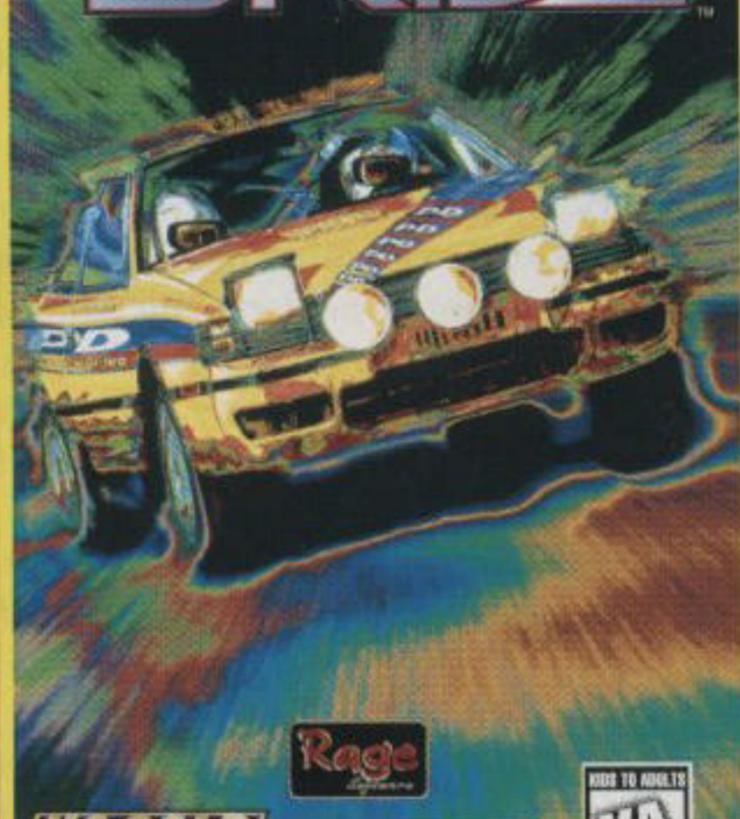


US GOLD

SEGA™

RAGE GEAR

POWER DRIVE



Rage

US GOLD

KIDS TO ADULTS
KA
AGES 6+

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GAME GEAR

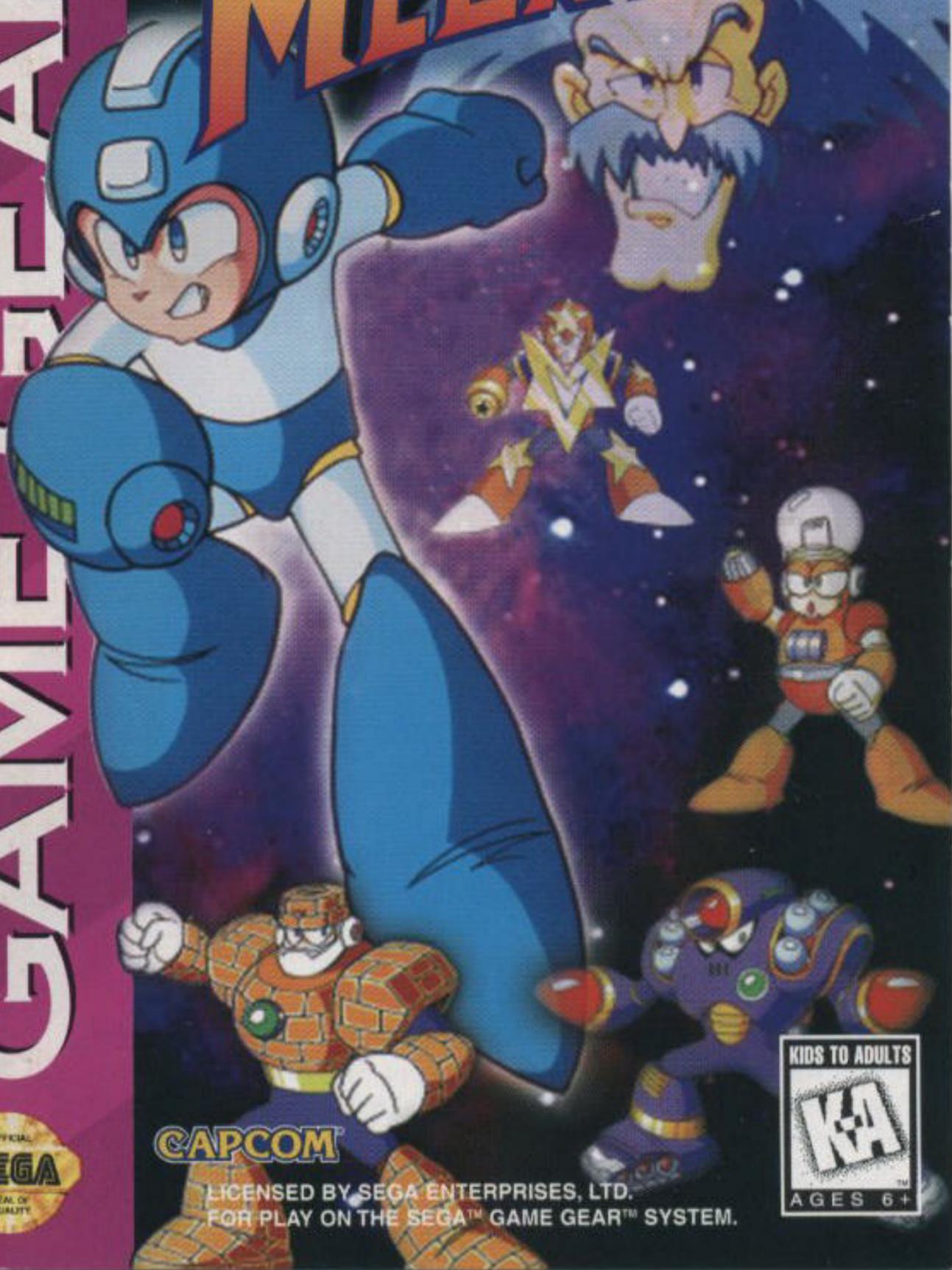
ALSO AVAILABLE

SEGA™

US GOLD

MEGA MAN™

GAME GEAR



CAPCOM

KIDS TO ADULTS
KA
AGES 6+

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U.S. GOLD, INC. 303 SACRAMENTO STREET SAN FRANCISCO, CA 94111

Made in Japan

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 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 and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.



MEGA MAN™



CONTENTS

STARTING UP	2
WHO IS MEGA MAN?	2
THE SAGA CONTINUES	3
CONTROLS	4
WINDOW SCREEN	6
PASSWORD SCREEN	6
BONUS ITEMS	6
WEAPONS	7
ENEMIES	9
HANDLING THE CARTRIDGE	14

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power is off. Then insert the U.S. GOLD cartridge into the console.
3. Turn the power on. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power on again.

Important: Always make sure that the unit is turned off when inserting or removing your Game Gear Cartridge.

Who is Mega Man?

Mega Man is an intergalactic legend in his own lifetime. Our manic superhero has been saving the universe on console screens around the world for over ten years.

Magic moments from Mega Man's glorious history are resurrected for his Game Gear debut, in this atomic adventure featuring the most challenging levels from past crusades.

The SAGA Continues...

Your mission, should you choose to accept it, is to crush Dr. Wily's humanoid henchmen in a sizzling cybernetic showdown and overthrow the evil doctor's sinister plot to destroy mankind.

Guide Mega Man through six hazardous levels and clean-up gangs of twisted cronies before facing the heavily-armed Bosses.

If you survive this perilous journey you move on to the Formidable Fortress, where you finally face the fiendish Dr. Wily - Mega Man's arch enemy since the dawn of time (well, 1985 anyway!)

Mega Man embarks on his quest as your familiar, no-frills blue superhero, and each time you beat a Boss you acquire his weaponry and powers. So, as you progress through each stage you build-up a lethal artillery to take into the final confrontation with the infamous Dr. Wily.



Controls

Press START to begin.

Options

Select Bosses:

Move UP/DOWN/LEFT/RIGHT to select Boss & press START to continue.

In-game Controls

Controlling Mega Man:

Use D-pad to move LEFT/RIGHT & climb UP/DOWN ladders.

Fire: Button 1

Jump: Button 2

Slide: Face in the desired direction – LEFT/RIGHT – then press down on the D-pad and hit Button 2.

Charge Mega Buster: Hold down Button 1

Note: Only possible with the "Mega Buster" weapon.

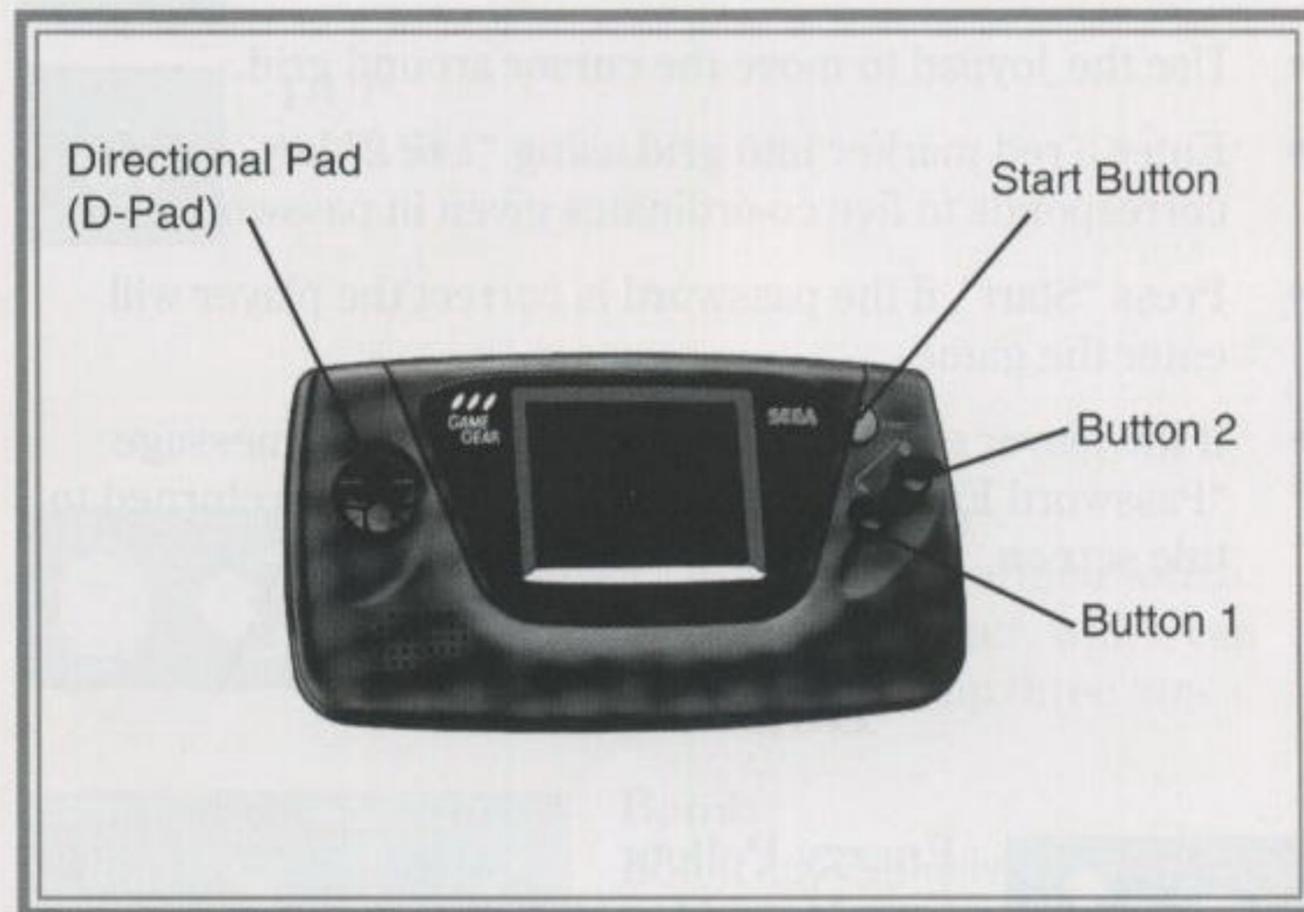
Change Weapon: START

Weapons/Power-up Selection

BUTTON 1 – selects and uses "E-TANKS" and "M-TANKS".

UP/DOWN/LEFT/RIGHT – highlights the desired weapon.

START – selects the desired weapon and exits the weapon screen at the same time.



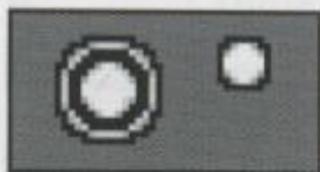
Window Screen

To reposition the "Window" relative to Mega Man:
Hold down the jump button for 1 second after Mega Man has landed, keep the jump button depressed, the window can be moved using the Game Gear joypad.

Password Screen

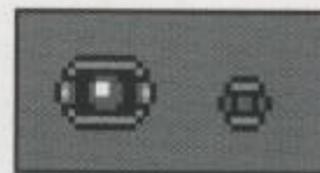
- Select password on the title screen.
- Use the Joypad to move the cursor around grid.
- Enter a red marker into grid using "1 or 2" key, which corresponds to five co-ordinates given in password.
- Press "Start", if the password is correct the player will enter the game.
- If the player enters the wrong password, the message "Password Error" is displayed and the player returned to title screen.

Bonus Items



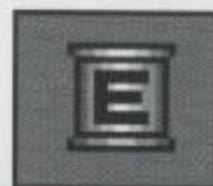
Energy Pellets

Give Mega Man an energy boost.



Weapon Capsules

Reload special weapons.



E-Tank

Maximum energy surge.



M-Tank

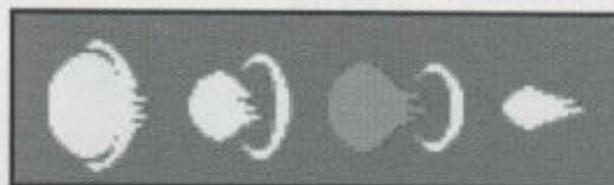
Refills energy & weapon power supplies.



1-UP

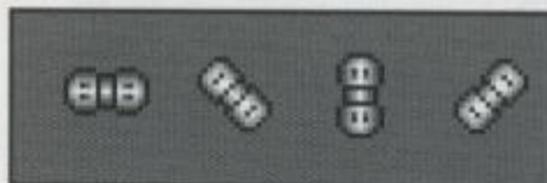
Extra life.

Weapons



Mega Buster

Mega Man is armed with a powerful blaster, which can be powered-up three times.

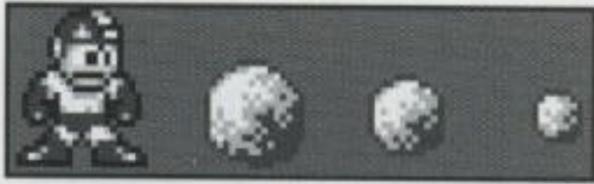


Bomb

Bouncing explosive.

Bright

Freezes on-screen enemies (except Bosses).
Smart bomb.



Stone

Fires three spiralling rocks.



Crash

A shield of stars.



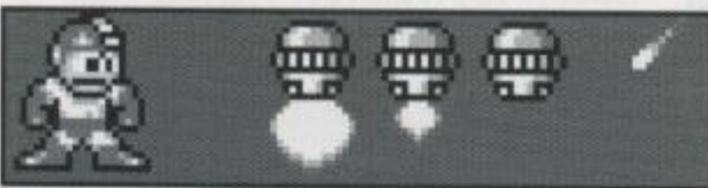
R-Coil

Jump on him to spring into the sky.



Wave

Releases rolling surf to flood platforms.



Rain

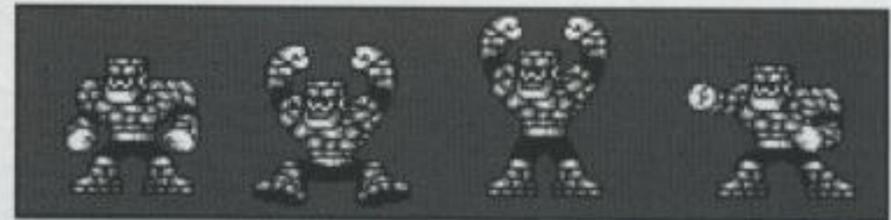
Shoots a shell into the air that breaks into deadly rain.

Enemies

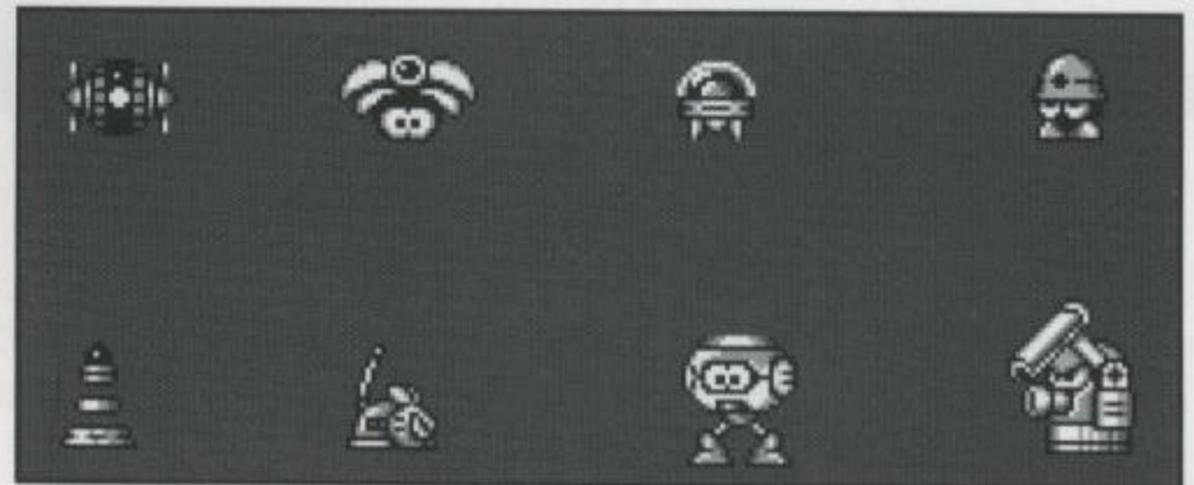
To reach the Fortress, you must first complete four challenging stages, in any order, before gaining access to the advanced Waveman and Toadman levels.

Each cybernetic end-of-level Boss is accompanied by the following robotic cannon-fodder:

Stoneman

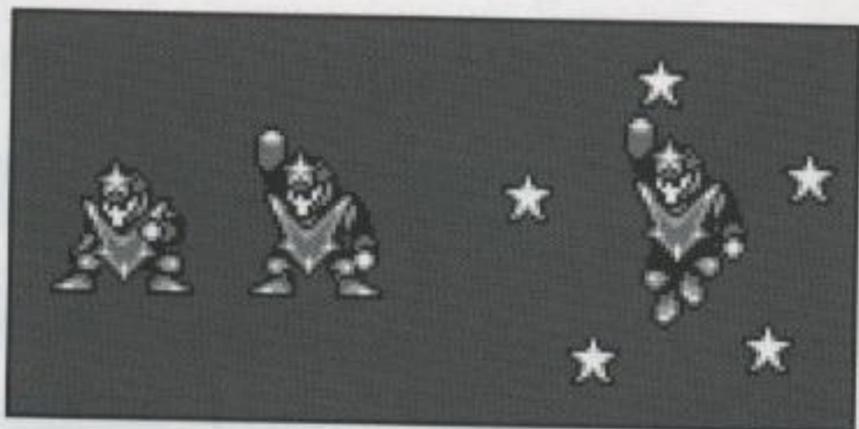


Bats, Crab Mines, Helmets, Search Mines, Robot Mice, Rock Thrower, Shield Guns, Homing Satellites.

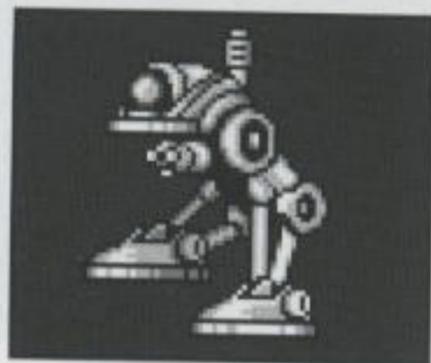
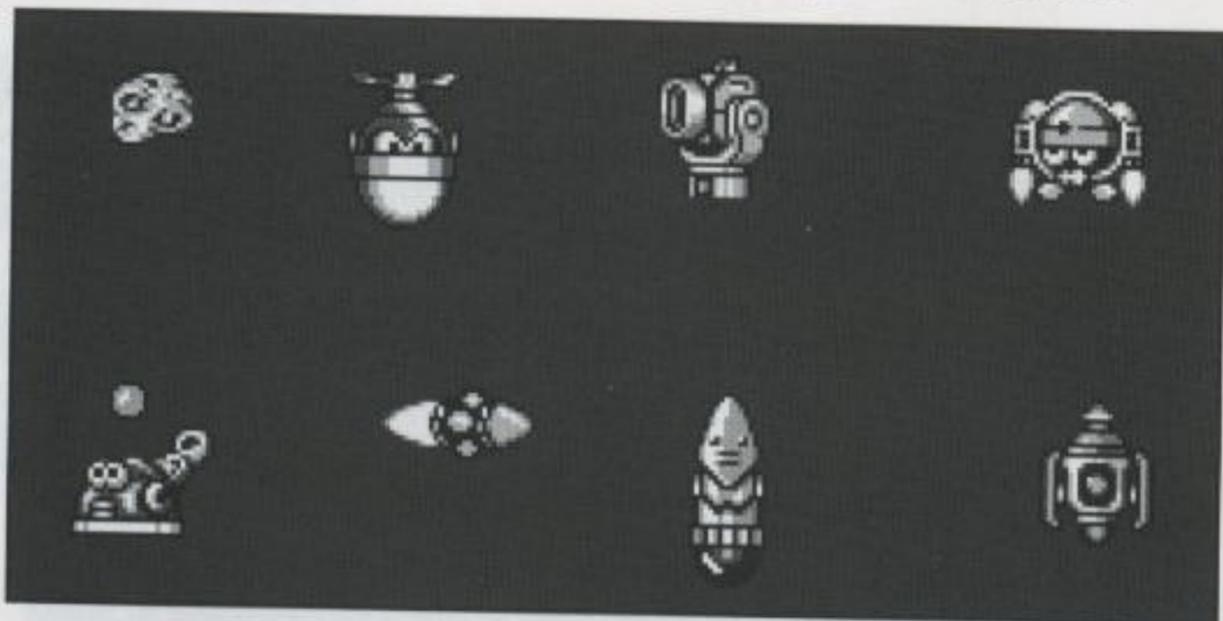


MEGA MAN™

Starman



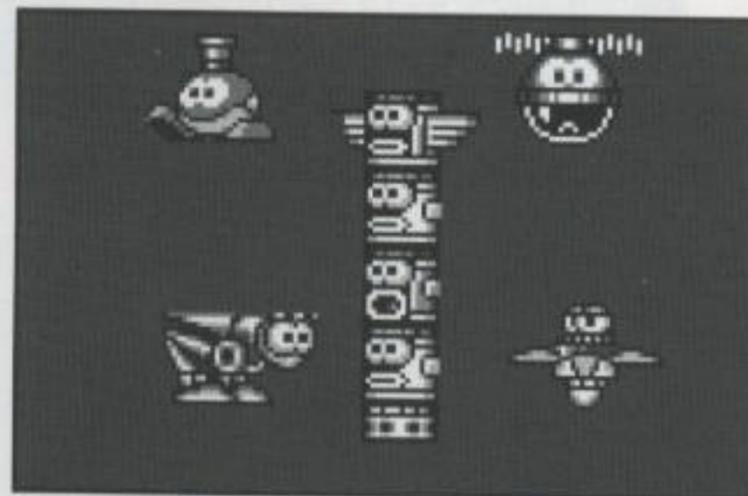
Asteroids, Bouncebots, Pop-up Cannons, Jetpac Helmets, Lobber, Missile, Rockets, Rotor Patroller, Scout Walker.



Brightman



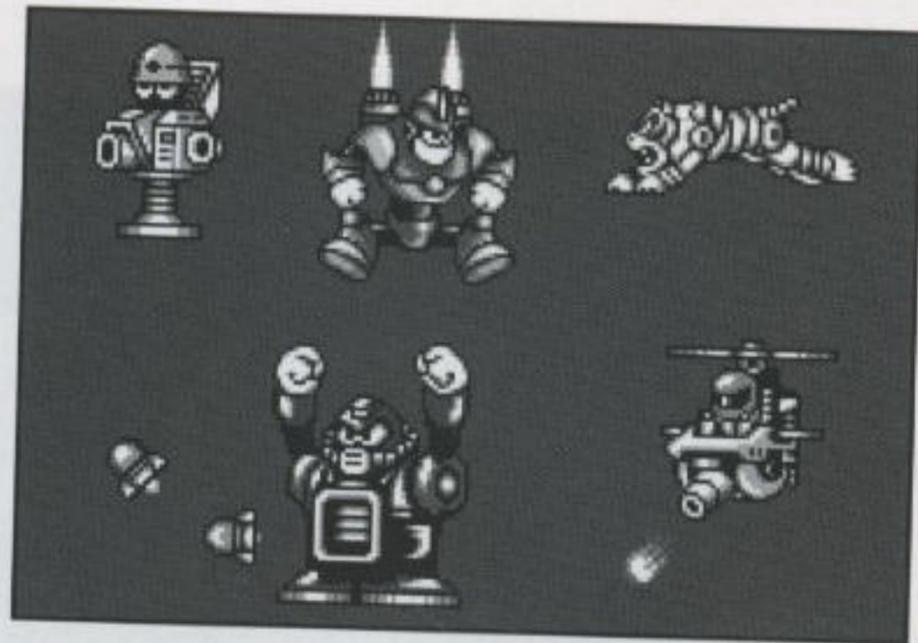
Light Bulbs, Firework Throwers, Robot Grasshoppers, Totem Poles, Fan Blades.



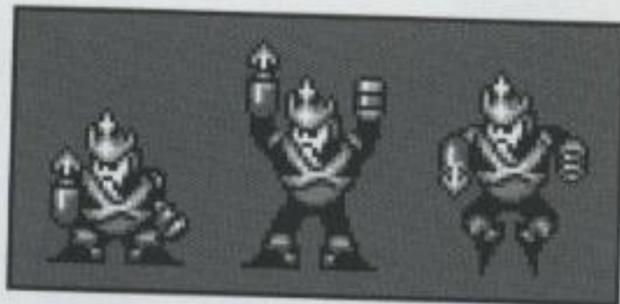
Napalm Man



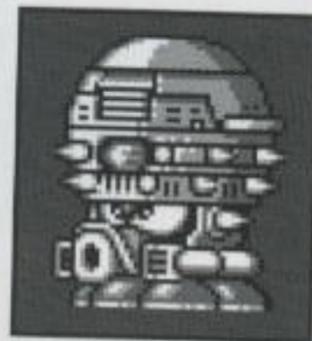
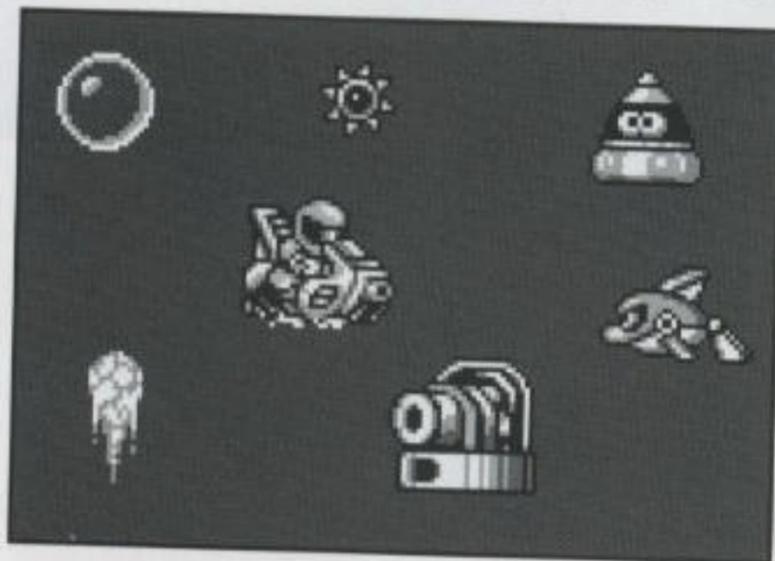
Search Mines, Chopper, Drills, Helmet Cannon, Missile Robots, Robot Guard, Rockets, Rock Thrower, Tigers.



Wavemam



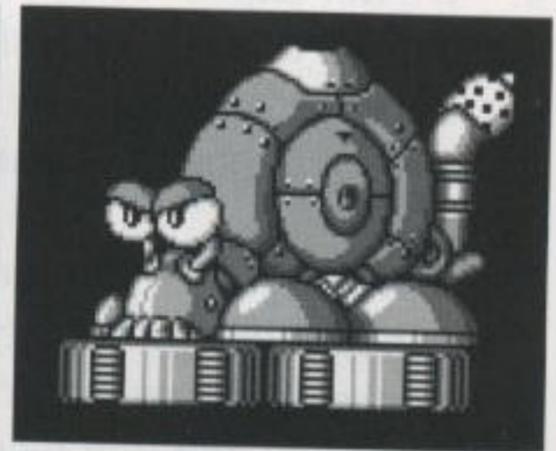
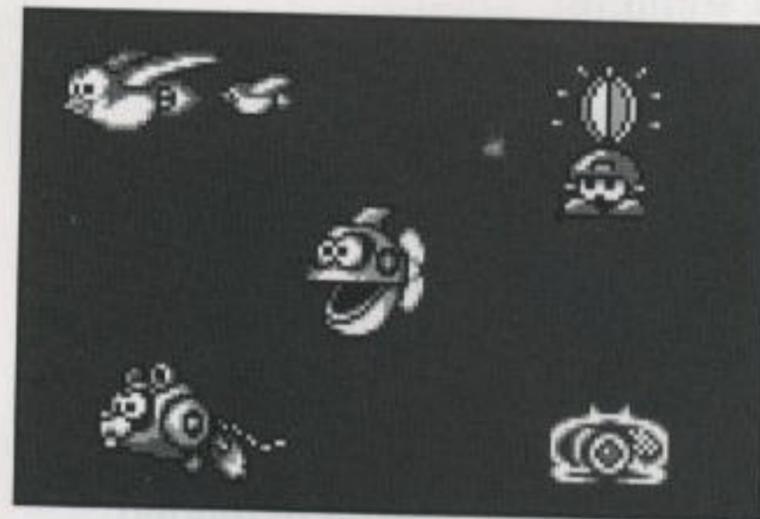
Bubble, Cog, Cone, Dolphin, Gas, Cannon, Jetski, Octoboss.



Toadman

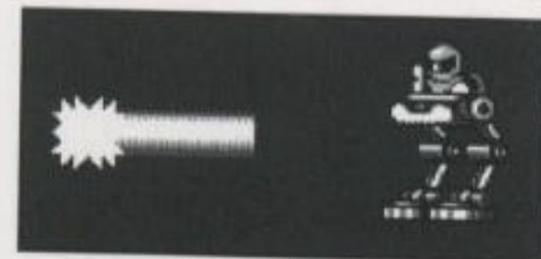


Rocket Birds, Umbrella Guards, Robot Fish, Robot Rats, Amoeba, and Giant Snail.



Fortress

Laser Throwers, Spring Heads, Laser Beams, Robot Walkers (with controllers).





Handling the Cartridge

This cartridge is intended exclusively for the Sega Game Gear.

For proper usage:

1. Do not immerse in water!
 2. Do not bend!
 3. Do not subject to any violent impact!
 4. Do not expose to direct sunlight!
 5. Do not damage or disfigure!
 6. Do not place near any high temperature source!
 7. Do not expose to thinner, benzine, etc!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
 - Be sure to take an occasional recess during extended play.

Special Thanks:

Mac Senour, Dan Wong
Frank Hom, Brain Schorr
Mike Schmitt, Frank Alizaga Jr.
Kelly Lindlar, Jill De Maria
Lee Wilkinson

Scores

Notes

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.

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(415) 693-0297

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