

MORE INTENSE ACTION FROM SEGA™!

BATMAN™ RETURNS



Leap with **Batman** into wild acrobatic battle! The **Penguin** has **Gotham City** gripped in his twisted flippers.

Track the **Dark Knights** most feared enemies through intense search-and-destroy danger!



- Hunt **The Penguin** through 7 non-stop cityscapes of bone-wrenching action!

- **Batman** swoops through empty air on his winged cape and swings from a bell rope over a bottomless chasm!

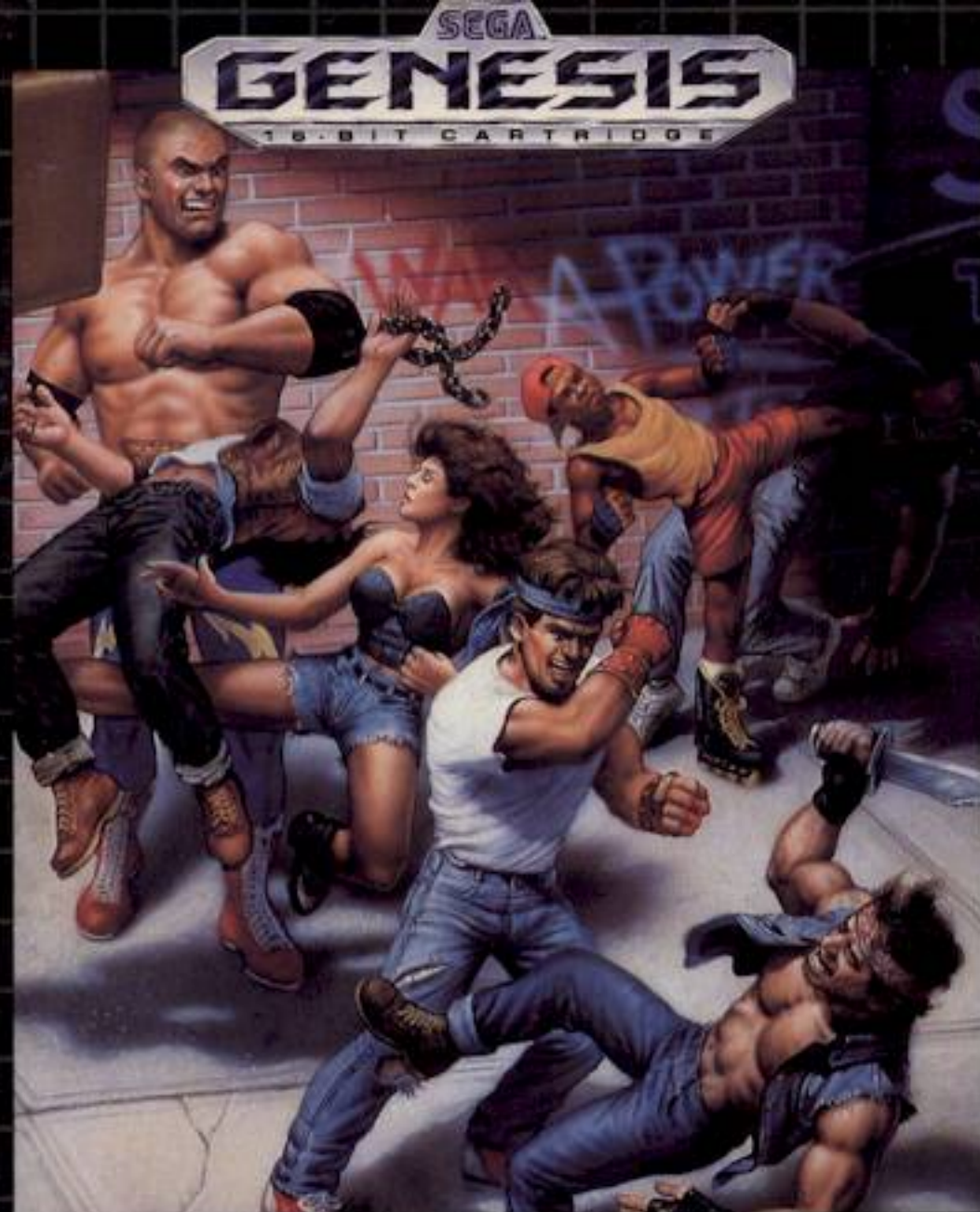


- Body-breaking misfits like **Catwoman**, the Juggler and the Gargoyles are ready for mass damage!



US 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)

Sega, Genesis and Streets of Rage 2 are trademarks of SEGA. BATMAN and all related elements are the property of DC Comics Inc., TM & © 1992. © 1992 SEGA, 3375 Arden Road, Hayward, CA 94545. All rights reserved. Printed in the USA.



STREETS OF RAGE 2

<http://www.replacementdocs.com>

INSTRUCTION MANUAL

Epilepsy 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.

Contents

This Time It's Personal!	2
Starting Up	4
Take Control!	5
Getting Started	6
Options	6
Player Select	7
The Duel	8
2 Player Games	10
Joining a Game in Progress	10
Screen Signals	11
Items	12
Weapons	12
Attack Moves	14
Jumps	15
Holding an Opponent	16
Special Attacks	18
Battlegrounds	19
Know the Score	22
Game Over/Continue	23
High Score Screen	23
Some Extra Advice	24
Handling Your Cartridge	24

**For game play help, call
1-415-591-PLAY**

This Time It's Personal!

One year has passed since ex-peace officers Adam Hunter, Axel Stone and Blaze Fielding broke the Syndicate's hold and destroyed its leader, the mysterious "Mr. X." Peace has returned to the streets, people are moving back into the once-vacant neighborhoods, and the city has returned to prosperity.

On the anniversary of the Syndicate's destruction, Adam, Axel and Blaze meet at their favorite nightspot to commemorate the occasion and catch up on the latest news. Both Adam and Blaze have moved out of the city. Axel is working as a bodyguard, and Blaze is teaching dance. Adam has rejoined the police force, and has moved into a small house on the edge of the city with his kid brother. The three celebrate until late in the night, and make plans to meet at the same place next year.



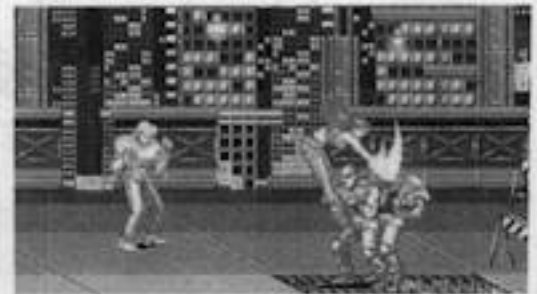
As he plans to check out of his hotel the next day, Axel receives a frantic phone call from Eddie "Skate" Hunter. He had arrived home from school to find the house a total ruin. He'd called the police department, but nobody there had seen or heard from his brother since early that morning.

Both Axel and Blaze rush to Adam's home. Windows had been shattered and furniture smashed. Stuck on the remains of the splintered front door is a photo: Adam in chains, lying at the feet of the man they recognize only too well!

Adam's disappearance marks the beginning of the nightmare. Criminal elements swarm out to reclaim the streets. Gangs roam the parks, and bomb-wielding bikers make the roads deadly to travel at night. Beatings and lootings take place regularly and in broad daylight. Chaos reigns in the city, far worse than ever before!

Axel and Blaze try to contact their old friends at the force, the ones who once provided backup with heavy artillery. But everyone they know has either been fired or transferred elsewhere. This time the Syndicate is in complete control, and the two ex-cops are on their own!

Assisted by Adam's brother Skate and Axel's friend Max, Axel and Blaze set out to rescue Adam and destroy Mr. X once and for all. Standing in their way is the nastiest collection of punks and brawlers ever assembled. Add to that a force of professional fighters specially groomed to take them out of the picture!



As one of the four young vigilantes — or together with a friend — you'll battle with your fists and feet, and attack with whatever weapon you come across. Once more, you walk the Streets of Rage!

Starting Up

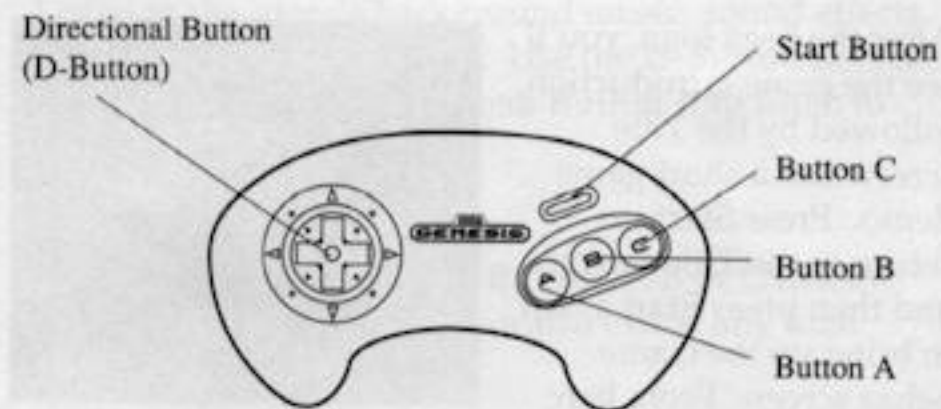
1. Set up the Genesis System and plug in Control Pad 1. For 2 Player games, plug in Control Pad 2 as well.
2. Make sure the power switch is **off**. Place the *Streets of Rage 2* cartridge into the cartridge slot and press it down **firmly**.
3. Turn the power switch **on**. The Sega screen will appear, followed in a few moments by the Title screen.
4. Press the **Start** button to begin your street battles!



Important:

- If you don't see the Sega screen, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** in the console, and then turn the power switch **on** again.
- Always turn the power switch **off** when you're inserting or removing the cartridge.

Take Control!



Start Button:

- Starts the game.
- Pauses the game or resumes a game that's paused.

D-Button:

- Makes selections on the Options and menu screens.
- RIGHT or LEFT moves your fighter in those directions.
- UP moves your fighter toward the rear of the scene.
- DOWN moves your fighter toward the front of the scene.
- Works with **Buttons A, B and C** for certain attack moves (see pages 14-17).

Button A:

- Initiates a Special Attack.

Button B:

- Attacks.
- Picks up items and weapons.
- Returns to the Game Select screen from the Duel Player Select screen (see page 9).

Button C:

- Jumps.
- Makes choices on the Game Over/Continue screen (see page 23).

Getting Started

After the Sega logo, you'll see the game introduction, followed by the Title screen and a short game demo. Press **Start** to return to the Title screen, and then press **Start** again to bring up the Game Select screen. From here you can choose a 1 Player or 2 Player game, take on a friend in a Duel, or go to the Options screen. To choose, press the **D-Button UP** or **DOWN** to move the marker to the selection you want, and then press **Start** or **Button C**.

Note: You can choose "2 Players" or "Duel" only when Control Pad 2 is plugged in.

Options

Press the **D-Button UP** or **DOWN** to highlight an option, then press it **LEFT** or **RIGHT** (or press **Button B** or **C**) to cycle through the choices.

Level:

Choose an Easy, Normal, Hard or Hardest skill level.

Players:

Choose from 1 to 5 fighters per game.



▶ 1 PLAYER
2 PLAYERS
DUEL
OPTIONS



OPTIONS

LEVEL	HARDEST
PLAYERS	03
BGM	00
SE	00
VOICE	00
EXIT	

BGM, SE and Voice:

Listen to the game's background music, sound effects, voices and fighting sounds. Use the **D-Button** to cycle through the choices, and press **Button A** to listen to each selection.

Exit:

Highlight "Exit" and press **Button A, B** or **C** to leave the Options screen. (You can also exit at any time by pressing **Start**.)

Note: If you don't change the settings on the Options screen, you'll play a Normal game with 3 fighters.

Player Select

On this screen you can choose the fighter you'll take into battle. Each fighter is rated in five categories: Power, Technique, Speed, Jump and Stamina. The more stars beside a category, the stronger the fighter is in that attribute.



Use your **D-Button** to move the flashing box to the fighter you want. Player 1 moves the box with "1P" in the lower left corner, and Player 2 moves the box with "2P" in the lower right corner. (Players 1 and 2 cannot select the same fighter.)

Press **Start** or **Button C** to begin the game. (In 2 Player games, both players must press a button to begin.)

The Duel

You and a friend can hone your fighting skills by practicing on the most challenging opponents of all — each other! Choose your fighters and one of the game backgrounds, and have at it!

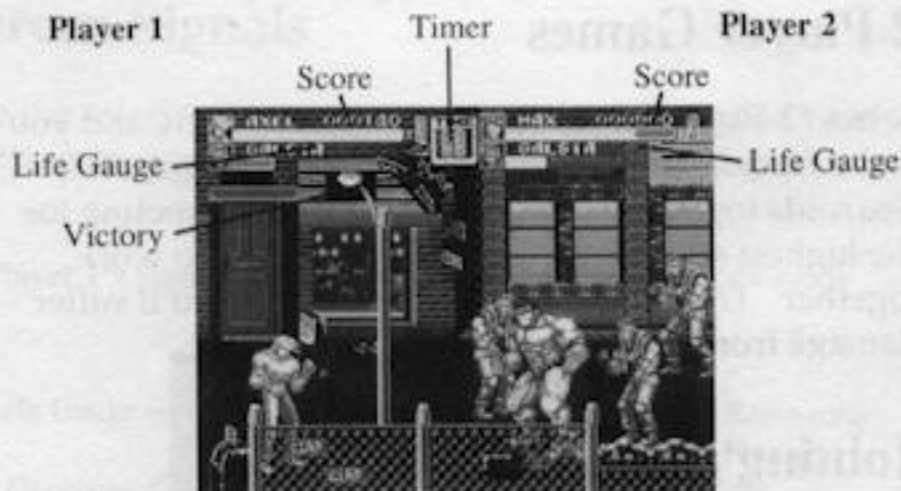
Choose "Duel" from the Game Select screen and press **Start** or **Button C** to bring up the Player Select screen. Each player chooses a fighter by using the **D-Button** to place the letters "1P" and "2P" over a fighter



and then pressing **Start** or **Button C**. In the duel, both players can select the same fighter (for example, Blaze vs. Blaze). The two fighters will appear in different colored clothes.

The word "Stage" appears in the space above the fighters' categories. Player 1 selects the round the fighters will battle in. Cycle through the numbers by pressing the **D-Button** LEFT or RIGHT, and then pressing **Start** or **Button C**.

Next, choose whether or not your fighters can use their Special Attacks. The word "Special" replaces the round number. Player 1 uses the **D-Button** to turn the Special Attacks on or off, and presses **Start** or **Button C** to begin the battle.



At the beginning of the duel, Player 1 is on the left side of the screen, and Player 2 is on the right. The kinds of weapons available in the round you chose will be laying on the ground for either fighter to pick up and use. You can also knock a weapon from your opponent's hand and pick it up. Certain other characters might try to make things a little more interesting for you, but you won't be able to attack them.

You have 99 seconds (game time) to knock out your opponent. If you run out of time, the fighter with the most energy remaining on his or her Life gauge will win. If both fighters fall at the same time, or time runs out while both fighters have the same amount of energy on their Life gauges, the duel will be declared a draw.

Each time a fighter scores a victory, a star appears under his or her Life gauge. The contest ends when one fighter scores two victories. The Player Select screen then returns for you to select new fighters and a new round (or the same fighters and round).

Press **Button B** to quit the match and return to the Game Select screen.

2 Player Games

Select "2 Player" from the Game Select screen, and you and a friend can take on the Syndicate's league of sleazoids together. Naturally, you'll be competing for the highest score, but you'll get farther if you work together. Try not to attack each other, or you'll suffer damage from your own side!

Joining a Game in Progress

A second player can join a battle in progress by plugging a Control Pad into Control Port 2 and pressing **Start**. The words "Select Player" will begin flashing in the upper right corner of the screen.

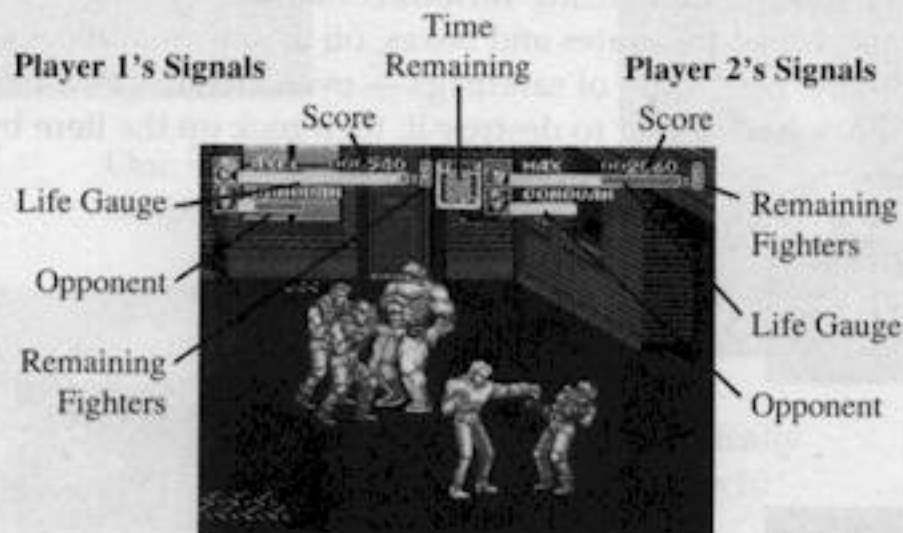


Player 2 can then select a fighter by pressing the **D-Button LEFT** or **RIGHT** until the fighter appears, and then pressing **Start** or **Button A, B** or **C**. Player 2's fighter will drop into the fray from the right side of the screen.



Screen Signals

Use the information at the top of the screen to plan your fighting strategies and keep track of your progress.



Life Gauge:

When a Life gauge runs out (either yours or your enemy's), its owner falls and is defeated. Enemy Life gauges vary in length. A star above a silver Life gauge shows an enemy with twice the stamina of the average slimeball. When the silver gauge runs out, it is replaced with a yellow one. If an enemy's Life gauge is silver with two stars beneath it, he will have three times the stamina of a normal enemy.

Time Remaining:

You have 99 seconds (game time) to defeat all the criminal elements that attack you in each section. When you clear a section, either the scene changes or a "Go" arrow appears, and the clock restarts. If you lose a fighter in battle, the clock will also start over. If you don't clear a certain area before the timer reaches 00, the words "Time Over" appear and you lose a fighter. Your fighter receives a full Life gauge at the beginning of each new stage.

Items

As you fight the Syndicate's evil legions, you'll come across items that can help you through battle. These items are hidden inside various containers: garbage cans, furniture, crates and boxes, oil drums, roadblocks, "alien eggs," piles of sandbags — even arcade machines! Attack a container to destroy it, then pick up the item by moving over it and pressing **Button B**.



Apples restore a bit of energy to your fighter's Life gauge.

Roast Chicken completely fills your fighter's Life gauge!



1 UPs give you an extra fighter.



Cash Bags add 1000 points to your score.



Gold Bars give you a 5000-point bonus!



Weapons

You'll find weapons in the same containers as the items, lying on the ground, or in the hands of an enemy. A quick assault will force your enemy to drop his or her weapon. You can then pick it up by moving your fighter over it and pressing **Button B**. Press **Button B** to use the weapon, or press **Buttons B** and **C** together to throw it (this takes some practice).



A **knife** slices, dices and ventilates thugs at close range. It's a handy long-range weapon as well!



One strike from a **lead pipe** drops 'em in their tracks!



A **katana** (Japanese sword) really improves your reach!

The **kunai** is a ninja weapon that works as well as a knife!



Bombs are usually thrown at you by your enemies. Pick a bomb up before it detonates and throw it back. But if you aren't quick, it will explode in your hand!

Weapons can be knocked out of your hands if you're not careful. You can also drop them when you grab an enemy for a close assault. After you drop a weapon two or three times, it disappears. You lose the weapon you're carrying when you proceed to the next scene.

Attack Moves

REGULAR ATTACK: Press Button B.

Axel: Jab.

Blaze: Jab.

Max: Chop.

Skate: Jab.

FURY: Press Button B repeatedly.

Each fighter has a cycle of four to five regular attack moves. If you continue pressing **Button B**, the cycle will continue until your enemy drops.

Axel: Two jabs, one straight, a middle kick and a high kick.

Blaze: Two jabs, an elbow smash and a high kick.

Max: Two left chops, a right punch and a hammer punch.

Skate: Two left jabs, a heel kick and a roller kick with a back flip.

SINGLE ATTACK: Press and hold Button B, then release.

Axel: High kick.

Blaze: High kick.

Max: Hammer punch.

Skate: Roller kick.

BLITZ: Press D-Button twice in the same direction + Button B.

Axel: Grand uppercut.

Blaze: Vertical slash.

Max: Power slide.

Skate: Super dash/dynamite head butt.

REAR ATTACK: Press Button B + Button C at the same time.

Be sure your fighter is not holding a weapon while attempting this move, or the weapon will be thrown.

Axel: Backhand punch.

Blaze: 360° foot sweep.

Max: Mule kick.

Skate: Backflip kick.

Jumps

JUMP ATTACK: Press Button C + Button B.

Axel: Vertical kick.

Blaze: Roundhouse kick.

Max: Super hammer punch.

Skate: Double back kick.

JUMP KICK: Press D-Button LEFT or RIGHT + Button C + Button B.

Press the **D-Button** in the direction you want your fighter to attack.

Axel: Side kick.

Blaze: Side kick.

Max: Drop kick.

Skate: Side kick.

DROP ATTACK: Press Button C + D-Button DOWN + Button B.

Axel: Knee press.

Blaze: Flying chop.

Max: Elbow drop.

Skate: Roller press.

Holding an Opponent

If you move your fighter close enough to an opponent, he or she will grab that opponent by the shoulders. Wreak some heavy damage with the following moves:

POWER BLOW: Wait for a second, then press Button B.

Axel: Head butt.

Blaze: Throw.

Skate: Head butt.

FLURRY 1: Press Button B repeatedly.

Each fighter has a cycle of two to three attack moves. If you continue pressing **Button B**, the cycle will continue until your enemy drops.

Axel: Knee kick followed by a head butt.

Blaze: Knee kick followed by a throw.

Max: Bear punch.

Skate: Two head butts followed by an elbow smash.

FLURRY 2: Press D-Button TOWARD opponent + press Button B repeatedly.

Axel: Four knee kicks.

Blaze: Two knee kicks and an elbow smash.

Skate: Two knee kicks followed by a head butt.

BODY THROW: Press D-Button AWAY FROM opponent + press Button B.

Axel: Back throw.

Blaze: Back sacrifice throw.

Max: Brain buster.

Skate: Roller uppercut.

SUPER SLAM: Press **Button C** + **Button B**.

Use **Button C** to vault over your opponent (or in Max's case, to jump), then use **Button B** to make your enemy kiss concrete!

Axel: Body slam.

Blaze: Back drop.

Max: Thunder body slam. Max is too heavy to vault over an opponent. Find another way to get him behind an enemy for these attacks: German Suplex, press **Button B**; a back-breaking Atomic Drop, press **Button B** and then **Button C**.

Skate: Neck throw. Get Skate behind an enemy and press **Button B** for a head-pounding migraine.

Special Attacks

You can use Special Attacks as often as you want. However, each Special Attack drains your fighter's Life gauge. A stationary Special Attack only drains the Life gauge if your fighter makes contact with an enemy. A directed Special Attack drains your fighter's Life gauge every time you use it. If your Life gauge gets too low, you won't be able to use the Special Attacks.

STATIONARY ATTACK: **Button A**.

Axel: Dragon wing.

Blaze: Embukyaku

Max: Knuckle bomb.

Skate: Double spin kick.

DIRECTED ATTACK: **Button B** + **Button A**.

Axel: Dragon smash.

Blaze: Kikousho.

Max: Thunder tackle.

Skate: Corkscrew kick.

Battlegrounds

Stage 1: Downtown

Start your search where knife-wielding punks rule the streets. Trail them into a seedy downtown dive and clean house! In a back alley behind the bar, you'll meet Barbon, a bartender who lifts barbells more than bottles — and isn't happy about you trashing his clientele!



Stage 2: Bridge Construction



There's a toll on this bridge, and bomb-tossing bikers plan to take it out of your hide! In the back of a moving supply truck, you'll challenge one of their best warriors. At the

far end of the bridge, an airborne attacker threatens to ruin your day!

Stage 3: Amusement Park

Let the local slime know that the party's over as you stroll through the park grounds. Score a few hits in a local arcade, and enter the Pirates attraction, where



blade-wielding ninja types make for a rough ride! Try out the Alien House, where the props explode and real danger lurks in the fake fog. You might even have to take on the attraction itself!

Stage 4: Stadium

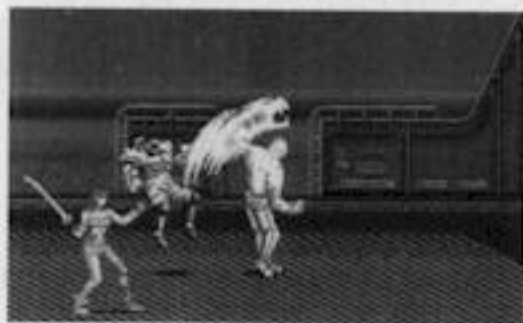


On the diamond, you'll meet Big Ben, a baseball fan who looks like he's had one too many chili dogs. Clean his clock, and watch that fiery breath! A secret elevator takes you to

an underground arena where the winner takes all!

Stage 5: Ship

Check out the cargo holds for valuables and gansters, and take on Raven, a vicious kickboxer! Swab the upper decks with a couple of undesirables, but be on the lookout for some really bad news . . .



Stage 6: Jungle



There's no time to stop and enjoy the scenery. You'll be too busy with Raven's kick-boxing buddies! Knock through sandbags and grab items while you can. You'll need all the

stamina you can get for the battle ahead!

Stage 7: Munitions Plant

Take on waves of attackers on moving conveyor belts. Then grab a cargo elevator up to the roof, where you'll take on two very solid foes!



Stage 8: Syndicate Stronghold

You're on your own here. Mr. X has been expecting you, and he has some surprises in store . . .

Know the Score

You receive points for each Syndicate slimeball you put away. The point value of each thug depends on his or her strengths. The really tough guys who try to pound you into paste at the end of each stage are worth the most points. Pile up an impressive score and collect extra fighters while you pull the city back from the clutches of Mr. X!



You also collect bonus points as you clear each stage. The more difficult your game's skill level is, the higher the bonus.

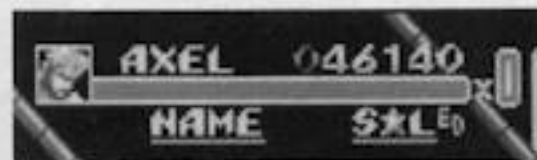
Clear bonus:	5000 points
Time bonus:	1000 points for every second remaining on the timer
Level bonus:	Easy 5000 points
	Normal 10,000 points
	Hard 20,000 points
	Hardest 30,000 points

You can also pick up extra fighters by scoring high points.

1 UP:	First 20,000 points
	Second 50,000 points
	Third 100,000 points
	Next every 100,000 points

Game Over/Continue

When you run out of fighters, the game ends. In the upper part of the screen (upper left corner for Player 1, upper right corner for Player 2), the words "Game Over" will appear.



If you achieve a high score, you'll have a chance to enter your initials. Cycle through the letters by pressing

the **D-Button** LEFT or RIGHT, and press **Button C** to enter your choice and go on to the next letter. You'll have three spaces to enter initials. When you fill all three spaces, the letters "ED" will appear.

Next, press **Button C**. If you have Continues remaining, you can choose to continue the game from your present stage. Use the **D-Button** to select "Continue" or "Game Over" and press **Button C**.

When you select "Continue," the words "Select Character" appear and you can choose a fighter for the next round. Use the **D-Button** to cycle through the fighters, and press **Button C** to choose. When you continue, your score is reset to zero.

You have two Continues per game. If you run out of Continues, the words "Game Over" appear and the game ends.

High Score Screen

If you end the game with your score in the top ten, you can enter your initials on the High Score screen. The Name Entry screen appears in the Information Window of the game screen (top left corner for Player 1, top right corner for Player 2).

Some Extra Advice

- Grab items as soon as you can to collect additional points and stamina before the end of each scene.
- Stay away from the sides of the screen. Enemies love to lurk there, where you can't see their moves. Lure your opponents out where you can see them.
- Go for the thug with the weapon first — he can do the most damage, especially when your back is turned!
- Some fighters are better with certain weapons than others. Experiment! If your fighter is not good with a certain weapon, ignore it, or throw it out of your opponent's reach.
- If you're carrying a weapon you want to keep using, avoid standing over any other weapons laying about — instead of attacking, you'll wind up juggling weapons!
- Watch the shadows on the ground for advance warning of enemies dropping in on you!

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis System.
- Don't bend it, crush it or get it wet. Don't leave it in direct sunlight or near a radiator or other heat source.
- Be sure to take an occasional break during extended play to rest yourself and the Sega Cartridge.

Warning to Owners of Projection TVs:

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 90 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, he 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 90 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.