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ultimate
in head-
to-head,
split-
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Ferrari
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competition!



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It's an
all-out
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with "in
your
face"
real
arcade
action!



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SHOOT,
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STEEL!**



SEGA GENESIS SUPER SMASH T.V.

Based
on the
arcade
smash!—
Win the
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your life!



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Battle in the
future that
might have
been — the
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SEGA GENESIS 16-BIT CARTRIDGE

GENESIS INSTRUCTION MANUAL

SUPER SMASH T.V.™



FLYING EDGE



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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.

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 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!

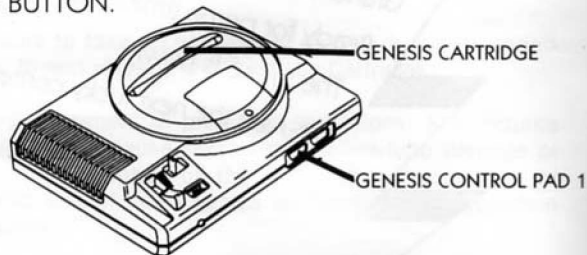
READY CAMERA ONE

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.



10 SECONDS TO AIR



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.

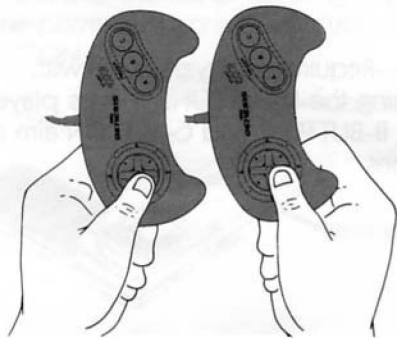
REVERSE — Fires in the opposite direction as you are moving.

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.



THE CONTROLS... TRUE ARCADE ACTION

BASIC MOVES...AS EASY AT IT LOOKS

FOR 1 CONTROLLER PER PLAYER

TO MOVE	Press the UP , DOWN , LEFT or RIGHT D-BUTTONS . To move diagonally, press in-between the D-BUTTONS .
TO FIRE IN THE SAME DIRECTION AS YOU ARE MOVING	Press the A-BUTTON .
TO FIRE IN THE OPPOSITE DIRECTION AS YOU ARE MOVING	Press the B-BUTTON .
TO LOCK YOUR FIRE IN ONE DIRECTION (REGARDLESS OF WHERE YOU MOVE)	Press the C-BUTTON .

FOR 1 PLAYER WITH 2 CONTROLLERS

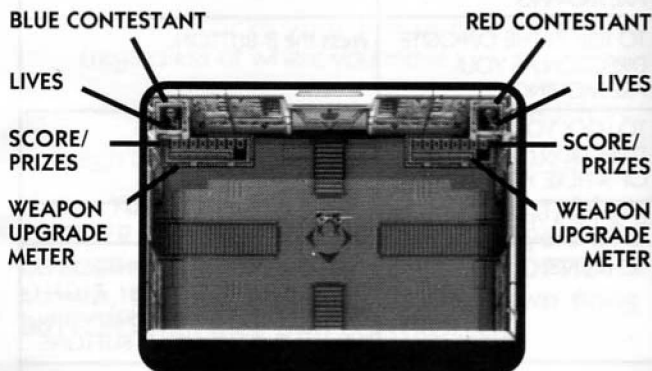
TO MOVE	Press the PLAYER 1 CONTROLLER UP , DOWN , LEFT or RIGHT D-BUTTONS . To move diagonally, press in-between the D-BUTTONS .
TO AIM & FIRE	Press the PLAYER 2 CONTROLLER UP , DOWN , LEFT or RIGHT D-BUTTONS . To fire diagonally, press in-between the D-BUTTONS .

FOR 1 or 2 CONTROLLERS PER PLAYER

TO PAUSE	Press the START BUTTON
TO RESTART	Press the START BUTTON again.

ON THE SCREEN... EXCITEMENT SO INTENSE IT'LL BLOW YOU AWAY

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



WEAPONS... I NEED MORE FIRE- POWER

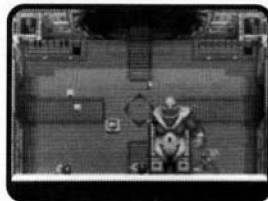
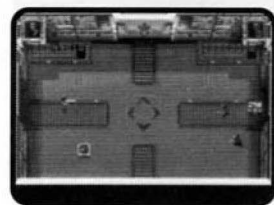
Your basic weapon, the machine gun, will obliterate your lesser opponents. However, final victory in any round demands that you grab every weapon upgrade and power-up you can find!

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

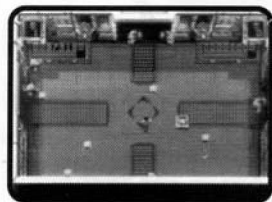
Power-ups, such as increased speed or the mobile forcefield, work simultaneously with your weapons, but only one weapon can be used at a time.

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

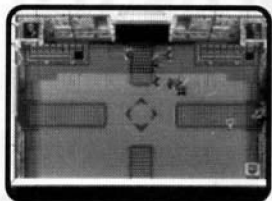
Rapid fire grenade launcher.



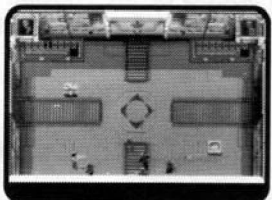
Rapid fire, high-power grenade launcher.



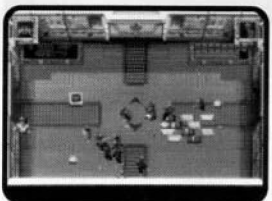
Blows up all opponents on screen.



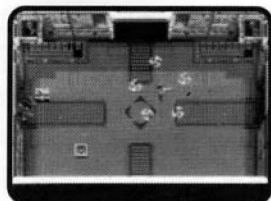
Machine gun firing remote.



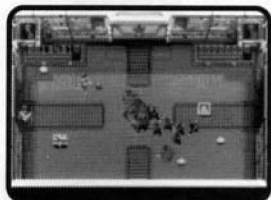
Multi-direction photon gun.



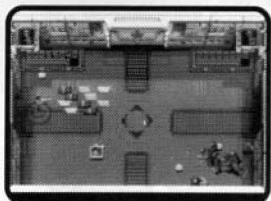
High power missile launcher.



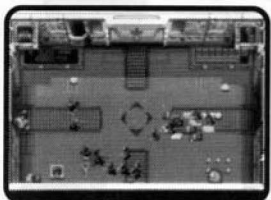
Mobile forcefield.



Discus defense.



Speed boost.



Bonus life.

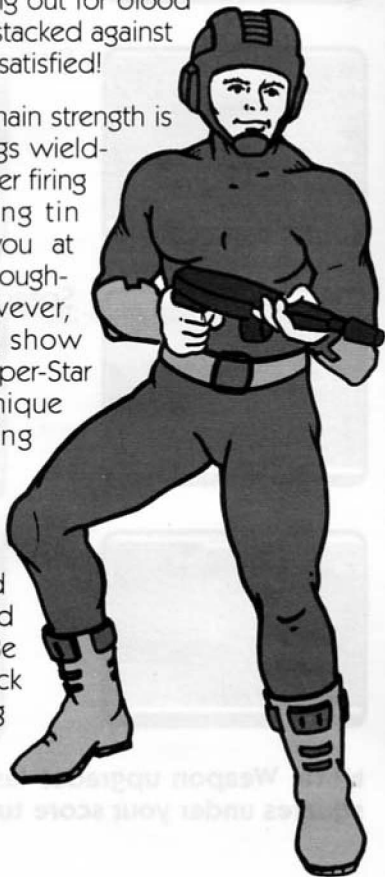
Note: Weapon upgrades last until all 6 of the squares under your score turn red.

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.

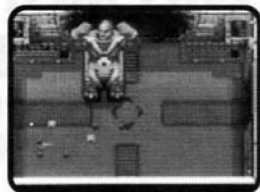
As the main attraction, they won't give up easily, but find their weak spots and you've got it made. Be relentless in your attack and enjoy watching them crumble.



The Super-Star Opponents are:

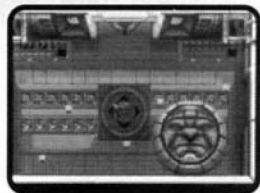
MUTOID MAN

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.



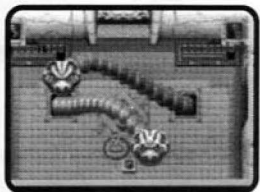
SCARFACE

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 Swarms (followers)	1000
Red Swarms (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

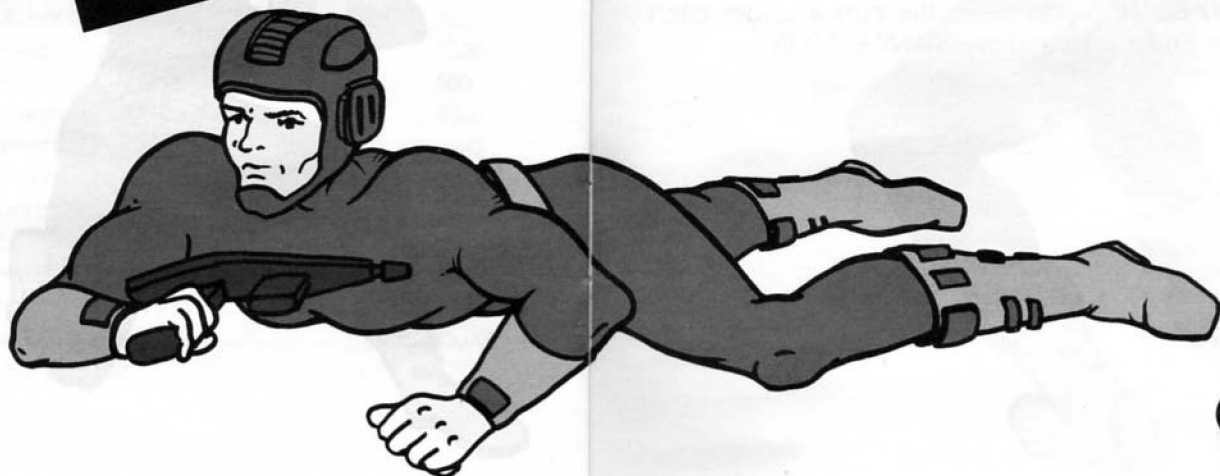
At the start of each round a map shows the layout of the studio, including the location of bonus prize rooms. Pause and make a copy—knowing where you are comes in handy if you want to rake in the goods!



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

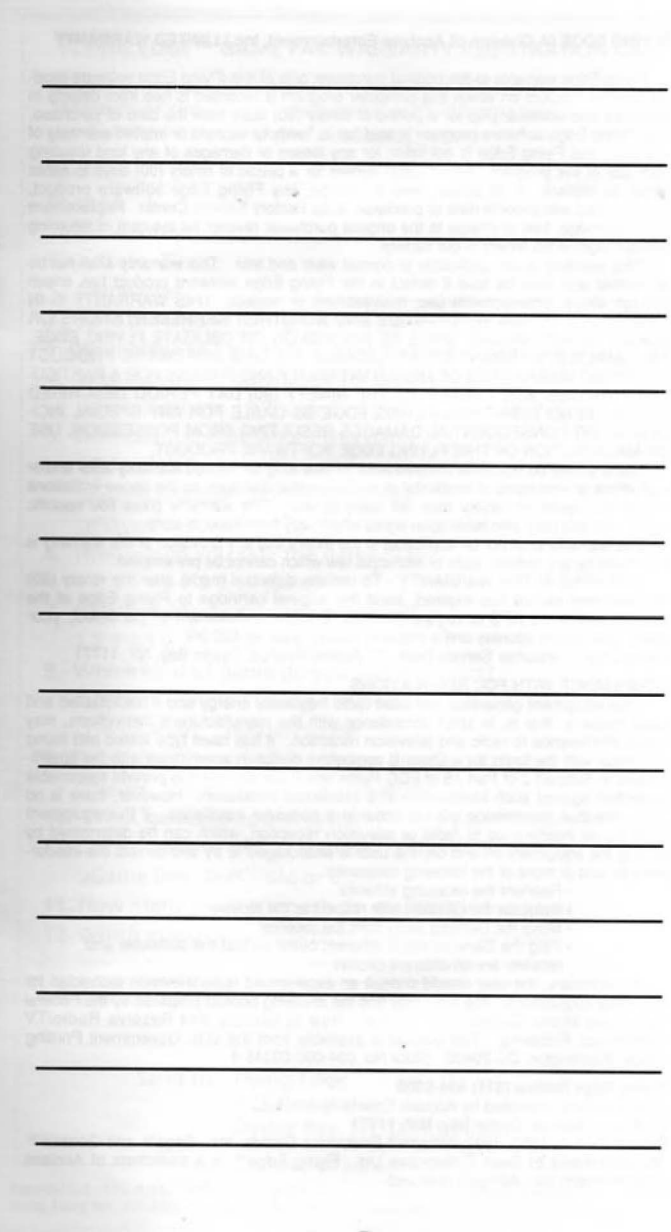
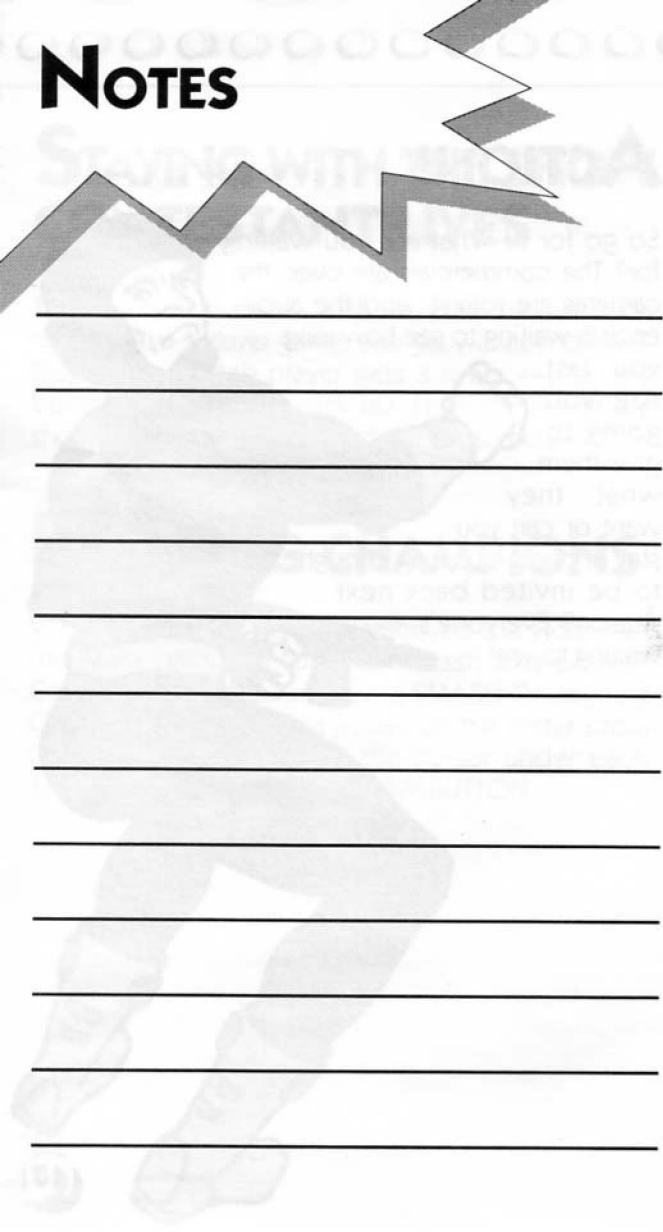
Wasted an army of Orbs? Destroyed the Host with the Most? Made a fortune in cash and prizes? Congratulations. You are now a SMASH TV Reigning Champion. To enter your initials on the roster press the D-BUTTONS to move the cursor under each appropriate letter and press ANY BUTTON.

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!



NOTES



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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. 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 FLYING EDGE BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.**

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Flying Edge at the address below via UPS or registered mail. Enclose a statement of the defect, your name, your return address and a check or money order for \$20.00.

Flying Edge, Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: **How to Identify and Resolve Radio/TV Interference Problems**. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4

Flying Edge Hotline (516) 624-9300

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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

☐ Played Before Buying ☐ Arcade ☐ Sales Person

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: _____

Send to: Flying Edge
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Cut along dotted line and send to Flying Edge