficulty levels are Deputy (easiest/default), Sheriff (more difficult), and Marshall (hardest). The calibrate screen is reached from the options menu.

☞ Calibrate Gun  
Difficulty Deputy  
Sheriff  
U.S. Marshall  
Exit



# KNOWING YOUR CONTROLS



## CONTROL PAD

Shown as "Joypad" on start screen

### Start Button:

- If the Sega CD logo appears after loading the disc, you can hit the start button immediately to begin the game review, or the system will automatically go into the game review after a 10 second pause. The game review mentions important hints and explains what the game is about.
- Starts game play. Hit the start button to get to the start screen for player options.
- Pauses the game.

### Directional Pad:

- In start or options screen, used for selection.
- Aims your six shooter.
- When moved to the bottom of the screen, allows the gun to be holstered and reloaded.

### "A" Button:

- When the gun is pointing into the screen, fires your six shooter.
- When the gun is pointing down, drops the gun into the holster for a reload.

### "B" Button:

- Used to double the speed of gun movement.
- If "C" BUTTON is also pressed, speed is 8 times faster.

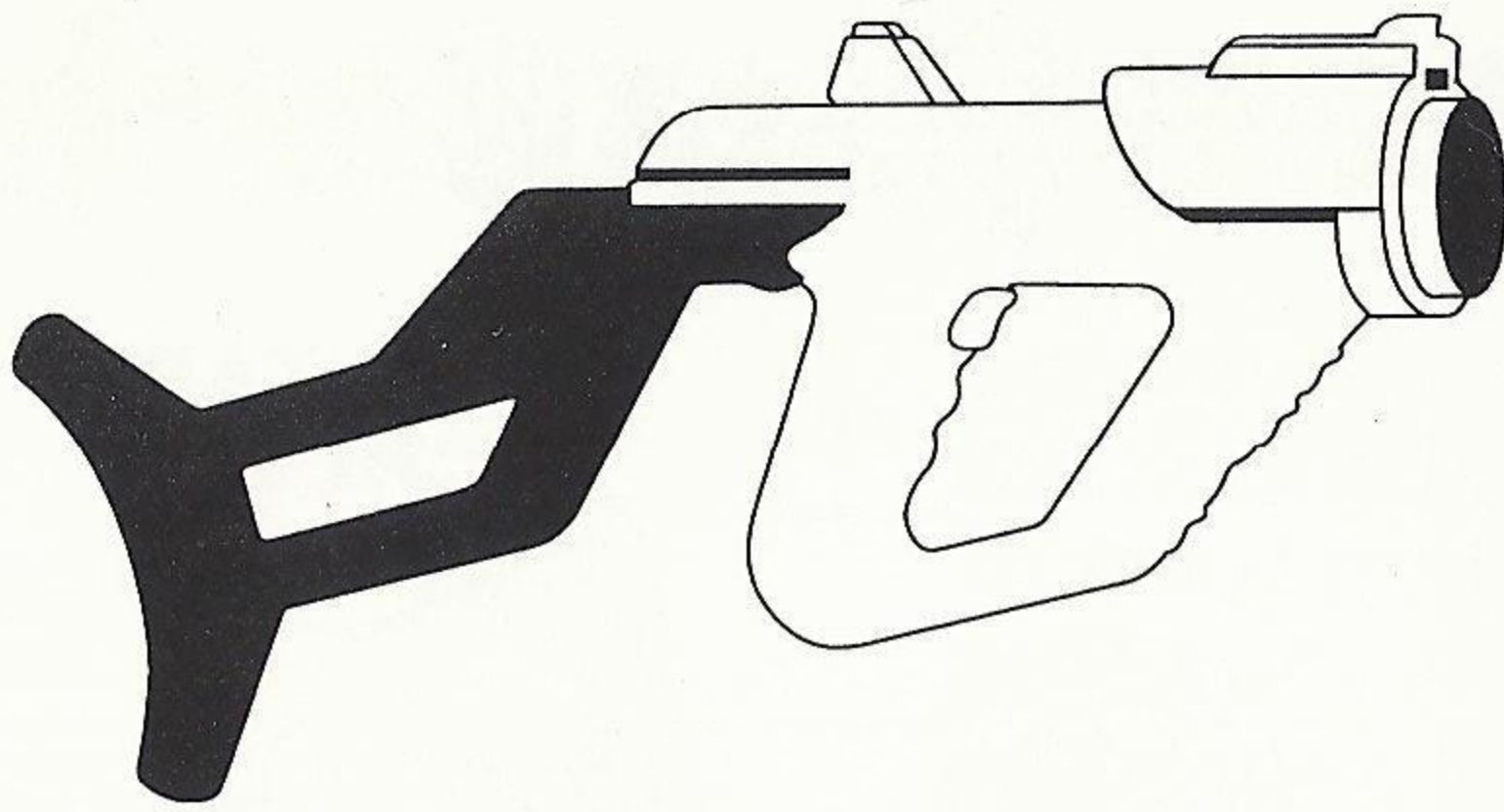
### "C" Button:

- Used to quadruple the speed of gun movement.

### Two Player Mode:

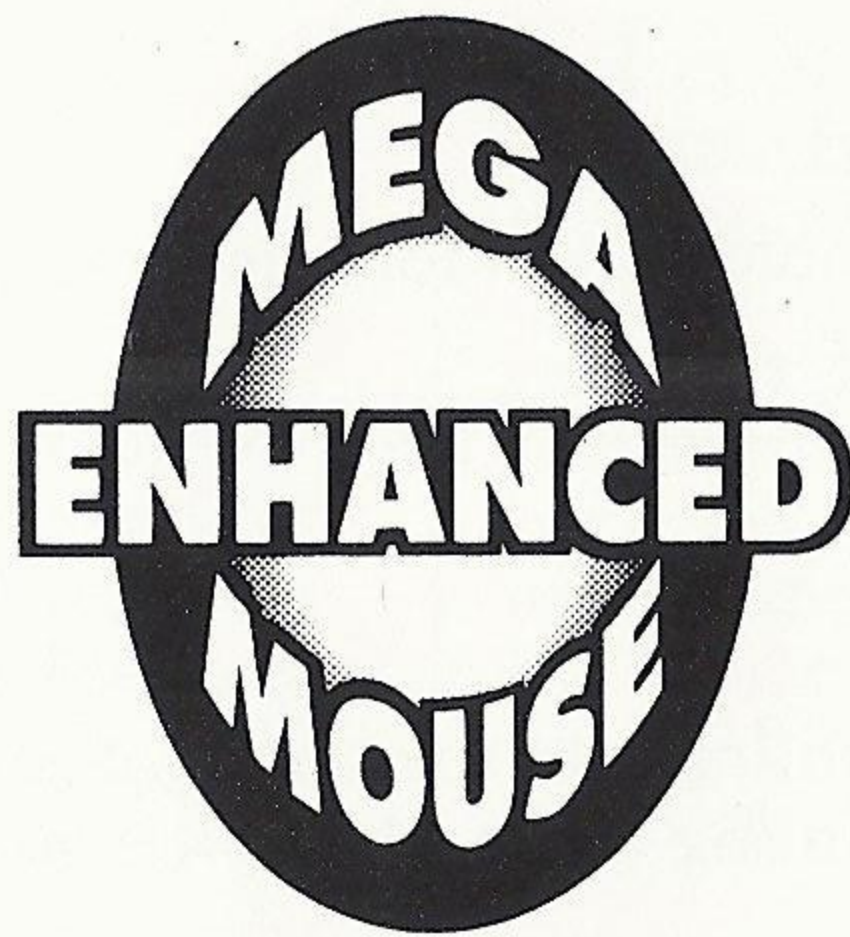
- When using two control pads for two player mode, player 1 is control pad 1 and player 2 is control pad 2. See general two player notes later.





## **MENACER™**

- The Menacer™ fires where pointed on the screen as long as you have bullets.
- Reload by shooting off screen (the Menacer™ box that sits above your TV must detect that the menacer has fired, so point in its direction).
- The FRONT bottom button can be used to pause the game with the Menacer.
- Some video guns require using the control pad START button to pause or to view the start screen.



## **MEGA MOUSE™**

- Moving mouse aims your six shooter.
- Dropping your six shooter to the bottom of the screen allows it to be reloaded.
- The left button on the mouse is used to shoot and reload.
- The START button on the control pad in control plug 1 is used to start and pause the game.



# GENERAL GUN USAGE

- The guns work best when in the range of 5 to 12 feet from the television screen.
- The guns can be calibrated by selecting calibrate under the options screen. The options screen is accessed from the start screen. To calibrate the gun, push "A" BUTTON on the control pad in control plug 1. Aim the gun at the center of the bullseye, and press the trigger. Check the accuracy of the gun, and recalibrate if necessary. Use START button on the control pad in control plug 1 to get back to the options screen.

# TWO PLAYER GENERAL

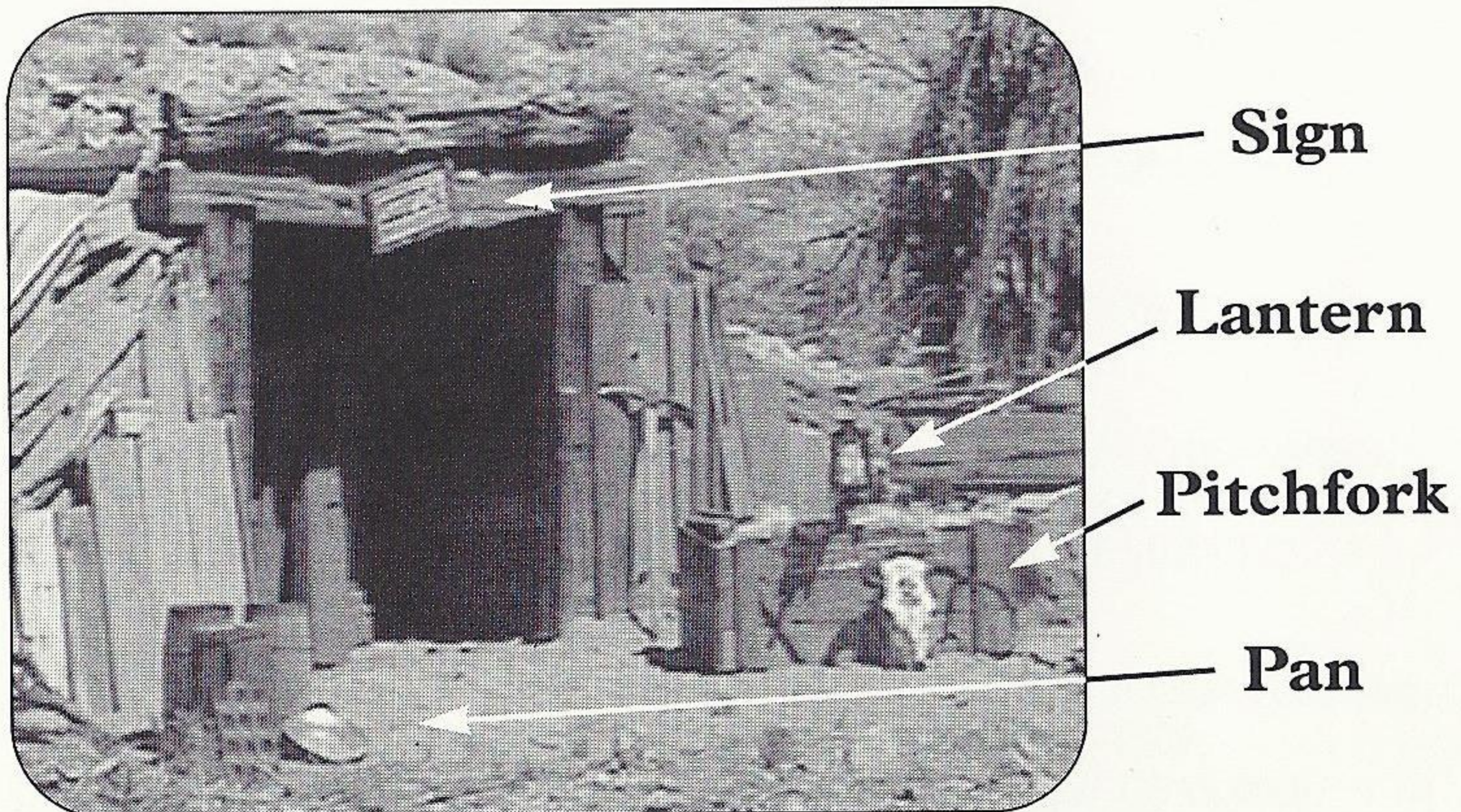
- Two player mode is an alternating style of play, each player plays until he or she loses three lives, then the other player plays.
- The score for each player is displayed at the top, player 1 on the left and player 2 on the right. The knife beside the score indicates which player is currently playing.
- Between each player's turn, a screen will show which player's turn it is and ask that player to shoot the bullseye to start their turn. The game will wait until the bullseye has been shot before continuing.

# RESTART

- If you want to RESTART or go back to the START SCREEN for other selections, hold all three A, B and C buttons down and hit start.

# VISUAL CLUES

- When this action scene appears during the game, you will need to be aware of the locations of various targets.





## **90 DAY LIMITED WARRANTY**

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# ACKNOWLEDGEMENTS

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**Artwork:** Jeff Baker  
**Arcade Game Programmer:** Pierre Maloka  
**Arcade Game Designer:** James Pattison

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# Live Motion Picture Action

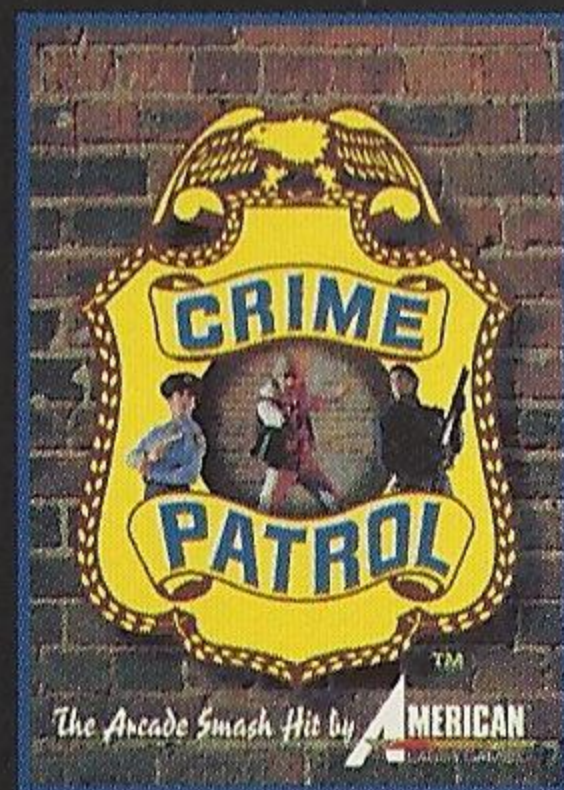
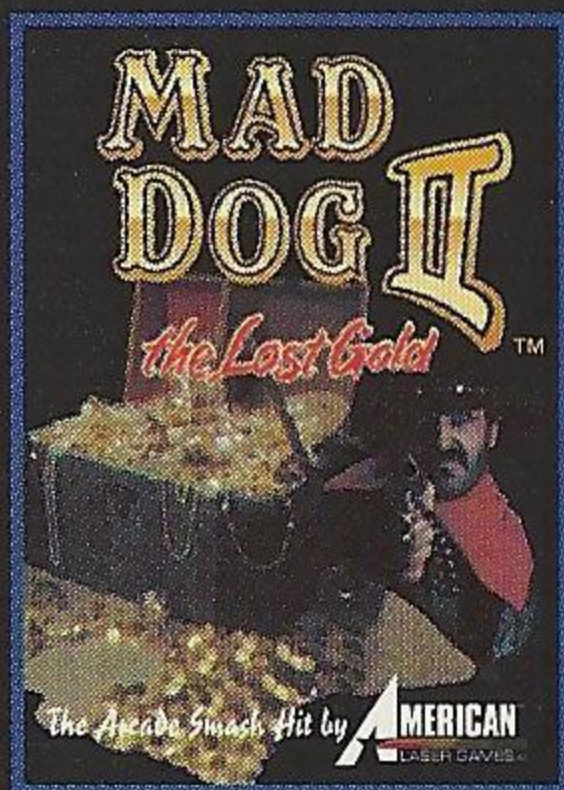
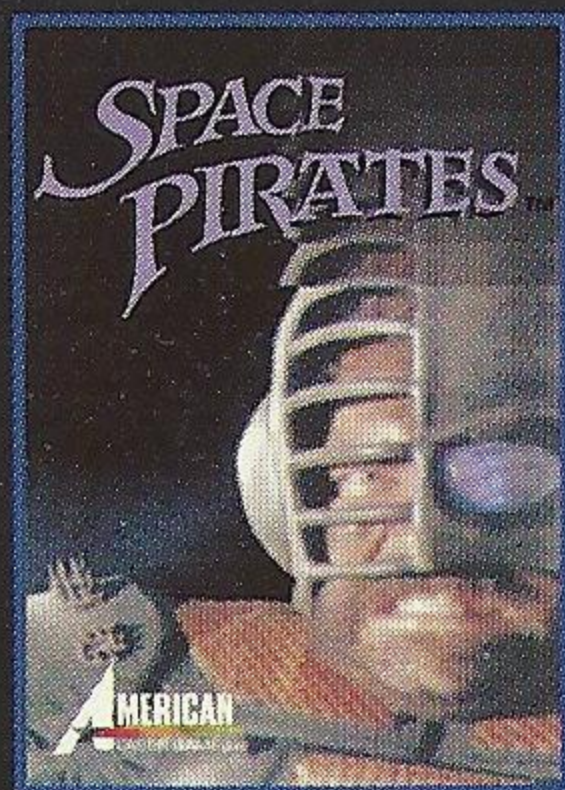
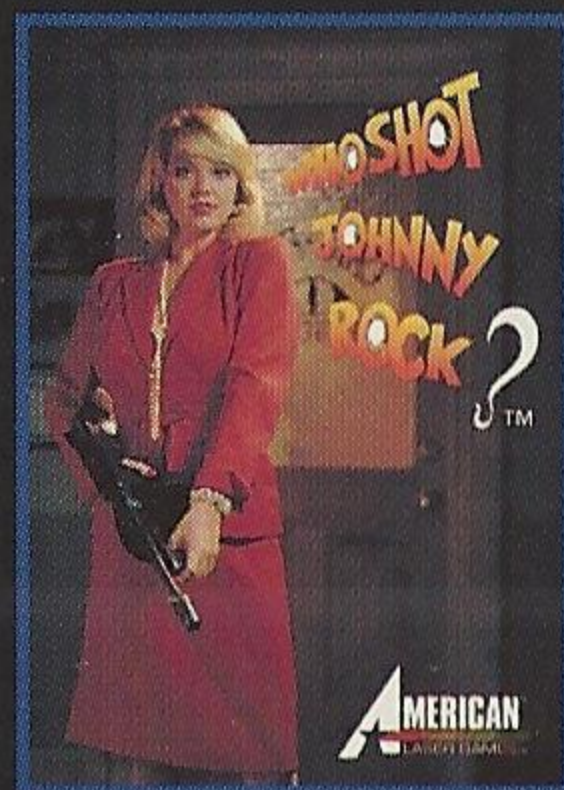
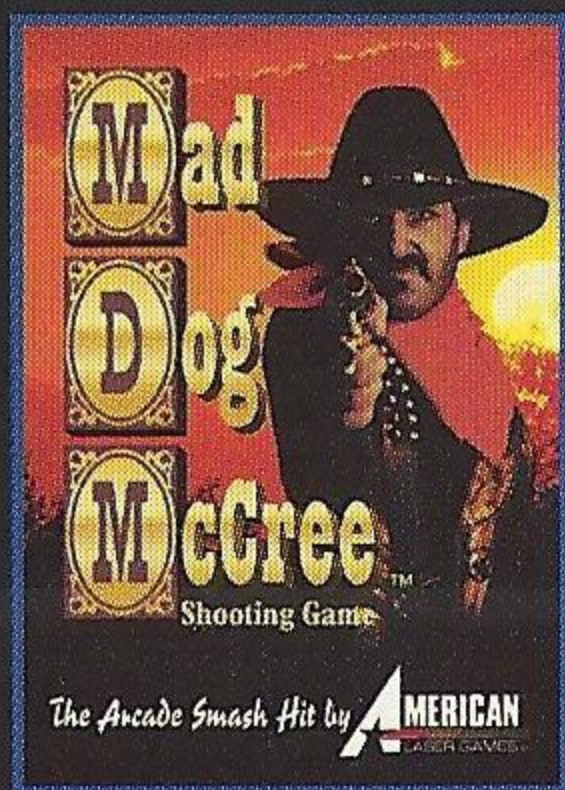


Created by



Now you can enjoy exciting motion picture arcade hits on the SEGA CD™ system. American Laser Games captivates the

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