

INTENSE SPORTS GAME FROM SEGA!

DAVID ROBINSON'S SUPREME COURT™



A hot baseline jumper.



Monster slam



Reverse slam



Sky hook slam



Pile driver

PLAY ABOVE THE RIM!

In this game, every dribble, pass, foot-flashing run and elbow-pumping fake is real—all digitized from real basketball. 24 different shots from jumpers to slams, unbelievable speed and rim-rattling sound effects make this the tops in hoop-bending action. Robinson proves his case with two-handed monster slams and awesome not attacks.

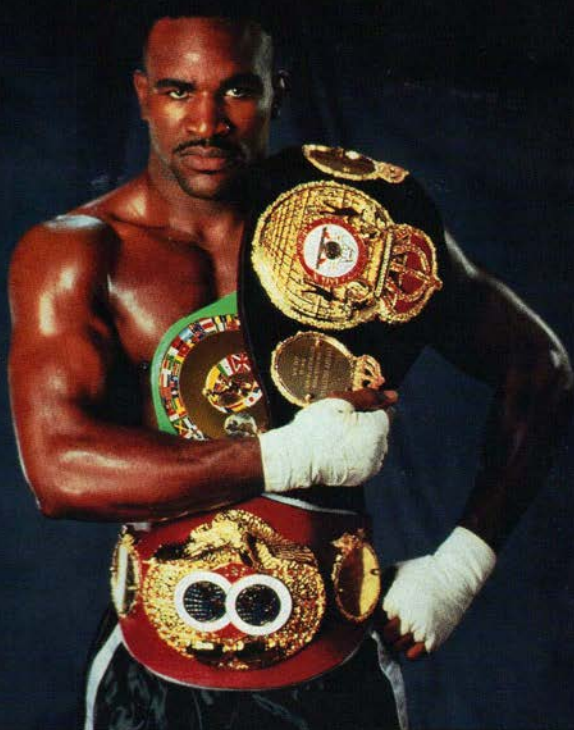
- 3 on 3 or full tilt tournament action.
- Pick up a killer squad from a 20 player draw of slam specialists, board crashers and fast-breaking ball stealers.
- Catch the Admiral's color commentary at the breaks.

1 OR 2
PLAYERS AT ONCE

672-0811

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)

SEGA
GENESIS
16-BIT CARTRIDGE



Evander "REAL DEAL" Holyfield's Boxing™

INSTRUCTION MANUAL

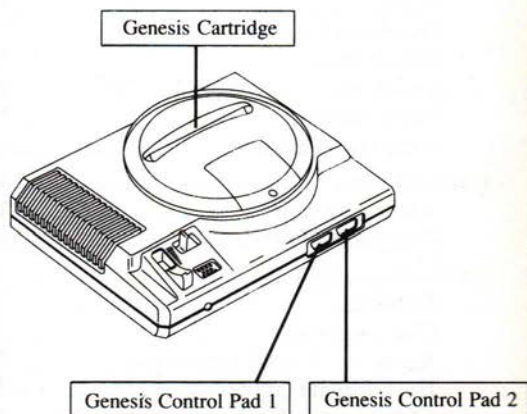
Contents

Starting Up	2
Put Your Gloves on "The Real Deal"	3
Take Control!	4
Menu Screen Controls	4
Boxing Controls	5
Quick Start	6
Fight Night!	9
Button Controls	10
Energy	11
Overhead Cam View	12
Round Time	12
Knockout!	13
Pause Game	14
"And the Winnah Is . . ."	15
Career Boxing	16
Starting a Career	16
Creating a Boxer	17
Promoting a Fight	20
Training	21
Challenge Fights	23
Aging and Forced Retirement	23
The Ultimate Fighter	24
Simultaneous Careers	25
Game Menu Screens	26
The Main Menu	26
Career Mode	26
Exhibition Fight	28
The Greatest	28
Options	29
Fight Record	31

**For game play help, call
1-415-591-PLAY**

Starting Up

1. Set up the Genesis System and plug in Control Pad 1. For 2 Player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Insert *Evander Holyfield's "Real Deal" Boxing* game cartridge into the console and press it down **firmly**.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press **Start** when the Title screen appears.



Important:

- If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis System is set up correctly and the cartridge is **firmly** inserted in the console. If the system is connected to a TV, make sure it's tuned to the correct channel (3 or 4). Then turn the power switch ON again.
- Always make sure the power switch is OFF before inserting or removing the Genesis game cartridge.

Put Your Gloves on "The Real Deal"

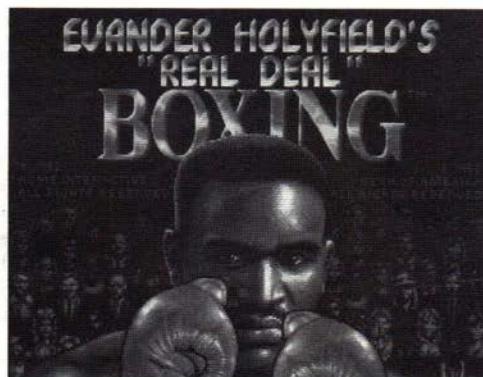
The bell gongs and you dance forward, gloves up. You hardly see the crowd packing the house in the haze beyond the ring. You barely hear the ref call "Box!" You're staring at your opponent.

He is the ultimate fighting machine. Steady dark eyes that see your punches before you throw them. Massive shoulders sloping into rock-hard muscles. Arms as long as ring ropes, ending in \$50 million fists.

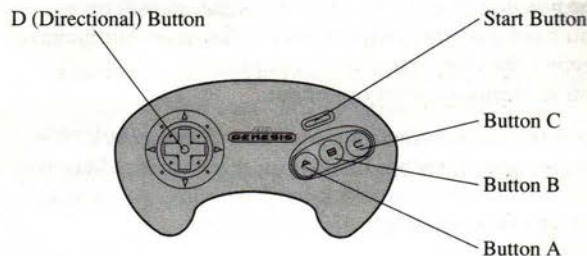
His red gloves come up. He feints, jabs twice with his left, moves in closer. Your hands edge to the right, protecting your face. Wham! A solid right hook slams into your left jaw. You backpedal, throwing a flurry of shots as you retreat.

This is just the beginning. It's going to be a long 12 rounds. If you can go the distance.

The hours of training, the hard fights, the will to win . . . they were all worth it. Because now you're challenging the best — the very best — fighter on earth. World Heavyweight Champion Evander Holyfield!



Take Control!



Menu Screen Controls

Start Button:

- Brings up the Main Menu on the Title screen.
- Exits from one menu or sub-menu screen to the next.
- Starts the game from the Boxer Selection screen.
- Pauses the game during play, and then either resumes or quits the game.
- Exits the Bout Results and Training screens.

D-Button:

- Moves the selector on menu and sub-menu screens.
- UP/DOWN scrolls through the boxers on the Boxer Selection screen.

Buttons A, B and C:

- Bring up the Main Menu on the Title screen.
- Exit from one menu or sub-menu screen to the next.
- Move the highlight on the Boxer Selection screen.
- Select or cancel a training choice on the Training screen.

Boxing Controls

D-Button:

- RIGHT/LEFT moves a boxer forward or backward.
- UP/DOWN and away from your opponent circles your boxer backward.
- DOWN makes a boxer get low to deliver body blows.
- UP makes a boxer straighten up.

Buttons A, B and C:

• SET 1:

Left jab	A
Left hook	A + D-Button toward opponent
Left uppercut	A + B
Right jab	C
Right hook	C + D-Button toward opponent
Right uppercut	C + B
Block	B
Taunt your opponent	A + B + C

• SET 2:

Left jab	A
Left hook	A + D-Button toward opponent
Left uppercut	A + B
Right jab	B
Right hook	B + D-Button toward opponent
Right uppercut	B + C
Block	C
Taunt your opponent	A + B + C

• SET 3:

Left jab	D-Button LEFT + A
Left hook	D-Button LEFT + B
Left uppercut	D-Button LEFT + A + B
Right jab	D-Button RIGHT + A
Right hook	D-Button RIGHT + B
Right uppercut	D-Button RIGHT + A + B
Block	C
Taunt your opponent	A + B + C

Note: Your boxing controls will be Set 1 unless you change them on the Options menu. See page 29.

Quick Start

Use this Quick Start to get right into your first fight. You'll play a 1 Player game against the computer, or 2 Player competition, using Set 1 boxing controls (listed on page 5). Go on to the later sections of this manual when you're ready to follow "The Real Deal" into a genuine, million-dollar (or more) boxing career!

1. Watch the opening screens.

These screens include hot facts about Evander Holyfield's career, followed by a game demo. All you have to do is turn on your Genesis, sit back and relax.

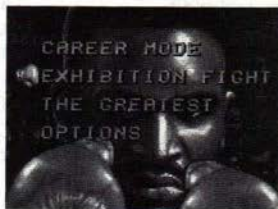
2. Press the Start button.

Doing this brings up the Main Menu. If you press **Start** during a demo fight, you'll go to the Title screen. Press **Start** again to get to the Main Menu.

Note: On most menu and sub-menu screens, you can also press **Button A, B or C** instead of the **Start** button.

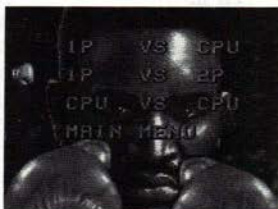
3. Choose Exhibition Fight.

On the Main Menu, press the **D-Button DOWN** to move the boxing glove to the Exhibition Fight option. Then press **Start**.



4. Choose a player mode.

On the Play Mode screen, move the boxing glove to either 1P VS CPU (to play against the computer) or to 1P VS 2P (for 2 Player competition). Press **Start** to go on to Boxer Selection.



5. Display your boxer with the D-Button, and then press Start.

Player 1's boxer choice is on the left on the Boxer Selection screen. Press the **D-Button UP/DOWN** to scroll through the fighters. Career information about each fighter appears with his picture.

Player 1 Boxer

Computer/Player 2 Boxer



Rounds Selection Line

The bars below the picture show the boxer's power, stamina, speed and defense levels. No two fighters have the same balance of skills, though some will be more evenly matched than others.

For your first fight you might pick a contender like J.D. LeForge. He's a good all-around fighter with fairly equal skill levels, though he's strongest in power and defense. He hits hard and can take a lot of punishment in return before he goes down.

When you see the boxer you want, press the **Start** button. The highlight selector will move to the other boxer on the right.

6. **Display an opponent with the D-Button, and then press Start.**

The fighter on the right is your opponent (either the computer's or Player 2's boxer). Scroll through these challengers by pressing the **D-Button** UP/DOWN.

Look for an opponent who's ranked somewhat higher than your boxer. (Boxing ranks appear at the top of the screen.) By challenging someone who's more skilled than your boxer, you'll always fight to the best of your abilities.

Also, the opponent's skills should offer a good foil to your fighter's skills. For example, C.M. Berfield is a good match for J.D. LeForge. With his higher stamina and speed, Berfield can withstand the beating he'll take from LeForge's powerful punches.

Press **Start** when you see the boxer you want. The highlight will move to the Rounds Selection line.

7. **Set the number of rounds you will fight.**

The number of rounds in the bout is set at three. But you can choose any number of rounds from 1 to 12 in Exhibition Fight mode. Change the setting by pressing the **D-Button** RIGHT/LEFT.

8. **Press Start to begin the bout.**

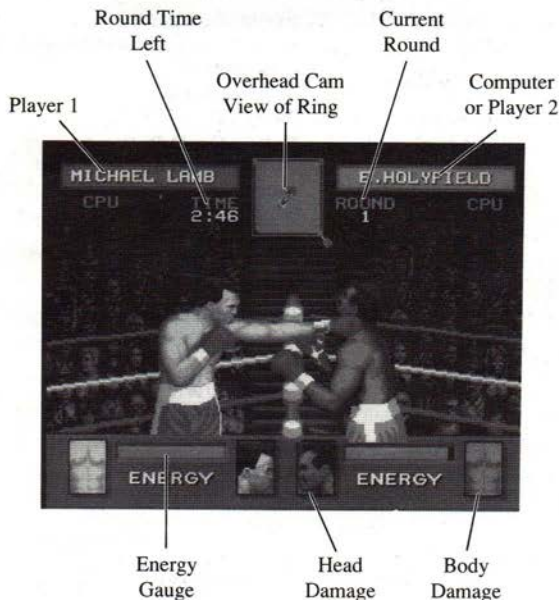
Pressing **Start** takes you to the ring. Pressing **Button A, B** or **C** moves the highlight selector back to Player 1's boxer, and gives you the chance to change your selection.

From this point on, use **Button A, B** or **C** to move the highlight from one option to the next, so you can change them if you want. Press **Start** when you're ready to begin the fight.

Note: When you see the flashing message "Press Start to Quit," you can press **Start** to return to the Title screen.

Fight Night!

The main event starts with a rundown of the contenders' fight records. And there's the bell! The two sluggers square off, and whatever happens next is up to you!



Button Controls

The button controls give you an almost unlimited range of punches and combinations. The Set 1 controls below are in effect when you first play the game.

SET 1 BUTTON CONTROLS

Left jab	Button A
Left hook	Button A + D-Button toward opponent
Left uppercut	Buttons A + B
Right jab	Button C
Right hook	Button C + D-Button toward opponent
Right uppercut	Buttons C + B
Block	Button B
Taunt opponent	Buttons A + B + C

D-BUTTON CONTROLS

Move forward/back	Press RIGHT/LEFT
Circle backward	Press UP/DOWN + away from opponent
Crouch	Press DOWN
Straighten up	Press UP

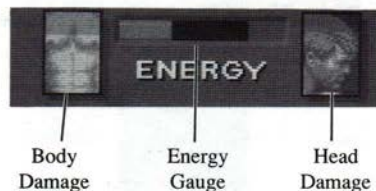
Note: Try all three sets of button controls to find the one that suits you best. For details, see page 29.

Hints from "The Real Deal"

- A jab is a powerful straight punch. Stay at arm's length and throw two or three quick jabs with the same hand. This gets your opponent blocking on one side. Then follow through with a lightning jab or hook to his undefended side. Like this: left . . . left . . . right!
- Crouch and pummel your opponent with body jabs. When he bends to block your punches, quickly straighten up and hit his undefended face with an uppercut.
- Keep your guard up. Always block when you're not attacking. Don't leave your face or body open.

Energy

Energy indicators at the bottom of the screen show how each fighter is holding up.



Energy Gauge:

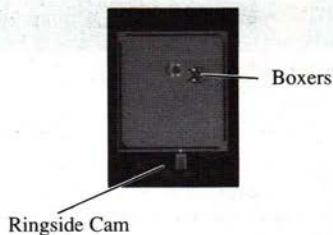
- The Energy Gauge shows a boxer's overall energy. The red and black bars in the gauge decrease as the fighter tires.
- The red bar shows a boxer's immediate energy. The more stamina he has, the faster the red bar recovers when he's not taking punches. If the bar disappears, the fighter falls to the mat.
- The black bar measures a fighter's ability to take punches. The shorter it gets, the fewer punches it takes to knock the fighter down.
- The black bar can recover somewhat as the boxer rests between rounds. The red bar cannot recover beyond the length of the black bar.

Body and Head Damage:

- The Body and Head Damage indicators turn gray from the top down as a contender takes blows to those areas. The indicators can recover energy between rounds.
- When either indicator turns completely gray, it starts flashing. The boxer is now too damaged to continue the fight. As soon as he takes a few more punches, the referee will end the bout and call a TKO.

Overhead Cam View

In *Evander Holyfield's "Real Deal" Boxing*, you're in the ring! You're circling in incredible 360° action, pummeling your opponent from corner to corner, or getting blocked yourself up against the ropes.



Keep track of your ring position by glancing at the Overhead Cam view at the top of the screen. You'll see the two fighters in the ring. You'll also see a ringside camera that follows the boxers' moves around the canvas. Your screen view is always the same as the view from the ringside cam.

Round Time

Each round lasts three minutes. If the boxers get in a clinch, the referee will call "Break!" The clock keeps running while the opponents step back. When the ref calls "Box!" you can start slugging again.

Hints from "The Real Deal"

- Jabs land on air when you're fighting in close. Instead, throw hooks or uppercuts.
- Avoid clinches by stepping back or circling backward. Keep your opponent off-guard with a flurry of hooks, and then follow through with a hard straight jab or two as you backpedal.

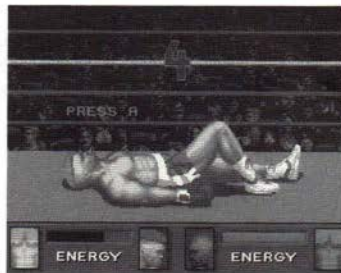


A bell signals the end of the round, and the contenders retreat to their corners. Statistics for both fighters appear after each round. You'll see the number of punches thrown in the round, the number that connected, and the percent that landed. Both fighters also receive a score for the round.

During the break, both boxers can regain some energy. The fight resumes in a few moments when the referee calls "Box!"

Knockout!

A fighter who doesn't defend himself is in big trouble. So is one who's matched unfairly against a much more powerful opponent. A fighter in these dire straits will take so much bruising that he'll be knocked down. And then the ten count begins.



When this happens to your boxer, start pressing **Button A** fast and repeatedly. Your fighter will begin recovering energy. Then, when you see the prompt, press **Button C** to get your contender on his feet and back to the fight.

If a boxer is knocked down three times in one round, the ref ends the match and calls a technical knockout. If a boxer is knocked down and can't stand up, the bout is over and the ref calls a knockout.

Pause Game

Press **Start** any time during a bout to pause the game and halt the fight clock. You can then choose to either resume the game or quit. Press the **D-Button LEFT** / **RIGHT** to highlight your choice on screen, and then press **Start**.

Resuming a game continues the fight and the fight clock. Quitting a game takes you back to the Title screen.

Hints from "The Real Deal"

- Combinations count! A jab-jab-uppercut is a quick combination that's easy to learn. And it gets results.
- Another effective combination is a hard straight to the face, followed by a fast crouch and body blow. Then move in quick as you straighten up and deliver a knockdown hook.
- Never let your boxer get to the point of being knocked down. Start by making sure he's matched against a fighter he has a fair chance of beating. And watch his energy indicators. You can always back your fighter off to give him a chance to recover energy, or even to run some seconds off the clock.

"And the Winnah Is . . ."

The referee announces the winner at the end of the contest. The victor is the fighter who has the highest total score at the end of the bout. A fighter can also overcome his opponent with an actual or technical knockout.



A stats rundown at the end of each fight shows the contenders' scores per round, and their total scores for the match.

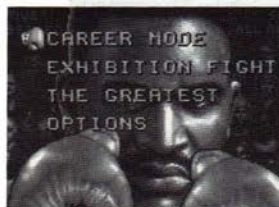
Press **Start** or **Button A, B** or **C** to return to the Main Menu on the Title screen.

Career Boxing

You can bring a slugger up through the ranks and buff him up into a heavyweight champ. As his skills improve, he can fight for bigger purses against more and more powerful challengers. After each prizefight, your budding champion can train in the areas you choose, increasing his power, stamina, speed and defense.

The crowds multiply with each new fight. Your boxer is building a reputation — and a following. Soon he's muscling through the ropes to trade punches with the top-ranked fighters in the world. And then one sweet afternoon, to a packed house, he faces "The Real Deal" himself, World Heavyweight Champion Evander Holyfield.

Starting a Career



To begin a career, press **Start** at the Title screen to bring up the Main Menu. Move the boxing glove to the Career Mode option and press **Start**.

Note: You can press **Button A, B** or **C** instead of **Start** on the Main Menu and the Career Mode sub-menus.



On the Career Mode screen, move the glove to **Start New Career** and press **Start**.

Note: Two other options, **Resume Old Career** and **Retire Boxer**, become available after you've created a boxer.

Creating a Boxer



Now you're at the Boxer Creation screen. This is where you'll put together a mean fighting machine.

On this menu screen, press the **D-Button** UP/DOWN to move between options. Press it LEFT/RIGHT to change an option's setting. Press **Start** when your contender is buffed and ready for his debut fight.

Name:

Use the **D-Button** to move the selector box in the alphabet grid. Press **Button A, B** or **C** to place the letter that's in the box on the Name line. Once you place the letter, the cursor in the Name line automatically moves to the right.

Choose the right-pointing arrow in the grid to move the cursor another space to the right, creating a blank space in your boxer's name. Choose the left-pointing arrow to erase blank spaces and characters to the left.

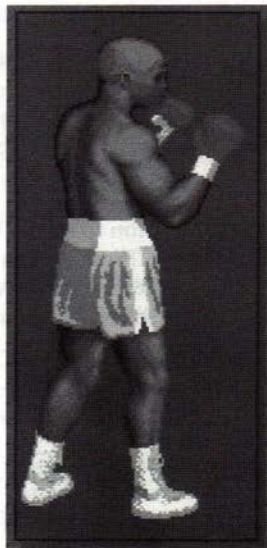
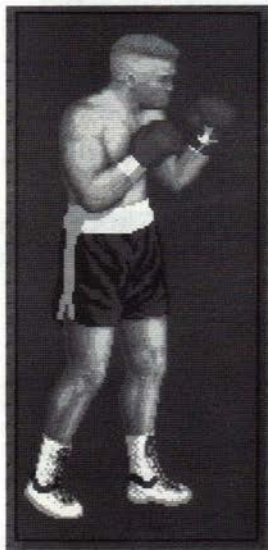
Press **Start** or select **End** in the alphabet grid to go to the next option.

Right Handed, Left Handed:

The setting you choose determines your fighter's dominant hand, the one that packs the power.

Head, Skin, Hair and Trunks:

Create the ultimate pugilist! Watch your boxer change as you press the **D-Button** LEFT/RIGHT on these options. With the wide range of choices, you can model your heavyweight after a real person, or fashion your own unique fighter.



Power, Stamina, Speed and Defense:

- **Power** is how hard your fighter hits.
- **Stamina** is how well he stands up to the punches he's going to take, and how fast he recovers.
- **Speed** is how fast he reacts to your button controls.
- **Defense** is how well he can protect himself.

Here's where you set the skills that will keep your fighter on his feet. You can balance the levels equally, or beef up one or two at the expense of the others. You decide how capable you want your fighter to be in each category.

With power and speed, a boxer can easily overcome lower-ranked challengers. Stamina gives him staying power and good recovery. Defense protects him from the punishing blows of higher-ranked contenders while he looks for the opening in their guard.

Your boxer's starting abilities are up to you. To help you set the levels, think about the opponents you're going to choose, and how fast you want your fighter's career to skyrocket.

Completing Your Boxer

Press **Start** when your fighter is complete. If he is the only custom fighter in the game, you'll be asked if you want to create another one. Make your decision and press **Start**.

After creating one or two boxers, you continue on to the Boxer Selection screen.

Note: See pages 26-27 for more details on the Career Mode screens.

Promoting a Fight

In Career Mode, you always control the fighter you've just created, or the one whose career you've just resumed. You're his manager, and it's up to you to take him to the pinnacle of his sport.

On the Boxer Selection screen, you choose who your fighter will challenge in the ring. Press the **D-Button** UP/DOWN to scroll through the contenders.



For an evenly-matched fight, look for a contender whose skills compare fairly to your man's. If it's the first bout of a career, you can challenge a boxer who is one or two places above your fighter in rank. When your fighter wins a bout, he can challenge any boxer up to three places above him, or any boxer below him. If he loses the match, he can only challenge the next higher-ranked boxer or any boxer below him.

The number of rounds is set automatically. Three is the lowest number of rounds in a career bout. The higher the contender you choose is ranked, the more rounds the fight will last. A title bout against World Heavyweight Champion Evander Holyfield lasts 12 rounds.

Press **Start** to begin the bout. The fight screen and controls are described in the *Fight Night!* section, beginning on page 9.

Career fights are money fights, with a purse awarded to the winner. When you beat a higher-ranked opponent, you trade places with him in the rankings and your career is on the rise. If you lose a fight, you maintain your previous rank. If you're bested by a lower-ranked boxer, you also trade places with him, and sink even lower in the ratings.

Important: If you press **Start** to pause a career match and then decide to quit the game, you'll forfeit the fight and it will be counted as a loss on your record.

Training

To be a contender, you have to work out. You have to use the right equipment, vary your training, and eat right. That's how you pump up your power, stamina, speed and defense. And it's the only way to win!

Win or lose, you train after every fight (as long as Evander Holyfield considers you to be pro-boxer material). You go to the Training screen straight from the ring.



If you win your first fight, you can choose three training items. If you lose, you can choose two. From then on, whenever you win a bout you get three more choices; if you lose, you also lose a training choice. (If you lose more than three fights in a row, you're forced to retire.)

Use the **D-Button** to highlight each item you choose. When an item is highlighted, it adds green segments to the red bars that measure your skill levels. The green segments show what you'll gain during training. Press **Button A, B** or **C** to select a highlighted choice. Highlight the choice again and press a button to cancel it so you can make another selection.

After making all choices, press **Start** to train. When training is complete, you'll return to the Boxer Selection screen where you can promote your next fight.

Training	Increases These Skills
Exercycle	Stamina, Speed
Head Guard	Defense
Health Club	Power, Stamina, Speed, Defense
Iron Gum Shield	Defense
Jog Machine	Stamina, Speed
Jump Rope	Stamina, Speed
Karate	Speed, Defense
Loose Weights	Power
Multi Gym	Power, Stamina, Speed
Power Gloves	Power
Protein Diet	Power, Stamina, Speed
Punch Bag	Power, Stamina
Running Shoes	Stamina, Speed
Sparring	Defense
Speed Bag	Stamina, Speed
Speed Boots	Speed
Step-O-Matic	Power, Stamina
Track Work	Stamina, Speed
Vitamins	Power, Stamina, Speed

Challenge Fights

A boxing career is a life-long test. Fighting your way up the ranks means that you're constantly competing against men who are better than you. And once you've reached a high standing, what happens? You lose a couple of fights and younger, less-skilled but aggressive fighters begin to challenge you!

The Challenge screen appears after the Training screen when you're top-ranked but have lost your last few bouts. Challengers will be from one to four places below you in rank. On the Challenge screen, you'll be asked to accept or reject a fight offer. Accepting the challenge takes you to the ring. If you reject the challenge, you'll step down to the younger fighter's rank, and you'll be given the option to retire.

Aging and Forced Retirement

When your boxer is young, he can train to keep himself in top condition. But after about 25 career fights, he begins aging. He starts losing his abilities with each bout, and his skills decrease faster than he can keep them up with training.

All boxers retire sooner or later. The event occurs in several ways:

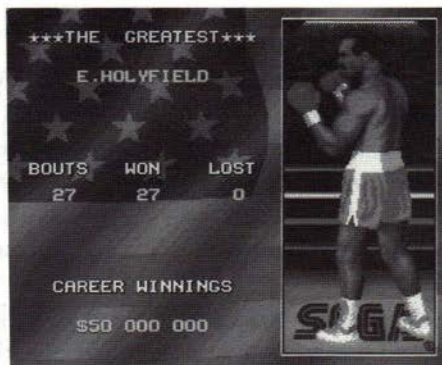
- If a young fighter loses three bouts in a row, Evander Holyfield tells him that he's not tough enough for pro boxing. His career ends.
- A high-ranked but aging fighter will begin to lose fights, even though he's had an honorable career. If he loses three fights in succession, Evander Holyfield advises him that it's time to retire. His career also ends.
- All boxers are automatically retired after completing 40 fights.

The Ultimate Fighter

If you're good enough, your career can take you to the top and beyond it. Each fight you win advances your rank and your earnings.

If your boxer can top Evander Holyfield's career winnings of \$50 million, he becomes "The Greatest." His name, picture, fight record and earnings are recorded on The Greatest screen, which you can see from the Main Menu. (For details, see page 28.)

Once your boxer reaches this height of fame, his record remains even after you retire him. Other contenders must better his career winnings in order to take their own place as "The Greatest."



Simultaneous Careers

In *Evander Holyfield's "Real Deal" Boxing*, two custom-made boxers can pursue their careers at the same time. They can even challenge and fight each other.

To start simultaneous careers, create two fighters on the Boxer Creation screen (see pages 16-19). Or, if the fighters are already created, resume both careers from the Career Mode screen (see pages 26-27).

The boxers fight in alternate bouts during their careers. First one boxer has a match, and then the other fights. Then the first boxer returns to train and fight again, followed by the second boxer doing the same. The pattern continues until one boxer either quits, retires or is forced out of boxing.

In 2 Player games, the two custom boxers can spar with each other. Both players should make boxers on the Boxer Creation screen. Or, if the two boxers already exist, you can resume both careers.

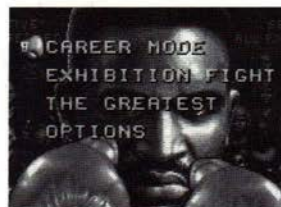
Player 1's boxer will fight first. His opponent can be any other fighter of similar rank, including Player 2's boxer.

Remember that the boxer on the left is always operated with Control Pad 1. Switch Control Pads when it's Player 2's turn. Now Player 2 uses Control Pad 1. If the chosen opponent is Player 1's boxer, Player 1 will use Control Pad 2.

Important: Custom-made boxers can have a designated set of button controls. That way, when two players switch Control Pads, they don't have to change their controls. See page 29 for details.

Game Menu Screens

The Main Menu



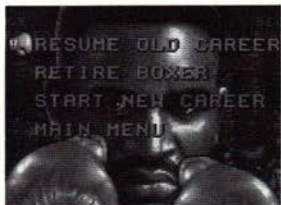
Use the Main Menu to pursue a career, enter an exhibition bout or set the game options.

Press **Start** at the Title screen to see the menu.

Use the **D-Button** to move

the boxing glove to your choice, and press **Start** or **Button A, B** or **C** to select the marked option.

Career Mode

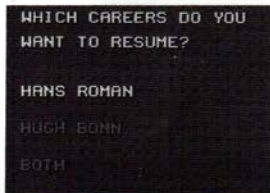


Select this option from the Main Menu to resume a boxing career, retire a boxer or start a new career.

On the Career Mode screen, use the **D-Button** to move the boxing glove to your

choice, and press **Start** or **Button A, B** or **C** to select the marked option.

Resume Old Career:



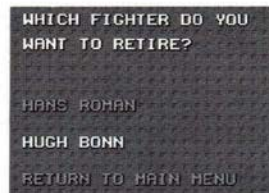
This option lets you continue the career of the fighter or fighters you've already created. On the sub-menu, choose the name of one boxer. Or choose the Both option to continue simultaneous careers for two custom-made boxers.

When you resume both careers, two players can compete in the bout that follows. On the Boxer Selection screen, choose both created fighters as the contenders. If needed, the game will ask Player 2 to press **Start** on Control Pad 2 to begin the fight. (For more information, see page 25.)

You can also return to the Main Menu from this sub-menu.

Retire Boxer:

Retiring a custom-made boxer makes way for a new boxer to try his luck. Select the boxer you want to retire. You'll be asked if you're sure, and at that point you can change your mind. Once a boxer is retired, he and his career record are gone forever.



Note: Boxers may be forced to retire. See page 23.

You can also return to the Main Menu from this sub-menu.

Start New Career:

Use this option to create a new fighter. For details, see *Creating a Boxer*, beginning on page 17.

Main Menu:

Return to the Main Menu.

Exhibition Fight



Select this option from the Main Menu to either compete in or watch an exhibition bout.

On the sub-menu, use the **D-Button** to move the boxing glove to your choice,

and then press **Start** or **Button A, B** or **C** to select the marked option.

1P VS CPU:

Challenge the computer in a bout that lasts from 1 to 12 rounds. For details, see the *Fight Night!* section, beginning on page 9.

1P VS 2P:

Challenge a friend to a single fight. Both players choose their contenders — either the boxers they've created or fighters from the game ranks.

CPU VS CPU:

Choose two fighters and watch them slug it out in a computer-controlled game.

Main Menu:

Return to the Main Menu.

The Greatest

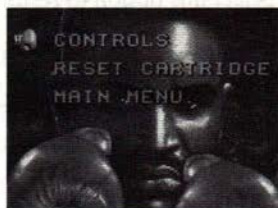
This option recounts some astonishing facts and feats from Evander Holyfield's career. Any custom-made boxer who tops Holyfield's career winnings will take his place as "The Greatest." (See page 24 for more details.)

Press **Start** or **Button A, B** or **C** to return to the Main Menu.

Options

Select Options from the Main Menu to change the Control Pad settings, and to restore the game to its original settings.

Use the **D-Button** to move the boxing glove to your choice, and press **Start** or **Button A, B** or **C** to select the marked option.

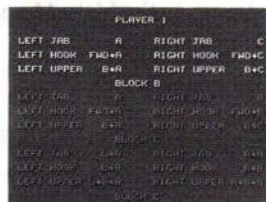


Controls:

Choose one of the three sets of controls to use during a fight.

Use the **D-Button** to move the highlight, and press **Start** or **Button A, B** or **C** to select.

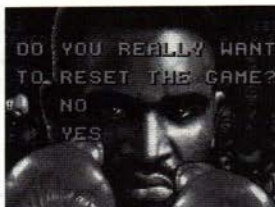
- In Sets 1 and 2, "FWD" means that you press the **D-Button** toward the opponent.
- In Set 3, "L" and "R" mean that you press the **D-Button** LEFT and RIGHT.
- In 1P VS 2P mode, Player 1 chooses a set of button controls, and then Player 2 makes a selection.
- You can also designate a button control set for each custom-made fighter. In 2 Player games, make the button controls for your fighter the same as the set you normally use. That way, when you switch Control Pads with Player 2 (during simultaneous careers), you can still use your own set of control buttons. (See page 25 for more details.)



Note: Page 5 shows a complete list of boxing controls.

Reset Cartridge:

Select this option to restore the game to its original settings. You'll be asked if you're sure, and at this point you can change your mind. If you select Yes, any boxers you've created will be retired, Evander Holyfield will be restored as "The Greatest," and the button controls will return to Set 1.



Main Menu:

Return to the Main Menu.

Final Fight Tips from "The Real Deal"

- *Throw straight jabs to keep your opponent at a distance.*
- *Don't always charge. Backpedaling can be a strategic defense. Hit and run!*
- *Crouching makes your face vulnerable. Always block when you're not attacking.*
- *Sparring in Exhibition Mode is excellent practice. Work on your punches and experiment with different combinations. You can get better!*
- *Never forget: you can be the champ. You can be "The Greatest." Work on it!*

Fight Record

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Record

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

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Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Record

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

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Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

Fight Card: _____ vs _____

Winner: _____ Purse: _____

Date: _____ Rounds: _____

Score: _____ Rank: _____

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 break 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.
