

It's Here! It's Awesome! It's ...

STREETS 2 OF RAGE™

Original rumblers Axel and Blaze slam the asphalt with bigger, better, totally devastating attacks! Ex-wrestler Max Thunder joins up with body slams and spinning fist attacks. New thrasher Skate slices punks with high-speed in-line skate attacks and spinning jump kicks.



Go maniac with bone-busting punches and secret weapons. Gangs of dirt bikers dive into you from every side. Smash 'em with a pipe as they speed by.

- 16 gigantic megs of compound fractures! All-new moves and more of 'em!
- Bust knuckles with a friend in all-new 2 player Head-to-Head mode!



**1 OR 2
PLAYERS**

US Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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SEGA
GENESIS
16-BIT CARTRIDGE



CYBORG JUSTICE™

INSTRUCTION MANUAL

<http://www.replacementdocs.com>

Epilepsy 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.**



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Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
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Käytämme palautettavaa paperia.

Contents

Cyborg Captive!	4
Setting Up	6
Take Control!	8
Making Game Choices	10
Setting Options	11
Creating the Ultimate Cyborg	12
Cyborg Parts	14
Power Moves	16
Clash of the Cyborgs!	20
Fighting Sub-System Report	22
Continues	22
Name Entry & High Scores Screens	23
Head-to-Head Duel	24
The Cydrek Federation	25
Cyber Credits	26



Cyborg Captive!

As a Galactic Unity Agent, you're on a routine patrol mission through deep space. Suddenly, your ship starts rocking like a leaf in a cyclone. You're caught in a massive meteor storm!

Meteors the size of dinosaurs hurtle by your frail patrol craft. You struggle with the controls, desperately twisting the ship through the onrushing boulders. But even your practiced skills aren't enough. With a mighty crash, you're hit!

Your fighter loses control and swerves into the orbit of a nearby asteroid. Once in the atmosphere, it catches fire and plummets toward the surface. With a tremendous crash, everything goes dark. There's

nothing more to remember . . .



You spend your days tearing through heavy metal, shoving tons of steel, welding together huge cannon parts. As slave cyborgs, you and hundreds of others are forced to work in the computer-controlled munitions factories of the Cydrek Federation. You are a machine, a body and brain made of steel and electronics. But something in your mental wiring keeps bothering you.

Every hour, unsettling thoughts break through your programming. You're being held against your will . . . you're not really a cyborg . . . the munitions factory and the Cydrek Federation are incredibly evil.

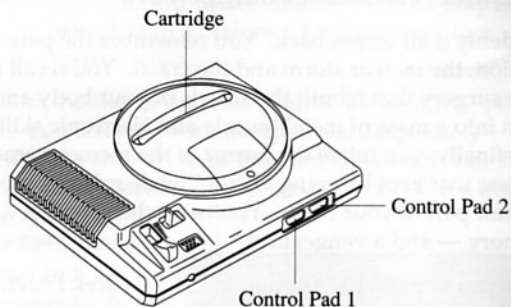
Suddenly it all comes back. You remember the patrol mission, the meteor storm and the crash. You recall the laser surgery that rebuilt the shreds of your body and brain into a mass of metal muscle and electronic skill. And finally, you relive the horror of the memory erase process that kept bleeping "Error" while missing the deepest part of your brain. You're a cyborg with a memory — and a vengeance!

Now you know what's going on. The Cydrek Federation is amassing a huge armory of intraspace ballistic war machines. Their scheme is to launch an overpowering strike against the Galactic Unity. And they're almost ready. Unless you can stop them, they'll soon blaze across space in a surprise global takeover!

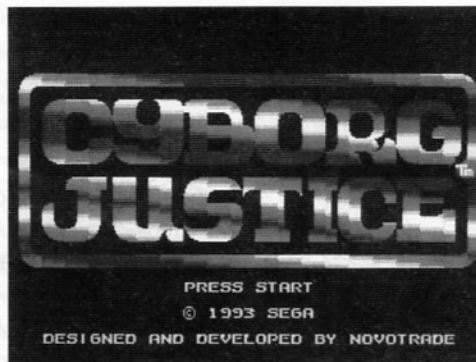
You lurch away from the work area. But you're spotted! Cydrek guards sound the alarm. Waves of cyborgs begin moving toward you. Now you've got to decimate an army of deadly cybernetic soldiers — all under orders to "Seek and Destroy!"



Setting Up



1. Set up the Genesis System and plug in 1 or 2 control pads, depending on the number of players.
2. With the power switch **off**, place the *Cyborg Justice* cartridge into the cartridge slot. Press the cartridge down **firmly**.
3. Turn the power switch **on**. The License and Sega screens appear, followed by the game story. Find out how you, a Galactic Unity Agent, became a cyborg slave of the evil Cydrek Federation! (Press the **Start** button on either control pad to skip the story.)



4. Next, the Title screen appears. Press **Start** to get to the Game menu.

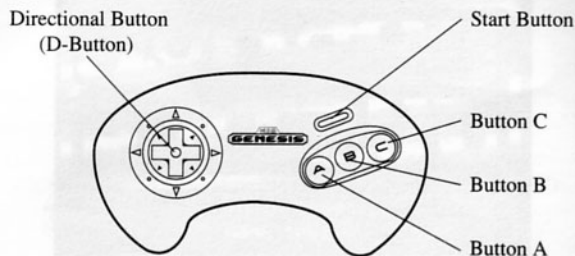
— OR —

Do nothing, and in a few moments you'll see a game demo. Watch the cyborgs tear each other apart! When the demo ends, you'll return to the Sega screen. When the Title screen appears, press **Start** to get to the Game menu. (At any time during the demo, you can press **Start** or **Button A, B** or **C** to return to the Sega screen.)

Important:

- If you don't see the Sega screen, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and then turn the power switch **on** again.
- Always turn the power switch **off** when you're inserting or removing the cartridge.

Take Control!



START

- Skips the story screens or game demo.
- Brings up the Game menu on the Title screen. Press again to go to your menu selection. (See page 10.)
- Returns to the Game menu from the Options screen.
- Exits the Test Room during cyborg assembly. Also, exits the Assembly Room and starts combat. (See pages 12-13.)
- Exits any text screen or the Name Entry screen.
- Pauses the game. Press again to resume play.
- Restarts a game from the Continue screen.

D-BUTTON

- Moves the marker on the Game menu and Options screen, and changes the options settings. (See pages 10-11.)
- Moves the selection box in the Assembly Room, and cycles through the cyborg parts. Also, brings up the Test Room. (See pages 12-13.)

- Moves your cyborg in battle. (See pages 16-19.)
- Moves the arrow on the Name Entry screen. (See page 23.)
- Punches rapidly with the Normal hand.

BUTTON A, B OR C

- Skips the game demo.
- Goes to your selection on the Game menu. (See page 10.)
- Plays a Sound FX or Music selection on the Options screen, or views the High Scores. (See page 11.)
- Adds a letter to your name on the Name Entry screen, or deletes a letter. (See page 23.)

BUTTON A

- Does a short forward hop.
- Press twice quickly and hold to activate your special hand.

BUTTON B

- Jabs with your special hand.

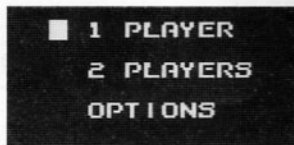
BUTTON C

- Blocks when your cyborg is standing still.
- Jumps when your cyborg is moving forward.

Note: Use button combinations for devastating punches, kicks, jumps and other attack moves. (See pages 16-19.)

Making Game Choices

Press **Start** at the Title screen to see the Game menu.



On the Game menu:

1. Press the **D-Button DOWN** or **UP** to move the marker to the choice you want.
2. Press **Start** or **Button A, B** or **C** to continue.

1 Player

One player can challenge the computer to a 2 out of 3 Duel or slash through the Cydrek Federation army in Arcade battle. Be sure to select your game settings first from the Options menu. (See page 11.)

2 Players

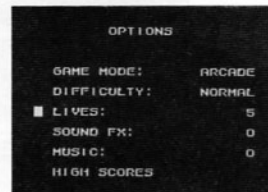
Two cyborg soldiers smash it out in a head-to-head Duel, or join fists to bash a trail of metal mayhem through the Cydrek forces. Use the Options menu first to select your game settings. (See page 11.)

Options

Choose this to go to the Options menu.

Setting Options

Choose "Options" on the Game menu to go to the Options screen. Then:



1. Press the **D-Button DOWN** or **UP** to move the marker.
2. Press it **RIGHT** or **LEFT** to change a setting.
3. Press **Start** at any time to return to the Game menu.

Game Mode

Pick "Duel" for two-man, head-to-head slaughter! In "Arcade," battle murderous Cydrek armies through five brutal combat zones (depending on the Difficulty mode).

Difficulty

Choose a Difficulty mode for Arcade battles. Enemies get tougher and more numerous as you move up from Relaxed to Brutal combat. The first four modes have three Continues each; Brutal mode has no Continues. Relaxed and Easy games have fewer levels and a different ending than Normal, Hard and Brutal combat.

Lives

Choose from 1 to 5 lives for Arcade battles. In 2 Player games, both players start with the same number of lives.

Sound FX and Music

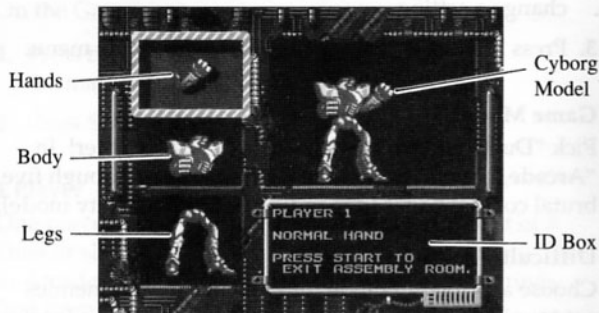
Listen to the game's sounds and tunes by changing the settings, and then pressing **Button A, B** or **C**.

High Scores

Press **Button A, B** or **C** to see the High Scores for the game. Then press **Start** or **Button A, B** or **C** to return to the Options screen. (See page 23 for details on adding your name to the High Scores screen.)

Creating the Ultimate Cyborg

As soon as you choose a "1 Player" or "2 Players" game on the Game menu, you'll enter the Cyborg Assembly Room. In this futuristic laboratory, you can devise the ultimate cybernetic soldier from over 200 combinations of hands, bodies and legs.



To use the Assembly Room:

1. Press the **D-Button** DOWN or UP to choose hands, body or legs with the selection box.
2. Press the **D-Button** RIGHT or LEFT to cycle through the hi-tech cyborg parts in the selection box. As each part shows up, it appears on the cyborg model at the upper right, and is described in the ID box at the lower right. If the part is moveable or launchable, the cyborg model demonstrates it.



3. Press the **D-Button** UP from the hands rack, or DOWN from the legs rack, to enter the Test Room. Here you can try out your cyborg and experiment with kicks, punches, jumps and somersaults. (See pages 16-19 for button controls.)
4. Press **Start** to exit the Test Room.
5. Continue selecting parts until you're satisfied with your cyber-warrior. Then press **Start** again to take on the enemy!

Notes:

- In 2 Player games, Player 1 creates a cyborg first, and then Player 2 takes over. The game begins when Player 2 presses **Start** to exit the Assembly Room.
- After conquering a level, you'll return to the Assembly Room where you can refit your cyborg.

Cyborg Parts

Hands

Normal

Delivers solid, body-crushing blows.

Crusher

Spins three spiked, armor-shredding balls at high speed.

Saw

Slices through metal like butter, with a gratifying rasping whine.

Launch

Hurls itself at the enemy like a mega-ton of concrete.

Laser

Blasts a high-powered, lethal beam clear across the battleground.

Fire Spray

Chars metal at close range for the final meltdown!

Note: Activate hands with a quick double-tap on **Button A** + hold, while pressing the **D-Button** toward your opponent.

Bodies

Normal

Solid armor that withstands plenty of punishment.

Lobster

Armor-spiked shoulders deliver damage at close range.

Insect

Rounded, close-fitting protection.

Frog

Strong, compact armor that can take a beating.

Big Booster

Massive protection.

Quasimodo

The muscled look.

Legs

Jogging

Wiry design for deadly-fast footwork.

Spiked

Light weight for extra speed.

Somersault

Performs head-over-heels forward and backward flips. (Double-tap on **Button C**.)

Tank

Creates a small frontal forcefield as it rams into enemies. (Double-tap on **Button C**.)

Big Foot

Super-heavy legs make you impossible to throw and immune to Death Traps. (The same is true for enemies with Big Foot legs.)

Pneumatic

Takes your high jumps outta sight! (Press the **D-Button UP LEFT** or **UP RIGHT** + double-tap on **Button C**.)

Power Moves

Getting the power moves down is basically a matter of timing. Practice these button controls in the Test Room and in 2 Player Duel mode (with one cyborg idle). Then turn yourself loose on the Cydrek army or another player for cyborg slice 'n' dice!

Note: For **D-Button** controls, "forward" means press in the direction your cyborg is facing, and "back" means press opposite to the direction he's facing.

General Moves

Move left/right

D-Button left/right

Move up/down

D-Button up/down

Block

C

Activate power hand

Quick double-tap on A + hold

Activate Tank or Somersault legs

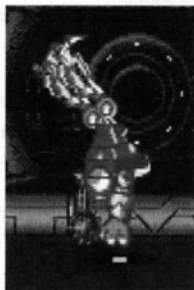
Double-tap on C

Activate Pneumatic legs

D-Button up left/right + double-tap on C

Rotate away from your opponent

Double-tap on D-Button in the direction you want to go



Crouches

Crouch

D-Button down + C

Low punch

Crouch + B

Low kick

Crouch + A

Low block

Crouch + D-Button back

Low back flip

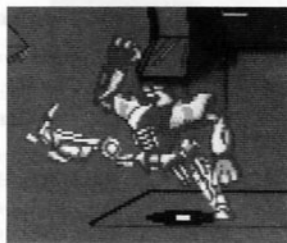
Crouch + C

Low special attack

Crouch + quick double-tap on A + hold

Low shoulder ram

Crouch + D-Button forward + C



Punches

Jab

B

Backhand punch

B (when opponent is behind you)

Shoulder bump

B (when close to opponent)

Uppercut

D-Button up + A

Hammer fist

D-Button down + A

Shoulder smash

A + hold

Head smash

D-Button forward + A (when away from opponent)

Flips

Back flip

D-Button down + C



Kicks

- Forward kick D-Button back + A
- Knee kick D-Button forward + A (when right on opponent)
- Face kick D-Button back + C + A
- Air kick D-Button up left/right + C + B (Use the air kick or Pneumatic legs to broad-jump over Death Chasms)



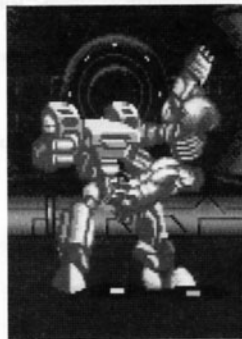
Jumps

- Regular jump D-Button up left/right + C
- Flying jump D-Button up + C, then quickly D-Button down + A
- Jump kick from ground D-Button forward + tap on B, then quickly D-Button down diagonally toward enemy

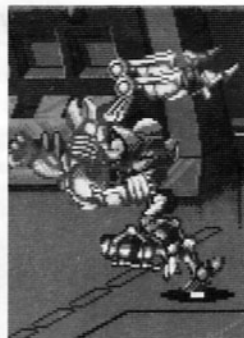


Body Attacks

- Waist-latch attack D-Button up + C, then quickly D-Button down + C (You'll straddle your opponent and pound him, sapping his strength while increasing your own)



- Pick up enemy Get close to opponent, then D-Button down + C, then D-Button forward.; then: smash opponent into ground - A; throw him - B; set him down - C



- Rip off arm D-Button back + A (when you're right on your opponent); then: replace your arm with his - A; throw it - B; drop it - C
- Rip off torso First rip off an enemy's arm; then use the same moves to rip off his torso; then: gain torso's energy - A; throw it - B; drop it - C
- Pick up body parts Stand near part, then D-Button down + C, then D-Button forward

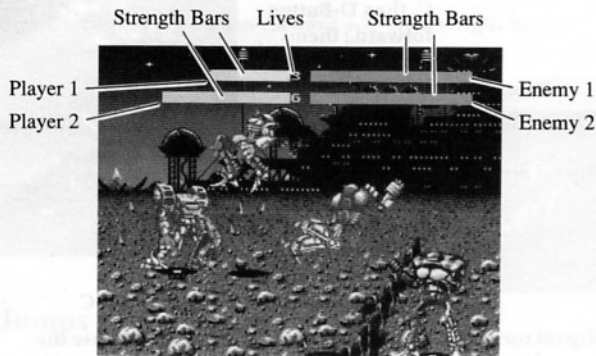
Notes:

- If you saw off an enemy's arm, you can pick it up.
- If you rip off a torso, you can then pick up the enemy's legs (if you can get to them before they self-destruct).
- If all of a cyborg's pieces collapse at once, you can't pick up any of them.

Additional Moves

- Destroy a collapsed cyborg Forward kick (D-Button back + A) twice
- Assemble a collapsed cyborg Forward kick, then pick up the cyborg's torso (great in 2 Player battles for reviving a defeated buddy)

Clash of the Cyborgs!

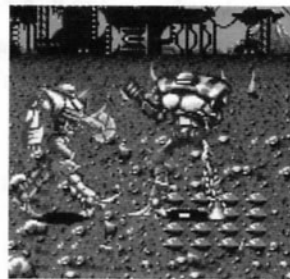


A shredded cyborg drops to the dirt and explodes in a blast of flame! This is it — fitting justice for the metallic killers of the Cydrek Federation!

In Arcade mode, you'll face wave after wave of deadly attackers. Keep these survival facts in mind:

- Strength bars show each combatant's power level. Taking damage shortens the bars. Bash on your opponents, always trying to keep their strength bars shorter than yours.
- In 2 Player battles, Player 1's cyborg is marked with a yellow spot, and Player 2's warrior has an orange spot. Player 1's Strength bar is yellow; Player 2's is blue.
- Remember, you can gain back strength, while sapping your enemy's, with the waist-latch attack or by gaining the enemy's torso. (See pages 18-19.)

- Your remaining number of lives is shown next to your Strength bar. When your strength disappears, you lose one life. If you lose your last life, the cyborg war ends and the Cydrek Federation triumphs. (See page 22 for details on Continues.)
- In 2 Player combat, one player can borrow lives from the other. If you lose all your lives, but your buddy has two or more lives left, you can press **Start** to revive. Watch for the "Press Start" message in your Strength bar.
- If your torso is ripped off, you'll lose all your lives in one blow.
- Watch for the flash in your opponent's eyes. It means you're level with him and in perfect striking range. Give him your best flying kick, tackle or body slam!
- Dodge the random missiles! Or lure an opponent into position, then jump and let the missile hit him!
- Force attackers into Death Traps to drain their strength. Avoid the traps yourself like a bad case of metal fatigue! Hint: Big Foot legs are immune to Death Traps.
- After firing your Launch hand, make sure you pick it up.
- You can move right, left, up, down or stand still. Of these five positions, one of them is **always** fatal. Keep moving!



Fighting Sub-System Report

After clearing a level (or when you lose the battle), you'll get a combat report. You'll be scored in four areas: Technical, Defend, Fair Play and Brutality.

If you're going on to the next level, the computer will keep track of your total score. If you've lost the battle but your score is high enough, you'll be able to enter it on the High Scores screen. (See page 23.)

Continues

In Arcade play, you get three Continues per game in all Difficulty levels except Brutal. (The Brutal level has no Continues.)

When you lose your last life, the Continue screen appears. Press **Start** before the countdown reaches zero to return to the Assembly Room. When you exit, you'll resume the game from the beginning of the last level you played.

If you have no Continues left or you're playing in Brutal mode, the game ends when you lose your last life.

Name Entry & High Scores Screens

You earn a total score at the end of every game. You can add it to the High Scores screen as long as there's an opening, or if your score is higher than another one.

First you'll see the Name Entry screen. Use it to enter your initials or a short name (up to four characters).

1. Use the **D-Button** to move the arrow to the letter you want.
2. Press **Button A, B** or **C** to add that letter to your name.
3. Repeat steps 1 and 2 to complete your entry.
4. To erase the last letter entered, move the arrow to "DEL" and press **Button A, B** or **C**.
5. Press **Start** to exit. You'll see the High Scores screen with your name and score entered.

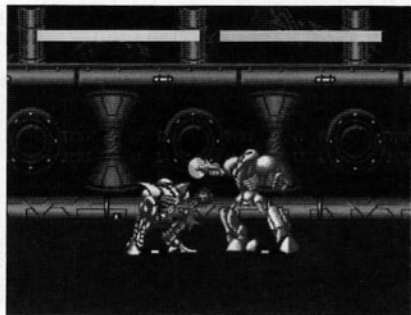


Notes:

- In 2 Player games, Player 1 enters a name first, followed by Player 2.
- You can also see the High Scores screen by selecting "High Scores" from the Options menu. (See page 9.)

Head-to-Head Duel

Two cyborgs brutally clash in an intense duel to the death! Take on a computer opponent, or grapple for domination with another real-live player.

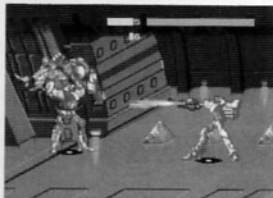


- In both 1 and 2 Player Duels, finish off your opponent in two out of three rounds to win!
- All button controls are the same as for Arcade play. You have only one life, so watch those Strength bars!
- After each round, you'll see your score on the Fighting Sub-System Report. After the Duel, one or both opponents may achieve high-score status. Use the Name Entry screen to enter your name on the High Scores screen. (See page 23.)

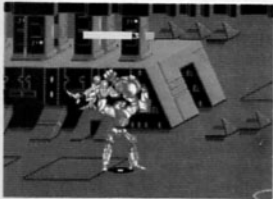
The Cydrek Federation



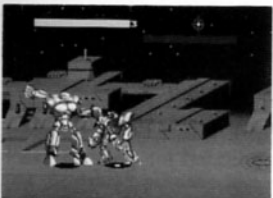
Level 1
Planetscape



Level 2
Cydrek Command Center



Level 3
The Outer Sanctum



Level 4
Above the Inner Sanctum



Level 5
Future Jungle

Cyber Credits

<i>Producer:</i>	Chris Smith
<i>Programming:</i>	Fox Gyozo
<i>Art:</i>	Tohi
<i>Sound and Music:</i>	Magyari Andras Brian Coburn
<i>Technical Manager:</i>	Szenttornyai Laszlo
<i>Marketing:</i>	Scott Steinberg
<i>Lead Test:</i>	Jason Kuo Julio Martinez
<i>Test:</i>	Chris Cutliff Jill Schwartz Ben Szymkowiak Steve Patterson Keith Higashihara Vince Nason Todd Morgan Kurt Tindle Heather Meigs Eric Rawlins Javone Alonzo Vy Nong Greg Fleming Alex Fairchild
<i>Manual:</i>	Carol Ann Hanshaw
<i>Special Thanks:</i>	Ed Annunziata Steven Apour

Handling Your Sega 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 Projection TVs:

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 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 this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he 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 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.