

LICENSED BY SEGA ENTERPRISES  
LTD. FOR PLAY ON THE SEGA™  
GENESIS™ SYSTEM.

SEGA AND GENESIS ARE TRADEMARKS  
OF SEGA ENTERPRISES LTD.

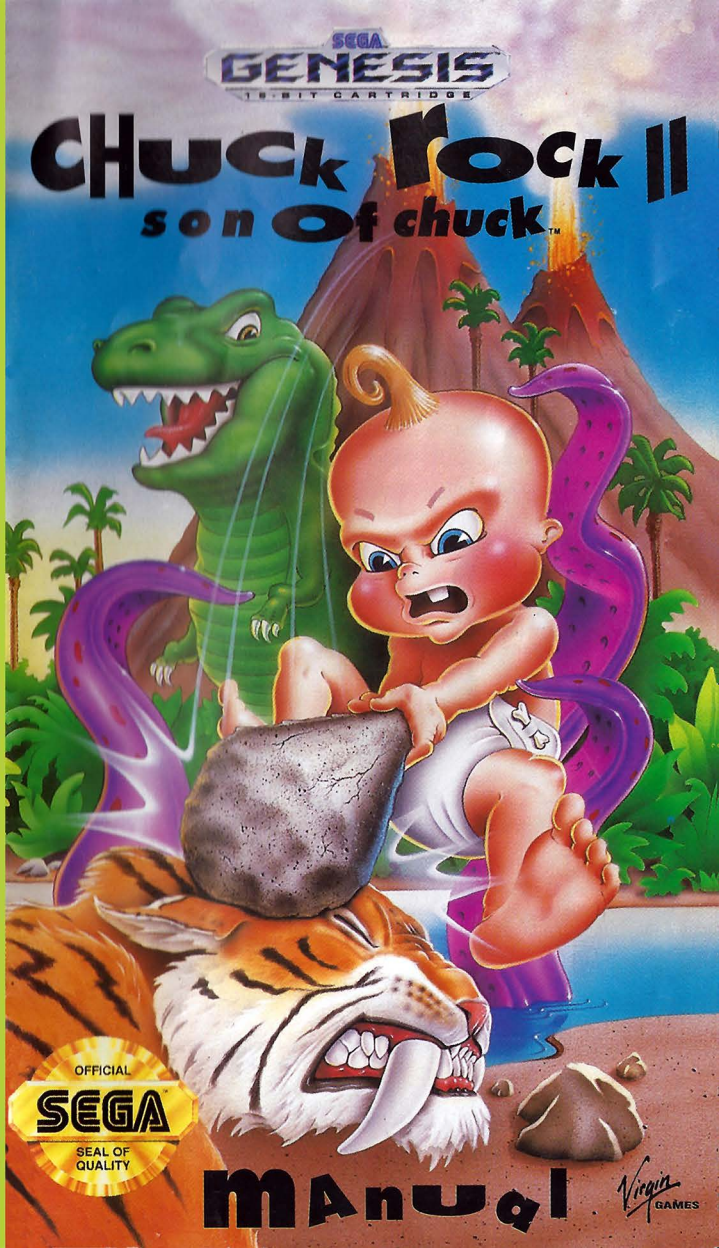
*Virgin*  
GAMES

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

Developed by  
**CORE**  
DESIGN

CHUCK ROCK II: SON OF CHUCK is a trademark  
of Virgin Games, Inc. © 1993 Core Design, Ltd.  
and Virgin Games, Inc. All rights reserved. Virgin  
is a registered trademark of Virgin Enterprises, Ltd.

PRINTED IN JAPAN



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.

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.

**Chuck Rock II**  
son of chuck™



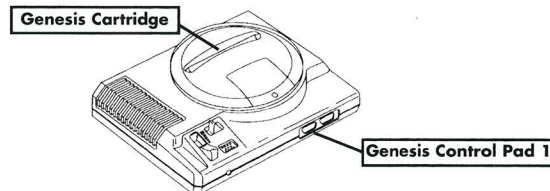
## STARTING UP

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.*

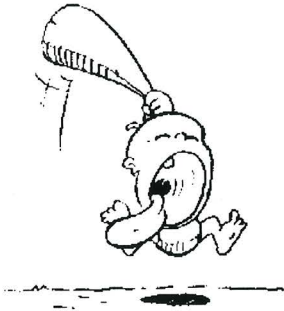


## THE GAME

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

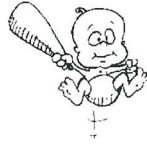
- Press to swing the club.



4

## C Button

- Press to jump.

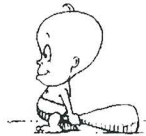


## A & C Buttons

- 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

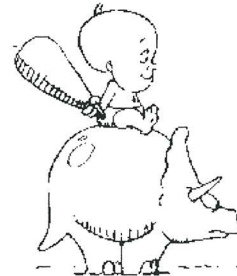
- Press the START button, then press the A,B & C buttons simultaneously.

## 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

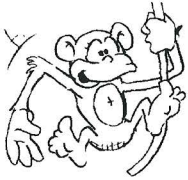
The life counter located at the bottom left is a picture of Junior's face with a number indicating the amount of lives remaining. Extra lives can be collected as you progress through the levels.

### 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.

012345

## 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

## **VIRGIN GAMES, INC. LIMITED WARRANTY**

VIRGIN GAMES, INC. WARRANTS IN THE ORIGINAL PURCHASER OF THIS VIRGIN GAMES, INC. CARTRIDGE THAT THE MEDIUM ON WHICH THIS CARTRIDGE IS RECORDED IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. THIS VIRGIN GAMES, INC. CARTRIDGE IS SOLD "AS IS" WITHOUT EXPRESS OR IMPLIED WARRANTY OF ANY KIND AND VIRGIN GAMES, INC. IS NOT LIABLE FOR ANY LOSSES OR DAMAGES OF ANY KIND, RESULTING FROM USE OF THIS CARTRIDGE. VIRGIN GAMES, INC. AGREES FOR A PERIOD OF NINETY (90) DAYS TO EITHER REPAIR OR REPLACE, AT ITS OPTION, FREE OF CHARGE, ANY VIRGIN GAMES, INC. CARTRIDGE PRODUCT, POSTAGE PAID, WITH PROOF OF DATE OF PURCHASE AT ITS FACTORY SERVICE CENTER.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE DEFECT IN THE VIRGIN CARTRIDGE PRODUCT HAS ARISEN THROUGH ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE VIRGIN GAMES, INC. VIRGIN GAMES, INC., 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 VIRGIN GAMES, INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITATIONS OR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

FOR CUSTOMER SERVICES PLEASE CALL VIRGIN GAMES, INC. AT (714) 833-1999.

## **Patents**

US Nos 4,442,486/4,454,594/4,462,076;  
Europe No 80244;  
Canada No 1,183,276;  
Hong Kong No 88-4302;  
Singapore No 88-155;  
Japan No 82-205605 (Pending)