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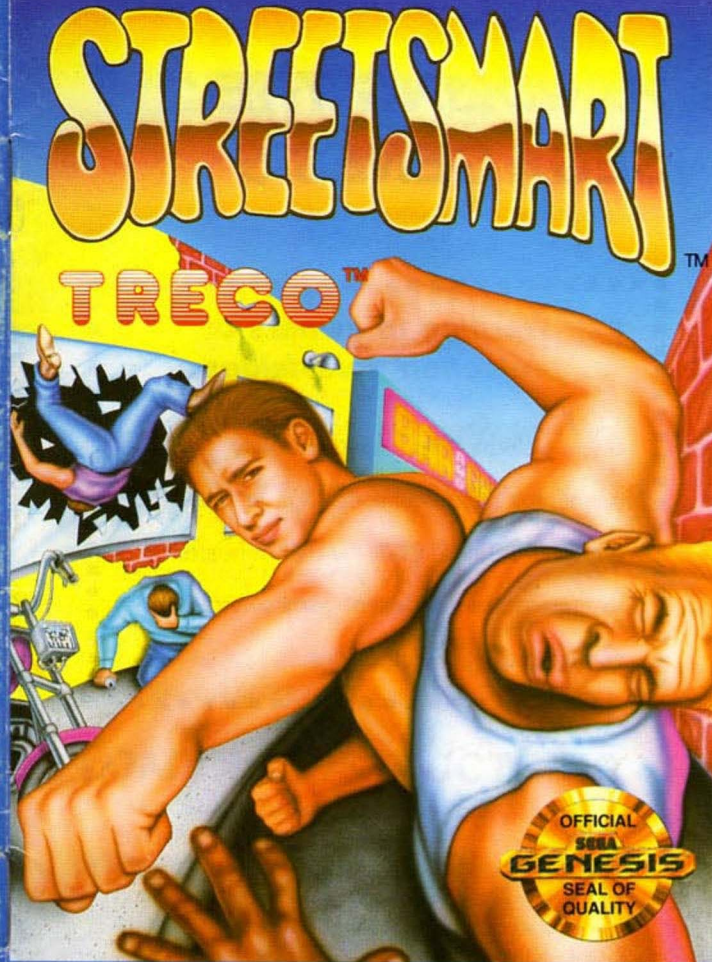
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**TRECO™**

2421 205th Street, D-204, Torrance, CA 90501

This game is licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM.

Printed in Japan



**INSTRUCTION MANUAL**



# HANDLING THE SEGA GENESIS



## ***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.

**Thank you for selecting TRECO's  
STREET SMART™ Game Cartridge.**

**Please read this instruction manual before starting, to ensure proper handling of your game. Enjoy!!**

## **SAFETY PRECAUTIONS**

- 1) The Sega Genesis Cartridge only be used for the Sega Genesis System™.
- 2) Make sure that your Genesis System is turned OFF when inserting or removing your Genesis Cartridge.
- 3) Avoid subjecting your Genesis Cartridge to extreme temperatures and shock. Do not touch terminals, or subject cartridge to thinners, solvents, benzene, alcohol and other cleaning agents.
- 4) Do not attempt to disassemble your Genesis Cartridge.
- 5) Pause for 10-15 minutes after long periods of continuous game play.

## **LOADING INSTRUCTIONS**

- 1) Make sure the power switch on your Genesis System is in the OFF position.
- 2) Insert the STREET SMART™ Cartridge into the console as directed in your Genesis System Manual. The cartridge label should be faced towards you, and firmly inserted within the slot.
- 3) Turn the power switch on your Genesis System to the ON position. If nothing appears on the screen, recheck insertion.

# TO BE THE MAN, YOU GOTTA BEAT THE MAN!



Yo! Lookin' for some fast action and fast bucks? Then step out and prepare yourself for the slugfest of your life! This ain't no plastic trophy contest! You gotta watch out 'cause these street fighters don't mess! They're some of the toughest, meanest, quickest dudes ever to chew on nails, know what I'm sayin'?

Lay down some serious pain! Karate man or Crusher, take your pick! Take a gamble and make some serious green - ya just might end up taking home the girl! Your bud's coppin' a 'tude? Then let him have a piece! But ya' better get STREET SMART first, or you'll have a hard time finding all your teeth with one eye!

# CONTROLS



CONTROL	KARATE MAN	CRUSHER
Press A	Punch	Punch
Press B	Roundhouse Kick	Front Kick
Press B + Direction	—	Short Kick
Press C	Jump	Jump
Press C + Direction	Jump in direction	Jump in direction
Press A (Close Range)	Elbow Blow	Head Butt
Press C then B	Jump Kick	Jump Kick
Press A and B	Back Flip	Back Flip
Press B and C	Dragon's Tail Technique	Kansas Tornado Kick

To Select - Press the 'A' button to select, 'B' button to cancel.

To Pause - Press the START button.

# OPENING SCREENS

## Menu Screen

This selection will vary on the number of control pads connected to the system.

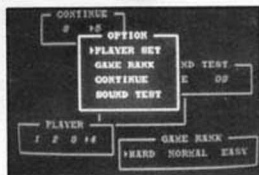


**1-CONTROLLER** - If you have only one controller, you will be given the option to choose either the Karate Man or Crusher.

**\*Please Note:** You will not be able to play the 2-player game.

**2-CONTROLLERS** - If you have both controllers attached, you will be able to play against another player after you defeat a stage boss. The first controller guides the movements of the Karate Man, while the second controller moves the Crusher.

## Options Screen



**Player Set** - Select the number of extra men (1 to 4).

**Game Rank** - Set the difficulty of the game. Play HARD, and show'em who's the MAN!

**Continue** - Number of available continues (3 or 5).

**Sound Test** - Hear the sounds of agony and defeat!

## Main Screen

Life\* - Amount of life you have.

**\*Note:** Special moves take 1/2 units to use.

Time - When it reaches zero, your man is gone.



Enemy or 2nd player.

# GAMBLING



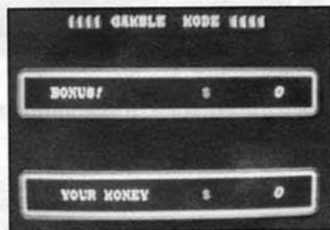
Lady luck riding on your shoulders? Try betting on a fight. Here's how it works...

Select who you want to bet on, either you or your opponent. If

you bet on your opponent, he will have to win in order for you to collect. Now, select how much you want to wager. (Just remember, you can't bet what you don't have!). Finally, press A and exit.

If you win, you get the amount you bet times the "Stake" (If the stake is x 2, and you bet \$10,000, you get \$20,000).

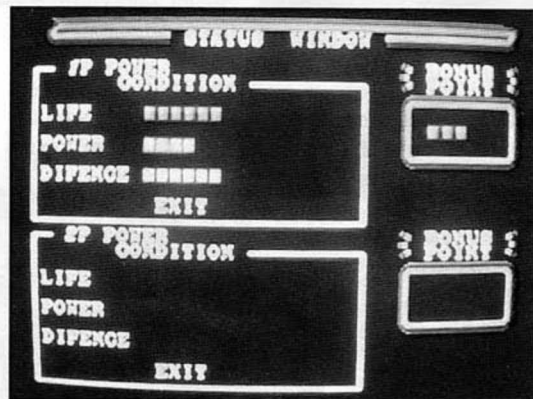
Depending on the outcome and who you bet on, you either collect green, or get nothing. But don't worry, everyone comes out a winner - you still get money just for fighting!





# STATUS WINDOW

After each fight, you get a chance to improve your stamina - increase your lifeline; power - the amount of damage you'll be able to do; and defense - duckin' and dodgin' the blows.



Move the cursor to the appropriate trait, and press A to increase it by one. Press B if you make a mistake. Bonus points do not carry over, so you better use'em all.

## 90 DAY LIMITED WARRANTY

TRECO warrants to the original consumer purchaser that the TRECO cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, TRECO will repair or replace the defective cartridge or component part, at its option, free of charge.

This 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 this warranty service:

1. DO NOT RETURN YOUR TRECO CARTRIDGE TO YOUR RETAIL SELLER.
2. Notify the TRECO Consumer Division of the problem requiring warranty service by calling: (213) 782-6960.
3. If the TRECO service technician is unable to solve the problem by phone, he will provide you with instructions to return the defective cartridge to us. He will issue a Return Authorization number, which must be recorded on the outside packaging of the defective cartridge. The cost of returning the cartridge to TRECO's service center shall be paid by the purchaser. Please return cartridge along with dated proof of purchase to:

TRECO

2421 205th Street, Suite D-204  
Torrance, Ca 90501

## **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 same conditions set forth herein. In no event shall TRECO be liable for consequential or incidental damages resulting from the breach of any expressed or implied warranties.

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