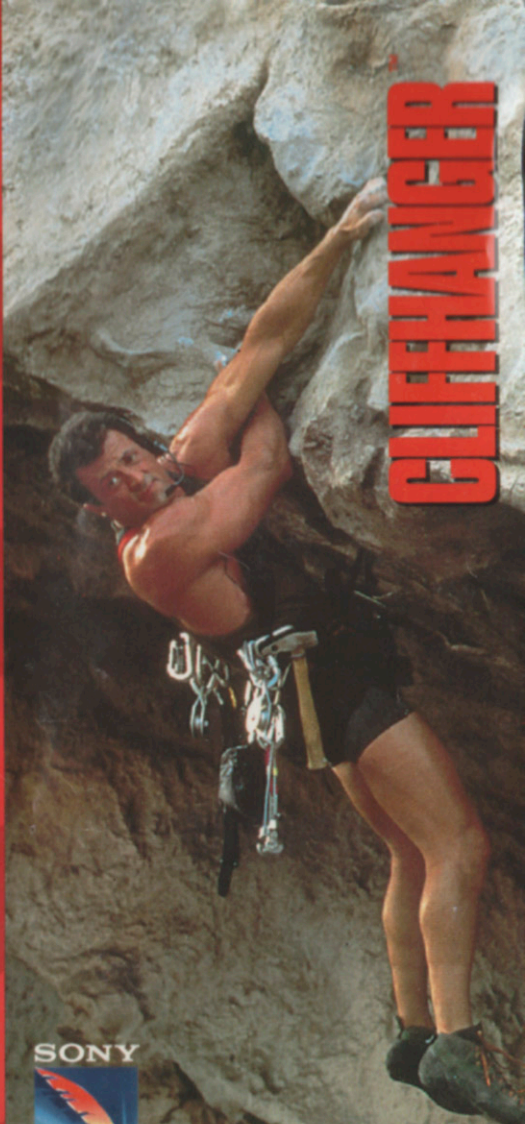
SEGA

GENESIS™



SONY

IMAGESOFT

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SEAL OF QUALITY

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.

THE WORD FOR ADVENTURE



It's what we say when we're talking about a close call . . . the definition of suspense . . . the word for adventure. . .

It's *Cliffhanger.*

Based on the bare-knuckle, big-action blockbuster adventure hit starring Sylvester Stallone, ***Cliffhanger*** brings to your Sega Genesis System the treacherous cliffs and icy rock faces . . . the dizzying heights and deadly avalanches. . . the crazed villains and nonstop combat action of the film. You are Gabe Walker, Rocky Mountain rescue ace, now facing the most grueling operation of your life: saving your friends and defeating the megalomaniac Qualen and his gang of high-altitude bad guys.



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.

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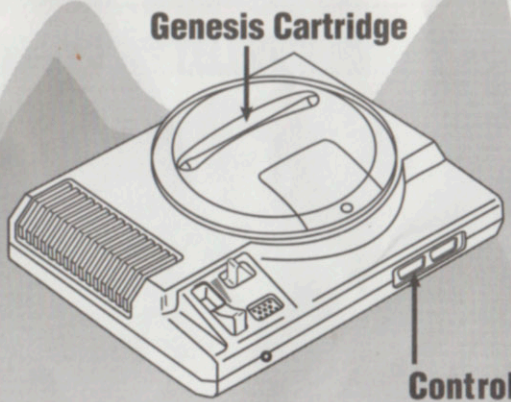
STARTING UP

1. Check the power switch on your Genesis System. Make sure it is OFF before inserting or removing a cartridge.

2. Insert the ***CLIFFHANGER*** cartridge into the Genesis System and press it down firmly.

3. Turn the power switch ON. If the screen stays blank, check to see if the cartridge is fully inserted and your system is properly set up.

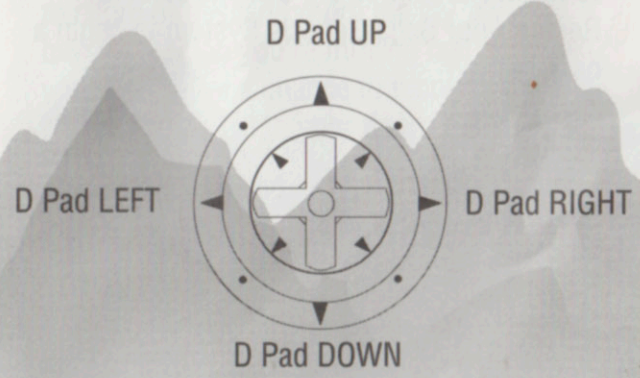
4. When removing the ***CLIFFHANGER*** cartridge, be certain the system is turned OFF.



THE GAME CONTROLS



This manual refers to the following directions:





GAME CONTROL SUMMARY

TO PAUSE GAME:

Press the START Button. Press it again to resume play.

TO CONTINUE AFTER LOSING ALL YOUR LIVES:

Press the START Button to resume play when you're at the Continue screen.

Game credits will roll on the screen at the end of every game that ends before you have completed all seven levels. To go to the Options screen and begin a new game, press the START Button. When you successfully complete all seven levels of Cliffhanger, you will not be able to exit the credits to the Options screen. Restart your Sega Genesis System to begin a new game.

TO WALK:

Use the D Pad to walk in any direction—up, down, left, right, and diagonally.



TO RUN:

Press D Pad LEFT or RIGHT twice in quick succession to run in that direction. After you've started running, you can run up and down on the screen by pressing diagonally on the D pad in the direction you want to run.

TO CLIMB OR DESCEND:

Look for surfaces with little footholds. To start climbing such a surface, approach the wall and press UP. To start descending, walk to the edge and press DOWN. Then, whether you're climbing or descending, use the arrow buttons on the D Pad to move in the direction you want. If you're shot while climbing or descending, you'll have a brief moment to recover—press UP while hanging. Press and hold the A Button to climb or descend more rapidly. But beware—when you're moving fast on a wall, you won't have a chance to recover if you're hit, and you'll fall to your doom.

TO ROPE-CLIMB OVER CHASMS:

Walk up to the rope and press the C Button. While grasping the rope, press LEFT or RIGHT to climb hand over hand in that direction. You cannot recover from a hit you take while rope-climbing.



COMBAT MOVES:

Use the Controller Buttons as follows to fight:

To Jab, Execute Bulldozer Move and Pick Up Objects:

Press the A Button. In rapid succession: a combination of four punches—jab, left hook, right hook, uppercut. Press the RIGHT or LEFT arrow (whichever is opposite to the way you're facing at the moment) during the four-punch move to backhand enemies attacking from behind. While running: bulldozer move. When near an object: pick up the object.

Jump:

Press the C Button. Press C while running to execute a flying leap.

Low Kick:

Press the B Button. In rapid succession: alternating high and low kicks. Press and hold: spinning back kick.

Flying Kick:

You must press B at the top of your jump. Press C, then B while running to execute a running flying kick.



Block or Duck:

Press B and C Buttons simultaneously and any D Pad direction except down to block blows to your head. Press B and C Buttons and D Pad DOWN to duck. Beware: some enemy moves, such as the low kick, can only be partially blocked; others, like the knife swipe, can't be blocked at all.

Super Kick:

Press the A and B Buttons simultaneously. This move clears out your enemies very effectively, but it takes extra energy from your power bar, so it's for desperate situations only.

WEAPONS:

You're a pretty rugged guy, but you're still going to need some weapons to survive. So be sure to take advantage of what comes your way, including knives and guns.

Of course, to use a weapon, you first have to take it away from a bad guy who wants to use it on you. By attacking, you should be able to get him to drop his weapon. Then you can pick it up (by pressing the A Button).

Weapons are used as follows:

Knife: To jab with the knife, press the A Button. To throw it, press the B Button, then the A Button. Once you throw a knife, it's gone.

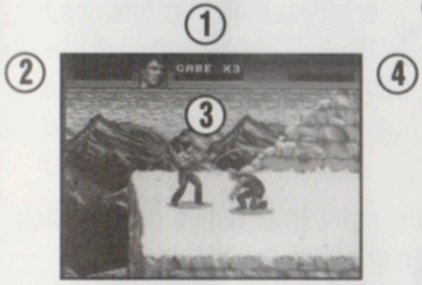
Gun: Press the A Button to fire. A gun has 12 rounds of ammo; after you fire 12 times, you lose the gun.

You can have only one weapon at a time. If you have one weapon and want to pick up another, you must get rid of the one you had. Either throw the knife, or use up all of your bullets.

CAMPFIRES

Look for campfires like this one along the way—you need to warm yourself by the fire to replenish your energy.

MAIN GAME SCREEN



1. LIVES

This shows how many lives you currently have. Depending on how you set up the game at the Options screen, you start each game with one of the following:

3 lives, 5 continues

5 lives, 3 continues

7 lives, 1 continue

You also earn extra lives when you reach certain point totals (see SCORING on page 13).



2. SCORE

This records your point total tallied during each game. The more enemies you destroy, the more points you get. But if you lose all your lives, you also lose all the points you've accumulated. (See SCORING on page13 for details on earning points.)

3. YOUR POWER BAR

This shows how much energy you have left in your current life.

4. ENEMY POWER BARS

This shows how much energy your current enemy has left. When you're facing the boss of any level, the boss's name and picture appear along with his power bar.

SCORING



Each enemy you destroy is worth a certain amount of points, which goes up as you progress through the levels. On level 1, enemies are worth the following:

Knife thrower	1500
Platform sniper	1500
Dynamite thrower	2500
Strongman thrower	2500
Army fighter	2500
Knifeman	3500
Judoman	4500
Strongman	5500
Kung fu expert	6500

On subsequent levels, the enemies' values are as follows:

Level 2	Level 1 score + 1000
Level 3	Level 1 score + 2000
Level 4	Level 1 score + 3000
Level 5	Level 1 score + 4000
Level 6	Level 1 score + 5000

Bosses are worth 10,000 points times the level you're on.

You earn an extra life by reaching each of the following point totals:



LEVELS

Here's the basics of what you'll find—and who and what you'll face—in each level of Cliffhanger.

THE ESCAPE FROM QUALEN

You and your friend Hal fall into the clutches of Qualen, the psycho leader of a band of crazed fugitives. They're looking for three metal cases that were lost in a plane wreck—together, the cases hold $100 million in cold cash—and Qualen positively insists that you help in the search. Luckily, you manage to escape, and you set out in search of the money in an effort to ransom Hal and save his life.

You must cross a forbidding mountain landscape and fight off a variety of enemies. Finally, you'll have to outrun a huge avalanche at breakneck speed to survive this level and go on.

IN SEARCH OF THE SECOND CASE

Having recovered the first of the three money cases, you go in search of the second one. In this level, you must find your way through treacherous forested terrain, while fighting ever-more-threatening enemies. And at the end: Heldon, one big, tough, body-slamming wrestler who doesn't make friends very easily.



ON TO DOUGLAS CABIN—AND JESSIE

Now almost freezing to death, you seek the shelter of Douglas Cabin, the mountain hideaway where your friend Jessie anxiously awaits your arrival. All you have to do is find the cabin—and pull off some tricky climbing maneuvers while fighting off enemies along the way. Not to mention Kynette, the kung fu king who stands between you and that high-altitude hearthfire.

QUALEN COPS A CHOPPER—AND GRABS JESSIE!

Just when you thought you'd get a breather, you find you're on thin ice as you have to cross a patchwork of shifting icebergs while fighting off kung-fu masters and crazed musclemen. Then it's up a series of craggy cliffs, dodging deadly rock slides. At the summit, you have to make it through a cave infested with rabid bats and razor-sharp stalactites. Finally, you must get to the third case of money before a big, nasty swarm of bats overtakes you. Along the way, make sure you don't fall to your death while hurling yourself across wide chasms and deadly crevices.



THE CLIMB TO THE TOP OF THE BITKER LADDER

You've found all the money now, but it's a long way to the top of the Bitker Ladder—and your rendezvous with Qualen, where you'll exchange the money for your hostage pals. On the way, you must ascend difficult slopes and avoid the gunfire of Qualen's henchmen. At the top, watch out for Ryan, who'll knock you out with his precision blows.

ALL THAT MONEY, LOST!

Your friends are safe, but you've destroyed the loot and Qualen is out-of-his-mind-mad about it! For you, it's back down the mountain in a big hurry, with Qualen in hot pursuit at the controls of the hijacked rescue chopper. Look out for Qualen's minions as they come at you with a vengeance!

FACE TO FACE WITH QUALEN

That's right—it's just him and you. Just him or you, too, as you fight Qualen to the death while balancing precariously on the chopper, which is itself barely stuck to the face of a cliff.

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