



INSTRUCTION MANUAL



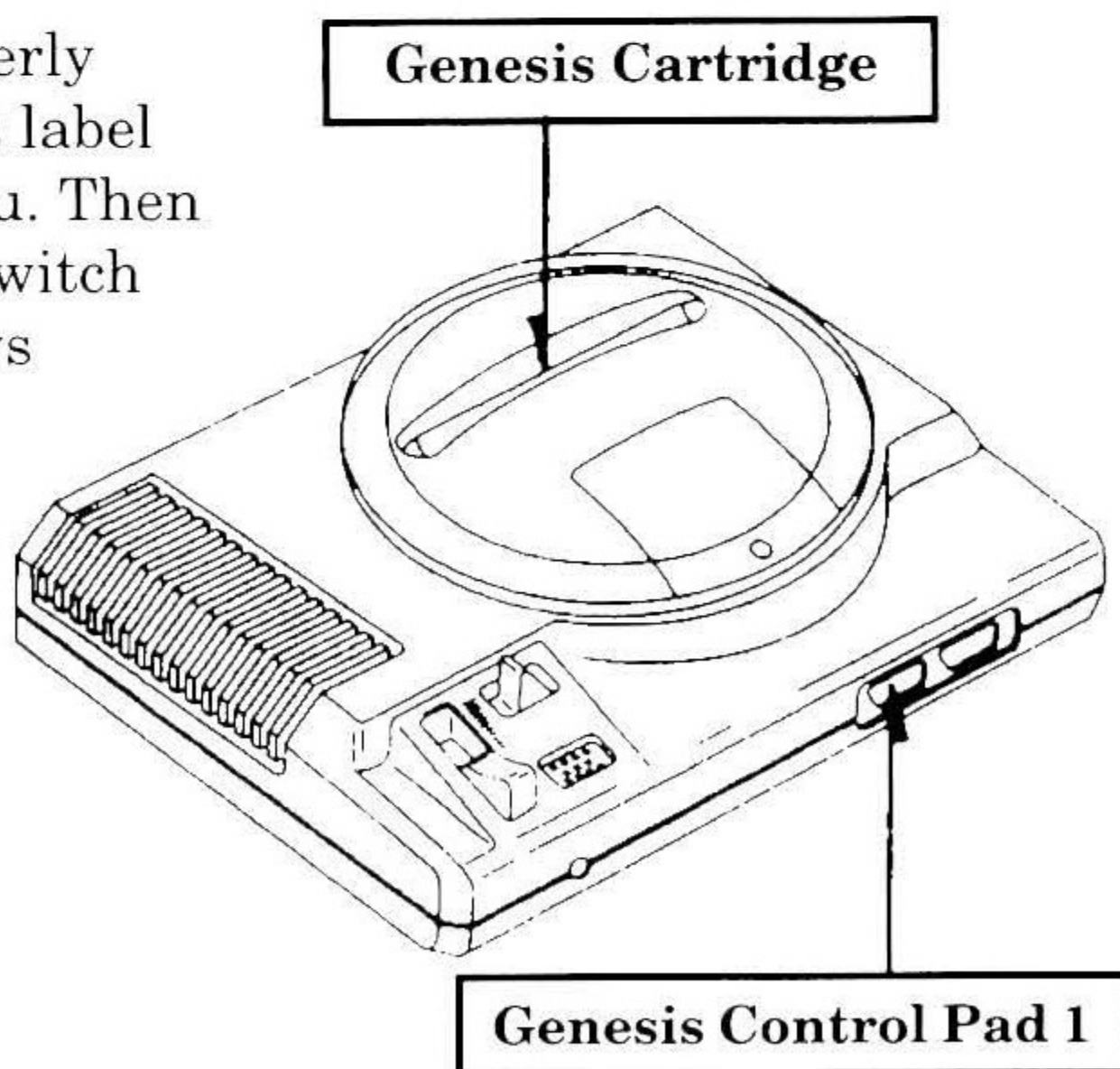
Chuck Rock

Sega Genesis

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. (*Chuck Rock* is for one player only.)
2. Make sure the power switch is OFF. Then insert the *Chuck Rock* cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. Press Start when the Title screen appears.

Important: If the Sega 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 toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the SEGA cartridge.



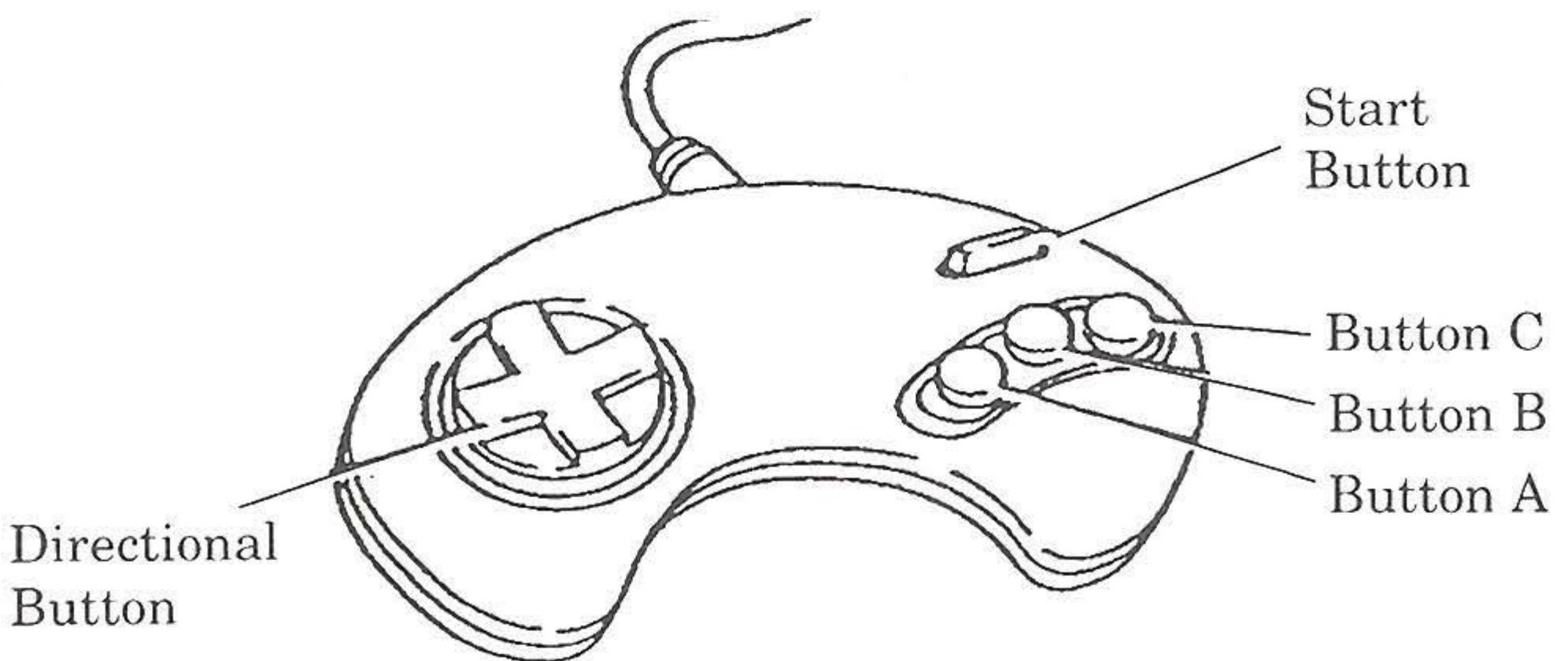
Take Control!

For best game play, learn the different button functions before you start.

Chuck, in spite of his size, can walk, jump, swim, and lift heavy rocks. These rocks are very useful to Chuck, not only can they be thrown at oncoming dinosaurs and aliens, but he can also use them as steps to get to otherwise inaccessible areas. Only one rock can be carried at a time. Carrying a rock hinders Chuck's speed and jumping ability based on the size of the rock.

When Chuck isn't carrying anything, he can still use his huge stomach to Belly-Butt enemies or kick them out of the way with his enormous size 14 feet!

When it comes to swimming, keep a close eye on Chuck's face at the bottom right corner of the game screen. This shows how long Chuck can hold his breath while underwater. When the face is blue his energy will start to go down. Chuck can take a breath of air by popping his head out of water.



Directional Button (D-Button)

- Press right or left to walk Chuck in those directions.
- Press down to make Chuck bend down or duck.
- Press up, down, right, or left while underwater to make Chuck swim in those directions.

Start Button

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

B Button

- Press to make Chuck belly-butt.
- Press to throw a rock Chuck is carrying.

C Button

- Press to make Chuck jump.

Chuck's Special Moves

Rock Pick-Up

- Press Directional Button (D-Button) down when near a rock to make Chuck crouch, and then press the B-Button to make Chuck pick up the rock. Press B-Button again to make Chuck throw a rock which he is carrying.

Jump-Kick Attack

- Press C, then press B to make Chuck perform a jumping kick attack.

Save Ophelia From Gary!

Chuck, your typical caveman slob, is slouched in his comfy stone chair, glued to the T.V., drinking a can of his favorite beverage - root beer! This seems like any other day in Chuck's life, even the Aerial bird, which serves as Chuck's T.V. antenna, is getting bored with the same old thing and can't help nodding off to sleep.

Ophelia, Chuck's wife, is going about her mundane daily chores, hanging out yet another load of laundry. However, unknown to her, the day is about to change!

As Ophelia bends down to take some laundry from her basket, the evil Gary Gritter, a long-time admirer of Ophelia, sneaks up behind her with his club raised. Just as she hears something moving about behind her, down comes the club with a THUD!!@! on the back of Ophelia's head.

Chuck, startled by the commotion outside, lifts his overweight frame from the comfort of his chair to do some investigating. Then remembering that all of his clothes are in the wash, he covers his pride with his hands before venturing outside, only to find no Ophelia...just a rumpled pile of laundry and fresh tracks where something or someone seems to have been dragged through the dirt.

A little bit embarrassed by his current state of dress, Chuck dashes behind the nearest bush and emerges wearing the latest in designer leaf and twig pants! Now Chuck begins his search to rescue Ophelia!

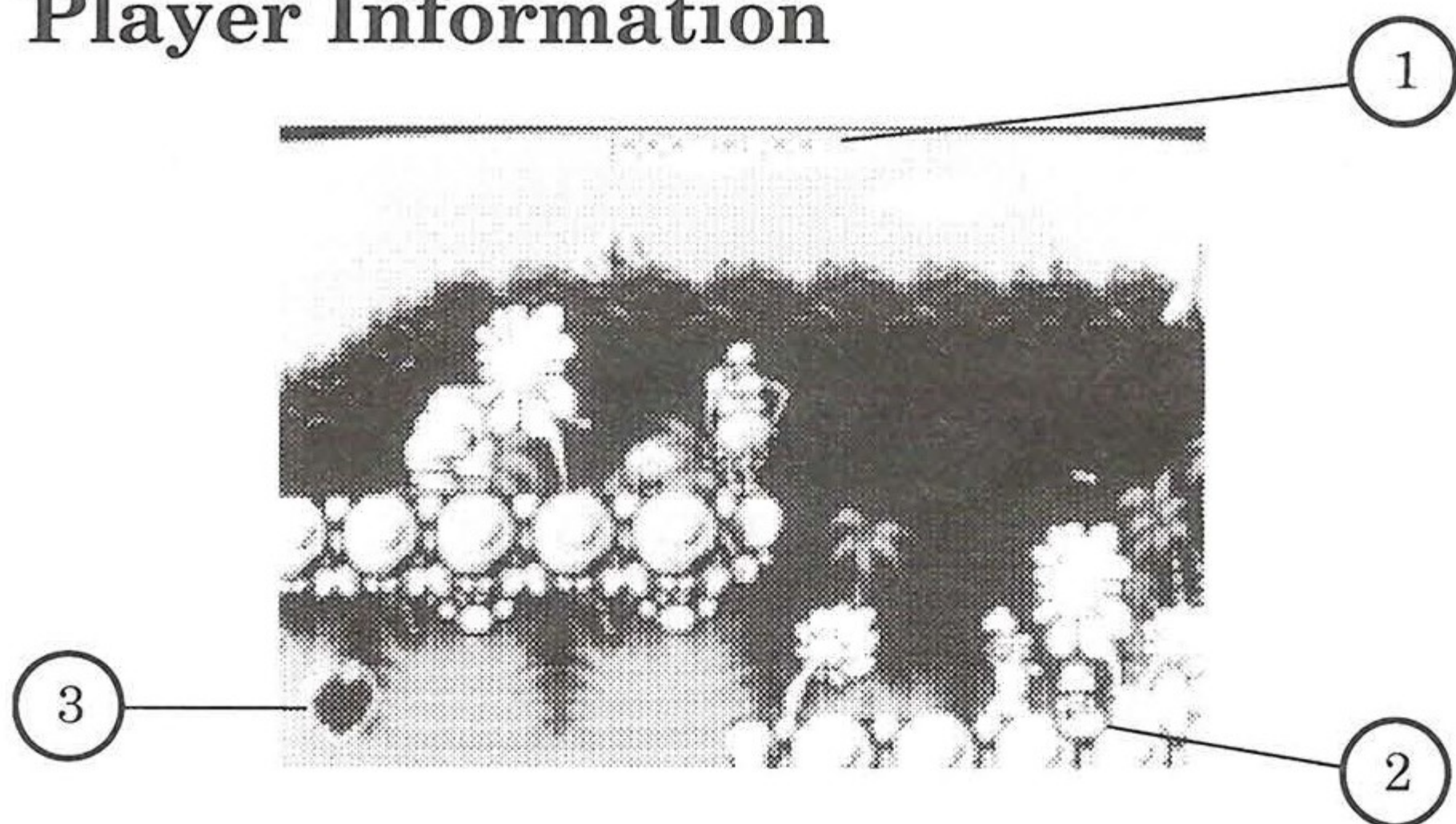
The Game

When you turn on the game, the Title screen will appear, and you will be able to watch The Chuck Rock Band rock out to one of their hits! Press the Start Button to move to the Options Screen.

Options

From the Options screen, press the Start Button at any time to begin the game! You can choose to hear both music and sound effects during game play, just sound and no music, just music and no sound, or neither sound nor music. Press the **D-Button** up or down to highlight which selection you wish to make, and press any of the trigger buttons to toggle your selection.

Player Information



1. Your present score.
2. The numbers of chances the player has left. Every 100,000 points you will receive a 1-Up extra life!
3. Chuck's current health. Chuck loses health when hit by enemies and by walking onto unsafe terrains.

Scoring

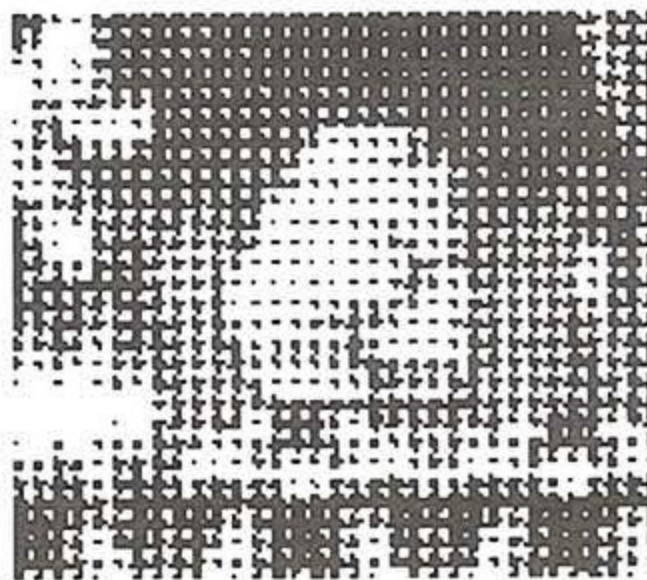
You can score points by belly-butting and jump-kicking enemies and by collecting the bonuses on each of the levels. Each bonus is worth a different number of points.

Belly-Butt or Boulder

To kill Chuck's various enemy dinosaurs and aliens, you can either belly-butt them or pick up and throw a boulder on them.



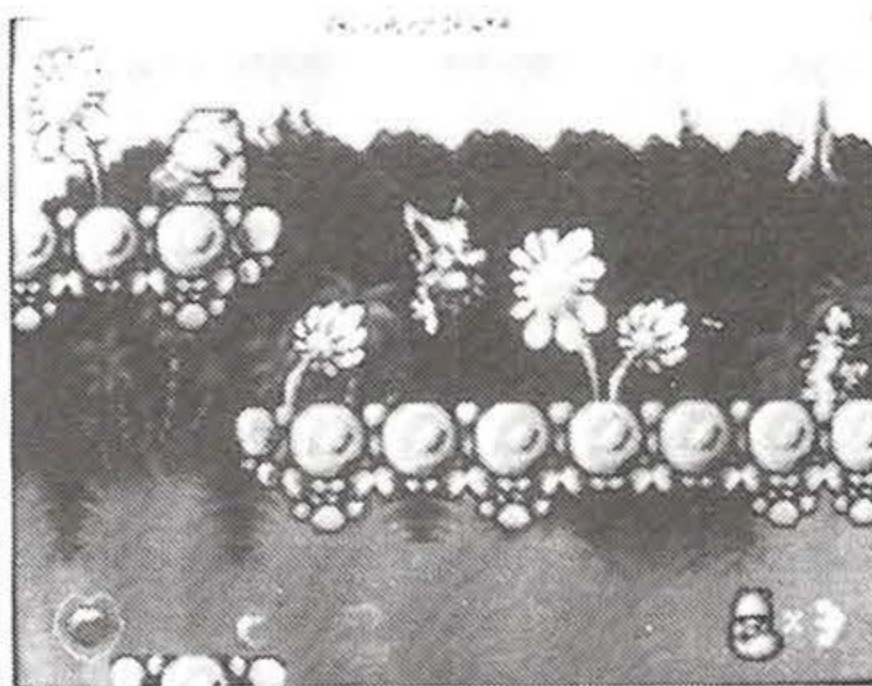
Small Boulder



Large Boulder

Belly-Butt Your Way to Ophelia

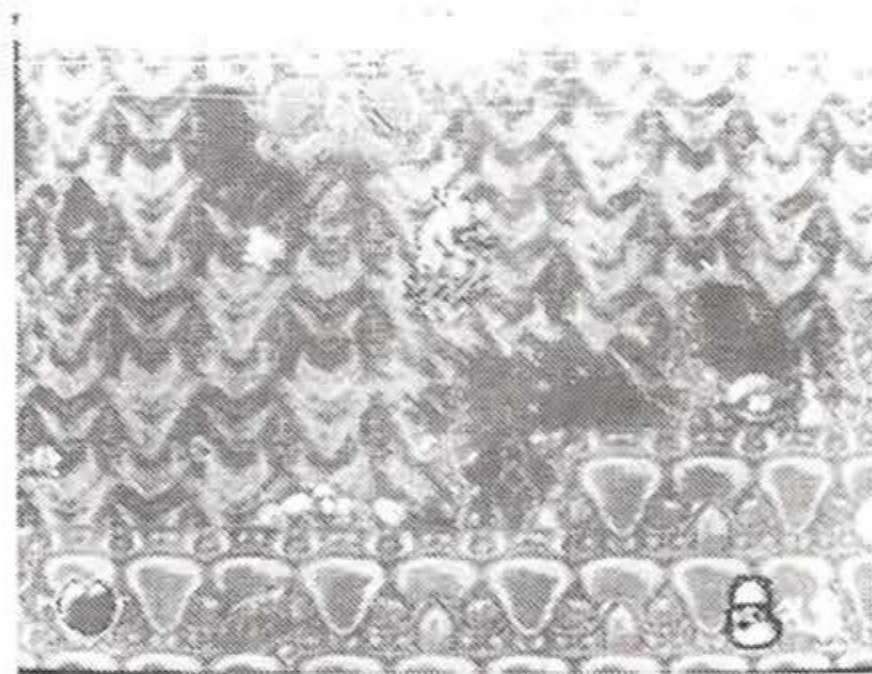
There are 5 action packed levels each with between 3 to 5 scenes. Each level has a different boss for Chuck to best with his belly-butt!



1. Jungle Scene



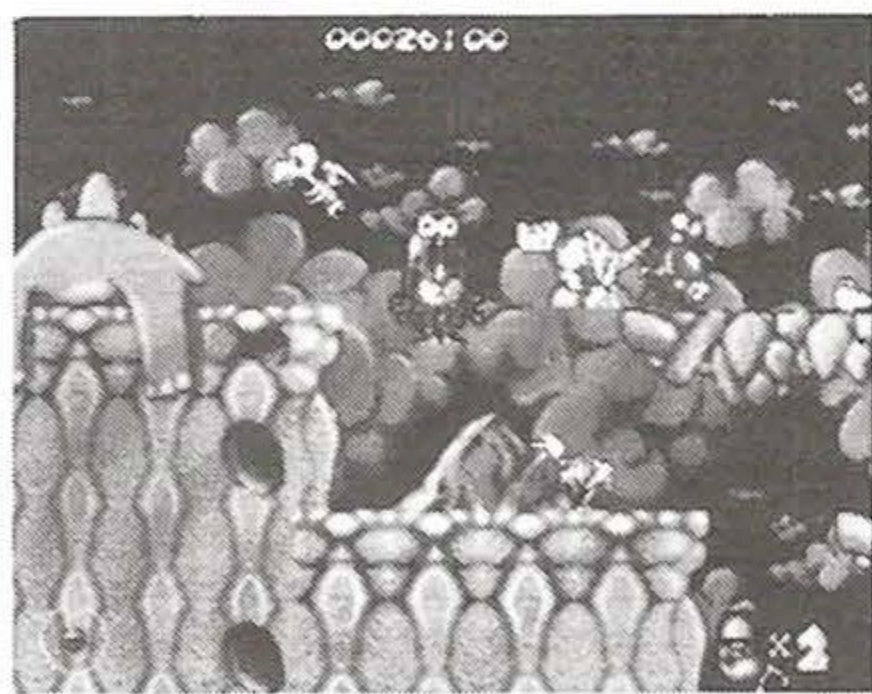
2. Cave Scene



3. Water Scene



4. Ice Scene



5. Graveyard Scene

Game Over-Continue

Chuck has 3 chances to save Ophelia. 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 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.

Virgin Games, Inc. Limited Warranty

VIRGIN GAMES, INC. warrants in the original purchaser of this VIRGIN GAMES, INC. software product that the medium on which this computer program 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. software program 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 program. 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. software 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 GAMES, INC. software product has arisen through abuse, unreasonable use, mistreatment or neglect. 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. 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 SOFTWARE PRODUCT.

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.

Scorebook

Name _____

Date _____

Score _____

Name _____

Date _____

Score _____

Name _____

Date _____

Score _____

Name _____

Date _____

Score _____

Name _____

Date _____

Score _____

Name _____

Date _____

Score _____

Name _____

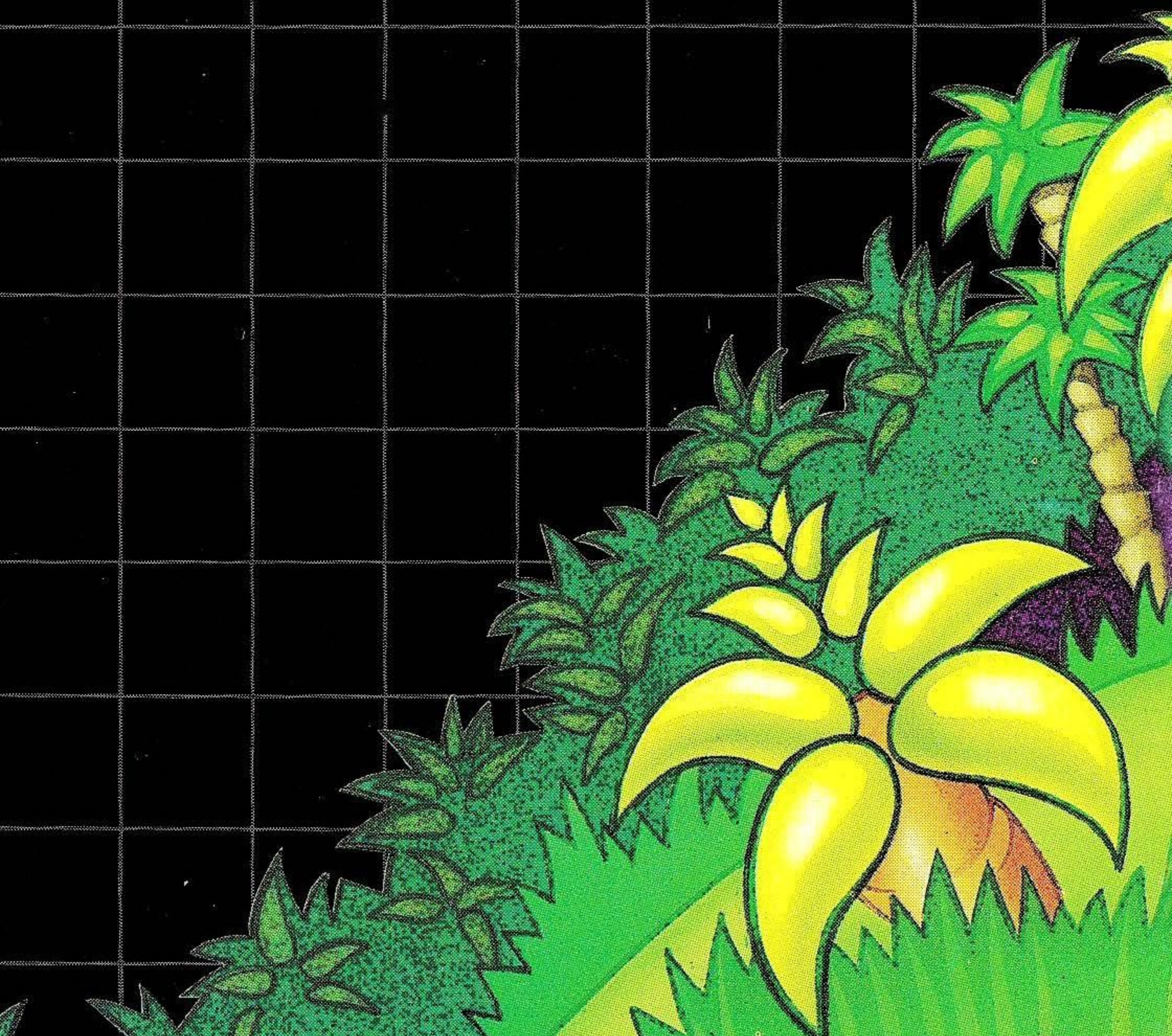
Date _____

Score _____

Chuck Rock Credits

Developed by	Core Design Ltd.
Designed by	Bob Churchill
Programmed by	Chris Long
Graphics by	Lee Pullen
Music/Sound Effects by	Krysalis Software
Produced By	Virgin Games, Inc.
Product Manager	Lyle J. Hall II
Testing by	Tommy Tallarico
Manual by	Lyle J. Hall II
Edited by	Lisa Marcinko
Special Thanks to...	Jeremy Smith, David Luehmann, Seth Mendelsohn, Kevin Norr

Patents: U.S. 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)



® This game is licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS™ SYSTEM.
SEGA and GENESIS are trademarks of Sega Enterprises Ltd.
CHUCK ROCK is a trademark of Virgin Games, Inc. and Core Design Ltd.
© 1991 Virgin Games, Inc. and Core Design Ltd. All rights reserved.
Virgin is a registered trademark of Virgin Enterprises, Ltd.
VIRGIN GAMES, INC. 18061 Fitch Ave., Irvine, California 92714.
(714) 833-8710

PRINTED IN JAPAN