

ELECTRONIC

STREETS OF RAGE™

LCD VIDEO GAME

1 THE STREETS OF RAGE STORY

What was once a happy, peaceful, productive city has fallen into the hands of a secret criminal syndicate. The leader of the syndicate has somehow managed to keep his identity a secret. The organization soon absorbed the city government (anyone can be had if the price is right.) They even have the Metropolitan Police Force in their back pocket. Looting, random violence, and destruction are rampant. No one is safe walking the streets, day or night...

As the chaos continued at full strength, three young police officers tried to establish a special attack unit. They were repeatedly refused by their superiors, most of whom had either been bought by the organization or were too afraid to make a stand. One day, when they could no longer stand by and watch their city being demolished, they quit the force!

Adam Hunter, Axel Stone, and Blaze Fielding decided to forego their careers in legal law enforcement and put their lives on the line. They are without weapons but each possesses great hand-to-hand combat abilities. Now they will face the baddest dudes and chicks ever assembled. Now they must make the city a place where people no longer have to walk the Streets of Rage!

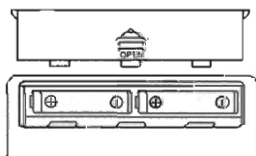
2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

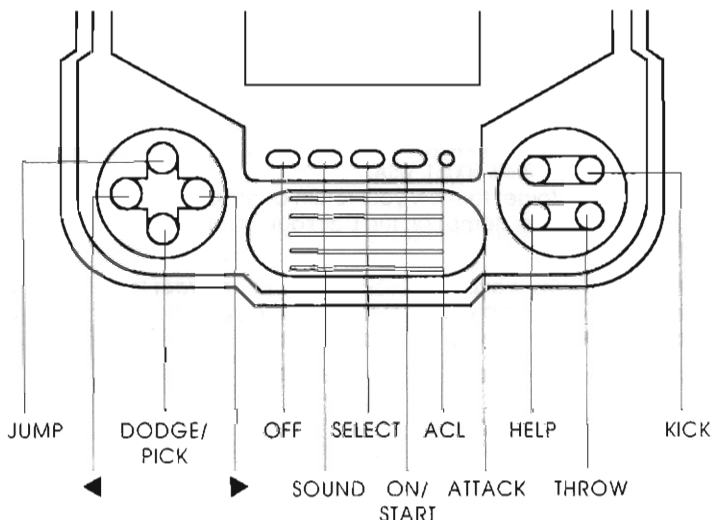
Replace batteries at the first sign of erratic operation

4 THE OBJECT OF THE GAME

The objective of the game is for you to play as either Adam, Axel, or Blaze to fight crime. You must defeat all the punks and stage bosses sent out against you. You must make the city a place where people no longer have to walk the Streets of Rage!

You WIN the game if you can win all 6 stages!

5 CONTROL GUIDE



- ON/START
 - To turn on the unit.
 - To start the game.
 - To start each stage.
- SELECT
 - To select a player:
ADAM ► AXEL ► BLAZE ► ADAM...
- SOUND
 - To control sound: on or off.
- OFF
 - To turn off the unit.
- JUMP
 - To jump up.
- "►"
 - To move right/forward.
- "◄"
 - To move left/back
- DODGE/PICK
 - To bend down to dodge.
 - To pick item.
- ATTACK
 - To apply regular attack.
- KICK
 - To kick (if pressed alone).
- THROW
 - To use throw special attack.
- HELP
 - To call for help (the cops).
- ADAM SPECIAL MOVES (center fighter)
 - FLYING SNAPKICK
"KICK" and "JUMP" buttons pressed simultaneously or "KICK" button pressed after "JUMP".
 - JUMPING REVERSE KICK
"ATTACK" and "JUMP" buttons pressed simultaneously.
 - SHOULDER THROW
"THROW" pressed alone.
- AXEL SPECIAL MOVES (right hand fighter)
 - FLYING KNEE SLAM
"KICK" and "JUMP" buttons pressed simultaneously or "KICK" button pressed after "JUMP".
 - BACKWARD FISH SMASH
"ATTACK" and "JUMP" buttons pressed simultaneously.
 - SHOULDER THROW
"THROW" pressed alone.
- BLAZE SPECIAL MOVES (left hand fighter)
 - 360 REVERSE KICK
"KICK" and "JUMP" buttons pressed simultaneously.
 - FLYING KICK
"KICK" button pressed after "JUMP".
 - STANDING SNAPKICK
"ATTACK" and "JUMP" buttons pressed simultaneously.
 - OVERHEAD THROW
"THROW" pressed alone.

6 FEATURES

- 6 stages of rage
- 5 violent stage bosses
- 3 fighters to choose from
- Plenty of punks
- Maximum score retained
- Built-in melody
- Sound on/off control
- Built-in automatic power-off timer
(game shuts itself off after about 3 minutes of non-use).

7 GAME SUMMARY

There are 6 stages. There is a stage boss waiting for you at the end of the first 5 stages. You must defeat the stage boss in order to win the stage. In stage 6, you have to defeat the meanest bad guys you've ever faced before—including the 5 stage bosses!

Each stage presents more challenges:

	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5	STAGE 6
BAD GUYS:						
PUNK 1	5	6	7	8	9	10
PUNK 2	5	6	7	8	9	10
PUNK 3	-	6	7	8	9	10
PUNK 4	-	-	7	8	9	10
PUNK 5	-	-	-	8	9	10
BOSS 1	1	-	-	-	-	1
BOSS 2	-	1	-	-	-	1
BOSS 3	-	-	1	-	-	1
BOSS 4	-	-	-	1	-	1
BOSS 5	-	-	-	-	1	1
COPS	YES	YES	YES	YES	YES	YES
TIME (MIN/SEC):	1:20	2:40	2:56	3:12	3:28	4:00



PRESS THE ON/START BUTTON TO TURN ON THE UNIT. THEN PRESS THE SELECT BUTTON TO SELECT YOUR FIGHTER. CHOOSE BETWEEN ADAM, AXEL, OR BLAZE. THEN PRESS THE ON/START BUTTON AGAIN TO START THE GAME!



PRESS THE KICK BUTTON TO KICK AN ENEMY. PRESS THE JUMP BUTTON TO JUMP UP. PRESS THE THROW BUTTON TO THROW AN ENEMY BACKWARD.



IF BLAZE IS SELECTED, PRESS THE JUMP AND KICK BUTTONS AT THE SAME TIME TO APPLY THE SPECIAL ATTACK OF THE 360 DEGREE REVERSE KICK!

WHEN AN ENEMY AND YOUR FIGHTER ARE FACING EACH OTHER, PRESS THE THROW BUTTON.



PRESS THE "V" BUTTON TO PICK UP FOOD TO REFUEL YOUR POWER LEVEL TO FULL

ALSO PRESS THE "V" BUTTON TO PICK UP THE LEAD PIPE TO TAKE OUT A GROUP OF ENEMIES IN ONE FELL SWOOP!

PRESS THE HELP BUTTON! TO CALL FOR HELP. THEN THE COPS WILL COME OUT AND USE ROCKET POWERED GRENADES TO KNOCK OUT ALL ENEMIES IN THE AREA.



STAGE 1:
THIS STAGE IS PRETTY EASY. THE STAGE BOSS ONLY USES A FLYING KICK AGAINST YOU.



STAGE 2:
YOU'LL FACE MORE PUNKS THIS TIME. THE STAGE BOSS WILL USE HIS HOOK TO ATTACK YOU. BEWARE OF ONE OF THE PUNKS—HE'LL USE A FLYING AXE TO ATTACK YOU!



STAGE 3:
THE STAGE BOSS IS A WRESTLER AND VERY DIFFICULT TO DEFEAT. YOU'LL ALSO BE FACING MORE PUNKS THAN EVER.



STAGE 4:
THE STAGE BOSS WILL USE FIRE TO TRY AND BURN YOU! JUMP UP TO ESCAPE THE FIRE!



STAGE 5:
THE STAGE BOSS WILL USE A BOOMERANG TO ATTACK YOU! SO IT'S DIFFICULT TO GET CLOSE TO ATTACK HIM!



STAGE 6:
THIS IS THE FINAL STAGE (IF YOU LIVE THAT LONG). ALL THE STAGE BOSSES FROM THE PREVIOUS STAGES WILL APPEAR TO FIGHT YOU AGAIN! PRESS THE CALL BUTTON TO CALL FOR HELP FROM THE COPS. BUT YOU CAN ONLY CALL THE COPS 3 TIMES IN EACH STAGE!

Press the ON/START button to turn on the unit. You'll hear an "On" beep and the maximum is displayed. The screen will also display ADAM (the center fighter).

Press the SELECT button to choose your fighter from among ADAM, AXEL, or BLAZE. You will attack with punches, kicks, and special attacks. Each fighter possesses his own special attacks.

ADAM'S (the center fighter) SPECIAL ATTACKS:

- Flying snapkick
- Jumping reverse kick
- Shoulder throw

AXEL'S (right hand fighter) SPECIAL ATTACKS:

- Flying knee slam
- Backward fist smash
- Shoulder throw

BLAZE'S (left hand fighter) SPECIAL ATTACKS:

- 360 reverse kick
- Flying kick
- Standing snapkick
- Overhead throw (THROW)

After you've selected your fighter, press the ON/START button again to start the game from stage 1. You begin, of course, with zero score.

Can you make the city safe again instead of a cesspool of evil filled with the Streets of Rage? To make the city safe again, you must fight your way through all six stages of play. YOU WIN THE GAME IF YOU CAN COMPLETE STAGE 6!

In the first 5 stages, you must defeat the stage boss in order to move on to the next stage. In stage 6 (the final stage), you must face all the bad guys all over again—including all five stage bosses!

Control your selected fighter using your control buttons:

PRESS THE JUMP BUTTON

- To jump up (if pressed alone).

PRESS THE "▶" BUTTON

- To move right/forward.

PRESS THE "◀" BUTTON

- To move left/back.

PRESS THE DODGE/PICK BUTTON

- To bend down to dodge.
- To pick item.

PRESS THE ATTACK BUTTON

- To apply regular attack (if pressed alone).
- (Your regular attack is by punching—unless you've picked up the lead pipe and then you attack with that!)

PRESS THE KICK BUTTON

- To kick (if pressed alone).

PRESS THE THROW BUTTON

- To apply throw attack.

PRESS THE HELP BUTTON

- To call for help (the cops).

SPECIAL MOVE SUMMARY

ADAM (center fighter)

- FLYING SNAPKICK
"KICK" and "JUMP" buttons pressed simultaneously or "KICK" button pressed after "JUMP".
- JUMPING REVERSE KICK
"ATTACK" and "JUMP" buttons pressed simultaneously.
- SHOULDER THROW
"THROW" pressed alone.

AXEL (right hand fighter)

- FLYING KNEE SLAM
"KICK" and "JUMP" buttons pressed simultaneously or "KICK" button pressed after "JUMP".
- BACKWARD FIST SMASH
"ATTACK" and "JUMP" buttons pressed simultaneously.
- SHOULDER THROW
"THROW" pressed alone.

BLAZE (left hand fighter)

— 360 REVERSE KICK

"KICK" and "JUMP" buttons pressed simultaneously.

— FLYING KICK

"KICK" button pressed after "JUMP"

STANDING SNAPKICK

"ATTACK" and "JUMP" buttons pressed simultaneously.

— OVERHEAD THROW

"THROW" pressed alone.

The Timer:

There is a time limit for each stage. You must complete the stage before the timer drops to zero or else the GAME IS OVER.

Power and Restoring Power:

You have a power bar. Your power bar is full at the beginning of each stage. You lose a power bar unit whenever you are hit by a bad guy. However, you can pick up food along the way to refill your power bar to full. The GAME IS ALSO OVER if you ever lose all your power!

Defeating Your Enemies:

It takes you 1 HIT (normal or special attack) to defeat a punk.

It takes 10 HITS (normal attacks) or 5 HITS (special attacks) to defeat a stage boss. (So against a stage boss a special attack is counted as two normal attacks.)

Scoring:

— 20 POINTS for defeating a punk.

— 500 POINTS for defeating a boss.

— You also score 50 POINTS for each two units of time left on the timer at the end of each stage. (Units are linked together in groups of two.)

Calling for Help:

You can call the cops for help 3 times in each stage.

Whenever a cop is called, the cop will fire and clear all enemies from the screen!

Press the SOUND button if you wish to fight in silence.

Press it again to regain all the sounds of the streets.

The game pauses after each stage. Press the ON/START button to start the next stage when you are ready.

After a GAME OVER, press the ON/START button to start a new game from stage 1. Or press the SELECT button to select a new fighter first before pressing the ON/START button to start a new game!

Press the OFF button to turn off the unit when you're finished playing. But don't worry if you forget. Your unit automatically shuts itself off after about 3 minutes of non-use.

Thanks for soothing the savage fury of the Streets of Rage!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address:
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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