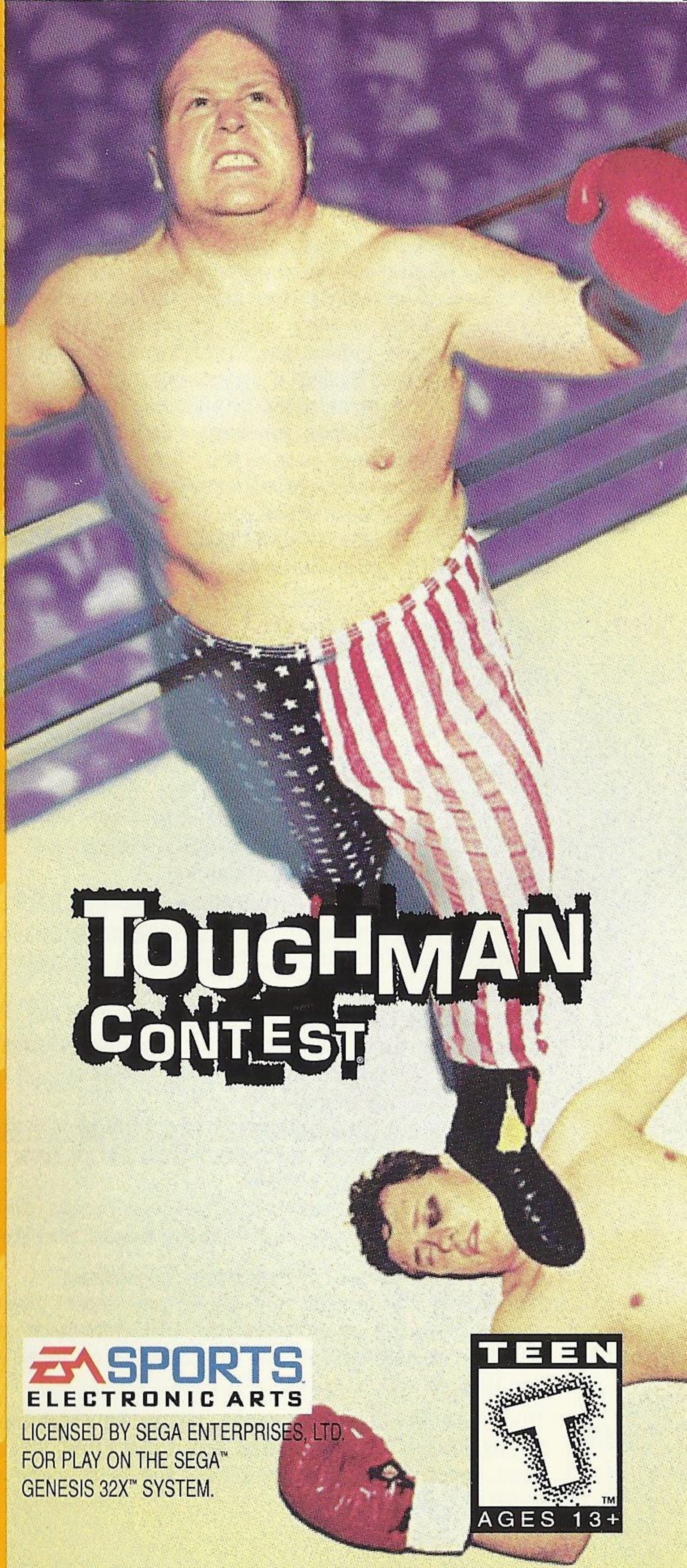
SEGA™

32X™

GENESIS

INSTRUCTION MANUAL



TOUGHMAN CONTEST®

EA SPORTS™
ELECTRONIC ARTS

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™
GENESIS 32X™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

TEEN
T™
AGES 13+



TOUGHMAN

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you 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 physician before resuming play.



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 combined with GENESIS 32X™.



QSOUND and the QSOUND logos are trademarks of QSOUND Labs, Inc. QSOUND is a trademark of Archer Communications Inc. Manufactured under license from QSOUND Ltd. © 1990 Archer Communications Inc.

QSOUND is additionally licensed under one or more of the following patents: U.S. numbers 5,046,097/5,052,685/5,105,462 and corresponding foreign patents.

HANDLING YOUR CARTRIDGE

- The Sega Genesis 32X Cartridge is intended for use exclusively with the Sega™ Genesis™ and Genesis 32X™ Systems.
- 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 (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

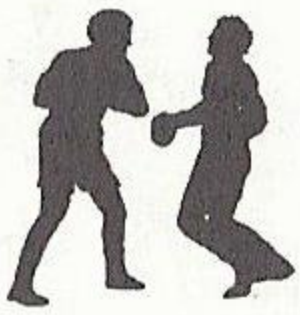


TABLE OF CONTENTS

CONTROL SUMMARY 2

INTRODUCTION 3

STARTING UP 4

GAME SETUP MENU 5

DA FIGHTING GAME 6

- BEFORE THE FIGHT 6
- HITTIN' AND DUCKIN' 8
- END OF THE FIGHT 13

THE TOUGHMAN CONTEST 13

- PASSWORDS 15

TOURNAMENTS 16

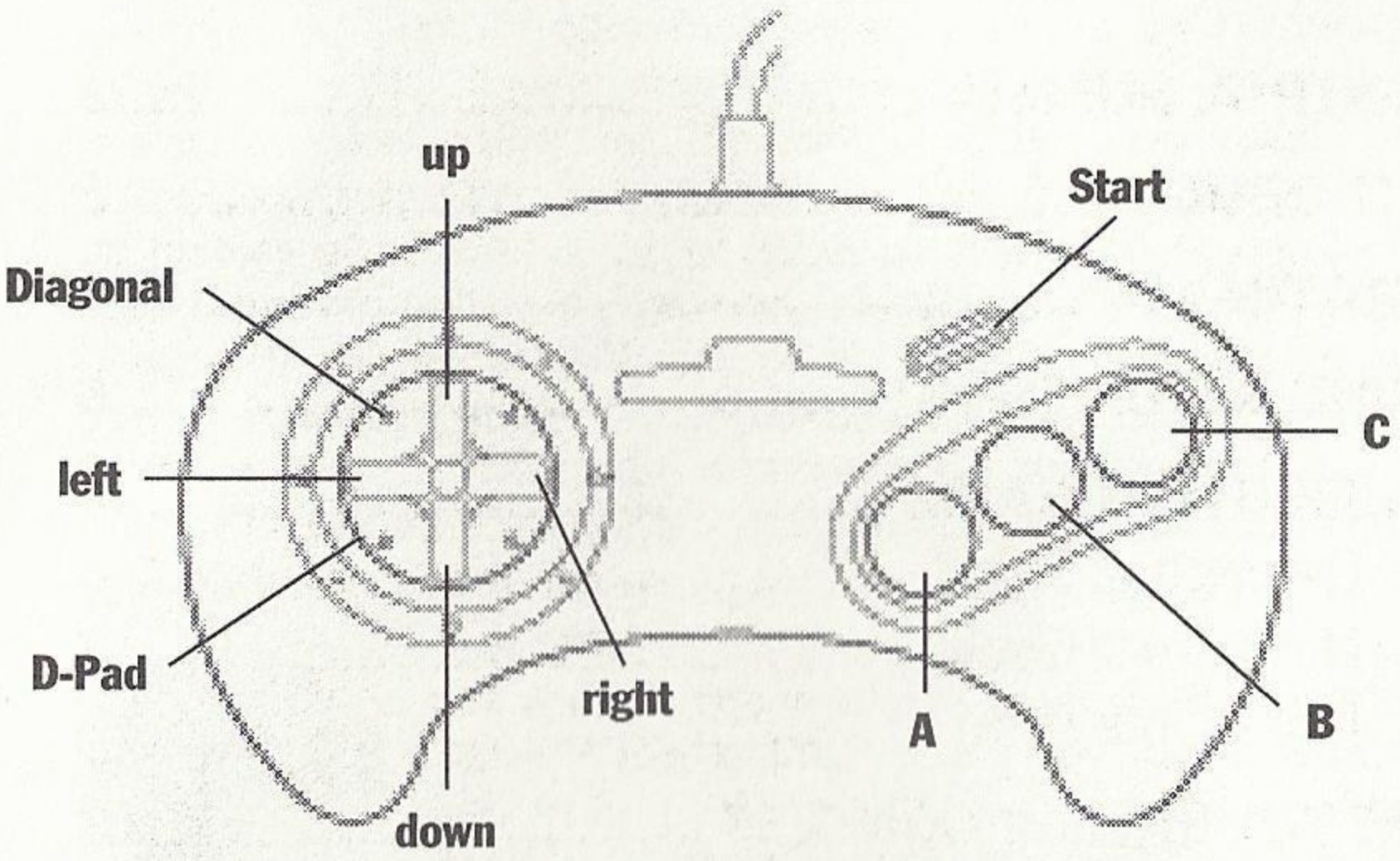
- TOURNAMENT SETUP MENU 17
- AFTER A TOURNAMENT FIGHT 19

BIOGRAPHIES 20

- UNITED STATES 20
- SOUTH/CENTRAL AMERICA 21
- EUROPE/MIDDLE EAST 22
- ASIA/AUSTRALIA 24
- BUTTER BEAN 25

CREDITS 26

Control Summary



BOXING

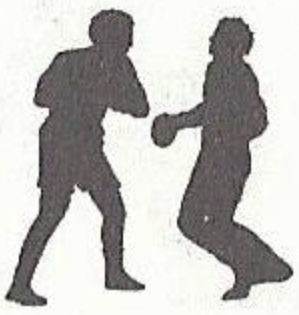
Pause	**START**
Move left/right (2 Player only)	Hold **B** + D-Pad **left/right**

Offense

Jab to head left/right	Hold D-Pad **up**, tap **A/C**
Jab to body left/right	Tap **A/C**
Hook to head left/right	Hold D-Pad **up**, hold **A/C**
Hook to body left/right	Hold **A/C**
Uppercut	Hold **B**

Defense

Block low	Automatic
Block high	Hold D-Pad **up**
Duck	Hold D-Pad **down**
Dodge left/right	Tap D-Pad **left/right**



MENUS

Move highlight up/down	D-Pad **up/down**
Change highlighted option	D-Pad **left/right**
Continue	**START**
Select highlighted option	**C**
Return to previous menu	**B**

INTRODUCTION

You've probably heard about the Toughman Contest®, maybe even seen it on TV. It's an epic slugfest—tournament boxing, three one-minute rounds per match, one fight after another. At the end of the day, only one man is left standing—the Toughman.

You may think you've got what it takes to win the Toughman. You say you're as strong as a locker room stench and meaner an' nastier than a wild boar? Well, c'mon then, show us what you got.

In *Toughman Contest* you can fight in Exhibition, Tournament, and Toughman Contest modes by yourself or with up to seven of your so-called friends.

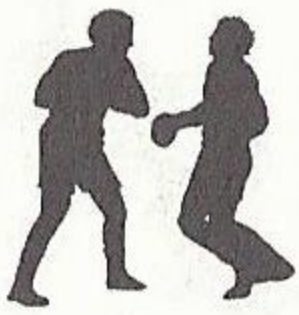
FEATURES

- ★ 24 fighters from around the world.
- ★ Five international rings.
- ★ 14 special boxing moves.
- ★ Authentic Toughman Contest mode.
- ★ Customizable multi-player Tournaments so you and your friends can whomp on each other.

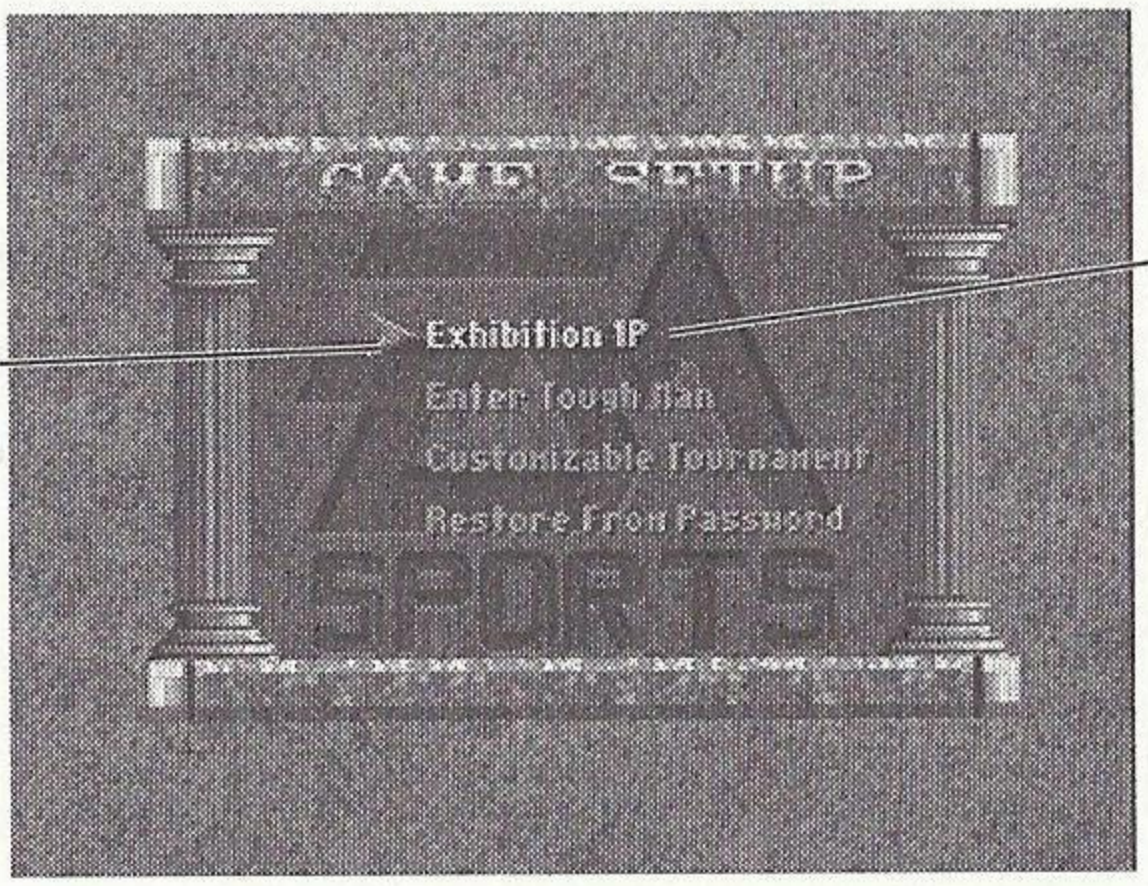


Starting Up

1. Set up your Genesis 32X System as described in its instruction manual.
2. Turn OFF the power switch on your Sega™ Genesis™.
   Never insert or remove a game cartridge when the power is on.
3. Make sure a Control Pad is plugged into the port labeled Control 1 on the Genesis Console.
4. Insert the *Toughman Contest* cartridge into the slot on the console. To lock the cartridge in place, press firmly.
5. Turn ON the power switch. The EA SPORTS® logo screen appears (if you don't see it, begin again at step 1), followed by the High Score and Visual Concepts logo screens.
6. To advance directly to the Game Setup menu, press **START**. The Game Setup menu appears.



GAME SETUP MENU



D-Pad **up/down** to highlight options

D-Pad **left/right** to toggle between 1P/2P Exhibition

- D-Pad **up/down** to highlight options.
- D-Pad **left/right** to change the highlighted option.
- Press **START** to continue.

***EA* TIP** These controls are used in all Toughman menus, so get 'em tattooed on your skull.

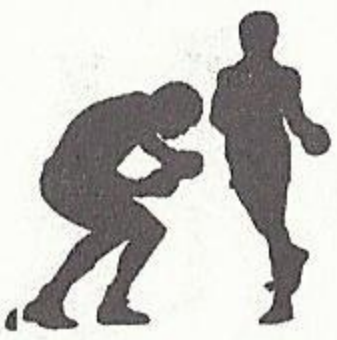
EXHIBITION 1P/2P

Start a one or two player exhibition bout.

1. To toggle between 1 or 2 Player Exhibition, D-Pad **left/right**.
2. When you have selected 1 or 2 Players, press **START**. The Boxer Select screen appears. See *Boxer Select Screen* on p. 6.

ENTER TOUGHMAN

Start a new Toughman tournament. See *The Toughman Contest* on p. 13.



CUSTOMIZABLE TOURNAMENT
Start a new customizable tournament with two, four, or eight fighters. See *Tournaments* on p. 16.

RESTORE FROM PASSWORD
Restore a saved Toughman Contest by entering the password that you wrote down and saved somewhere. You did save it, didn't you? See *Passwords* on p. 15.

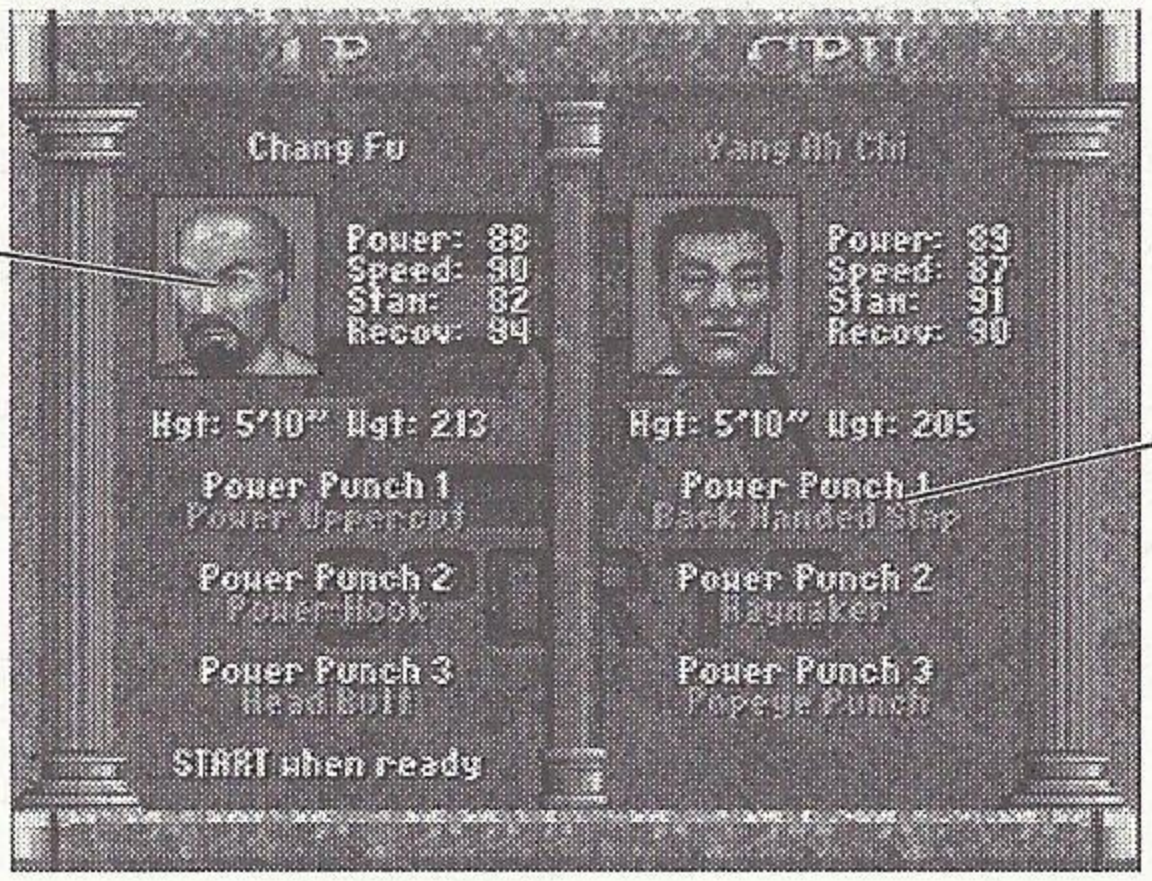
DA FIGHTING GAME

Before the Fight

Before an Exhibition fight or the first fight in a Tournament or Toughman Contest, you can choose a boxer and assign his three Power Punches.

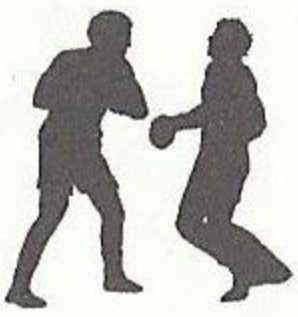
Boxer Select Screen

D-Pad **left/right** to select Boxer



D-Pad **left/right** to select Power Punches

1. Highlight the Boxer Name at the top of the screen.
   - To scroll through the available boxers, D-Pad **left/right**.



2. To change a Power Punch, highlight POWER PUNCH 1, 2, or 3, and D-Pad **left/right** to cycle through the special punches.

For a complete list, see *Power Punches* below.

- Press **START** to proceed to the pre-fight introduction.

Power Punches

Hooks and jabs are pretty good, but there's more to *Toughman Contest* than that. You can only throw the three Power Punches that you select from the Boxer Select screen.

> **Note:** The directional arrows below correspond to the D-Pad on your controller.

Power Jab	Tap **B**, then ←↑
Back Handed Slap	Tap **B**, then →←
Power Elbow	Tap **B**, then ↓↓
Power Hook	Tap **B**, then ←←
Haymaker	Tap **B**, then ↑↑
Power Uppercut	Tap **B**, then ↓↑
Super Uppercut	Tap **B**, then ↓↘→
Low Blow	Tap **B**, then ↓↙←
Duck Body Blow	Tap **B**, then ←↙↓
Measured Hook	Tap **B**, then ↑←
Windmill Wind-up	Tap **B**, then →→
Head Butt	Tap **B**, then ↑↓
Popeye Punch	Hold ↑, then tap **B** eight times rapidly
Furious Flurry	Tap **B** eight times rapidly

Pre-Fight Introduction

The Fight Introduction screen shows the two boxers and the venue.

- To continue, press **START**.



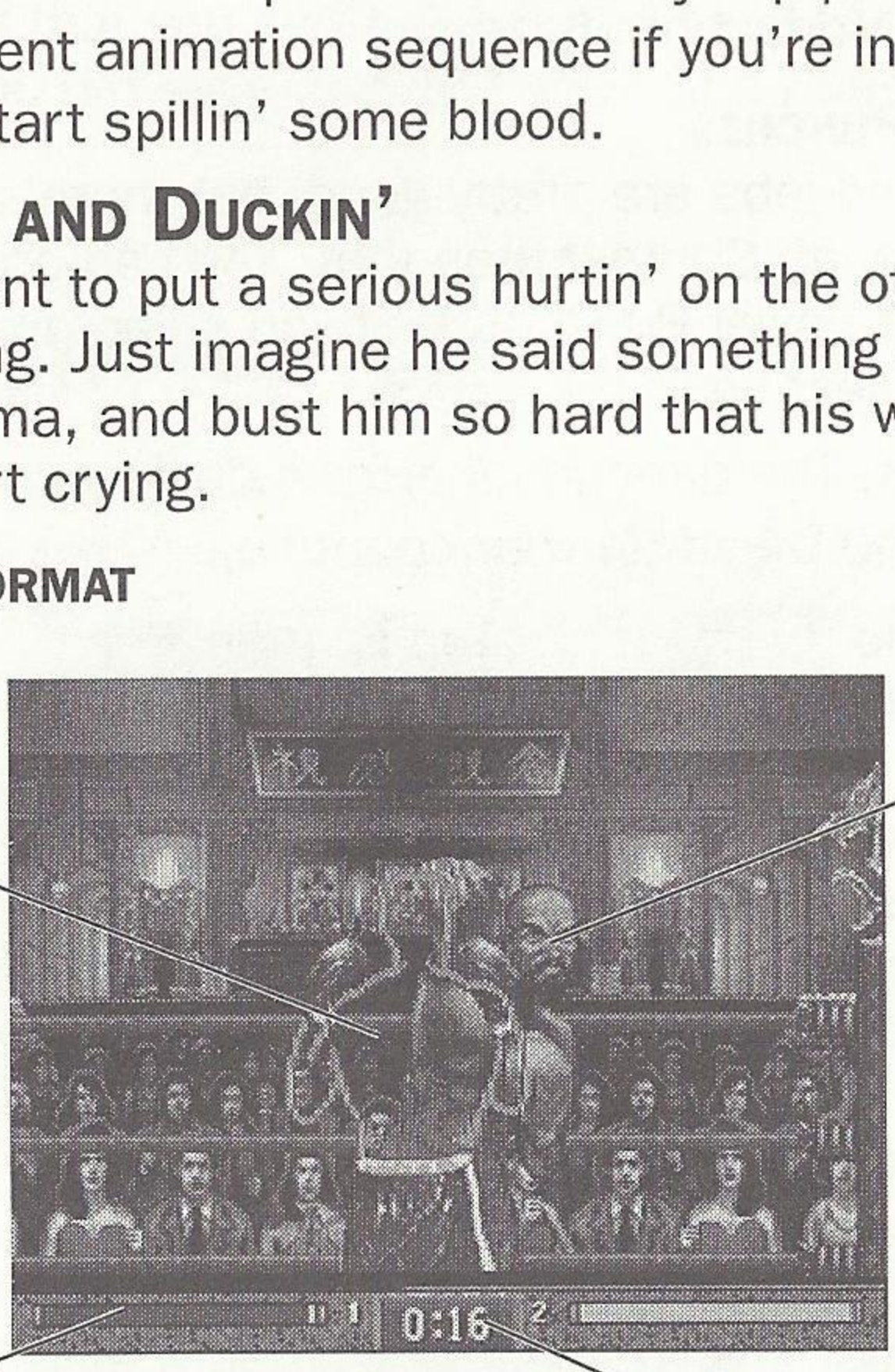
The ring announcer gives an overview of the fight, then a round girl displays a placard listing the next round of the fight. When you hear the bell, come out fighting!

NOTE: You can press **START** to jump past the current animation sequence if you're in a hurry to start spillin' some blood.

HITTIN' AND DUCKIN'

You'll want to put a serious hurtin' on the other guy in the ring. Just imagine he said something about your mama, and bust him so hard that his wife and kids start crying.

FIGHT FORMAT



IN THE RING

- ❑ Each fight has three one-minute rounds.
- ❑ When a fighter's Stamina Bar turns completely red, he's sure to hit the canvass, and the other fighter automatically moves to his

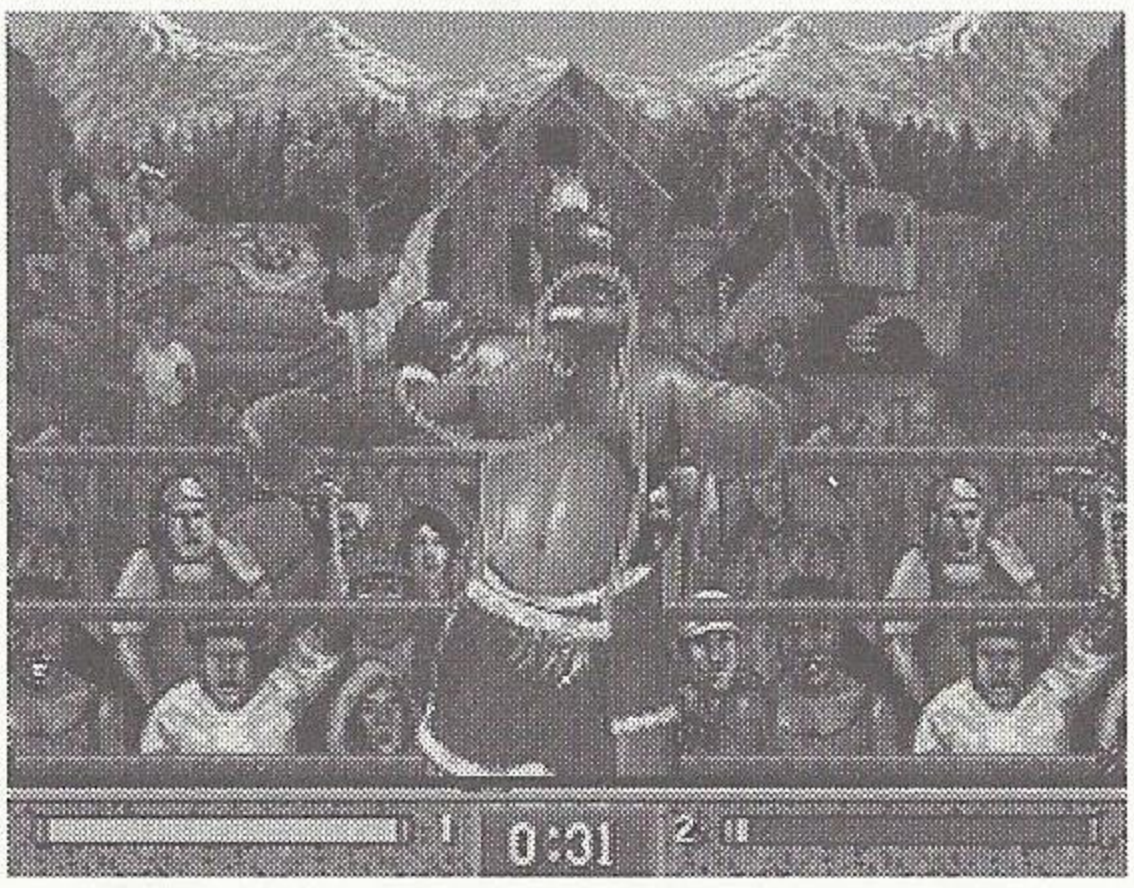


corner. The ref starts to count out the boxer who's down. A fighter cannot be saved by the bell.

- ❑ If a fighter is knocked down three times in a single round, he loses the fight by T.K.O. (technical knock out).
- ❑ If there is no T.K.O. or K.O., the three judges decide the winner using a ten point must scoring system. Each judge awards ten points to the fighter who he thinks won the round and nine or eight points to the loser. The fighter with the most points at the end of the fight is the winner.

Offense

It's simple—if you punch that other guy harder and more times than he punches you, you're gonna win the fight. That's all that really matters, right? You're not up there in that ring just to look pretty, are you?



El Socko!

- ♦ To move your boxer to the left or right, press **B** and D-Pad **left/right**.



NOTE: When you are fighting against the computer, left/right movement is controlled automatically. You can only move left/right manually when two human players are fighting.

- To throw a quick jab with your left hand, tap **A**. To throw a right jab, tap **C**.
- To throw a hard hook with your left hand, hold **A**. To throw a right hook, hold **C**.
- To throw head punches, press D-Pad **up**. (If you don't press the D-Pad, you automatically throw body punches.)
- To throw an uppercut, hold **B**.

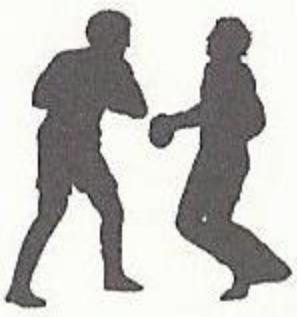
DEFENSE

You might want to consider ways to avoid taking damage when that other big, hairy guy's paws are coming at ya.

***EA* TIP** In general, you'll be better off if you block punches with your gloves instead of your face.

- To block a high punch, hold the D-Pad **up**. To block a low punch, let off the D-Pad.
- To dodge left/right, tap the D-Pad **left/right**.
- To duck straight down, hold D-Pad **down**.

***EA* TIP** If you knock the other guy down, or if you're swaying in the wind like you're about to go down yourself, tap **A**, **B**, and/or **C** as fast as you can—this will restore your damage bar a little.



Paused Menu

- To pause the fight, press **START**. The Paused menu appears.

INSTANT REPLAY
This option gives you the chance to watch that last combo that sent your opponent sailing out of the ring like a bottle rocket headin' out of an ant hill.

1. To see an Instant Replay, highlight INSTANT REPLAY from the Paused menu and press **C**.

- To rewind, hold **A**.
- To replay frame by frame, tap **B** repeatedly.
- To replay at normal speed, hold **B**.
- To fast forward, hold **C**.

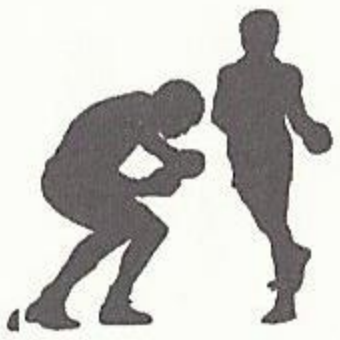
2. To exit Instant Replay mode and return to the Paused menu, press **START**.

CORNER MAN
Use this option to check in with your corner man for a little advice. After each round, your corner man gives you a run-down of your performance. If you don't trust your corner man or think he's a couple bricks shy of a load, you can go straight back to the fight.

- To return to the Paused menu, press **C**. To go directly to the fight, press **START**.

FIGHTS IN PROGRESS
This option appears only during Toughman Contest fights. A text screen relates the goings on in other fights.

ROUND STATS
Round Stats displays the number of punches thrown and landed for each type of punch. Each



boxer's percentage of punches landed to thrown is shown as well. If two boxers are evenly matched and it looks like the fight might go to a decision, check these numbers to see where you stand.

1. To check your stats so far for the round, highlight ROUND STATS from the Paused menu and press **C**.

- To scroll the punching stats up and down, D-Pad **up/down**.

2. To exit Round Stats and return to the Paused menu, press **C** (press **START** to return to the fight directly).

FIGHT STATS

This option appears after the second round to let you check out the cumulative fight stats. It functions just like ROUND STATS.

THROW IN THE TOWEL

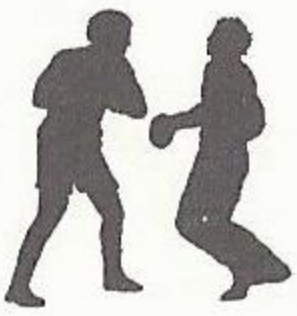
If you're gettin' beat like a red-headed stepchild, you may want to consider getting out of the fight while you still have a shred of dignity.

1. To throw in the towel, highlight THROW IN THE TOWEL from the Paused menu and press **C**. Just in case you messed up, a confirmation screen appears.
2. Press **A** to quit; **C** to return to the Paused menu.

NOTE: This command is only for complete wusses.

RETURN TO FIGHT

- To return to the fight, highlight RETURN TO FIGHT from the Paused menu and press **C**. Or, just press **START**, cuz that works too.



End of the Round

After a round, the End of Round screen appears with the same options as the Paused menu. To continue, press **START** or highlight RETURN TO FIGHT and press **C**.

End of the Fight

A decision from the judges appears if the fight does not end in a K.O. or a T.K.O.

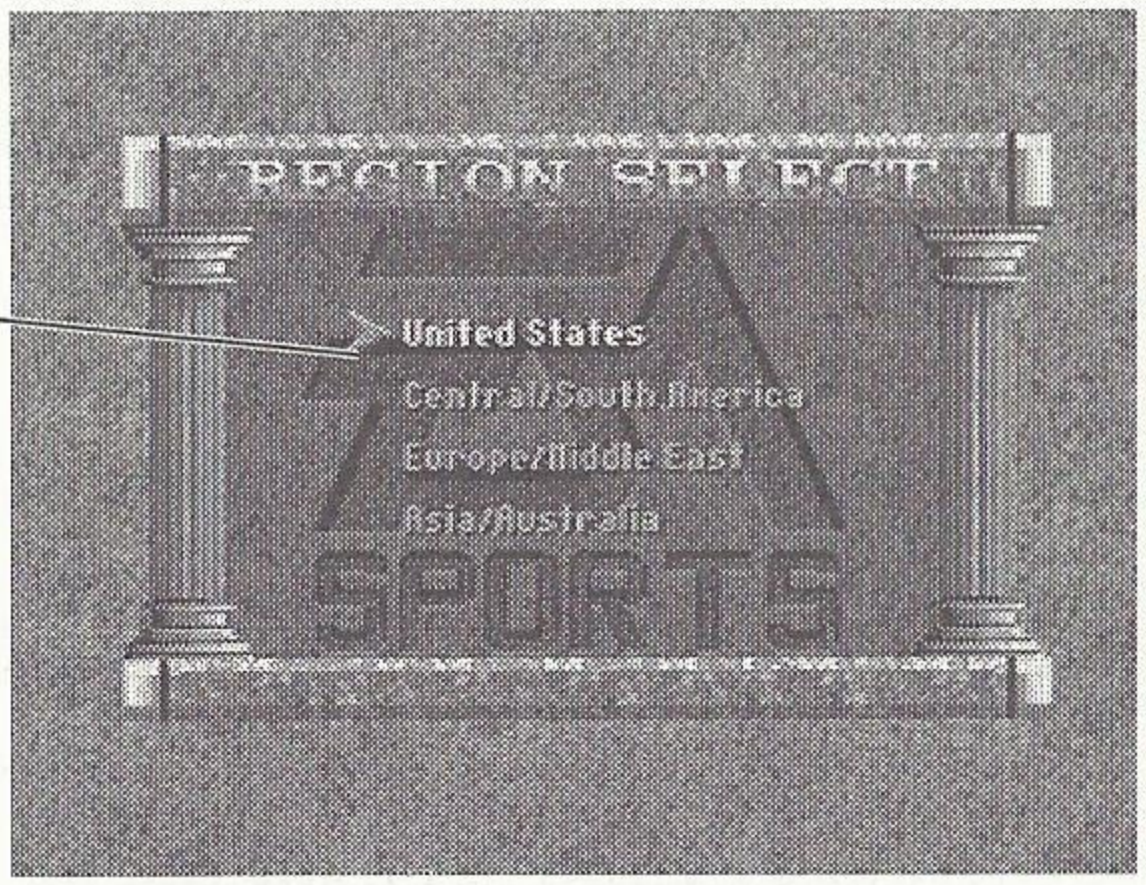
The Post-Fight screen lets you look at INSTANT REPLAY, FIGHTS IN PROGRESS (only during a Toughman Tournament), ROUND STATS, or FIGHT STATS, just like the Paused menu.

- When you're ready to move on, press **START** or highlight RETURN TO MENUS and press **C**.
- If you lose, you're sent to the locker room and you return to the Game Setup screen.
- If you win, your picture appears on the cover of the *Toughman Times*. Way to go, tough guy!
- Press **START** to return to the Game Setup or Tournament screens.

THE TOUGHMAN CONTEST

Yeah, whippin' your buddy in an exhibition fight gives you a pretty good rush, but it doesn't prove that you're The Man. The only way to do that is to win the Toughman Contest. To win the Toughman, you must fight your way through a regional tournament, and then the World Championships.

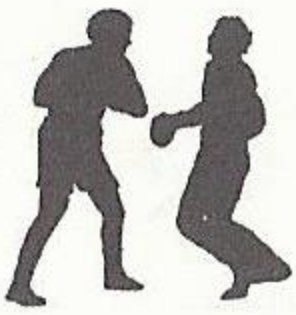
1. To enter the Toughman Contest, highlight ENTER TOUGHMAN from the Game Setup menu and press **START**. The Region Select screen appears.



D-Pad **up/down** to highlight a region

2. Each of the four regions has 5–7 boxers to choose from. D-Pad **up/down** to highlight a region, and press **START**. The Boxer Select screen appears.
3. D-Pad **left/right** to choose the boxer you want.
4. Press **START** to continue. The Rankings screen appears.

   NOTE: Your boxer is listed at the bottom of the Rankings screen. You move up in the rankings one spot at a time by defeating the boxer above you. When you reach number one, you move on to the Toughman World Championship in Vegas.
5. To move on, press **START**. The Power Punch Select screen appears. Highlight POWER PUNCH 1, 2, or 3, and D-Pad **left/right** to cycle through the special punches.
6. When you're ready to fight, press **START**. The pre-fight screens appear and then you duke it out with your opponent. See *Da Fighting Game* on p. 6 for fighting procedures.



After the Fight

The procedure is the same as an exhibition fight, except that if you win, you return to the Rankings screen to face your next opponent.

Note: The password for your current Toughman standing appears at the bottom of the Rankings screen. If you're doing well, write it down so if you get whupped bad or there's a power outage you can restore your game.

Toughman World Championship

If you beat the top-ranked fighter in your region, you advance to the Toughman World Championship.

- At the Toughman Regional Championships win screen, press **START** to advance to Championship.

In the Championship, you still have to face the winners of the other three Regionals before you can claim the Toughman Contest title and go home with the braggin' rights.

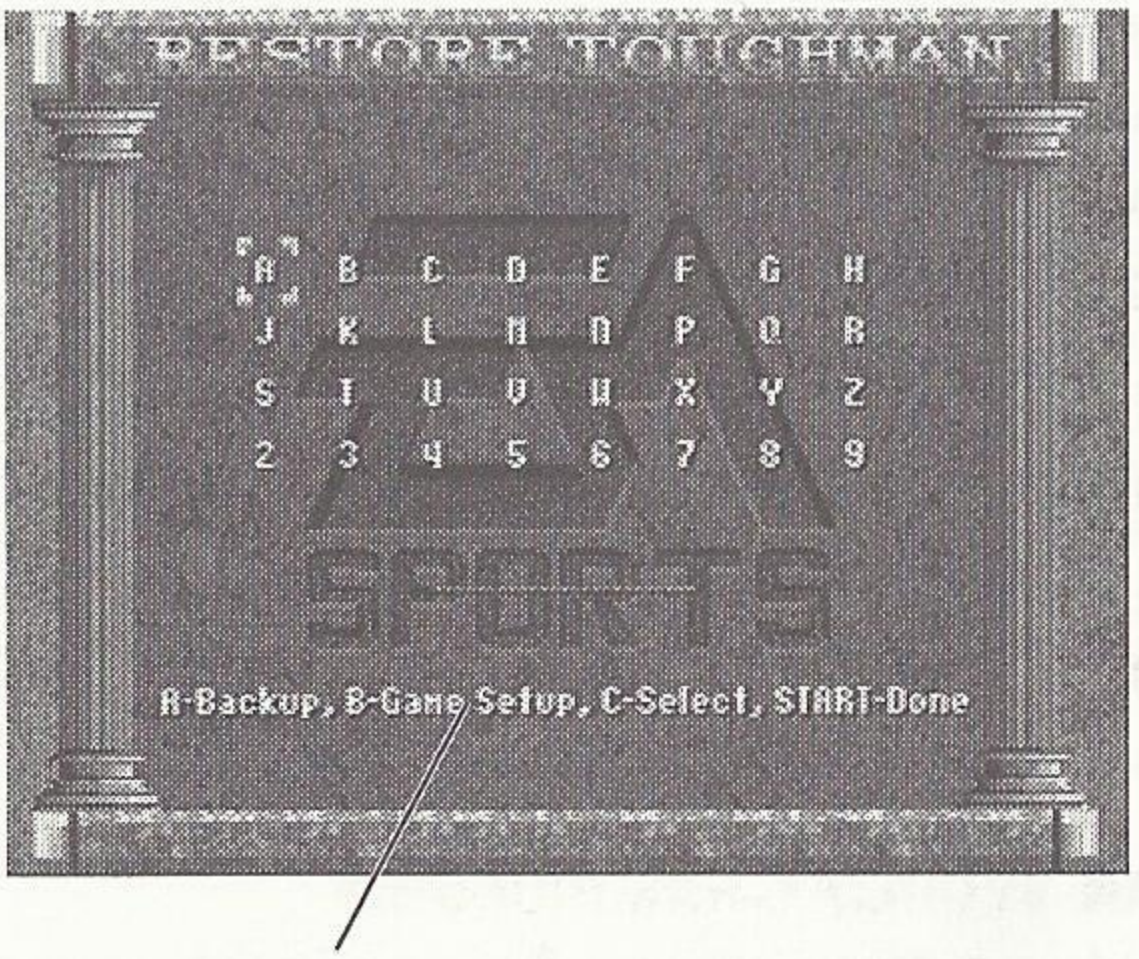
Passwords

At the end of a Toughman Contest fight, you get a password. Write it down! If you can type in the password correctly, you can restore your saved position in the Toughman Contest.

- To restore a Toughman Contest already in progress, highlight RESTORE FROM PASSWORD from the Game Setup menu and press **START**. The Restore Toughman screen appears.



T O U G H M A N

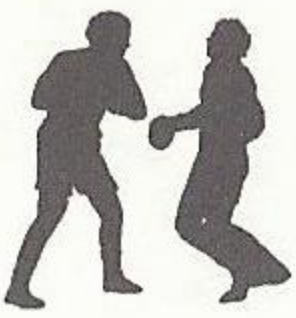


If you're real clever, you'll follow these instructions

1. D-Pad in any direction to highlight the first character of your password.
2. Press **C** to select the character.
3. Repeat steps 1 and 2 until you have completely entered your password.
   - To back up one space, press **A**.
4. When you have entered your password, press **START** to exit and return to the Toughman Contest.

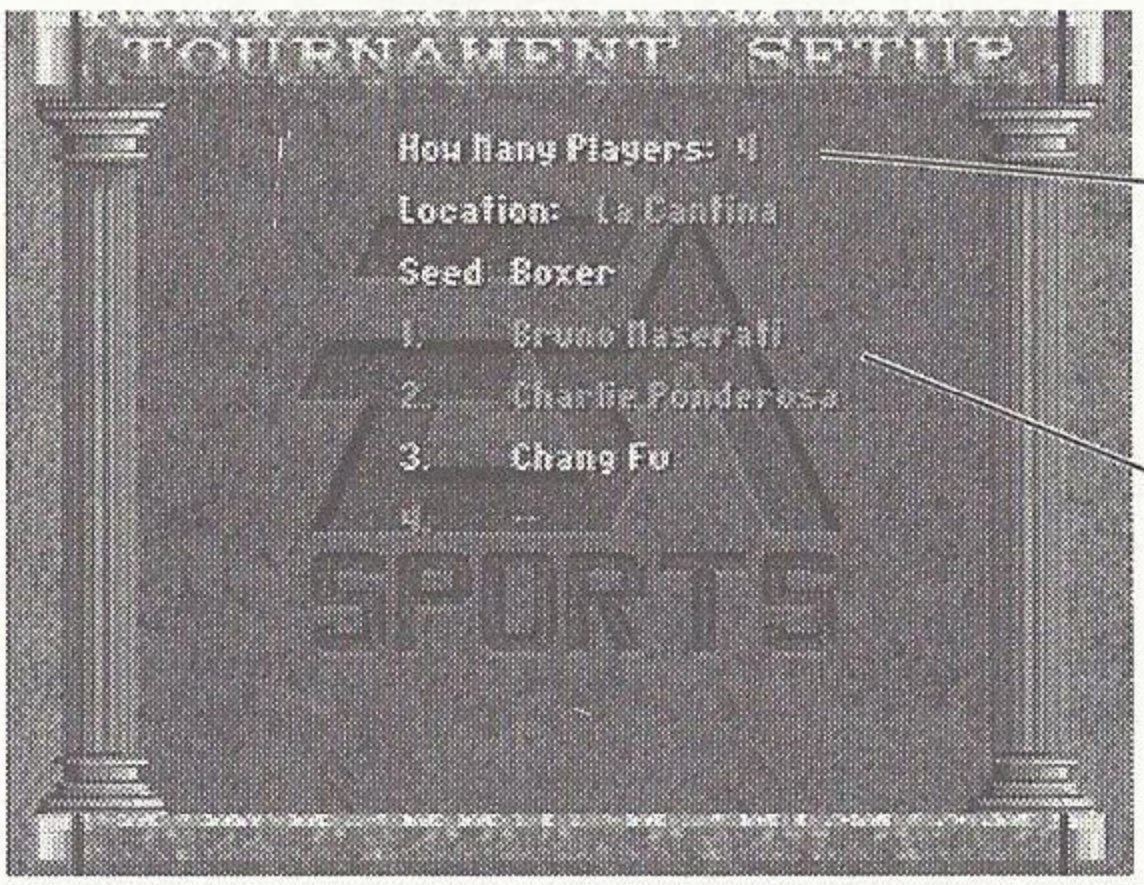
TOURNAMENTS

Ahh, good folks, good fightin', and good fun. There ain't nothing better to do with up to eight buddies than get together and stage a Toughman Tournament. And if you're all alone, don't sweat it—*Toughman Contest* will help you forget your pain by filling in as many computer-controlled players as you need to round out your tournament.



- To start a tournament, highlight CUSTOMIZABLE TOURNAMENT from the Game Setup menu and press **START**. The Tournament Setup menu appears.

TOURNAMENT SETUP MENU



HOW MANY PLAYERS

- To select a 2, 4, or 8 player tournament, D-Pad **left/right**.

NOTE: You can set up a tournament with 1–8 players. If you don't have exactly 2, 4 or 8 players, just select CPU CONTROLLED for the extra boxer(s).

LOCATION

- To select any of the regional Toughman boxing rings, D-Pad **left/right**.

SEED BOXER

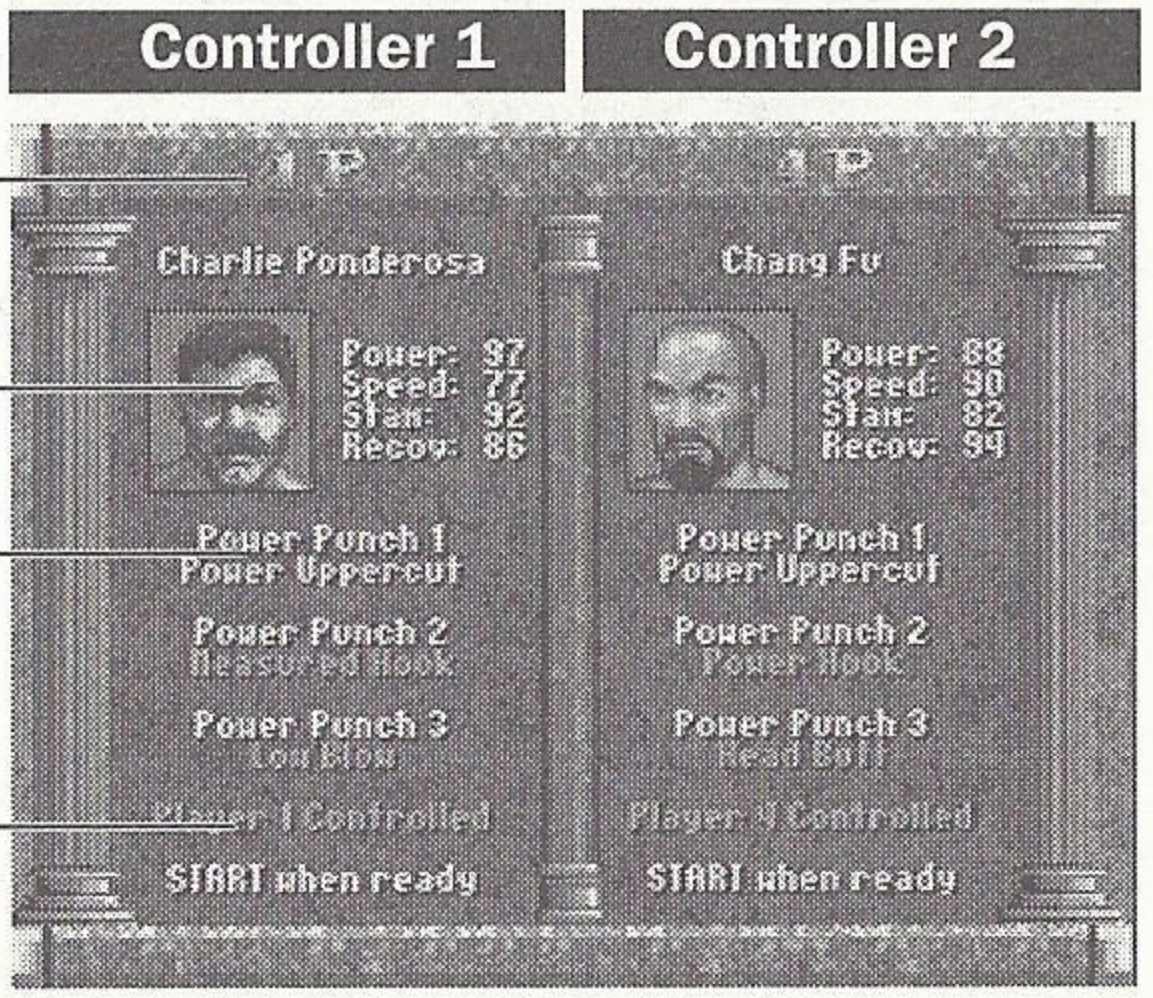
- To select any Toughman boxer, highlight a seed number and D-Pad **left/right**.

- When you've selected boxers for all of the seeds, press **START**. The Tournament Tree screen appears.

The fighters are paired by the computer in the Tournament tree. The boxers for the next fight are highlighted in red.

- Press **START** to continue. The Tournament Boxer Select screen appears.

TOURNAMENT BOXER SELECT SCREEN



The Tournament Boxer Select screen lets you set the Power Punch and control options for each boxer.

- To change a Power Punch, highlight POWER PUNCH 1, 2, or 3, and D-Pad **left**/**right** to cycle through the special punches.
- To toggle between human and CPU (Genesis) control, highlight PLAYER CONTROLLED and D-Pad **left**/**right**. When the computer controls the boxer, the option reads CPU CONTROLLED.



- When you're ready to go to the fight, press **START**. The Pre-Fight screens appear, and then the fight begins.

NOTE: You must press **START** on both controllers to continue, even if one boxer is CPU-controlled.

AFTER A TOURNAMENT FIGHT

After a tournament fight, the Post-Fight screen appears.

- When you're ready to move on, press **START** or highlight RETURN TO MENUS and press **C**.
- The winner advances and his picture appears on the cover of the *Toughman Times*. The loser is eliminated.
- To return to the Tournament Tree, press **START**. The boxers paired up for the next fight are highlighted in red.
- To return to the Tournament Boxer Select screen, press **START**.

BIOGRAPHIES

UNITED STATES

Coolio Loc

Watch out for this bad boy from the City of Angels. He learned to fight even before he learned how to walk and loves to throw combo punches to make his opponents look helpless. If you're not careful, he'll get you with two left jabs to the head, a right hook, another left jab, and an uppercut. He dances around to avoid getting hit—especially when he gets in trouble.

Biff Blublood

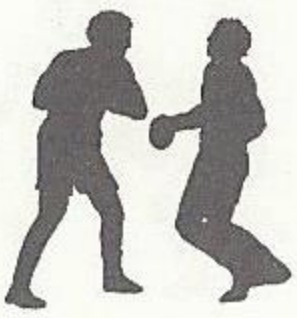
This blue-blooded boxer will take you down if you let the fight go too long. He likes to jab a lot, and puts some mustard behind each one. He also likes to block and dodge punches. He's a boxer, and unless you knock him out fast, you better plan on going the distance.

Freddy Bravo

Driving a cab in New York City has taught Freddy a thing or two about speed—you can lose everything with a moment's hesitation. Like a stray cat trying to cross an alley, you'll never see him coming until you're flattened.

Benny Booyah

Benny gets paid nightly to be the most intimidating guy in Newark, and he's damn good at what he does. You're not going to want to go toe-to-toe with this powerhouse unless you've got a steel plate in your head. If you're not afraid to get close enough to hit him, you'll might get an occasional open shot at his face.



Charlie Ponderosa
Doggies aren't the only thing this cowboy's been punchin'. He's started and finished enough old west-style bar room brawls to put a lesser man in the hospital 'til the cows come home. Popeye liked to open up a can of spinach before fightin'—Charlie prefers to pack a whole can of whoop-ass into each punch.

P. J. Rock
This guy's a pretty good fighter, considering that most of his experience comes from fighting off overzealous groupies of whichever rock band he happens to be on tour with. He does, however, have amazing healing ability when it comes to cuts, scratches, and bruises. Look out, because P. J. probably won't take you out with one punch, but he may surprise you with a "not so legal" combo that'll drive you to your knees.

Joe Wildhawk
Some people might think that Dr. Wildhawk has compromised the Hippocratic oath that he took to become a doctor. Joe disagrees—in fact, he has made a standing offer to give any of his opponents free medical attention after he beats the crud out of them.

South/Central America

Diego Garcia
This is one bad hombre. Expect him to go straight for your cabesa, so keep your gloves up. He's a pretty good target for your punches, cuz he doesn't move around too much and he's not afraid to take one or two on the chin.



Muerte Martinez
As a grave digger and a boxer, Muerte has done a fantastic job carving out a niche for himself in society. Injury, pain, and death are humorous to him, and he knows how to amuse himself. He's a quick, strong boxer who loves to throw combos, so if you go at him unprotected, you're sure to take some nasty blows.

Havana Jones
This frustrated factory worker throws combos like they're coming off the assembly line. Specifically, right hook to the head, left head jab, uppercut, body punch, body punch, and a head jab. He loves to finish people off with a Power Hook.

Coco Valdez
If you like getting pinned in the corner and taking a lot of body punches, this is the man you want to fight. As a bank guard, Coco loves to enforce the penalty for early withdrawal—a super uppercut to close out your account.

Rigo Suave
He may be a pretty boy, but don't let him hear you call him one. He's not especially aggressive, but he will do almost anything to protect his face—so don't let him make you look silly by chasing him around the ring. If he starts landing a lot of jabs and you see him winding up like a windmill, you might as well close your eyes and say goodnight, Gracie.

EUROPE/MIDDLE EAST

Hans Fischer
Hans' high school guidance counselor advised him to find a career that would allow him to work with his physical and mental equals. Appropriately, he



chose a career as a blacksmith. Hans may not be able to outsmart you, but if you're not careful, he'll double you over with body punches and then smash your face in with a super uppercut.

Monsieur Victoire
This fisherman from Nice, France is anything but nice. Known as "Mr. Victory" in the states, he loves to catch a big-mouth by surprise with a sharp hook to the body or head.

Bruno Maserati
If you need to be moved in a hurry, call Bruno. He's a typical mover—not the least bit afraid of breaking things, and he'll do it in record time. While he's not much of a boxer, his speed and stamina allow him to hang in there with the toughest fighters.

T. K. O'Reilly
This somewhat sloppy Irish roofer takes his profession into the ring and beats the tar out of his opponents. He mainly uses his right hand to throw uppercuts and punches to the head. He loves to get a knockout and tends to lose some of his accuracy because he's too concerned with power.

Gavin Greyson
England's royal family may not appreciate their fellow countryman's nickname, "The Prince of Pain." However, I don't think they'd say anything to his face. The Prince lives for three punch combos, so if you feel two punches to your head or body, rest assured that a third is on its way.

Jacob Jabowitz
Jacob has used his experience flipping pancakes and burgers with a spatula to perfect his back handed slap. You may be able to suffer the pain and indignation of his double jab combos, but the



b-slap is powerful and degrading—trust us, you don't want it to happen to you.

Jabfar El Habib

This butcher loves raw meat—and that's what he wants to make of you. He's got a patch on his left eye, so he's gotta keep his hands up. The bottom line is that he can't see to his left, so you might be able to lay him down with a hard right to the head.

ASIA/AUSTRALIA

Yang Ah Chi

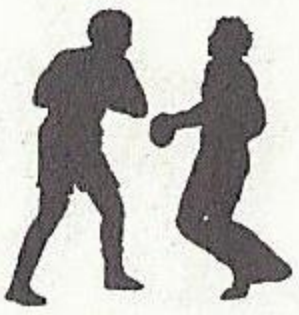
Here's a medical student who prefers to do his lab work on living specimens. It may seem like he's trying to make a cadaver out of you, but he'd rather keep you on your feet as long as possible to test his physiology theories regarding the human body's reaction to multiple blows to the head.

Hiro Sokitome

Longshoremen are known for being tough, and Hiro is no exception. In fact, he takes so much pride in his toughness and power that he doesn't bother trying to block punches or dance around the ring. He likes to throw pairs of hooks to the head and every once in a while ducks a punch, only to come up offering a super uppercut.

Chang Fu

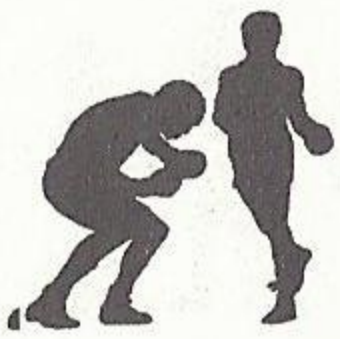
"The road to the championship is paved with your defeat." They grow 'em tough out in the country, and this farmer/philosopher is here to show you just how tough. If you're not careful, you might get to hear some of his inner most spiritual and mental thoughts—followed by a shot to send you immediately into a meditative state.



Nickolai Radinski
400 feet underground is where this coal miner spends most of his days. He uses his time under the earth to build up his power and frustration, so when he gets into the ring, he's ready to explode. He's got an incredibly powerful right and loves to finish off his opponents with a super uppercut.

Sydney Dundee
This dirty brawler may not have the prettiest boxing form, but he can stay in the ring and scrap with the toughest of the toughmen. Some say that he's had one too many tall cold ones in the Outback, and has lost all the feeling in his head.

Butter Bean
The Battling Butter Bean from 'Bama is a Toughman Contest legend. The word 'Toughman' was practically coined with the Bean in mind. In the 1993 finals, for instance, he continued fighting with a gash over his eye that required 6 stitches. In 65 fights, he's racked up 45 K.O.'s and has never been knocked down or taken a standing 8 count. He's a two-time Regional Toughman Contest Champion and a two-time World Toughman Contest Finalist. When he's not knocking fellas on their butts, the Bean resides in Jasper, Alabama with his wife and three rugrats.



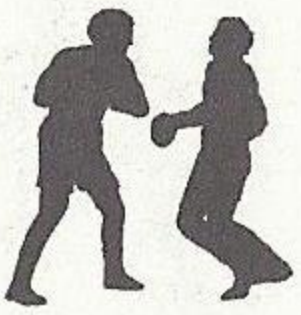
CREDITS

Game Design:	Michael Rubinelli
Developed by:	Visual Concepts
Programming:	Tim Meekins
Executive Producer:	Scott Orr
Producer:	Michael Rubinelli
Assistant Producer:	Scott Wilkinson
Lead Artist:	Colin Silverman
Graphics Artists:	Heather Snitzer, Peter Wong, Nelson Wang, Matt Crysdale, Dale Henderscheid
Sound and Music:	Brian Schmidt
Technical Director:	David Walker
Product Manager:	H. Erik “Lightweight” Whiteford
Project Manager:	Jeff Thomas
Technical Assistance:	Stephen T. Chiang
Package Design:	E.J. Sarraille Design Group
Package Photo:	David Martinez
Package Art Direction:	Nancy Waisanen
Documentation:	Paul “Knuckle-Dragger” Armatta & David “Buzz-Saw” Lee
Documentation Layout:	Tom Peters and The Gin Brothers
Testing Manager:	Al Roireau
Product Testing:	Foster Birch, Marc Gilliland, Michael Caldwell, Sean House
Quality Assurance:	James “Saved-by-the-Bell” Abney, Mike Gong
Special Thanks To:	Arthur Dore Sr., Kevin C. Hogan, Eric “Butter Bean” Esch, Gordon Bellamy, Coolio, Spoon, Shelly Haute, Joe Bob

WE WANT YOUR HELP!

Please write us a letter with your toughest comments and suggestions for Toughman Contest.

TOUGH MAIL
c/o EA SPORTS Marketing
1450 Fashion Island Blvd.
San Mateo, CA 94404



Or, send us an e-mail.

mrubinelli@ea.com or *gbellamy@ea.com*

Please note: All submissions become the property of Electronic Arts and may be freely utilized at EA's discretion.

About the artists



Front Row left to right: Nelson Wang, Colin Silverman, Peter Wong, Back Row left to right: Tim Meekins, Dale Henderscheid, Jeff Thomas

Founded in May of 1988, Visual Concepts entered into video game development to create games that set new standards. Currently, Visual Concepts consists of a talented staff of forty-three employees who continue to develop high quality video games through innovative design and technical excellence.

Tim "Mr. Buckeye" Meekins, a graduate of Ohio State, has been writing video games for 2 years. *Toughman Contest*® is his second game for EA SPORTS, his first being MLBPA™ Baseball for the Super NES®. Now that Tim has finished Toughman, he plans on relaxing and deciding what his hobbies are going to be.



ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts 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 Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to replace, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. 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 ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS 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.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $20.00:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.



In Australia and New Zealand, contact:

Electronic Arts Pty. Limited
P.O. Box 432, Southport Qld 4215, Australia

Within Australia call: Phone: (075) 711 811
Within New Zealand call: Phone: +61 75 711 811
between 9am-5pm Eastern Standard Time

Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468)
75c per minute (95c for first minute).

In CANADA, dial 900-451-4873
$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:

To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your **name**, **address**, **title of game** you want the menu to, and the **hardware** (Genesis, Super NES, IBM, etc.) to:

Hotline Menus
P.O. Box 7578, San Mateo, CA 94403-7578

EA SPORTS, the EA SPORTS logo, and "If it's in the game, it's in the game" (or if appropriate, "If it's the game") are trademarks of Electronic Arts.

Toughman Contest is a registered trademark of Adore Limited, Inc.

Software and documentation © 1995 Electronic Arts. All rights reserved.

Patents: U.S.#'s 4,442,486/4,454,594/4,462,076; Europe # 80244;Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396.

SEGA, GENESIS, AND GENESIS 32X ARE TRADEMARKS OF
SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.
Electronic Arts, P.O. Box 7578, San Mateo, CA 94403-7578.
Printed in U.S.A.