

STREETS OF RAGE



Martial arts madness & knock-out fighting moves on Game Gear's Streets of Rage! Join Axel or Blaze defeat lawless thugs as they fight their way through terror in order to win back the streets!

AVAILABLE CHRISTMAS '92!

Sega, Game Gear, Shinobi and Shinobi II The Silent Fury & Streets of Rage are trademarks of Sega. © 1992 SEGA, 3375 Arden Road, Hayward, CA 94545.

All Rights Reserved. Printed in Japan <672-0969 >

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)

SHINOBI II™ THE SILENT FURY



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



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 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.**

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Shinobi II The Silent Fury* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Shinobi II The Silent Fury* 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. Then turn the power switch ON again.

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

Note: *Shinobi II The Silent Fury* is for one player.

Insert Sega Cartridge



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

Techno Terror!

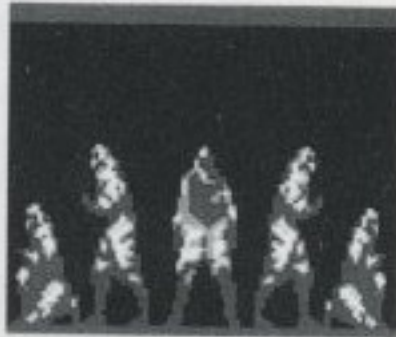
The GG II

The Oboro School of Ninjas have protected the four Elemental Crystals for thousands of years. Each Crystal is the container of one elemental power: blue for

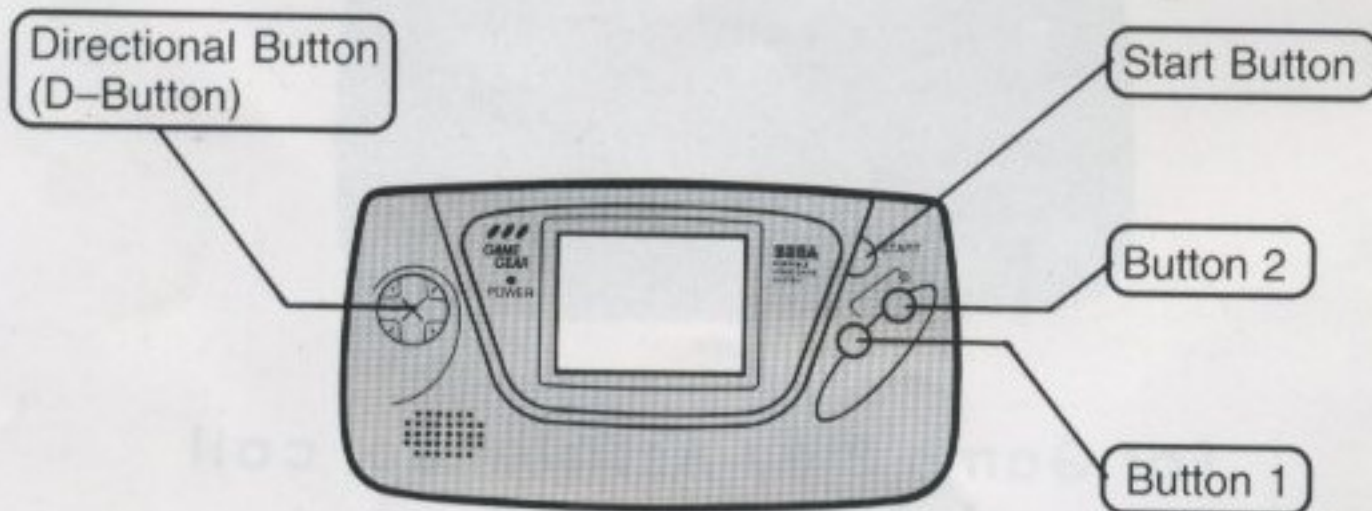
Air, yellow for Water, pink for Fire and green for Earth. Each Crystal is protected by the Ninja master of that element.

But a terrible event has taken place. The Techno-Warriors have enlisted the Black Ninja, master of Ninja techniques, to help them take over Neo City. The Black Ninja has captured the four Elemental Ninjas and stolen the four Crystals!

Joe Musashi (Code Name: the Red Ninja) and the four Elemental Ninjas must face the toughest enemies yet. The stakes are high. If the Black Ninja masters the secret powers of the Elemental Crystals, he and the Techno-Warriors will bring evil to Neo City. Joe Musashi must find his fellow Ninjas and bring them on the most dangerous mission yet – to find the Elemental Crystals and destroy the Techno-Warriors!



Take Control



Directional Button (D-Button)

- Press left or right to move.
- Press down to crouch.
- Press down and left or down and right to move while crouching.
- Press up to enter doors.
- Press up while pressing Button 2 to jump up, press down while pressing Button 2 to jump down.
- Press to select a Round in the Round Select screen.
- Press to make a selection on the Option window.
- Press to make selections in the Password screen.

Start Button

- Press to start the game.
- Press while playing to see the Option window, press again to return to the game.

Button 1

- Press to attack/use weapons.

Button 2

- Press to jump.
- Press to choose selections in the Option window.

Getting Started



After you've inserted the game cartridge and turned the power on, the SEGA logo will appear, followed by the Title screen. If you don't press any button, a demonstration will start. To leave the demonstration, press the Start Button to return to the Title screen, then press again to go to the Option screen.

NEW GAME CONTINUE

In the Option screen you can choose to start a new game or continue a game. If you choose a new game, you will see the Round Select screen. If you choose to continue, select Password and press the Start Button. The password is a combination of five characters which is shown on the Continue screen every time the Shinobi team is defeated (for an explanation of the Continue screen see page 12). Press the D-Button up to scroll through the letters, or down to scroll through the numbers. When you find the correct character, press the D-Button to the right to input the next character. When you have finished, press the Start Button to see the Round Select screen.

ENTER PASSWORD
9F500

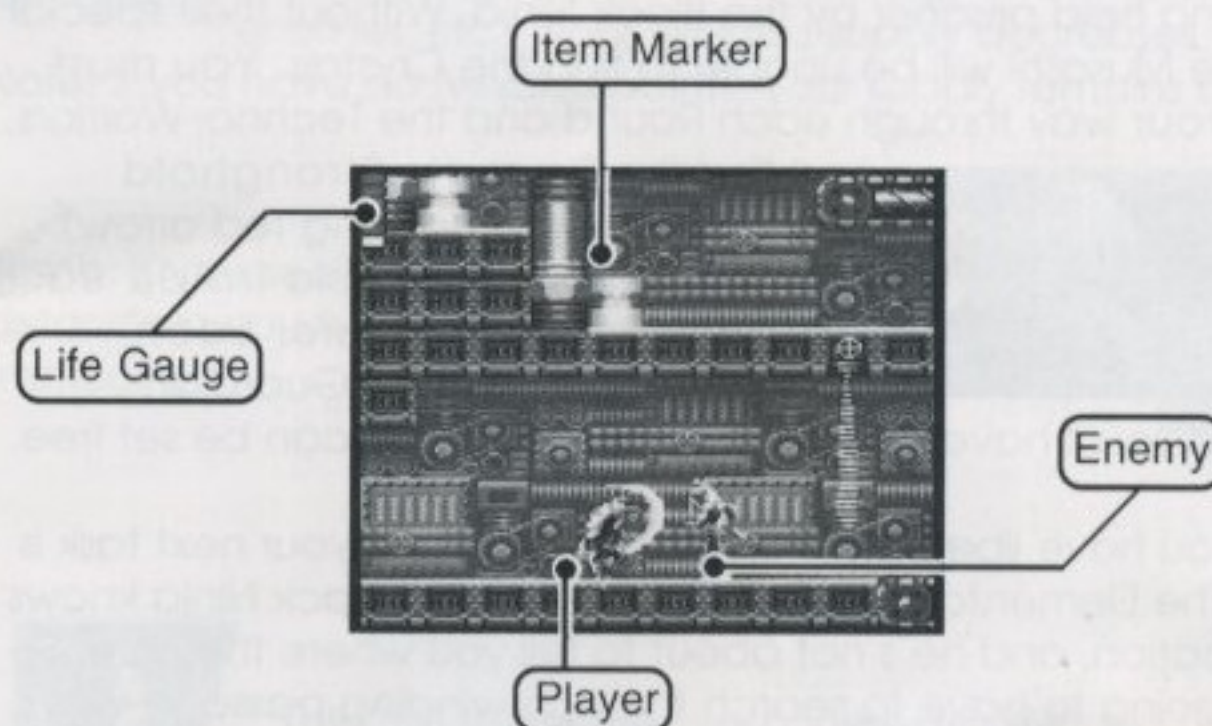
Note: No matter how many 1-Ups and Ninjutsu points you had, the game restarts at the default setting of zero Ninjutsu points and four players remaining. You retain any Crystals and Ninjas you've rescued in the previous game. The game starts at the Round Select screen.



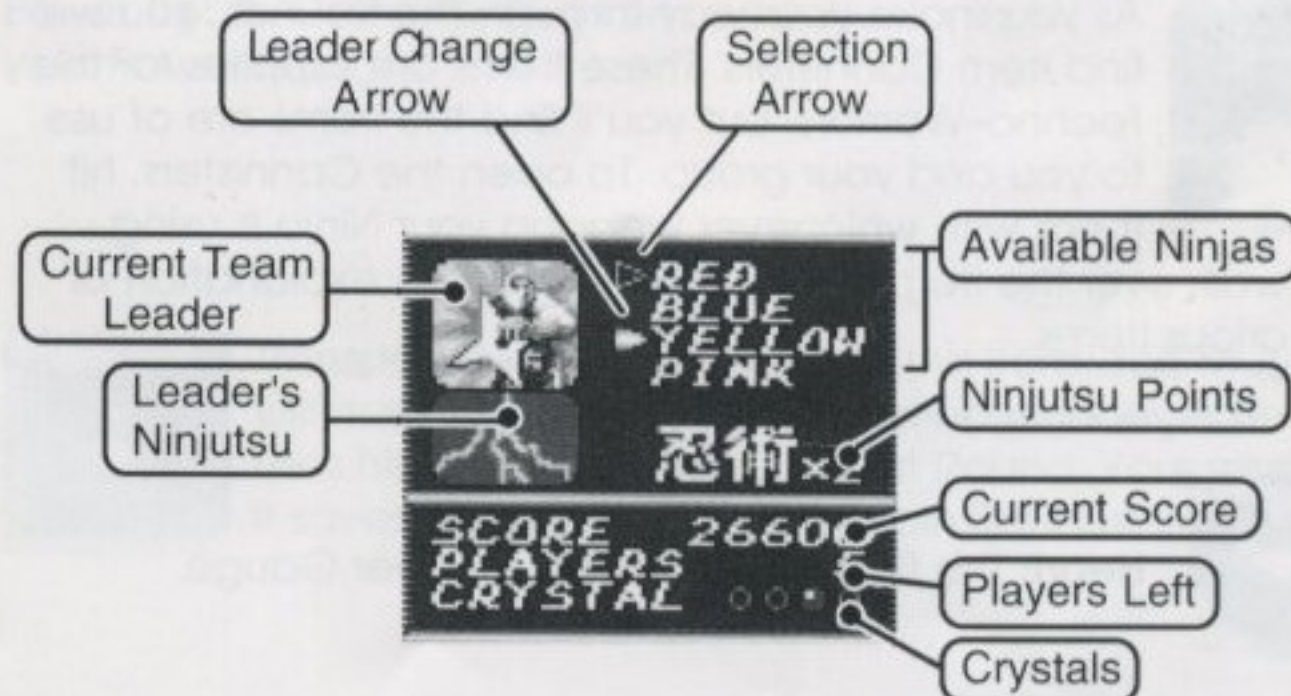
The Round Select screen shows you the five Rounds you can visit. By pressing the D-Button, you move the Shinobi Knife marker to the Round you want to try. As you move the Knife marker, a small display of that Round will be shown at the top left of the screen. Besides showing you the Round, you can also see if there is

a Crystal or Ninja waiting to be rescued or not. To enter a Round, press the Start Button, and the action begins!

GAME SCREEN

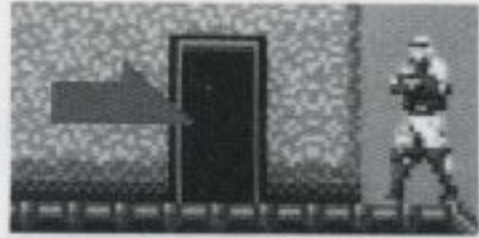


OPTION WINDOW



Captive Ninjas!

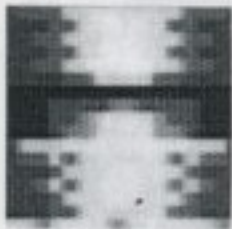
As the Red Ninja, your first task is to find your fellow Ninjas, who are being held prisoner by the Black Ninja. Without their special skills, Joe Musashi will be unable to find the Crystals. You must make your way through each Round and the Techno-Warriors,



and find the Round's Stronghold (indicated by a flashing red arrow). One Elemental Ninja is held inside each Stronghold. But beware! Each Stronghold also has a Guardian creature you'll have to defeat before the Ninja can be set free.

Once you have liberated The Elemental Ninjas, your next task is to find the Elemental Crystals. No one but the Black Ninja knows their location, and he's not about to tell you where they are. So you're going to have to search through winding passage-ways, dark tunnels and dangerous chasms to find the Crystals. You are the pride of the Oboro School of Ninjas. It's up to you to lead your group to victory over the Black Ninja!

Items



As you make your way through the Rounds, you will find Item Cannisters. These Items are supplies for the Techno-Warriors, but you'll find the Items are of use to you and your group. To open the Cannisters, hit them with whichever weapon your Ninja is using, then walk over the Item to pick it up. Here's an explanation of the various Items.



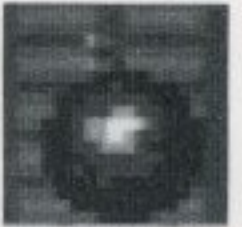
Heart: This fills two units of your Power Gauge.



Ninjutsu: This increases your supply of Ninjutsu Magic points by one. The maximum supply you can carry is 9. If your Power Gauge becomes completely white (from falling down chasms, being defeated by enemies, etc.), your Ninjutsu supply decreases to one.

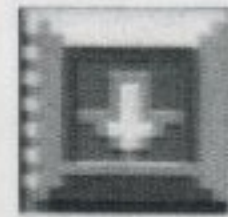
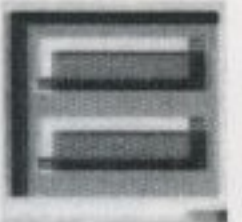
Note: If you have no Ninjutsu points, your supply remains at zero.

Bomb: If you see this Item appear, get a good distance away from it, because it explodes automatically.



1UP: This Item gives you one extra life.

Power Up: This hard-to-find Item adds two units to your Power Gauge.



Transport Item: Once you find this Item, Joe Musashi will transport to this Item's location whenever he uses his Teleport Ninjutsu in that Round. You will find it saves time and effort in certain Rounds.

The Red Ninja and the Elemental Ninjas

The Red Ninja (Joe Musashi): Leader of the Elemental Ninja team, the Red Ninja is a master swordsman and is the most experienced Ninja in the Oboro School. His experience in fighting terrorists and villains will be the key to defeating this latest terror.



THE RED NINJA
(JOE MUSASHI)



WEAPON	KATANA (LONG SWORD): A powerful close-range weapon.
NINJUTSU	TELEPORT: Teleports you to the starting point of that Round, or to an activated transport Item.
SPECIAL TECHNIQUES	None.

The Blue Ninja: The Blue Ninja is the master of the element of Air. His training enables him to turn himself into a human tornado that can spin in any direction.

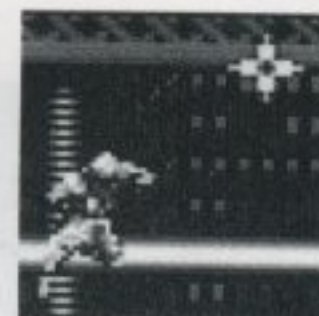
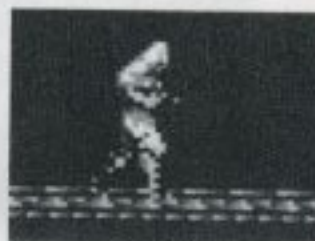


THE BLUE NINJA



WEAPON	CHAIN AND DAGGER: Hits enemies farther away, and can be used to swing from place to place.
NINJUTSU	TORNADO: The Blue Ninja spins into a whirlwind for a few seconds, destroying enemies, opening Item Boxes, even flying into the air!
SPECIAL TECHNIQUES	None.

The Yellow Ninja: One of the Oboro Ninja school's finest, The Yellow Ninja's element is Water. His Ninja abilities are world-renowned. He is sure to be of help in the quest for the Elemental Crystals.



THE YELLOW NINJA



WEAPON	LARGE SHURIKEN: These large throwing stars are medium-range weapons, specially designed to return to The Yellow Ninja after throwing.
NINJUTSU	LIGHTNING: The Yellow Ninja calls down a bolt of lightning which surrounds him and protects him from any damage for a short period of time.
SPECIAL TECHNIQUES	The Yellow Ninja is trained in the art of water-walking. He strides across any water barriers as if they were land!

The Pink Ninja: It is said that she trained in the crater of a live volcano, and that no one alive knows more about explosives than she does. Her fiery pink costume is representative of her element of Fire.



THE PINK NINJA



WEAPON	BOMBS: These are close-range weapons and very effective against opponents.
NINJUTSU	FIREBURST: This massive blast of light will make any dark Area as bright as day, for as long as the team is in that area.
SPECIAL TECHNIQUES	The Pink Ninja's special skill is the Spider-Walk. She can cling upside-down to any surface and travel across it like a spider.

The Green Ninja: Master of the Earth element. The Green Ninja's Ninjutsu is the result of difficult and dangerous training in the Oboro School of Ninja.



THE GREEN NINJA



WEAPON	SHURIKEN: These are long-distance weapons. It takes longer to destroy the enemies, but it's the safest way if you need to keep a distance from the enemy.
NINJUTSU	HAMMER-QUAKE: The Green Ninja awakens the powerful forces of the Earth to cause a giant earthquake, destroying barriers.
SPECIAL TECHNIQUES	The Green Ninja can put an extra spin on his jumps, allowing him to jump higher and farther than the others. He can also throw a spray of shuriken while spinning, hitting more than one enemy at a time.

Continue Screen



You start the game with four Lives. If your team is defeated and you have players remaining, the Continue screen will appear. At the top of the screen are the words Try Again, with the remaining number of players displayed below. At the bottom, you will see the current score, the top score and at the very bottom, the password. Be sure to write the password down before the Round begins again.

Normally, the game starts at the beginning of the Round. If your Ninjas are indoors or underground, however, you will start at the entrance to that area. You start the game with one Ninjutsu point if you had any points previously, or zero points if you didn't have any left.

GAME OVER!

SCORE 52700
TOP SCORE 52700
PASSWORD

If you have no Continues remaining, the Game Over screen will appear, showing your last score, the high score and the password. After that, you will see a countdown. If you want to play again, press any button to start the game. The game starts at the Round

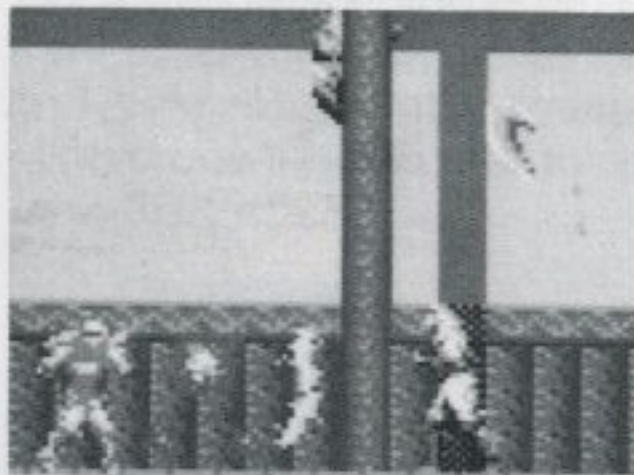
Select screen, with four players remaining and zero Ninjutsu points. If you want to stop, just turn the power off. When the timer reaches zero, the SEGA logo appears, followed by the Title screen.

The World of Shinobi...

...a strange and mysterious world. From the shining steel towers of Neo-City to the wild, mountainous terrain of the Southern Canyons, the lands are protected by the Oboro Ninjas. Joe Musashi and the Elemental Ninjas have trained here, and now they must fight to keep the land free and safe. Learn the many places in the World of Shinobi, that you may find the Crystals and destroy the Black Ninja.



Building (Round 1): Hidden in an abandoned city building is the Yellow Crystal, and The Yellow Ninja. You must fight your way along narrow girders and jump onto moving platforms in your search for The Yellow Ninja. After that, you need to gain entrance to the sub-basement!



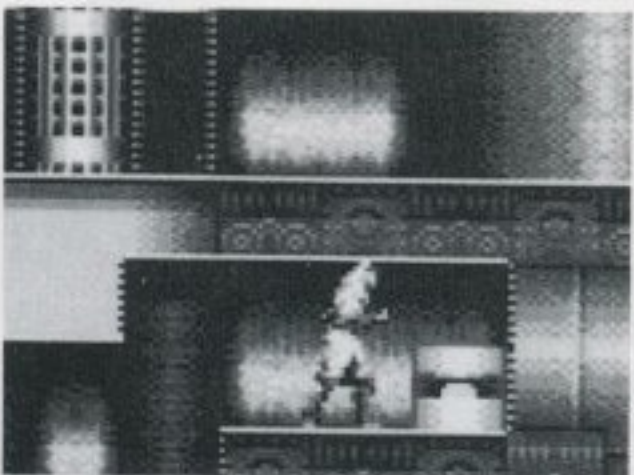
Castle (Round 2): This ancient Japanese castle is filled with the Techno-Warriors, as well as more traditional defenses. You will have to search from the ground floor up to the very rooftop to find your way to this Round's Stronghold. And after you've rescued The Pink Ninja, you'll need to make your way down through the Castle's

catacombs, to search for the Pink Crystal.



Canyon (Round 3): The rough, rugged terrain with its sharp drops are just some of the hazards you'll come across here. You must make your way past Digger-Warriors, who wait below the surface to attack you as you walk over them, and Techno-Warriors with jet-packs cruise the air. And you must also look for the entrance to the

underground river, where rockslides and other hazards await.



Factory (Round 4): This factory is a maze of pipelines, steam ducts and treadmills, some leading nowhere, others leading to valuable Ninjutsu Items, and a number leading to dangerous opponents, whose job is to stop you and your group from retrieving the Green Crystal. Pay special attention to your location!



Enemy Base (Round 5): Once you collect all four of the Elemental Crystals, you will be able to go on to face the Black Ninja in the Enemy Base. This base is both a training ground for the Black Ninja and an impregnable fortress designed to keep out everyone but the Techno-Warriors. The

skills of the Elemental Ninjas will be severely tested here, but don't give up hope. With Joe Musashi as your leader, you're sure to succeed in the end!

Advice From the Oboro Elders

- The start of your journey must begin with the rescue of the Elemental Ninjas. With the four Elements on your side, your search for the Crystals will be faster and easier.
- You must remember that training is a very important thing for a Ninja. Returning to Rounds you've already been to will add to your Ninja skills and add to the Items you have as well.
- Reaching the factory is only half the battle. Note where entrances and exits lead to - only one leads to the Crystal of Earth.
- The Enemy Base is the ultimate test of all your skills. Carry Ninjutsu and extra lives to make your way successfully past the many challenges there.
- Search for the hidden trees outside the castle. The rewards are great, but only a whirlwind can bring you there!

Shinobi Successes

PLAYER	PASSWORD	NINJAS	CRYSTALS

Handling This Cartridge

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

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this 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:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. 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 Cartridge requires repairs after expiration 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.