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SEGA GENESIS
16-BIT CARTRIDGES

SPLATTERHOUSE 2™



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Excerpted from The Journal of Paranormal Phenomena, August 1989

"In the thick Jungles of Cancun I discovered the site of an ancient Mayan temple. Most unusual was the discovery of a mask quite unlike anything that has been found before.

Carved from a bone like material it seems to be a representation of a deity. This mask was attached to the wearers head with interesting straps that were fashioned to look like skeletal hands. Ruins found in the area refer to this relic as the 'terror head' or perhaps a better translation would be the terror mask. This is a breakthrough discovery."



Excerpted from a letter of Dr. Mueller to a friend

Dear Klaus,

"This mask is incredible. You mentioned reading my piece in JOPP. However, I couldn't mention in the article the aura of power surrounding this thing. You pick it up and shiver. A primal wave rushes up your spine. When you visit, we'll have to go over it. The lake is lovely this fall and the fish are biting. See you."

INTRODUCTION

You've come to dread the night. In the clutches of sleep the nightmares begin. Always the same, Jennifer screaming in the dark until suddenly she stops. Silence, then the infernal whisperings of the mask begin again.

"Rick, we can save her...."

"You know we can..."

"Remember the power..."

"Remember how much you liked it?"

"The house, Rick...."

"Jennifer's waiting"

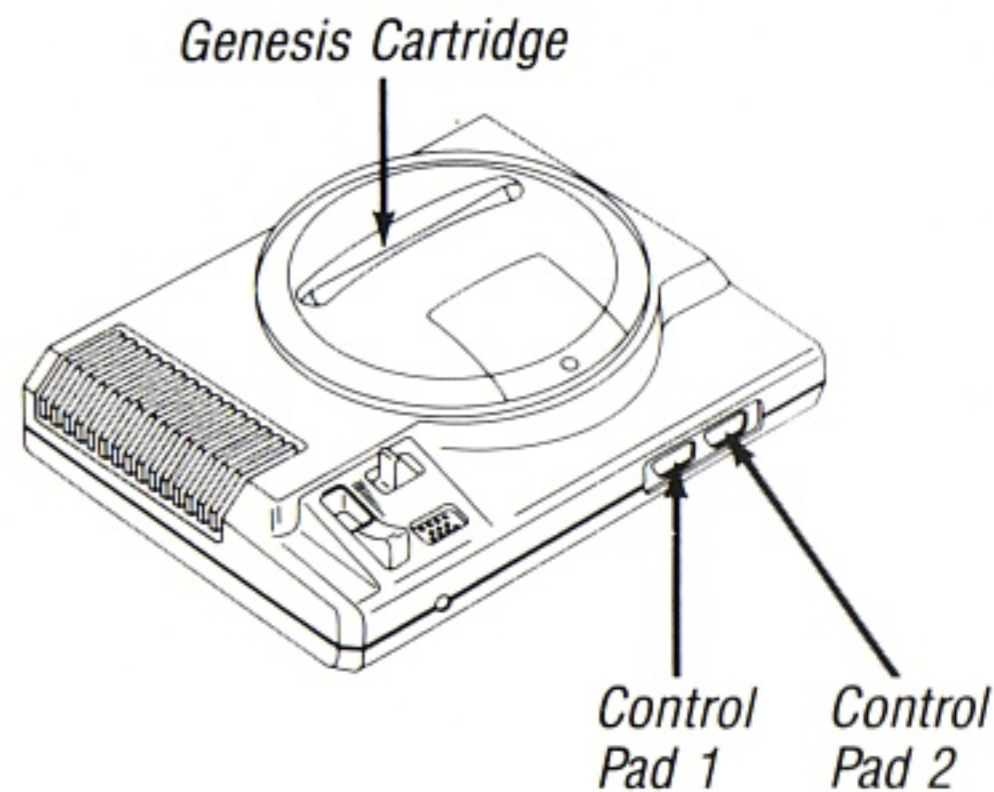
"And I'm waiting for you."

Awake in a sweat with your heart racing you can almost remember the last time. Locked into the mask, body surging with feral rage and an insatiable hunger. The cold steel pipe in your hands slick with gore. Under the mask you were smiling. You know you have to go, to save Jennifer....or so you say.



STARTING UP YOUR SYSTEM

1. Set up your Genesis System, following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1.
2. Make sure the console's power switch is turned Off.
3. Insert the Splatterhouse 2 cartridge into the console with its label facing towards you. Press the cartridge firmly into the slot.
4. Turn the power switch On. The Namco screen appears. **Note:** If nothing appears on screen, turn the switch Off. Check your cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.

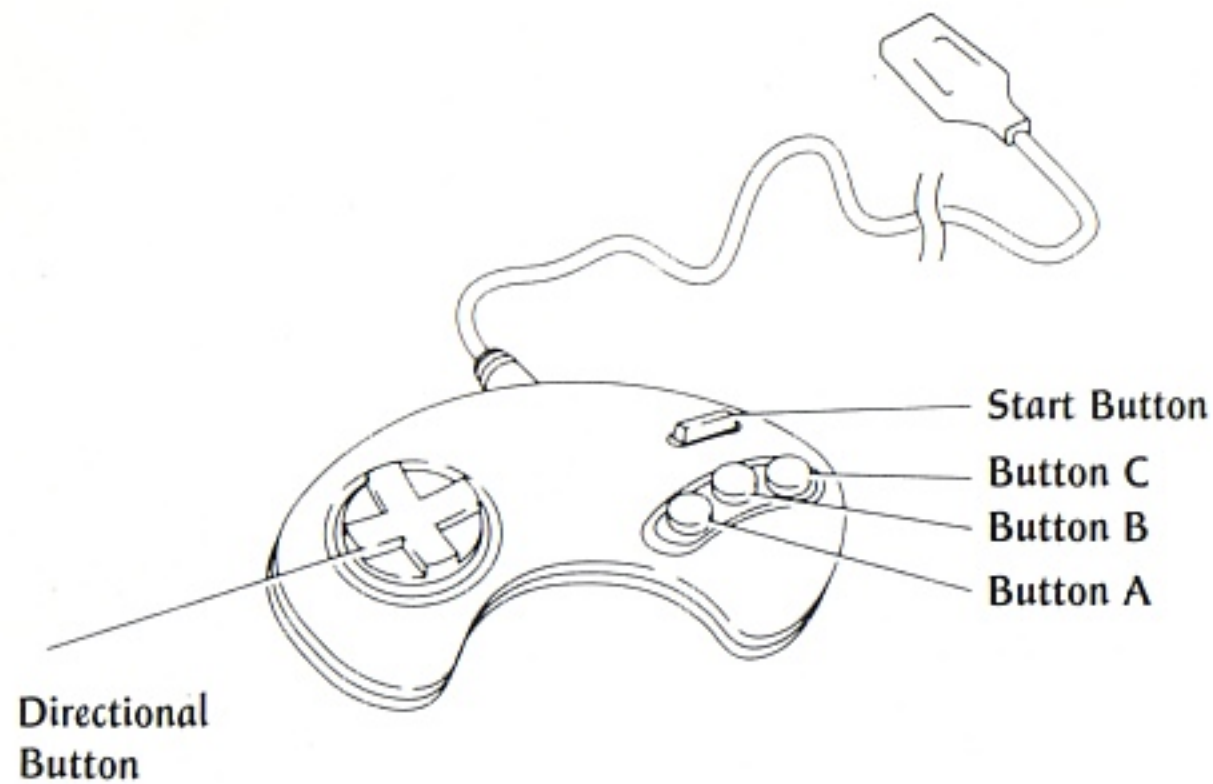


TAKING CONTROL

The goal of this game is to rescue Jennifer. To save her you'll have to crunch through hordes of zombies and other beasties. Unless you learn control, they'll turn you into another stain on the wall.

A button	Press to Jump.
B button	Press to attack.
C button	Press to jump.
D button	Press Down to crouch. Press to move left/right.

Start button	Press to pause during play.
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STARTING THE GAME

Use this information to jump right into the action.

- Press Start to advance to the Title screen.
- Press Start to access the Menu.
- Use the D button to select Start.
- Press any button to begin.



Menu screen

OPTIONS

Options allow you to tailor the game to your playing style.

- From the Menu use the D button to select Options.
- Press any button to advance to the Options screen.



Option screen

- Use the D button to select the setting to be changed.
- Change setting by moving the D button left/right.

Level - Choose from Normal, Difficult, and Game Master.

Sound test - Allows you to hear sounds from the game.

Control- Configures the joypad.

Exit - Select this option and press any button to return to the Menu.

PASSWORD

Passwords are given on the Game Over screen when all of Rick's lives have been used. The password will bring you to the beginning of the last completed level. Write it down!

- From the Menu use the D button to select Password.
- Press any button to advance to the Password screen.
- Move the D button Up/Down to highlight segments of the password.
- Move the D button Left/Right to cycle through password choices.
- After entering the password use the D button to select Game Start.
- Press any button to begin the game.
- Entering an incorrect password will return you to the Menu.



Password Screen



MONSTROUS MOVES

With the mask Rick's more than the average dude. Endowed with eerie powers, the Rickster is bad and buffed. Check out these moves.

Pick up weapons

Move above the weapon. Hold the D button down.

Slide kick

This move takes practice. Hold the D button diagonally in the direction you want to jump. Press the A or C button to jump. Just when Rick hits the ground press the B button to attack while holding the D button diagonally the direction Rick is moving.

Punch

Press the B button.

Low Kick

Hold the D button down and press the B button.

Jump Kick

Press the A or C button to jump. In the air press the B button to kick.

From the journal of Dr. Mueller: "I have begun to notice strange things in the woods. I have become uneasy. Today I cataloged all the potential weapons in the house. Not very impressive I'm afraid. At times like this I wish I had shown a keener interest in hunting."

"**Pipe** - Left over from remodelling, it could make a handy bludgeon.



"**Bone** - A gift from a paleontologist friend. This fossilized leg bone is a hard hitter.



"**Chainsaw** - I suppose this can cut more than firewood.



"**Shotgun** - I managed to find eight shells, I hope that will be enough.



"**Potassium bomb** - I have a small quantity of potassium placed in glass vials. When broken they will explode and burn."



DOCTOR MUELLER'S GUIDE TO BEASTS

From the Journal of Dr. Mueller: "I had mentioned in earlier entries of seeing 'strange things' in the woods. These 'things' are monsters. I can't believe my luck. This is a tremendous chance to capture and study these creatures. I have made notes based on my observations. I don't understand how the mask fits into all of this, but I'm sure there is a connection.

"Zombie: These shambling creatures literally drool rotting flesh. Indeed, they are as pleasant to smell as they are to see.



"Screaming Mimi: Fascinating creature. There seems to be several types leaping about the woods. They all emit a piercing scream. Jack and I have set several traps to attempt to capture one for closer study.



"Ghoul: I saw one of these creatures in the old sewer. It appeared to be related to the zombie creature, but without the red ooze. Yet it retained the pleasant feature of drooling ropes of rotting flesh."



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.
- 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.



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