

SEGA™

GENESIS™

ACTIVISION™

SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

ACTIVISION, INC.
P.O. Box 67001 Los Angeles, CA 90067
© 1994 Activision, Inc.

Printed in U.S.A.



radical

REX™



INSTRUCTION MANUAL

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

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.

Epilepsy Warning
READ BEFORE USING
YOUR 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 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.

TABLE OF CONTENTS

REX AND THE HEX	2
STOP SKRIITCH'S HEX!	4
GETTING STARTED	4
RADICAL MOVES	8
REX CHECKS	9
PICKING UP DINO-MIGHT	10
REX'S CREW	11
SKRIITCH AND HIS EVIL DOINGS	12
MAKIN' TRACKS ON DINO TURF	16
STRATEGY HINTS	21
CREDITS	22

REX AND THE HEX

For millions of years dinosaurs had cruised the prehistoric party-lands, doing cool dinosaur-like things in perfect harmony. Primordial life was totally kick-back – skateboardin', groovin', chowing down at all-you-can eat salad bars and just hangin' out. Living in the dino-world was as awesome as a high-speed board-jump through the freshest half-pipe! Way cool.

But then one day... out of nowhere – like a sideways board-slide... came the MAMMALS!

At first it seemed that these mammal-types were just little furry nuisances that occasionally had to be wiped from under your feet. No sweat – skateboardin' did get a little bumper, but there was no major change in the lifestyles of the hip and happenin'. So the dinos partied on...

Until the day Skriitch showed up. Skriitch, a funky-lookin' mammal with magical powers, busted out of the frozen wastes to carry out his master plan: to reduce all dinos to ZIP so that mammals could rule the earth! Not

exactly a cool deal for the righteous reptilian race.

Skriitch jetted through the once kickin' lands using his sorcery to zap the doomed dinos with his horrible hex. With a wave of his hypnotic wizard staff, Skriitch placed most of the dinosaurs in the land under his nightmarish command. Brutal!... If Skriitch continues spreading his evil magic throughout the rest of the dino-lands, the prehistoric world will be hating life!

With dinosaurs doing Skriitch's dirty work, the land before time was almost out of time – but one young dino-dude was too hip to fall under the sway of Skriitch's magic. Radical Rex, the raddest, baddest dinosaur on prehistoric pavement, keenly out-smarted the evil wizard's mortal curse.

So now Rex must take on the grim guru before he gets to the rest of his dinosaur buds... and most importantly, to his dino-darling Rexanne! Will the Mesozoic bad boy be able to "ex" that hex – or lose his main squeeze and the entire dinosaur race to the sinister

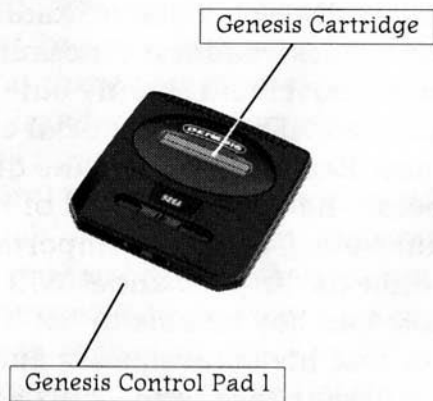
sorcerer Skriitch? Radical Rex – the dinosaur world's last hope for restoring prehistoric partying.

STOP SKRIITCH'S HEX!

Whether the result of a calculated dino-move or just plain luck, it's up to Rex to defeat the power-hungry Skriitch – and to save Rexanne and the dinosaur race from extinction. You must help Rex thrash through dangerous prehistoric worlds to defeat the evil Skriitch – before it's too late!

GETTING STARTED

Starting the Game



1. Connect your Genesis System to your TV and plug in Control Pad 1.
2. With the power switch OFF, insert the Radical Rex cartridge into the cartridge slot and press it down FIRMLY.
3. Turn on your TV or monitor, and then turn on the Genesis.
4. The License and Sega screens will appear, followed by the Radical Rex preview and title screen.

(Note: You can interrupt the game preview at any time by pressing START on your Control Pad to bring up the title screen.)

1 PLAYER:

A 1-player game is already selected; press the **START** button to begin.



2 PLAYERS:

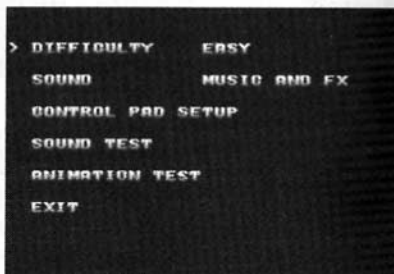
Use the **D** (directional)-**Pad** to move the cursor down to "2 Players" and

press the **START** button on your controller. Before each turn, the screen will let you know who's up next. Press **START** again to continue.

Game Options

To change the game settings before playing; use the **D-Pad** to move the cursor to "OPTIONS" on the title screen, and then press the **START** button. The

Options Menu will appear on the screen. Use the **D-Pad** to select the setting you want to change.



DIFFICULTY — Choose from three difficulty settings: Easy, Medium or Hard. Use the **D-Pad** left/right to scroll through your options. (Note: The game defaults to the Easy setting.)

SOUND — Use the **D-Pad** to set your sound preferences for play during the game; you can set both **Music and FX**, **FX Only**, **Music Only** or **None**.

CONTROL PAD SETUP — You can assign Rex's moves to just about any button on your controller. Use the **D-Pad** to move the cursor to "CONTROL PAD SETUP" and press any button. A list of moves will appear on the screen followed by the button that is currently assigned to each.

Use the **D-Pad** to move the cursor next to the move you want to assign. Then, press the button you want to assign the move to on your controller. Use the **D-Pad** again to move the cursor down to the next move you want to assign.

Press the **START** button to exit the Control Pad Setup mode when you are done. (See the Radical Moves section for the default Control Pad setup.)

SOUND TEST — Get an early earful of the audio in Rex's dino-mission. Press the **D-Pad** up/down to "Play sound" or "Play song," left/right to scroll, then any button to hear the sound you selected. (Press **START** to exit.)

ANIMATION TEST — This option lets you get a preview of Rex's cool animations. Use the **D-Pad** left/right to scroll through the animations. Then, press **START** to exit the animation mode.

Move your cursor down to "EXIT" and press the **START** button to exit the Options Menu and return to the title screen.

RADICAL MOVES

(Note: The following controller operations refer to the default button settings. See "CONTROL PAD SETUP" in the Options Menu to change your controller settings.)

Walk/Ride/Swim/
Climb/ Swing

Pause/Resume



Jump

Breathe Fire/
Trash Skateboard/
Blow Bubbles (underwater)

Kick

Roar (D-Pad Up + A button)

REX CHECKS

Rex's Health-o-Meter —

Measures Rex's life force.

Dino Egg Counter —

Keeps count of Rex's dinosaur egg collection for the bonus world— 80 dino eggs get you in.

Roar-Rater —

Shows how much roaring power Rex has picked up.






Fire-Tracker — Keeps track of Rex's fire-breathing potency.

Rex Chances — Shows you how many chances Rex has left.

Oxygen Gauge — Lets you know how much longer Rex can hold his breath underwater.

PICKING UP DINO-MIGHT

-  **DINOSAUR EGG** – Go on a dinosaur egg hunt – collect 80 and make it to the bonus world! Your screen displays the result of your egg hunting for each world. (The egg count will start over at the beginning of each world.)
-  **FIRE FOSSIL** – Pick up **Fire Fossils** to increase Rex's fire-breathing power. The more he picks up, the more burnin' his flame can do.
-  **FIREBALL FOSSIL** – Find a **Fireball Fossil** and give Rex's fire-breath a powerful new twist; Rex can use this magical form of defense until he is hit.
-  **ROAR FOSSIL** – Pick up enough **Roar Fossils** to blast out terrifying roars and leave them shakin' in their reptile boots!
-  **HEART FOSSIL** – Pick one up and restore Rex's health.
-  **REX CHANCES** – Gives Rex another chance as a dino-hero.

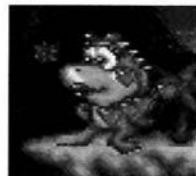
-  **AIR BUBBLE FOSSIL** – Looks like it's time to take a "breather."
-  **INVINCIBILITY FOSSIL** – Grants Rex invincibility for five seconds – just enough time to get past a dino-foe.
-  **PTEROSAUR PTAXI** – Hail one of these for a quick ride to higher ground.



TIKI TORCH – Light one up and mark your save point in the current world. When you lose a Rex life, start your next turn at the Tiki Torch (not at the beginning of the world).

REX'S CREW

Rexanne – Rex's Main Squeeze



The Rexettes – Rex's Jammin' Back-Up Babes

Dinovator – Rex's uplifting friend in the Dino Graveyard



Aqualung Fish – Rex's Swimming Pal

SKRIITCH AND HIS EVIL DOINGS



Skriitch – Spreads his evil sorcery to rid the earth of dinosaurs by turning the dinos against each other.

Triceratops – Fires an endless supply of fireballs from a horn on its head.



Saber-Toof – Patrols its turf with sharp claws and loud-mouthed roars.



Spikosaur – Shoots a layer of spikes from its ever-spiky body.



Leapsnake – Leaps around looking for a suitable meal to swallow alive.



Headbuttosaur – Uses its head to butt into everyone's business...

Bossasaur – Uses its size and an endless supply of fireballs to its advantage.



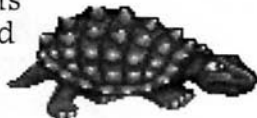
Piranha – Swims around craving a tasty dino-snack.

Speeder – Out-of-control speed is its only weapon.



Stingerfly – This fly is on a sting operation.

Hylaeosaurus – Uses its built-in protection and a flurry of fireballs to skin some dino-hide.





Burster – Explodes and splatters globs of goopy purple acid.

Pterodactyl – Circles the skies dropping rocks from above.



Puckersaurus – Puckers up to spit out a steady stream of fireballs.

Bullfrog – Attacks with a whip of his tongue.



Sucker Fish – Get too close and it'll suck the air out of you!

Ghoulie-bird – Don't let 'em spook you – or get near you...



Scorpion – Shoots out a weird poisonous venom from his tail.



Stiffceratops – Spits out bones – if it gets you, you're bummed.

Zomb-T-Rex – Likes to slam-dance – with or without a head.



Swamphorse – Bucks at anything in the way of its swamp-trot.



Crab – Skuttles about snapping its claws to pinch its prey.

Nose-Leech – Get a grip on yourself – or he will!



MAKIN' TRACKS ON DINO TURF

Walking/Riding

Rex struts his stuff on or off his board. Sometimes he'll find that his Tyrannosaurus tootsies supply him with the best form of transportation, while other times his board will give him the speed he needs to get him where he wants to go. But remember, Rex rides a skateboard, not a 4-wheeler, so if you try to skate where no board has gone before, you'll find yourself going on a very short ride.

Breathing Fire

Rex's roastin' ability can petrify the nastiest prehistoric monsters to a blackened crisp, but think fast— those bad boys can snap out of it and put Rex in the hot-seat before you know it. Watch the Fire-Tracker to see how much firepower Rex has picked up. The more Fire Fossils Rex picks up, the mightier the flame-breath he sports.

Kicking

The Rexmaster can kick up a storm— a dust storm, that is. Once Rex has fried one of his enemies, all it takes is one

swift kick to turn that crispy critter into a puff of dust. See ya! What's up next for the karate-king of barbecue?

Climbing and Swinging on Vines

Jump on a vine and Rex will be quick to hold on for his dino-life. Then, use the **D-Pad** to climb up or down the vine. Or, if climbing doesn't seem like the hip thing to do— do what swinging singles do... First, use the **D-Pad** (left and right) to gain some momentum, then jump off.

Swimming

Rex can only do the dino-paddle for as long as he can hold his breath. To get more air, there are three things Rex can do: 1) swim up for air, 2) grab an AIR BUBBLE FOSSIL, or 3) go suck a fish! The third option may not be common behavior for a cool dino like Rex, but the generosity of some fish makes it worth it. (Rex's Oxygen Gauge at the top of the screen will let you know how much swimming time Rex has left.)

Blowing Bubbles

When Rex is underwater, his fire-breathing capability turns into a dif-

ferent form of defense— bubble-blowing. (Well, what did you think would happen if you breathed fire under water?) Although this capability is not lethal, it will undoubtedly push aquatic enemies away to give Rex the swimming space he needs for a clean get-away.

Jumping

Rex can bust out with the coolest, raddest jumps on or off his board. Rex jumps higher than you would expect most dino-dudes to jump and can get even higher with a little help from his friends... Try combining his talents to show-off moves like the karate jump-kick. Excellent!

Roaring

A dinosaur isn't born with a powerful roar, it comes with experience. The farther Rex advances in his mission, the more opportunities he will have to improve his roaring power. Once Rex has the stuff that real dinos are made of, he can use his mighty mouth to blow away those Mesozoic meanies.

Trashing/Firing Skateboard

The Rexmaster may find himself in situations that call for some slick board maneuvers. He may need to ride his board to get to a certain point, then jump off in mid-air to land on his feet. Rex may find that trashing his board is the quickest way to solid ground. But Rex can also use his board to defend himself. So dinos, stand back— Rex may be armed and dangerous! (Note: If Rex chooses to trash or fire his board, it's trashed for good and he's gotta find a new one before he can hit the slopes again.)

REX TRACKS

Rex will have to jam through five different dino-worlds to rescue Rexanne and save his dino-buds from extinction! No sweat for the Rexster... But just when Rex thought it was safe to go back into the jungle – Rex has to make it back through all five worlds AGAIN!

Jungle Jam
Swamp City
Inner Works
Dino Graveyard
Skriitch's Forest
Skriitch's Forest 2
Dino Graveyard 2
Innerworks 2
Swamp City 2
Jungle Jam 2

STRATEGY HINTS

- Look for useful objects when searching for higher ground – they're sure to put a spring in Rex's step.
- If Rex's board supplies a quick lift but gets in the way of a footed landing, trashing it may be the only way to solid ground.
- Don't be so quick to dust off a char-broiled enemy, Rex may need a stepping stone to get where he wants to go.
- If the Leapsnake's got Rex down... his throat... start up the fireworks!
- You've gotta be light on your toes to light up a Tiki Torch...
- Give a new meaning to "board-thrashing" – take aim before you trash your board!
- Show the Dino-Graveyard Boss your fancy foot-work – up-side his head... then burn away the fleshy bones to finish him off!
- Here's the low-down on dodging the pesky Pterodactyl in Skriitch's Forest the second time around – find the lowest point and DUCK!

CREDITS

Produced for Activision by Tom Sloper
Director of Quality Assurance – Jon Doellstedt
Testing by Dusty Sorenson, Abe Heward,
Kenny Ramirez, Brian Clarke and Mike
Schneider
Director of Documentation – Mike Rivera
Player's guide written by Veronica Milito
Package by TDC Group
Rad Rex Illustration by Chris Dellorco

Design and programming © 1994 Beam
Software

Special Thanks to Alan Gershenfeld, Michael
Schwartz, Trish Wright and the Laserbeam
Development Team: Fred Milgrom, Adam
Lancman, Sue Anderson, Simon Dyer, Rod
Richards, Paul Baulch, Peter Litwiniuk,
Graeme Webb, Andrew Harvey, Andrew Scott,
Damian Borg, Joe Rimmer, Ian Malcom,
Natasha Power, Craig Duturbure, Marshall
Parker, Cameron Brown, Shane Collier, Steven
Scott, Gary Ireland

The Radical Rex character is a trademark and
copyright of Laserbeam Entertainment Pty.
Ltd.
Published by Activision under license.

Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user. However, to the original purchaser of a game prepared by Activision, Activision warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Activision, Inc. or to an authorized Activision dealer, and Activision will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF ACTIVISION. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL ACTIVISION OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

After the warranty period, a defective Activision cartridge may be returned to Activision with a check or money order for \$25 U.S. currency per cartridge for replacement (must be within one year of purchase). Activision Customer Service — (310) 479-5644.

PATENTS: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244;
Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826;
Singapore # 88-155; U.K. #1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending)

