



THIS GAME IS LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM.

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KANEKO™

KANEKO USA, LTD.
1370 Busch Parkway
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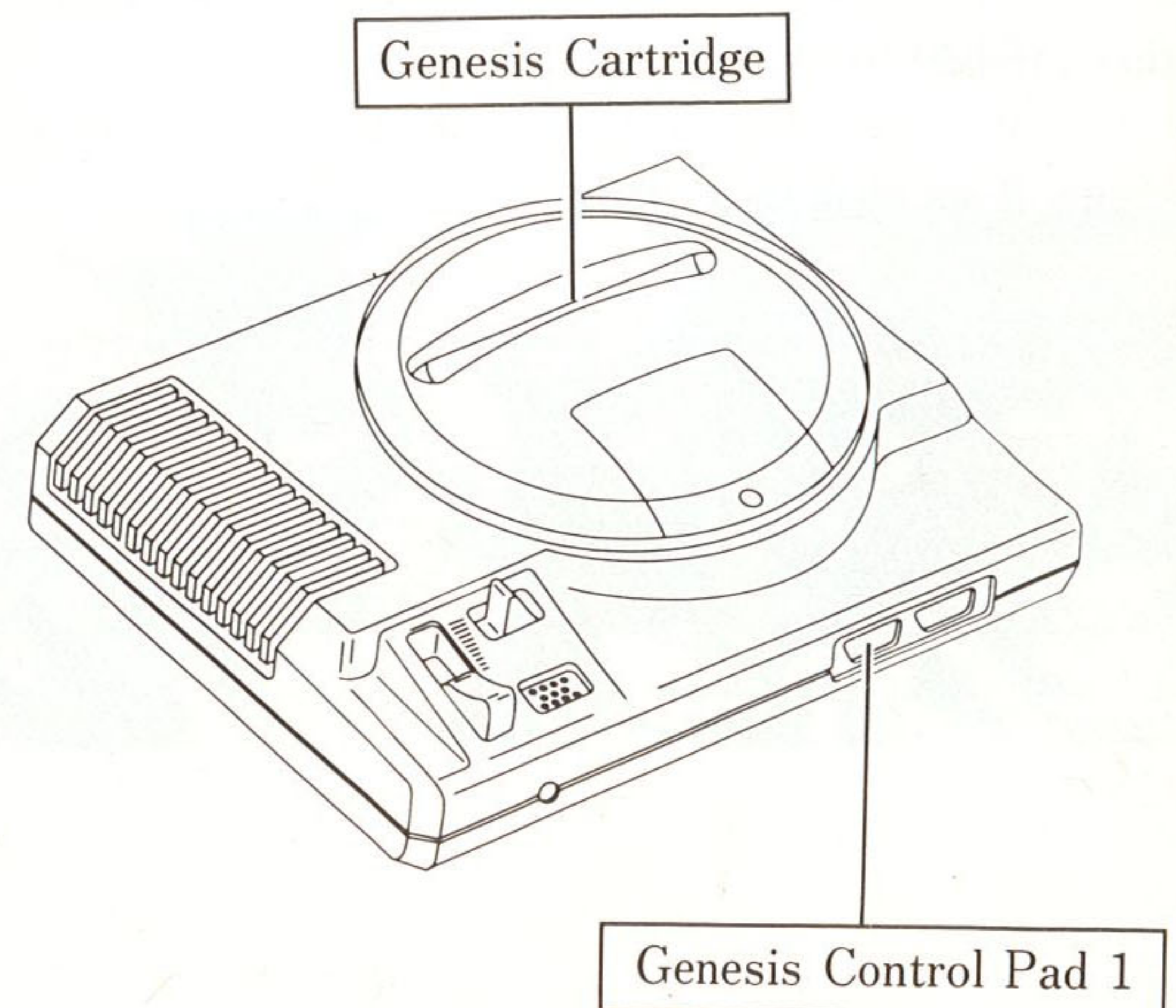


Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1 only.
2. Make sure the power switch is OFF.
3. Insert the DJ BOY 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 screen, recheck the Cartridge insertion.

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

5. Press the Start Button on Control Pad 1.



STORY

Cigaretech City is a lively town on the outskirts of New York. A new sport has become popular amongst the children in Cigaretech City.

The sport is Rollergame! Rollergame is an exciting battle of technique and speed. It is a thrilling game of out-running and being outrun. Rollergame is somewhat like the ultimate fight-race. A rollergame competition is coming up soon and the children in the town are excited.

Just before the competition, a young man turns up in town. His name is Donald J. Boy, and he's nicknamed D.J. Boy. D.J. Boy has actually toured the world as a roller fighter, and he just happens to drop into Cigaretech City with his girlfriend, Maria.

When news of D.J.Boy gets around, the town gets all excited. But not everyone is happy. D.J.Boy being around doesn't please the bad roller team, the Dark Knights.

TheDark Knights leader Heavy-Met Tony, calls his gang together straight away.

"We can't afford to lose the next competition. We have to do something about that D.J. Boy."



"What are we gonna do? Go on, tell us!"

"Not cause a fuss, Let's get him to come over."

"Hey, it's gonna be real bad news if that D.J. Boy gets into the competition"

"Help! Help! Aah.....!!"



"Maria.....!"

D.J. Boy comes running, but the Dark Knights are one step ahead of him, and Maria is carried off.

"You coward, Tony. Well, It's just a question of who is the better rollerskater!"

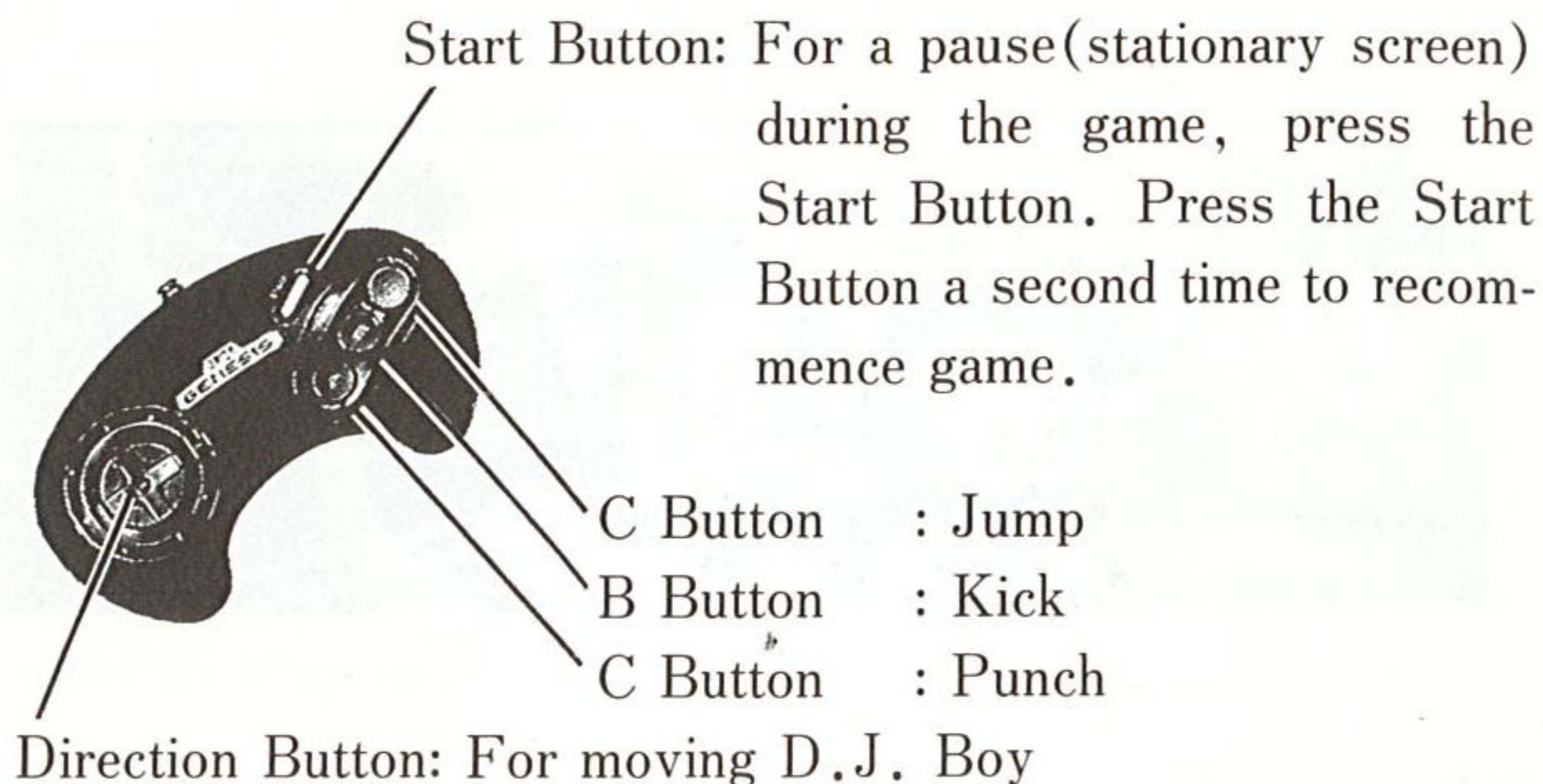
D.J. Boy sets out in search of his true love, Maria.



OPERATING CONTROLS

This is a game for one person. Connect the control pad to the Number One control terminal.

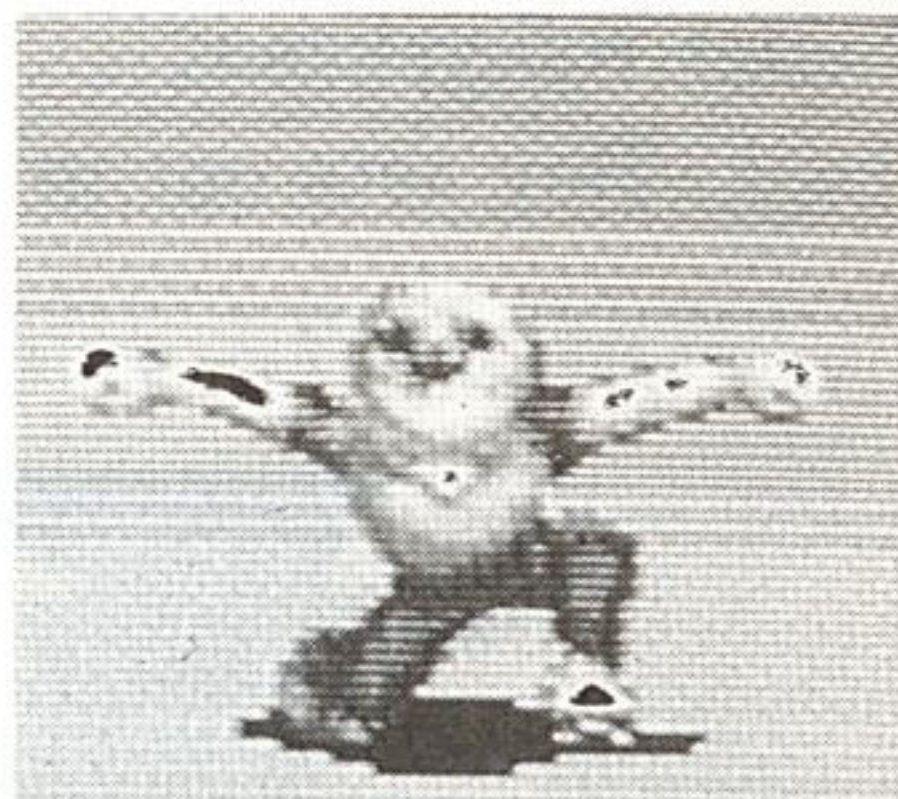
■ BASIC OPERATIONS



■ TECHNIQUE

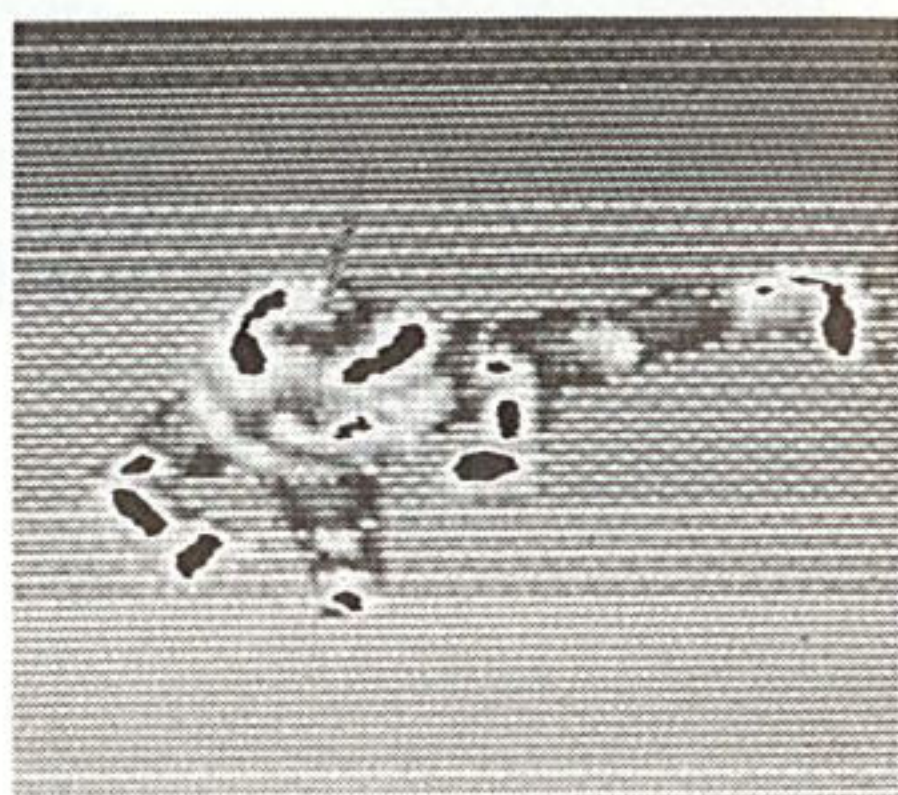
Double punch . . . A + B

To punch from both the front and back, press Button A and Button B at the same time.



Jumping kick . . . C + B

For a jumping kick, press Button B immediately after pressing Button C.



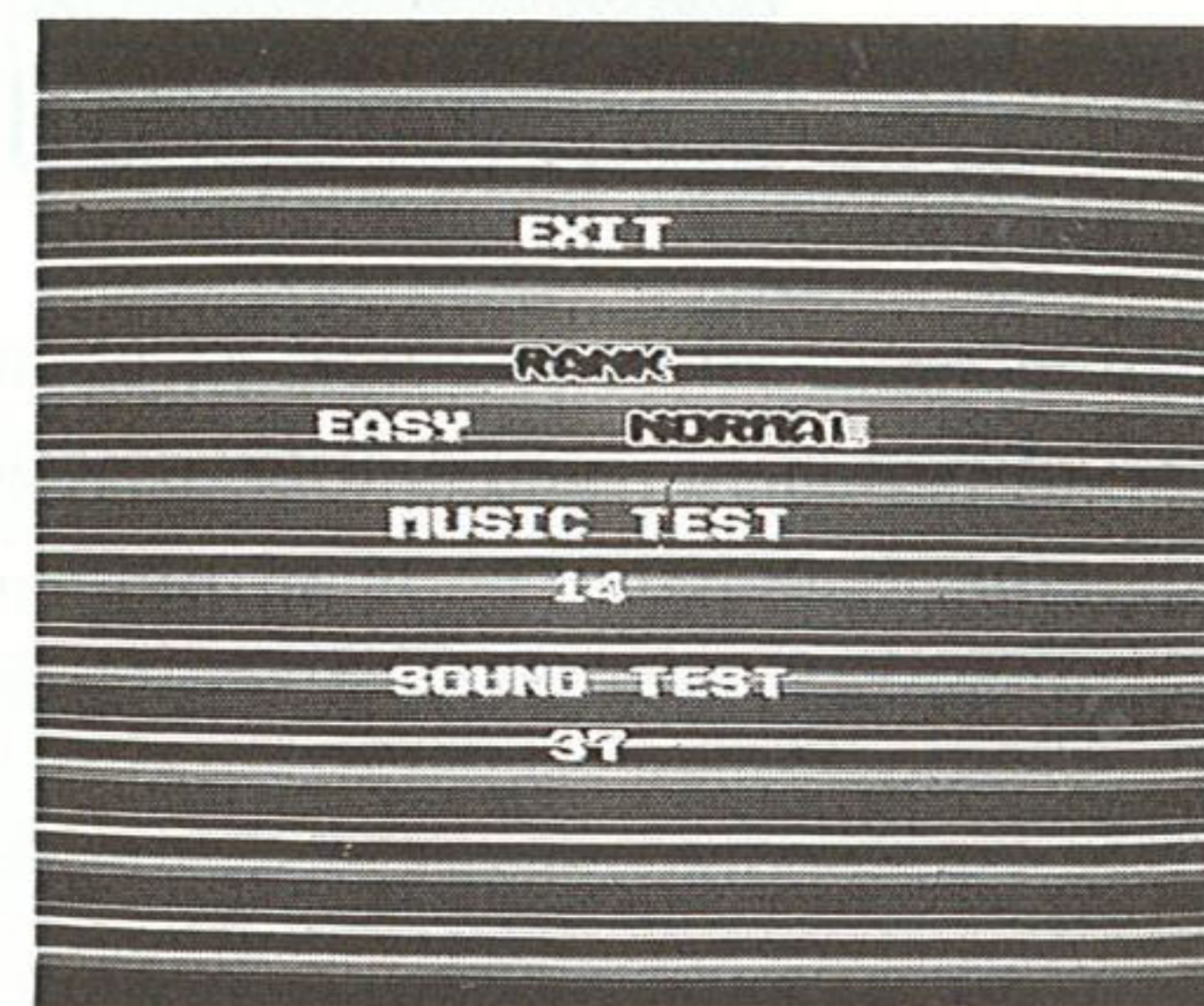
HOW TO START THE GAME

■ GAME START

Press the Start Button when the title shows on the screen.

To start the game, choose **GAME START**, then press the Start Button.

To change the degree of difficulty of the game, choose **OPTIONS**.



Move the direction button up or down and choose the item you want.

Move the Direction Button to the right or left to change the contents of each item.

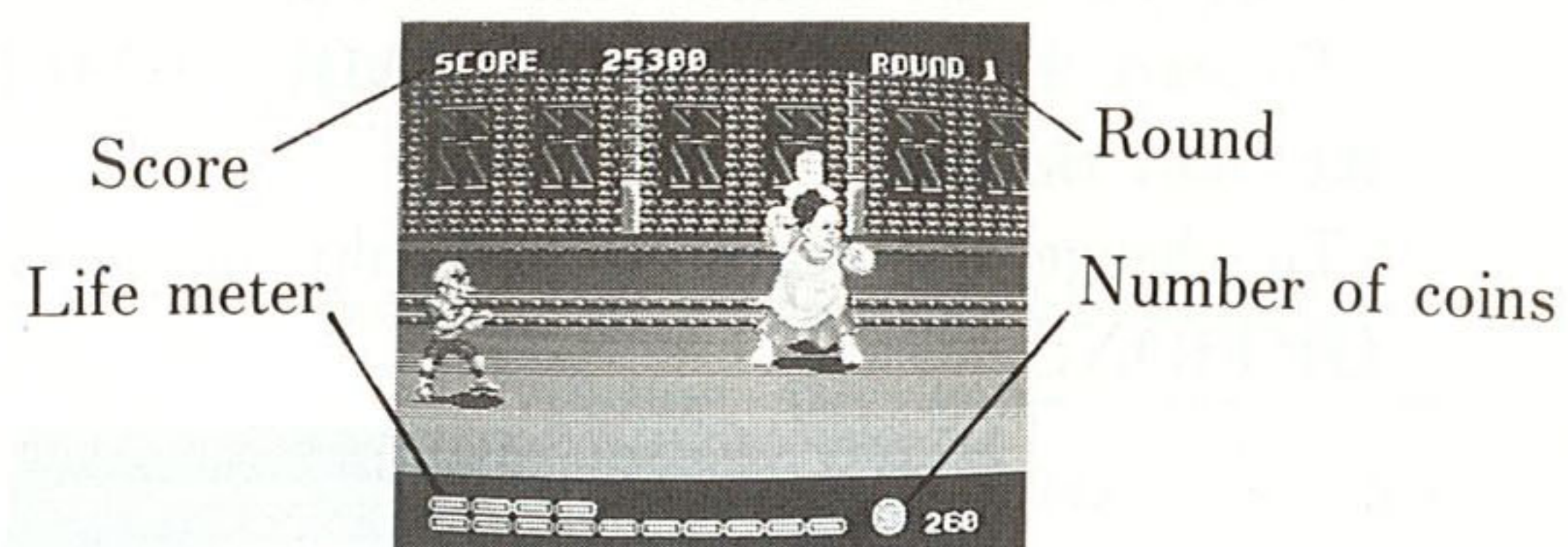
Choose **EXIT** and press Button C to return to the title screen.

RANK: There are two degrees of difficulty in the game, **EASY** and **NORMAL**.

MUSIC TEST: For BGM(background music), choose your numbers and press the button.

SOUND TEST: To hear sound during the game, choose the numbers and press the button.

■ HOW TO READ THE SCREEN



Your score will increase when you beat an opponent. Depending on the type of opponent, you will be rewarded with either coins or hamburgers (see page 7). If an opponent beats you, the level on your life meter will drop. When your life meter runs out, the game is over.

ITEMS

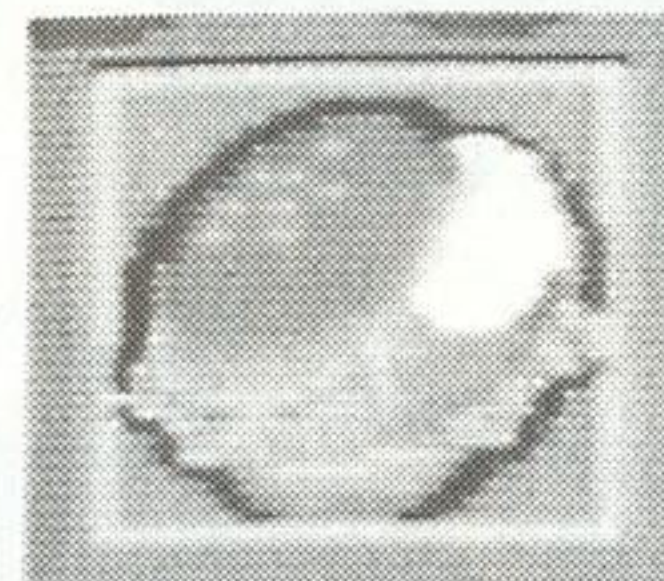
If you beat the opponent boss, the ITEM SHOP will come up on the screen.



■ HOW TO BUY ITEMS

1. To change the items in the display window, move the Direction Button to the left or right.
2. To buy the items, choose an item, and press Button C.
3. After finishing shopping, choose EXIT and press Button C.

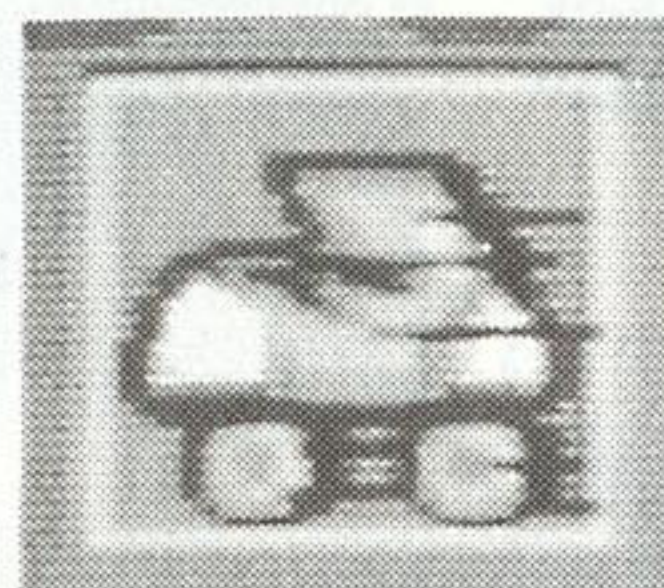
■ TYPES OF ITEMS



HAMBURGER \$100

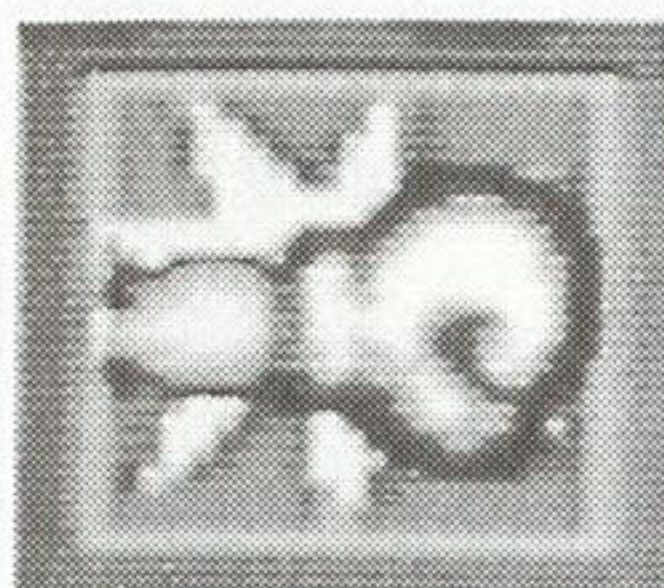
Your level of life can be revived to the full level on the life meter, by winning hamburgers.

* A hamburger will also come up on the screen when you beat an opponent during the game.



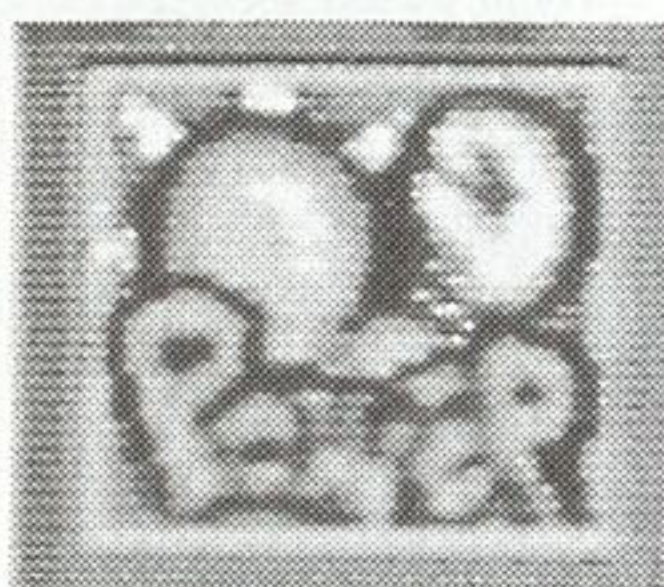
HIGH ROLLER SKATES \$400

D.J.Boy can move faster on high roller skates.



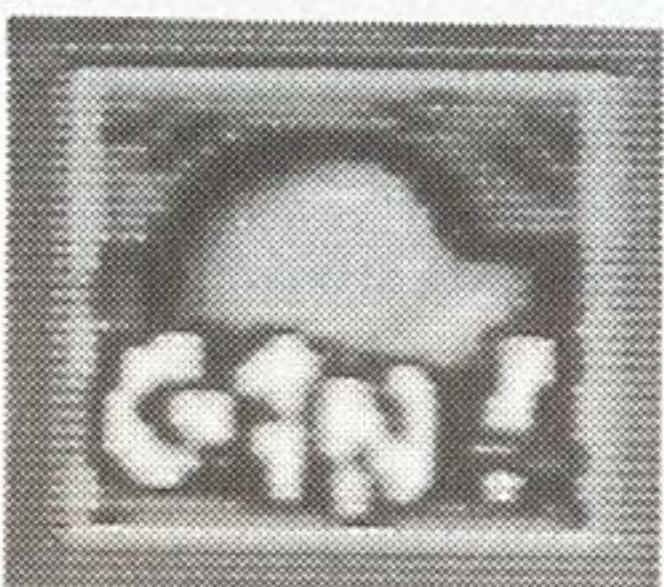
SUPER PUNCH \$400

Super punch increases the speed of punches and kicks.



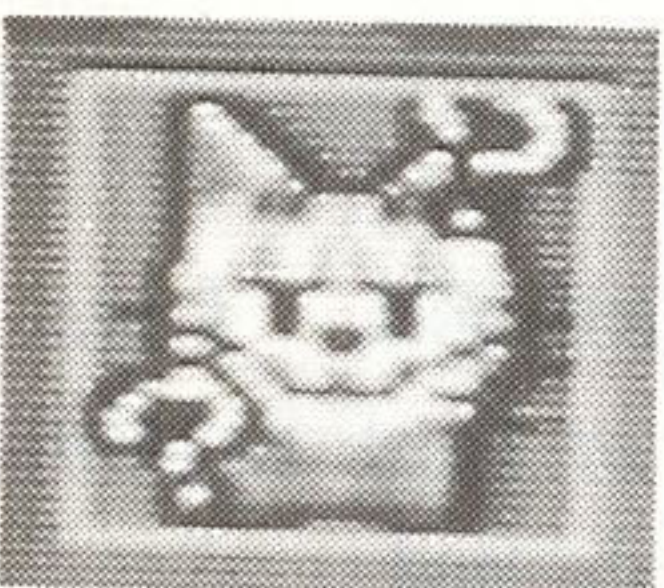
POWER-UP \$500

Power-up increases the power behind punches and kicks.



HELMET \$500

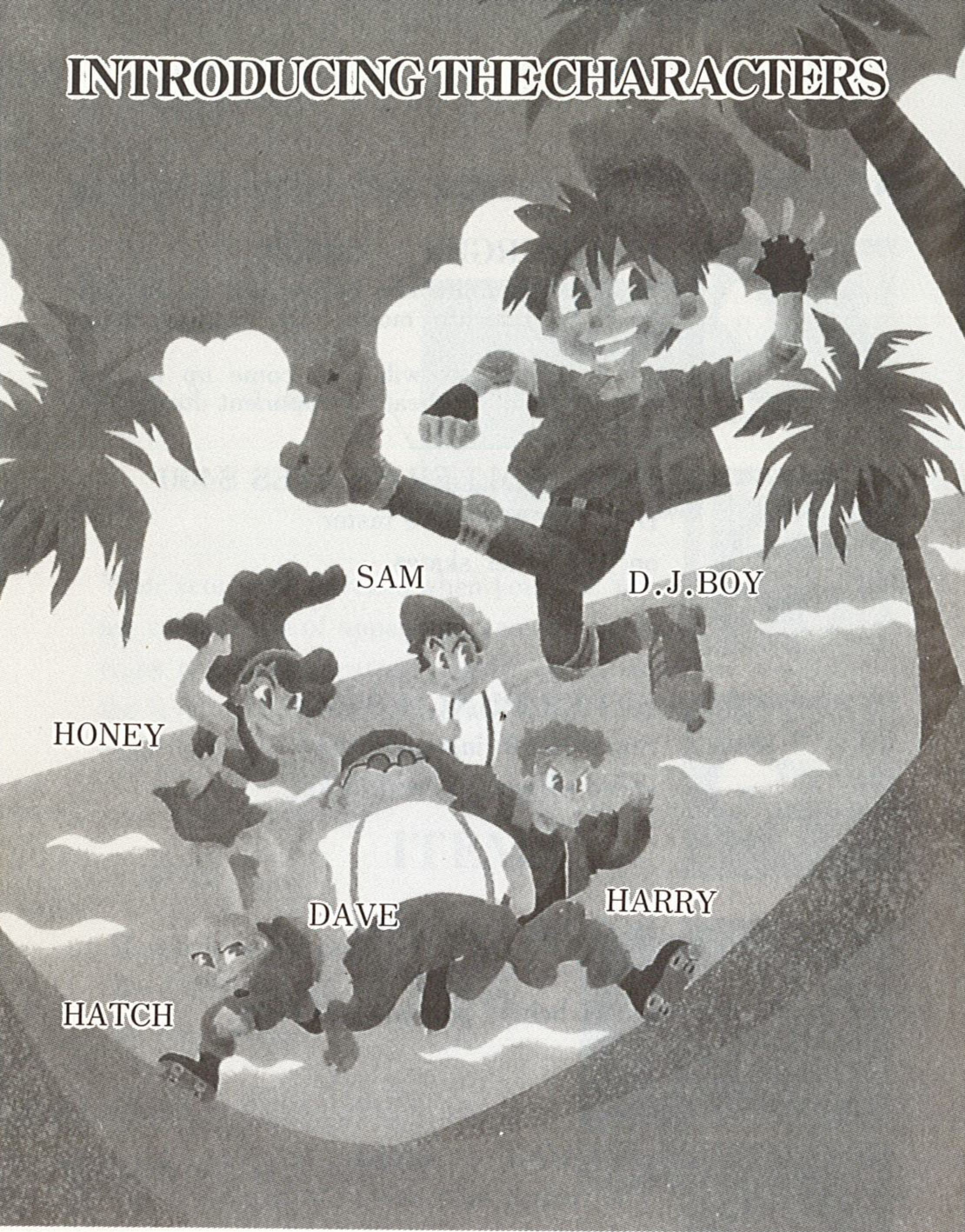
The Helmet increases D.J.Boy's endurance.



CAT \$1000

Your number of players increases by one.

INTRODUCING THE CHARACTERS



D.J. BOY (Donald J. Boy)

I am the main character in this game. I'm off on my roller skates to try and save Maris.

MARIA

I'm D.J. Boy's girlfriend. I was taken off by one of the Dark Knights. D.J. Boy..... Help me!

HONEY

Hey! Come near me and I'll throw a bomb. In spite of how sweet I look, people know I'm a tough opponent.

DAVE

So... I like to whistle. Stick around, and you'll find I'm a slow mover. But I win on strength.

CHIC

Chic...that's me. Don't make fun of me just 'cause I'm small. You just can't tell where my strengths are.

SAM

I like dancing and picking on people. Was it me that ignored you then punched you from behind? Common! I don't know nothin' about it!

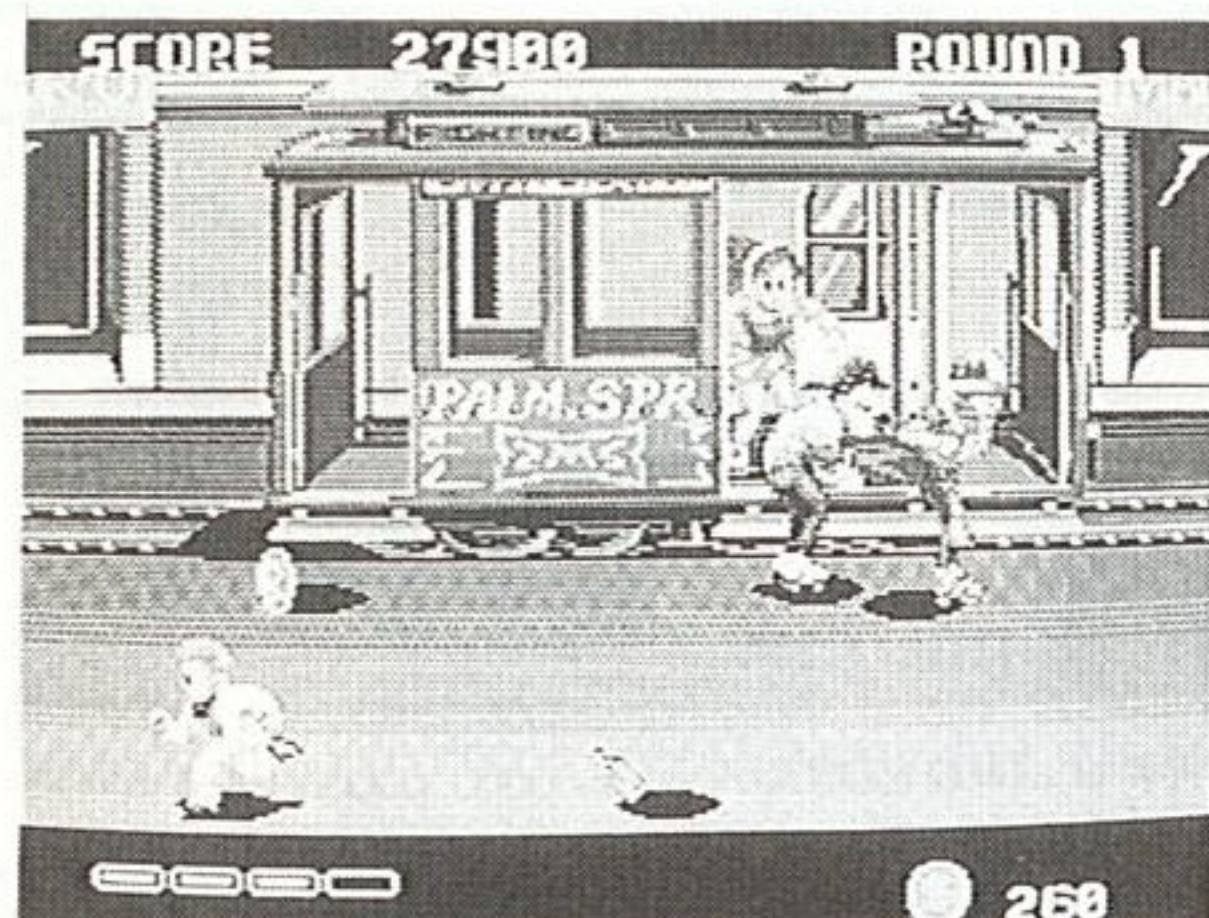
HARRY

I'll put you straight. I'm tough. Noone can fault my elbow blow from the side. How does that make you feel? Good, eh?

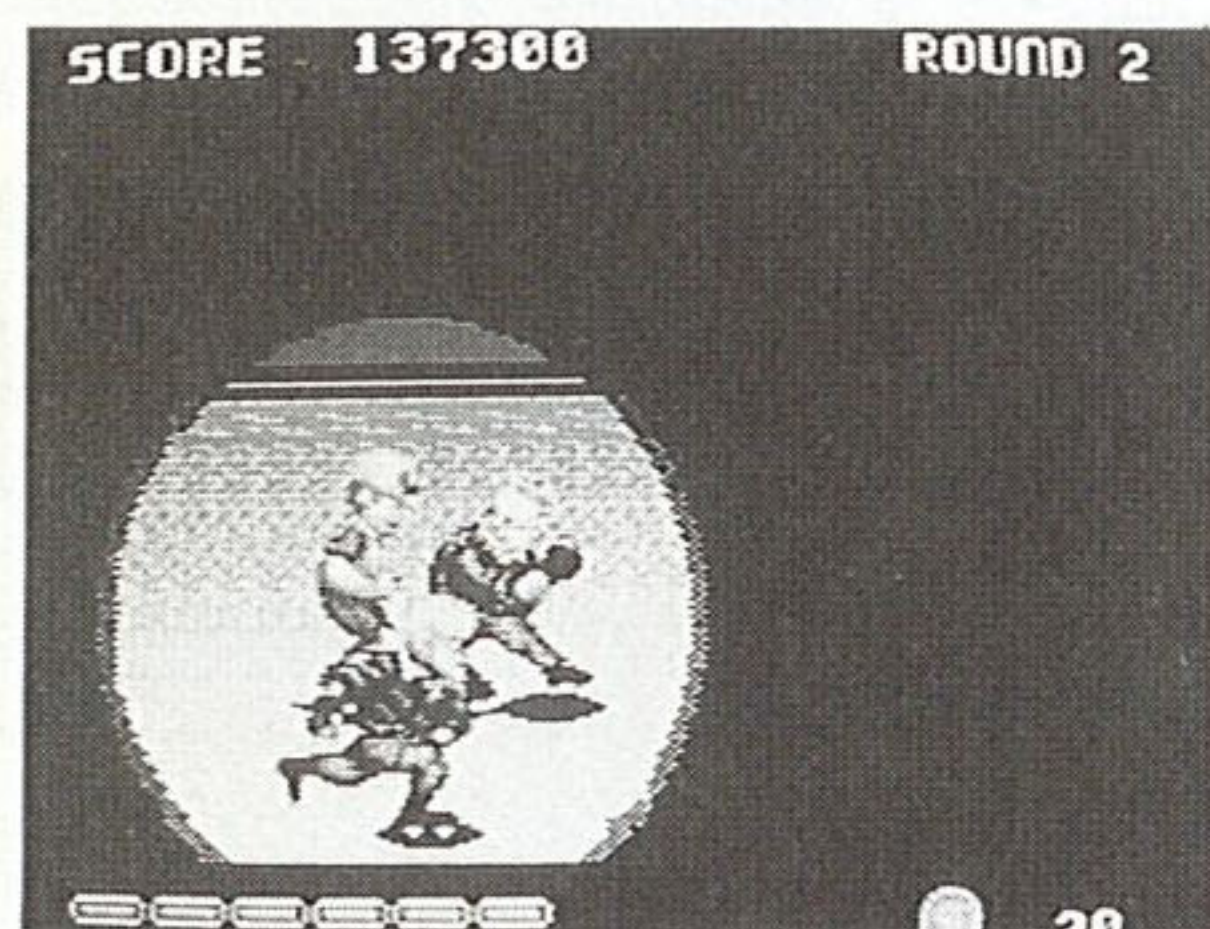
HATCH

My best technique is a downward elbow chop. When the game starts, my big brother Harry and I get together and just keep on the attack.

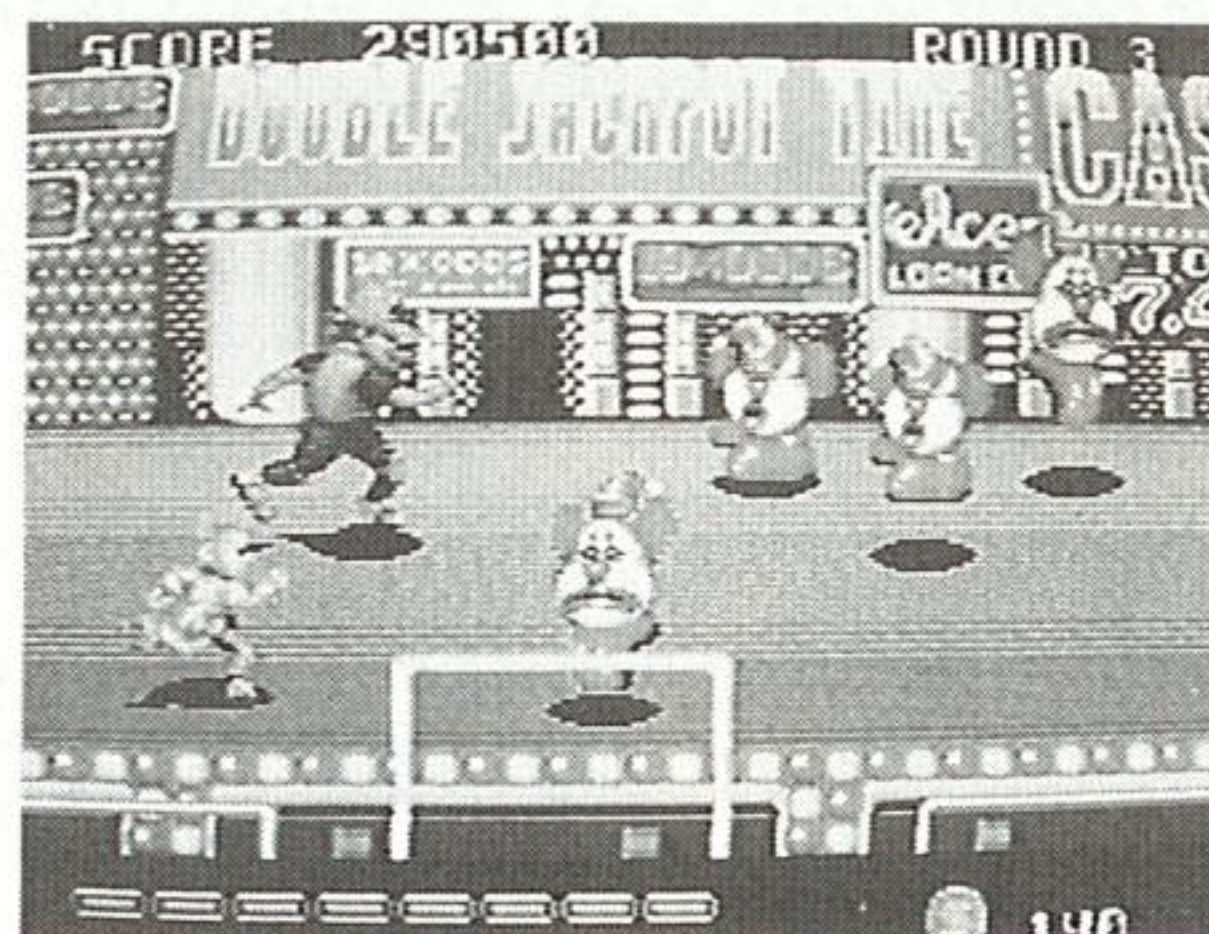
DJ BOY WORLD



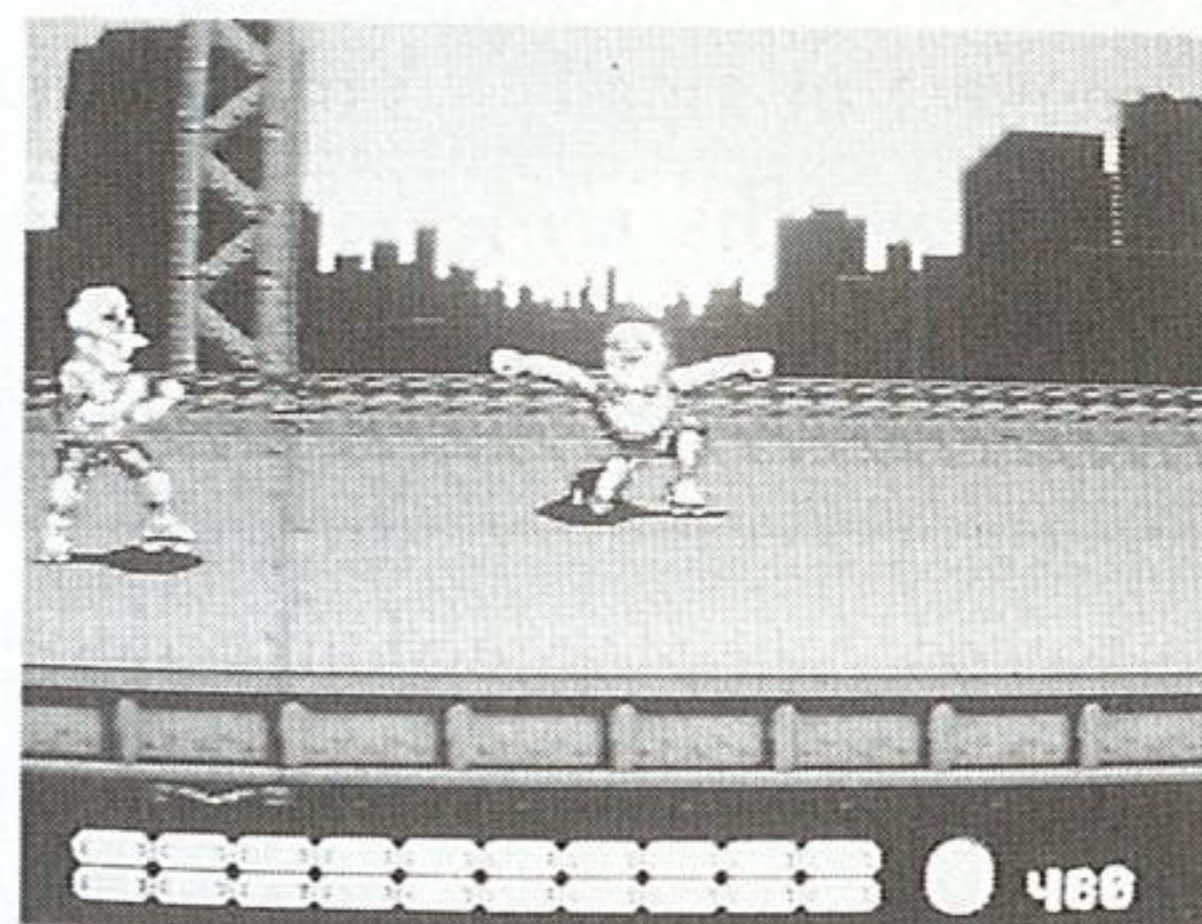
ROUND 1



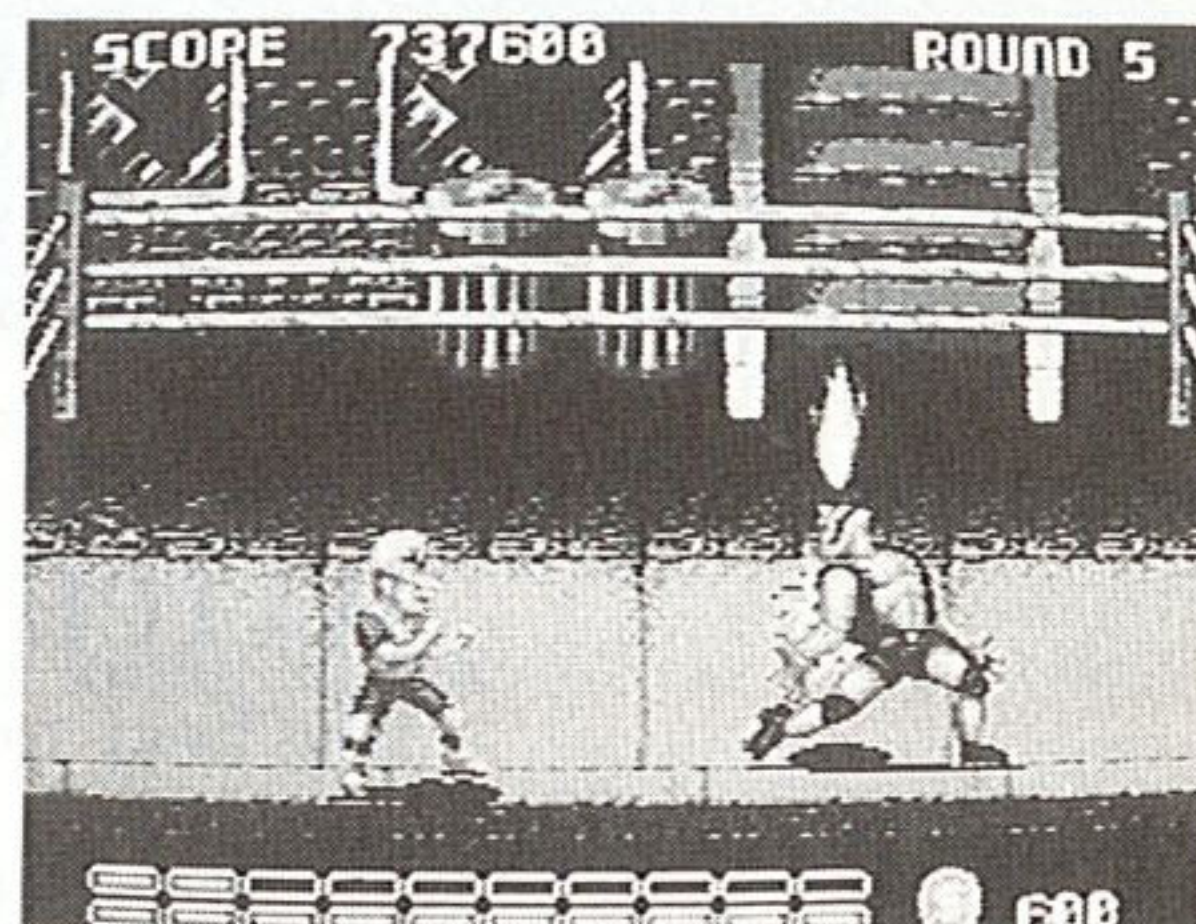
ROUND 2



ROUND 3



ROUND 4



ROUND 5

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

KANEKO USA, LTD. warrants to the original consumer purchaser that the KANEKO 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, KANEKO 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 KANEKO GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge with a dated proof of purchase to:

KANEKO USA, LTD.
1370 Busch Parkway
Buffalo Grove, IL 60089

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 KANEKO USA, LTD. be liable for consequential or incidental damages resulting from the breach of any expressed 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 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.