

SEGA™

TM

SEGA

WF

ROYAL RUMBLE®



INSTRUCTION BOOKLET

FLYING
EDGE™

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





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™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended 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.

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

Prior to use

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft.) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child 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 doctor.

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GET READY TO RUMBLE

Are you ready for the wildest wrestling action you've ever experienced? You'd better be! Because Royal Rumble® is ready for you!

Command the brawny power of ring-savvy mat legends like Hulk Hogan™ and Shawn Michaels™! Tackle the Undertaker™ and Crush™! Overpower your opponents with the muscular Narcissist™ or outwit them with the peerless scientific attack of Bret "Hit Man" Hart™ in one-on-one competition, two- or three-man tag team bouts, or in the toughest challenge of wrestling skills ever devised: the awesome Royal Rumble®!

No matter how you choose to play, Royal Rumble® takes you through the ropes and into the center of the ring with wrestling action so real you'll be pinned to your seat!

BEFORE YOU CLIMB INTO THE RING

LOADING:

1. Make sure the power switch is OFF. 2. Insert your Royal Rumble® Game Cartridge as described in your Sega™ Genesis™ Game System manual.
3. Turn the power switch ON. When you see the Royal Rumble® title screen, press any button on your controller. You will then be presented with a series of selection screens.



NOTE: Royal Rumble® automatically supports the Sega™ Genesis™ 6-Button Arcade Pad.



Use the UP and DOWN D-BUTTON ARROWS and the B BUTTON to make your choice on each of the following selection screens.

• MATCH TYPE:

Choose :

- one-on-one
- two-on-two tag team
- three-on-three tag team
- Royal Rumble®

• MATCH STIPULATION:

Choose:

- one fall to a finish
- brawl
- tournament

• PLAYER MODE:

Choose one or two players

DIFFICULTY:

Choose from 1 (easiest) to 10 (most difficult)

• WRESTLERS:

Choose whether you want to select your opponents or have the computer select for you.



[NOTE: At any time before the actual start of the match, you may go back and change any of the above elements by pressing the A BUTTON.]

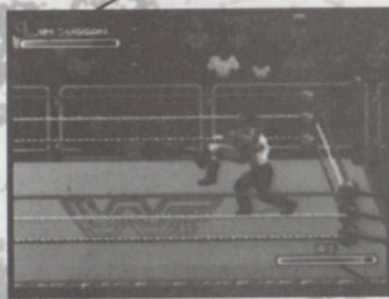
NOTE: If you are using a controller with a slow-motion feature, be sure to turn the slow-motion feature OFF when playing Royal Rumble®.

RULES OF THE RING

Royal Rumble® provides a wide variety of ways to wrestle, ranging from the standard one-on-one one-fall match to the 12-man **Royal Rumble®**, each with its own rules, regulations and goals.

A **One-On-One** one-fall match pits two wrestlers against one another. The object of this match is to pin your opponent for a three-count administered by the referee. Because wrestlers are in peak physical condition, this can often be hard to do. Before they can be pinned, they must be worn out. Accordingly, a strength meter is displayed on-screen for each wrestler, depicting exactly how much strength he has left. The lower his energy level, the more likely it is that you will be able to pin him.

STRENGTH METER



STRENGTH METER

A **Tag Team** one-fall match pits one team of either two or three wrestlers against another of the same. Rules are similar to the one-on-one one-fall match, except that a wrestler can tag a teammate to replace him in the ring. Additionally, the player outside of the ring is able to hit or grab an opponent within the ring.

A **Brawl**, whether one-on-one or tag team, is a match without a referee. Anything goes. All illegal moves are permitted, and there are no pins or disqualifications! The match goes on until one man lacks the strength to continue!

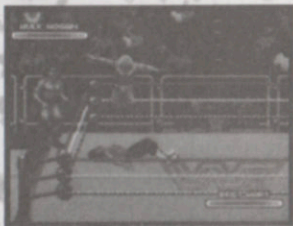
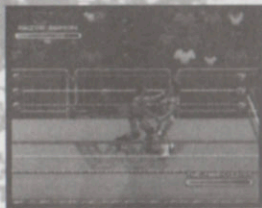
In **Tournament** mode (available only when playing the computer), your wrestler must score victories against all 11 other wrestlers in your choice of Brawl or one-fall matches. In a tag team tournament, your duo must succeed against five other teams. The selection of opposing teams and the order in which you face them is random.

The majestic Royal Rumble®, the most grueling test of wrestling skill ever devised, begins with two wrestlers in the ring. Wrestlers enter the ring at regular intervals until six men are in the ring. When one wrestler is eliminated by being thrown out of the ring, the next wrestler in position enters the fray. Once the 12th man has entered the ring, the match continues until only one wrestler remains. He is the Royal Rumble® champion!

MOVES AND MANEUVERS

Before you can win the World Wrestling Federation's Title, you must learn the art of wrestling from the ground up. Once the basic ground moves and grapples have been mastered, you can perfect the difficult aerial moves and eventually the special, unique moves of each wrestler. Only when all these have become second nature can you begin your quest of the World Wrestling Federation's most coveted honor in earnest.

NOTE: 6- BUTTON CONTROLS are in parentheses.



To move around the ring, use the D-BUTTON ARROWS.

To run across the ring, hold the A BUTTON.

To kick your opponent, press the C BUTTON while you and your opponent are both standing.

To move around the ring, use the D-BUTTON ARROWS.

To run across the ring, hold the A BUTTON.

To kick your opponent, press the C BUTTON while you and your opponent are both standing.

To punch your opponent, press the B BUTTON while you and your opponent are both standing.

To stomp or kneedrop your opponent, press the C BUTTON while you are standing and your opponent is on the mat.

To splash or elbow-drop your opponent, press the B BUTTON while you are standing and your opponent is on the mat.

Go for the pin by pressing the B+C BUTTONS (Y BUTTON) while you are standing and your opponent is lying on the mat. Press the B+C BUTTONS (X, Y or Z BUTTON) to roll off your opponent and continue wrestling, or press any other button (A, B or C BUTTON) to keep your opponent pinned. If you pin your opponent for a full three-count, you win!

When on the mat, press any button to get up or, if being pinned, to try to kick out of the pin attempt.

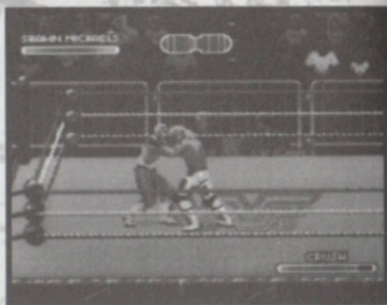
To roll out of the way of your opponent when you are on the mat, use the UP and DOWN D-BUTTON ARROWS.

To tag your teammate into the ring (in a tag team match only), press the B BUTTON when next to him. To switch your partner in a triple tag team, press the A+C BUTTONS (MODE BUTTON).

MOVES AND MANEUVERS

One of the most important and exciting events in a wrestling match is the grapple. The grapple is the essence of wrestling, as the two combatants vie for control against each other, using all of their strength and speed to force their opponent into submission.

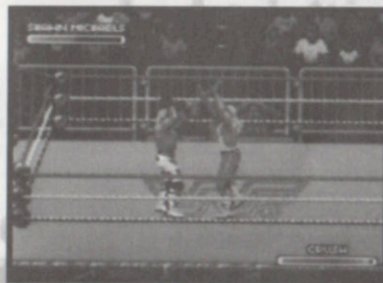
To lock your opponent in a grapple, press the B+C BUTTONS (Y BUTTON) while you are both standing. The wrestler who is leaning forward during the grapple is the man in control of his opponent. When grappled, a grapple meter will appear over the wrestlers, indicating the direction and degree of control. When dominating in the grapple, you have several options, each of which requires a certain degree of dominance to achieve.



grappling

- 1: **Deliver a headbutt** by pressing the C BUTTON.
- 2: **Bodyslam your opponent** by pressing the B BUTTON.
- 3: **Suplex your opponent** by pressing the B+C BUTTONS (Y BUTTON).
- 4: **Push your opponent into the ropes** by pressing the A BUTTON.
- 5: **Deliver an atomic drop or back breaker** by pressing the A +B BUTTONS (X BUTTON for atomic drop, Z BUTTON for backbreaker).

To fight for dominance in a grapple, hit any button repeatedly. If you are being controlled in a grapple, the C BUTTON will enable you to break out of the grapple... if you have enough strength.



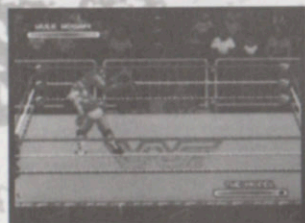
MOVES AND MANEUVERS

Aerial moves are another exciting element of a professional wrestler's repertoire. They are much more difficult to master than simple kicks and punches but are well worth learning because they are some of the most effective and punishing maneuvers in the sport.

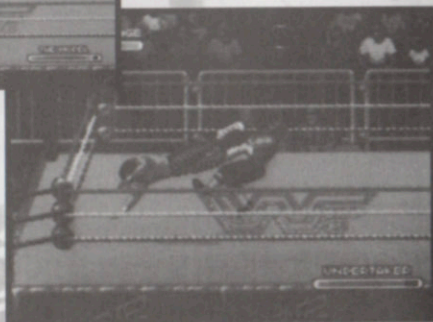
To hip-toss your opponent, press the B BUTTON while you are standing and your opponent is running.

To deliver a dropkick, press the C BUTTON while you are standing and your opponent is running at you, or press the B BUTTON while you are running and your opponent is standing.

To clothesline your opponent, press the B + C BUTTONS (Y BUTTON) while you are standing and your opponent is running.



a e r i a l
m o v e s



To deliver a flying elbowdrop, press the B BUTTON while you are running and your opponent is lying on the mat.

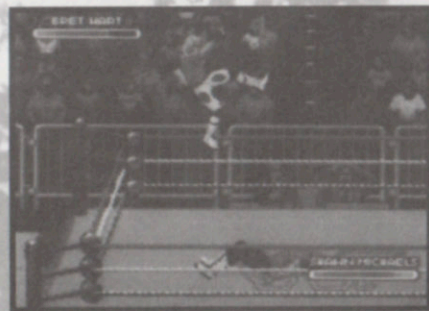
To climb to the top turnbuckle, use the D-BUTTON ARROWS to walk to the upper left or right corner of the ring, then press the UP D-BUTTON ARROW to climb up.

To leap off the turnbuckle, press ANY BUTTON.

To climb back down, press the DOWN D-BUTTON ARROW.

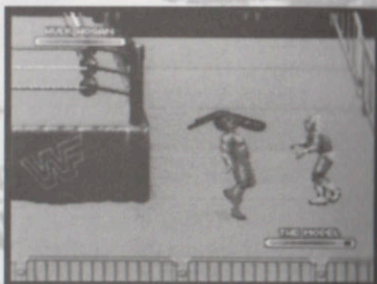
Sometimes the sheer force of a wrestling move will send a wrestler spilling from the ring onto the concrete surrounding it. As soon as the referee sees you have left the ring in a one-fall match, the referee will begin a 10-count. If, when he reaches 10 you are not in the ring, you will be disqualified and your opponent will be awarded the match.

To return to the ring, walk into the apron of the ring.



MOVES AND MANEUVERS

rule - breakers only



If you're an honest scientific wrestler who sticks to the rules and enjoys honest competition, please skip this section. But if you're the kind of wrestler who seeks any advantage, without regard for the rules or for the safety of your opponents, read on. There are moves that have been banned in standard World Wrestling Federation® matches because of their injurious effects on their victims. These illegal moves can be used in the ring during the referee-less Brawl and Royal Rumble® matches, but a referee will always prevent you from using them when he's watching! These moves are the eye gouge and the chokehold.

To gouge your opponent's eyes or choke your opponent, press the A+B BUTTONS (X BUTTON) when both you and your opponent are standing.

To gouge your opponent's eyes or choke your opponent, press the A+B BUTTONS (X BUTTON) when both you and your opponent are standing.

To break a chokehold, press ANY BUTTON repeatedly when being choked.

Leaving the ring voluntarily during a match is also illegal, but it can be a useful strategy, because all moves, including illegal ones, can be used outside the ring. Once a match leaves the ring, the referee has no authority over it except to begin the 10-counts against the wrestlers. Preventing your opponent from returning to the ring during his count is often an easy path to victory! Additionally, there is a chair that can be used as a weapon against your opponent, but only outside the ring where the referee cannot stop you.

To leave the ring voluntarily, press the A BUTTON while walking into the ropes on the front or sides of the ring, or by rolling to the front and pressing the A BUTTON.

To use the chair outside the ring against your opponent, press the B + C BUTTONS (Y BUTTON) to pick it up or put it down, and the A, B or C BUTTON (X or Z BUTTON) to use it.

MOVES AND MANEUVERS

Each wrestler in the World Wrestling Federation demonstrates his own unique style and personality. These personalities influence everything from outfits to wrestling styles, but where these personalities are often best reflected is in the special "signature" moves that each wrestler perfects. From Shawn Michaels™ "Back Suplex" to Bret Hart's™ "Sharpshooter," each wrestler's special move is like a trademark, identifying him to the wrestling world while inspiring fear and respect from his opponents! Master each wrestler's special moves for the ultimate World Wrestling Federation® matches! Each can be used only when inside the ring, only when your opponent is worn down, and only in specific situations. See the Special Moves chart on pages 19-20 for more details.

SPECIAL MOVES

QUICK REFERENCE CHARTS









**WORLD WRESTLING
FEDERATION**









QUICK REFERENCE CHART

	A	B	C	A +	B	B + C	X (6-BUTTON ONLY)	Y (6-BUTTON ONLY)	Z (6-BUTTON ONLY)
BOTH WRESTLERS STANDING	run/ exit ring	punch	kick	eye gouge or	choke (illegal)	grapple	eye gouge (illegal)	grapple	choke (illegal)
YOU'RE STANDING, OPPONENT IS LYING DOWN	run/ exit ring	elbowdrop or big splash	stomp or kneedrop	roll off		pin	roll off pin	pin	roll off pin
YOU'RE STANDING, OPPONENT IS RUNNING	run/ exit ring	hiptoss	dropkick			clothesline		clothesline	
YOU'RE STANDING, OPPONENT IS STANDING	run	dropkick							
YOU'RE STANDING, OPPONENT IS LYING DOWN	run	flying elbowdrop							
YOU CONTROL OPPONENT IN GRAPPLE	push into ropes	bodyslam	headbutt	atomic drop or	back breaker/ special move	suplex	atomic drop	suplex	backbreaker/ special move
OPPONENT CONTROLS YOU IN GRAPPLE	try to gain control	try to gain control	bust out	try to gain control		try to gain control			

SPECIAL MOVES

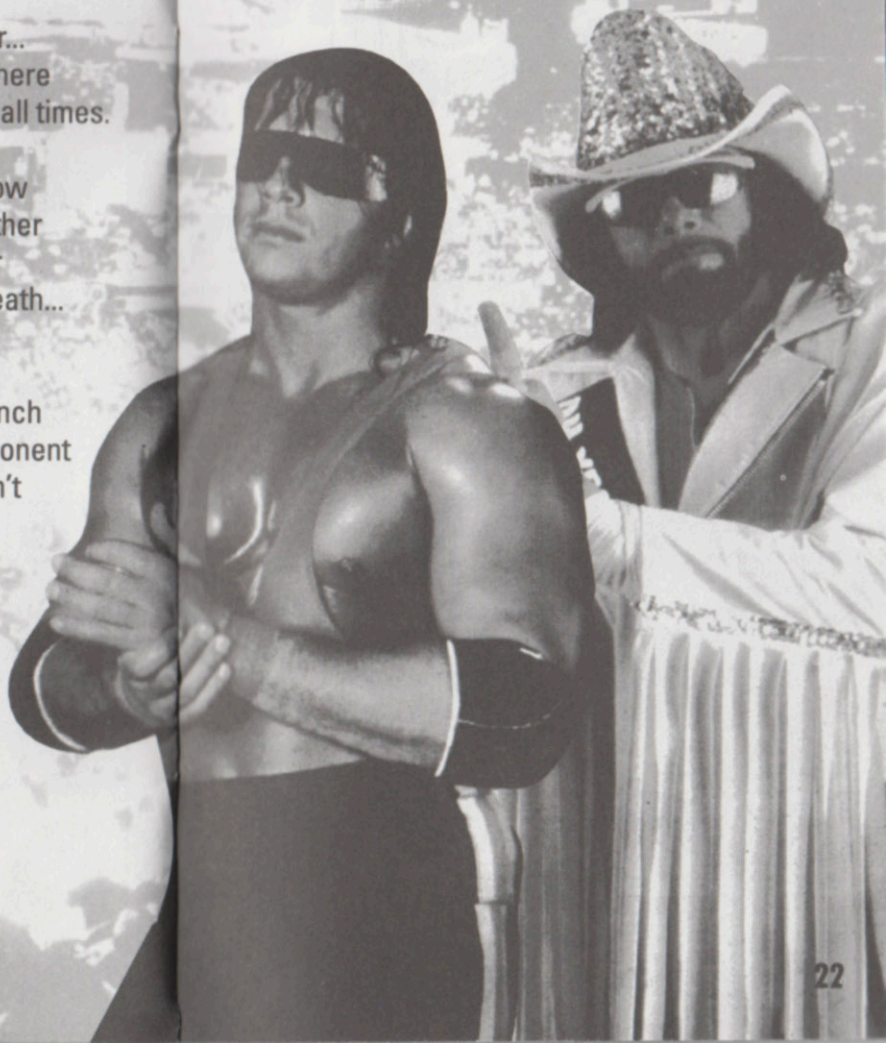
WRESTLERS	SPECIAL MOVES
 Crush™	"Cranium Crunch": Press the A + B Buttons (Z Button) while standing behind a stunned opponent.
 Hacksaw Jim Duggan™	"Charging Clothesline": Press the A + B Buttons (Z Button) when standing near a stunned opponent.
 Bret "Hit Man" Hart™	"Sharpshooter": Press the A + B Buttons (Z Button) while standing at the feet of a fallen opponent.
 Hulk Hogan™	"Legdrop Finisher": Press the A + B Buttons (Z Button) while standing by the head of a fallen opponent.
 The Narcissist Lex Luger™	"Running Shoulder-Butt": Press the A + B Buttons (Z Button) out of the grapple.
 Rick Martel™	"Boston Crab": Stand by the feet of a fallen opponent and press the A + B Buttons (Z Button).

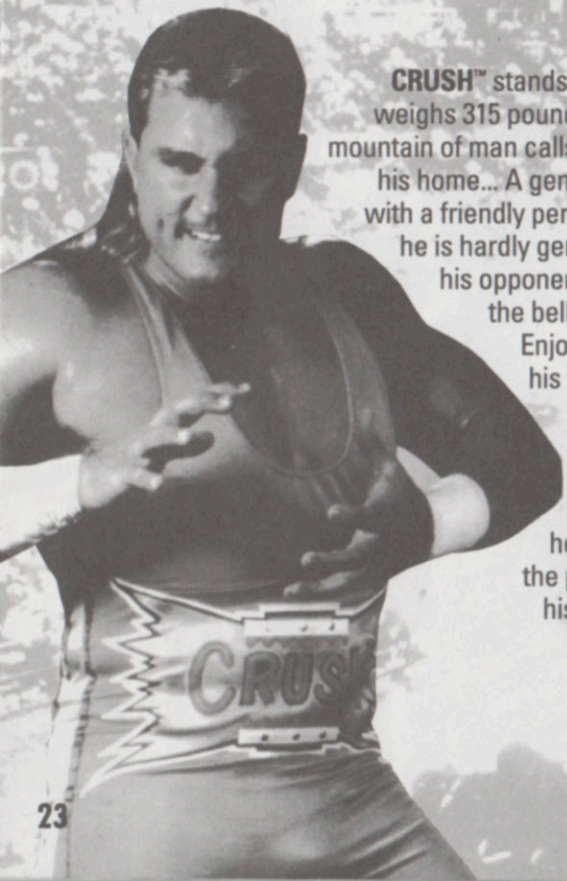
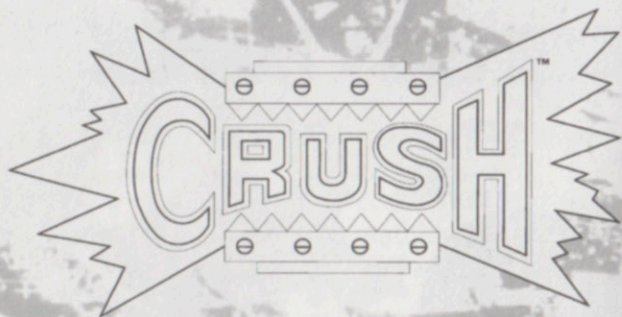
WRESTLERS	SPECIAL MOVES
 Shawn Michaels™	"Back Suplex": Press the A + B Buttons (Z Button) while standing behind a stunned opponent.
 Razor Ramon™	"The Razor's Edge": Press the A + B Buttons (Z Button) out of the grapple to use it.
 Macho Man Randy Savage™	"Flying Elbow Smash": Climb the top left or top right turnbuckle and press the A + B Buttons (Z Button) when your opponent is lying within range.
 Irwin R. Schyster™	"Write-Off": Press the A + B Buttons (Z Button) out of the grapple.
 Papa Shango™	"Shoulderbreaker": From the grapple, press the A + B Buttons (Z Button).
 The Undertaker™	"Tombstone Piledriver": Press the A + B Buttons (Z Button) out of the grapple to use it.

STRATEGIES TO REMEMBER

- Keep an eye on your strength meter... particularly in tag team matches where you want a fresh man in the ring at all times.
- Work on combinations: That is, follow up one move very quickly with another move. This way, you don't give your opponent a chance to catch his breath... or you off-guard!
- Wait for the appropriate time to launch an aerial attack: You want your opponent weakened enough so that he doesn't roll out of the way and gain an advantage while you're down!
- **Royal Rumble®** matches are extremely dangerous: Watch your back, and beware of double-teaming!

SUPERSTAR PROFILES

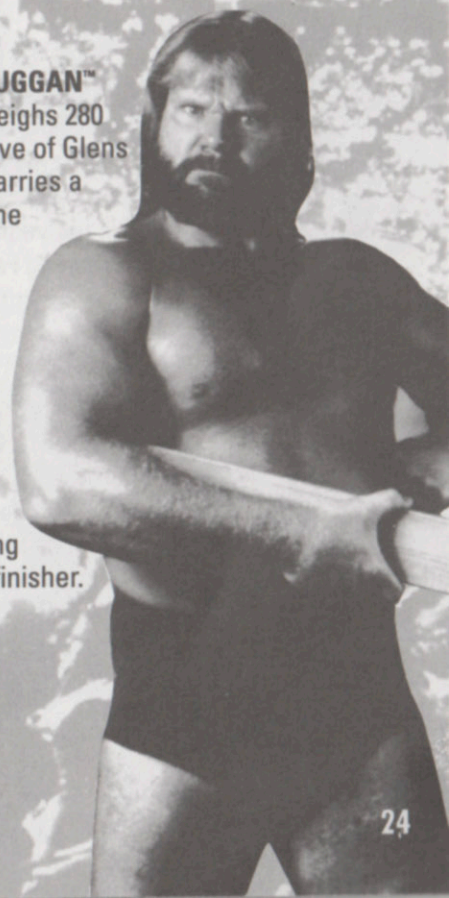




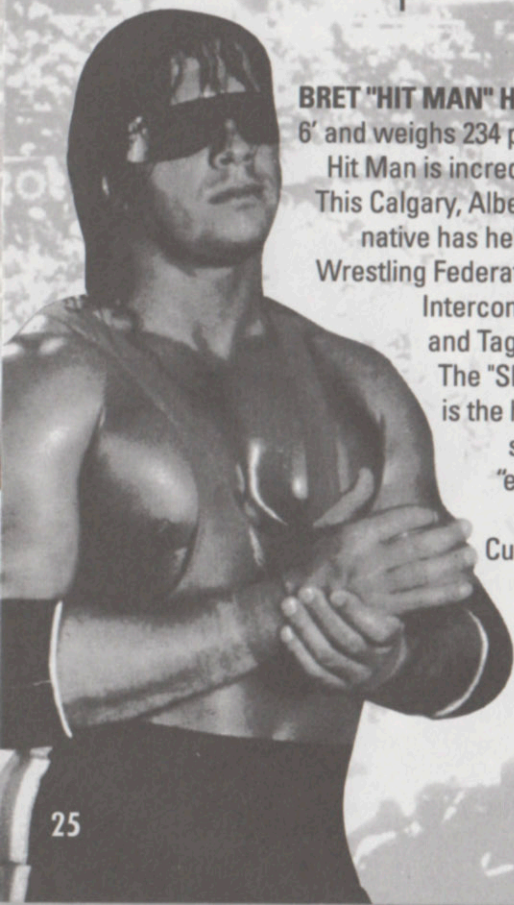
CRUSH™ stands 6'8" and weighs 315 pounds... This mountain of man calls Hawaii his home... A gentle giant with a friendly personality, he is hardly gentle with his opponents once the bell rings!... Enjoys using his strength to try to literally crush his foe's head with the palms of his hands!

HACKSAW JIM DUGGAN™

HACKSAW JIM DUGGAN™ stands 6'4" and weighs 280 pounds... This native of Glens Falls, New York, carries a wooden 2x4 into the ring with him... Fiercely patriotic, often carries an American flag to the ring as well ... Enthusiastic cry—"Hoooo!" often has fans responding in kind... The charging clothesline is his finisher.



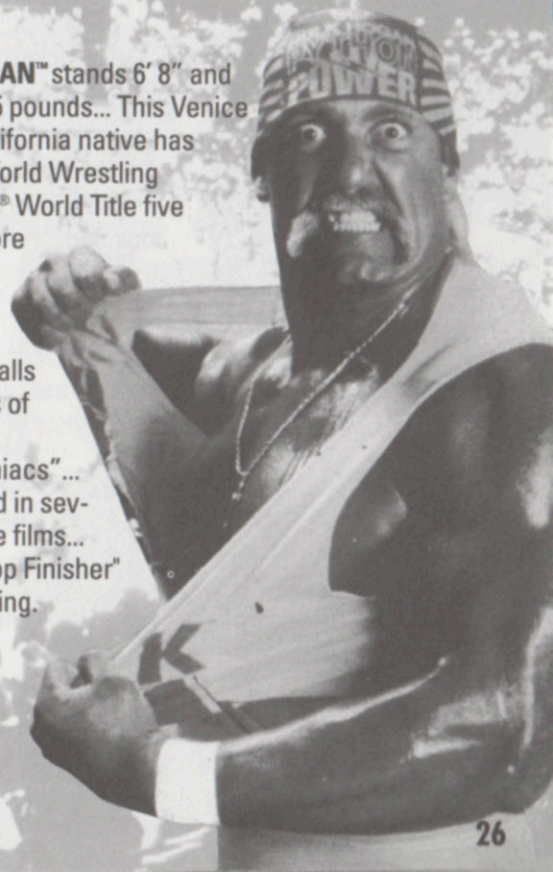
BRET HIT MAN HART



BRET "HIT MAN" HART stands 6' and weighs 234 pounds... The Hit Man is incredibly skilled... This Calgary, Alberta, Canada, native has held the World Wrestling Federation Title, the Intercontinental Title and Tag Team Title... The "Sharpshooter" is the hallmark of a style he calls "excellence of execution." Current King of the Ring™ Champion!

HULK HOGAN

HULK HOGAN™ stands 6' 8" and weighs 275 pounds... This Venice Beach, California native has held the World Wrestling Federation® World Title five times—more than anyone else!... The Hulkster calls his millions of fans "Hulkamaniacs"... Has starred in several feature films... His "Legdrop Finisher" is devastating.



NARCISSIST

LEX LUGER



THE NARCISSIST
LEX LUGER™ stands 6'6"
 and weighs 275 pounds...

This native of Atlanta,
 Georgia, is massively
 muscled... He is as ego-
 tistical as he is strong...

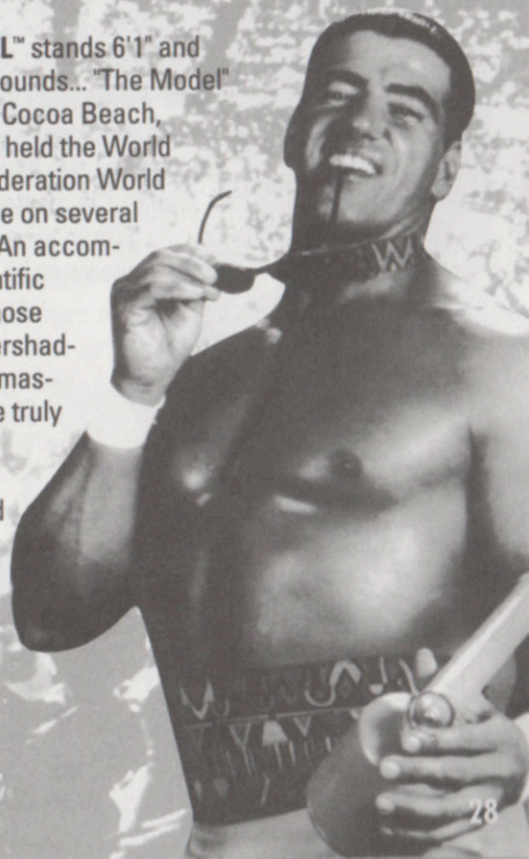
A former pro body-
 builder... Advised
 by Bobby
 "The Brain"
 Heenan™ ...

Favors a power-
 based reper-
 toire... "Running
 Shoulder-Butt" is
 his finisher.

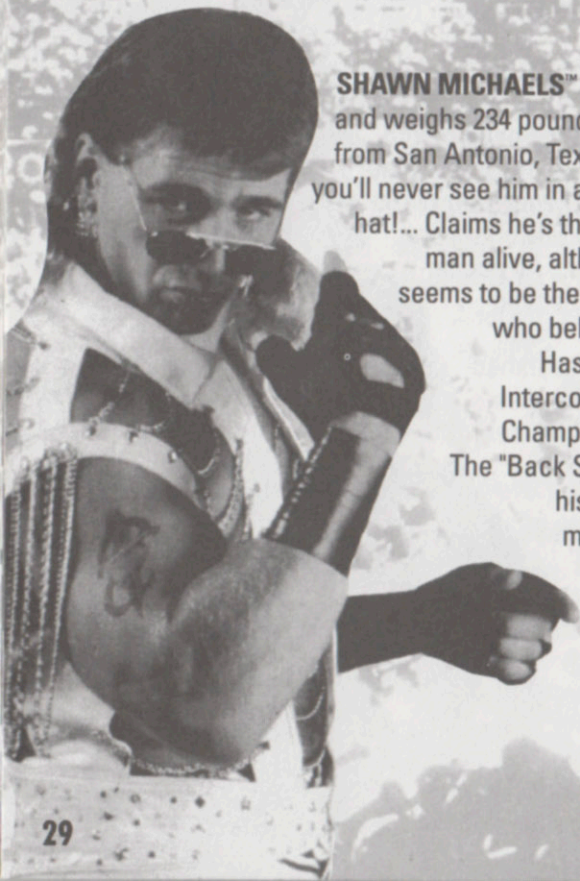
THE

Model™

RICK MARTEL™ stands 6'1" and
 weighs 234 pounds... "The Model"
 is a native of Cocoa Beach,
 Florida... Has held the World
 Wrestling Federation World
 Tag Team Title on several
 occasions... An accom-
 plished scientific
 grappler... Those
 skills are overshadowed
 by his mas-
 sive ego... He truly
 is arrogance
 personified.
 His preferred
 finisher is
 the "Boston
 Crab."



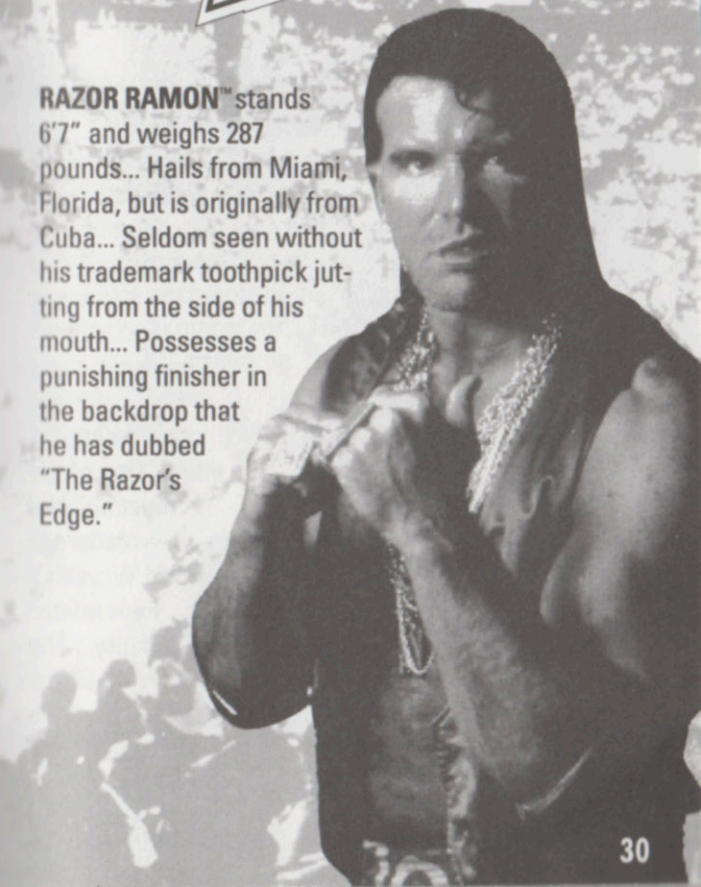
Shawn Michaels



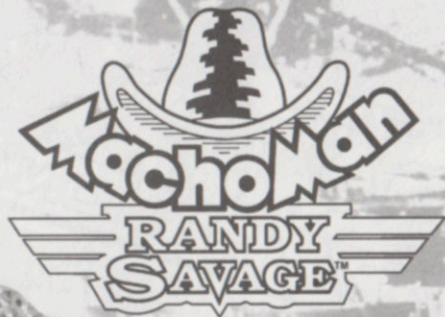
SHAWN MICHAELS™ stands 6' and weighs 234 pounds... Hails from San Antonio, Texas— but you'll never see him in a cowboy hat!... Claims he's the sexiest man alive, although he seems to be the only one who believes it...

Has held the Intercontinental Championship... The "Back Suplex" is his favorite maneuver.

RAZOR RAMON™



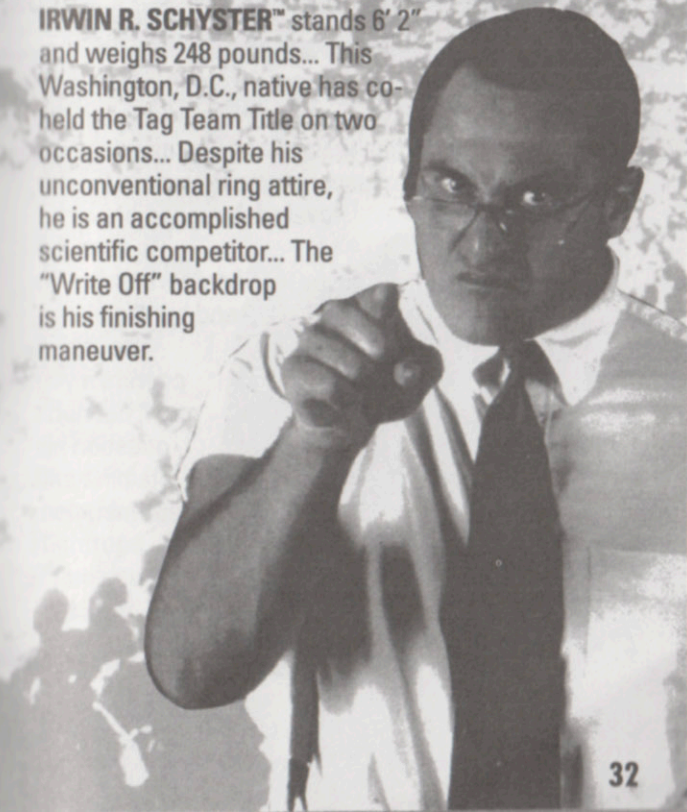
RAZOR RAMON™ stands 6'7" and weighs 287 pounds... Hails from Miami, Florida, but is originally from Cuba... Seldom seen without his trademark toothpick jutting from the side of his mouth... Possesses a punishing finisher in the backdrop that he has dubbed "The Razor's Edge."



MACHO MAN RANDY SAVAGE™ stands 6'2" and weighs 237 pounds... Hails from Sarasota, Florida... A two-time former World Wrestling Federation® Champion and a former Intercontinental titlist... One of the most colorful wrestlers in World Wrestling Federation® history... The "Flying Elbow Smash" from the top turnbuckle is his favorite maneuver.



IRWIN R. SCHYSTER™ stands 6' 2" and weighs 248 pounds... This Washington, D.C., native has co-held the Tag Team Title on two occasions... Despite his unconventional ring attire, he is an accomplished scientific competitor... The "Write Off" backdrop is his finishing maneuver.

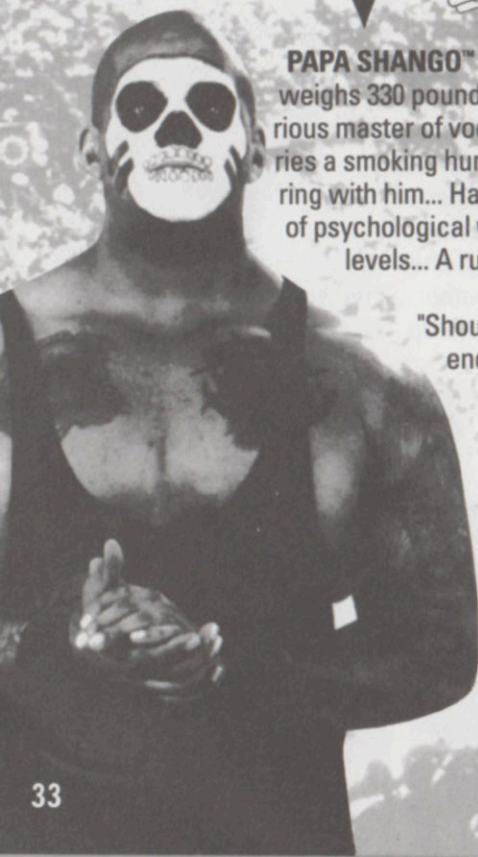




PAPA SHANGO™ stands 6'5" and weighs 330 pounds... This mysterious master of voodoo often carries a smoking human skull to the ring with him... Has raised the art of psychological warfare to new levels... A rugged brawler...

He uses the "Shoulderbreaker" to end his matches...

Doubt his powers if you must, but don't question his stamina and determination.



THE UNDERTAKER™ stands 6'10 1/2" and weighs 328 pounds... Appropriately calls Death Valley his home... Managed by the macabre Paul Bearer™... Has a strange fascination (obsession?) with death... Incredibly agile, can walk the top rope like a tightrope... The "Tombstone" piledriver is his finishing move.



NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

NOTES

A black and white photograph showing a close-up view of a rocky, uneven ground surface. The terrain is covered with numerous small, light-colored rocks and pebbles of various sizes, interspersed with patches of low-lying, dark vegetation. The overall appearance is that of a rugged, natural landscape, possibly a coastal or highland area. The lighting creates strong contrasts between the bright rocks and the dark shadows of the plants.

FLYING EDGE™ LIMITED WARRANTY

Flying Edge warrants to the original purchaser only of this Flying Edge software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Flying Edge software program is sold "as is," without express or implied warranty of any kind, and Flying Edge is not liable for any losses or damages of any kind resulting from use of this program. Flying Edge agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Flying Edge software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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 pre-empted.

REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY

If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

**Flying Edge Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY
71 Audrey Avenue, Oyster Bay, NY 11771**

Flying Edge Hotline/Consumer Service Dept. (516) 624-9300

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