SUPER SMASH T.V.

FERRARI
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The ultimate in head-to-head, split-screen Ferrari racing competition!

ARCH RIVALS
THE ARCADE GAME
It's an all-out basketball with "in your face" real arcade action!

GENESIS 16-BIT CARTRIDGE

SUPER SMASH T.V.

DRIVE, SHOOT, SMASH & STEEL!

STEEL EMPIRE

Based on the arcade smash—Win the ultimate prize...your life!

Battle in the future that might have been—the Age of Steel!!

FLYING EDGE

A Division of Acclaim Entertainment, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771

SEGA SEAL OF QUALITY

Official Sega Genesis Instruction Manual

EmuMovies
Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for 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 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. Avoid repeated or extended use of video games on Large-screen projection televisions.

The year is 1999.
Television is cashing in on the blood lust of its viewers. Violence dominates the screen.
Topping the ratings are the TV game shows that offer the ultimate in prizes: your life! Winning and losing has become "kill or be killed!"

One show stands as the biggest, most spectacular, most dangerous, and most rewarding show of all: SMASH TV.

Alone, or in a pair, powerfully armed contestants are sent into a closed arena. There, before a live studio audience and devoted TV viewers from around the globe, they battle their opponents—human, humanoid, and inhuman—and search out the cash and prizes that will make them SMASH TV Grand Champions.

Ready for prime time?
The future is now!
You are the next lucky contestant!
READY CAMERA ONE

LOADING

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. (Super Smash TV is for one or two players).
2. Make sure the power switch is OFF. Then insert the Super Smash TV cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. Press Start when the Title screen appears.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

After the Sega screen you will see the SMASH TV title screen and the list of Reigning Champions. To reach the player and control selection screen, press ANY BUTTON.

SMASH TV is a One Player or Two Player game. With One Player only, however, it is also possible to use two controllers simultaneously arcade style.

To select the controller mode and the number of players, use the UP and DOWN D-BUTTONS to move the cursor to CONTROL and then press ANY BUTTON to scroll through the modes.

1 PLAYER 1 CONTROLLER—Pressing the D-BUTTONS moves you around the arena. The A-BUTTON, B-BUTTON, and C-BUTTON aim and fire your weapons.

2 PLAYERS—Requires 2 players, each with one controller. Pressing the D-BUTTONS moves players. The A-BUTTON, B-BUTTON, and C-BUTTON aim and fire your weapons.
1 PLAYER 2 CONTROLLERS—Pressing the PLAYER 1 CONTROLLER D-BUTTONS moves you. Pressing the PLAYER 2 CONTROLLER D-BUTTONS aims and fires your weapons.

For the 1 controller per player mode only, to change the set-up of your firing controls, use the UP and DOWN D-BUTTONS to move the cursor to OPTIONS and press ANY BUTTON. To scroll through the options, press ANY BUTTON again.

NORMAL — Fires in the same direction as you are moving.
REVERSE — Fires in the opposite direction as you are moving.
LOCK — Locks your fire in one direction (regardless of where you move).

To confirm your selection, press the START BUTTON.
To begin the game, press the START BUTTON again.

Note: You can only use the PLAYER 1 CONTROLLER to select the number of players and controller mode, and to reach the OPTIONS screen, but each player sets their own firing BUTTONS with their own CONTROLLER.

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**THE CONTROLS... TRUE ARCADE ACTION**

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**On the Screen... Excitement So Intense It'll Blow You Away**

Game play information appears at the top of the screen as follows:

- **Blue Contestant**
  - Lives
  - Score/Prizes
  - Weapon Upgrade Meter

- **Red Contestant**
  - Lives
  - Score/Prizes
  - Weapon Upgrade Meter

**Weapons... I Need More Firepower**

Your basic weapon, the machine gun, will obliterate your lesser opponents. However, final victory in any round demands that you grab every weapon upgrade and power-up you can find!

Once the symbol for an upgrade or power-up appears, to pick it up, move over it.

Power-ups, such as increased speed or the mobile forcefield, work simultaneously with your weapons, but only one weapon can be used at a time.

**Note:** With each new life, you also get the mobile forcefield. For crowd control, there's no equal!

Rapid fire grenade launcher.

Rapid fire, high-power grenade launcher.
Blows up all opponents on screen.

Machine gun firing remote.

Multi-direction photon gun.

High power missile launcher.

Mobile forcefield.

Discus defense.

Speed boost.

Bonus life.

Note: Weapon upgrades last until all 6 of the squares under your score turn red.
YOUR OPPONENTS
TONIGHT...

The audience is crying out for blood and with the forces stacked against you...they'll soon be satisfied!

Opponents whose main strength is in numbers, like gangs wielding baseball bats, laser firing orbs, and exploding tin soldiers, will attack you at every opportunity throughout the game. However, each round of the show also features one Super-Star Opponent—with unique talents for mangling contestants.

As the main attraction, they won't give up easily, but find their weak spots and you've got it made. Be relentless in your attack and enjoy watching them crumble.

The Super-Star Opponents are:

MUTOID MAN
Half tank, half mutant, and all deadly! He'd just as soon run you over as look at you with his twin laser firing eyes. Pound him with everything you find and remember...armless isn't harmless.

SCARFACE
If looks could kill, Scarface would be ahead of the game. Not only is he ugly, but get hit and your career in prime time is history.

COBRA HEAD
The cobra is the king of the snakes and you've got double trouble! These mammoth reptiles have steel scales that will crush you like a bug and forked tongues that speak with high-tech firepower.
Big Money... Big Prizes... I Love It!

Winning is everything... but winning big is even better. Grab the prizes that appear by moving over them... but watch out, they may also hide a dangerous land mine!

Point Values:

- Single Blue Orbs: 2000
- Orb-Train (each segment): 2000
- Laser Orb: 2500
- Hulk Clubbers: 500
- Snakes: 1000
- Shrapnel Bomb: 2750
- Floating Robot: 1050
- Wall Gun Man: 7500
- Spear Men: 500
- Tank (per section): 7500
- Red Swarvers (followers): 1000
- Red Swarvers (leaders): 20,000
- Cobra Boss (per hit): 300-1000
- Scarface (per hit): 250-1000
- Mutoid Man (per hit): 350
- Game Show Host (per hit): 300-1000
- Keys: 15,000
- Prizes (each pick-up): 5010

The Route to Success

At the start of each round a map shows the layout of the studio, including the location of bonus prize rooms. Pause and make a copy—knowing where you are comes in handy if you want to rake in the goods!
CASH BONANZA: THE PLEASUREDOME

You want the big money? It’s waiting just for you in the PLEASUREDOME... only to get in, you’ll need a key, or maybe even a bunch...

PLEASUREDOME can be viewed by Grand Champion Only!

DOUBLE YOUR PLEASURE!

Two is always better than one when it comes to combat... but there can only be one SMASH TV Grand Champion and it’s money in the bank that separates the big winner from the other mere survivors.
STAYING WITH THE SHOW... 
CONTESTANT LIVES

There’d be no show without you, so—in each round—in a 1 Player game, you get 7 lives and in a 2 Player game, each player gets 3 lives —plus any bonus lives you can pick up. Lives remaining are shown in the top left and right of the screen.

REIGNING CHAMPIONS

Wasted an army of Orbs? Destroyed the Host with the Most? Made a fortune in cash and prizes? Congratulations. You are now a SMASH TV Reigning Champion. To enter your initials on the roster press the D-BUTTONS to move the cursor under each appropriate letter and press ANY BUTTON.

ACTION!

So go for it! What are you waiting for? The commercials are over...the cameras are rolling...and the audience is waiting to see how long you last. Are you going to give them what they want or can you stay in one piece long enough to be invited back next season? Everyone’s waiting to see!
FLYING EDGE™ GAME PAK WARRANTY REGISTRATION CARD

Fill out and mail this coupon to receive a FREE copy of the "Masters of the Game" magazine with information and tips on our hot new titles and and products!

Name: ___________________________ Phone: ______ Date: ___________

Street Address: ____________________
City, State, Zip: ____________________

1. Game title: ____________________

2. Who purchased this game? □ Male □ Female Age_______

3. Who plays this game the most? □ Male □ Female Age_______

4. Why was game purchased for player?
□ Self-purchase □ Requested gift □ Unrequested gift

5. How did you hear about this game?
□ Friend □ Radio □ TV □ Newspaper □ Magazine Ad
□ Game Review □ In-Store Display

6. How would you rate the game play?
□ 1 □ 2 □ 3 □ 4 □ 5 □ 6 □ 7 □ 8 □ 9 □ 10 (Best)

7. How would you rate the graphics?
□ 1 □ 2 □ 3 □ 4 □ 5 □ 6 □ 7 □ 8 □ 9 □ 10 (Best)

8. Which kind of game do you like the most?
□ Action □ Role Playing □ Sports
□ Simulation □ Maze/Puzzle

9. How often do you play coin-op arcade games?
□ Never □ Sometimes □ Frequently

10. What game/computer systems are in your household?
□ NES □ Super NES □ Genesis □ Game Gear
□ Game Boy □ PC (IBM or other)

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

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

13. Comments: ____________________

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