

SEGA
GENESIS
16-BIT CARTRIDGE



BORIS ©91



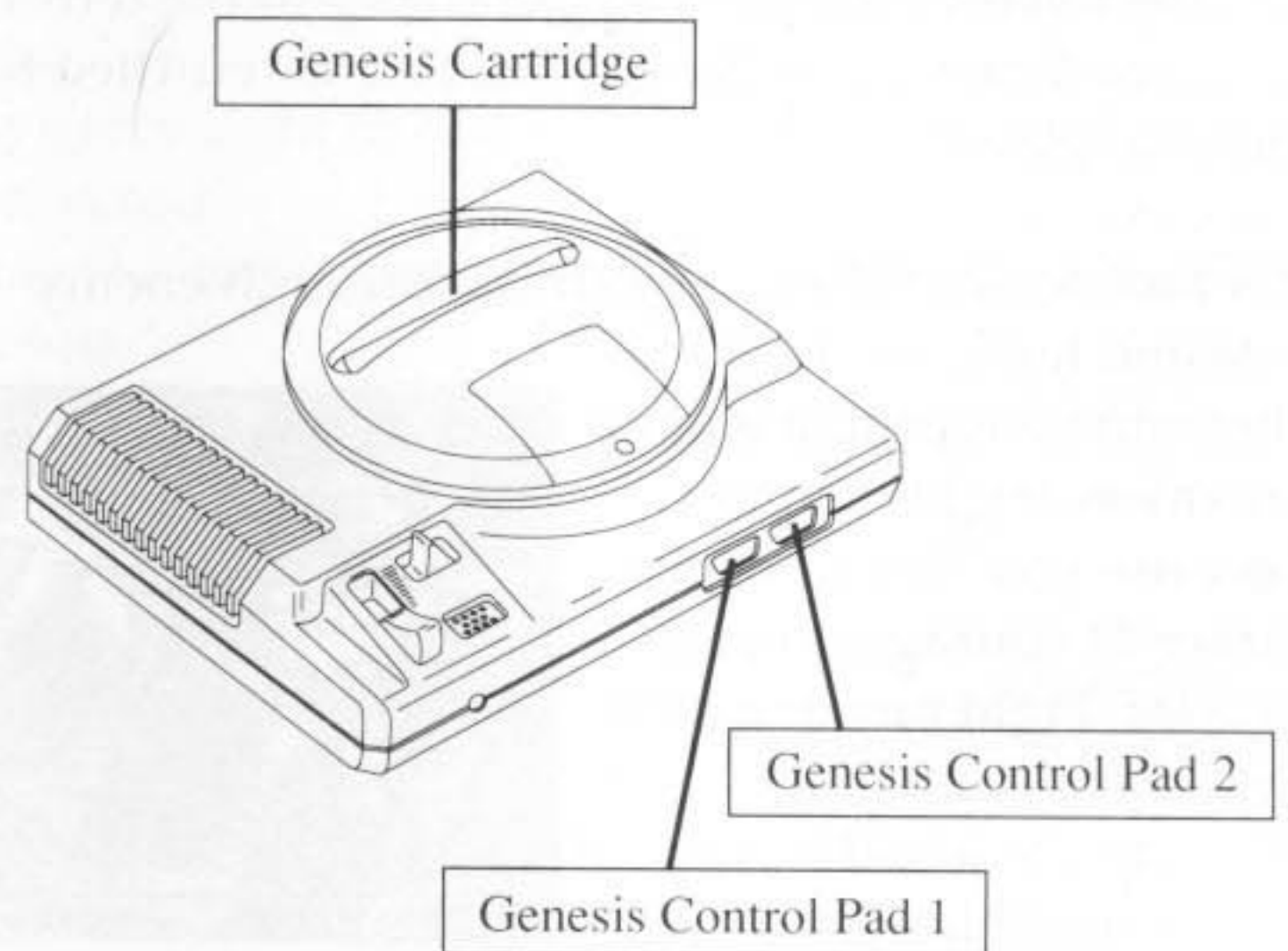
GOLDEN AXE II™

INSTRUCTION MANUAL

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 Golden Axe II 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.

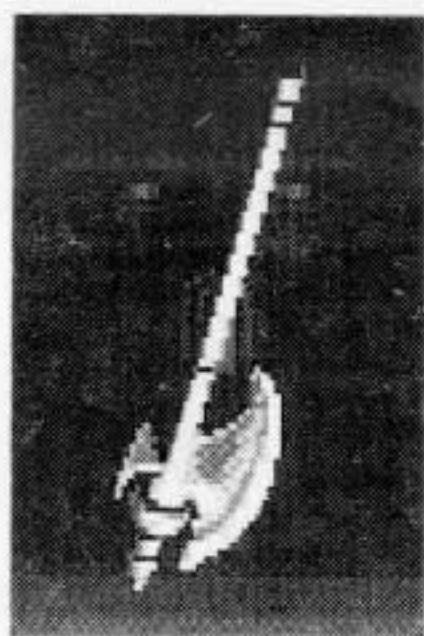
Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



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

Save the World from Chaos!

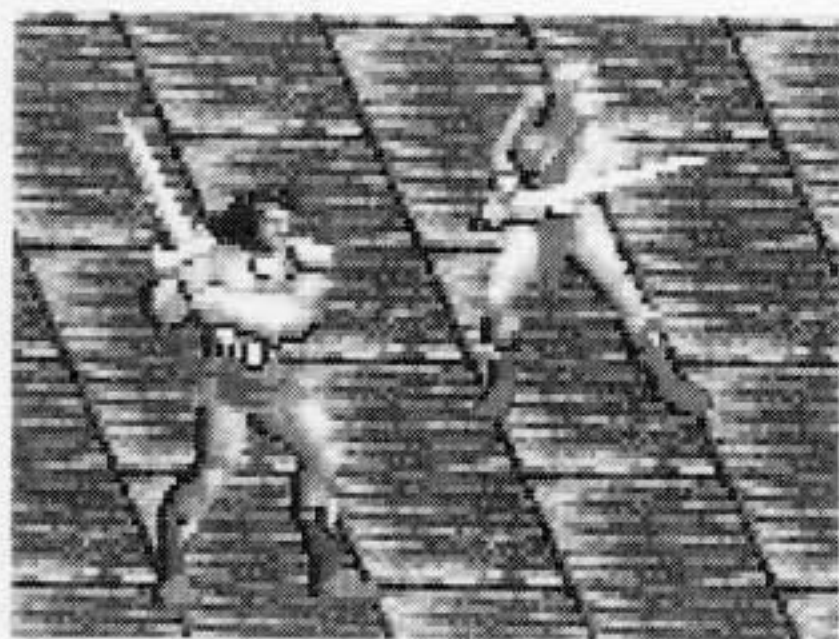
The evil lord Dark Guld should have been put away for good the last time he was defeated in battle. But now he has recouped and is back in full force. And he's accompanied by his clan of evil followers who are creepier, slimier and more disgusting than ever.



Dark Guld has come for revenge and he is driven by the desire to see this world revert to chaos. He has taken the powerful Golden Axe, which is a symbol of peace and prosperity, to use for his own evil purposes. His creatures terrorize every town they descend upon. Someone must put a stop to this horror!

Once again, three warriors stand up to face the oppressors. One is Ax-Battler, the fierce barbarian; the second is Tyris-Flare, the ferocious Amazon; and the third is Gilius Thunderhead, the fearless dwarf. They are willing to risk their lives to put a stop to the terror. They won't rest easy until the Golden Axe is returned to its rightful place.

It's time to start the long journey through enemy-infested territory. Don't let the strange reptilian enemy creatures frighten you, because you'll need every ounce of courage you can muster. Fight onward until you reach the final showdown, a battle with Dark Guld himself!



Take Control!

Learn the functions of your control pad so you can fight the enemy most effectively.

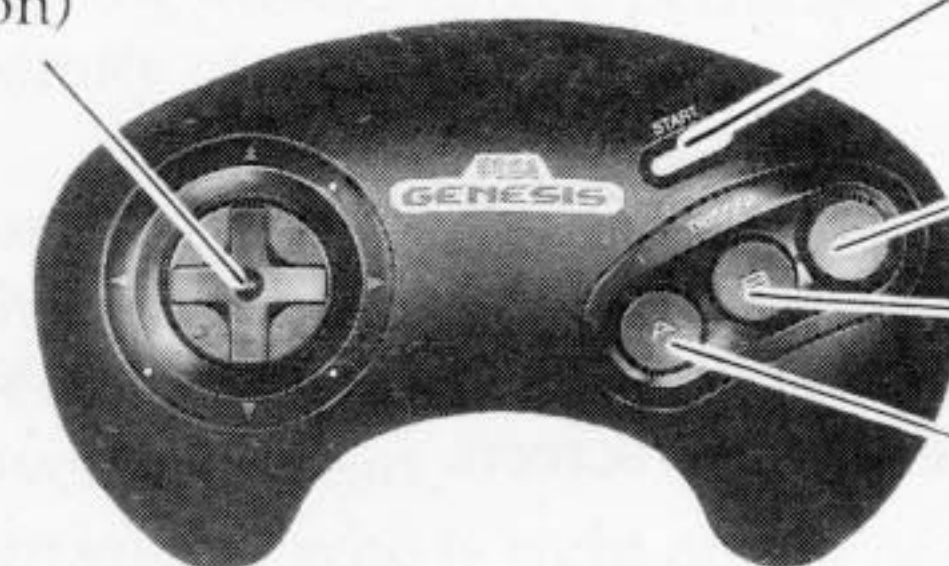
Directional Button
(D-Button)

Start Button

Button C

Button B

Button A



Directional Button (D-Button)

- Press up or down to move the marker in the Mode Selection screen.
- Press left or right to change settings in the Options screen.
- Press left or right to choose a warrior in the Select Player screen.
- During the game, press to move your warrior in any direction.

Start Button

- Press to start game.
- Press to bypass opening screens.
- Press to enter selections in the Play/Options, Mode Selection and Options screens. (You can also press Buttons A, B or C to enter selections.)
- During play, press to pause game; press again to resume play.

Button A

- Press to use magic.

Button B

- Press to attack.

Button C

- Press to jump.

Note: The functions of Buttons A, B and C can be rearranged in the Options screen.

Special Moves

- Press Button B (attack) and Button C (jump) at the same time for a special attack (different for each character). Tyris-Flare does a back flip attack, Ax-Battler uses an upper-swing followed by an attack to his rear, and Gilius Thunderhead does a spinning kick using his axe.
- Press Button C (jump), then quickly press Button B (attack) to swing your weapon downward.
- Press the D-Button twice to the left or right to run in those directions.
- Press Button B (attack) while you are running to perform a body slam, flying kick or head butt, for Ax-Battler, Tyris-Flare and Gilius Thunderhead, respectively.

- Press Button C (jump) while you are running to jump higher and further. You can also press Button B (attack) while you are jumping to swing your weapon downward.

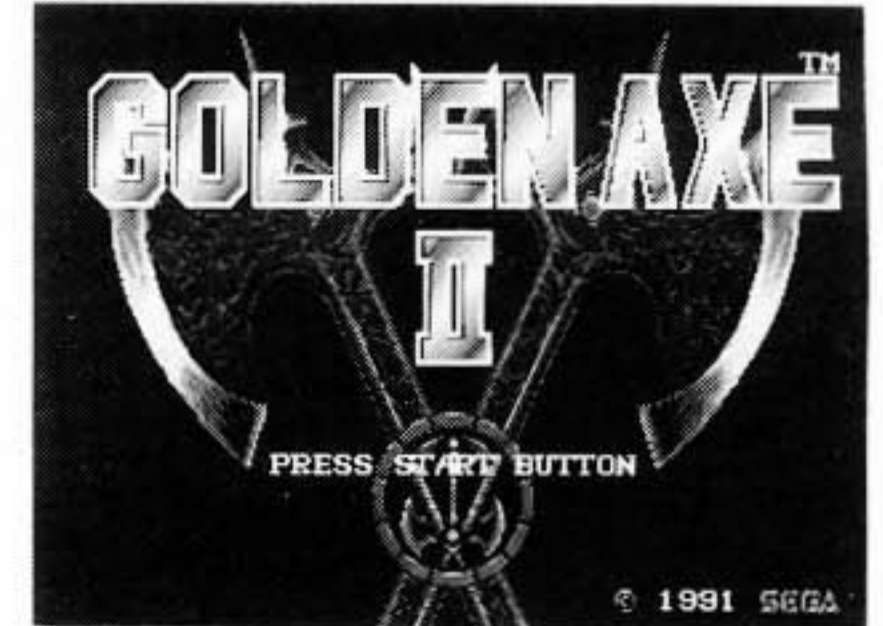
Attack Functions

The following attacks can be performed depending on the proximity of your adversary.

- Stab or slice.
- Smash close enemies with your weapon handle.
- Grab an enemy who is right on top of you and throw him over your head.
- Kick an enemy who is right on top of you.

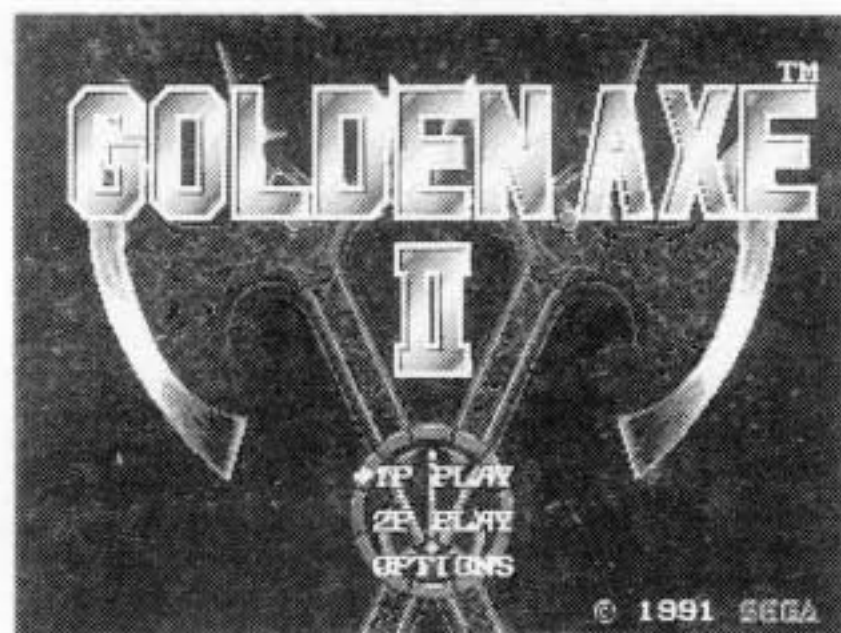
Prepare for the Showdown!

When the power switch is turned ON, a series of story screens appears, followed by the Title screen. Read the story screens to find out about your mission or press the Start Button to skip the story screens and go immediately to the Play/Options screen. In the Title screen, press the Start Button to open the Play/Options screen. If you do not press the Start Button for some time, a series of demonstration screens appears. Press the Start Button during the demonstration screens to return to the story screens.



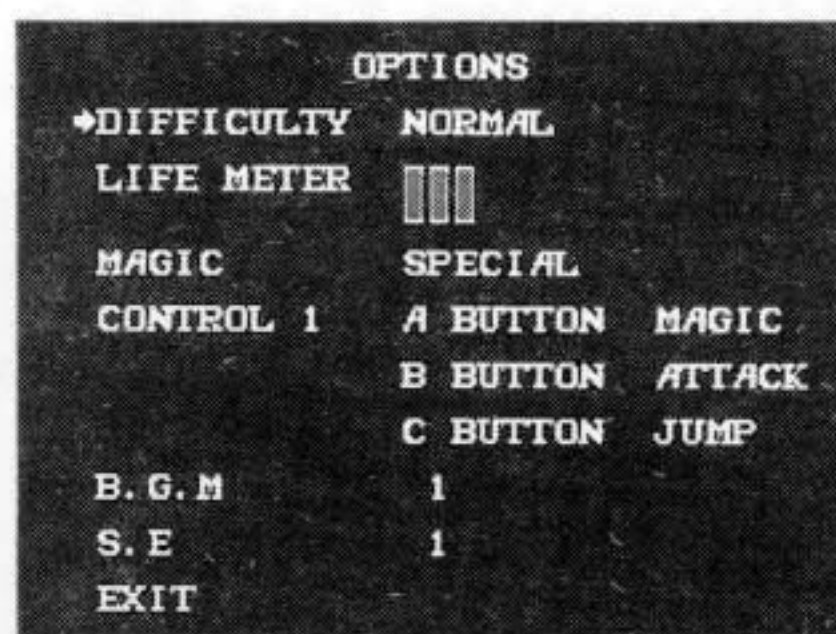
Play/Options Screen

In the Play/Options screen, press the D-Button up or down to move the marker next to 1P Play, 2P Play or Options and press the Start Button or Button A, B or C to enter your selection. When only one control pad is plugged into the game console, only the 1P Play and Options choices will appear.



Options Screen

Press the D-Button up or down to move the marker next to the setting you wish to change and press the D-Button left or right to change the setting. Select Exit to return to the Mode Selection screen.



Difficulty: Select Easy, Normal or Hard.

Life Meter: Increase your vitality up to a total of five life gauge units.

Magic: Select Special or Normal. When you choose Special, you can keep Button A pressed to move the marker in the magic indicator and release the button at the level of magic you wish to use. When you select Normal, you simply use the magic that you have available (your magic gauge will become empty).

Control: Select any arrangement of Buttons A, B and C.

B.G.M: (Background Music) Listen to any of the 16 tunes that are used in the game.

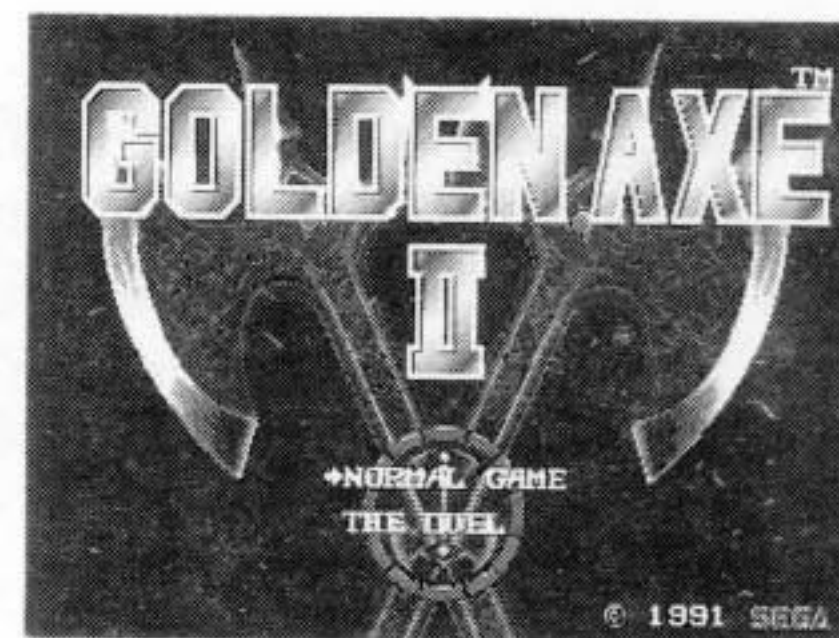
S.E: (Sound Effects) Listen to any of the 35 sound effects that are used in the game.

Exit: Press the Start Button or Button A, B and C to return to the Mode Selection screen.

Note: You can return to the Mode Selection screen at any time by pressing the Start Button.

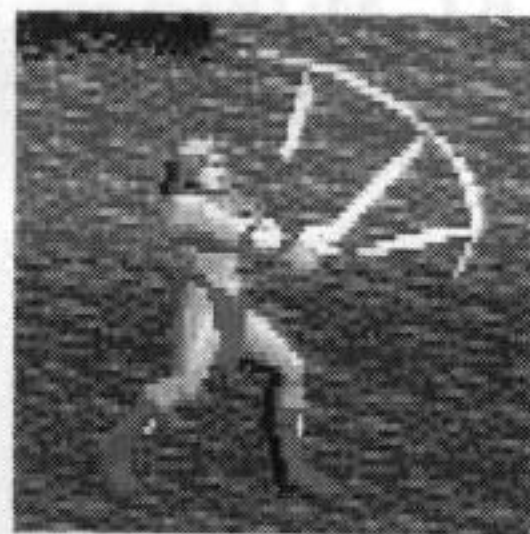
Mode Selection Screen

Select 1 Play or 2 Play in the Play/Options screen to open the Mode Selection screen. Press the D-Button up or down to select Normal Game or The Duel and press the Start Button or Button A, B, or C to enter your choice. Once you have entered your choice, the Select Player screen will appear. Select the character you wish to use by pressing the D-Button left or right to rotate the three characters. Keep pressing until the character you want is at the bottom of the screen. Press the Start Button or Button A, B, or C to begin play.



The Three Warriors

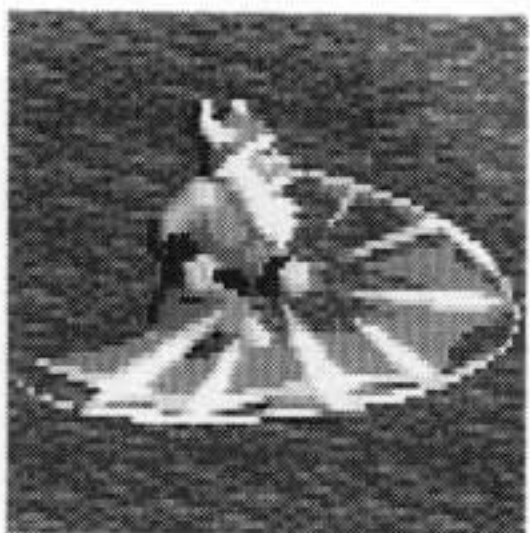
Tyris-Flare (Amazon): She swings a sword and uses a back flip attack to get out of tight spots. She can engulf enemies in flames with her fire magic.



Ax-Battler (Barbarian): He swings a sword and can use an upper swing technique. He can bring down tornados to wipe out enemies.



Gilius Thunderhead (Dwarf): He swings a battle axe and at times uses the axe for spinning kicks. He can make giant stones swirl from the sky to crush enemies.



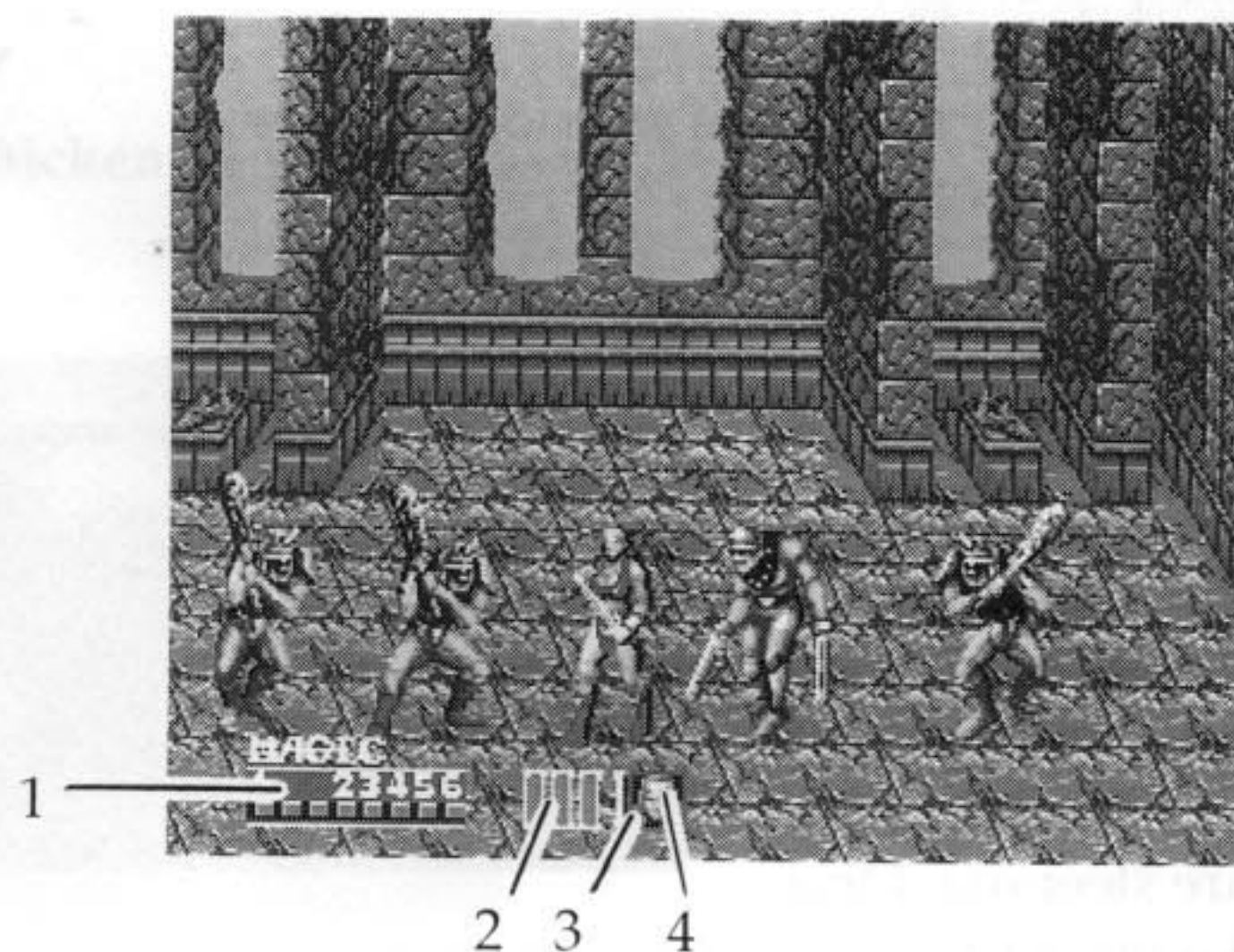
Go Get 'Em!

Fight through enemy-infested stages to meet up with Dark Guld. Defeat him in battle to return the Golden Axe to its rightful place. Only by defeating Dark Guld can you restore peace.

Normal Mode

Advance through six stages to destroy Dark Guld and restore peace to the world.

Screen Signals



1. Magic: Each time you destroy a wizard, the wizard will let go of an item. This item may be a magic book. Each time you pick up a book, your magic power increases. Ax-Battler's magic power gauge has a four-unit capacity, Tyris-Flare's has a six-unit capacity and Gilius Thunderhead's has a three-unit capacity. You can choose the level of magic that you wish to use by keeping Button A pressed until the marker reaches the level of your choice.



Wizard

2. Life Gauge: Each time you are hit by an enemy blow, your life gauge decreases by up to one unit. You can set the number of units in the Options screen. Some wizards will let go of items other than magic books. These items will restore a unit of your life gauge.

3. Lives Remaining: You start out with three lives and this number decreases by one each time your life gauge reaches empty.

4. Character: This shows the warrior in action.

Bonus Stages

Between stages, you will encounter bonus stages. Wizards will disguise themselves as some kind of animal and try to make their way across the screen as you are sleeping. Once you wake up, attack the wizards to gain as many items as you can before they get away.



Items



Magic Book: Increases your magic power.



Bread: Fills one unit of your life gauge.

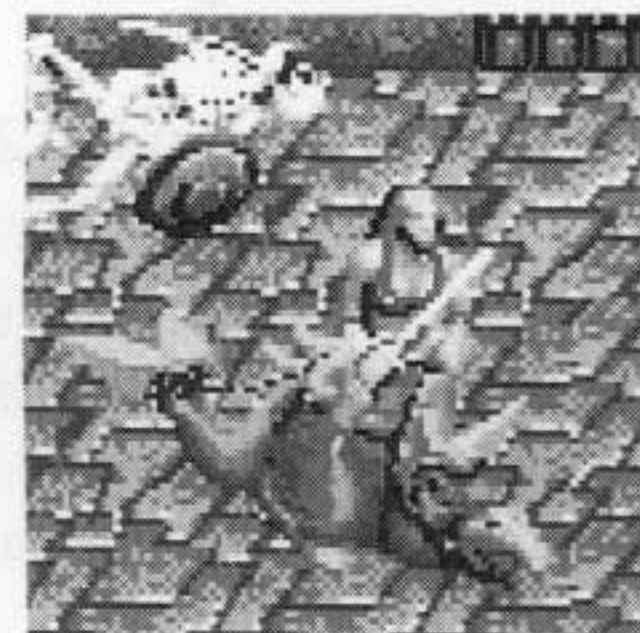


Meat: Fills one unit of your life gauge.

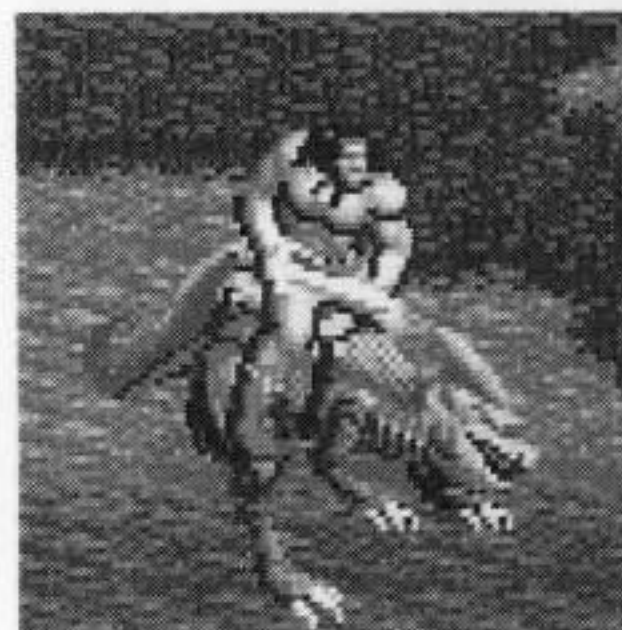
Bizarrians

Some enemies will be riding on animals called Bizarrians. Destroy these enemies and steal the Bizarrians to use these animals' special attack skills. But hurry, because if no one mounts them, they will run away. If you are hit by an enemy while you are riding a Bizarrian, your life gauge will not diminish, but you will

be thrown to the ground.



Chicken Leg: Lashes with its tail.



Green Dragon: Kicks with its hind legs.



Fire Dragon:
Breathes fire.

Continue

When you have lost all three lives, you can continue by pressing the Start Button. This will allow you to start a new game at the point to which you advanced in the last game. You can continue three times before the game is over for good.

Game Over

The game ends when you lose your last remaining life after you have already continued three times.

Two-Player Mode

When you choose the 2P Play option in the Play/Options screen, two players can play simultaneously. In the Select Player screen, each player must choose a different character. When one player selects a character, only the remaining two characters will appear on the screen. The players can cooperate to destroy enemies, but if you're not careful, your partner may stab you in the back. The game ends when both players lose their lives.



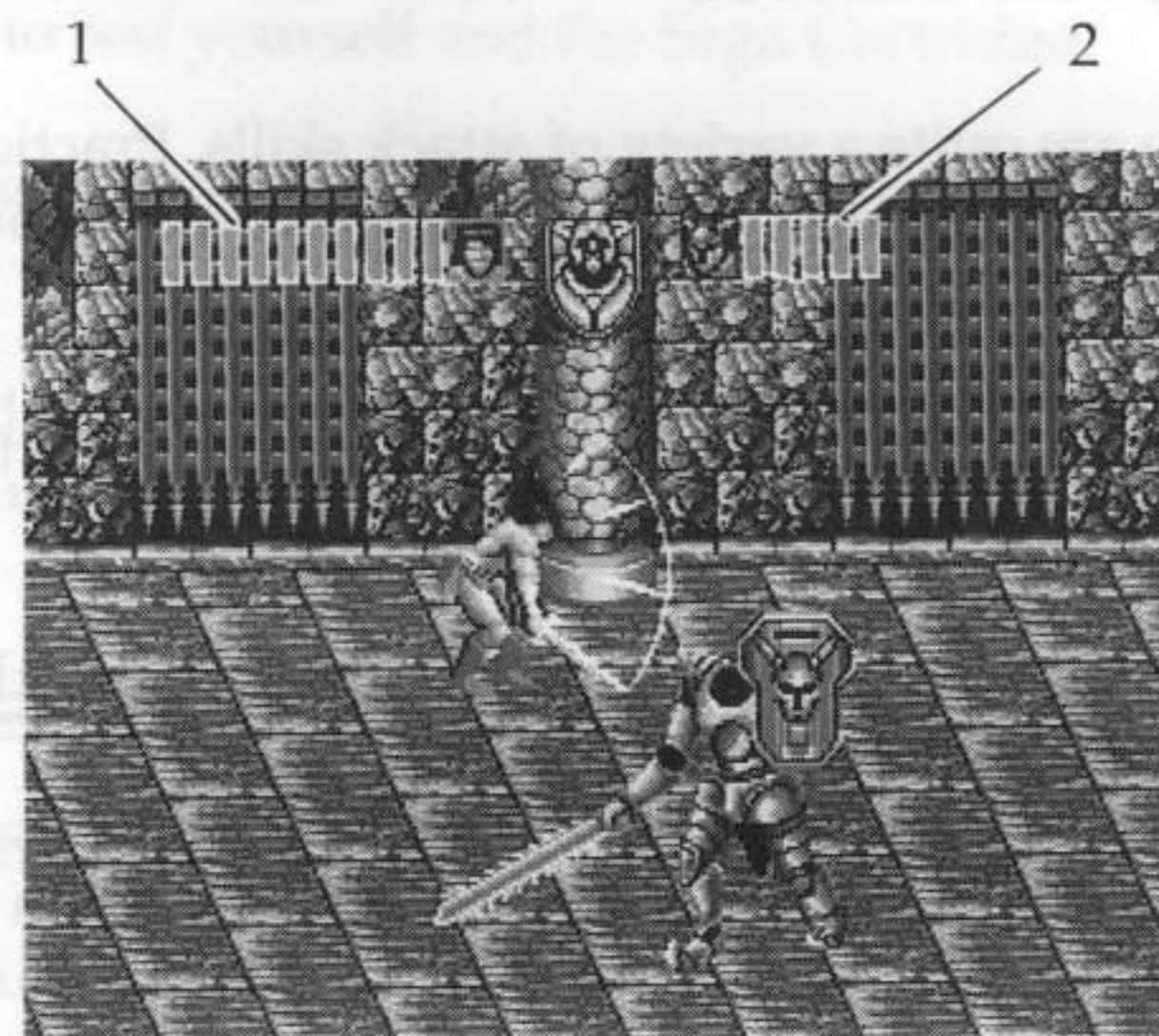
Stages

1. Ravaged Village
2. Ruins
3. Tower
4. Dragon's Throat Cave
5. Castle Gates
6. Castle
7. Dark Guld's Chamber

The Duel

Fight creepy adversaries in a succession from weak to powerful in the ultimate test of your fighting skills. Advance through 15 stages for the 1P mode and fight against another player in the 2P mode. Destroy as many adversaries as you can before your life gauge units run out.

Screen Signals



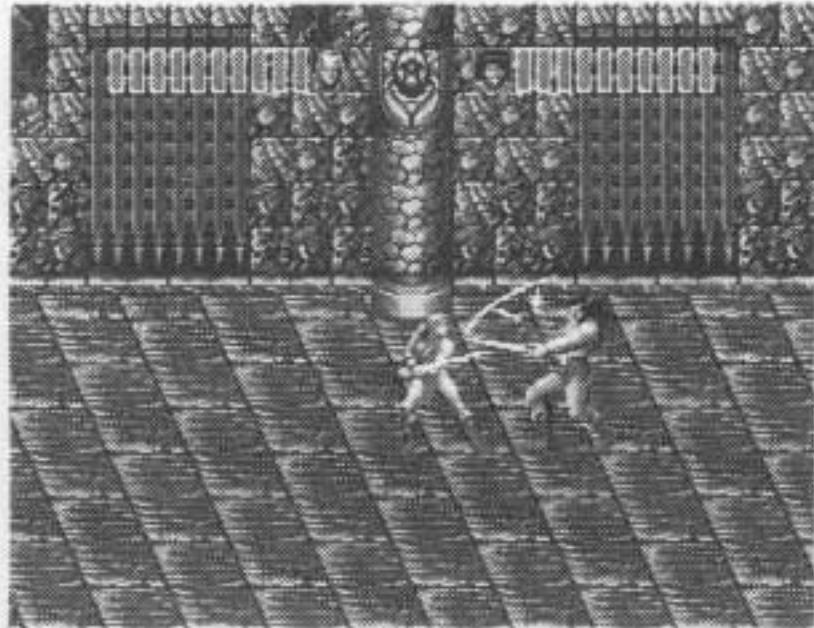
1. **Your life gauge:** You start out with 10 units which can not be restored once the game begins.
2. **Enemy's life gauge:** When there is more than one enemy, the gauge for whichever enemy you are presently attacking is displayed.

Game Over

You start out with 10 life gauge units. When these run out, the game ends.

Two-Player Mode

In the Duel mode, the two players are mortal enemies. It's an evenly-matched fight to the death.



Helpful Hints

- There are quite a variety of attack skills. Practice all the variations until you can control your character masterfully.
- Ride a Bizarrian whenever you can. Use the attack skills of the Bizarrian to your best advantage.
- Learn the weak points of each enemy. Attack their weak spots as much as possible.
- Use your magic wisely. You don't know when you can get more.
- In some places you will be fighting on a ledge. Be careful not to fall off the edge.

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 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, 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—

STREETS OF RAGE™

A CITY CRIES OUT

Available Fall, 1991



THE HISTORY

In the action-packed tradition of *Shinobi™* and *Golden Axe™*, Sega brings you Axel Stone, Adam Hunter and Blaze Fielding — three ex-cops tough enough to take on a city totally corrupted by violence and crime.



THE STREETS

To clean up the gangs of thugs, and punks, you'll need all 21 of your attack moves. Slash out with an uppercut, leap, kick and land with a smashing knee. Grab a bad guy and throw him down hard. In the two player simultaneous mode, you hold a punk while your buddy takes him to pieces.



THE IMPACT

A lead pipe, a knife, a club... take your pick of six different weapons. But these low-lives don't just line up for punishment, so watch your back. And watch for *Streets of Rage*, available Fall 1991—it's time for rough street justice!

Patents: U.S. 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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