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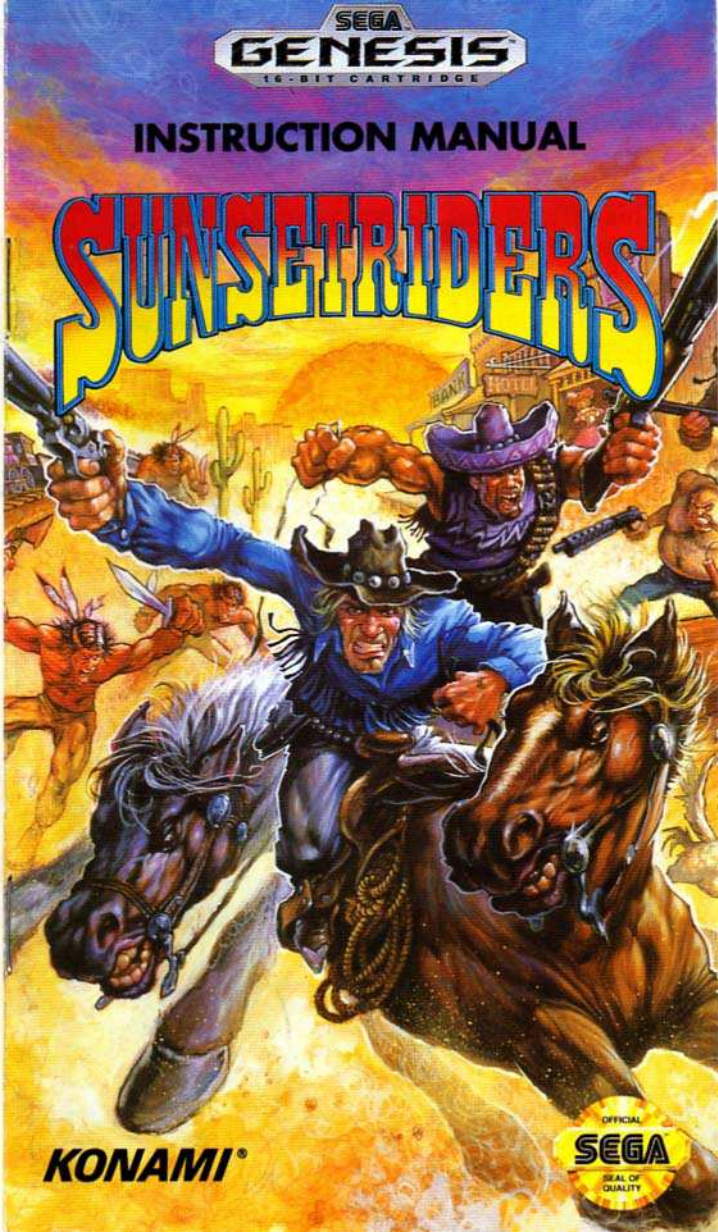
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

PRINTED IN JAPAN

SEGA GENESIS
16-BIT CARTRIDGE

INSTRUCTION MANUAL

SUNSETRIDERS



KONAMI®

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CONGRATULATIONS, HOMBRE!

You've now joined the two-man posse of sharp shooters out to rid the west of human vermin. Strap on your spurs, lock and cock your guns, then mosey on through these instructions.

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ENTER A TIME WHEN JUSTICE IS DISPENSED WITH REVOLVERS.



BILLY



CORMANO

The dusty badlands of the Wild West are crawling with more than just snakes, salamanders and prairie dogs. There's nasty vermin like the lowdown bandito Paco Loco, the bankrupt banker Simon Greedwell, and that dapper English diablo Sir Richard Rose. Each has a hefty price on his head. And there can be no peace in the valleys until the bounty hunters hit the trail.

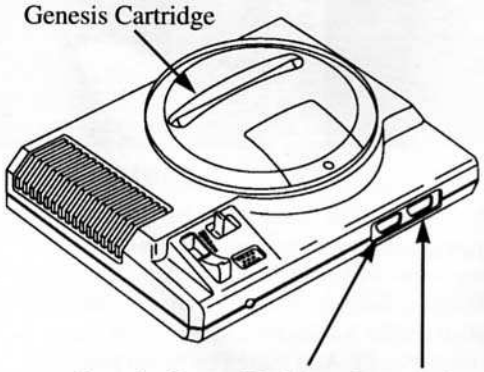
Billy, believed to be the fastest gun in the West, and Cormano, rifle marksman extraordinaire, are ready to ride. Their reward for success is cold, hard cash. Their reward for failure is a cold, hard tombstone.

HOW TO HUNT VARMINTS

Insert the game cartridge into the Sega Genesis System, then switch on the power. Press the START BUTTON to go to the Title screen, then use the D BUTTON to choose which mode you want to play. In the 1 Player mode you're a lone bounty hunter. If this is your choice, press the START BUTTON to go to the Bounty Hunter Select screen and then use the D BUTTON to pick Billy or Cormano. To begin the game, press the A, B, or C BUTTON.

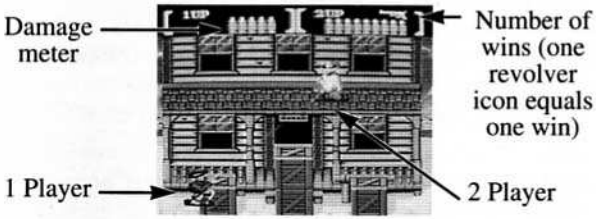
In the 2 Player mode a compadre can join you in the hunt. Press the START BUTTON to get to the Bounty Hunter Select screen and then use the D BUTTON to assign each player a bounty hunter. Press the A, B, or C BUTTON and the chase is on.

(**Note**: You can go from 1 Player to 2 Player mode in mid game simply by connecting a second controller and pressing the START BUTTON.)



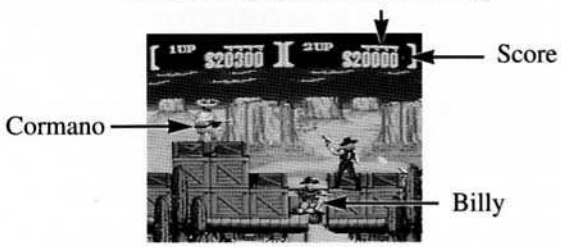
If you select Options first, you'll be able to adjust the difficulty level, the number of player lives and the control buttons, and you'll also be able to sample the game's sound effects. Use the D BUTTON to make any changes you want. To hear a sound effect make a choice with the D BUTTON then press the A, B, or C BUTTON. When you're finished making changes press the START BUTTON to exit the Options mode, and then press it again to start the game

DUELING BOUNTY HUNTERS: THE VERSUS MODE



The Versus mode allows you to practice your draw and gun fighting moves on each other. To play, first make sure both controllers are plugged in to the Sega Genesis System. Then assign each player a bounty hunter with a D BUTTON, then press the A, B, or C BUTTON. Now just aim and fire. Each hit you take reduces your damage meter by one unit. When the meter runs out, so do you. This is a best out of three round shoot-out. The loser has to sweep out the bunk house and scrub down the out house.

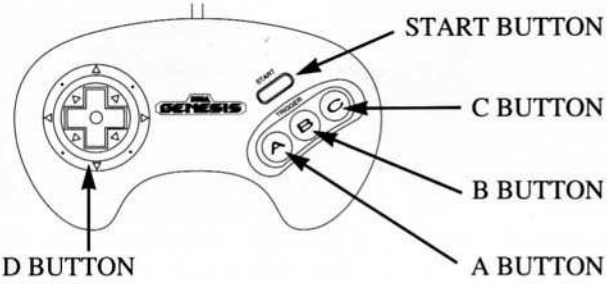
RULES OF THE RANGE



Once you're on the outlaws' trail, it'll take only one bullet or one hit from any other trap, enemy or obstacle to put you six feet under. When all of your lives are used up, you can hang up your guns or choose CONTINUE. If you want to keep going, you'll resume the hunt from the stage you were in last. The CONTINUE option can be used up to five times.

There's bonus bounty money and weapon power-ups all along the trail. Some are concealed in leather pouches, some are hidden behind doors. When you get hit you lose any weapon power-ups you may have already collected as well as some of your bonus money.

HOW THE WEST CAN BE WON: THE CONTROLS



START BUTTON
Press to start or pause the bounty hunt.

D BUTTON
Press to move in the desired direction and to aim your fire. Press up in front of a door to enter a building. Press down to crouch and to pick up dynamite.

A BUTTON
Press to shoot. Press to throw dynamite. Press and hold for continuous firing. Press while holding D BUTTON up to shoot up. Press while holding D BUTTON down to shoot down.
(**Note**: You will stop every time you shoot.)

B BUTTON
Press to shoot. Press and hold for continuous firing. Press while holding D BUTTON down to crouch and shoot.
(**Note**: You can continue moving while shooting.)

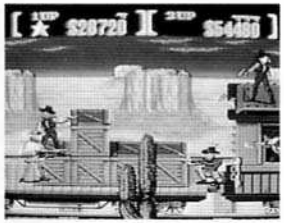
C BUTTON
Press to jump. Press while holding D BUTTON up to jump up to a higher place. Press while holding D BUTTON down to jump back down. Press while holding D BUTTON diagonally (between right and down) to slide.

CHECK OUT THE TERRAIN, TUMBLEWEED.



REECHFOREM GULCH

This once peaceful town served as a rest stop on a gold miner's trail. Then Simon Greedwell moved in and the corrupt tightwad cornered the market on underwear. Now he and his blackhats are forcing the townsfolk to shiver in their sleep.



THE CHATAHOOCHIE CHOO-CHOO

The Chatahoochie Line is a vital link between the frontier and the prosperous towns in the East. Unfortunately, that south-of-the-border slimeball Paco Loco has hijacked the 10:15 from Tombstone which happens to be carrying the Reechforem Gulch payroll and the year's only shipment of toilet paper.



T. P. CITY

The Indians of this village used to enjoy friendly relations with the settlers. But a serious translation error during the toast at a pot luck get-together caused hostilities to erupt. Chief Scalpen has led numerous raids on surrounding towns and he must be stopped.

POWDER KEG PINES & THE ROSE MANSION



Powder Keg Pines is a no man's land nestled in a valley just west of Reechforem Gulch. British bad egg Sir Richard Rose has been logging it illegally for wood to make cheap tourist souvenirs. He's holed up in the Rose Mansion on the other side of the woods.

FINDERS KEEPERS: ITEMS AND ICONS



BULLET

Adds rapid firing to your six shooter.

DYNAMITE

Very effective, but don't hold on to it too long.



GUN

Gives you additional two fisted firing.



LEATHER POUCH
Shoot this to reveal its contents. Could contain anything from a gun to money to dynamite.

COIN
Bonus reward money



STAR
Allows you to enter the bonus level at the end of the stage. Don't forget to grab this one!

THE WILD WEST'S MOST WICKED WORMS



SIMON GREEDWELL



PACO LOCO



CHIEF SCALPEN



SIR RICHARD ROSE

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 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.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076;
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Hong Kong No. 88-4302; Singapore No. 88-155;
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