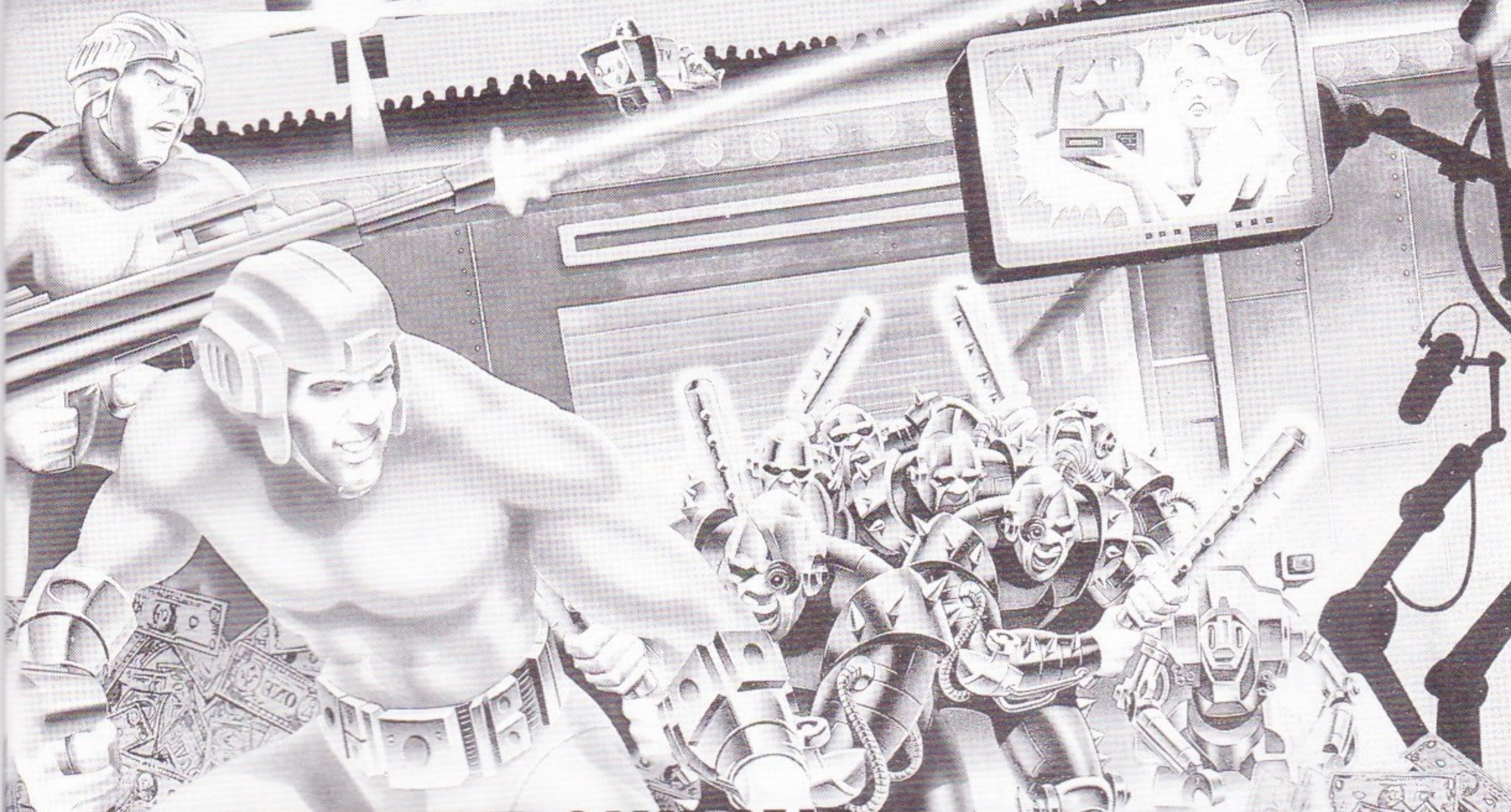


# SUPER SMASH TV



**SEGA**<sup>TM</sup>

**GAME GEAR  
INSTRUCTION MANUAL**

**GAME GEAR**<sup>TM</sup>



COLOR PORTABLE VIDEO GAME SYSTEM



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™ Game Gear™ System™.



### **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 rest during extended play.

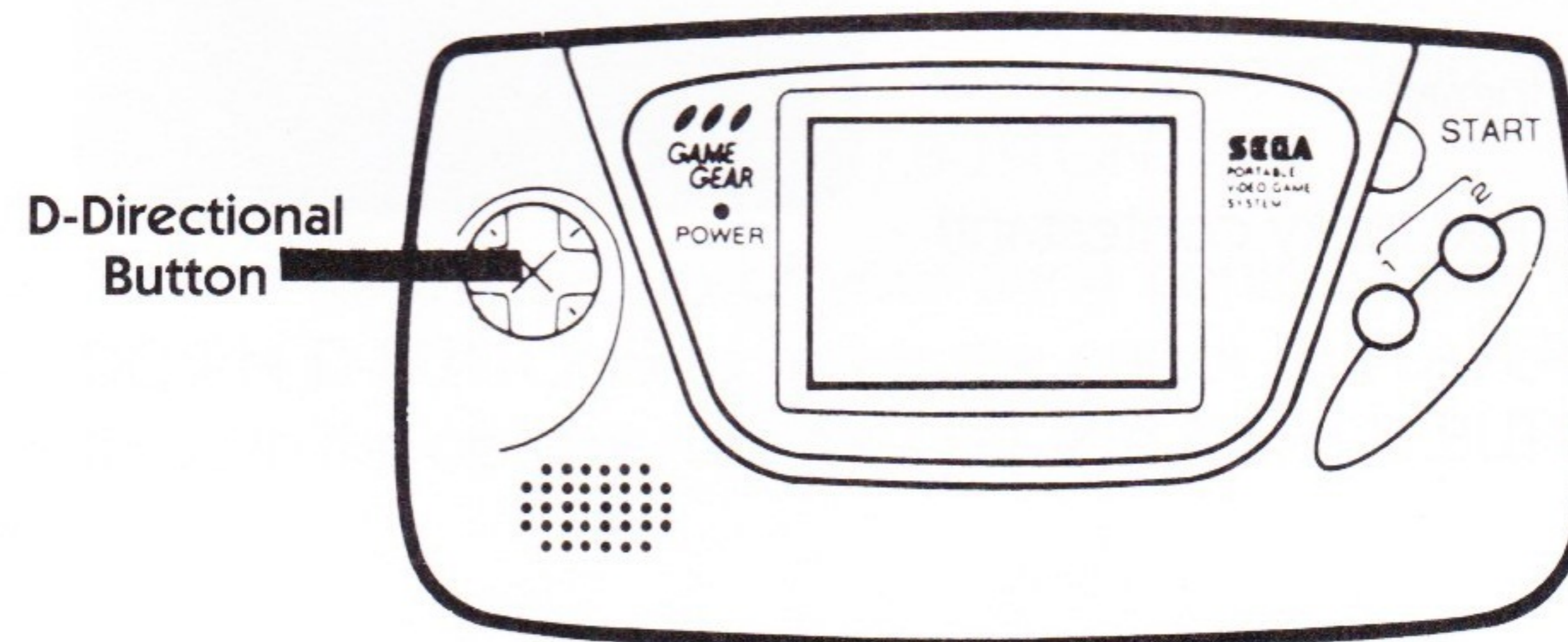
# READY CAMERA ONE

## STARTING UP

1. Set up your Sega Game Gear System as described in your instruction manual.
2. Make sure the power switch is OFF. Then Insert the SMASH TV™ cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments the Sega and SMASH TV™ title screens will appear.
4. If the title screens do not appear, turn the power switch OFF. Make sure the 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 cartridge.

**Note:** SMASH TV™ is a one player game only.



# SMASH TV THE FUTURE IS NOW!

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!

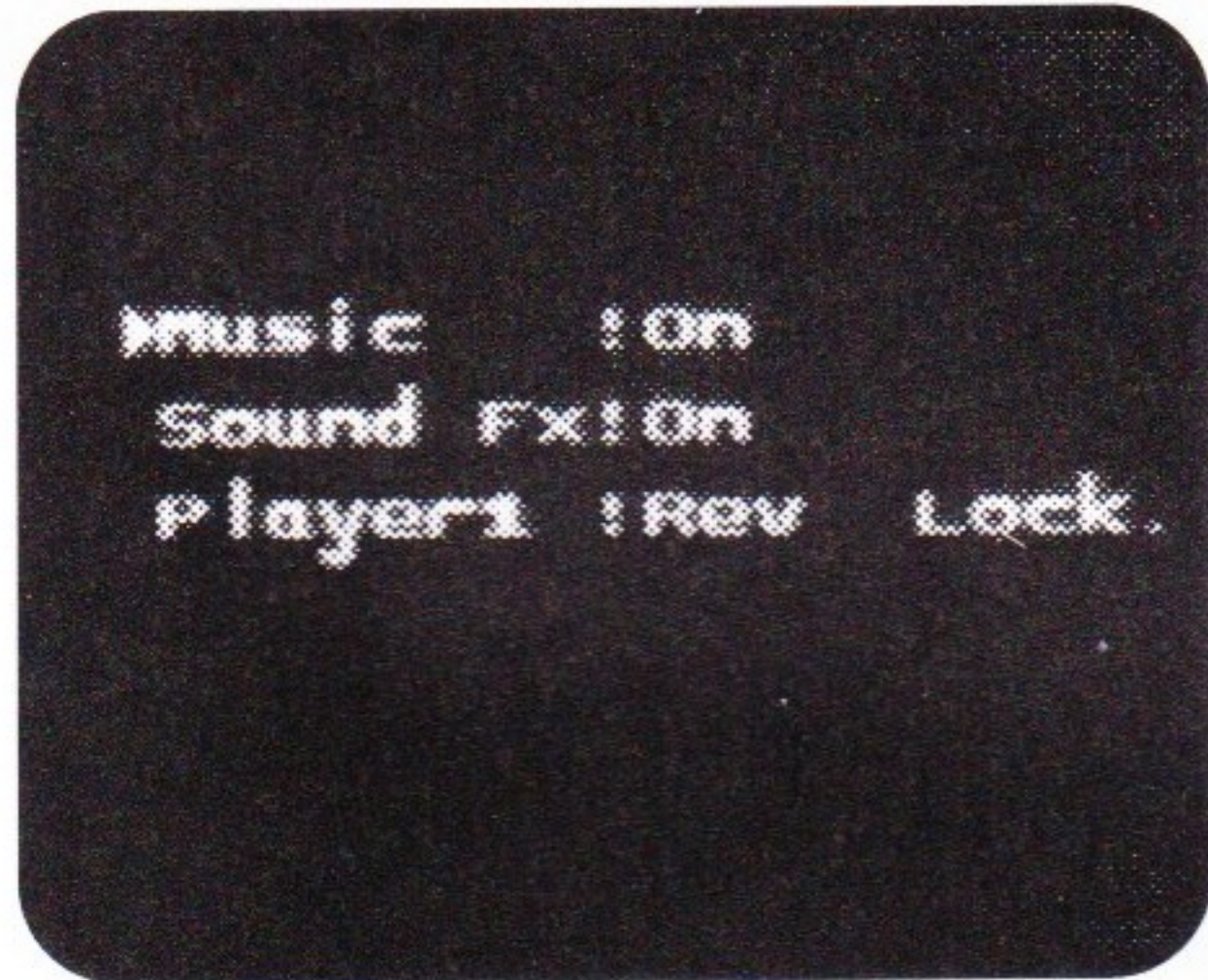
# 10 SECONDS TO AIR

After the SMASH TV title, you will see the start/options screen and then a game play demonstration. To return to the start/options screen from the demonstration, press the 1-BUTTON at any time.

To start the game, use the UP and DOWN D-BUTTONS to move the cursor to PLAY SMASH TV and then press the 1-BUTTON.

To change the set up of the controls or turn the music and sound effects on or off, use the UP and DOWN D-BUTTONS to move the cursor to GAME OPTIONS and then press the 1-BUTTON.

You will then see the Game Options screen.



```
Music : On  
Sound Fx : On  
Player 1 : Rev Lock.
```

To move the cursor between the options, use the UP and DOWN D-BUTTONS.

To change an option, use the LEFT and RIGHT D-BUTTONS. To confirm your selection, press the 1-BUTTON.

To change the set-up of your firing controls, use the UP and DOWN D-BUTTONS to move the cursor to PLAYER 1. To scroll through the options, use the LEFT and RIGHT D-BUTTONS.

The types of firing control available are as follows:

**FORWARD**—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).

They can be set up in any of the following three combinations:

### 1-BUTTON

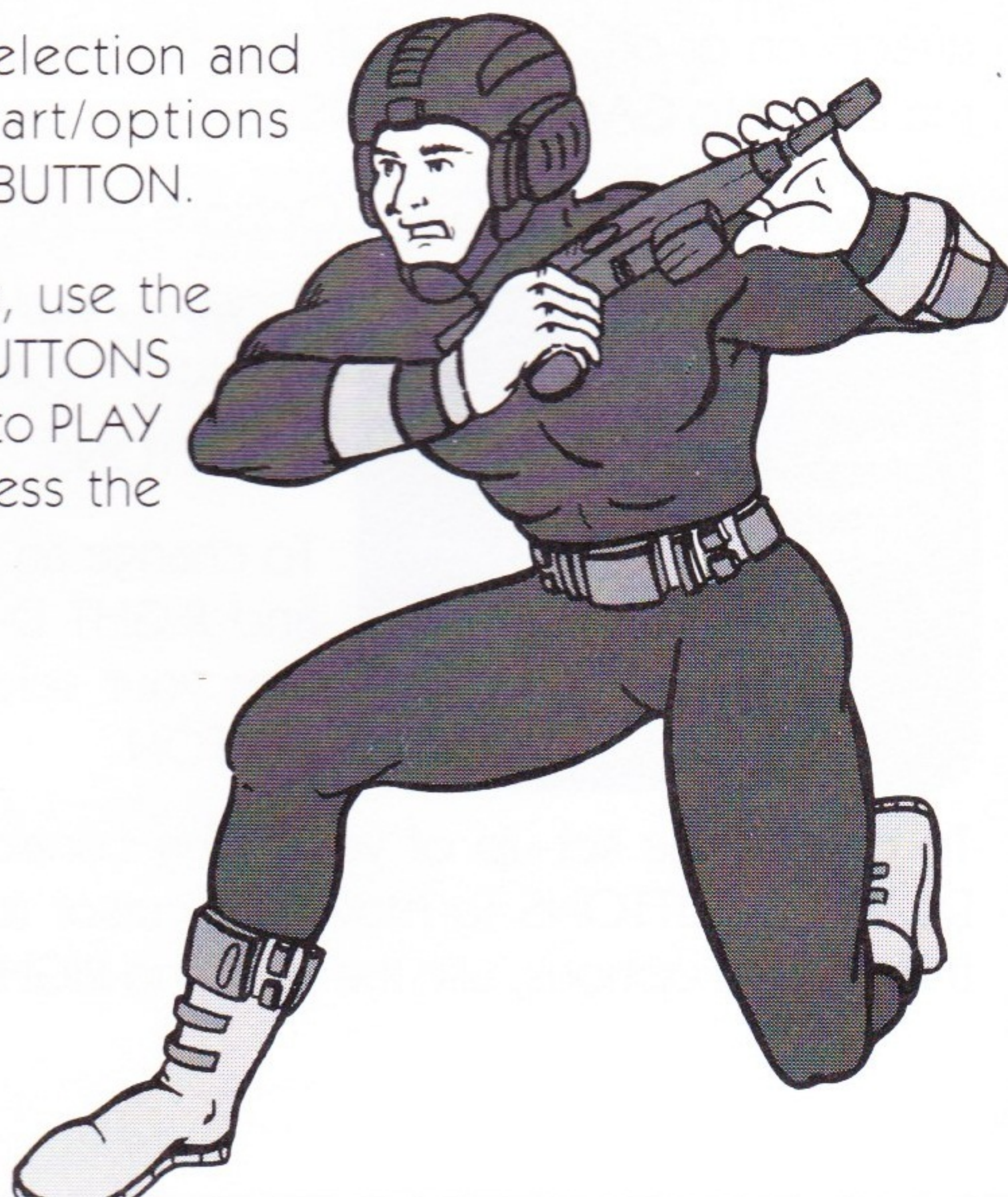
1. REVERSE
2. FORWARD
3. FORWARD

### 2-BUTTON

- LOCK
- LOCK
- REVERSE

To confirm your selection and return to the start/options screen, press the 1-BUTTON.

To begin the game, use the UP and DOWN D-BUTTONS to move the cursor to PLAY SMASH TV and press the 1-BUTTON again.



# THE CONTROLS... TRUE ARCADE ACTION

## BASIC CONTROLS...AS EASY AS IT LOOKS

TO MOVE	Press the UP, DOWN, LEFT or RIGHT D-BUTTONS. To move diagonally, press in-between the D-BUTTONS.
TO PAUSE	Press the START BUTTON.
TO RESTART	Press the START BUTTON again.

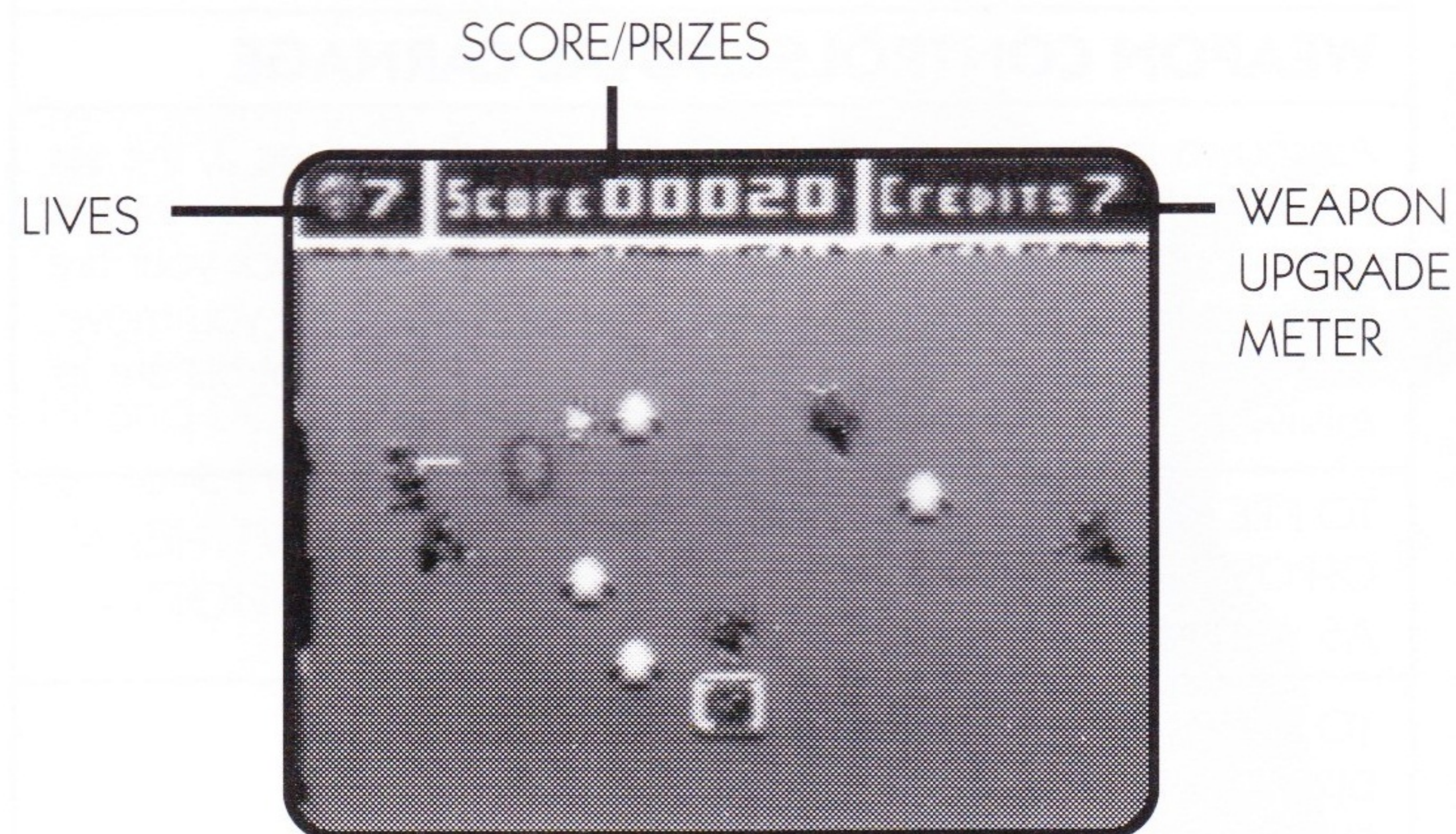
## WEAPON CONTROLS...TOTAL CARNAGE

As shown in the section 10 SECONDS TO AIR on page 3, the set up of the firing controls can be changed. Not only can you switch which button fires in which direction, you can also lock your fire so that it remains in one direction regardless of where you move. However, in the standard configuration, the firing controls are as follows:

TO FIRE IN THE OPPOSITE DIRECTION AS YOU ARE MOVING	Press the 1-BUTTON.
TO FIRE IN ONE DIRECTION REGARDLESS OF WHERE YOU ARE MOVING	Press the 2-BUTTON.

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

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



# 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!**

**Yellow grenade** — Rapid fire, high-power grenade launcher.

**Green grenade** — Rapid fire grenade launcher.

**Bomb** — Blows up all opponents on screen.

**Orb** — Machine gun firing remote.

**Spray** — Multi-direction photon gun.

**Missile** — High power missile launcher.

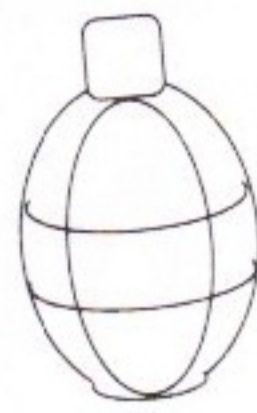
**Rings** — Mobile forcefield.

**Disc** — Discus defense.

**Arrowhead** — Speed boost.

**Helmet head** — Bonus life.

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

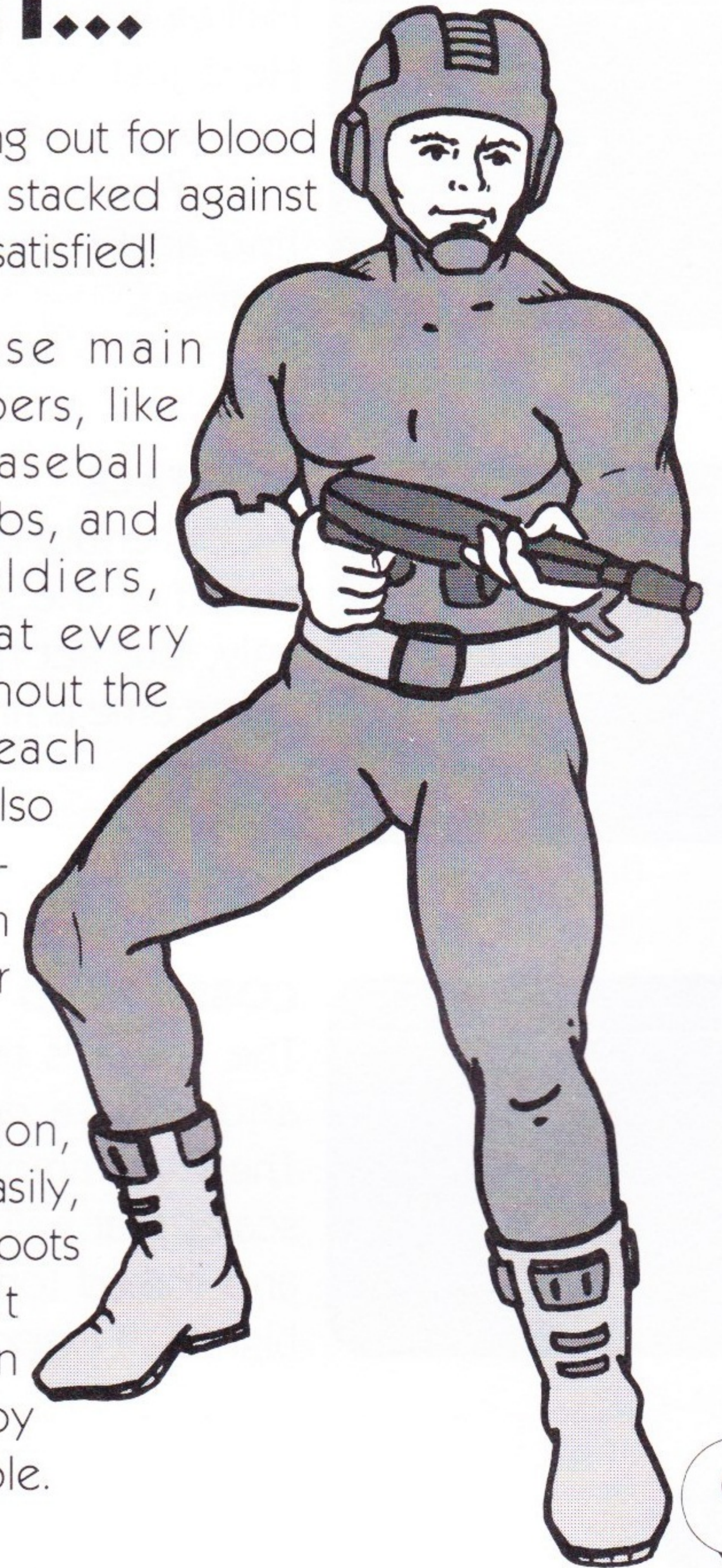


# YOUR OPPONENTS TONIGHT...

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:



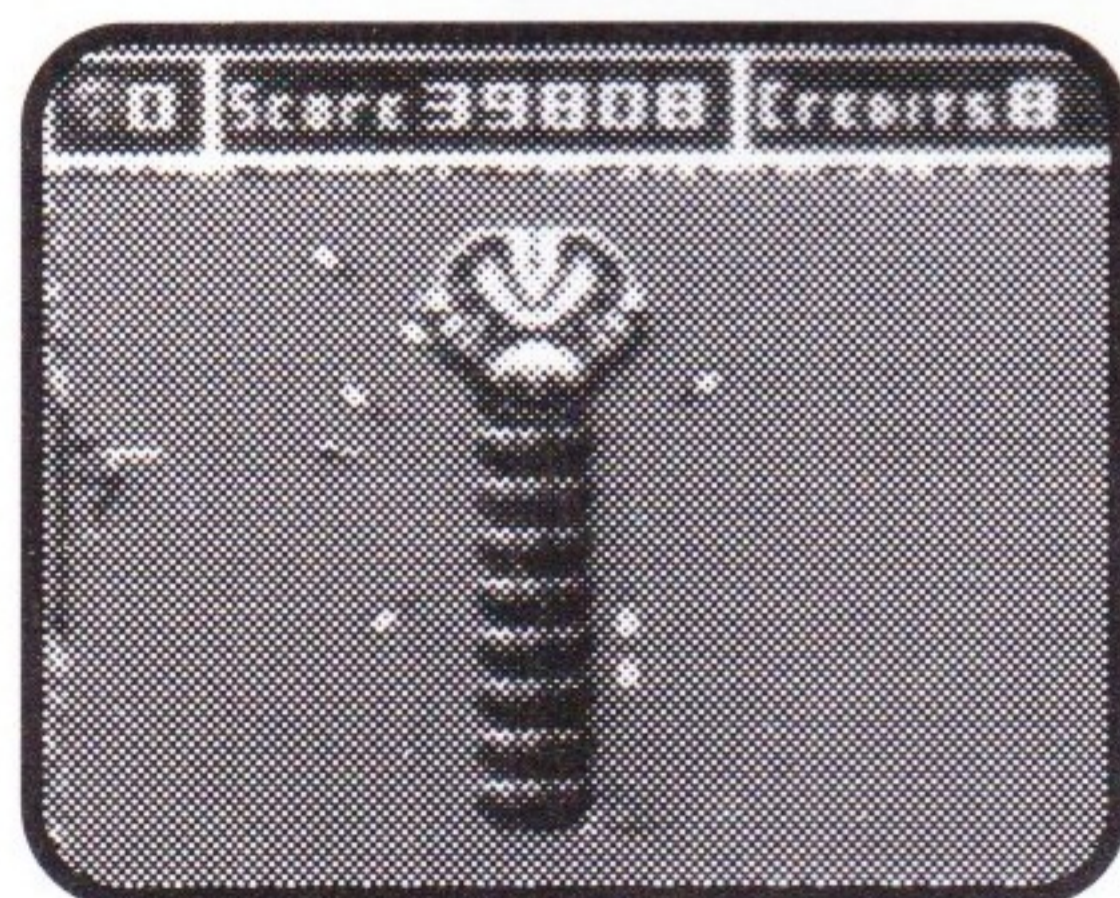
### MUTOID MAN

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:

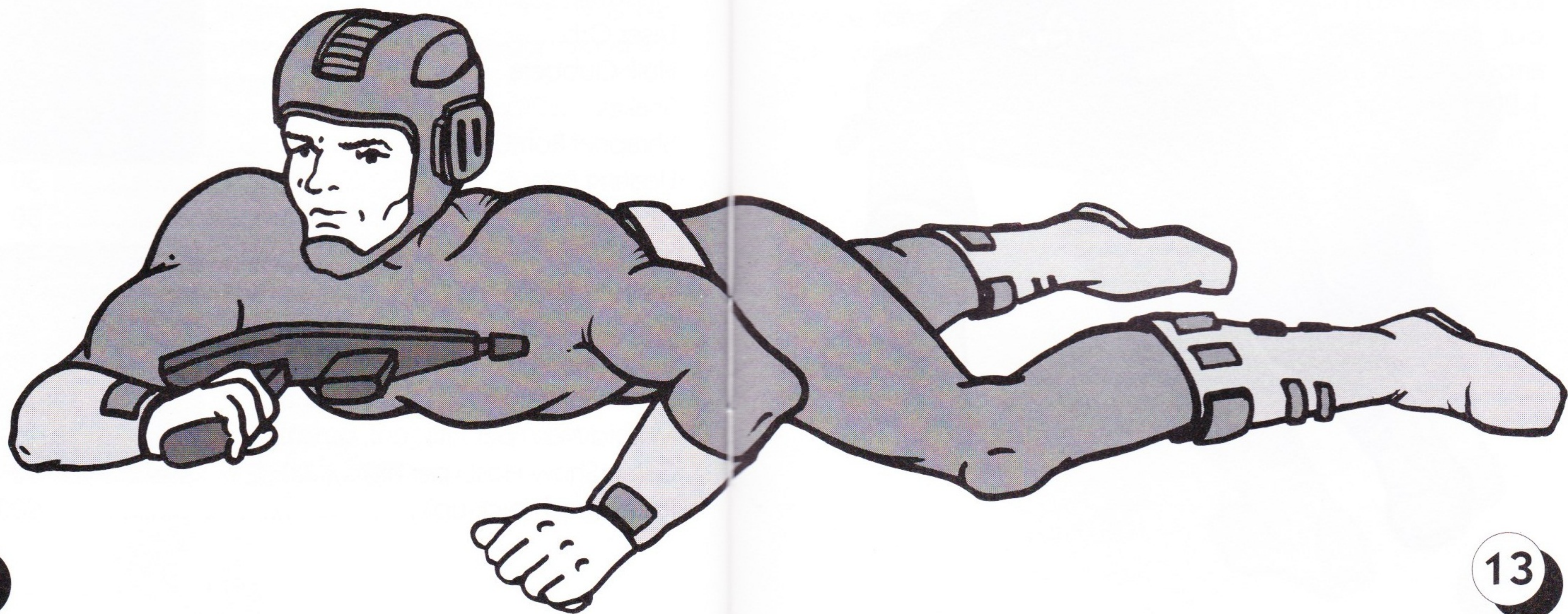
Single Blue Orbs .....	25
Orb-Train (each segment) .....	25
Laser Orb .....	25
Hulk Clubbers .....	10
Snakes.....	10
Shrapnel Bomb .....	20
Floating Robot .....	30
Keys .....	50
Spear Men .....	12
Tank .....	75
Red Swarms.....	15
Cobra Boss (per hit) .....	10
Scarface (per hit) .....	10
Mutoid Man (per hit) .....	10
Game Show Host (per hit) .....	10
Prizes (each pick-up) .....	200-400

# 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!

# STAYING WITH THE SHOW... CONTESTANT LIVES

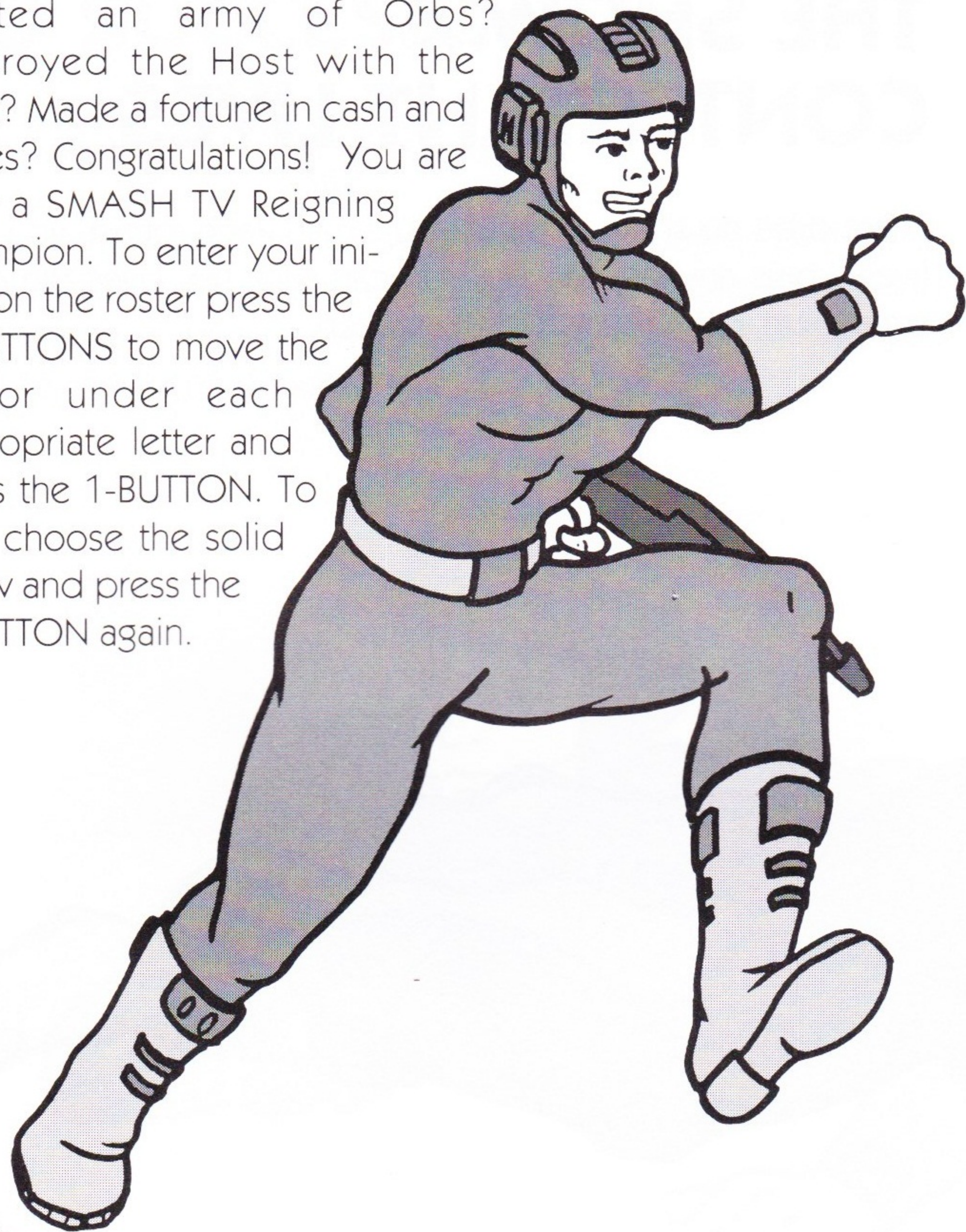
There'd be no show without you, so, in each round, you get 3 lives—plus any bonus lives you can pick up. Lives remaining are shown in the top left of the screen.





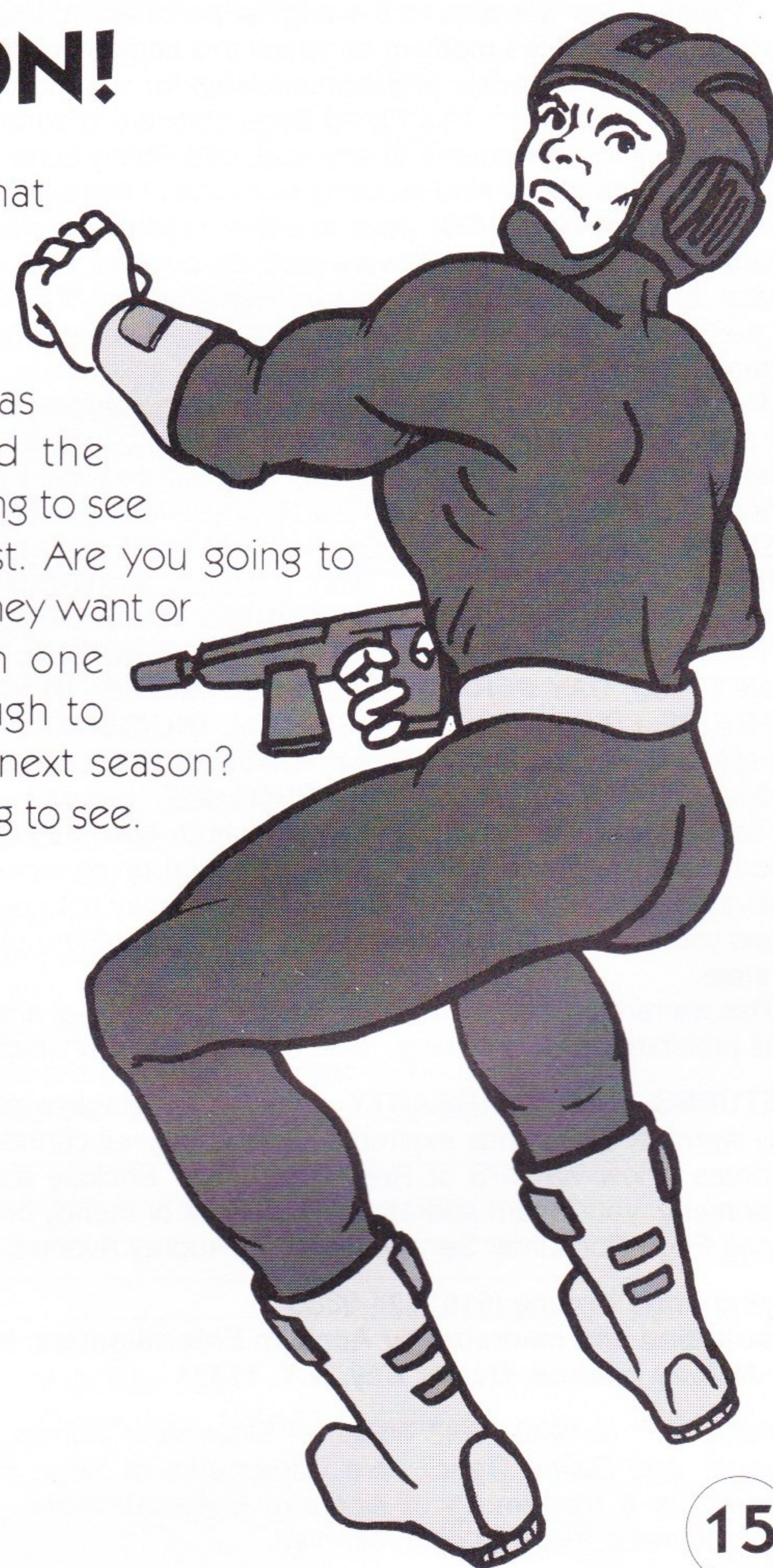
# REIGNING CHAMPIONS

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 the 1-BUTTON. To exit, choose the solid arrow and press the 1-BUTTON again.



# 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.



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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: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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Patents: U.S. Nos 4,442, 486/4, 454, 594/4, 462, 076; Europe No. 80244; Canada No.1, 183, 276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

3 times the **SUSPENSE**

3 times the **DANGER**

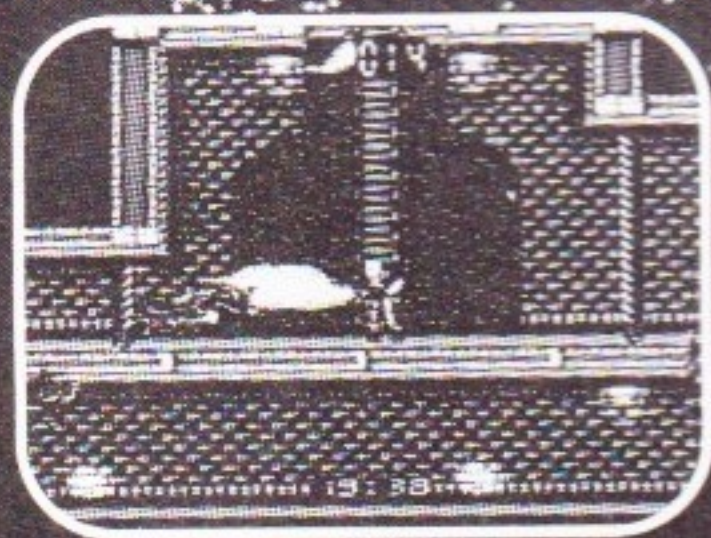
3 times the **TERROR**

# ALIEN 3™

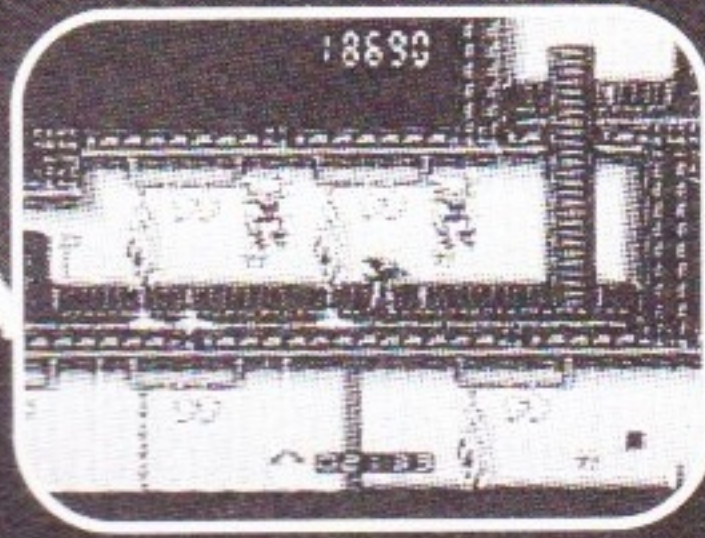


**Blast acid-spitting  
Aliens with your  
machine gun,  
grenade  
launcher,  
flame thrower  
and hand  
grenades.**

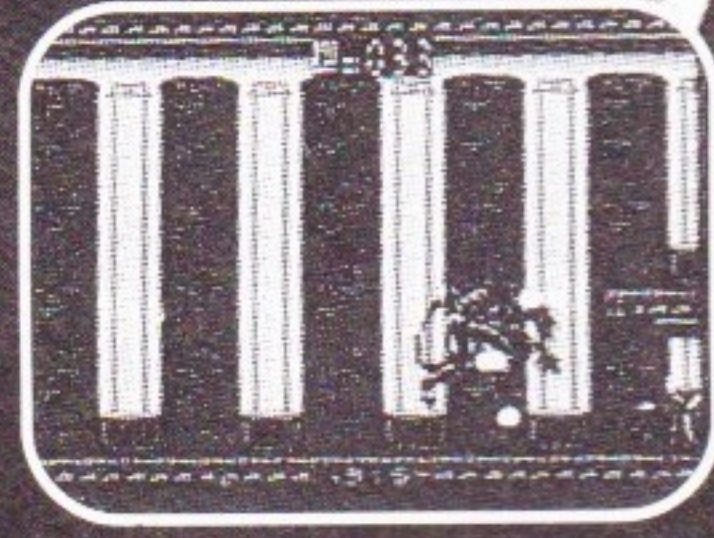
**No time to  
think, no time to  
catch your breath... *run!***



**FEEL THE SUSPENSE:**  
Blast the Xenomorph  
with your flame thrower!



**FEEL THE DANGER:**  
When you discover what's  
become of the prisoners.



**FEEL THE TERROR:**  
When you face the  
Mother Alien!

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# GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM