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HOME
GAMING

MAD DOG IT

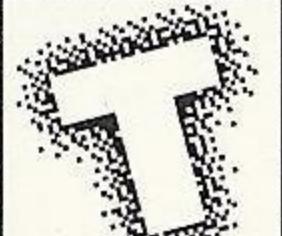
the Lost Gold™



AMERICAN
LASER GAMES, INC.

LIVE MOTION PICTURE ACTION

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

TEEN

AGES 13+

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 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.

WARNING: FOR 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.

HANDLING YOUR CD DISK

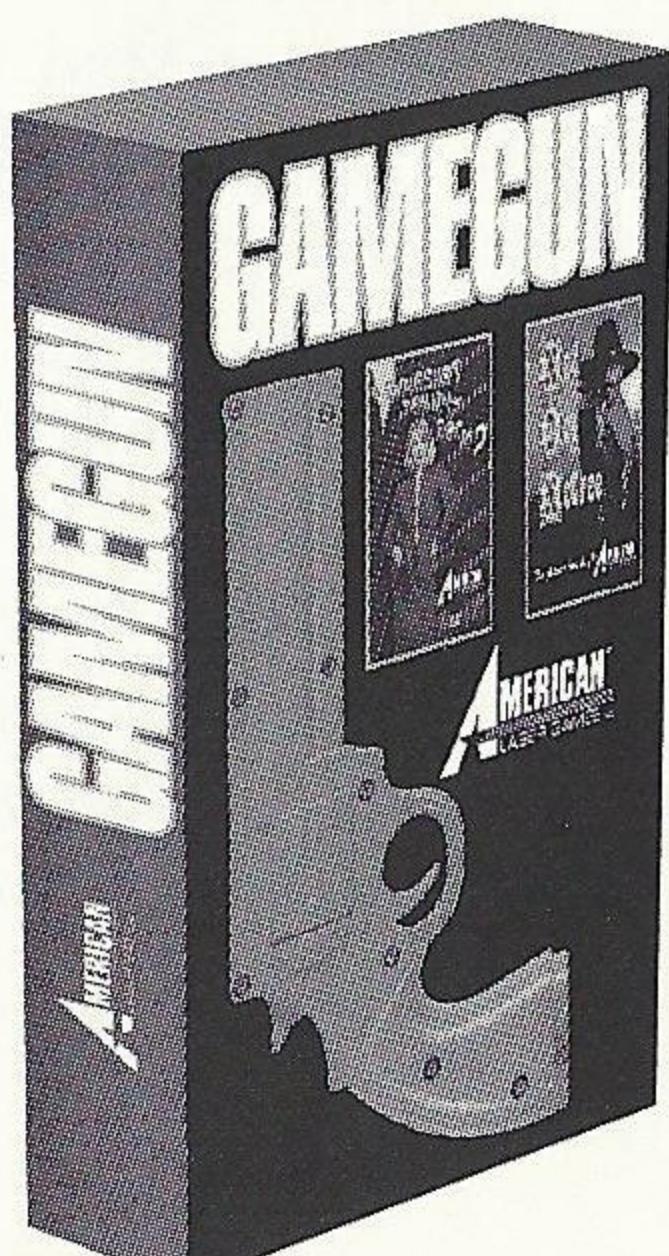
- The Sega CD Disc is intended for use exclusively with the Sega CD system.
- Handle it with care. Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.



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 CD™ SYSTEM.

MAD DOGT

the Lost Gold TM



The GAMEGUN™ is now available to provide arcade level shooting action for all American Laser Games shooting titles on the SEGA CD™ System.



PLAYING THE GAME

Find the prospector with the map before Mad Dog does. A guide will be necessary to help you discover the quickest trail to the treasure. Three guides are in town skilled enough to get you through one of three routes. "The Professor" will take you through the mountains and Mad Dog's men. "Buckskin Bonnie" can lead you through the Bad Lands and banditos. "Shooting Beaver" knows his way through renegade country. Remember, you must save your guide before they can help you. Discover the gold and return it to the mission before Mad Dog gets his hands on it.

THE ROCKIES

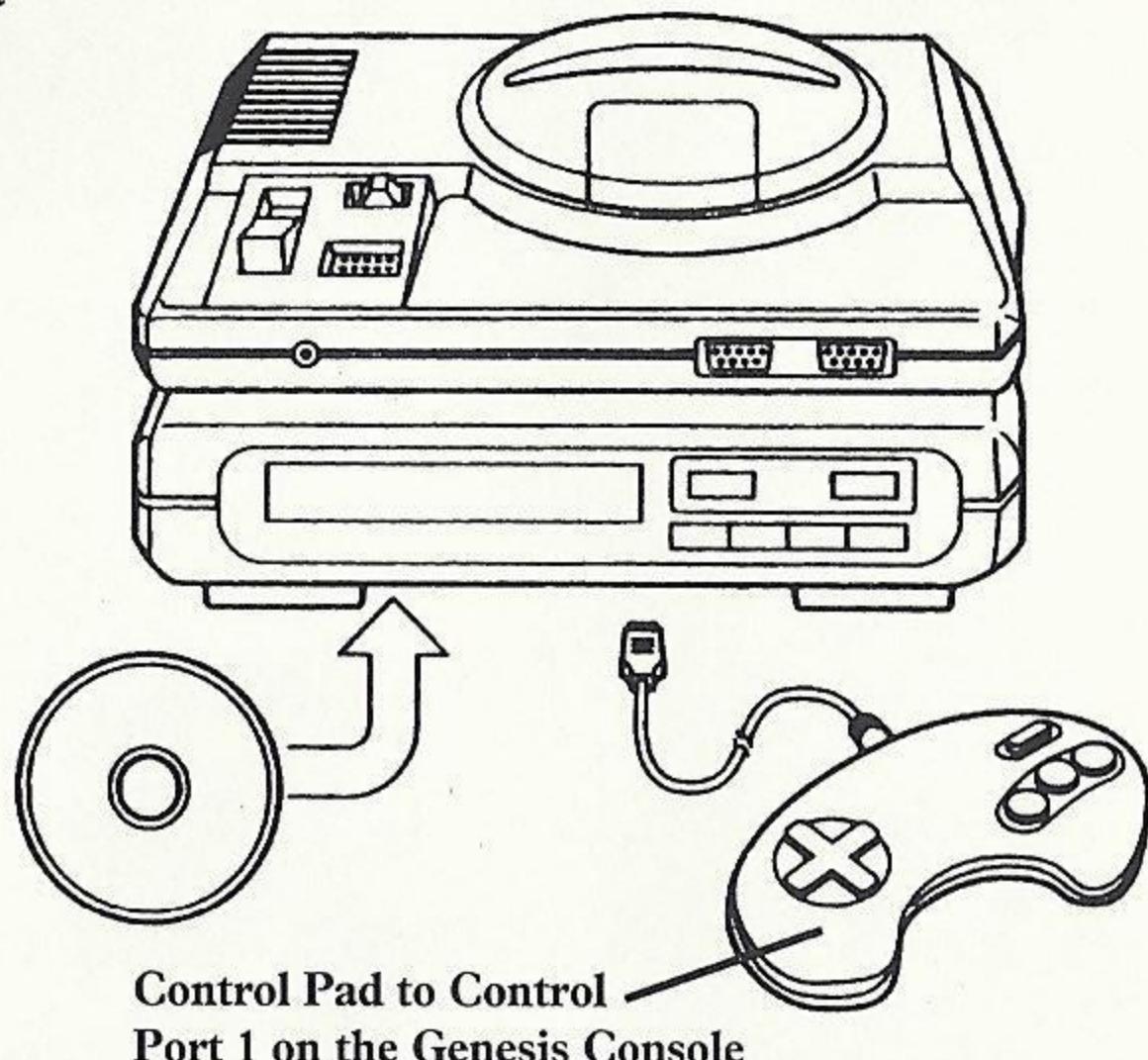
GAZETTE

Santa Fe August 1, 1868

A brawl broke out last week at Zeek's Saloon in Santa Fe over a treasure map. "Sidewinder", an old prospector, was said to be bragging about finding part of a map from a lost 16th century Spanish treasure. It's unclear exactly how the brawl started... from Sidewinder's debtors, perhaps uninvited words from a couple of misfits known to be Mad Dog's men. The old prospector has rekindled the legend of a lost Spanish treasure buried somewhere in the Rockies, containing enough gold to supply a sizable army. Sidewinder disappeared during the brawl, leaving behind not just a mangled saloon but the mystery of the truth of his story. If Sidewinder is telling it straight, we can only hope Mad Dog never finds Sidewinder and the gold, for this territory cannot withstand renegades, banditos and a Mad Dog army. The Padre in Santa Fe has made a plea; if the treasure is found, to return it to the mission to help the church serve the community.

GETTING STARTED

1. Connect your Sega CD and Sega Genesis™ systems and plug in a control pad into control plug 1. A control pad, GAMEGUN™, Menacer™, or Mega Mouse™ can be plugged into control port 2. Turn on your TV or monitor, and then turn on your Genesis.
2. Place the Mad Dog II The Lost Gold CD into the disc tray, label side up. Close the tray.
3. If the Sega CD logo is on screen, press Start to begin. If the Control Panel is on screen, move the cursor to the CD-ROM button, and then press Button A, B or C. The Sega screen appears.



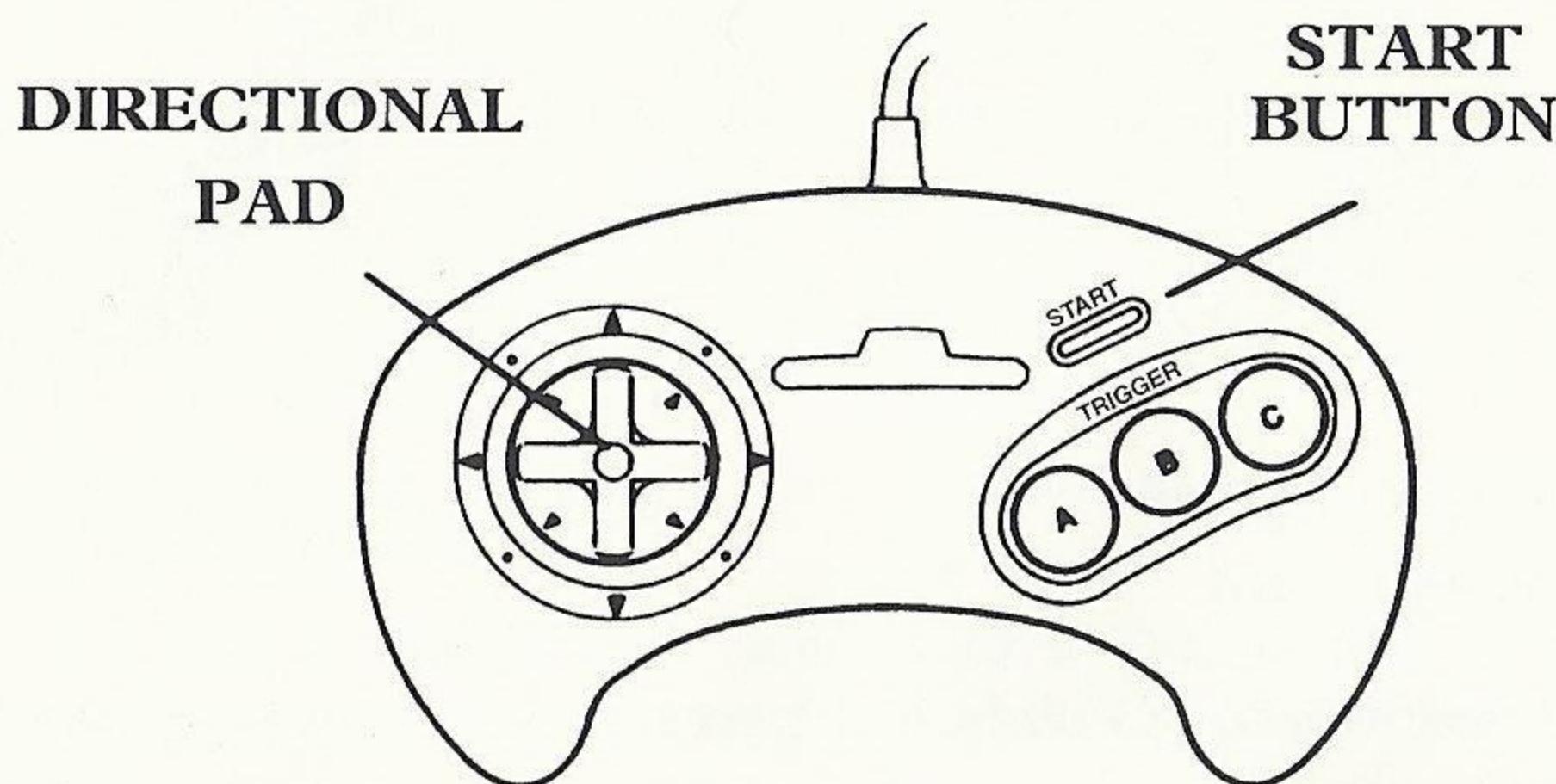
MENU SCREEN

The menu screen is reached from the demo loop by pressing the START button on the control pad in control port 1. The menu screen allows you to start the game for 1 player or 2 players; access the Calibration Screen; select the difficulty level Deputy, Sheriff, or Marshall; choose the control pad or other shooting device by selecting on each area with button A or pulling the trigger.

CALIBRATION SCREEN

Press button A on control pad, target the skull and pull the trigger. The gun is now calibrated; repeat if needed. Accuracy can be enhanced by changing the "Flash Color" that appears while playing when the trigger is pulled. Button C on control pad cycles through flash colors. Press button C and pull trigger off the screen to better detect screen flash color. Three flash settings are possible: blue, red, and white. TV monitor flash accuracy and color varies, select the screen flash setting that works best for you.

KNOWING YOUR CONTROLS



CONTROL PAD

Start Button:

- If the Sega CD logo appears after loading the disc, you can hit the start button immediately to begin the game review, or the system will automatically go into the game review after a 10 second pause. The game review mentions important hints and explains what the game is about.
- Starts game play. Hit the start button to get to the menu screen for player options.
- Pauses the game.

Directional Pad:

- In menu or calibration screen, used for selection.
- Aims your six shooter.
- When moved to the bottom of the screen, allows the gun to be holstered and reloaded.

“A” Button:

- When the gun is pointing into the screen, fires your six shooter.
- When the gun is pointing down, drops the gun into the holster for a reload.

“B” Button:

- Used to double the speed of gun movement.
- If “C” BUTTON is also pressed, speed is 8 times faster.

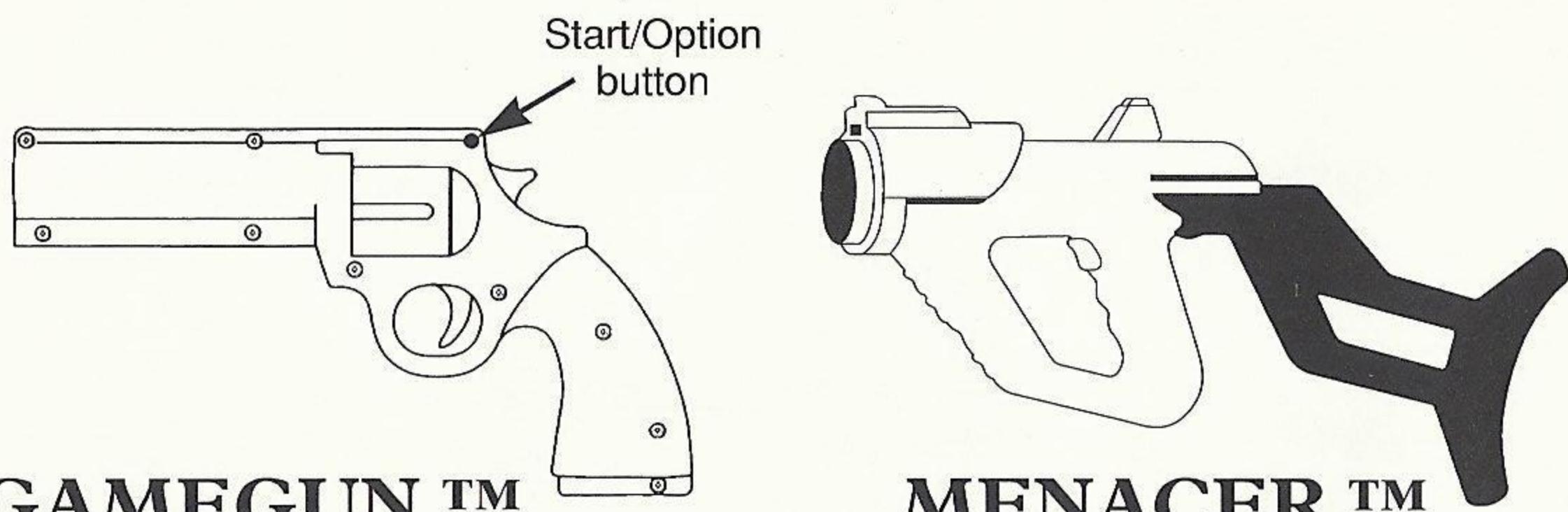
“C” Button:

- Used to quadruple the speed of gun movement.

Two Player Mode:

- When using two control pads for two player mode, player 1 is control pad 1 and player 2 is control pad 2. See general two player notes later.

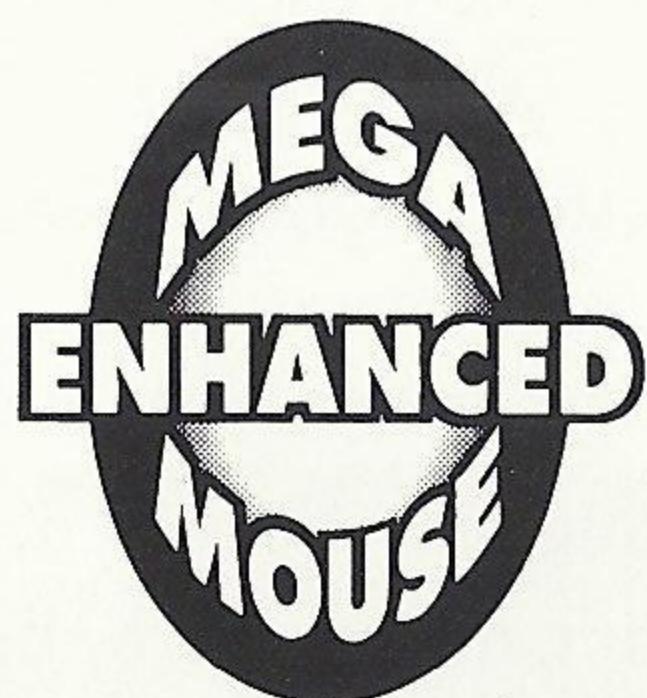
GENERAL GUN USAGE



GAMEGUN™

Highly recommended

- The gun fires where pointed on the screen as long as you have bullets.
- The FRONT bottom button can be used to pause the game with the Menacer™. The GAMEGUN™ has a start/pause button on the left side.
- Some video guns require using the control pad START button to pause or to view the menu screen.
- The guns work best when in the range of 5 to 12 feet from the television screen.
- The guns can be calibrated by selecting calibrate on the menu screen. To calibrate the gun, push "A" button on the control pad in control port 1. Aim the gun at the skull and press the trigger. Check the accuracy of the gun, and recalibrate if necessary. Use START button on the control pad in control port 1 to get back to the menu screen.



MEGA MOUSE™

- Moving mouse aims your six shooter.
- The left button on the mouse is used to shoot.
- The START button on the control pad in control port 1 is used to start and pause the game.
- Older Genesis models may experience Mega Mouse™ incompatibility. If incompatibility occurs, resort to using the control pad.

TWO PLAYER GENERAL

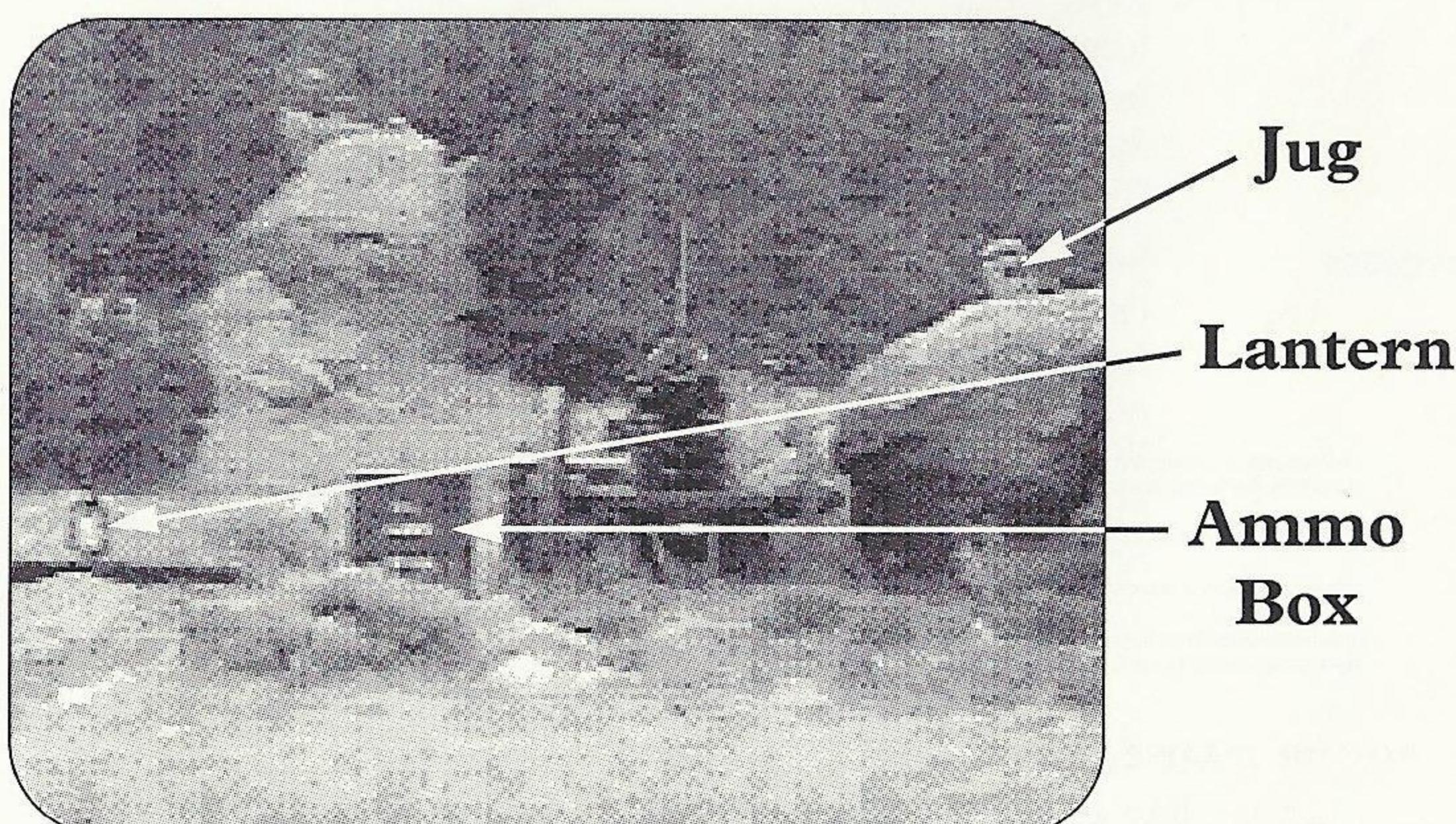
- Two player mode is an alternating style of play, each player plays until the undertaker says otherwise (one life is lost).
- The score for each player is displayed at the top.
- Between each player's turn, a screen will show which player's turn it is and ask that player if they are ready. The game will wait until the screen has been shot before continuing.

RESTART

- If you want to RESTART or go back to the MENU SCREEN for other selections, hold the A, B and C buttons down and hit start.

CLUES

- Remember your reward will be greater if you play through without losing more than two lives and don't have to use too many continues.
- Don't consider yourself a hot-shot until you can play through as a Marshall and rescue the gold..
- When this action scene appears during the game, you will need to be aware of the locations of various targets:



SEGA CD GAME DEVELOPMENT ACKNOWLEDGEMENTS

Programmers:

Durwin F. De La Rue
Tom Desmarais
Steve Stewart

Hardware Support:

Jimmy Martinez

Computer Graphics:

Jeff Baker
Gerardo Sprigg

Sound Effects:

Gino Rascon

ORIGINAL ARCADE PRODUCTION ACKNOWLEDGEMENTS

CAST

Mad Dog McCree	Rusty Dillen
Buckskin Bonnie	Kristen Greer
Padre	K.E. Bibeau
Professor	Clifford Voake
Prospector	Lee James O'Donnell
Stagecoach Driver	Ben Zeller
Shooting Beaver	Ruben Moreno
Barmaids	Siren Anderson Alisa Becerra Stephanie Flowers
Stunt Performers	Al Cantu Lori Dellen Rusty Dillen Joey Hamlin Jerry King Michael Pritchard Wally Welch
Renegades	Jorge Andrade Pat Hall Lewis H. Alexander Allan Joseph Frederick Lopez Marcos Martines Armando M. Ortego

New Mexico	Heidi Briscoe
Gunfighter's Assoc.	Lee H. Briscoe Joseph Caudinalli Angela Cork Tim Eddy Paul Kaveshan John R. Krizan Lisa Kay Krizan David Alan May Steven W. Nessel Jeannie Rice Dawn Sleeper Johnny L. Stults Mike Trompak Roy A. Ward
Undertaker	Carol Eason
Piano Player	Arthur S. Erickson
Senorita	Stephanie Flowers
Sheriff	Jim Jarocki
Stagecoach Driver	Tom Berto
Town Children	Tyra Dillen Katie Phelan
Villagers	Patti Grebe Teresa Rodriguez Katie Wells

SPECIAL THANKS TO:

Mr Gerald Blea, Cumbres & Toltec Railroad

Mr Glenn Hughes, Bonanza Creek Ranch

Mr J.W. Eaves Western Mule Town

Mr Tom Pelmore, The Pelmore Estate (mission set)

VERY SPECIAL THANKS TO:

Mr David Alan May, New Mexico Gunfighters Association

FILMED ON LOCATION AT CUMBRES & TOLTEC RAILROAD

BONANZA CREEK RANCH

J.W. EAVES WESTERN MOVIE TOWN

THE PELMORE ESTATE (MISSION SET)

ORIGINAL ARCADE PRODUCTION ACKNOWLEDGEMENTS

(Cont)

Game Programmer Pierre Maloka	Executive Producer Robert Grebe	Game Design Robert Grebe
Director David O. Roberts	Writer Ben Zeller	Randy Quick Barry Kirk Dave Roberts
Art Director Kylene Wing	Director of Photography Barry Kirk	Producer/Assistant Director Les Wells
Art Director Assistant Miki Edelman	Key Grip Mike Lamb	Painter/Carpenter Jorge Andrade
Stylist Nancy Harvin	Best boy Bob Willis	Printers Patt B. Garcia Lyn Osburn
Props Assistant Mary Jindrich	Gaffer George Welch	Carpenter (cave) Chris Dowling Jerry King Ben Zeller Carl Zeller
Wardrobe Carolyn Fleming	Electrician John Stearns	Paramedic (Chama) Lisa Collier
Wardrobe Assistant Lori Dillen	Production Assistant Jon Dwyer	Paramedic (Bonanza Creek Ranch) Greg Sandoval Terrel Treat
Seamstress Kathy Rice	Gun Wrangler Utah Conner	Paramedic (J.W. Eaves Western Set) Henry Towles
Make-up/Hair Merle Dean Sanchez	Craft Service Linda Pate	Office Manager for Southwest Productions Rebecca Beall
Make-up/Hair Assistant Gina La Mendola	Catering (Chama) Evergreen Catering	Assistant to Mr. Wells Michele Scutti
Stunt Coordinator Rusty Dillen	Catering Redi to Cater	Engineer Steve Denning
Special Effects Coordinator Dieter Sturm	Vehicles (Chama) Wayne Elliott Lindsay Elliot	Gun Wrangler Assistants Steve Haro Paul Senych
Special Effects Foreman Yvonne Sturm	Honeywagon Operator Bill Saylor	
Special Effects Construction Bart Slade	Script Clerk Peggy Durkin	
Sound Recordist Eric Williams	Livestock Tim Carrol	
	Wrangler Tom Berto	

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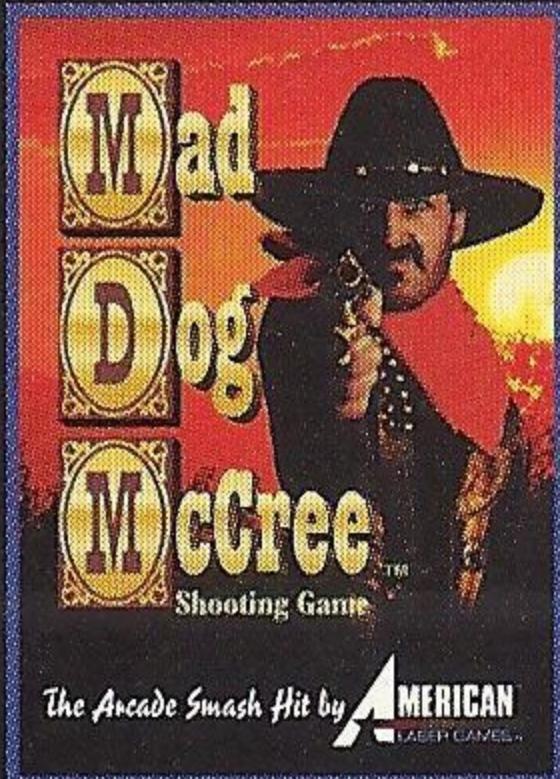
Live Motion Picture Action



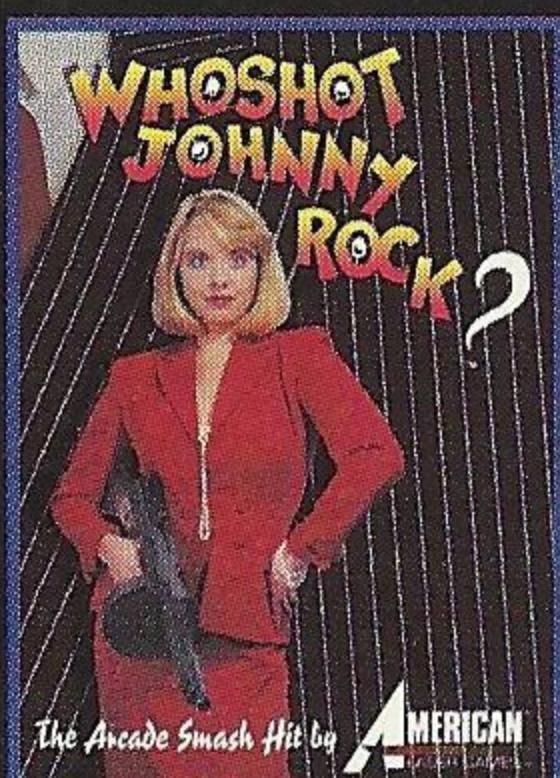
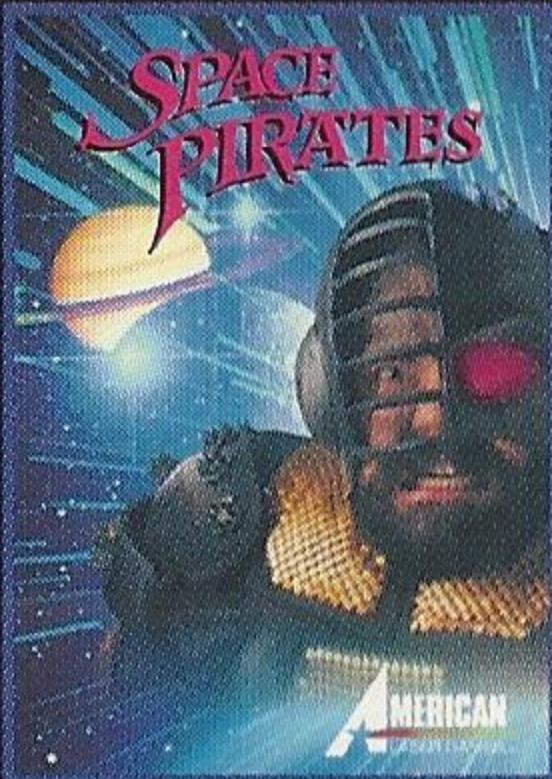
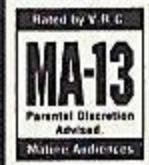
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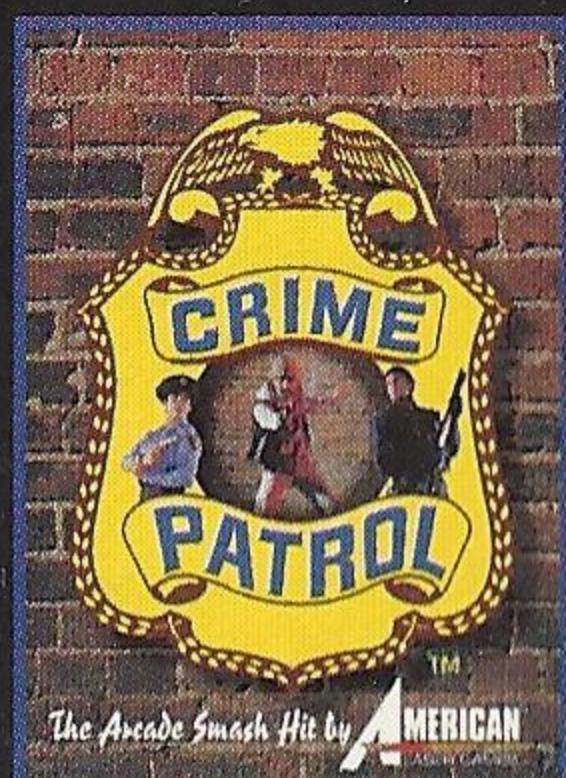
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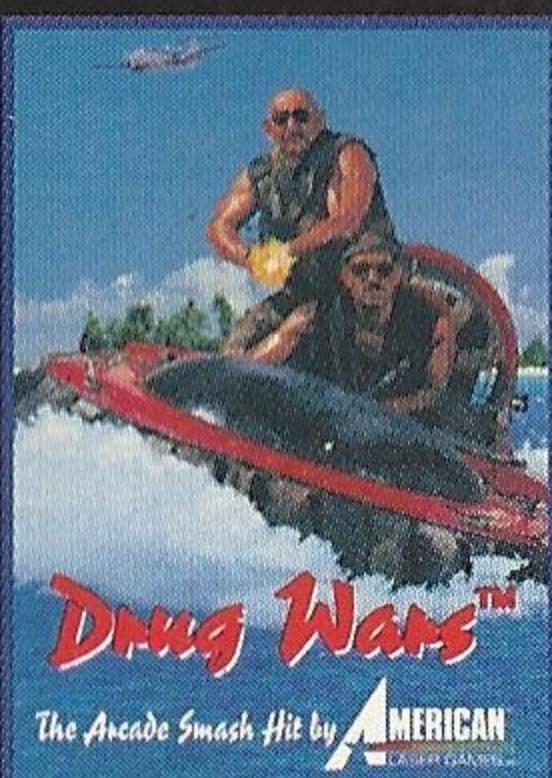
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