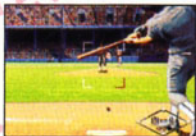


SEGA SPORTS™

Creating the Most Fun
& Realistic Sports Games Today!

GENESIS™

WORLD SERIES®
BASEBALL



AVAILABLE WINTER '93

NFL FOOTBALL '94
STARRING JOE MONTANA



AVAILABLE X-MAS '93

NBA ACTION™'94



AVAILABLE WINTER '93

GREATEST
HEAVYWEIGHTS™



AVAILABLE X-MAS '93

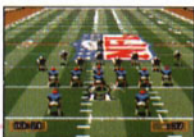
WIMBLEDON
CHAMPIONSHIP TENNIS™



AVAILABLE FALL '93

SEGA CD™

JOE MONTANA'S
NFL FOOTBALL™



AVAILABLE FALL '93

NFL'S GREATEST:
SAN FRANCISCO VS. DALLAS™



AVAILABLE FALL '93

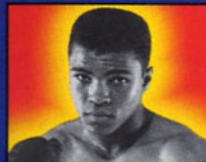
WORLD SERIES®
BASEBALL



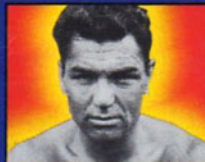
AVAILABLE SPRING '93

GENESIS™

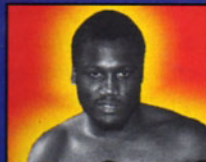
GREATEST HEAVYWEIGHTS



Muhammad Ali



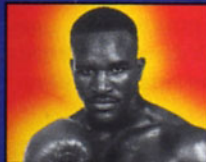
Jack Dempsey™



Joe Frazier



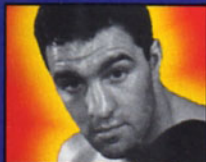
Larry Holmes



Evander Holyfield



Joe Louis™



Rocky Marciano™



Floyd Patterson™

INSTRUCTION MANUAL



SEGA™

EmuMovies

672-1421

Sega, Genesis, Sega CD, and all game names are trademarks of SEGA. The World Series is a trademark owned by Major League Baseball and may not be reproduced without written consent of SEGA. NBA ACTION is a trademark of NBA Properties Inc. and may not be used without the prior written consent of the NFL. Wimbledon is a trademark used under license by the All England Lawn Tennis and Croquet Club. The Video Game Rating Council, its rating System, symbols and logo are trademarks of the Video Game Rating Council, Inc. © 1993 SEGA, 3279 Arden Road, Hayward, CA 94545. All rights reserved.

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.**

Table of Contents

Box Your Brains Out!	2
Sounds Intense!	3
Starting Up	3
Take Control!	4
Main Menu	7
Options Screen	8
Tournament Boxing	9
Exhibition Bouts	9
Make A Career As A Boxer	10
Build Your Own Boxer	10
Size Up Your Opponent	11
Fight For Your Life!	12
The Pause Menu	13
Instant Replay	13
Score The Fight	14
Training Makes Champions	14
History's Most Dangerous Boxers	15
Deliver The Knockout Punch!	17
The Media Spotlight	17
Tips For Ring Survival	18
Credits	19

Box Your Brains Out!

All your life you've dreamed of it — the chance to enter the ring and kick some serious butt.



Now it's so close you can taste it. So get pumped up, pop in the cart and get ready for the world's most mind-blowing boxing video game!

With *Greatest Heavyweights*, Sega Sports delivers a knockout blow. Battle your way to the top of the rankings. Then take your life in your hands and go toe-to-toe with history's most feared ring warriors — Joe Frazier, Larry Holmes, Muhammad Ali, Joe Louis, Rocky Marciano, Floyd Patterson, Jack Dempsey and Evander Holyfield.

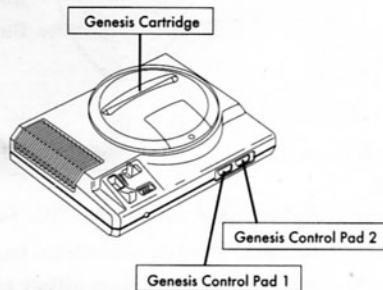
Draw your opponent out with a soft jab, then rock his world with a ferocious uppercut! Get him against the ropes. Then throw a flurry of punches and try to knock him cold! But keep your guard up — these guys can throw some mighty counter punches!

With *Greatest Heavyweights*, you're entering a boxing battlefield, complete with heavyweight sound effects, world class graphics and lightning fast action. So lace 'em up and come out fighting . . .

Sounds Intense!

Greatest Heavyweights is packed with slammin' music and sound effects — so you'll be fired up to fight. Listen to the ring announcer introduce the boxers and hype the crowd. Hear the boxers talking trash, and grunting with each punishing blow. The bell rings. The crowd roars. Sound intense? It is!

Starting Up

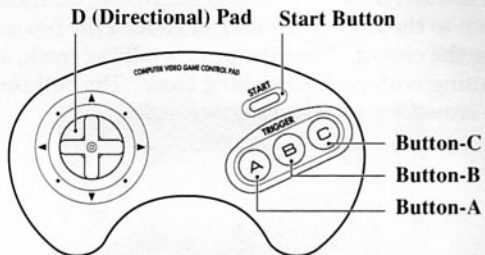


1. Set up the Genesis system and plug in Control Pad 1. For 2 Player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Insert *Greatest Heavyweights* game into the console and press down **firmly**.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press **Start** when the Title screen appears.

Important: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and the cartridge is **firmly** inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

Always make sure the power switch is OFF before inserting or removing the Genesis game cartridge.

Take Control!



Menu Screen Controls

Start Button:

- Brings up the Main Menu from the Title Screen.
- Advances from one menu or sub-menu to the next.
- Pauses the fight during play, then either resumes fight, quits fight or selects Instant Replay.

Reminder: The Activator Start command is "left hand back" (southwest) and "right hand back" (southeast) simultaneously.

D-Pad:

- Moves the selector on menu and sub-menu screens.

Buttons A, B and C:

- Bring up the Main Menu on the Title Screen.
- Select a training choice on the Training Screen.

Boxing Controls

D-Pad:

- LEFT/RIGHT moves a boxer forward or backward.
- UP/DOWN and away from your opponent circles your boxer forward or backward.
- DOWN makes a boxer crouch down to deliver body blows.
- UP makes a boxer straighten up.

Buttons A, B and C:

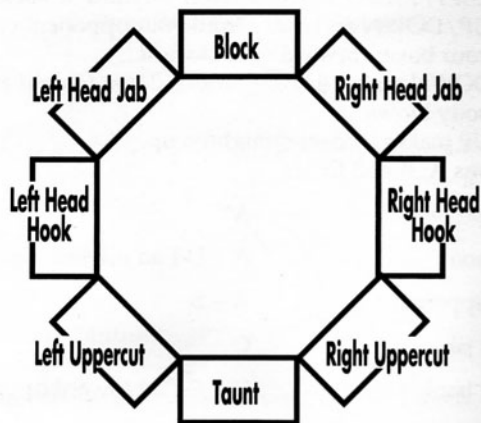
Left jab	A
Left hook	A + D-Pad toward opponent
Left uppercut	A + B
Right jab	C
Right hook	C + D-Pad toward opponent
Right uppercut	C + B
Block	B
Taunt your opponent	A + B + C

6-Button Controls

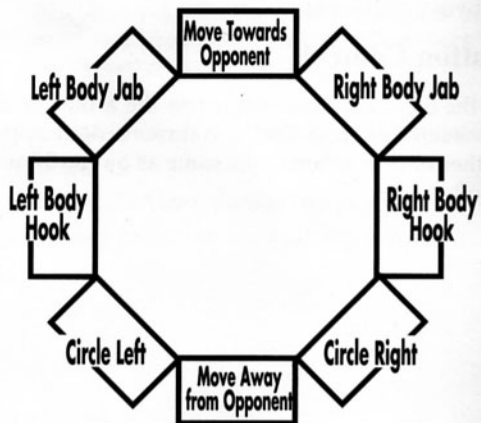
With the 6-button controller, press the X Button to throw a left uppercut, and Z to throw a right uppercut. All other button action is the same as on the 3-button controller.

Activator Controls

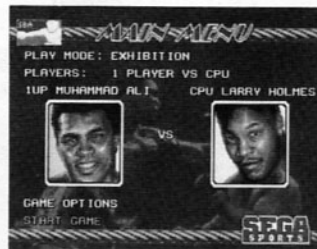
Hand controls:



Foot controls:



Main Menu



After a brief introduction, you'll see a demo of *Greatest Heavyweights* in action. When you've seen enough, press Start and advance to the Main Menu screen.

At the Main Menu, choose from the following settings:

Play Mode:

TOURNAMENT — Battle your way through a round robin tournament featuring the eight greatest heavyweights of all time.

EXHIBITION — Schedule an exhibition bout between any two boxers.

NEW CAREER — Start a new career by creating your own boxer.

RESUME CAREER — Continue your quest for ring domination.

Player:

Select "Player 1 vs. CPU", "CPU vs. Player 1", "2-Player" or "Demo" mode.

Select Fighter:

Select the boxers to fight in Exhibition, Tournament and Demo modes.

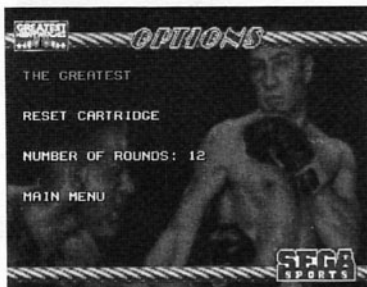
Game Options:

Adjust game options.

Start Game:

Starts the bout you selected on the Main Menu.

Options Screen



Use the Options Screen to choose from the following selections:

THE GREATEST — It's the ultimate boxing feat! If you make the number one ranking — and beat the eight greatest heavyweights — you'll be enshrined here as *The Greatest Heavyweight of All Time!*

RESET CARTRIDGE — This is major. Select RESET CARTRIDGE and all created boxers are retired, all boxers return to their original ranking and The Greatest is erased.

NUMBER OF ROUNDS — Select the number of rounds for an exhibition bout.

MAIN MENU — Returns to the Main Menu.

RETIRE BOXER — Lets you retire one of the created boxers.

Tournament Boxing

So you think you can compete with the all-time greatest heavyweight champs? Here's your chance. In Tournament mode, you'll represent one of these legendary heavyweights:

Muhammad Ali

Larry Holmes

Jack Dempsey

Evander Holyfield

Floyd Patterson

Joe Frazier

Rocky Marciano

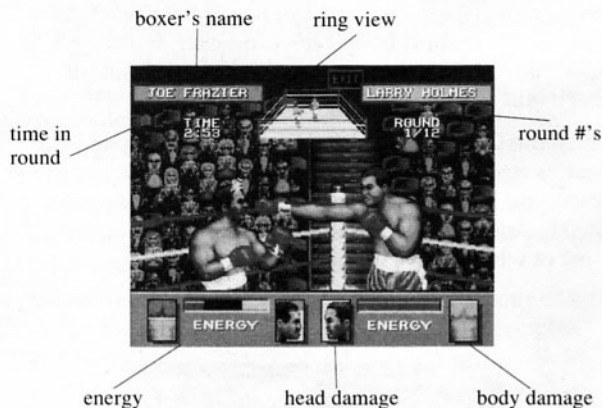
Joe Louis

In the tournament, you'll fight each of the other seven greatest heavyweights. At the end of each fight, you'll see the results of the other matches. After seven rounds of fights, the boxer with the best record is the tournament winner! (In the event of a tie, the boxer with the most knockouts wins the tourney.)

Exhibition Bouts

Use exhibition mode to hone your skills. Pit any two fighters against each other in a grueling contest of skill and strength. You can even make a boxer fight against himself!

Fight For Your Life!



When the action gets hot, you'll need to keep your cool. Here are the indicators to keep your eye on when you're in the ring:

Boxers — The names of the competing boxers

Ring View — Use it to keep track of your position in the ring.

Round # — Indicates the round number and the total number of rounds in the fight.

Round Timer — Displays the time remaining in each 3-minute round.

Body and Head Damage Meters — Shows how much body and head damage each boxer has sustained.

Energy Level — Shows how much juice each boxer has left.

The Pause Menu



Pause *Greatest Heavyweights* at any point during a fight by pressing the Start button. While the game is paused, you can choose to quit the fight, resume play or select Instant Replay.

Instant Replay



Replay the most sizzling sequences from any bout. Just select "Replay" from the Pause Menu. Then press Button A for "Rewind", Button B for "Slow Motion" and Button C for "Play".

Score the Fight



After each round, check out a complete breakdown of how many punches you threw, what kind of punches they were, and how many you landed. Press Start to see cumulative fight totals. Press Start again and the bout continues!

Training Makes Champions



As you advance through the rankings, your training intensifies. After each bout, adjust your training regimen to increase your strength, stamina and speed. Use the D-Pad to preview selections like sparring, loose weights, speed bag, jump rope and more. Then watch the strength, speed and stamina bars to see the potential payoff from each item.

History's Most Dangerous Boxers

This is it — your chance to make heavyweight history! But first here's a little reality check about the legendary boxers who stand between you and the title of *The Greatest Heavyweight of All Time*.



Evander Holyfield
World Heavyweight Champion 1990-92
Career Record: 31-1



Larry Holmes
World Heavyweight Champion 1978-85
Career Record: 58-4



Floyd Patterson
World Heavyweight Champion 1956-59;
1960-62
Career Record: 55-8



Joe Frazier
World Heavyweight Champion 1970-73
Career Record: 32-4

History's Most Dangerous Boxers (cont.)



Muhammad Ali
World Heavyweight Champion 1964-67;
1974-78; 1978-79
Career Record: 56-5



Rocky Marciano
World Heavyweight Champion 1952-56
Career Record: 49-0



Joe Louis
World Heavyweight Champion 1937-49
Career Record: 63-3



Jack Dempsey
World Heavyweight Champion 1919-26
Career Record: 62-6

Deliver the Knockout Punch!

Just like in the pros, if you land a powerful punch, you can knock your opponent down. (And he can knock you down!) Keep an eye on your opponent's energy levels to see when he's most vulnerable. Then move in for the kill.

If you get knocked down, press the A-Button rapidly to try to get up. If you have enough energy, you can get back on your feet and keep fighting. Sometimes you get creamed so hard you can't get up and it's a knockout! (Remember, three knockdowns in one round scores an automatic TKO.)

The Media Spotlight



As a rising talent, get used to living in the media spotlight. After each fight, you'll see your fighter's name and photo in the headlines with the result of your fight.

Tips for Ring Survival

- Throw combinations of punches to catch your opponent off guard.
- Take time between rounds to study fight totals. Learn which punches are scoring consistently and which ones aren't. Also make note of which punches your opponent is landing.
- Perfect your skills in Career mode, before moving up to fight the greatest heavyweights.
- Study the techniques of the greatest heavyweights.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Cartridge.

The Sega Sports Boxing Federation

Programming:	Mike Lamb
Design:	Scott Rohde and Mike Lamb
Additional Programming:	John Branwood
Lead Artist:	Jeff Godfrey
Additional Art:	Joan Igawa Troy Adams Nick Gardener Richard Beeston Jeremy Cantor
Producer:	Scott Rohde
Music:	Brian Coburn
Audio Engineer:	Katherine Weathers
Voice Talent:	DMP Entertainment Gerald DeYoung
Lead Tester:	Gerald DeYoung
Marketing:	Doug Rebert
Manual:	Mike Yoffie

Special Thanks To:

David Platshon
Bob Jacob
Spencer Nilsen
Wayne Townsend
Kelly Ryan
Stephen Patterson

Additional Testers:

Mark Paniagua
Rick Greer
Tracy Johnson
Greg Beckstead
Mike Bench
Dante Anderson
Bruno Sarret
Andrew Podesta
Lawrence Jeung
Crisi Albertson
Lawrence Gibson
Ari Warner
Elbert Lee
Kurt Tindle
Darin Johnston
Greg Vogt
Eric Fong

Roman Greco
Mike Madden
Mike Baldwin
Wesley Gittens
Glen Cureton
Terry Thomas
Adam OrNSTEAD
Heather Meigs
Tim Spengler
Steve Bourdet
Jason Epps
Chris Pepper
Matt Rosaaen
Brent Merolla
Jeff Loney
Loran Pudinski

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 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**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she 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 Sega Genesis 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 or she 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 90 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.
