THE MAJORS PRO BASEBALL™



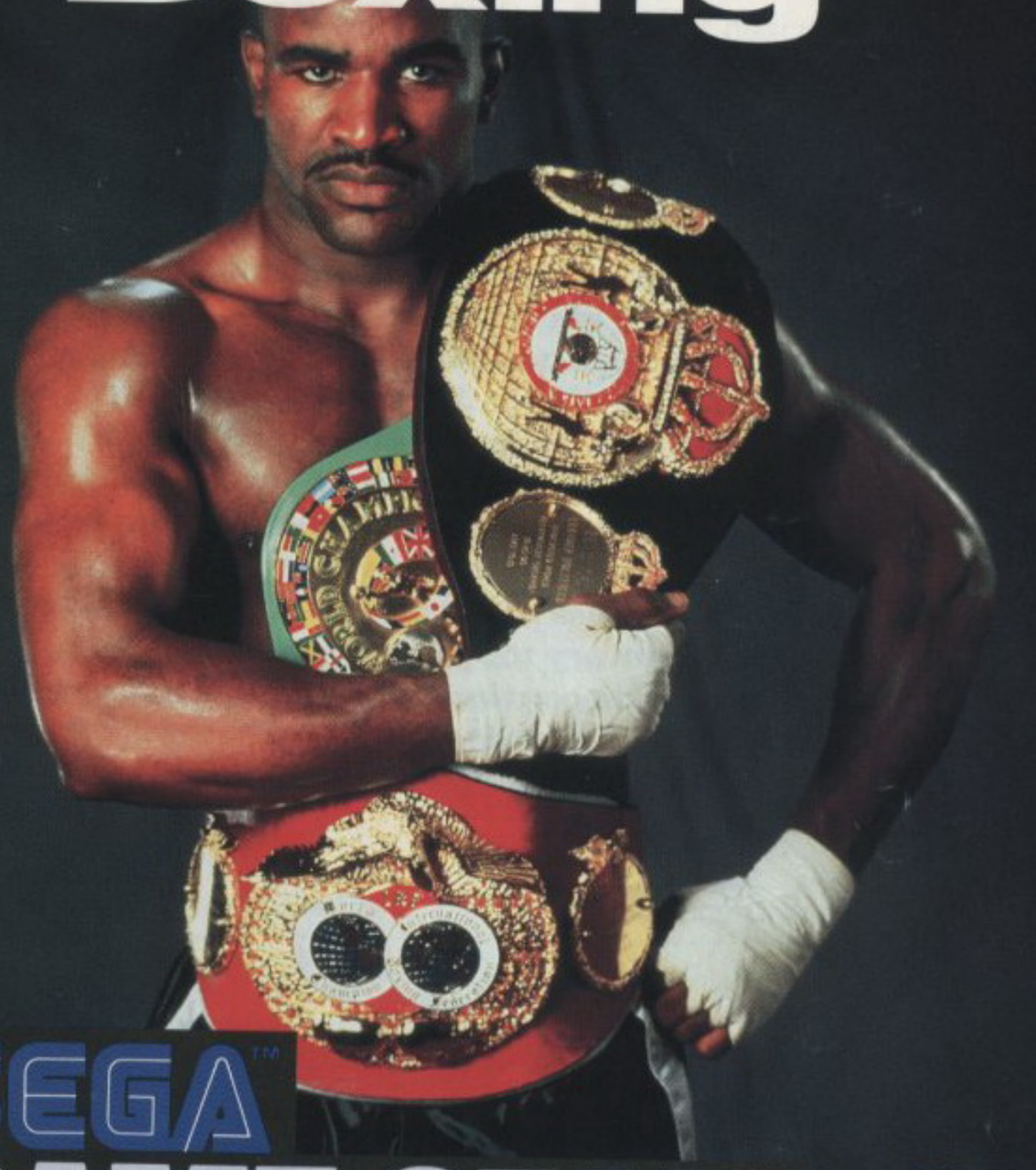
Battle for the Pennant, with the real Major League Players, all batting and fielding according to their real statistics!

COMING IN FALL '92!

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Evander "REAL DEAL" Holyfield's Boxing™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

EPILEPSY WARNING

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 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.**

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.

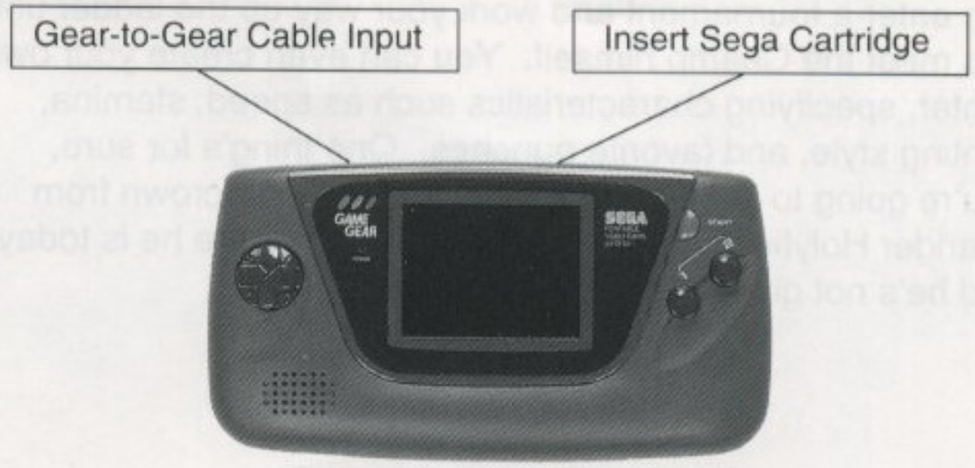
2. Make sure the power switch is OFF. Then insert the *Evander Holyfield's "Real Deal" Boxing* cartridge into the Game Gear unit.

3. Turn the power switch to ON. In a few moments, the *Evander Holyfield* title screen will appear.

4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega game cartridge.

Note: *Evander Holyfield's "Real Deal" Boxing* is for one or two players.



Meet The Champ!



Evander Holyfield is one of the greatest boxers in the history of the sport. Twenty-eight straight wins without a single loss against the best fighters the world has to offer. No wonder he is the undisputed Heavyweight Champion of the World.

And he's waiting to meet you in the ring.

You can fight any of 15 fighters in exhibition matches, or you can enter a tournament and work your way up the ladder until you meet the Champ himself. You can even create your own fighter, specifying characteristics such as speed, stamina, fighting style, and favorite punches. One thing's for sure, you're going to have a tough time wresting the crown from Evander Holyfield. He worked hard to get where he is today, and he's not giving it up without a fight.

Control Yourself!

To get the most out of *Evander Holyfield's "Real Deal" Boxing*, learn the different button functions before you start. As you can see from the following summary, each button has several different functions, depending on which screen is currently displayed. For example, in the ring the Directional Button (D-Button) moves your fighter left, right, forward or back, while in the Options screen the D-Button moves the highlight or selects a different value. For a more detailed description of a button's function, refer to the section of the manual describing the particular screen.



General Controls

Directional Button (D-Button)

- In the Options or Main Menu screen, press Up or Down to move the highlight up or down the screen.
- When an option is highlighted, press Left to select a smaller value or Right to select a higher value.

Start Button

- Press to start the game.
- Press to select highlighted option and move to the next screen.

Button 1

- In the Options screen, press to cycle forward through the available options.

Button 2

- In the Options screen, press to cycle backward through the available options.

Boxing Controls

You have a choice of three types of boxing controls: Control Sets A, B or C. When you first start the game, the boxing controls are automatically set to Control Set A. You can choose the other control sets through the Options screen. See Page 19 for more information on choosing options.

Control Set A:

Move your fighter left or right by pressing the D-Button Left or Right, and toward or away from the opponent by pressing the D-Button Up or Down. Throw your fighter's favorite left-handed punch by pressing Button 1, and his favorite right-handed punch by pressing Button 2. These are the basic moves. The following table summarizes these as well as the more complex moves and punches available through button combinations. Master them, and you'll soon find yourself going up against the Champ himself.

Move fighter left	D-Button L
Move fighter right	D-Button R
Move fighter toward opponent	D-Button U
Move fighter away from opponent	D-Button D
Bend body right	D-Button U + R
Bend body left	D-Button U + L
Favorite LH punch	Button 1
Favorite RH punch	Button 2
Left Straight to Head	D-Button U +1
Right Straight to Head	D-Button U + 2
Left Hook to Head	D-Button L or R + 1
Right Hook to Head	D-Button L or R + 2
Left Cross to Body	D-Button D + 1
Right Cross to Body	D-Button D + 2
Left Straight to Body	D-Button D + L
Right Straight to Body	D-Button D + R
Pause/Resume fight	Start Button

Note: For combination punches that require use of the D-Button as well as Button 1 or 2, you must press the D-Button first, and hold it down as you press Button 1 or 2.

Control Set B:

There are no favorite punches for Control Set B, which means that Button 1 or 2 must be pressed in combination with the D-Button. (You have to press the D-Button while holding down Button 1 or 2 for the punch to be effective). The following table summarizes the moves and punches available through single and multiple button combinations.

Move fighter left	D-Button L
Move fighter right	D-Button R
Move fighter toward opponent	D-Button U
Move fighter away from opponent	D-Button D
Bend body right	D-Button U + R
Bend body left	D-Button U + L
Left Hook to Head	1 + D-Button L
Right Hook to Head	2 + D-Button L
Left Straight to Head	1 + D-Button U
Right Straight to Head	2 + D-Button U
Left Jab to Head	1 + D-Button U + L (or R)
Right Jab to Head	2 + D-Button U + L (or R)
Left Cross to Body	1 + D-Button D
Right Cross to Body	2 + D-Button D
Left Straight to Body	1 + D-Button D + L
Right Straight to Body	1 + D-Button D + R
Pause/Resume fight	Start Button

Control Set C:

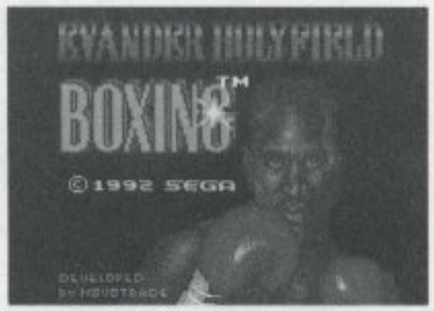
Like Control Set A, Control Set C recognizes favorite punches. Control Set C is similar to Control Set A, except that you cannot punch just by pressing the D-Button -- you have to press Button 1 or 2 as well. The following table summarizes the moves and punches available.

Move fighter left	D-Button L
Move fighter right	D-Button R
Move fighter toward opponent	D-Button U
Move fighter away from opponent	D-Button D
Bend body right	D-Button U + R
Bend body left	D-Button U + L
Favorite LH punch	Button 1
Favorite RH punch	Button 2
Left Straight to Head	D-Button U + 1
Right Straight to Head	D-Button U + 2
Left Hook to Head	D-Button L or R + 1
Right Hook to Head	D-Button L or R + 2
Left Cross to Body	D-Button D + 1
Right Cross to Body	D-Button D + 2
Left Straight to Body	D-Button D + L + 1
Right Straight to Body	D-Button D + R + 2
Pause/Resume fight	Start Button

Note: For combination punches that require use of the D-Button as well as Button 1 or 2, you must press the D-Button first, and hold it down as you press Button 1 or 2.

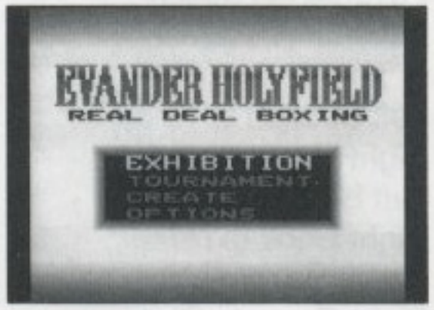
To see each boxer's favorite punch, follow the instructions under *Fighting an Exhibition Match* for selecting an opponent.

Getting Started



Once you've inserted the cartridge and turned the power on, you'll see the Sega logo, followed by the Title screen. If you don't do anything, a demonstration will appear. To exit the demonstration, press the Start button. The Title screen will reappear.

To start the game, press the Start button when you see the Title screen. This displays the Main Menu screen.



If you want to fight an exhibition match, simply press the Start button ("Exhibition" is already highlighted for you). If you want to make another selection ("Tournament," "Create," or "Options"), press the D-Button Up or Down to move the highlight to the desired option, and press the Start button. Each of these four options is described separately in the following sections.

Fighting an Exhibition Match



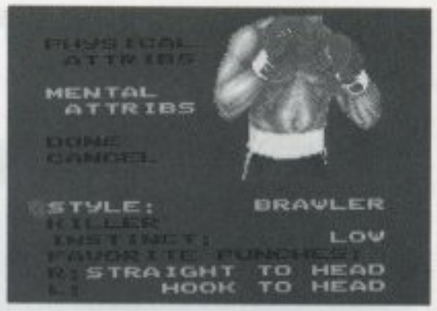
Selecting Exhibition displays the Exhibition options screen. You can choose to play against the CPU (computer) opponent, watch two computer opponents dish it out, or play against a friend with a Gear-to-Gear cable. The Main Menu option takes you back to the Main Menu, where you can choose from the other selections. To make a selection, press the D-Button Up or Down to move the highlight to the desired option, and press the Start button.

Human-CPU



Selecting Human-CPU displays the password screen. If you don't have a created boxer, or you just want to fight as one of the 15 existing boxers, press Start twice. This displays a list of fighters. Press the D-Button up to display a higher ranked player. Press the D-Button right or left to see boxer's attributes. Each opponent screen shows the fighter's statistics (wins, losses, and current rank) as well as his other attributes (Handedness, Power, Speed, Recovery and Stamina). To return to the boxer list press the D-Button right or left.

To see additional attributes for a fighter, press Button 1. The Additional Attributes screen displays the fighter's boxing intelligence, style, killer instinct, and his favorite punches.



When you choose an opponent in an exhibition match, and you are not using a created boxer, you automatically fight as the boxer who is one rank higher than your selected opponent. If you choose to fight against Evander -- who is the highest ranked fighter -- you will automatically fight as the highest ranked contender.

If you want to use a created fighter, you will need to enter a password at the password screen. See Page 14 for more information.

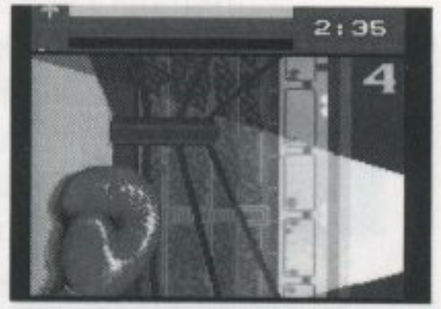
To go back to the Exhibition Options screen, press Button 2.

The Fight, Already



When your chosen opponent is on the screen, press Start to go to the stadium, and Start again to begin fighting. You are now in the ring, facing your opponent, your gloves in the foreground. The two bars at the top of the screen signify the stamina level for each fighter. The White bar shows your boxer's stamina level, while the colored bar at top shows your opponent's.

Who Turned Out The Lights?



If you should happen to get knocked down (and it happens to the best of us), you have a little less than 10 seconds to replenish your strength. You do this by pressing Buttons 1 and 2 in rapid succession, building up the white bar at the top of the screen. When you have built up the white bar to your satisfaction, press Start to go back to the fight. But be careful you don't stay down for the count of 10, or you'll be called out and lose the fight.

Statistics and Fight Results



When the round is over, the statistics for the round are displayed, showing the number of punches, the number and percentage of hits, and the number of knockdowns by each fighter. Press Button 2 to see the results of the round. You can go back and forth between the two screens by pressing Buttons 1 and 2. Press Start to continue. If you have finished the last round, the next screen is the victory screen, where the referee declares the winner.

Note: A fight consists of three 3-minute rounds, unless you choose otherwise. See the **Options** section for selecting different fight parameters.

CPU-CPU



If you feel like watching two computer opponents dish it out, choose CPU-CPU from the Exhibition screen. Move the highlight to CPU-CPU and press Start. Choose the first fighter by scrolling through the ranked boxers (D-Button Right displays a higher-ranked boxer, while D-Button Left displays a lower-ranked boxer), and then press Start to select. Choose the opponent the same way. When you are ready, press Start to begin the fight.

The statistics are displayed at the end of the round; press Button 2 to display the results of the round and then the Start button to continue. At the end of the designated number of rounds (three, unless you choose otherwise from the Options menu), the referee will announce the winner.

If you have created your own boxer, you can put him up against any of the other boxers. See Create a Boxer on Page 16.

Human-Human



When you select Human-Human, each player will need to select a fighter. If a created fighter is still in memory, it will automatically be selected as your fighter. If not, you will be given the option of entering a password. For more information on created boxers and passwords, see Create a Boxer, below.

Note: To play Human against Human you need to connect two Game Gear units with a Gear to Gear cable. Refer to the Gear to Gear manual for more information.

Entering a Password

To enter a name, press Button 1 to go forward through the alphabet, or Button 2 to go backward. When the correct letter is displayed, press the D-Button Right to move the cursor to the next space. When you are done entering the name, press Start to go to the Password line.



Enter a password the same way. Press Button 1 to move forward, and Button 2 to move backward through the alphabet. Press the D-Button Right to move to the next

space, or Left to move back a space. When the correct password is displayed, press Start to begin.

Once both boxers have been selected, press Start to begin the match.

Competing in a Tournament

When you choose Tournament from the Main Menu, you must enter a password for a previously created boxer. See *Entering a Password*, above for detailed instructions. See *Creating a Boxer*, on Page 16, for instructions on creating your own boxer.

When you have created a boxer or entered an appropriate password, the Choose an Opponent screen lets you choose the other fighter. Note that you can only choose from fighters shown in yellow. You have to earn the right to fight the higher-ranked fighters (shown in red). Keep winning matches, and more opponents will become available to you, until you can go up against the "Real Deal" himself. Good luck!

Creating a Boxer

You will need to create a boxer (or load a previously created one) to compete in a tournament.



To create a boxer, highlight the Create option in the Main Menu by pressing Up or Down on the D-Button, and press Start. This displays the Create a Boxer screen:

To give your boxer a name, use Button 1 and Button 2 to move forward or backward through the alphabet. When the desired letter is displayed, press the D-Button Right to move to the next space. When you have completed your fighter's name, press the D-Button Down to move to the next line. Now you can enter your fighter's attributes.

Head: Press the D-Button Left or Right to cycle through the different faces you can give your fighter. When the desired face is displayed, press the D-Button Down to move to the next attribute.

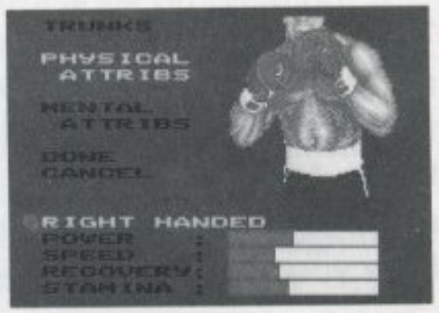
Skin: Press the D-Button Left or Right to cycle through the different skin tones available for your fighter. When the desired skin tone is displayed, press the D-Button Down to move to the next attribute.

Hair: Press the D-Button Left or Right to cycle through the different hair colors available for your fighter. When the desired color is displayed, press the D-Button Down to move to the next attribute.

Trunks: Press the D-Button Left or Right to cycle through the different trunk colors available for your fighter. When the desired color is displayed, press the D-Button Down to move to the next attribute.

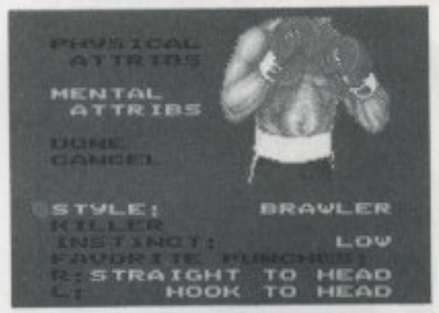
Physical Attributes

When Physical Attribs is highlighted, press Start to display your fighter's boxing characteristics. First, you can choose to make your fighter left- or right-handed. Press the D-Button Left or Right to cycle between the two alternatives. When you are done, press the D-Button Down to move to the next attribute.



The next four attributes are inter-related, which means that when you modify one you are affecting the others. Press the D-Button Left or Right to increase or decrease the Power bar, and then press Down to move to the next attribute. When you have achieved the right balance of physical attributes, press Start to return to the previous screen.

Mental Attributes



When *Mental Attribs* is highlighted, press Start to display your fighter's mental characteristics. Choose his boxing style (Brawler, Dancer, Boxer, Dodger), his killer instinct (Low, Medium or High), and his favorite punches for both his left and right.

Press the D-Button Up or Down to move from one attribute to the next. Press the D-Button Left or Right to display the various alternatives.

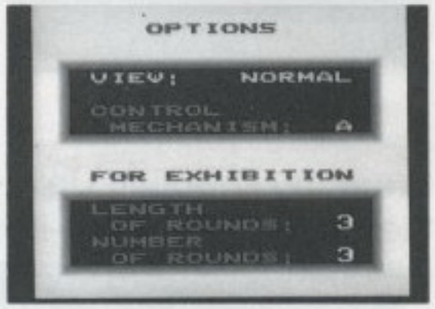
Favorite Punches: When you are using Control Set A (see table on Page 6), Button 1 and Button 2 automatically throw your fighter's favorite left-handed and right-handed punches. The Mental Attributes screen is where you can designate your fighter's favorite punches. You can choose from five different punches for each hand: Straight to Head, Hook to Head, Jab to Head, Straight to Body, and Cross to Body. Press the D-Button Up or Down to move between Left and Right, and press Left or Right to cycle through the various alternatives. As soon as the desired favorite punches are displayed, press Start to return to the previous screen.



When you have finished creating your boxer, move the highlight to Done and press Start. This displays the Password screen.

Important: To use your fighter in future tournaments or Gear to Gear matches, you will need to copy down the password. You can create as many fighters as you like, and then call them up by entering their password. See Entering a Password, on Page 14, for more information.

Choosing Options



The Options screen lets you specify some of the game's basic characteristics, such as the number of rounds in a match, and the number of minutes per round.

View: You can choose from two different views. Normal (the default) puts you behind your fighter's gloves, facing the opponent. Reverse view simply reverses the situation, and gives you your opponent's perspective. You are still controlling your fighter, but this time your fighter is in front of you, hammering blows in your direction. In Reverse view, pressing the D-Button Right moves your fighter to his right, but because you are viewing the fight from your opponent's perspective, your fighter will be moving left.

Length of Rounds: You can set rounds to be from one to four minutes in length. Press the D-Button Down to highlight Length of Rounds, and then press Left or Right to display the different values.

Number of Rounds: You can set a fight to be from one to twelve rounds. Press the D-Button Down to highlight Number of Rounds, and then press it Left or Right to display the different values.
Note: Round changes effect exhibition fights only.

Control Mechanism: You can choose from three different control sets — A, B and C. The game automatically uses Control Set A when you first start. If you prefer to use one of the other sets, you can do so through the Options menu. Move the highlight down to Control Mechanism by pressing the D-Button Down, and then press it Left or Right to display the desired control set. See Pages 5-8 for a summary of the moves and punches available under each control set.

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 break during extended play.

Credits:

Producer: Mac Senour
Software Development: Novotrade
Product Manager: Greg Suarez
Assistant Product Manager: Kelly Ryan
Manual: Docs of the Bay
Test Manager: Steven Apour
Lead Tester: Gerald DeYoung

Testers: Terry Banks, Greg Becksted, Bryce Bigwood, Harry Chavez, Christopher Cutliff, Marc Dawson, Alexander Fairchild, Jef Feltman, Gregory Fleming, Ivan Foong, David Forster, Roman Greco, Keith Higashihara, Timothy Layfield, Heather Meigs, Vincent Nason, Vy Nong, William Person, Eric Rawlins, John Russell, Christopher Sinclair, Siegfried Stangenberg, Conan Tigard, Kurt Tindle, Jeffrey Todd, Jon Van, Martin Villalovos, John Villegas, Jeffrey Wagner, Paul Walder, Robert Wong

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:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. 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 expiration 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.

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