

SEGA™

CORE  
DESIGN INC.

32X™

GENESIS

INSTRUCTION MANUAL



KIDS TO ADULTS  
AGES 6+



# 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 previously 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.

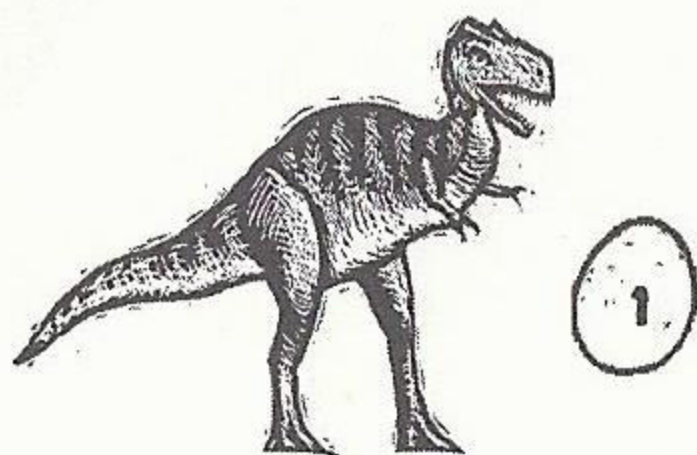
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM combined with GENESIS 32X™.



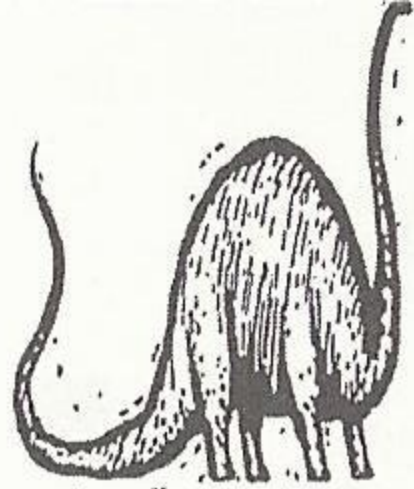


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## HANDLING YOUR CARTRIDGE

- The Sega Genesis 32X Cartridge is intended for use exclusively with the Sega™ Genesis™ Systems.
- 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 Cartridge.

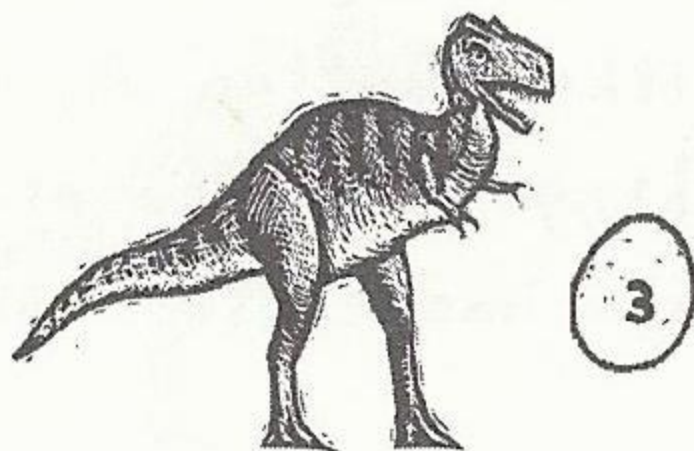
Warning to owners of projection television: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection television.



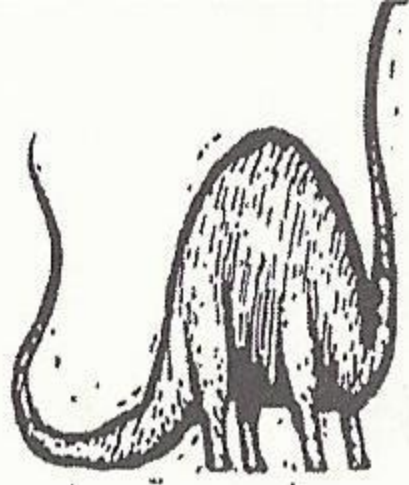


## GET PREHYSTERICAL!

Millionaire playboy caveman Millstone Rockafella arranges a wild n' wacky BC bike race, the winner of which receives the **ULTIMATE BOULDERDASH BIKE**. Cool n' crazy **CLIFF ACE** has had his sunglasses set on a boulderdash bike since he was knee-high to a baby diplodocus, so he signs up for the race - taking his cave-babe **ROXY** along for the ride! But he faces some rock-hard competition in the form of Sid Viscous, Granite Jackstone - and eight other fast n' fierce opponents!

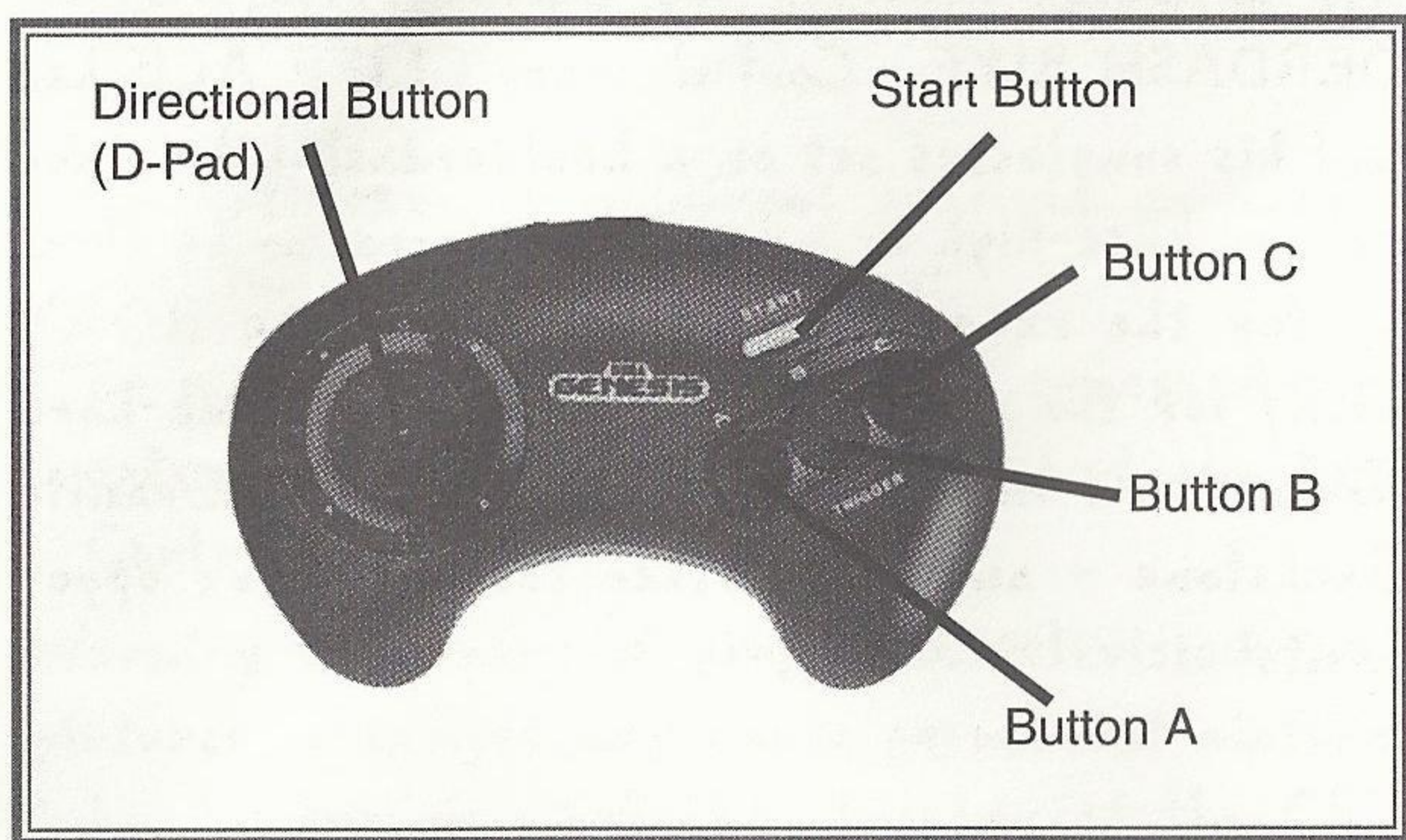






## BC BIKE CONTROL

Standard Control Pad (1 Player and 2 Player Games)



### Directional Button (D-Button)

- Press left to steer your bike left.
- Press right to steer your bike right.
- Press down to brake your bike.
- Press down and left or right to perform a hand-brake turn.

### Start Button

- Press START to pause the game and then press either Button A, Button B or Button C to change your view of the track. There are three view modes to choose from: Behind the Bike



(Button A), Above and Behind the Bike (Button B) and High and Behind the Bike (Button C).

### Button A

- Press to accelerate your bike.

### Button B

- Press to punch right.

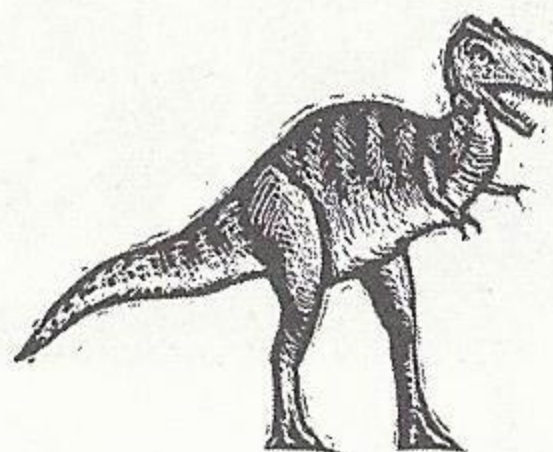
### Button C

- Activates your bike's Nitro.

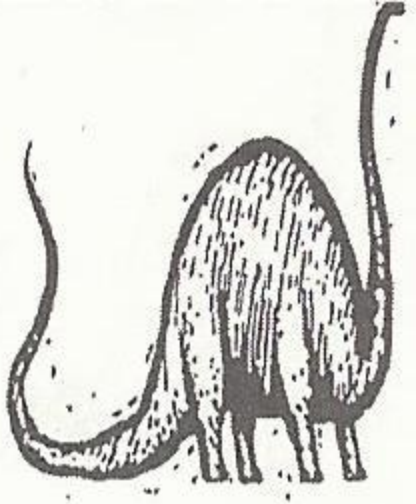
## GETTING STARTED

### MAIN MENU

The Main Menu presents you with three choices:







## RACE DIFFICULTY

This comprises the 4 types of BC Races and their difficulty settings - Easy, Medium, Hard and Rockhard. Press Button A to cycle through the above Race options. Pressing Button C will display an arrow next to the chosen Race option. This means that all tracks in the subsequent races will be flipped from their default settings (i.e., all default left hand turns will be flipped to right hand turns and vice versa).

## OPTIONS

The Options Menu allows you to set certain conditions in the game. Select the category by pressing the D-Pad up or down and make your choices in each category by pressing Button A.





Enemy Difficulty: Select Easy, Medium or Hard enemies. The more difficult the enemy level, the harder your opponents will be to defeat (this enemy level option is separate from the Race Difficulty selected on the Main Menu).

Players: Choose a 1 player, 2 player or Head-to-head game. In the latter, there will be only two bikes and riders and each player will be supplied with an infinite number of Nitros.

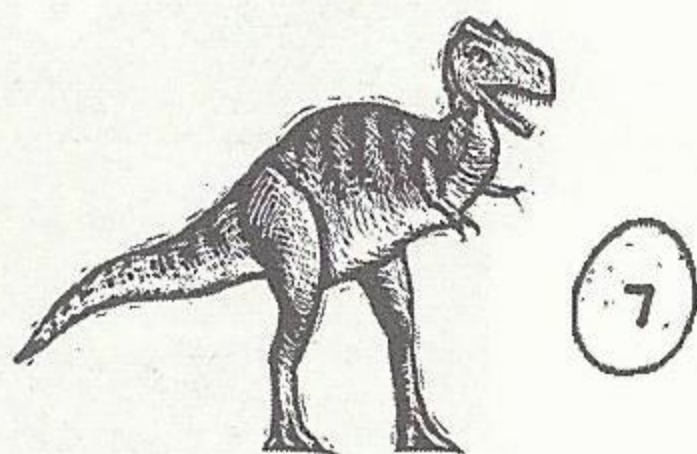
Laps: Choose the number of laps you want for each race.

Music: Play the game with the music on or off.

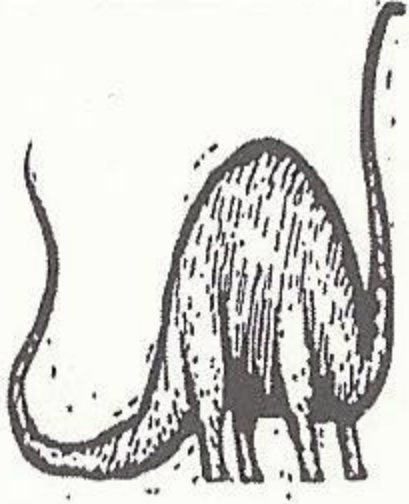
Sound FX: Play the game with the sound effects on or off.

Audio Menu: Listen to the rock-solid tunes and SFX from the game. Press left or right on the D-Pad to cycle through the tunes and SFX.

Exit: Return to the Main Menu.







## BC BIKE N' RIDERS SELECTION

You have a choice of 6 bikes n' riders to race with:

Cliff Ace & Roxy

Bob Hardley & Jimi Handtrix

Brick Jagger & Gary Gritta

Chuck Rock & Chuck Jnr.

Granite Jackstone & Tina Burna

Sado-tooth Tyger & Sid Viscous

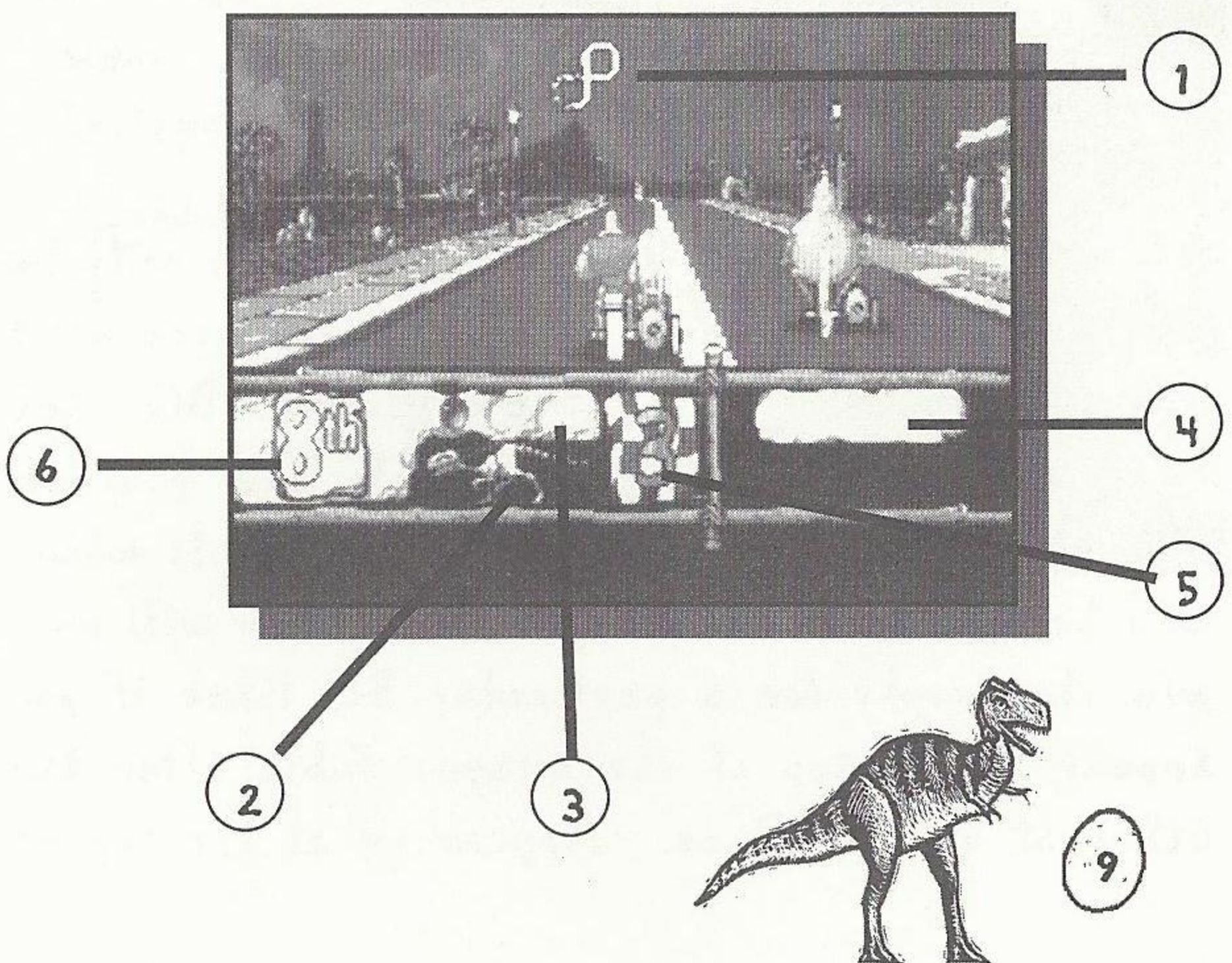
To select a bike and riders, press left or right on the D-Pad to rotate the bikes. Pressing the Start Button selects that bike and riders. Pressing Button A will cause Jack Hammer, the BC Racers master of ceremonies, to raise his stone Information Block, with statistics about the riders chiselled on to it. Pressing Button A again will allow you to change your mind and choose another set of bike n' riders. Press the Start Button and the bike n' riders you have selected will then race off-screen.



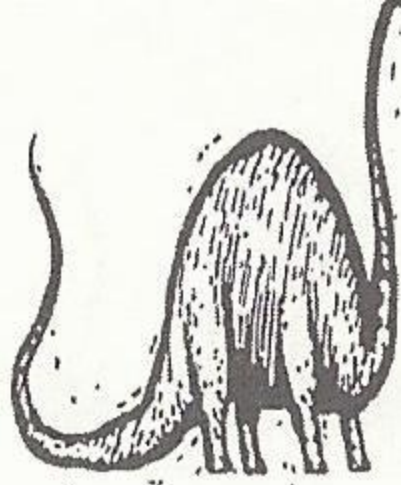


## SCREEN SIGNALS

1. Overhead Map: Shows you and your opponents' positions on the track.
2. Energy Dino Meter: Dino loses his skin when you take a hit – the more hits taken, the more the bones are revealed indicating bike damage. (No skin – no bike – no race)
3. Nitro: Extra boost.
4. Hits Display: When you hit an opponent their Power level will be displayed, showing how many more hits they will take before crashing out.
5. Laps to Go: Shows how many laps you have left before you finish the race.
6. Position: Shows your position in the race (1 to 8).







## THE BC RACES

There are 4 BC Races: Easy, Medium, HARD and ROCKHard. Each Race is split into 8 heats, each heat with 4 tracks of differing difficulty - making 32 tracks in total (pressing Button C when selecting the Race Difficulty on the Main Menu will flip the tracks, thereby adding another 32 tracks! Making 64 tracks in total!). The 8 heats will occur in the following order:

Heat 1: ROCK CITY RACE

Heat 2: NIGHT RALLY

Heat 3: DESERT DRIVE

Heat 4: JUNGLE RUMBLE

Heat 5: SWAMP STOMP

Heat 6: BLIZZARD BLITZ

Heat 7: CAVE RAVE

Heat 8: VOLCANO DASH

At the finish of each BC Race, a trophy will be awarded to the winner. To win a trophy, you must race through all 8 heats of a particular BC Race (Easy, Medium, Hard or Rockhard). Your position at the end of each heat will win you points which will be applied to the League Table. You will only win the trophy for a particular BC Race if you appear at the top of the League Table after the 8th heat of that Race. Appearing at the top of

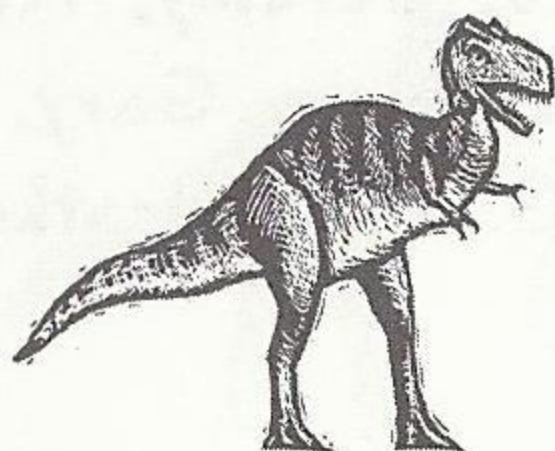
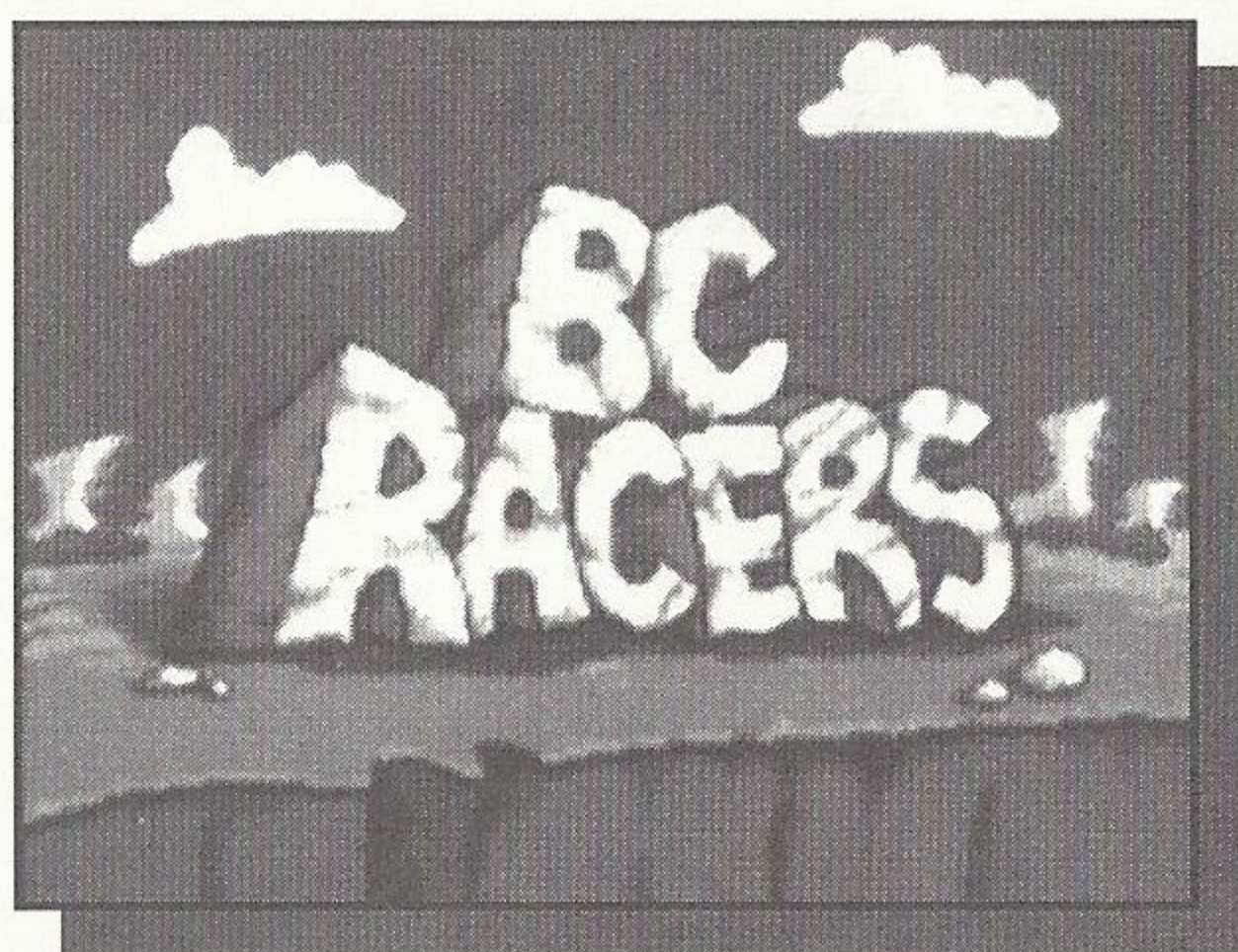


the League Table after the 8th heat of the 'Rockhard' difficulty level BC Race, will win you, not only the Rockhard and Enormous Trophy, but the coveted Ultimate Boulderdash Bike as well!

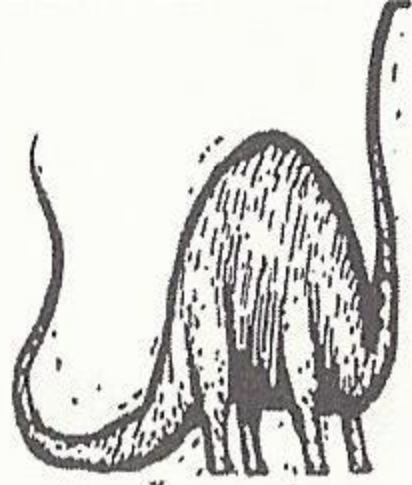
## CLIFF'S CLUES

Cool n' crazy Cliff Ace, has some prehysterical playing hints to help you out:

- If you wipe out other riders, you gain bonus points! So attack like a mastodon in heat!
- Try and save a Nitro for the end of the race.
- Try and find the Not-so secret Shortcuts not-so well-hidden throughout some tracks (allegedly)!
- Avoid losing at all costs!







## CREDITS

For Core Design, LTD.

### Carving Out the Code

Martin Gibbins

John Kirkland

Stef Walker

Sean Dunlevy

### Cave Painters

Toby Gard

Stu Atkinson

Joby Wood

### Howling at the Moon and Drumbeating

Nathan McCree

Martin Iveson

Thanks to:

Alyson, Helen, Craig, Richard M., Del, Dan,  
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Jason G., Paul, Heather, Andrew and Richard B.



For U.S. Gold, Inc.

Special thanks to:

Mike Schmitt

Brian Schorr

Mac Senour

Tom Marx

Frank Hom

Dan Wong

Caroline Trujillo

Jill De Maria

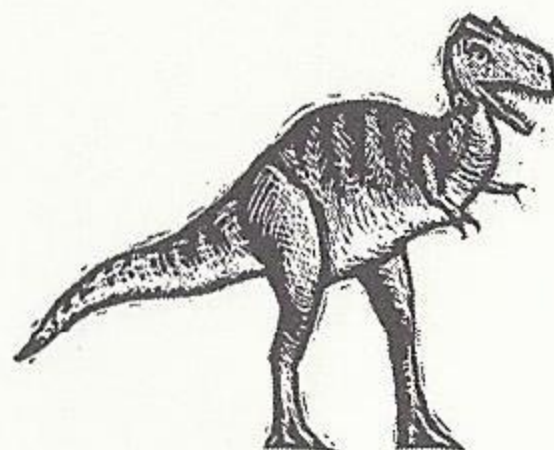
Kelly Lindlar

Frank Alizaga, Jr.

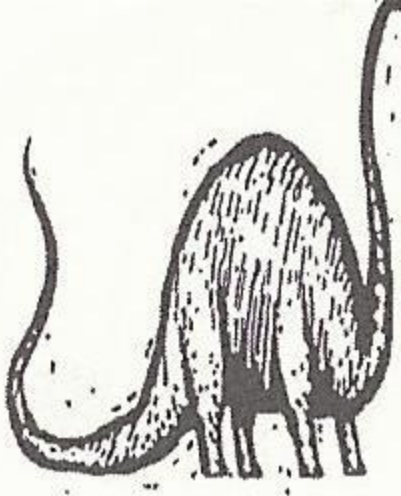
Alison Nichols

Lee Wilkinson

Mr. Free Time

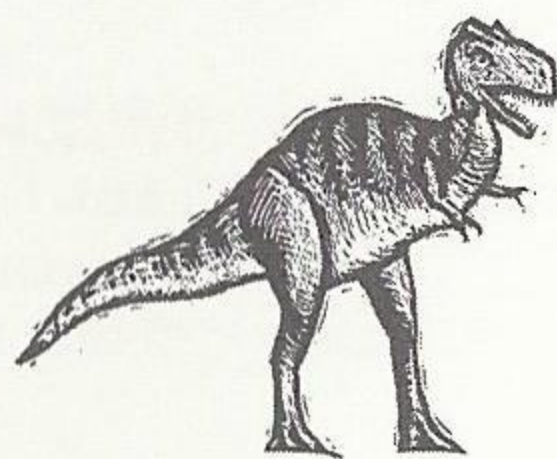






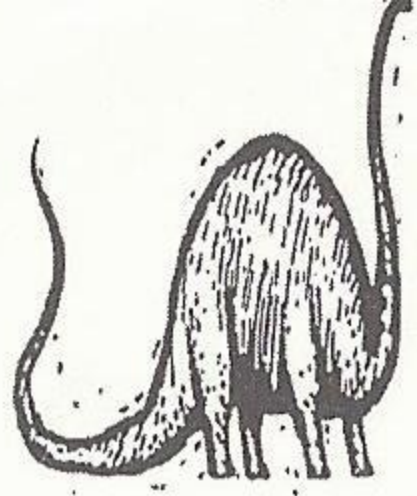
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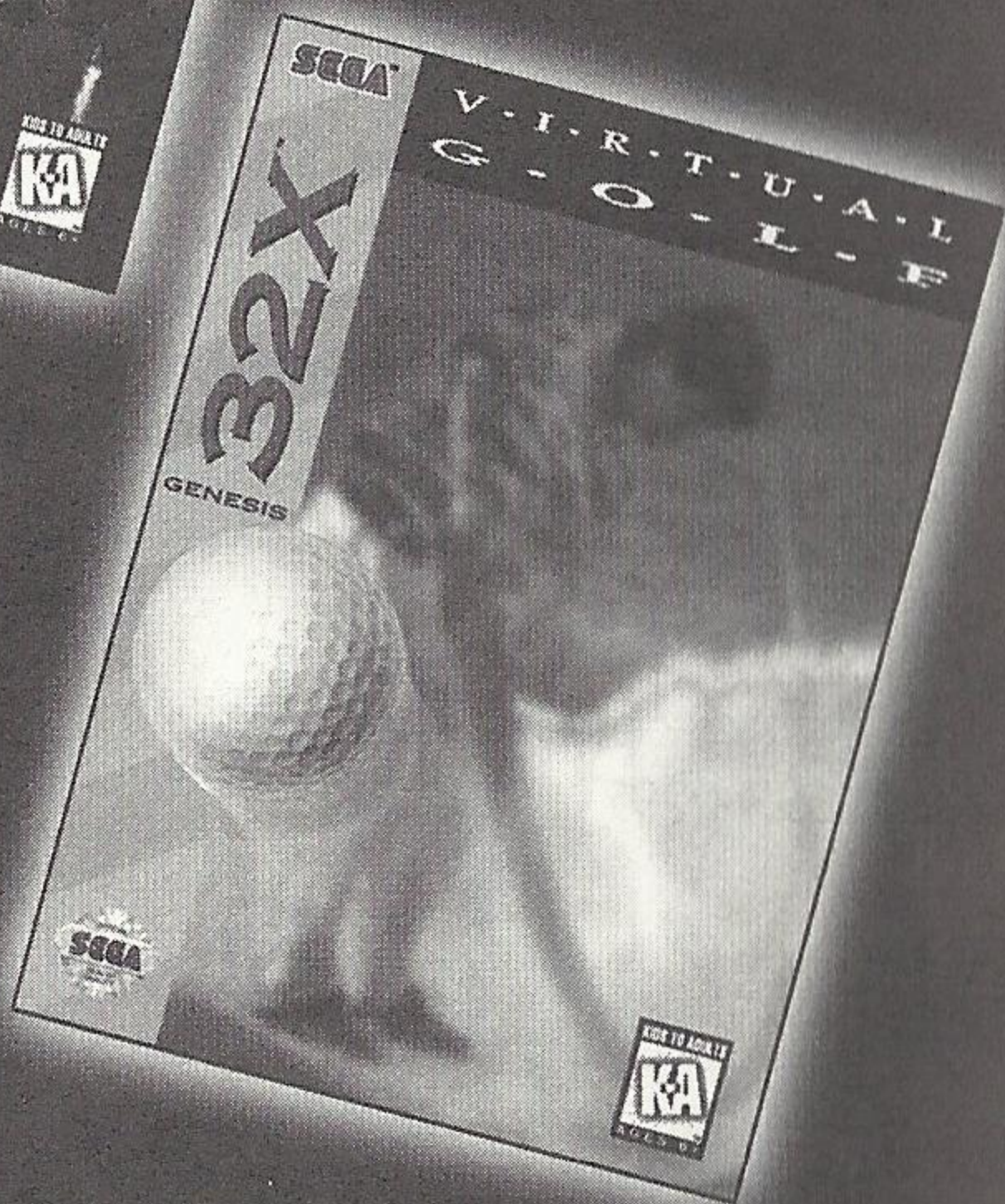
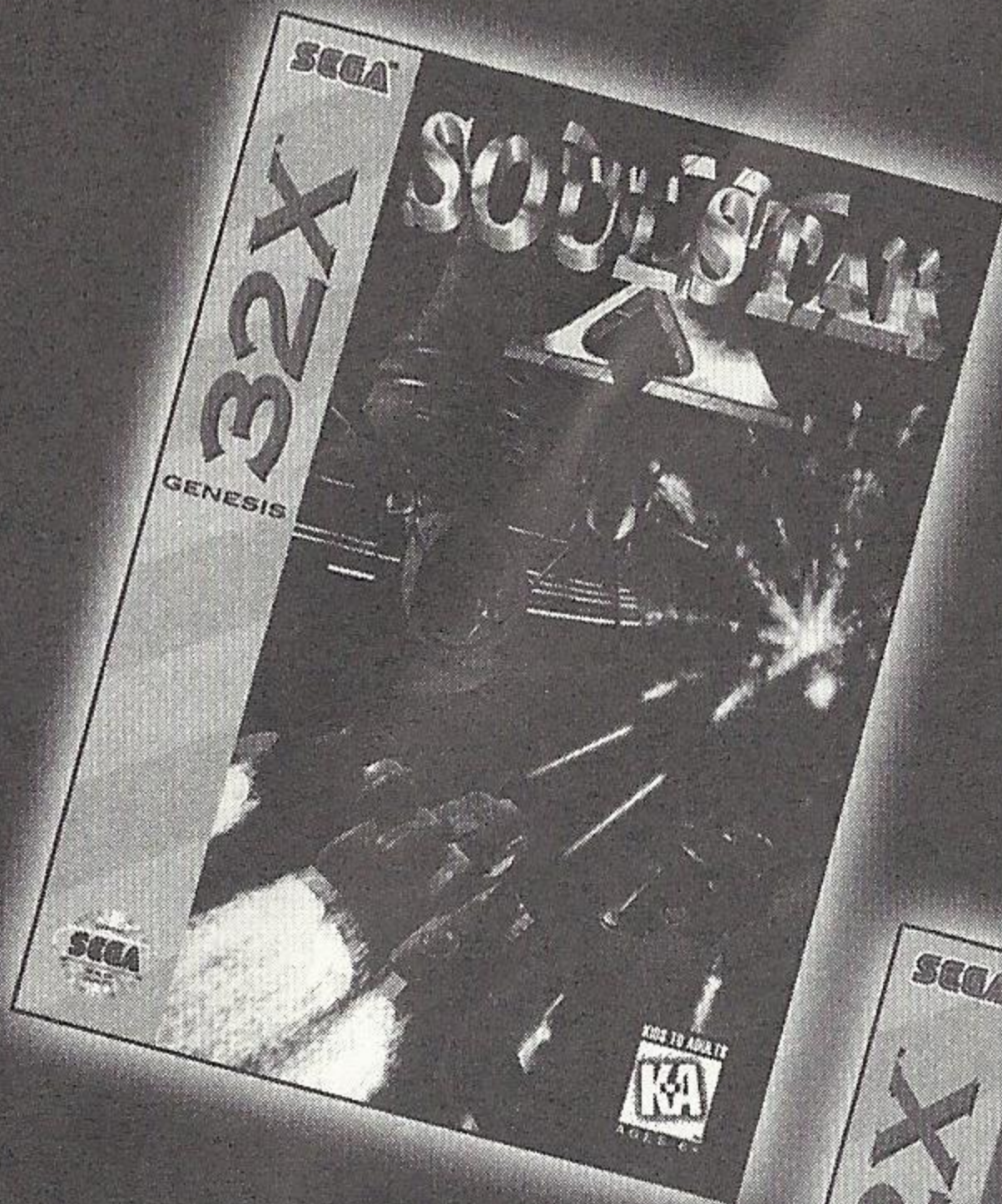
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San Francisco, CA 94111  
(415) 693-0297

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