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PRESENTS

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PRESENTS

ROAD RASH



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



SEGA™

Licensed by Sega Enterprises Ltd. for play on the Sega™ Game Gear™ System.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Printed in Japan



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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 of flashing lights. Exposure to certain patterns or backgrounds on a television screen 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 you 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™ GAME GEAR™ System.



He challenged him to an unofficial off-track race. "No rules. Just you and me." Fang said. "Got a death-wish, boy?" taunted Polygon. He narrowed his eyes and continued "You got it. Meet me at the long section on the Pacific Coast at noon tomorrow - and bring a doctor. Tell him to bring a broom - so he can sweep what's left of you off the pavement." said Fang.

The stage for the first Road Rash was set.

Fang brought his doctor, but it was pointless. The injuries and abominable disregard for the law that began that day set the example for the thousands of Road Rash Races to follow. Punching, kicking, and clubbing at 150 miles per hour are the norm for Rashers and no one invites doctors anymore.



STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Insert the Road Rash cartridge in the Game Gear Unit.
3. Turn the power switch ON. In a few moments the Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Turn the power switch on again.

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

HANDLING THIS CARTRIDGE

- This cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight, near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Game Gear cartridge.

SCREEN LAYOUT



1- YOUR STAMINA

Your stamina meter is full and green when you're fresh and uninjured. It gets red and short when you're dukin' it out with the other guys. You'll be OK when you crash-your bike won't. If your stamina goes down to zero and you get punched or kicked, you're knocked into oblivion.

2- YOUR BIKE'S DAMAGE

Your bike meter measures the number of dents put in and chunks taken out of your bike. When your bike damage meter is down, you are out of the race.

3- NEAREST OPPONENT

Your nearest opponent's name appears when you're gaining on them or they're gaining on you.

4- NEAREST OPPONENT'S HEALTH

Your nearest opponent's stamina meter shows how their health is doing. If it's full and green you'll have to kick them a lot to knock them down. If it's short and red, you'll just need to hit them once to get them out of the race.

5-ODOMETER

The odometer measures how many miles you've travelled. Check your speedometer to see your speed.

6-REAR VIEW MIRROR

Check your rear view mirrors to see any traffic, cops or opponents coming up from behind.

7-CURRENT POSITION OUT OF 15 RIDERS

You can also see your position each time you pass an opponent. It's displayed in place of your name for a moment under your stamina meter.

8-SPEEDOMETER

9-YOUR RACING TIME

CONTROLS



To pause your adventure, just press the Start button.

Direction Button (D-button)

Press to steer the bike left/right.

Press to direct left/right when the rider is running.

Press down to brake.

Button 1

Press to accelerate the bike.

Press to stop the biker from running.

Button 2

Press to attack (club, punch, kick)

Press to stop the biker from running.

WHEN YOU'RE RIDING

When you punch or kick you automatically aim in the direction of the opponent closest to you.

To grab a club out of an opponent's hand, just reach out like you're going to punch them when they go to swing the club. That usually spooks them long enough for you to grab it.

PUNCH: Press Button 2 to punch.

KICK: Hold up on the D-button to prepare to kick them out of your way. When you're ready to kick them into tomorrow, press Button 2 and watch them fly!

RUNNING BACK TO YOUR BIKE

After you crash, you automatically run back to your bike, but you can run in different directions to avoid obstacles or to avoid any traffic that might hit you while you're running.

Use the D-button to run right or left.

Press Button 1 to stand still and wait for traffic to fly by.

TRACK SELECTION

For descriptions of each of these tracks, see THE TRACKS. Press the D-button left/right to scroll through the tracks, then press Button 1 or 2 to select your choice. When you're ready to race, press any button.



OPTION SCREEN

To highlight an option, move the D-button up/down. To change or select an option, highlight it, then press Button 1.

BIKE SELECTION SCREEN

Press the D-button left/right to scroll between the bikes and up/down to purchase a bike or exit the screen. To confirm the selection press Button 1 or 2.

WINNING

When you win a race, you get some cash to put towards a better bike. The better the bike, the more expensive it is, so save up.

To move up a level you must place fourth or better on each of the five tracks. To win the Road Rash, you must finish fourth or better at each track five times.

AFTER A RACE

When you finish a race, you can:

Press any button to bring up the Bike Selection screen.

To get to the Track Selection screen highlight EXIT and press any button.

To see high scores go to the Options screen.

USING A PASSWORD

To view your password go to the Options screen

To get to the Password Entry screen, highlight password entry at the Options screen. Use your password to get back into a game.

To enter a letter:

- 1) Highlight the letter using the D-button and then press Button 1 to scroll backward through the alphabet and Button 2 to scroll forward through the alphabet.
- 2) Highlight EXIT and press any button to enter it and get back to the action!



THE BIKES

Take a look at the different bikes available to you at the end of each race. Save the money you win from each race and when you can afford one, buy a new bike.

Name of the bike
Weight
Credit
Horsepower
Price

The Shuriken 400-\$4000 has tight steering, but is short on power (that means slow acceleration at a green light), but it has the best handling.

The Panda 600-\$5000 is an excellent all-around sport bike with light, easy steering. It's pricey but worth it.

The Banzai 750-\$7000 is known for its tight handling and power at high revs.

The Kamikaze 750-\$8000 has looser steering, but a lot more power than the Banzai.

The Shuriken 1000-\$12,000 is faster than the wind. Feared for its speed, the other Rashers clear the sidewalk when they see this bowling down the roadway in their direction.

The Ferruci 850-\$14,000 has V-Twin torque and tight handling, but it's not terribly reliable. One big crash and this one could put you out of the picture.

The Panda 750-\$20,000 has excellent mid-range power and the coolest paint job in town. Drive one of these if you want to impress Natasha.

The Diablo 1000-\$25,000 features fuel-injected horsepower and awesome Italian handling. Don't buy it unless you think you're strong enough to handle the extreme power.

THE TRACKS

These roads are cruel. Do you think you're crazy enough for this? Multiply that by three and you might come close to having the nerve you need to succeed.

SIERRA NEVADA

You're gambling with your life in this stretch of Rash territory. The pine trees and hills are nasty - especially when you're lodged in between the branches. Good luck getting out with your teeth intact.

PACIFIC COAST

Surf the cement waves on the Pacific Coast Highway if you don't want to kiss the sand. If the Santa Ana winds don't get you, the hilly sand dunes will.

REDWOOD FOREST

The Redwood Forest is nice for sightseeing, but if you're rashin' keep your eyes on the road and be sure to jump the rocks - not slam into them.

PALM DESERT

Can you stand the heat? Doubt it. Avoid getting half-baked on the high-degree highways when the Rashers smear you across the asphalt. Steer straight in the heavy winds and around cacti and cow skulls out here.

GRASS VALLEY

Watch out for the cross-traffic and cows on this nasty asphalt ribbon. Don't hit the sides of the barns - disturbs the cows, don't you know.

THINGS TO AVOID

COWS AND DEER

Bovine brutality taken to new extremes. Avoid these oversized critters if you want to stay in the running. They'll wander across the street, and into you if you don't watch out for them.

CARS

Dangerous drivers skate all over the place regardless of you. Avoid oncoming traffic, speeders coming up from behind, and cross traffic at the intersections. Keep your eyes on the rear views, and don't blink - unless you want to be road pizza.

OIL SLICKS, SAND AND GRAVEL

Avoid any spots of black oil, yellow sand or brown gravel you see in the road because all they will give you is a lot of skid and even more heartache.

TREES

The Diablo 1000 can take you from 0 to 60 in 4 seconds. A tree can take you from 200 to 0 in NO SECONDS.

THE COPS

If you let these guys catch you, you'll get severely fined or thrown in jail (if you're a repeat offender). Don't sweat your first race - you start with \$1000 in your pocket.

OFFICER O'LEARY is pretty dopey, but if you go too slow, he'll bring up the rear and bump you off the street. He's a nervous rookie, so back-talk this jerk all you want.

OFFICER O'ROURKE is pretty uptight and will bust you just for having fun, so keep it clean (or just kick him out of the way).

OFFICER FLYNN will submit you to a heavy dose of harassment then give you a little more. He's quick, so if he's coming up on your rear, accelerate your head off and cross your fingers.

OFFICER O'SHEA used to be a Rasher himself, but the cops thought they could use somebody who knew the Rasher hangouts and bought him off. This guy's an excellent rider and tough to outrun, so ride like a bat out of hell to avoid him.

OFFICER O'CONNOR is the toughest cop on the force. She doesn't take anything from anyone - especially kindness. Try to outrun her if you want to have any chance of succeeding. The cell she throws you into downtown is dismal!

THE RASHERS

NATASHA was born in Arizona, raised in Babylonia, but she rides like a bat out of hell. If you attack Natasha, prepare for her revenge. Be cool to her if you want some help.

BIFF is a preppie jerk with nothing better to do than put his too tight, eight-hundred dollar leathers on and punch easy riders like you off the road. Biff's a hard-hitter, so watch yourself out there.

SLATER was a skate rat, but got bored of doing damage at only 20 miles per hour. Slater bought a bike. Now Slater can do damage at 140 miles per hour. Watch this unpredictable dude.

IKIRA is the coolest export from Japan since the Game Gear. He's into the American scene (which happens to include unnecessary violence). Ikira's basically nice - he's only in it for the money.

SERGIO wipes the pavement with your face when you least expect it. Sergio has an unnatural passion for his motorcycle, so plan on some serious pain if you dent it.

HELLDOG is not man's best friend. He eats his best friends for lunch. Helldog comes after you no matter what you try to do, so try to outrun him - or out-beat him if you can.

U.S. GOLD, INC. LIMITED WARRANTY

U.S. GOLD, INC. warrants to the original purchaser that this U.S. Gold cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This U.S. GOLD cartridge is sold "as is" without expressed or implied warranty of any kind, and U.S. GOLD is not liable for any losses or damages of any kind resulting from use of this program. U.S. GOLD agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any U.S. GOLD cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the U.S. GOLD cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate U.S. Gold. Any implied warranties of merchantability and fitness for a particular purpose, are limited to the ninety(90) day period described above. In no event will U.S. Gold be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this cartridge.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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