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Handling The Sega Genesis 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 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.

A Heavyweight hero with an appetite for cheeseburgers and the World Heavyweight Boxing title, George Foreman is back and winning like a true champion! The gregarious 25' 1'1" big fighter has a heart of gold and a fist of granite. Several years ago, few odds makers would have bet on the Foreman comeback, after a ten-year retirement from boxing, but giant George continues to battle much younger opponents. He is formidable, with a wealth of experience and a powerful punch. The goliath Texan started out as a boy in a Houston street gang. He was a mean street fighter, but the first time he pummeled on, he was defeated by a skinny light-heavyweight. Despite his first boxing experience, George returned to the Job Corps fighting ring. And under the supervision of coach Doc Broadus, he became their finest boxer, signing on for the 1968 Olympics. He won the gold medal. Foreman turned professional and at 24, he knocked out Joe Frazier for the Heavyweight Title. He lost the Title in 1974 to the incredible Muhammad Ali. Now he faced younger fighters with a new courage. He began his comeback with an impressive four-round knockout over Steve Zouski in 1987, and followed up with knockouts over Gerry Cooney and Addison Rodriguez. In the fourth year of his return, Foreman's record is a stunning 56-7, bringing his lifetime boxing record to an astounding 71 wins, 66 knockouts, and 3 losses. No fighter in history can match his official record. Full of good humor, optimism, and junk food, the 43-year-old boxer is a powerhouse on his way to again capturing the Heavyweight Championship Belt!
STARTUP

1. Set up your Sega Genesis System as described in its instructional manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the Sega Cartridge into the console.

3. Turn the power switch ON. In a few moments, the title screen will appear.

4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the Cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the Console is turned OFF when inserting or removing your Genesis Cartridge.

NOTE: GEORGE FOREMAN'S KO BOXING is for one or two players.

PRE-FIGHT PREPARATIONS

At the title screen, press the START button. You will then be shown Options for starting a One Player Game, Two Player Game or using a Password to continue your pursuit of the Title where you left off the last time you played.

Use the DOWN or UP arrow on the directional pad, to make a selection and then press START.

Note—Before choosing a TWO PLAYER game, make sure that you have set up your Sega Genesis System with two controllers.
Passwords are obtained by the player when a Title Belt is won. Be sure to write them down. A Password will allow you to return to your position of the Title when you left off the last time you played.

You can change PASSWORD from the Option Screen by hitting the DOWN arrow and then pressing START. The PASSWORD screen will then appear. You will see twelve squares with numbers in a formation, with one square in the center of that formation.

Use the ARROWS on the directional pad of your controller to choose a square in which to enter the first number in your PASSWORD. Using the A and C BUTTONS, change the number in the center square until it comes to the number that you wish to place in the outer square. Press the B BUTTON to enter your choice. Now move to the next square.

Do the same for each number in your PASSWORD until ALL the outer squares are complete. When you have completed your password, press the START button and the game will continue where you last left off.

**THERE'S THE BELL**

**Hint:** For best game play, become familiar with the different control functions before you start playing.

- **DIRECTIONAL PAD** (Moves boxer from side to side; directs punches, allows blocking.)
- **STARTS THE FIGHT** (Pause the fight in progress.)
- **DELIVERS SUPERPUNCH**
- **RIGHT PUNCH**
- **LEFT PUNCH**

**OBJECT OF THE GAME...** To defeat all World-ranked Heavyweight contenders, winning all four Championship belts to capture the Heavyweight Title of the World!
FIGHTING MOVES

DIRECTIONAL PAD
(Dodge punches from your opponent)

DODGE
- LEFT
- RIGHT

PUNCHES, BLOCKING and RECOVERY

LEFT JAB RIGHT JAB

SUPERPUNCH

SUPERPUNCH...Press the C BUTTON to deliver the Superpunch to your opponent. Superpunches are earned by striking your opponent with one of several combinations of punches. They are indicated by red boxing gloves in the upper left-hand corner of the fighting screen. Hint: Used at the right moment, a SUPERPUNCH can have a devastating effect on your opponent.

REFEREE’S COUNT...
When a knockdown is scored the boxer will have until the count of 10, from the referee, to get up (see RECOVERY) and continue the fight.

RECOVERY...When your opponent knocks you down, you MUST act quickly by rapidly tapping the A and B BUTTONS alternately, in order to get up from the canvas and stay in the bout.

DOWN ARROW Blocks a punch from your opponent
In a TWO PLAYER game, player 1 controls George Foreman. After choosing the TWO PLAYER GAME selection from the Option screen, Player 2 can select the fighter of his choice by using the LEFT and RIGHT arrows on the fighter profile screens and choose by pressing the START button. Two player games are single bouts and not connected with the Heavyweight Title Belts.

**DAMAGE METER:**

The boxers' faces in the bottom corners of the screen are the Damage Meters and indicate how badly your fighter is hurt and how much damage your opponent has sustained. The more severe the damage a boxer sustains, the more his meter shades over, twinkle when the boxer is in real trouble. Keeping an eye on the damage helps you determine who is ahead or more susceptible to a KNOCKDOWN or KNOCK-OUT.

**TIME...**

Located in the top right of the screen, you will find the official time clock. It shows the time remaining in the round. Each round is three minutes long.

**ROUND...**

Displayed in the lower-center of the screen is the current Round number of the fight. There are only
three rounds to each bout so get right to it! Don't save your best stuff for the later rounds.

**SUPERPUNCHES**...If you've trained properly you'll always know to find your super-punches in the upper left-hand corner of the fighting screen.

## THE COMPETITION

### Lorenzo "Bullet" Luciano
Profile: A veteran journeyman in the boxing world. Nicknamed "Bullet" for his lightning quick jabs and fast footwork. A tough, keen boxer who's been around.

### Tony "Tornado" Collins
Profile: Making first appearance since receiving severe punishment in his last fight. Tommy is determined to prove the critics wrong and show that he's a quality fighter.

### Renko "The Boss" Fujioka
Profile: Young unorthodox fighter from the Far East who had a brilliant international amateur career. He has good hand speed but up to now has lacked knockout power.

### Sonny Joe Dukes
Profile: Not considered to be one of the greats in the Heavyweight division. But like anyone his size, he can put you down with one lucky punch.

### "Earthquake" Harley
Profile: No one knows whether he got the nickname "Earthquake" because of the power he possesses or because he's simply cracked. Watch out.

### "Terrible" Turak
Profile: Turak used to be a professional wrestler but found it wasn't satisfying enough. He likes to knock out his opponents as his record shows, not just pin them.

### Lance "The Sheik" Borque
Profile: Lance is a real veteran of the sport who has fought all the great ones. Over the years he has developed a real mean temper which usually peaks when he's losing.
Eddy "The Pirate" Preston
Profile: "The Pirate" is all muscle for small talk. He usually lets his fists speak for him. He's a tough, well-trained boxer with his eye on the championship.

"Beautiful" Bobby Crane
Profile: Bobby is the pretty boy of heavyweight boxing. He's a successful model and actor who needs to keep his good looks. Don't damage his face; he'll get real mad.

"Crazy" Miguel Valdez
Profile: Miguel comes from a family of circus acrobat artists. They say he's also does some crazy stunts in the ring. So watch out for him in the ring.

"Irish" Tommy Morton
Profile: A seasoned boxer who fought his way out of the pubs in Ireland. Tommy has learned not to give in to anyone. It's usually his opponents who end up face down.

Tyrone "Madman" Mosley
Profile: Just as his nickname indicates, Tyrone is a real crazy character capable of doing anything at any time.

Larry "The Surgeon" Scott
Profile: Not only did he earn his nickname because of his surgical dispossession of his opponents, but also because he cuts like a knife.

Ray "The Iceman" Armstrong
Profile: They call him "The Iceman" because he shows no emotion or pain and he's cold and calculated in the ring. Ray is one of the best tactical boxers you'll come across.

Brixton "Mohawk" Morris
Profile: It's been quite a while since "Mohawk" tasted defeat and he doesn't plan on adding it back into his diet anytime soon.
THE WINNER and NEW CHAMPION...

KNOCKOUTS: Knock down your opponent 4 times in a fight and you win the bout.

TECHNICAL KNOCKOUTS: Knock down your opponent 3 times in a given ROUND to win the BOUT.

WINNING BY DECISION: The winner of the 3 ROUNDS in terms of punches landed and overall control of those rounds, wins by decision. A JUDGE'S DECISION will take place if both boxers go the full 3 ROUNDS.

DEFEAT

If your opponent knocks you out 3 times in a ROUND, he wins the BOUT.

If your opponent knocks you down 4 times in a given FIGHT, he wins the BOUT.

Your opponent wins by decision if he obtains a superior overall number of points from KNOCKOUTS, TECHNICAL KNOCKOUTS, and DAMAGE done to you.

If you cannot successfully get Foreman up from a knockdown, by repeatedly pressing the A and B buttons, you lose the BOUT.

Note: Lose twice to the same boxer and the game will end.

REMATCH

If you lose a fight, you must fight the last opponent that you've beaten. If you lose that fight, the game is over. Try starting over and begin looking for a new trainer.
WINNING THE CHAMPIONSHIP BELT

You'll have to defeat all pretenders and contenders in four different professional boxing circuits to become the first champion to win the coveted Quadruple Crown of heavyweight boxing represented by the International Championship Belt.

WIN AGAINST ALL TOP-RANKED HEAVYWEIGHT CONTENDERS AND BE THE UNDISPUTED HEAVYWEIGHT CHAMPION OF THE WORLD!

THE FOREMAN COMEBACK

George Foreman is flying high on the comeback trail! Pumped up and in shape, the Texan is ready for the championship. In his brutal winning battle against Alex Stewart, Foreman proved the seriousness of his relentless drive toward the Title. He will not back down. Focused with the concentration of an experienced champion, it will be tough for any boxer to go the distance against George Foreman. You're calling the shots from ringside. You know you can win. With careful strategy, the right combinations, and the right moves, you can take on all contenders for the Heavyweight Championship Title. Your opponents are determined. They're younger fighters with sharp fighting technique, but George Foreman and you will bring them down to the count, one by one. The crowd is excited! The referee is ready. There's the bell!
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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be preempted.

RETURNS AFTER WARRANTY

To ensure that the media is the primary cause of the problem, send the original Cartidge to Flying Edge at the address below via UPS or registered mail. Enclose a statement of the defect, your name, return address, and a check or money order for $20.00.

FLYING EDGE Consumer Service Dept. 77 Audley Avenue Oyster Bay, NY 11771

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used according to the instructions, may cause interference to radio and television reception. It is therefore classified as a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment one at a time, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the equipment.
- Move the equipment away from the receiver.
- Plug the equipment into a different socket on a different circuit.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet, prepared by the Federal Communications Commission, helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 010-000-00454-4.

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With enhanced graphics, sound and player control

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