

SEGA
GENESIS
16-BIT CARTRIDGE



INSTRUCTION MANUAL

RENOWN
PRODUCTS

HANDLING THE SEGA GENESIS CARTRIDGE

- This cartridge is intended exclusively for the Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 to 20 minute break every hour. Try to be as far as possible from the TV screen.

Thank you for purchasing this WHIP RUSH Game Cartridge from Renovation Products for the Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

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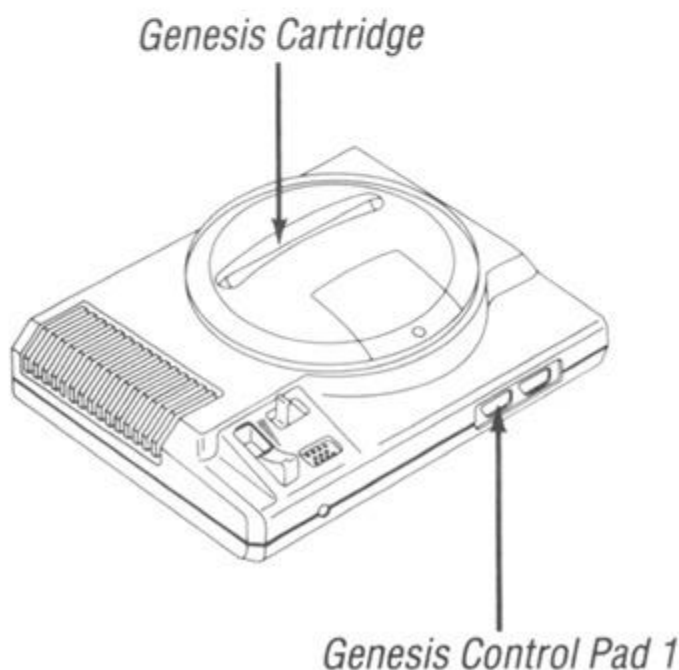


STARTING UP

- 1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in Control Pad 1.
- 2) Make sure the power switch is off.
- 3) Insert the WHIP RUSH Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
- 4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

- 5) To play the game, press the Start Button on Control Pad 1.



THE STORY

It is the 22nd century, and mankind has drained every planet in the solar system of its natural resources. A team of three Alpha-type robot spaceships was sent to the nearest neighboring system to seek out new sources, mine them, and send the scarce materials back to Earth.

One day, while the team was investigating the planet called Voltegeus, it suddenly ceased to transmit and could not be contacted. Many years passed without a sign, and the ships were given up for lost. Then, Earth Defense Headquarters received word from Pluto Base of a huge unidentified object approaching our system. An infra-scan probe revealed the three Alpha ships at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress – bent on destroying Earth!

The defenses of Earth have all failed to halt the juggernaut of destruction, and it now threatens to obliterate the planet. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

TAKE CONTROL

This game is for 1 player. Plug in Control Pad 1.

Start Button: Press to start game.

During game, press to pause game. Press button again to resume play.

D (Directional) Button: Press to move Whip Rush in any direction.

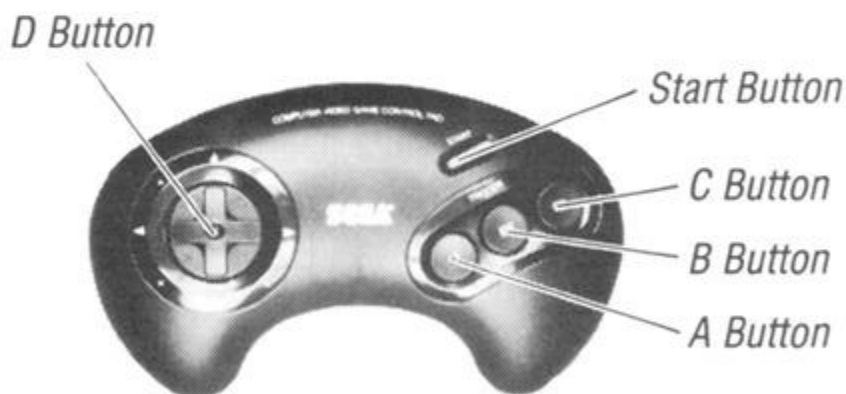
A Button: Press to change speed of Whip Rush.

B Button: Press to shoot.

C Button: Press to rotate Power Claw(s).

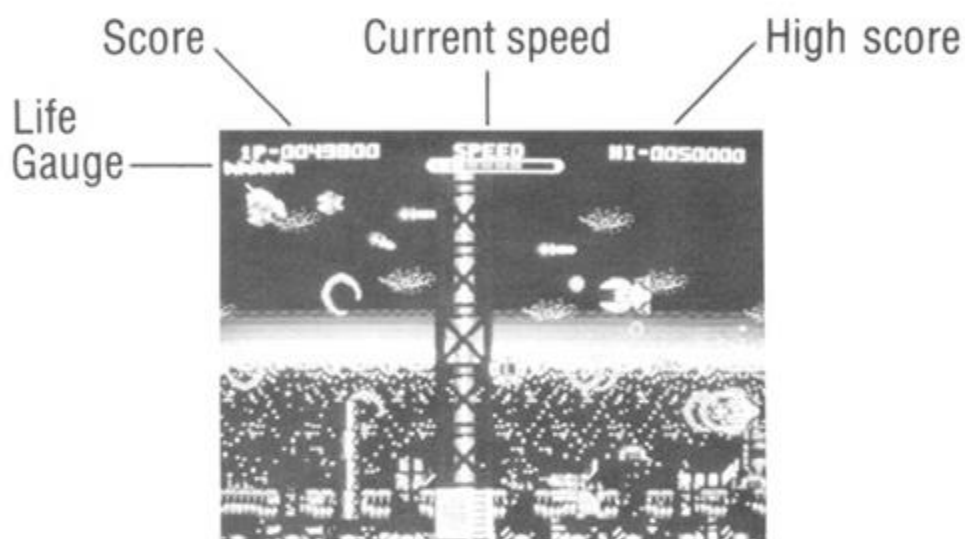
Pressing A and B Buttons at the same time changes distance of Power Claw(s) from Whip Rush.

Functional assignment(s) of each button (A, B, and C) can be changed in the options screen.



SCREEN INDICATORS

BATTLE SCREEN



BONUS SCREEN

After clearing each stage, a Bonus Screen will appear, in which bonus points will be added to your score.

GAME START & GAME OVER

GAME START

- Choose “Start” and press start button to play game.
- Choose “Option” and press start button to select options.

The number of ships to play differs depending on the level of difficulty.

EASY mode: 6 ships.

NORMAL mode: 4 ships.

HARD mode: 3 ships.

You will gain one unit when score reaches 50,000 and another ship at each 100,000 points thereafter.

GAME OVER

A playing ship with only normal bullets will be destroyed when shot by enemies or crashed, while the ship will lose optional weapons if so equipped when shot or crashed.

Losing all ships will lead to game over.

Press start button before “TIME” goes to zero for continuous play. Continuous play will be possible up to numbers of credits shown on the screen.

OPTIONS SCREEN

Press the directional (D) button on Control Pad to move the marker up or down to the option you want. Then press left and right on the directional button to change the setting.

LEVEL: Change the level of difficulty of the game. Select from EASY, NORMAL, and HARD.

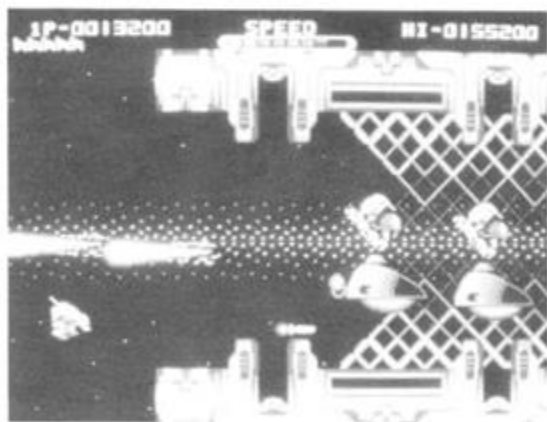
CONTROL: Change functional assignments of each button.

SPEED – Change speed of WHIP RUSH.

SHOT – Shoot bullets.

CLAW – Rotate the Power Claw(s).

SOUND TEST: Listen to music in the game. You can listen to the music by selecting the music number with directional (D) button and pressing A or C button.



POWER UP

Power Up unit appears by shooting a capsule. You can equip Whip Rush with one of four Power Up units (weapons) by touching the one you want. Power Up units show four upper case characters in this order: L — M — F — P. Touch one of these to take as you choose.

There are three optional weapons other than standard equipped bullets. You can take the same weapons up to three times and the power of the weapon can be reinforced accordingly.

Also, there is defense equipment called Power Claw(s), which can be taken up to two units.

LASER — You can shoot forward only, but rapid firing is very effective when facing strong enemies in front.

MISSILE — You can shoot both back and forth. Missiles from Power Claw even chase enemies as they go.

FIREBALL — Bullets go in the opposite directions as you move Whip Rush.

POWER CLAW — You can equip Power Claw(s) with up to two units. Power Claw(s) also shoots bullets.

STAGES

The attack of the intruders is now even threatening residential areas of mankind, as well as the space around the earth. We have no means of knowing the whole picture of the intruders yet; however, let us show you the battle scenes up to stage four.

STAGE 1: DRIVE OUT THE INTRUDERS!

Intruders are now attacking vital defense territories of the earth. Mankind will have no future unless they drive the intruders back here. Go, Whip Rush!

STAGE 1 ENEMIES

JABA – Intruders' unattended reconnaissance. Some of them may dash against Whip Rush.

DOMEL – Slow in maneuverability, yet have multidirectional guns and shoot laser guns.

SANDWICH MAN – Moves upper and lower platforms by strong magnetic force to narrow Whip Rush's traveling area, and shoots laser.

BUCCUS – Floating mines approaching to bomb Whip Rush.

GOMES – Direct corps of an advance command module shooting ring laser.

VASCUS – An advance command module of intruders equipped with solid armor plates and powerful weapons. The missiles are so destructive that even a single blast may destroy Whip Rush.

STAGE 2: SEEK OUT THE ENEMY BASE!

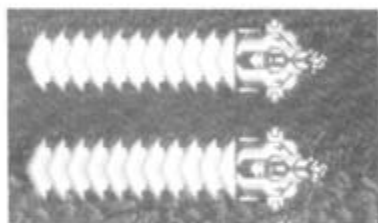
Whip Rush has successfully driven them away from metropolitan areas of the earth; however, there are still many units on the ground. It is said that an advance base of intruders is located in this swampland.

STAGE 2 ENEMIES

PHOTON – Transports carrying large bombs. They drop bombs when you approach closer.

BOOMERANG YARO – Fires sharp magnetic boomerang-type cutters.

DEGREE – Unattended defensive equipment floating under the surface. Barriers in their foreheads are invincible.



Whip Rush is far inferior in maneuverability in the water, because it has been designed to fight in space. To conquer enemies in the water, you must catch their movement as quickly as you can.

TANBA – Shoots missiles in three directions simultaneously.

ACTFENDER – A defensive system securing the entrance of the base. The system fires laser barriers from both ground and top, and shoots bullets from the center multidirectionally.

STAGE 3: DESTROY THE BASE!

After destroying Actfender, you'll find a huge opening of a cave where an advanced command base of intruders is built.

STAGE 3 ENEMIES

VIVIRIANTE – Unattended storming bombers hiding in the cave. They rotate and plunge toward Whip Rush.

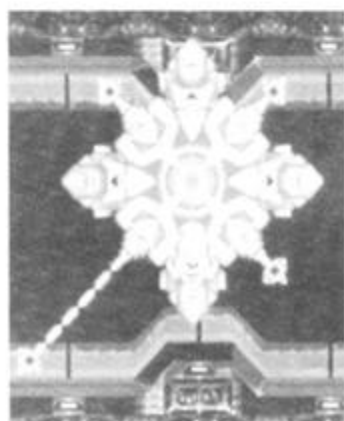
DEVELOPER – Floating batteries to defend the base. A pair of rotating batteries fly in the cave and fire cannons when mounted on the wall.

WALKER – A member of the Infantry corps which shoots countless homing-missiles from its head.

SPECTLAM – Fires widespread cross-laser and has solid armor plates. Slow in maneuverability.

MASTER-BLASTER – Consists of upper (Master) and lower (Blaster) portions. Can be destroyed by blasting Master.

DEFENDER CORE – A central unit of the defensive system of the base. Destroying DEFENDER CORE freezes a whole operation of the base and all enemies on the ground will get out.



STAGE 4: ENGAGE INCOMING ALIENS!

Whip Rush has destroyed the advanced base on the ground and launched into space, to encounter a storm of meteorites – and you will see . . .

STAGE 4 ENEMIES

UNSOCIABLE – Covered with the strongest armor plates. Whip Rush must attack the core somehow to conquer.



BEEKY – Moves inside pipes and fires from openings.

SILKWORM – Moves on pipes installed in various directions and attacks Whip Rush.

KRITCH – Fires wave-cannons from its arms.

INPELITELI – Attack fighters having solid armor plates and laser-cannons.

JABA III – Reinforced version of JABA destroyed in Stage 1.

VANGUARD – Protected by four pieces of defensive equipment. It fires huge spherical energy-bullets in all directions. Whip Rush will find a heavily-armed Alpha Fortress soon after destroying VANGUARD.

LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation 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 warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

This 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.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they 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 Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. 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 Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this 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 limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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