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FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

DATA EAST

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DASHIN' DESPERADOES™

SEGA GENESIS 16-BIT CARTRIDGE

DATA EAST

OFFICIAL SEGA SEAL OF QUALITY

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with 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 televisions: 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.

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 previously 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™ GENESIS™ SYSTEM.

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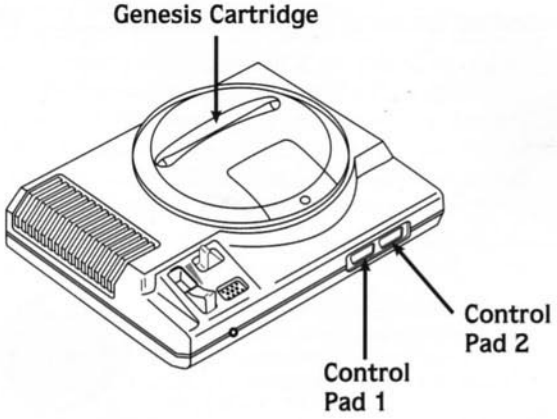
STARTING UP

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1 and Control Pad 2 (for two-player game).
2. Make sure the power switch is OFF, then insert the DASHIN' DESPERADOES cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Title screen will appear.
4. Press START when the Title Screen appears.

Important: If the Title Screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



ON YOUR MARKS... GET SET...DASH!

Are you ready for a reckless race that's like nothing you've ever experienced? DASHIN' DESPERADOES pits you against a friend or the computer in a split-screen speed contest that puts a whole new perspective on "getting ahead"!

Will and Rick, a couple of cool cowdudes, were best buds until Jenny came to town. They've been rivals ever since, competing constantly for her attention. Now Jenny's dad has given her a trip around the world for her birthday. Will and Rick are both determined to go along as her bodyguard — and they'll do anything to top each other!

From the deserts of the Southwest to the icebergs of the Arctic, through shark-infested seas and haunted ruins, you'll need your fastest footwork, your wits, and a few handy bombs to keep Jenny safe and sound — and to leave your opponent in the dust! So you'd better get dashin', desperadoes — and may the coolest cowdude win!

CONTROLS

Directional Button (D Button)

- Press right or left to move your character right or left.
- Press down to crouch or to knock down the other character.

START Button

- Press to start the game.
- Press to pause the game during play; press again to resume play.

A Button

- Press to make your character go into a rolling dash and smash the other player. You can use this move when the power meter shows green.

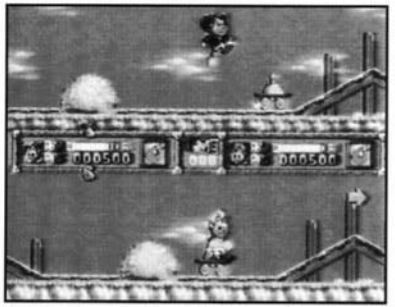
B Button

- Press to make your character jump and smash the crouching player.

C Button

- Press to make your character throw a bomb and injure the other player.

SCREEN DISPLAY



Top of screen: Player 1 (Will)

Middle bar: Left — Player 1 score
Player 1 power meter
Player 1 bomb

Center — Time clock
Lines showing positions of characters in relation to each other
Direction arrows

Right — Player 2 score
Player 2 power meter
Player 2 bomb

Bottom of screen: Player 2 (Rick)

GAME BASICS

When you turn the power On, the Title screen appears and then the demo game starts. Press the START Button to return to the Title screen, then press it again to start the game. You may play either against the computer or against another person.

To begin play or choose from the Options list, press START at the demo game. You will be given a choice of:

- 1 Player Game
- 2 Player Game
- Options

In the Options screen, you may choose to change the Controller configuration.

DEFAULT:	**OPTION:**	**OPTION:**
A = Dash	A = Act	A = Jump
B = Jump	B = Dash	B = Act
C = Act	C =Jump	C = Dash

You may change the difficulty level:

- Beginner
- Normal (DEFAULT)
- Expert

You may change the SOUND:

A = background music ON/OFF

B = sound effects ON/OFF

C = turn sound OFF

In the 1P Mode, you are Will and the computer is Rick. A winner is determined in every stage. when you lose a stage, the stage is over and you lose a life. You may continue to play the same stage as long as you have another life.

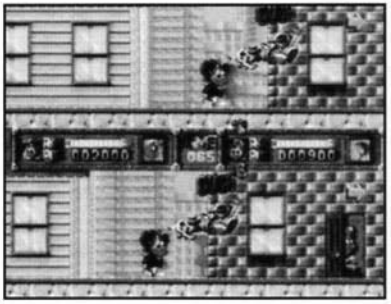
In the 2P Mode, the players choose the world in which they would like to compete. The winner is determined by the total points of all three stages included in that world.

Will **Rick**

GAME LEVELS

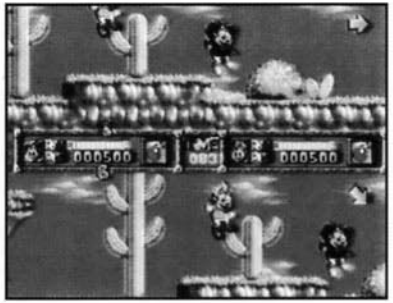
There are six worlds with three stages per world. The winner of each level is determined by score.

World 1: Town



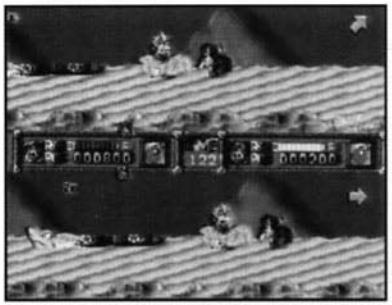
Will and Rick take to the streets of their town and go head to head in a footrace to reach Jenny. Whoever reaches Jenny first wins. Smash moles and fetch a gift for your beloved Jenny, but watch out for mean neighbors, dogs and swaggering crows!

World 2: Wilderness



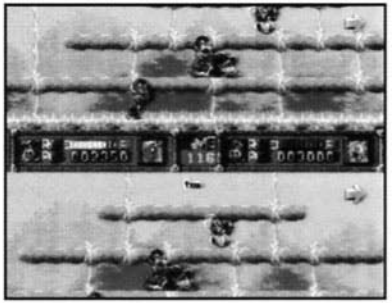
The boys run through the wilderness on the outskirts of town to save Jenny. The only problem is it's filled with wild mice, scorpions, rolling stones and hungry vultures. Don't forget to bring back Jenny's water bottle!

World 3: Ocean



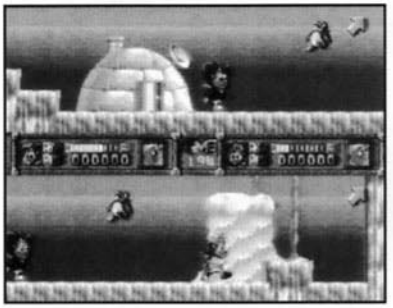
A surf and destroy mission! Race through the wild waves, jumping onto surfboards, riding in row boats, avoiding dangerous whirlpools, flying fish, hermit crabs, sharks and octopi. Collect pearls for Jenny and pick up treasures along the way—bring back Jenny's lunch box to the starting point to win!

World 4: Jungle



Look out for the rolling monkeys and piranhas! To move faster, let the birds carry you off. Get Jenny's necklace back from the little monkey thief and save Jenny from the Big Monkey to win this world.

World 5: Iceberg



So, you think penguins are cute? Think again. There are mean birds here, and even worse, the monkeys throw ice. Be careful — hidden obstacles will slow you down. Jump on the sleds, but watch out for the slippery ice and the freezing pools. Get Jenny's necklace back from the vicious seagull, and then bring her flowers to show her you're her main man.

World 6: Ruins

Do you believe in ghosts? You may bump into ghosts hiding in old pots, be laughed at by skeletons or get toasted by underwater volcanoes as you collect treasures to bring to Jenny. Find secret passages, smash the skeletons and run as fast as you can to win the game.

SCORING

You get bonus points when you clear a stage and when you clear a stage within a certain amount of time. When you exceed the time limit to clear a stage, your bonus points are reduced.

Get more points by picking up items, smashing enemies and defeating the other player.

POWER-UPS

Pick up the five kinds of bombs:

BOMB
Turns enemies into crispy critters.

FIRE
Can be thrown far.

THUNDER
Explodes after bouncing twice.

FREEZE
Freezes your enemy and spreads on the ground.

BARBELL
The most powerful of the bombs, it can be thrown farther than the others, and will bounce a little when it lands.

SPECIAL
You need this to defeat level bosses.

Pick up all the special power-ups you can:

POWER CHICKEN
Brings your dashing power meter to maximum.

SPEED BOOTS
Make you run faster.

INVISIBLE POTION
Makes your character disappear from the other player's screen and makes you run faster.

BONUS COIN
Pick it up for 5,000 bonus points.

HONEYCOMB
Pick it up and a bee chases your opponent. After stinging once, it disappears — but be careful, you can get stung too!

THUNDERCLOUDS
If you pick up a thundercloud, it will follow your opponent and shoot lightning at him. He can escape the thundercloud by squatting.

ENEMIES

Each enemy will appear twice, and the second time it appears on screen, the enemy is powered-up. Smash your enemies to get rid of them and get more points.

CAR	Normal tires (1st world, stage 3)
	Spike tires (5th world, stage 3)
BLIMP	Bamboo gondola (2nd world, stage 3)
	Iron gondola (4th world, stage 3)
AIRPLANE	Seaplane (3rd world, stage 3)
	Airplane with wheels (6th world, stage 3)

PLAYING TIPS

- Keep moving and get through the game as fast as you can to get the Time Bonuses.
- Look for secret passages and springs to speed up your game.
- Try not to get hurt—it will just slow you down!
- Keep your eye on your opponent.

HIDDEN LEVELS

Just for fun, you may want to try entering these passwords.

ROCK FALL

How many rocks can you dodge? This hidden game is for one player. Your score will look like this:

H0000 (high score)
0000 (how many rocks have fallen)

UFO

How many clouds can you jump on? Your score is based on how many clouds have passed by. Two can play at this game. Player 2 can fire the UFO, but can't control its direction.

MINE-A

This two-player game puts you both in UFOs, where you can shoot each other for points while steering clear of mines.

MINE-B

In this one, you'll have to avoid the homing mines.

GET THERE BEFORE YOUR FRIENDS DO!

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Befuddled?
Bamboozled?

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