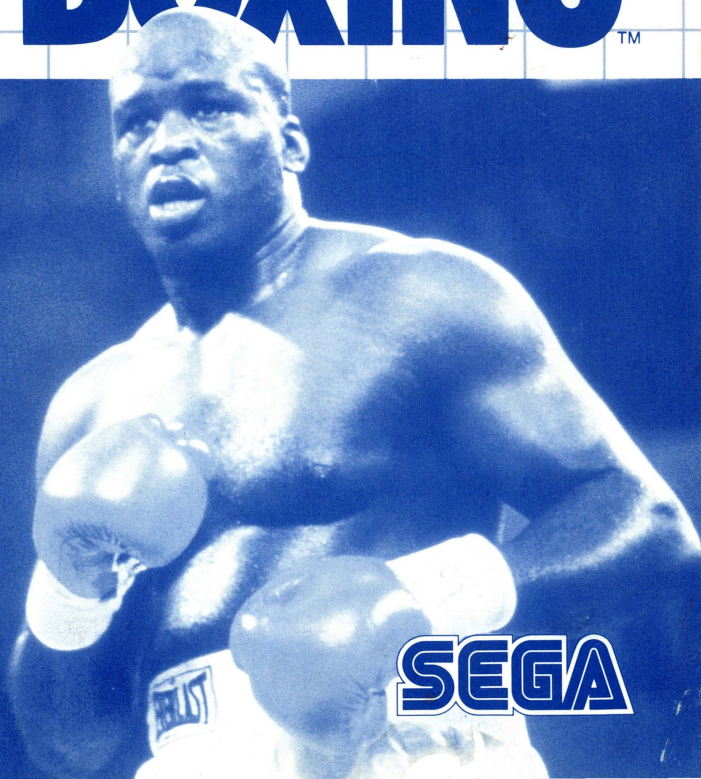


James "Buster" Douglas

KNOCKOUT BOXING™



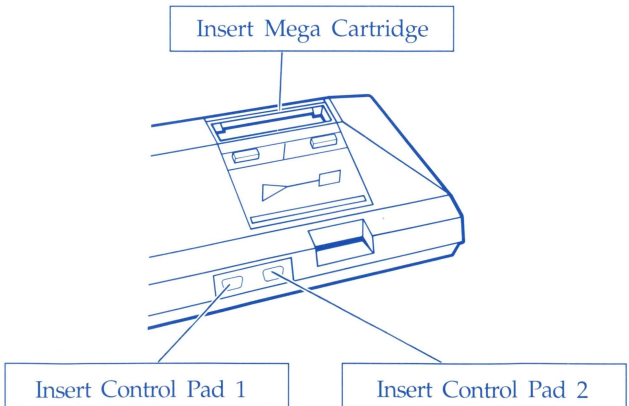
SEGA



Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.
2. Insert the James "Buster" Douglas Knockout Boxing cartridge in the Power Base (shown below) as described in your Sega System manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and try again.
4. At the title screen, press Button 1 or 2 to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF before inserting or removing your Mega Cartridge.



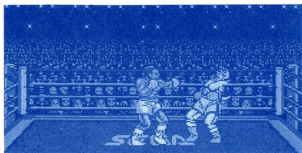
Knockout Boxing

The 2 warriors have battled through 11 grueling rounds of boxing, and the match is still up for grabs. "Buster" Douglas is in pretty good shape, and his opponent is showing signs of tiring. Buster moves in, waits for an opening... a right to the body, a left uppercut and a devastating right cross send the opponent to the canvas! We have a new heavyweight champion!

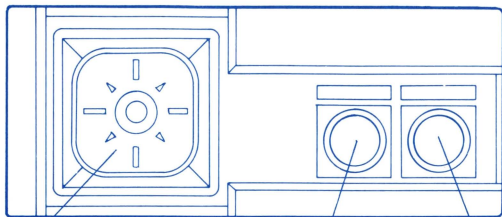


The Sega Arena is packed to capacity in anticipation of tonight's all-star card! Leading the way is the present champion, Keith "The Man" Gibson! The 4 top contenders are also here. Can you guide James "Buster" Douglas through the upper ranks of the heavyweight class, and then defeat the champ? Will you wear the opponents down by attacking the body? Will you use your great speed and jabbing ability to pick them apart? Or will you stand

toe-to-toe with them and slug it out? James "Buster" Douglas Knockout Boxing lets you choose and employ your own strategy and skills. Don't be just another spectator- step into the ring and bust some heads!



Take Control!



Directional Button
(D-Button)

Button 1

Button 2

D-Button:

- Press up or down to move selection marker.
- Press up or down to choose a fighter (2-player mode ONLY).
- Press left or right to move your boxer in either direction.
- Press up or down to position your boxer's punches.
- Press up or down to position your boxer's guard.
- Press up/left or down/left to sway or duck your boxer.

Button 1:

- Press to start the game.
- Press to make a selection.
- Press to throw a left-handed punch.

Button 2:

- Press to start the game.
- Press to make a selection.
- Press to throw a right-handed punch.

Special Techniques

Only a well-rounded boxer has any hope of downing the opposition and earning the title of "Champion!" Learn these special moves for attacking and defending before you set foot in the ring!

Defense

D-Button UP: Brings your boxer's "guard" up. He can momentarily block punches thrown at his head.



D-Button DOWN: Brings your boxer's arms down to block body shots.

D-Button UP and LEFT: Lets your fighter sway back to move just out of the reach of an opponent's punch.



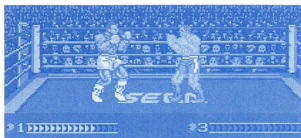
D-Button DOWN and LEFT: Makes your man duck down, again to avoid the other fighter's attack.

Offense

D-Button DOWN + Button 1: Your boxer unleashes a vicious left to the body. It almost always does damage!

D-Button DOWN + Button 2: This time, he throws a heavy right to the midsection. Used along with the left, you can inflict quite a bit of pain on your opponent!

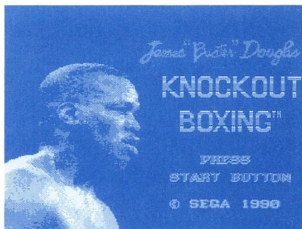
D-Button UP or DOWN + hold Buttons 1 and 2: If you have any Super Punches remaining (page 8), you can throw any type of blow you want, and if you connect, it'll send him into the ropes at the other end of the ring! Watch the SP Gauge underneath your fighter. Hold Buttons 1 and 2 until the gauge is full, and continue holding them until you're ready to deliver the monster blow. Releasing the buttons too soon (if the gauge is full but you're out of position) loses you 1 of the Super Punches. I hope it wasn't your last one...



Getting Started

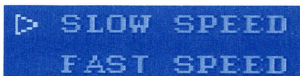
The Title screen appears first, containing the words PRESS START BUTTON.

A demonstration follows if you don't press any buttons. To open the selection screens, press Button 1 or 2 at the Title screen.

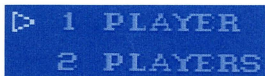


Selection Screens

There are 2 speeds at which the action may proceed. Beginning players should start at the Slow level, while more experienced boxers in the world at the Fast level. To choose Slow or Fast, press the D-Button up or down so the selection marker points to the desired speed, and then press Button 1 or 2.



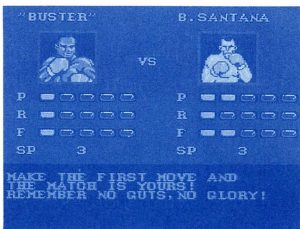
This game can be played by 1 player vs. the Computer, or by 2 players against each other. To select, press the D-Button up or down to line up the selection marker with your choice, and press Button 1 or 2 to enter your selection. A 2-player game requires an additional Control Pad (plug it into Control Port 2 on your Master System machine).



2-player Game

Player 1 is always James "Buster" Douglas. Player 2 can choose 1 of the other 5 fighters by pressing the D-Button on Control Pad 2 up or down.

Beneath the boxer's photos are their Skill Ratings. "P" stands for Power, "R" for Recovery, "F" for Foot Work and "SP" for Super Punch. Each category has a maximum rating of 5. Each block colored Red represents 1 point in that category (see Skill Ratings on page 7). Player 2



may think he has the advantage, as he can select any one of the other fighters, some of whom have very high ratings in every category. Heart, though, can't be rated that way— Player 1 has the “Buster!”

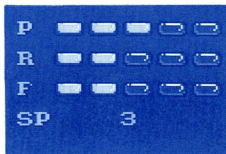
After Player 2 has selected a boxer, press Button 1 or 2 on either Control Pad to go straight to the ring! Each bout can go a maximum of 12 rounds, and each round is limited to 3 minutes by the Sega Arena timer (which is a bit faster than real time). There's the bell— come out fighting!

1-Player Game

In this mode, you get the privilege of guiding James “Buster” Douglas through the sea of contenders, all the way to the Title! The fighter's photos and Skill Ratings appear first. At the bottom of the screen, your trainer has a little advice for you. Now put in that mouthpiece and show the other fighter just who's in control!

Skill Ratings

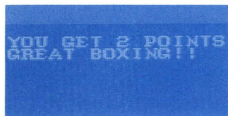
POWER— This rating shows the fighter's ability to injure his opponent. Some fighters can cause more damage than others by throwing the same type of punch.



RECOVERY— How quickly and how often the fighter can drag his sorry self up from the canvas after being decked. This also determines how much lost energy the fighter can regain during the Intermission (see page 11).

FOOT WORK– The fighter’s agility. The more agile he is, the easier it is for him to move quickly out of danger.

SUPER PUNCH– This is a blow that can send the opponent, or you, across the ring! It most closely resembles being hit by a train! You may only save as many as 5 of these punches, so don’t waste them.



After each fight you win, you receive a certain number of points depending on how dominant you were in victory. Use these points to bolster your Skill Ratings.

To increase your rating in one of the categories, press the D-Button up or down to put the selection marker next to the desired category, and press Button 1 or 2 to enter. One of the blocks in that line will turn Red, meaning that your fighter has just become better in that particular area.

The Opponents

You and James “Buster” Douglas have to face the 5 meanest, most talented boxers in the heavyweight division before you can call yourselves champions! Let’s introduce you to them...

Match 1

“Gritty” Bob Santana (29 wins, 7 losses, 1 draw, 18 KO’s) has a decent blend of power and agility, but no chin. He can’t stand up to a fierce attack. You should hit him hard and fast, and don’t let up for a second! Even his



extraordinary courage and will to win won't keep him off the canvas if you're aggressive enough.

Match 2

Tom "Bulldog" White (34 wins, 5 losses, 26 KO's) is smaller than most heavyweights, but makes up for his lack of size by working hard. He is a very well-rounded fighter, and has a lot of experience against top-flight boxers. To defeat him, you'll need a mix of combinations, movement and well-timed Super Punches. Don't let him inside, either, because he hits like a stone!



Match 3

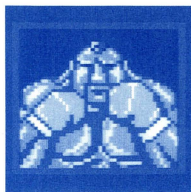
Mike "Spunky" Williams (32 wins, 4 losses, 2 draws, 10 KO's) is in the best physical condition of any of the top heavyweights. He can take almost anything you can dish out! He doesn't have a fearsome attack, but moves pretty well. He used to be known as "Iron Jaw," but he thought that changing his nickname to "Spunky" would make it easy for his opponents to underestimate him. Don't fall into that trap!



Match 4

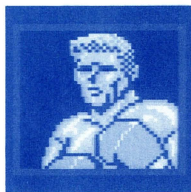
Robert "The Crusher" Bernard (38 wins, 2 losses, 36 KO's) is a ferocious attacker. His punches pack the power of 3 ordinary boxers! Despite his chunky build, he moves like a ballerina.

He's vulnerable to body punches, though, so if you can get inside, go for broke! Don't give him a chance to tee off on you! His only 2 losses, by the way, were by KO to your final opponent– the present champion!



Match 5

Keith "The Man" Gibson (45 wins, 0 losses, 45 KO's) has been the champion for 6 years, and has 14 title defenses to his credit. He has the highest possible rating in every category– the standard by which his challengers are judged. To take his belt, you must excel in all areas. There's no room for error! He hits hard, moves fast and has a strong chin– everything it takes to be champion. Do you and Buster have what it takes to earn the Title?



Victory

If you defeat one of the boxers, you may receive points to add to your Skill Ratings. You also earn the right to face the next contender. The number of points you receive is based on your dominance of your previous opponent. If you knocked him out, you'll get 3 points. If you set him on his behind 3 times in the same Round (see Technical Knockout, page 13), you get 2 points. A 12-round decision– meaning that the Judges awarded you a higher total score than your opponent– gets you only 1 point. The harder the fight was for you, the fewer points you receive. The fighters are tougher and tougher as you move up the ladder. If you continue to win without getting many skill

points, the gap between you and your opponents will grow until it's impossible for you to win! Take your best into every fight, and establish control early in each match!

Defeat...

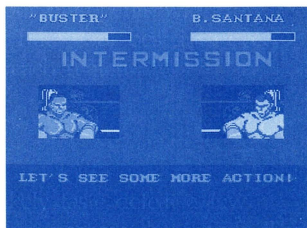


You'll most likely taste defeat a few times before you become the champ. The man who puts you down always offers you a chance to avenge the defeat, however. To take another shot at him, select Rematch. Make sure the selection marker is pointing to REMATCH, and

then press Button 1 or 2. Your Skill Ratings will be the same as they were in the first bout. If you are beaten again, the tournament ends. You have to start from scratch!

Take A Breather!

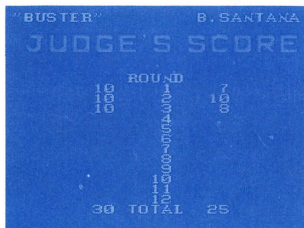
Between each round, there is a short break. The word INTERMISSION appears, along with both corners. You see the fighters, breathing normally if they're in good shape, or sucking wind if they're hurt badly. The yellow bar in each fighter's



Stamina Gauge becomes larger according to their present stamina, and their Recovery rating. A fighter with a rating of 1 won't get as much of his wind back as a fighter rated at 4. Keep this in mind when using your Victory Points!

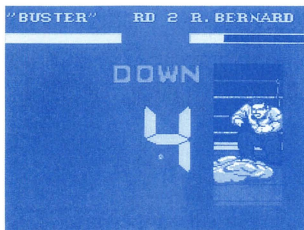
During each Intermission, your trainer has a few words of encouragement for you. The tone of the message depends on how you're doing at that point in the fight. If you won the last round 10-7, your assistants will be very excited. If you lost the round by the same score, they'll certainly let you know it!

Scoring



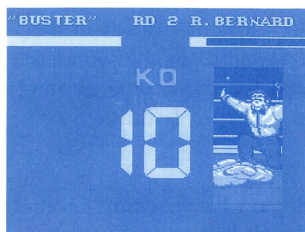
The scoring is done by a international panel of experienced judges. The maximum you can score per round is 10 points. The minimum score you can receive from the judges is a 7. In the case of a knockout, the scores don't figure in the decision. The Score screen appears after each Round is completed.

Knockdown



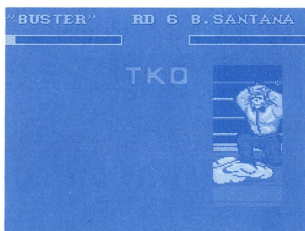
This happens when one fighter hits the other so hard or so often that he can't stand up. As soon as the hurt fighter falls to the canvas, the referee begins counting. In the case of a knockdown, the fighter has to get up before the referee's count reaches 10. The fighter is still dazed as he arises, though, so if your boxer is knocked down, try to avoid the opponent for a short time.

Knockout!



If you clobber your opponent, or if he puts you on the floor, and the downed fighter can't get up before the ring referee counts to 10, the fight ends and the downed fighter loses. The referee waves his arms to signal the end of the bout!

Technical Knockout (TKO)



If a fighter is knocked down 3 times in the same round, he automatically loses the fight. It's called a TKO, or Technical Knockout. The referee doesn't make a count on the third knockdown— he instantly waves his arms to show that the bout has ended.

A Little Advice...

- Learn your defensive moves, and use them as much as you can. The opponents all attack well, and you could get in trouble early if you don't protect yourself.
- When distributing the points you receive for a victory, pay close attention to the ratings of your next opponent. If he

has a low Power rating, you should consider boosting your Power. Go for the early KO!

- Don't get overconfident if you knock a fighter down in the 1st Round. These are the top heavyweights in the world—they can take a punch! If you spend too much time gloating over your early success, you could wind up face down on the canvas!
- You probably won't beat the champion the first time around. Don't be ashamed to accept the Rematch he offers you. It could be the worst mistake he'll ever make!
- Using one of the defensive maneuvers you learned earlier in this manual, avoid the opponents' Super Punch attempts. If you're successful, they'll have wasted a valuable weapon! Watch yourself, though—causing them to lose a Super Punch makes them angrier than just about anything!

*****MEMO*****

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega 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 this 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 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 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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Printed in Japan.