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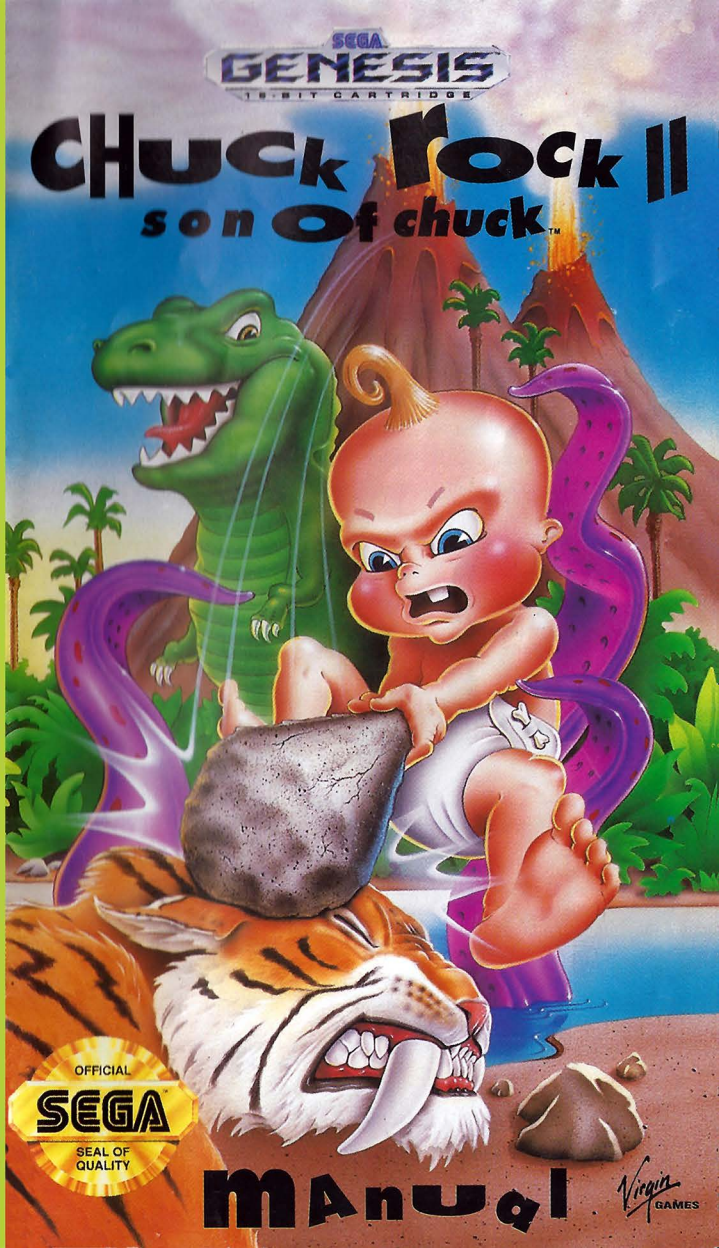
Virgin
GAMES

Virgin Games, Inc.
18061 Fitch Avenue
Irvine, CA 92714 USA

Developed by
CORE
DESIGN

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SEGA
GENESIS
16-BIT CARTRIDGE

CHUCK ROCK II

son of chuck™



Manual

Virgin
GAMES

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 a persons who have no history or 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 STANDARDS OF SEGA™. BUY GAMES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA™ GENESIS™ SYSTEM.

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Chuck Rock II
son of chuck™



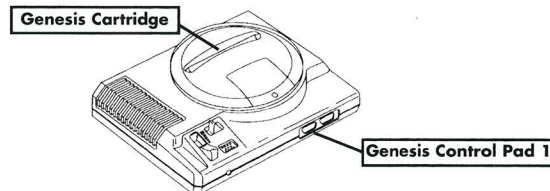
STARTING UP

Set up your Sega Genesis System as described in its instruction manual. Plug in control pad 1. **Chuck Rock II: Son of Chuck** is for one player only.

Ensure the power switch is OFF. Then insert the **Chuck Rock II: Son of Chuck** cartridge, its label facing towards you, into the console and press it down firmly.

Turn the power switch ON. After a few seconds, the Sega Screen will appear. When the Title Screen appears you are ready to play **Chuck Rock II: Son of Chuck**.

IMPORTANT! If the Sega Screen does not appear, turn the Power Switch OFF. Ensure your System is set up correctly and the Cartridge is properly inserted. Then turn the power switch ON again. Always ensure the power switch is turned OFF before inserting or removing the Chuck Rock II: Son of Chuck Cartridge.

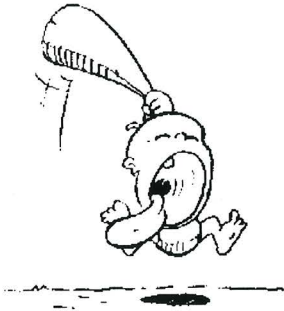


THE GAME

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 rocks a short distance. Junior can also climb on top of his club to dodge harmful obstacles.



3

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

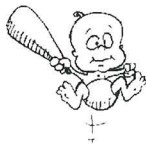
- Press to swing the club.



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C Button

- Press to jump.

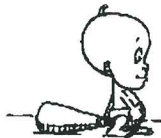
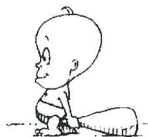


A & C Buttons

- 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 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 Easy or Normal 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.

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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 Tarbys' 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 treacherous lava pools. When knocked in the water, Thomas will swim 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 CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.

- 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 an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING TO OWNERS OF PROJECTION TELEVISION.

Still pictures or images may cause permanent picture tube damage or mark phosphor on the CRT. Avoid repeated or extended use of video games on the 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 Churchill |
| Graphics | Lee Pullen |
| Programming | Chris Long |
| Quality Assurance Team Leader | Adam Ryan |
| Quality Assurance Team | Noah Tool Paul Schoener Scott Manning Jared Brinkley |
| Manual Produced and Edited by | Robin Kausch |

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