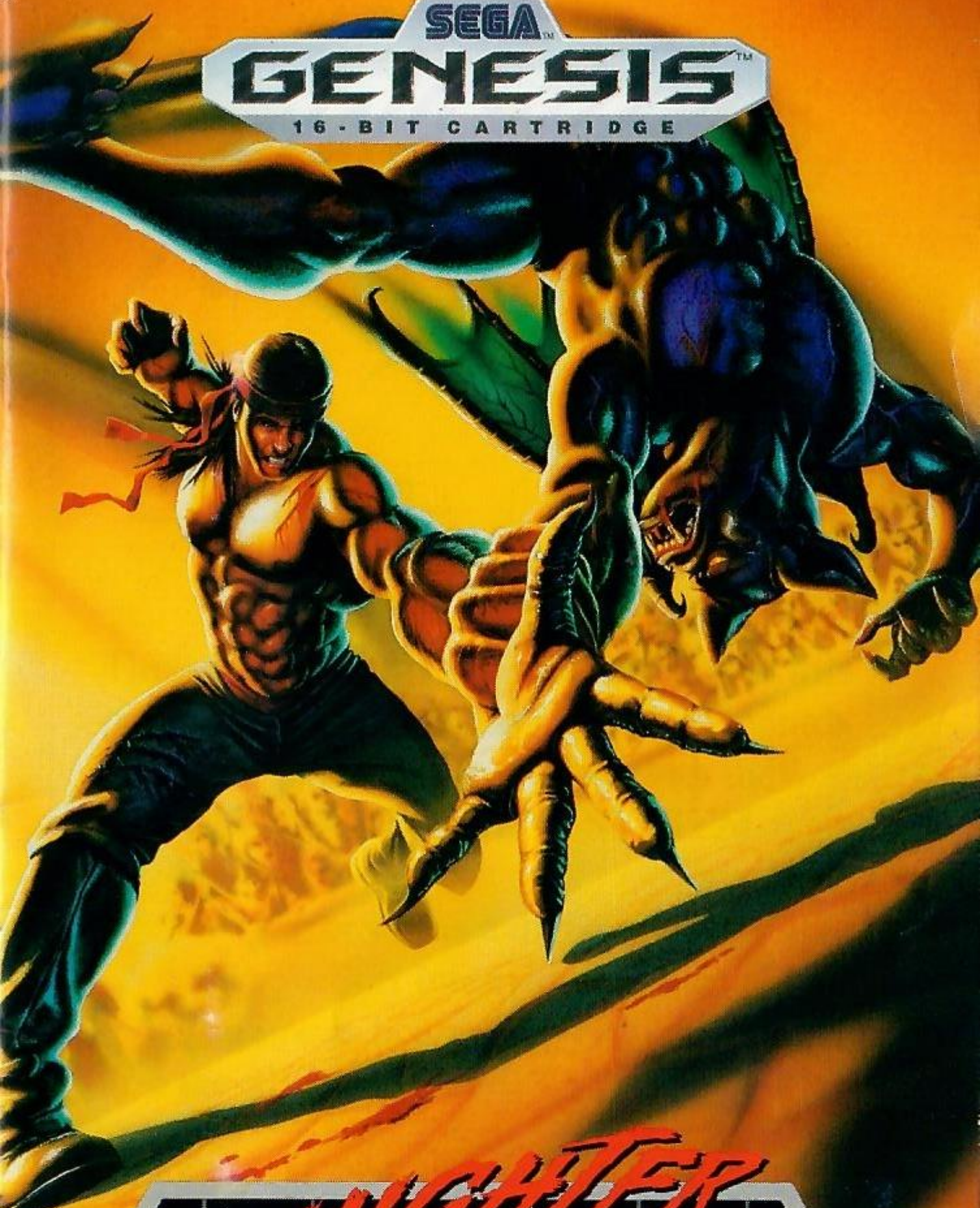


SEGA
GENESIS
16-BIT CARTRIDGE



**SLAINCHITER
SPORT**™



INSTRUCTION MANUAL

1831

LA JUANITA

SLAUGHTER SPORT™



This official seal is your assurance that this product meets the highest quality standards of Sega and is compatible with the SEGA™ GENESIS™ SYSTEM.

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Hello, sports fans!

The year is 2550 A.D., and slaughter season is once again in the air! Fighters from across the galaxy have come to the Arena for the opportunity to prove their strength and skills are superior. All come to be heroes...most will leave as corpses; or worse yet, become food for the ravenous land sharks!

As your colony's greatest warrior, you have bravely volunteered yourself as a challenger in the Arena of Death. Most of your kind believe you are insane to even attempt such a feat, but cowardice has never been a part of your vocabulary.

So break out your MAGIC WEAPONS and get ready to begin an all-out fight to the finish. Gather your strength; you're going to need it if you ever expect to emerge from the Arena alive. It will take much more than athletic ability and a raw fighting spirit to avoid becoming just another statistic of the terrible Slaughter Games...for in this sport, the only rule is to kill or be killed...

For your carnal pleasure, RazorSoft presents...SLAUGHTER SPORT™!

Sincerely,

A handwritten signature in black ink, appearing to read "Kyle Shelley". The signature is stylized and fluid, with a long horizontal stroke at the bottom.

Kyle Shelley
President

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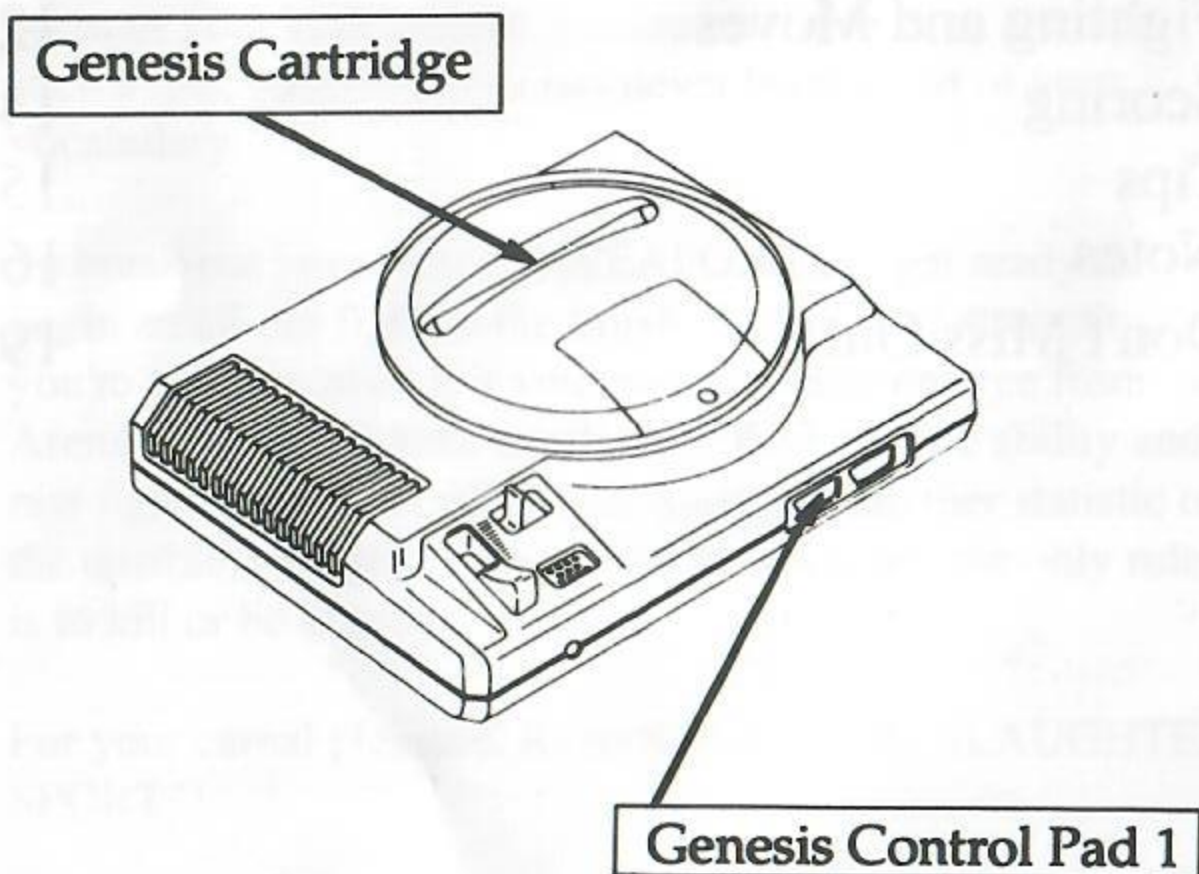
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LOADING INSTRUCTIONS:

Starting Up:

1. Make sure the power switch is OFF.
2. Insert the Slaughter Sport™ game cartridge in the Genesis™ System cartridge slot (shown below) as described in your GENESIS™ SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, re-check insertion.

IMPORTANT: Always make sure that the system is turned OFF when inserting or removing your Genesis™ cartridge. If you are playing Slaughter Sport™ in the one player mode, check to see that the Genesis™ Control Pad is connected properly to Control Port 1 on the Console.



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 FIGHTERS

SHEBA

Sheba grew up in a rough neighborhood on Andromeda 9, and lets no one forget it. Known as the "bad girl of the galaxy," she has enjoyed a colorful fighting career. Last season she beat Mondu the Fat himself in one of the controversial "fledgling fights." Sheba hangs out with heavy metal musicians and is known for slam-dancing the night away after a good bout. Her biting mohawk is her deadliest feature.

REX

Rex's hobbies are martial arts, electric guitar, and eating small, furry animals raw. A graduate of Harvard University, he recently received his PH.D. in classical torture and dwarf tossing. In addition, Rex holds the Earth record for most decapitations in a single year, and is known throughout the galaxy as the undisputed master of the jump kick. Despite his unassuming appearance, this L.A. native has surprised many opponents by going berserk anytime anyone insults the Laker Girls.

STUMP

The Bulgar champion, Stump, believes in "high fiber and long, deep, slow face smashings that last three days." Stump has sworn revenge ever since losing to Mondu the Fat in 2087, when he was a victim of the famous "tongue lashing where the sun don't shine." The tabloids have made a big deal over the bad blood between Stump and Mondu. Watch for Stump to be a strong contender for the galactic title this year.

MONDU

Mondu has the winningest record in the history of the Slaughter Sport."He began his career in the blood pits of Glurst, but moved on to the tougher pits before opening his own in '48, where he has reigned the last two seasons. In 2549 he suffered three defeats, losing to Stump, Sheba and Guano

before besting Stump for the title in what is considered to be the best match ever. Mondu's famous tongue is insured for over \$1 million by Mutual of Omicron.

WEBRA

Despite her glamorous profession, Webra is actually very shy. Fortunately, whenever she's surprised in the shower by her husband, Stump, she can cover up with all six arms. Aggression against her sends Webra into a rage, where her ability to snare her opponents in nearly unbreakable webbing has made her the crowd's newest favorite.

GUANO

Unable to operate in sunlight, Guano finds the harsh nuclear glow and fetid air of the fight palace a perfect venue for his skills. His powerful wings and razor-sharp fangs give him strong advantages in his bouts, but his most potent weapon is his ability to emit poisonous gasses, both to stun an opponent and to propel himself across the pit. Whatever you do, don't call him "Stinky."

BONOPART

Bonopart, Mondu's cousin on his mother's side, was so disgusted at the fat man's blubber that he put himself on a rigorous diet. When he awoke in intensive care, he married his nurse, Ann O'Rexia, and vowed to win Mondu's slaughter pit from him. His gaunt appearance has led many fans to mistake him for a prophet, a mistake he's parlayed into the now famous napalm baptisms before every bout. Don't tell him to break a leg...he may do it over your head!

ROBOCHIC

This sexy cyborg was created by a lonely scientist on Outpost 278. When she got too rough for him, he sent her to the pit for quick disposal. But she surprised all by carving a new niche in slaughterdom with her adamantium steel beak and searing jet blast. Any attraction to Robochic is certainly fatal.

WEEZIL

Weezil is top-ranked among the gargoyles. His trademark "spray" is the result of expert muscle control combined with a diet of crudurbian beans. Weezil is a sociopath and does not know the difference between right and wrong. Once he flew into the crowd after a match and killed a heckler.

EL TORO

El Toro is the mutated son of a witch and a bull...a minotaur with a real chip on his shoulder. He knocked out Ramses in one round. He seems to derive the most pleasure from finishing off his opponents with his horns. Because he so desires a single identity, he hates all humans and has granted himself a "license to kill" any human he encounters.

SPIDRA

Spidra was hatched on a remote planet where insects reign. She's had 56 children, and has eaten them all. Once she spun a web that completely covered Mondu the Fat. An expert in battle, a nightmare on 8 legs, Spidra actually has a sense of humor three days out of the year.

BUFF

This evil, disgusting low life has no friends and likes it that way. He hits below the belt and thinks rules are for pansies. He eats rotten food just to make his spit more deadly. Buff holds the distinction of having killed one of Mondu's land sharks.

BRANIAC

A nauseating blend of machine and flesh, this battle model series cybernoid has an enlarged brain that enables it to defeat opponents quickly by sensing fear and weakness. It can readily explain Einstein's theory of relativity, but can't spell the word "nice."

SKINNY

Brother-in-law of Bonapart, Skinny is a strange mutant that never eats, drinks or sleeps. He can detach his leg at the hip and knock you over the head so hard you'll forget who your mother is. He tried out as a male cheerleader in high school on Glurst but was rejected, and forced to put his cartwheel to other use.

M. C. FIRE

M. C. Fire is a top-ranked human fighter from New York City and a greatly feared gang leader. He made a quick name for himself when he recorded the rap song "Torch the Place" but accidentally burned his royalty check. This is definitely a "hot head" with some baaaad breath.

EDWINA

Known as the "First Lady of the Blood Pits", Edwina can rip a phone book in half with minimal effort. She is the half-sister of Sheba, but that doesn't mean they're friends. In fact, rumors abound of an insane jealousy between the half-siblings. The big question is: Who was the first one to get the mohawk?

RAMSES

We asked Ramses to fill out a form with his biography, and this was his response: "Born under rock; love to snort, butt, kick, and kill." That about says it all. The big guy had several offers from intergalactic video producers, but they wanted him to play a barbarian or a robot from the future, and Ramses didn't want to end up being typecast. Ramses perseveres, living for the nights when he can plug both horns deep into Mondu's blubber.

ONE PLAYER GAME

You begin your quest for the title as Rex. After beating three fighters Mondu will give you a secret code that will allow you to begin as another fighter. This code cannot be used in the game which you are currently playing so be sure to write it down for use in the future. Over time you can win the codes to all of the fighters and yes, even Mondu!

When a code is given to you, enter it at the title screen before pressing START, using the directional pad and buttons on the control pad as follows:

U	Up
D	Down
L	Left
R	Right
A	A Button
B	B Button
C	C Button

Two letters together (as in A, BL, C) means press buttons B and L at the same time. If you take too long to decide what to do, a demonstration bout begins. Press START to come back to this screen, where you'll have to re-enter your code from the beginning.

If you haven't yet beaten three fighters, simply press start. After a word of "ENCOURAGEMENT" from Mondu, you go directly to the fight pit.

Note: In ONE PLAYER mode you and your opponent begin with "NO JUMP" as your only MAGIC WEAPON, so don't waste it.

TWO PLAYER GAME

When playing Slaughter Sport™ in the two player mode, both players may select their characters. The player using the control pad connected to port 1 should select the two player game.

Then each player should press **START** on each control pad.

Once both players have pressed **START**, each will have the opportunity to select his or her character. By using the directional button on the control pad each player simply scrolls through the different characters available. When the desired character is displayed press **START** to select that character. After both players have selected characters the characteristics screen will be displayed. In this screen the players may purchase various items of weaponry and magic to be used in the ensuing battle or players may choose to make their attacks more deadly or improve their health. Spend your money wisely!

CHARACTERISTICS SCREEN

Here you can choose from three categories:

-MAGIC WEAPONS-

Use your directional button to scroll left or right through the options. When you find a weapon you want, press any of your **A**, **B** or **C** buttons. You can buy up to four **MAGIC WEAPONS**, depending on your cash reserves.

MAGIC WEAPONS include:

NO JUMP - Casts a bed of spikes over your opponent to keep him from jumping. Very effective on your flying opponents.

NO ATTACK - Paralyzes your opponent's attack by disabling his **A** and **B** buttons. He'll be as helpless as a no-tongue toad.

PUZZLE - Reverses your opponent's controls (so up is down, right is left, and so on). Confuse 'em, then abuse 'em.

SLOW - Slows your opponent to half-speed and cuts the height of his jumps in half.

SHIELD - Deflects all your opponent's blows until you start an attack with your A button.

FREEZE - Freezes your opponent in his tracks. Just in case he or she needs to "chill out". Ice 'em, slice 'em, and dice 'em.

FADE - Makes you invisible to your opponent (and yourself) until you hit him. As you hit him, you appear for a moment; then vanish again until the next blow or until the spell ends.

SMOG - Creates a poisonous cloud in front of you. Also known as "Choke Smoke".

BEES - Creates a swarm of bees that hones in on your opponent. They'll sting until he sings with pain.

OIL - Anyone who walks on it goes down. However, once a fighter falls, he can stand on the slick for a few seconds without falling. More commonly known as the Banana Peel maneuver.

FATSO - Gives your jump the same power as Mondu's bounce. If you haven't yet felt Mondu's bounce, this will show you why he rules the blood pits. There'll be a whole lotta shake'n go'n on!

ZAP - Extends the range of an attack so you can reach out and CRUSH someone.

-HEALTH-

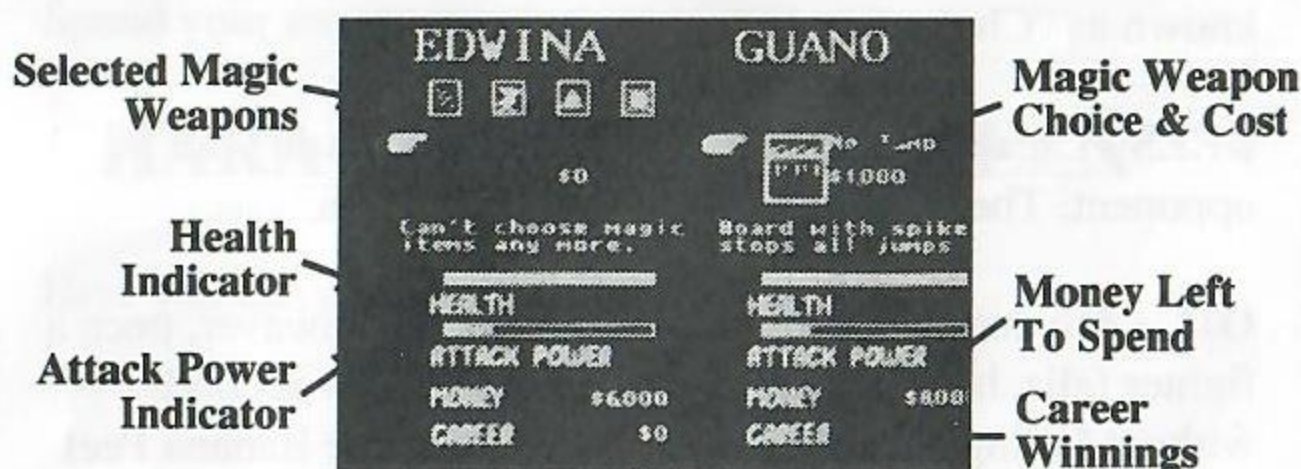
Use your directional pad to increase your HEALTH. Just like the MAGIC WEAPONS you may select, adding to your HEALTH will cost you money. In a two player game, your HEALTH always starts at 100% because your bouts are exhibitions.

-ATTACK-

Use your directional pad to increase your POWER. The higher the POWER, the more damage per attack. Once again, adding to your POWER will cost you money.

Once you buy something, you can't sell it back; but if you lose your fight you'll end up back at the CHARACTERISTICS screen, with the CHARACTERISTICS and cash you had before you went into the fight.

When you're ready to move on, press START.



FIGHTING AND MOVES

Now it's time to kick some butt! Use your buttons as follows:

A: To attack. Hold down to repeat.

B: Bonus attack with your special MAGIC WEAPONS, holding down the button.

-OR-

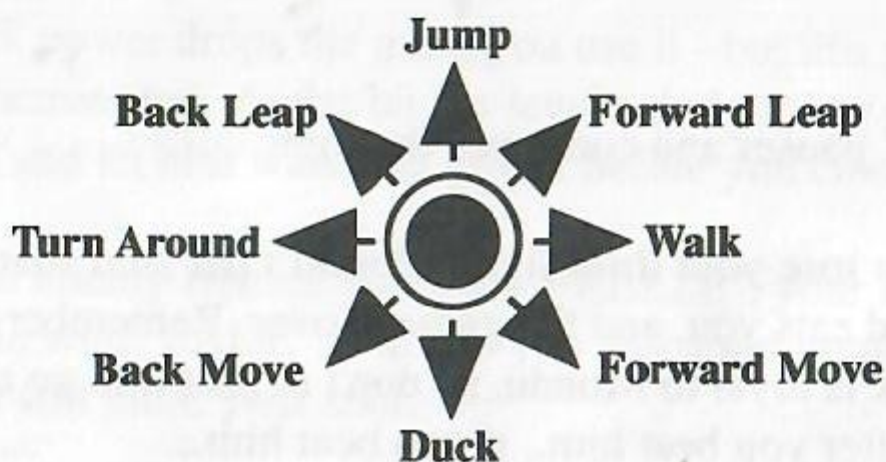
Select from among your MAGIC WEAPONS, by depressing the button quickly.

C: Cast your MAGIC WEAPON.

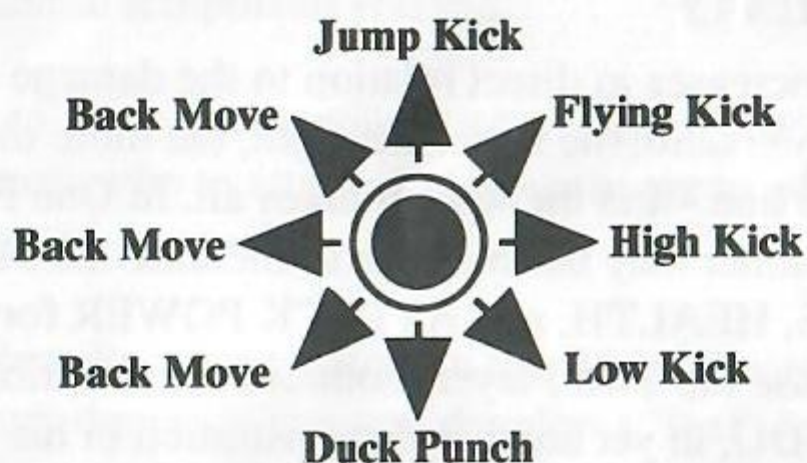
Each of the fighters has individualized moves, but they all follow the same basic patterns. To be successful, the timing of your moves must be precise. Because fighting in the Blood Pits is a test of skill, victory demands that you develop a "feel" for how each character responds to your commands using the control pad. Some characters will respond quicker than others. It's up to you to master this challenge. Once you

do, you'll be tough to beat! This diagram shows the patterns for times when the fighter is facing to the right. When he turns to the left, everything is reversed - but don't worry, you'll get the hang of it soon.

Moves with No Button Pushed

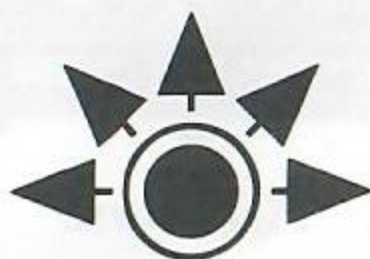


Moves with "A" Button Pushed



When you've pushed the directional pad up to use "JUMP" or "JUMP KICK", THERE MAY BE AS MANY AS FIVE DIFFERENT MOVES, IN THE DIRECTIONS SHOWN, but they're so different from fighter to fighter that you'll just have to experiment. The same is true when you've pushed the directional pad down for "DUCK" and "DUCK PUNCH".

"Jump" and "Jump Kick"



"Duck" and "Duck Punch"

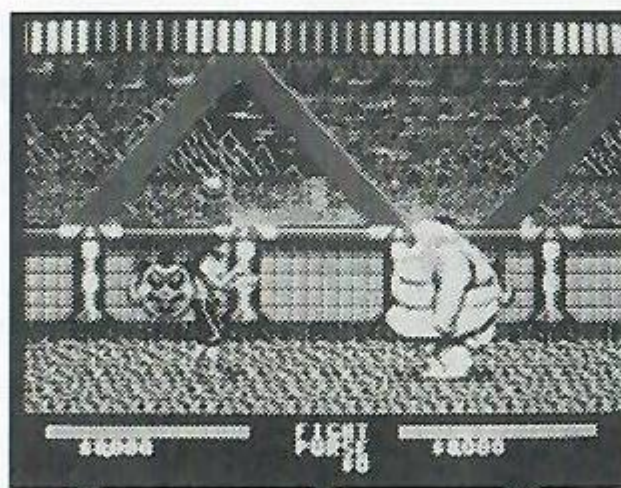


"START" pauses and continues the fight.

When you lose your third fight, Mondu's pet land shark comes and eats you, and the game is over. Remember that the land shark is loyal to Mondu, so don't expect it to go after the fat man after you beat him...if you beat him...

SCORING

The purse increases in direct relation to the damage inflicted by both fighters. So, the better the fight, the more money that's on the line - and the winner takes all. In One Player mode the winner may use his cash to increase his **MAGIC WEAPONS, HEALTH, and ATTACK POWER** for the next fight. Because the Two Player mode is for exhibition fights only, **MONDU**, in yet another demonstration of his limitless greed, keeps everyone's paycheck for himself. It's a vicious circle...it's **SLAUGHTER SPORT™**.



Player 1 Health

FIGHT PURSE

Player 2 Health

TIPS

- When you're a human, master your jump kick. Push "A" as you start to jump in order to kick high and early. Push "A" after you're airborne to kick low and late. This gives you a variable range.
- Attack power drops the more you use it - but this goes for your enemies too. At the higher levels, dodge your enemy's attacks and let him waste his power before you close in.
- If your enemy freezes you with "FREEZE", your turning invisible with "FADE" won't do you any good because the ice will still mark your spot.
- When you cast "SMOG", make sure YOU stay out of the cloud, because it'll poison you too.
- Be sure to face your opponent when casting "BEES" - They need to know who to attack, so take care not to get between them and your opponent!
- Remember: Because fighting in the Blood Pits is a test of skill, victory demands that you develop a "feel" for how each character responds to your commands using the control pad. Some characters will respond quicker than others. It's up to you to master this challenge. Once you do, you'll be tough to beat!

NOTES:

TIPS

When you're a human, start your jump list. Push "A" as you want to jump in order to get back and forth. Push "A" when you're outside to keep the list. This gives you a



Attack power drops the more you use it - but this goes for your command too. At the higher levels, also for your enemy's attacks and let him waste his power before you take the

If you really need to use your "LIFE" and "MAGIC" items, don't use them until you're really low on health. It's better to have a few items left than to have none.

When you see "ZMOC", make sure you're in the SCORING area because it'll happen you see

The game is designed to be played in a single session. It's not meant to be a long-term project. It's meant to be a quick and easy game to play. It's meant to be a game that you can play in a few minutes. It's meant to be a game that you can play in a few minutes.



There are many ways to play this game. You can play it on a computer, or you can play it on a console. You can play it on a PC, or you can play it on a Mac. You can play it on a Windows, or you can play it on a Linux. You can play it on a Windows, or you can play it on a Linux.

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90-DAY LIMITED WARRANTY

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Number of games purchased in the last six months?

- 1
- 2-3
- 4-5
- 6-10
- over 10

Number of hours per week spent playing video game products:

- 0-1
- 2-5
- 6-10
- 11-20
- over 20

Decided to buy because:

- Friend
- Magazine Article/Review
- Magazine Ad
- Packaging
- Salesperson
- Gift
- Other

Which video game magazines do you read?

- Electronic Gaming Monthly
- Game Player's
- GamePro
- Nintendo Power
- Video Games & Computer Entertainment
- Other

What types of games do you like the best?

- Adventure/Graphic Adventure
- Action Arcade "Shoot 'Em-Ups"
- Role Playing
- Sports
- Puzzle/Strategy
- Other

Favorite movie: _____

Do you prefer: 1 Player games

2 Player games

Is most of your game playing: Alone

With friends

What game systems/computers are in your home?

System	# of games
<input type="checkbox"/> Amiga	_____
<input type="checkbox"/> IBM PC or Compatible	_____
<input type="checkbox"/> Macintosh	_____
<input type="checkbox"/> Nintendo 8-bit System	_____
<input type="checkbox"/> Nintendo 16-bit System	_____
<input type="checkbox"/> SEGA™ Master™ System	_____
<input type="checkbox"/> SEGA™ Genesis™ System	_____
<input type="checkbox"/> NEC TurboGraphx	_____
<input type="checkbox"/> Game Boy	_____
<input type="checkbox"/> Lynx	_____
<input type="checkbox"/> SEGA™ Game Gear™	_____

How would you grade this product?

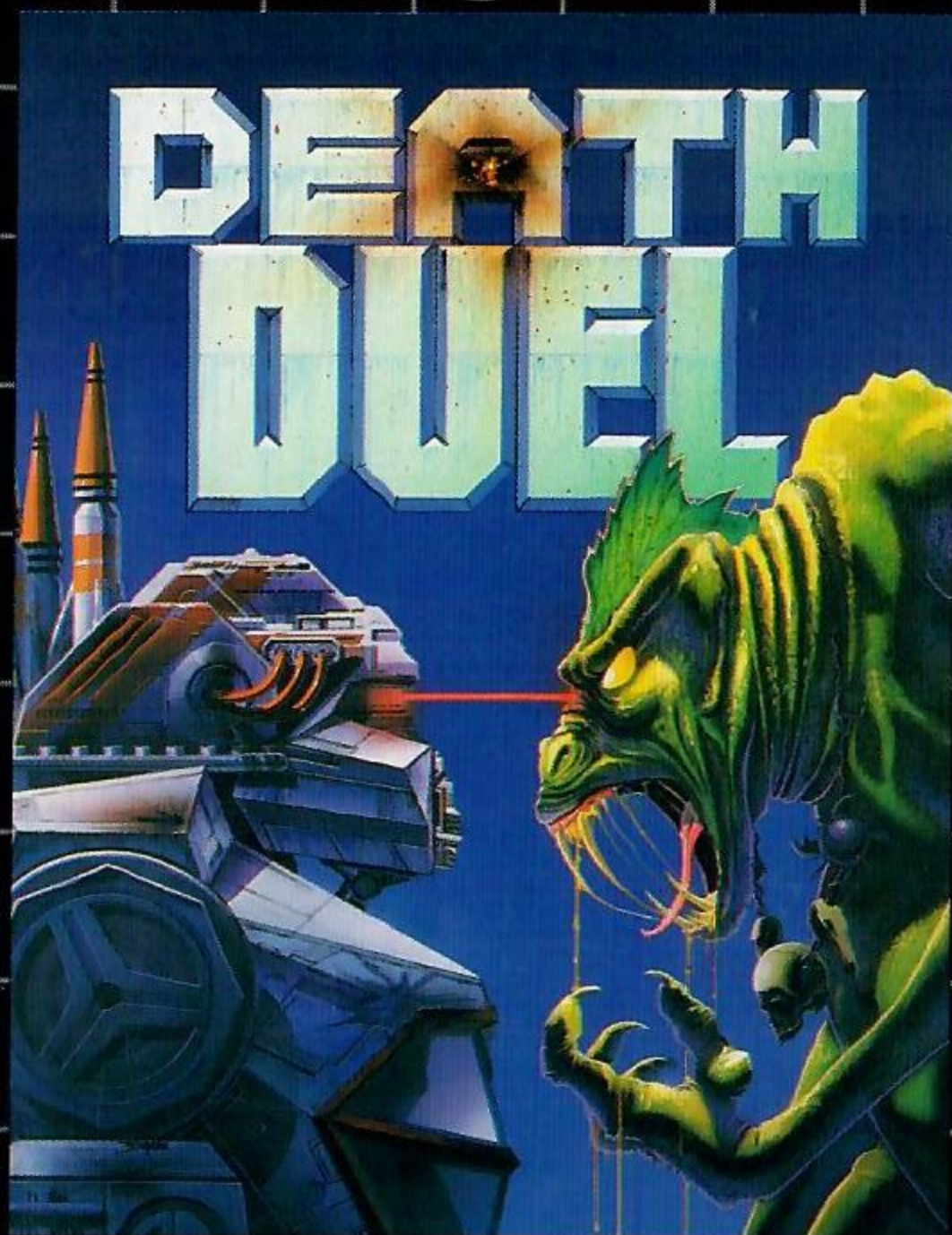
- A - Great
- B - Good
- C - OK
- D - Not a favorite
- F - Disappointing

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DEAD

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- 8 Megabit Cartridge
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