

SEGA™

CHUCK ROCK II

son of chuck™

SEGA CD™



Virgin

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

Rated by V.R.C.™

GA

Appropriate for all audiences.
General Audiences

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.



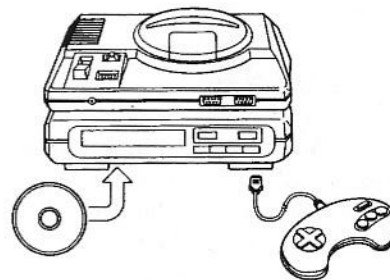
This Official Seal is your assurance that this product meets the highest quality of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ system.



CHUCK ROCK II

son of chuck™

GETTING STARTED



1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System directions to OPEN the Sega CD Drive from the Sega CD control menu.
4. Carefully place Chuck Rock II CD game disc in the Sega CD System with the label-side facing up.
5. Close the Sega CD Drive from the Sega CD Control Menu and then select CD-ROM on the control Menu to launch Chuck Rock II and begin play. (It is also possible to simply press start one time to launch Chuck II and begin play).



THE GAME

Your task as Chuck Junior is to rescue your kidnapped father, Chuck Rock, from his downright horrible archrival in business, Brick Jagger. To do so you must complete the six different worlds (which are split into numerous zones) and the sub-games, in an effort to triumph in a diapered battle to the finish.

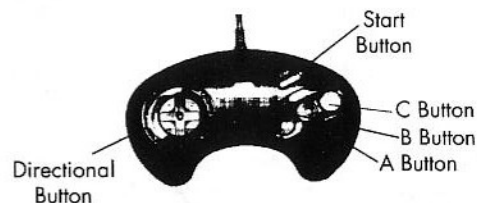
CHUCK JR.'S CLUB

Chuck Junior has a large wooden club to help him through the game. With this he can hit enemy dinosaurs, and bash rock a short distance. Junior can also climb on top of his club to dodge harmful obstacles



TAKE CONTROL!

Before you begin play, take time to familiarize yourself with the movements and functions of the control pad.



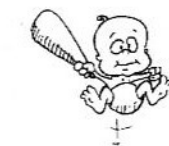
A BUTTON

- Press to stand on the club (to get out of the way of nasties and to ride a friendly creature).



B BUTTON

- Press to swing the club.



C BUTTON

- Press to jump.

A & C BUTTONS

- Paddles Chuck in the river race when pressed alternately.



CONTROL PAD

- Press left to move Chuck Junior left.



- Press right to move Chuck Junior right.



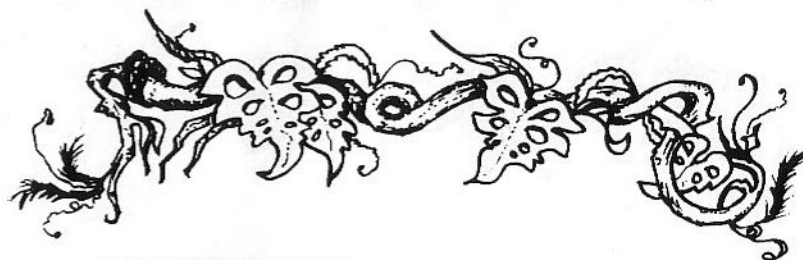
- Press up and down to move to menu items on the Options and Main Menu Screens.

START BUTTON

- Press to start the game.
- Press to pause the game.

RESETTING THE GAME

- Press the START button, then press the A, B & C buttons simultaneously.

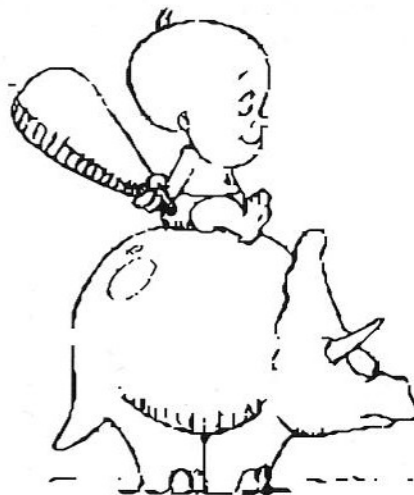


GETTING STARTED

Following the Sega logo, an animated introduction of Chuck Rock II: Son of Chuck appears. After a few moments, a demonstration will begin. Press the START button at any time to reach the Main Menu Screen.

THE MAIN MENU SCREEN

When the Main Menu appears you will be presented with two options: Start Game and Options. Highlight the desired option with the control pad and press any button to select it.





THE OPTIONS SCREEN

You'll be able to make several choices concerning the game with the options presented on this screen.

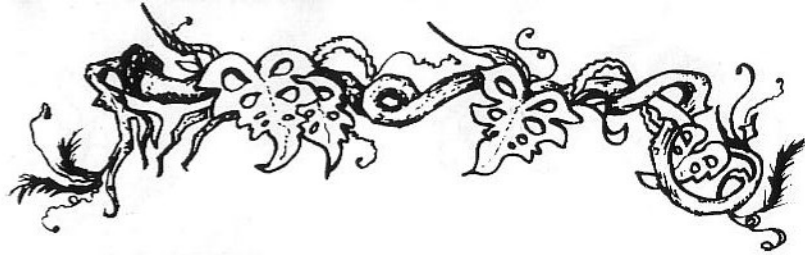
Use the control pad to highlight the desired option. Select it by pressing any of the buttons.

Difficulty Option: lets you choose between Normal or Hard difficulty modes.

Control Option: allows you to change the functions of the A, B, and C buttons.

Sound Test Option: lets you preview the music and sound used in the game by pressing any button.

Exit Option: returns you to the Start/Options Screen by pressing any button when selected.



THE SCREEN DISPLAY

Located around the game screen are a number of indicators which display information relevant to the game.

Energy

Junior will start the game with a full baby bottle (energy) situated at the bottom right of the screen. Every time Junior gets hit the baby bottle will empty a little. The bottle will flash when Junior has one unit of energy left. When the bottle is empty, Junior will lose a life, and proceed on from where he died. Energy is replenished by collecting more baby bottles.



Lives

The life counter located at the bottom left is a picture of Junior's face with a number indicating the amount of lives remaining. Extra lives can be collected as you progress through the levels.



Score

The score indicated is situated in the middle of the screen at the top. It shows your current points awarded by collecting certain bonuses during the game.





SOME OF CHUCK'S CHUMS



Maud the Monkey: Maud loves bananas and will conveniently swing you a bunch of them to grab ahold of at crucial moments. Look out for Maud to help you.



Tarby the Tiger: Ride on Tarby's back to pounce across any large gap, but be wary! You can only mount him when he's not paying attention. Sneak up on him when his tail's not moving.



Water Hydrant: When you bash the Hydrant a jet of water will shoot out, killing any baddies in it's path.



Thomas the Turtle: Thomas will sit on the edge of dangerous lava pools. When knocked in the water, Thomas will hop across, carrying you on his back.



Anthony the Ant: Anthony the Ant likes nothing more than to march across the screen. He's a tough little critter so get onto his back to cross treacherous areas.



GAME OVER-CONTINUE

Chuck Junior has three chances to save his dad from Brick Jagger. If you lose all three chances, you will have one continue which will give you 3 more chances and reset your score to 0.

HANDLING YOUR SEGA CD DISC

- 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 a recess during extended play, to rest yourself and the Sega CD disc.

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.



CREDITS

Produced in the UK by

Jeremy H. Smith

Produced in the US by

Lisa Fegraus

Executive Producer US

Neil C. Young

Game Design

Bob Churchhill

Graphics

Lee Pullen

Programming

Chris Long

Quality Assurance Team Leader

Adam Ryan

Quality Assurance Team

Paul Schoener

Craig McCoy

Jim Getz

Mitch Feldon

Eric Harshman

Manual Produced and Edited by

Lisa Marcinko

Manual Designed by

Crystal Wines

Mark Goodwin



LIMITED WARRANTY

Virgin warrants that if the media on which the game software is contained is in a damaged or physically defective condition at the time of purchase and if it is returned to Virgin (postage prepaid) within 90 days of purchase, Virgin will provide you with a replacement free of charge. In no event shall Virgin's liability with respect to this limited warranty exceed the cost of replacement of such media. This limited warranty gives you specific legal rights which vary from state to state. Other than the foregoing limited warranty, claims and excludes all other warranties, express or implied, with respect to the enclosed product including, without limitation, warranties of merchantability and fitness for a particular purpose. In no event will Virgin be liable for any direct or indirect, special, incidental or consequential damages, including, without limitation, loss of data or loss of profits or revenue, even if Virgin has been advised of the possibility of such damages. Some states do not allow the exclusion of incidental or consequential damages so the foregoing disclaimer may not apply to you. Virgin does not warrant that the enclosed product or documentation will satisfy or that the enclosed product or documentation are without defect or error or that the operations of the enclosed product will be uninterrupted. TO RECEIVE WARRANTY SERVICE, CALL THE VIRGIN CUSTOMER SERVICE DEPARTMENT AT 714-833-1999.

VIRGIN GAMES PRODUCT REGISTRATION

Dear Customer,

To enter a drawing to receive a FREE video game cartridge, simply fill out this card and return it to us. The drawings are held once a month, and winners will be notified by mail. Your answers will help us to get to know you better and develop new products you will like.

Name _____
Address _____

City _____ State _____ Zip _____ Country _____

Product Purchased: _____ Date Purchased _____

Primary user's age: () Under 10 yrs. () 11-17 yrs. () 18-30 yrs. () 31-50 yrs. () over 50 yrs.

Primary user is: () Male () Female

Number of other video games owned: () 0-2 () 3-6 () 7-10 () 11-20 () over 20

Where was this game purchased? 1. _____ Toys 'R Us 2. _____ JCPenney/Sears/Wards 3. _____ K Mart/Wal-Mart/Target
4. _____ Department Store 5. _____ Toy Store 6. _____ Electronics/Audio/Video Store 7. _____ Mail Order 8. _____ Other

Who purchased this video game? 1. _____ Primary user 2. _____ Parent/guardian 3. _____ Brother/Sister 4. _____ Relative
5. _____ Friend 6. _____ Received as gift

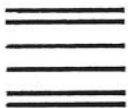
Why did you purchase this particular product? (Circle one only) 1. Played it before buying 2. Friend recommended it
3. Saw an ad for it 4. Played it in and arcade 5. Read a magazine article/review 6. Saw an in-store display 7. Heard a
radio commercial 8. Salesperson's recommendation

What game or computer systems are in your household?

1. _____ Nintendo 2. _____ Turbo Grafx 3. _____ Amiga 4. _____ PC (IBM or other) 5. _____ Atari Lynx 6. _____ Game Boy
7. _____ Sega CD 8. _____ Genesis 9. _____ Macintosh 10. _____ Super NES 11. _____ Game Gear

Favorite video games (any publisher): _____
Favorite Magazines: _____

CHUCK ROCK II: SON OF CHUCK (SEGA CD)



BUSINESS REPLY MAIL

FIRST CLASS MAIL

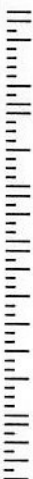
PERMIT NO. 10158

SANTA ANA, CA

POSTAGE WILL BE PAID BY ADDRESSEE

**VIRGIN INTERACTIVE
ENTERTAINMENT, INC.
18061 FITCH AVE
IRVINE CA 92714-9841**

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



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

SEGA AND SEGA CD ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.



Virgin Interactive Entertainment, Inc.
18061 Fitch Avenue
Irvine, CA 92714 USA

Developed by



CHUCK ROCK II: SON OF CHUCK is a trademark
of Virgin Games, Inc. © 1993 Core Design, Ltd. and Virgin Games, Inc.
All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.

Manufactured in the USA