

GEORGE FOREMAN'S

THE

BOXING™

**FLYING
EDGE**

**GAME GEAR
INSTRUCTION MANUAL**

SEGA™

GAME GEAR™



COLOR PORTABLE VIDEO GAME SYSTEM



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GEORGE FOREMAN'S KO BOXING

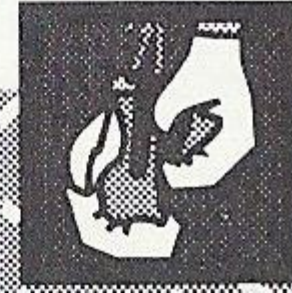
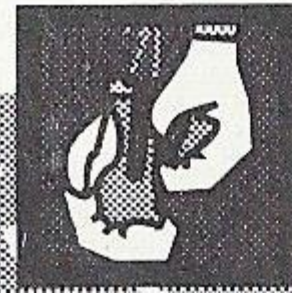
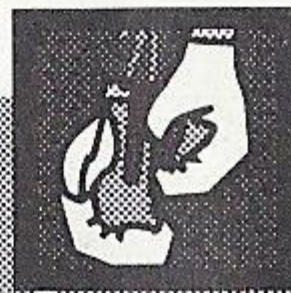
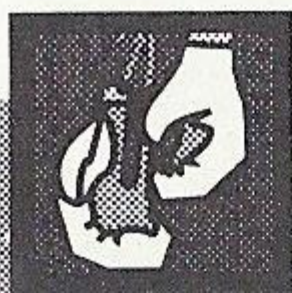
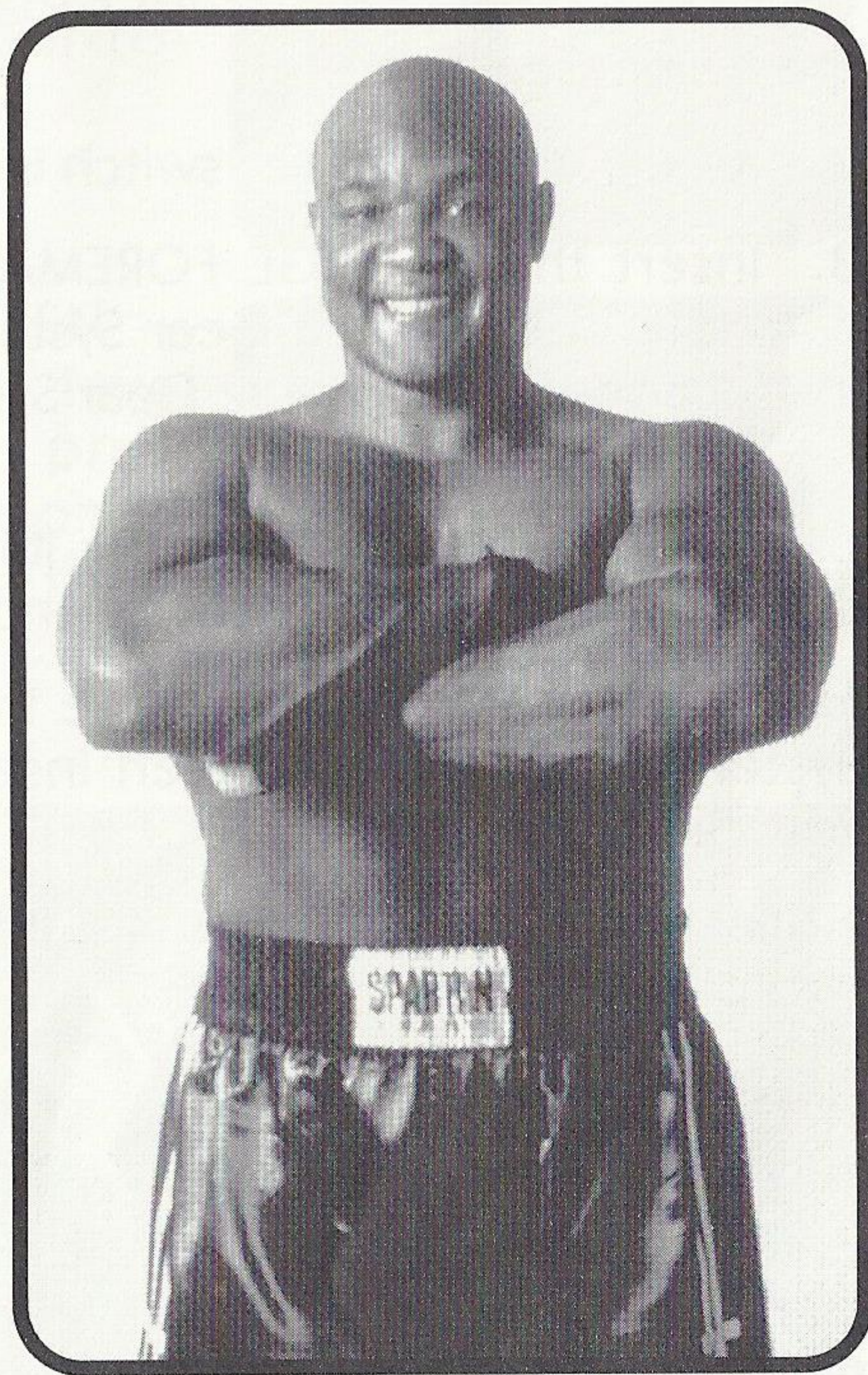
Heroes, hamburgers and American Pie. These are the trademarks of folk hero George Foreman, a massive 250 lb. powerhouse who consistently knocks out opponent after opponent. Foreman has defeated 24 fighters in three years, 23 by knockout. All this, after a ten-year retirement from boxing.

But when "Big George" Foreman (whose powerful punch is only matched by his powerful appetite) first returned to the ring, not many fans still believed that the former 1968 Olympic Medalist and 1973 Champion of the World had what it takes anymore. George quickly proved the skeptics wrong. Foreman launched his extraordinary comeback with a four-round knockout over Steve Zouski. In the landmark



fight that again put Foreman in the running for the Heavyweight Title, George destroyed Gerry Cooney, sending him to the canvas twice, first with a left-right combination followed by a left hook, then bringing Cooney down with his powerful right cross at 1:57 of the second round.

Seventeen years after first winning the Heavyweight Championship Title, George Foreman has fought 75 fights, with only three losses. No fighter in history can match this official record. At 43, his awesome power, coupled with his friendly, generous nature has made Foreman a national hero.



LOADING INSTRUCTIONS

STARTING UP

1. Set your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear™ Cable (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF.
3. Insert the GEORGE FOREMAN'S KO BOXING™ cartridge in the Game Gear System by following the instructions in your Game Gear System manual.
4. Turn the power switch ON. If nothing appears on the screen, turn off the power and recheck insertion.

IMPORTANT: Always make sure that the Game Gear System is turned OFF when inserting or removing your Sega cartridge.

Note: George Foreman's KO Boxing is for one or two players.

HANDLING THIS CARTRIDGE

This Cartridge is intended exclusively for the Sega Game Gear™ 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 rest during extended play.



GETTING STARTED

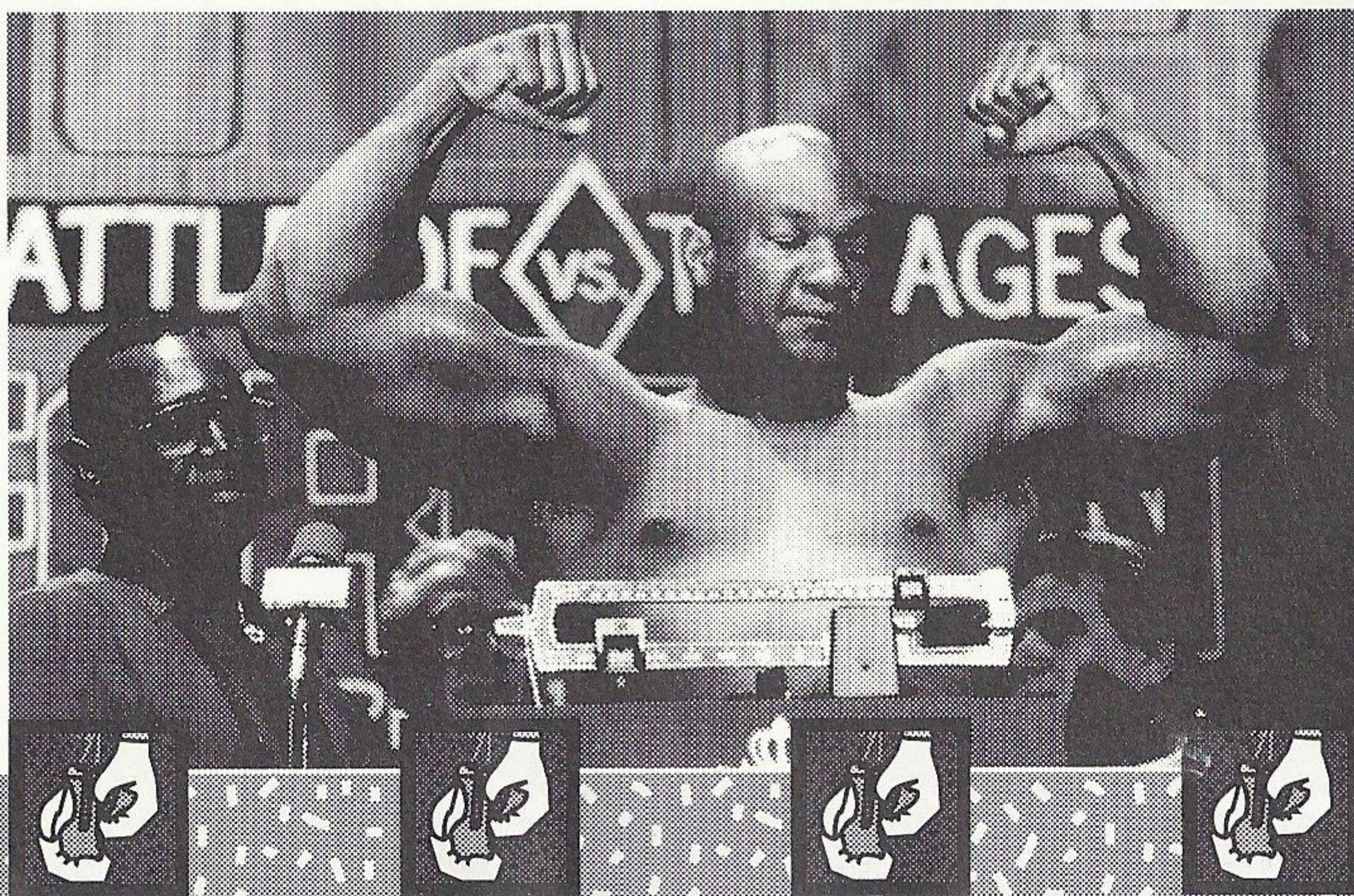
ONE PLAYER/VERSUS MODE

— You have the option of playing against the computer or against a friend with the Sega Gear-to-Gear Cable™.



GAME LEVEL SCREEN

— When the game level screen comes up, press the Directional Button UP or DOWN, then press START.



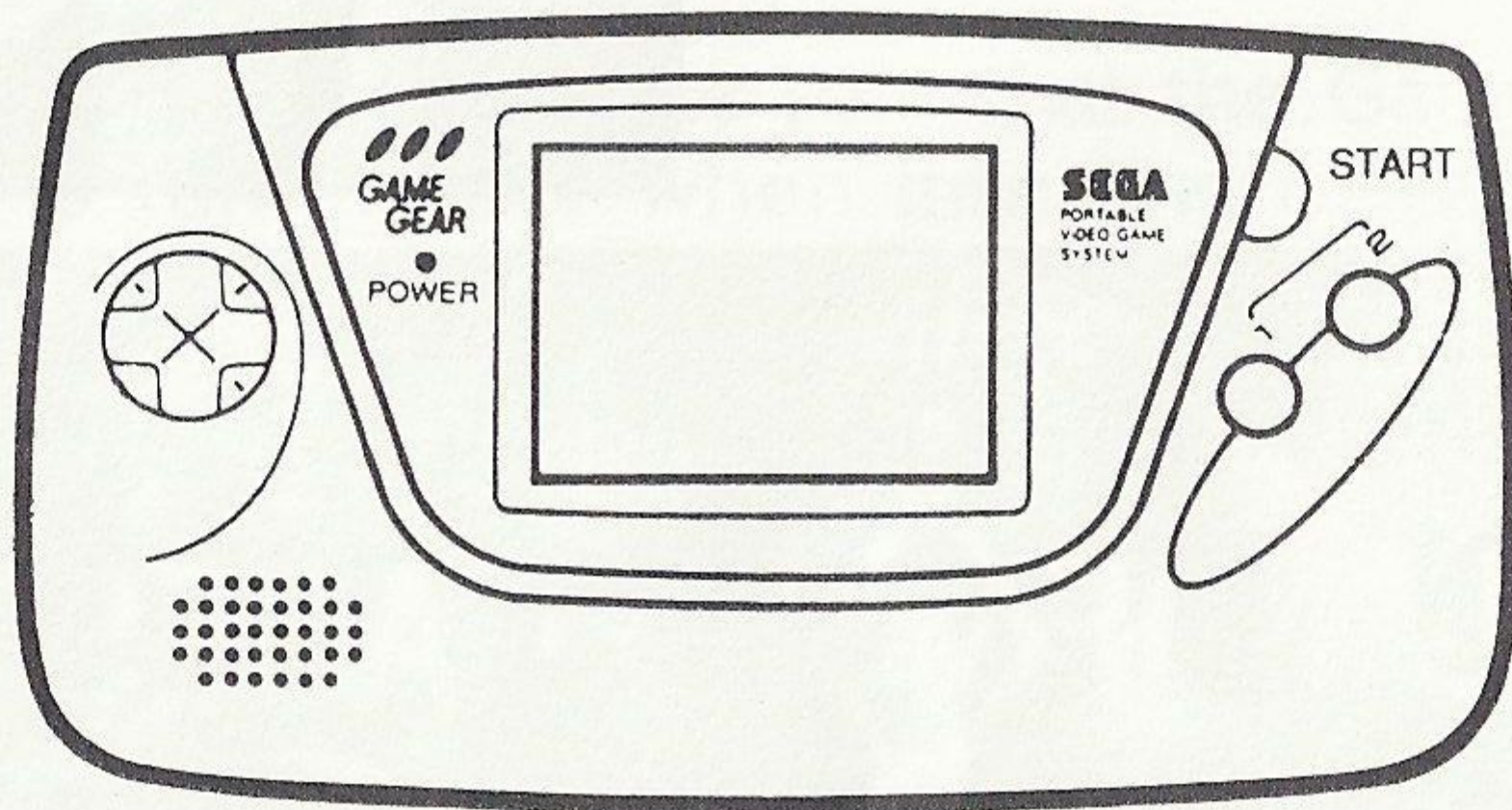
CONTROLLING THE FIGHT / MOVES

For the best game play, learn the different button functions before you start.

OBJECT OF THE GAME — Come out fighting and may the best man win the Championship Belt.

START — Starts the fight. Pauses the fight in progress.

DIRECTIONAL BUTTON — You control the footwork and how your boxer dodges and ducks his opponent's punches.



The Direction Button moves your boxer. Using the Directional Button with the 1 Button or 2 Button gives you more diverse punches. With a little practice you'll be able to take on the best of the best.

1 BUTTON — Left jab

2 BUTTON — Right jab

RIGHT ARROW — Moves boxer forward (in a one-player game).

LEFT ARROW — Moves boxer backwards (in a one-player game).

UP ARROW — Let's you block the face.

DOWN ARROW — Let's you block the body.

DIAGONAL UP LEFT — Your boxer sways back.

DIAGONAL DOWN LEFT — Allows your boxer to duck.

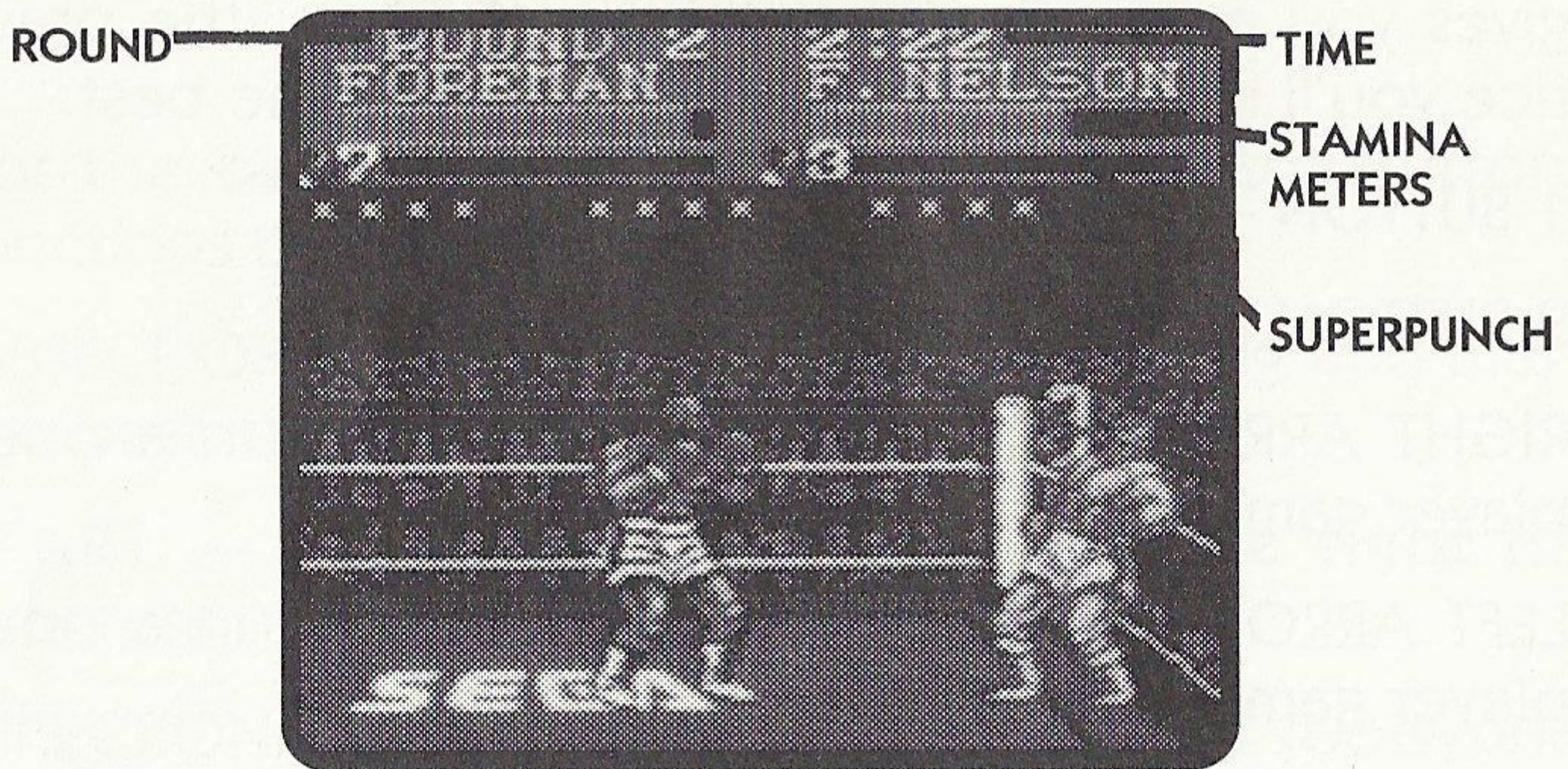
DIAGONAL DOWN + 1 OR 2 BUTTON — You level a punch to the opponent's body.

DIAGONAL UP RIGHT + 1 BUTTON — You throw an upper cut to the face.

DIAGONAL UP RIGHT + 2 BUTTON — You throw an upper cut or straight-on punch.



THE SCREEN



STAMINA METERS — Located below each fighter's name, these indicate how much stamina each boxer has left.

TIME — Located at the top right-hand side of the fighting screen. Indicates amount of time left in the round.

ROUND — Each fight is scheduled for 10 rounds.

SUPERPUNCH — To throw a SUPERPUNCH, hold down the 1 Button and 2 Button simultaneously. Wait for your meter to fill full of red dots, FULL OF PSYCHE POWER! When your meter is full, your gloves will twinkle white. Then, you can let loose with the SUPERPUNCH by letting go of the buttons and quickly jabbing with the 1 button. The number next to the SUPERPUNCH METER indicates how many SUPERPUNCHES you have left.

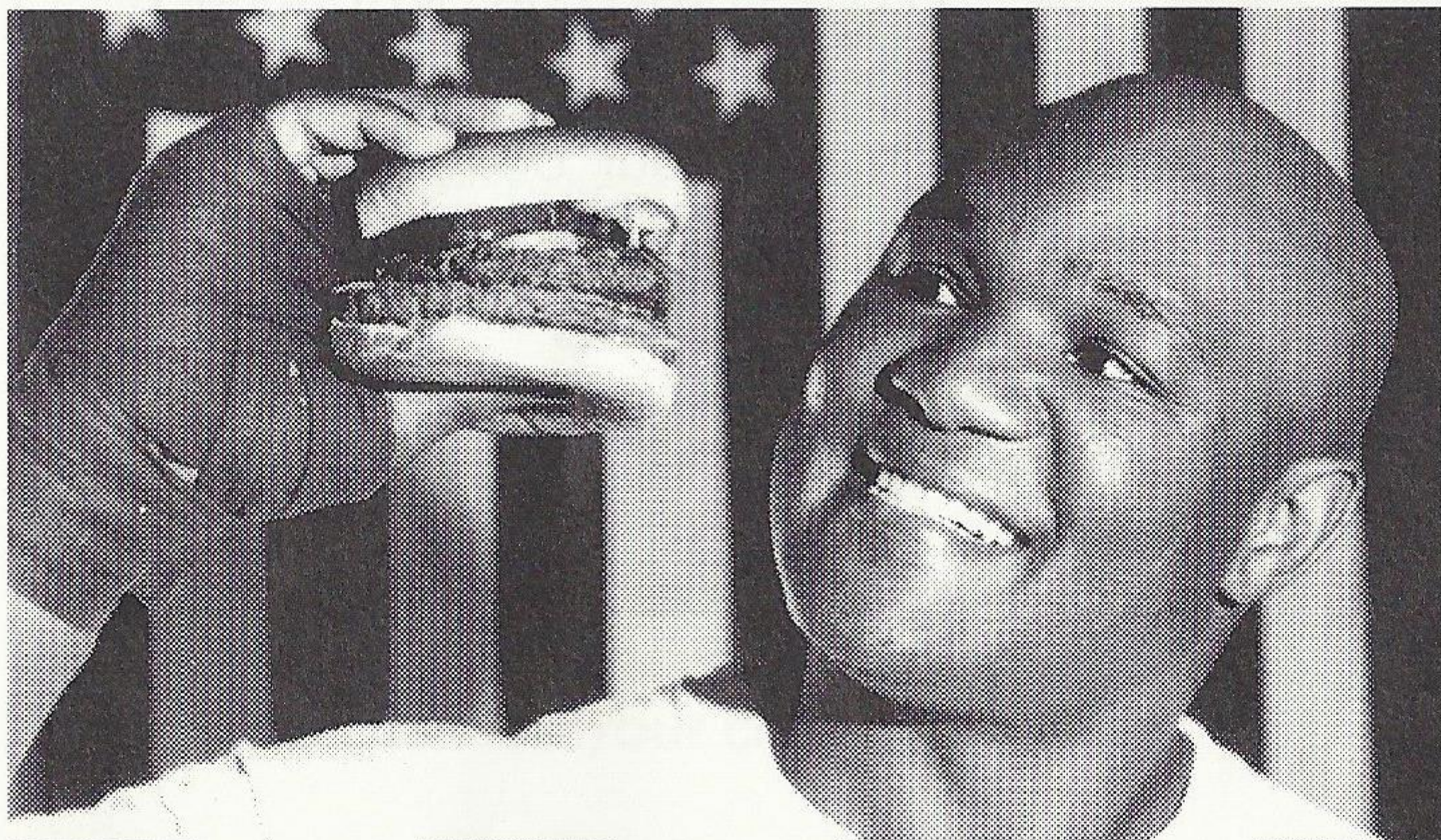


VERSUS MODE: THE TWO-PLAYER GAME

When you play opposite a friend, you and the other player must each insert GEORGE FOREMAN'S KO BOXING™ into your individual Game Gear™ units. The two Game Gear™ units must each be correctly connected with the Gear-to-Gear Cable™. Turn the power ON on both units.

To begin, select VERSUS and press START. The first player to turn his unit on can choose the game speed.

BE A CONTENDER — You can be George Foreman or one of the other champion boxers. Press the Directional UP or DOWN, then select a fighter. The 1 Button or Start sets your choice.



POINTS AND KNOCKOUTS

KNOCKOUTS — One Knock-Down to the count of ten will win the bout.

TECHNICAL KNOCKOUTS — 3 Knock-Downs in a given round will win the bout.

RECOVERY — When your boxer's knocked down, tap the 1 Button or 2 Button rapidly. Sometimes this will promote recovery.

10 POINT MUST SYSTEM

JUDGE'S SCORES — After each round, the JUDGE'S SCORES SCREEN appears, giving you the score for each player and all ten rounds.

WINNER OF THE ROUND — 10 Points.

OPPONENT — 7-10 Points based on performance.

POWER POINTS FOR WINNER ONLY: Use these bonus Power Points to upgrade your boxer's assets for a winning strategy on the POWER UPS SCREEN.

KNOCKOUT (KO).....4 Points

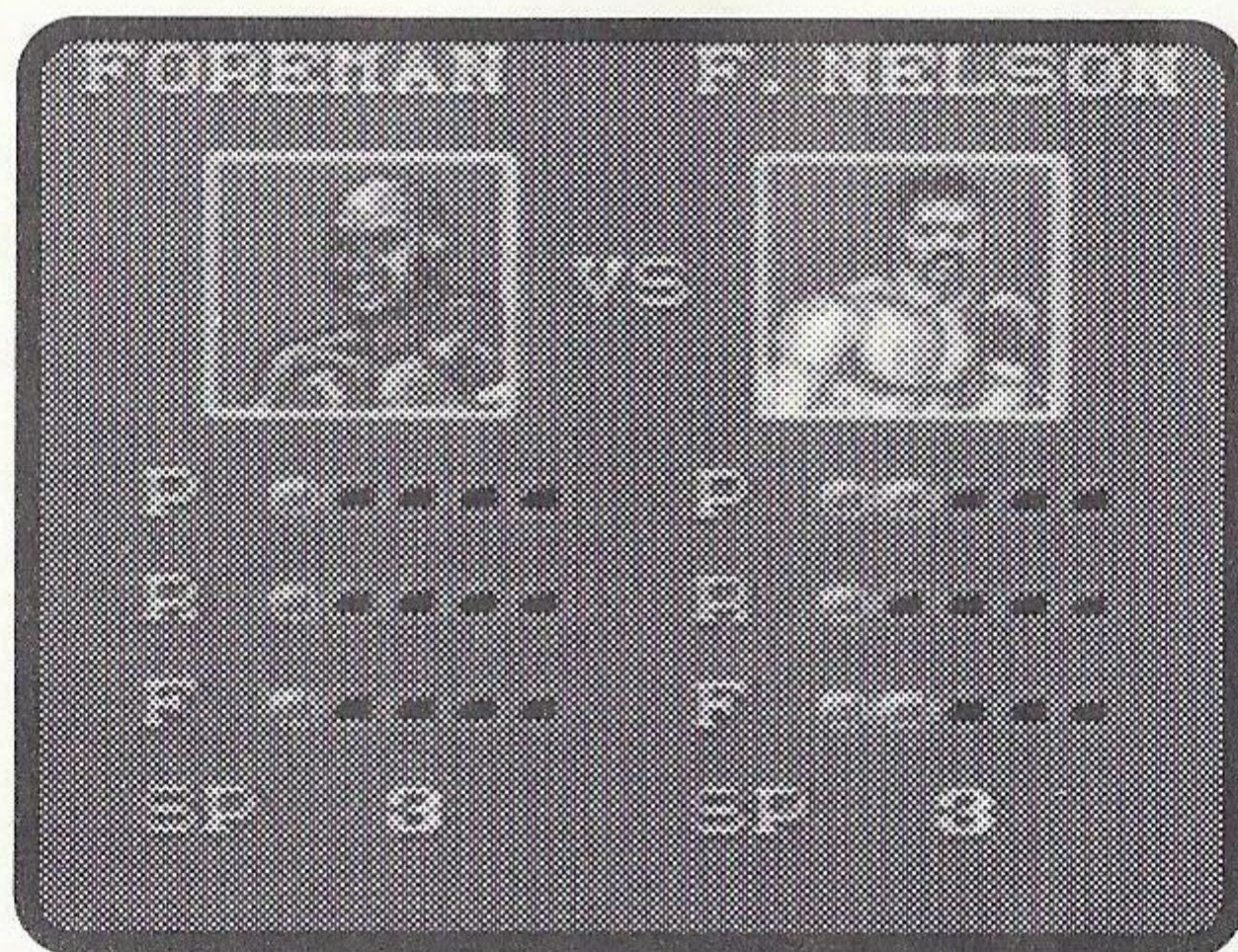
TECHNICAL KNOCKOUT (TKO)...3 Points

JUDGMENT WIN.....2 Points



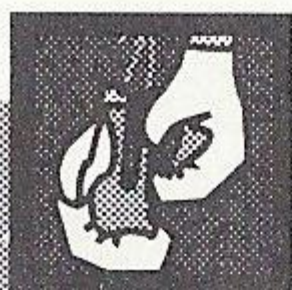
STRATEGY: POWER METERS

After each BOUT, the POWER UPS SCREEN will appear. Under these meters is your SUPERPUNCH counter. Under each fighter are three POWER METERS.



- The first meter indicates POWER PUNCH.
- The second meter indicates RECOVERY.
- The third meter indicates FOOTWORK.
- SP stands for SUPERPUNCHES.

The meters indicate how much strength you have in each area and the number of Superpunches left. When you win a bout, you add points to the meters that you think need power in the most, or add Superpunches instead. Do this with the 1 Button. The 2 Button cancels your choice.



THE THRILL OF VICTORY

Knock down the opponent, until he stays down to the count of ten (TKO).

Knock down your opponent 3 times in a round (TKO).

Judge's Decision gives your boxer more points than opponent after 10 rounds.

WIN AGAINST ALL YOUR OPPONENTS, YOU'LL BE THE NEW WORLD CHAMPION!

THE AGONY OF DEFEAT

The opponent knocks your boxer down and he cannot stand up.

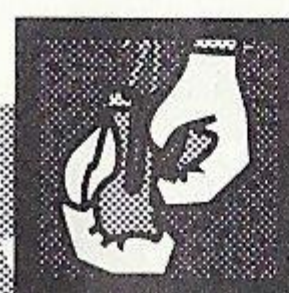
The opponent knocks your boxer down 3 times in a round.

Judge's Decision gives opponent more points than your boxer after 10 rounds.

REMATCH

When you lose, you can choose to fight a REMATCH. Press the Directional Button UP or DOWN to select either REMATCH or QUIT.

NOTE: WHEN YOU'RE DEFEATED TWICE BY THE SAME BOXER, THE GAME IS OVER.

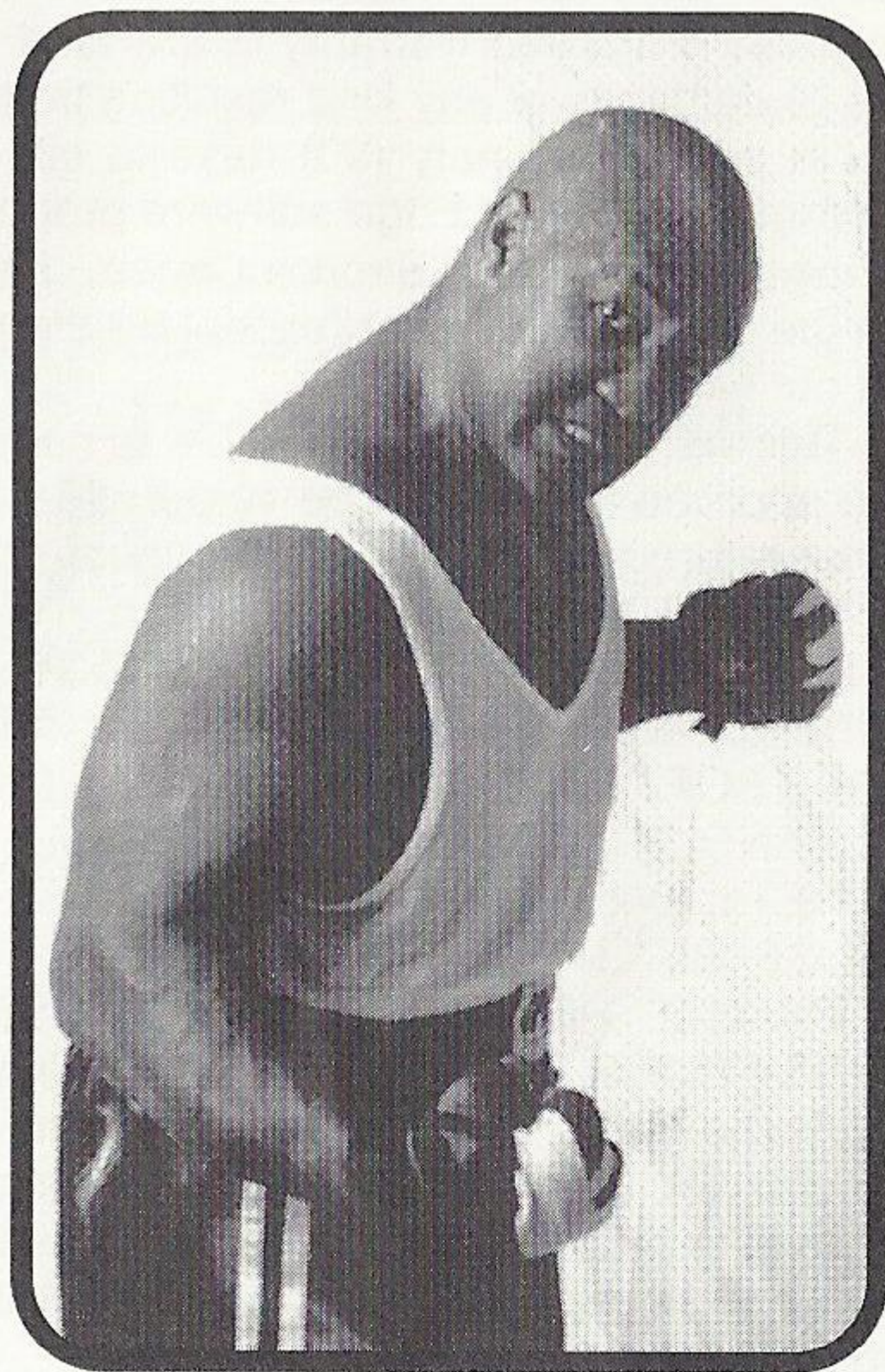


POWERHOUSE GEORGE FOREMAN

Foreman is in shape for this comeback. George is running ten to seventeen miles a day. He's consumed countless cheeseburgers. Now the heavy-hitting Texan is ready to enter the ring again. And with the experience of one of the longest, most illustrious careers in the history of boxing, Foreman faces his opponents with impressive strength, hard-earned skill, and pure unflappable moxie.

Foreman's also equipped with incredible stamina, recovery ability, and a Superpunch that dazes all competitors. Now you can place him in the fighting arena to artfully defeat and destroy each formidable opponent. George Foreman, the former Heavyweight Champion of the World is just waiting for the bout to begin. The bell is ringing! Shake hands...come out fighting...LET'S GO!

ROUND 1!



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Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: _____

2. Who **purchased** this game? Male Female Age _____

3. Who **plays** this game the most? Male Female Age _____

4. Why was game purchased for **player**?

Self-purchase Requested gift Unrequested gift

5. How did you hear about this game?

Friend Radio TV Newspaper Magazine Ad

Game Review In-Store Display

Played Before Buying Arcade Sales Person

6. How would you rate the game play?

1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?

1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like most?

Action Role-Playing Sports Simulation Maze/Puzzle

9. How often do you play coin-op arcade games?

Never Sometimes Frequently

10. What game/computer systems are in your household?

NES Super NES Genesis Game Gear

Game Boy PC (IBM or other)

11. How many times a month do you **rent** video games? _____

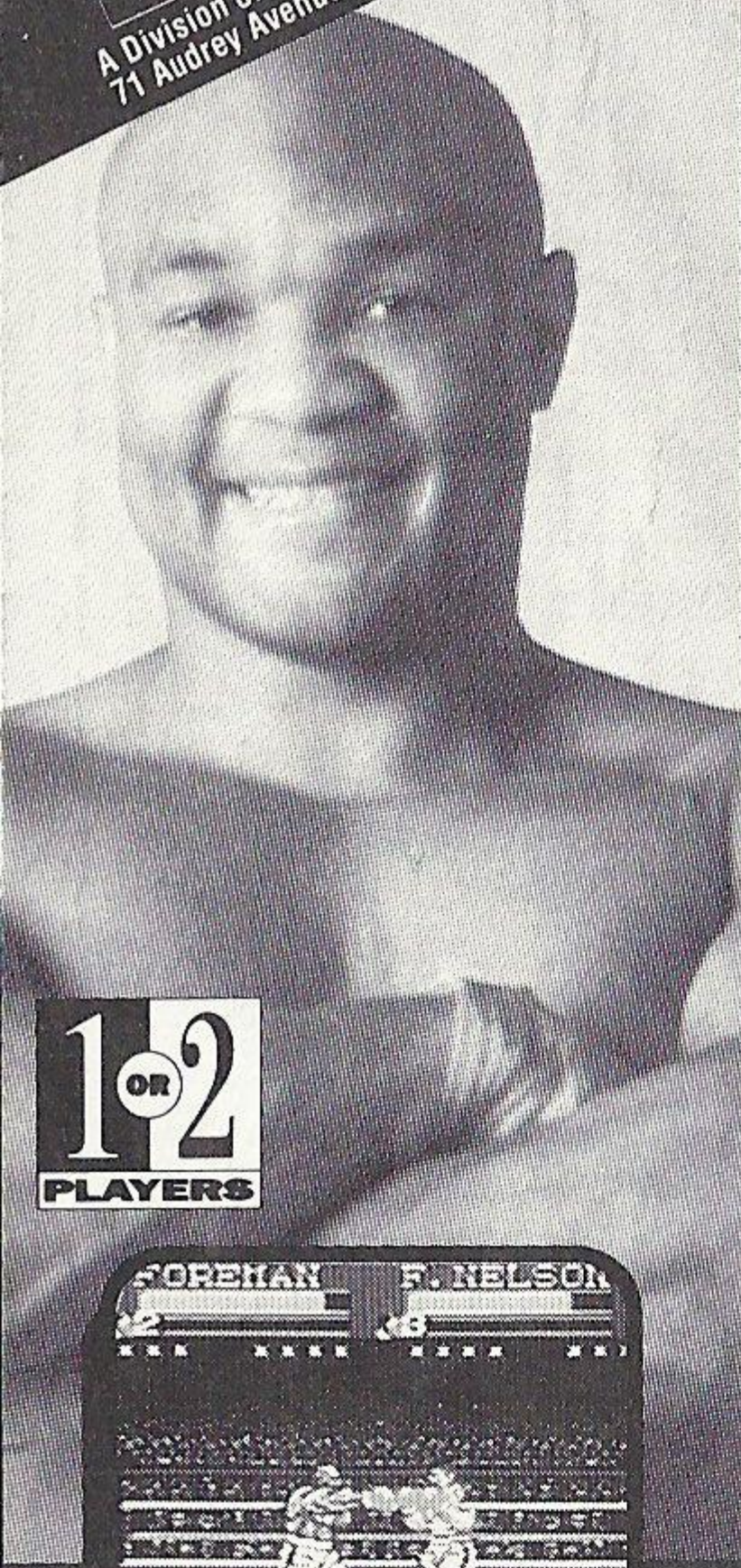
12. Which magazines and comic books do you read? _____

13. Comments: _____

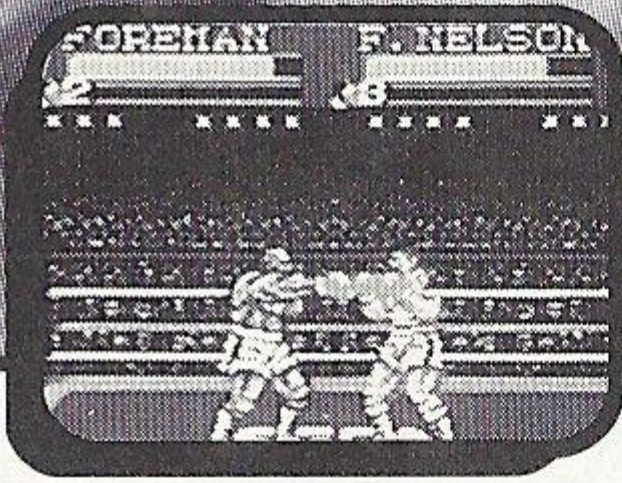
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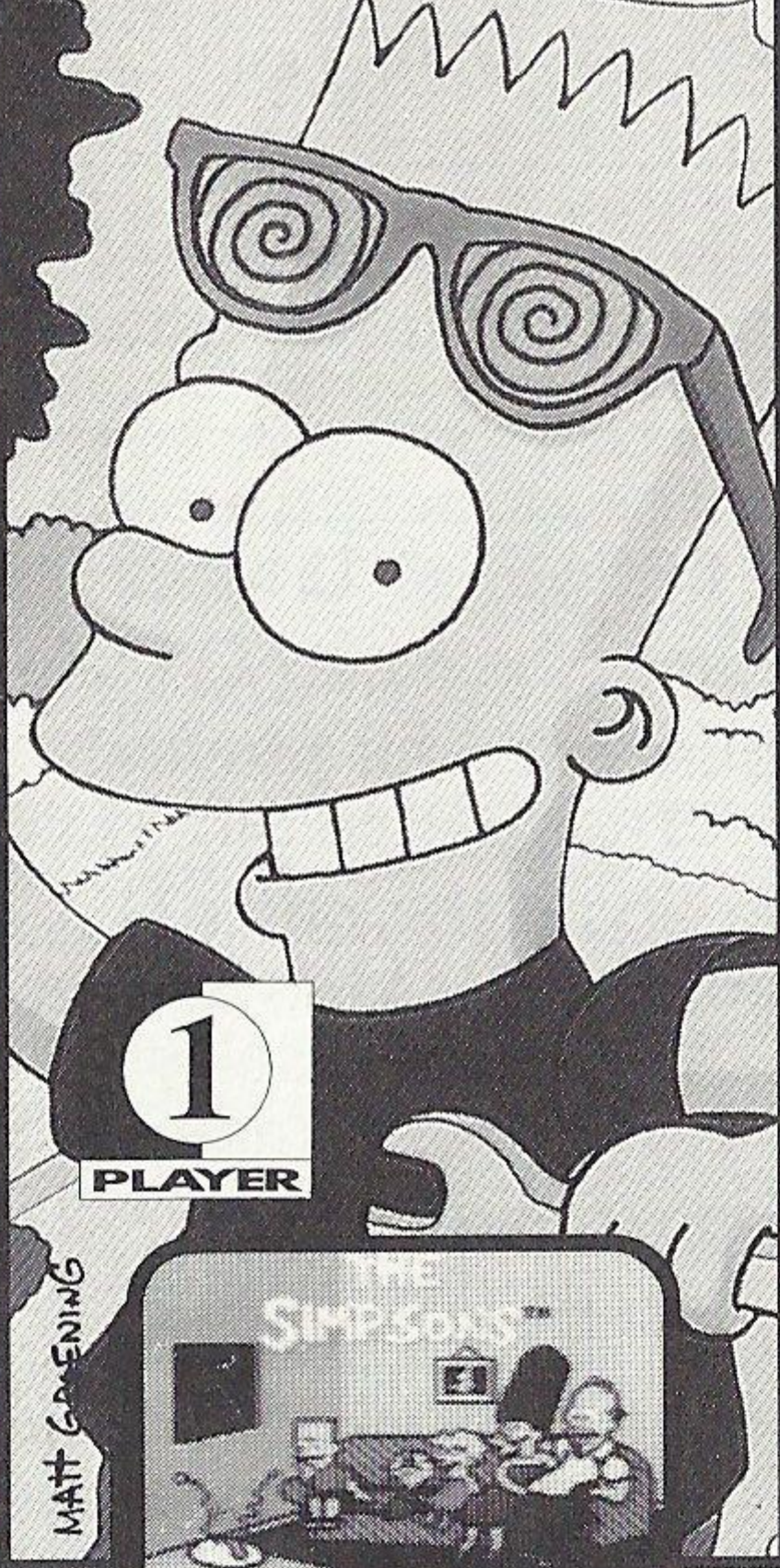


**1 OR 2
PLAYERS**

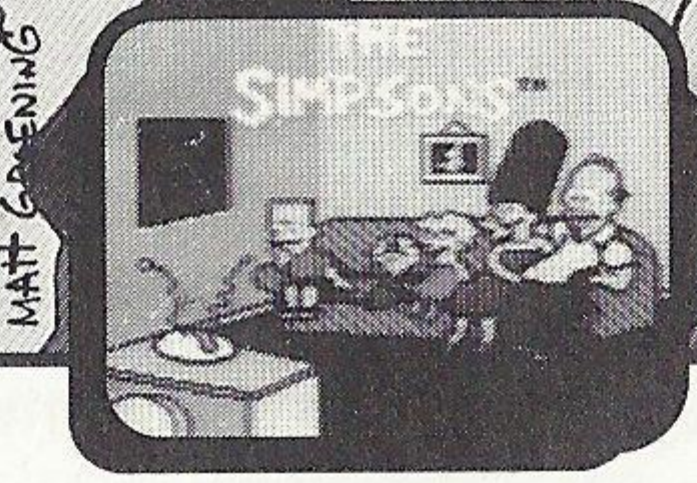


Get ready for the fight of your life with "Big George" Foreman!

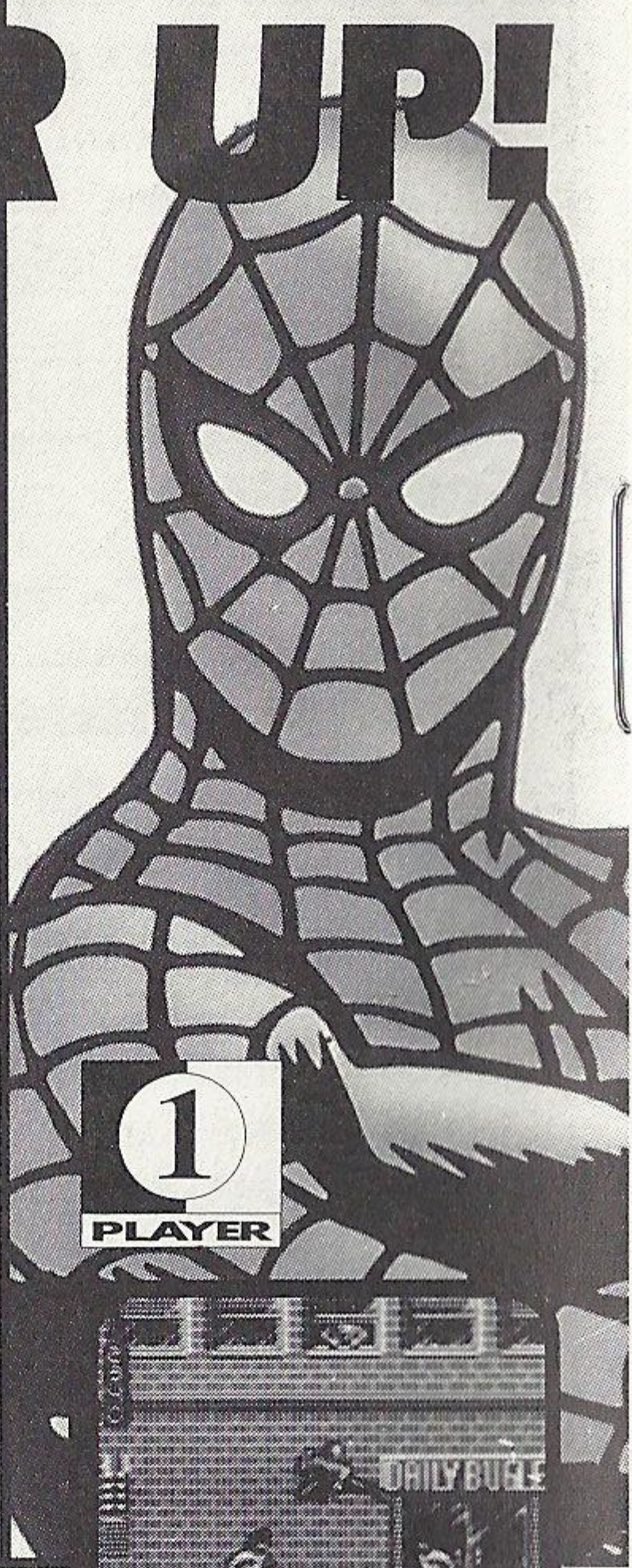
GEAR UP!



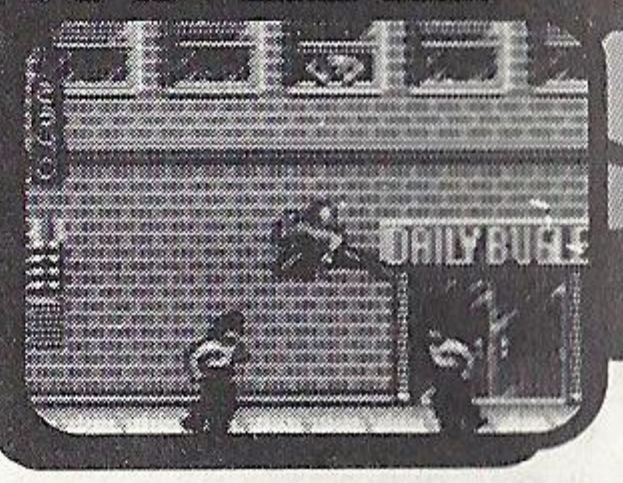
**1
PLAYER**



Help Bart save Springfield from slimy space mutants!



**1
PLAYER**



Marvel Comics' web-swinging Superhero has been framed by the King Pin!

SEGA™

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Printed in Japan

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

**1 OR 2
PLAYERS**

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