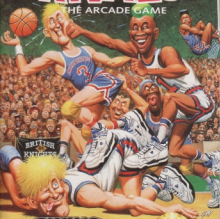




GENESIS INSTRUCTION MANUAL

ARCH RIVALS

THE ARCADE GAME



FLYING
EDGE





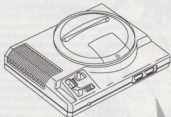
This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS SYSTEM.

READY OR NOT...

LOADING

1. Make sure the power switch is OFF.
2. Insert the "Arch Rivals®" cartridge in the Genesis System (shown below) by following the instructions in your Genesis System manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.



Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis 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 recess during extended play.

It's basketball...it's basketbrawl...it's challenging and exciting! It's thunderous realism, with screaming fans. Hone your hoop skills for fast-paced action, lightning quick steals, swarming pressure defenses. Unleash your offensive strategy, pass, shoot or floor an opponent with a right hook. This game has no fouls! The referee is so near sighted that, as he races up and down the court, his best move is 'in your way.' Watch out that you don't trip over him.

You can use your basic B-ball skills and show off your all-around ball control, but if that doesn't give you a high score, pull down your opponent's shorts. If you don't do it first, he may catch you unaware.



Fanatic fans sometimes express themselves by throwing garbage onto the court. Watch your step. While you're reworking your strategy, keep your eye on the other team's mascot who has a tendency to interfere with play. There's more to "Arch Rivals" than slamdunks, backboard breaks and rebounding. Take time to enjoy the bouncy, energetic cheerleaders and ignore the emotional coaches. It's game time!

PRE GAME

You will see the "Arch Rivals" credits screen, then the title screen, "Tonight's Rematch." Press the **START BUTTON** to get to the player selection screen.

The **A BUTTON** — takes you to on-screen information that explains the play. All that you need to know to play "Arch Rivals" is available right here.



You can view several different screens where you can learn offensive and defensive moves and strategies. Pay attention for invaluable instructions.

The **B BUTTON** — allows you to choose between different teams. Consider matching Chicago, or Los Angeles against Brawl State or Natural High in any of six team colors.

The **C BUTTON** — for sound test.

The **D BUTTON** — the directional button. Use the **UP** and **DOWN ARROWS** to select your options. The **LEFT-RIGHT ARROWS** allow you to choose between sound effects and music.

PLAYER SELECTION

Each "Arch Rival" team is made up of two basketball stars. You control one star player and the computer controls your teammate.

For fast paced action, you can choose from among 8 players, each is a star offering different skills and abilities.

The D BUTTON — switches between players. When the ARROW points to your choice, press the START BUTTON. In a two-player game, player #1 selects first, then player #2 makes his/her choice.

After choosing the players, press the START BUTTON to begin the game.



*****PLAYER PROFILES*****



TYRONE is big and bald. He's a defensive giant who really blocks the lane. He has a basketball brawl reputation for fast fists.



VINNIE is a great player. With his red headband, there's no sweat. His super ball-handling sets him apart from the rest, the best. Without the ball, he's fast footed and even faster fistied.



HAMMER is the rebound king. Expect to take a pounding if you challenge him under the boards. And, you'll learn to respect his long distance shooting.



MOOSE, the most experienced B-ball brawler, is a real champ. He was high scorer for his team three seasons in a row.



LEWIS is a top shooter. Don't be fooled because he wears glasses, he's a tough contender. He's Mr. Technique, Mr. Smooth, Mr. Moves.



BLADE is a crowd pleaser. The fans love him and the cheerleaders can't resist his blond good looks. With his glasses, he's a twenty-twenty sure shot.



MOHAWK is tough and mean and proud of his radical haircut. Don't mess with his hair and don't mess with him on his way to the hoop. Foul play is his specialty.

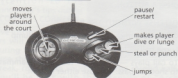


REGGIE, the All American blonde, was the All-Star's All-Star ten years ago. With his experience, he has the magic touch to sink 'em from just about anywhere.

TAKE CONTROL

Learn the various functions of each button on the Genesis Control Pad before beginning play. Throughout this manual, we will refer to these controls by the names indicated here.

DEFENSIVE CONTROLLER



OFFENSIVE CONTROLLER



GAME STRATEGY

OFFENSE WITH THE BALL

To Shoot — press A BUTTON

To Pass — Hold B BUTTON down, release to pass

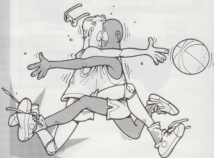
To Fake out — Hold B BUTTON down, then press A BUTTON

OFFENSE WITHOUT THE BALL

Grab a rebound — press A BUTTON to jump

Loose ball — Just pass over it

To call plays — You may "tell" your teammate to shoot or pass. Just use either button.



THE GAME

Get ready! Let's play some B-ball. Watch out, it may turn into B-brawl. The "Arch Rivals" game consists of four minute quarters filled with fast paced action and fancy footwork.

Between quarters, pay attention to the announcer's tips during "COACHES CORNER."

Five luscious cheerleaders will entertain you during the quick half-time show. Enjoy the break, rejuvenate yourself for the second half. You'll be back with the intensity of "Arch Rivals" on the court for two more quarters filled with B-ball and B-brawl action.



THOMAS'S BEST						
PLAYER	PTS	REB	AST	STL	BLK	FT
WJC	31	12	10	10	00	00
WJC	10	10	0	00	00	00
WJC	23	10	0	00	00	00
WJC	10	10	0	00	00	00
WJC	15	10	0	00	00	00

Don't forget to check out your end game stats against previous average. See where you need to improve to be a real "Arch Rivals" super star.

WHICH WAY DID HE GO???

When one of your players run off-screen, an arrow will appear showing where he is located. Watch the arrows to keep track of the off-screen players.



Fast break tip — If your teammate has the ball, run off-screen and call for a pass. Yell, "I'm open." or "Pass it."

Remember — winning isn't everything. Skill improvement is a big part of what makes the Arch Rivals better players. But, winning IS everything for an Arch Rival, so make sure you leave the game a winner, no matter how you do it.

TIPS FROM THE COACH

The most important advice is: "Winning is Everything."

- Remember there is only one rule — "There are no rules." Do whatever it takes to win.
- Keep an eye on the shot-clock. If time expires, the other team takes possession of the ball.
- Rely on teamwork — Pass the ball around. The odds of making a basket are better if you're open.
- Keep the pressure on — the closer you are to your opponent, the lower his odds of making a basket.
- Put up a desperation shot — What is impossible in real life is quite possible on the court of "Arch Rivals." Take that shot from the far end of the court.
- Play tough. Play zone or man-to-man. Stay on top of your opponent; stay in his face and force him to put up poor shots.

And, again, remember..."Winning is Everything."



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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. 004-000-30345-4

Flying Edge Hotline (516) 624-9300

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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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ARCH RIVALS

THE ARCADE GAME



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