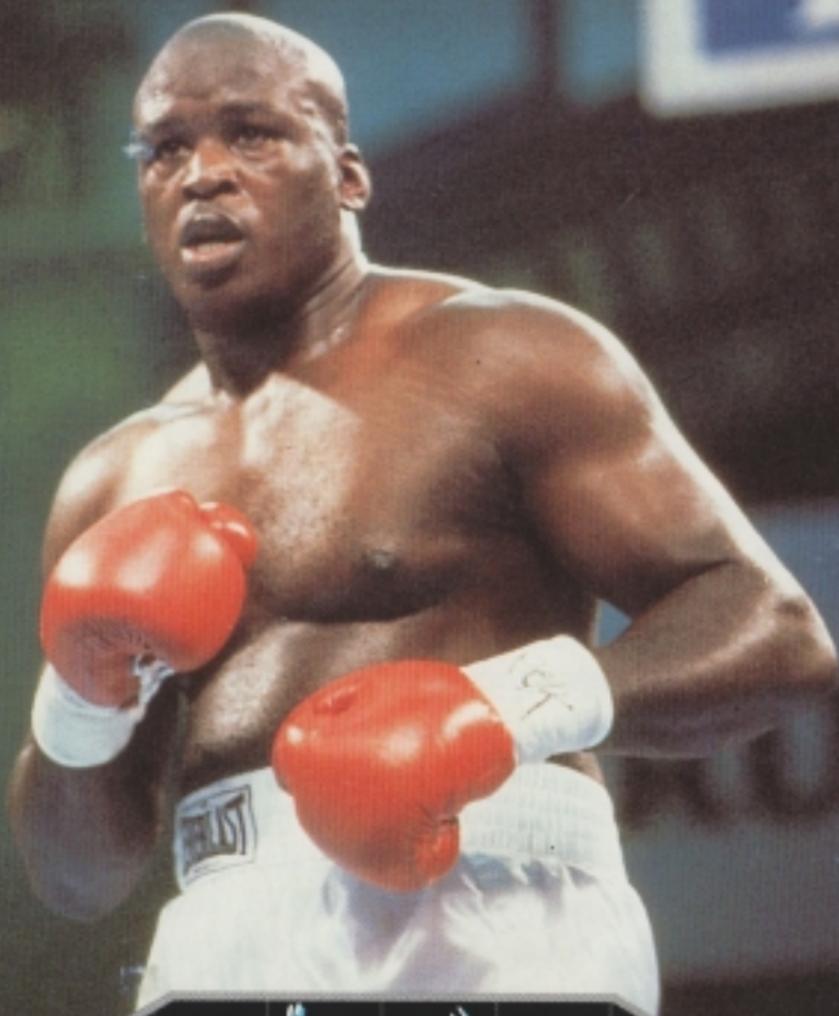


SEGA

GENESIS

16-BIT CARTRIDGE



*James "Buster" Douglas*

KNOCKOUT

**BOXING™**

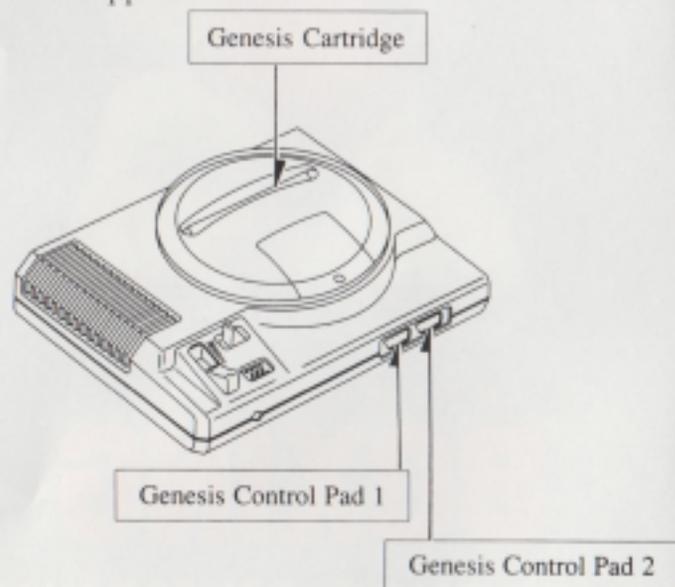
INSTRUCTION MANUAL

## Loading Instructions: Starting Up

1. Set up your Genesis™ System by following the instructions in your Genesis System Instruction Manual. For 1 Player games, plug in Control Pad 1. For 2 Player games, plug in Control Pad 2.
2. Make sure the power switch is OFF.
3. Insert the James "Buster" Douglas Knockout Boxing™ Cartridge in the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge slot.
4. Turn the power switch ON. If nothing appears on screen, check the Cartridge insertion and the Genesis connections.

**IMPORTANT:** Always make sure the System is turned OFF before inserting or removing your Genesis Cartridge.

5. Press the Start Button on Control Pad 1 to begin. The Title screen appears.



## Ladies and Gentlemen...

...the James "Buster" Douglas Heavyweight Championship fights are about to begin!

Standing at ringside, you're a lone wolf. Your heart starts pounding and you feel your palms sweat. You don't hear the screams of the crowd as you slowly climb into the ring. You hold your breath and wait for the starting gong. This time, you must win!

Five fighters will enter the ring in this furious battle for the title. You are one of them! If you beat the other four, you become the new heavyweight champion!

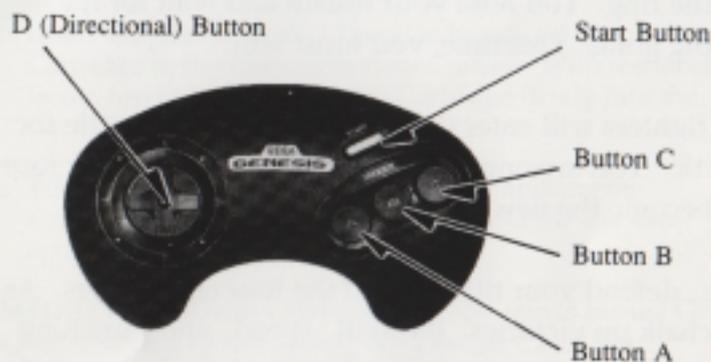
Then, defend your title against the four challengers. As you chalk up victories, the skill, speed, and punching power of your opponents become tougher, faster, and stronger. If you're victorious, you'll find yourself facing the meanest challenge of your boxing career!

James "Buster" Douglas Knockout Boxing™ is a high-speed, live action, power-punching contest designed by James "Buster" Douglas, the heavyweight titlist who beat Mike Tyson. Now you can be James "Buster" Douglas, or any one of four other dynamos, in this main event in video boxing action. Climb into the ring and start slugging!

## Using Your Control Pad

Before you begin play, learn how to use your Control Pad to battle your way to the title.

### Control Pad Buttons



#### Directional Button (D Button)

- Press up, down, left, and right on the Game Mode screen to make your selections.
- Press left or right during a bout to move your fighter in those directions.
- Press up to raise your arms for guard or high punches.
- Press down to lower your arms for low punches.
- Press left or right (opposite the direction you're facing) to lean back. Continue holding down to step back.
- Press twice quickly to jump back.

#### Start Button

- Press at the Title screen to see the Game Mode screen. Press again to choose the number of rounds and skill level.
- Press at the Game Mode screen to see the Boxer Selection screens.
- Press during play to pause the action. Press again to resume play.

#### Button A

- Press at the Boxer Selection screens to choose your fighter.
- Press to jab.

#### Button B

- Press to throw a fast straight punch.

#### Button C

- Press at the Boxer Selection Screens to choose your fighter.
- Press to crouch.

#### Buttons A + B

- Press at the same time to throw a slow straight punch.

#### D Button + Buttons A + B

- Press the D Button up and press Buttons A and B at the same time to throw a slow upper hook.
- Press the D Button down and press Buttons A and B at the same time to throw a slow uppercut.

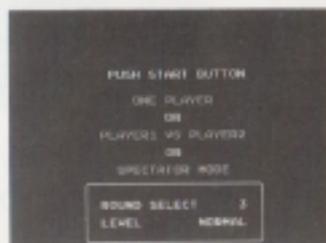
## Preparing Your Fight Card

### Selecting Game Modes

At the Title screen, press the Start Button to see the Game Mode screen. Then press the D Button down or up to make your selection.

- **One Player** Choose your fighter, then play against the computer for the Heavyweight Championship.
- **Player 1 vs. Player 2** Choose your boxers, then fight one contest against a friend.
- **Spectator Mode** Choose two boxers, then watch them battle it out.

After selecting a game mode, press the Start Button. The Rounds and Skill Level selections appear. Press the D Button up or down to select one of these. Then press the D Button left or right to indicate your setting.



- **Round Select** Choose from 1 to 12 rounds for your bout. In 2 Player games, all bouts will have the same number of rounds.
- **Level** Choose an Easy, Normal, or Hard game.

Press the Start Button to continue.

## Selecting Your Boxer

After selecting Game Modes and pressing the Start Button, you'll see the Boxer Selection screens. Use these screens to choose your fighter. Press the D Button left or right to cycle through the available boxers. When you see the boxer you want, press Button A (or Button C).

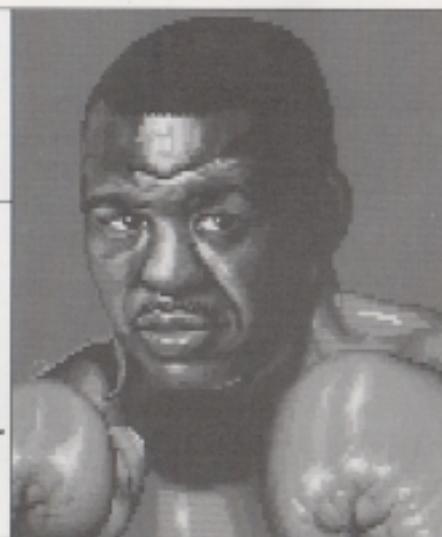
- In 1 Player games, you'll fight against the other four boxers, chosen in order by the computer.
- In 2 Player games, player 1 chooses a boxer first. Then player 2 chooses. Player 2 can't choose the same boxer as player 1.
- In Spectator games, you'll choose two different contenders.

*"Buster" Douglas:*

**Age: 29**

**Height: 6'4"**

**Weight: 231 1/2 lbs.**



*King Jason*

*Age: 28*

*Height: 5'11 1/2"*

*Weight: 200 1/2 lbs.*



*Kim Nang*

*Age: 23*

*Height: 5'8"*

*Weight: 190 lbs.*



*Fernando Gomez*

*Age: 33*

*Height: 6'2"*

*Weight: 193 1/2 lbs.*



*Dynamite Joe*

*Age: 27*

*Height: 6'*

*Weight: 195 1/2 lbs.*

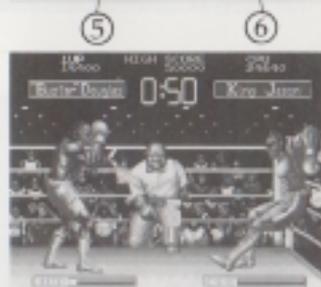
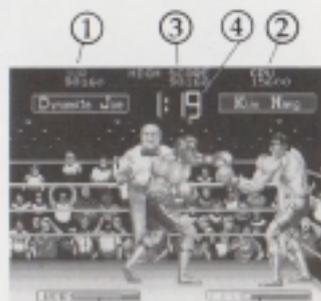


## The Main Event

The countdown starts the moment you choose your boxer. The challengers square off, and at the gong, the fight begins! Each contender has his own strengths, depending on his height, weight, and fighting style. The more you know about your opponent and his moves, the better chance you'll have to beat him.

## Screen Indicators

The indicators on screen keep track of the current round and your overall score.



- ① Player 1's score.
- ② Player 2's score.
- ③ Highest score so far in the game.
- ④ Timer counts down from 1:30 (real time). When it reaches 0:00, the round ends.
- ⑤ Player 1's damage meter. The bar decreases as you receive punches, and increases as you avoid blows with skill and footwork. When the meter decreases to zero, you can be knocked down, and it increases when you stand back up.
- ⑥ Player 2's damage meter.

## And the Winner is . . .

The timer starts counting down as soon as the fight begins. The referee controls the game, telling you when to fight or break, and counting out a boxer when he's down. When the timer reaches 0, the round ends. In a moment, the next round begins.

- A KO (knockout) occurs when a fighter is knocked down and stays down on the canvas for the entire ten count.
- A TKO (technical knockout) occurs when a fighter is knocked down three times in the same round.
- If the match ends without a KO or TKO, the winner is by decision, based on points and boxing technique.

You must outlast all four challengers to win the World Heavyweight title. Once you win, you're obliged to defend your title in rematch challenges. If you succeed, the toughest battle of your life awaits!



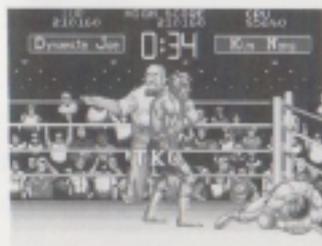
## Power Punches

Constant training will win you the title. Practice different combinations of your punch buttons (Buttons A and B, plus the D Button) to learn the most powerful and effective moves.

Keep an eye on the damage meters, both yours and your opponent's. When your strength is low, you're vulnerable. Back off to let your meter recover. When your opponent's strength is low, move in for the knockout punch!

## Reversal Uppercut

See if you can learn this move. Down your opponent twice, without letting him down you. When he gets up the second time, immediately deliver an uppercut. This should knock him out regardless of his remaining strength on the damage meter.



## Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

## Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

### 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 the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return 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.

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