

PIT-FIGHTER



by Lee Actor
and Dennis Koble

SEGA
GENESIS
16-BIT CARTRIDGE

TENGEN

CONGRATULATIONS!

You have just purchased **PIT-FIGHTER™**, a premium quality **TENGEN** game for play on your Sega™ Genesis™! The incredible excitement of the original arcade smash hit is now at your fingertips, ready to provide countless hours of exceptional fun at home!

INTRODUCTION

This is PIT-FIGHTER, the latest underground sport! There's no shortage of action in this no-holds-barred street fight. Control one of three skilled masters (**Buzz**, **Ty** or **Kato**) as they challenge street tough fighters such as **The Executioner**, **Chainman Eddie**, **Angel**, and the Ultimate Champion, the **Masked Warrior**.

Using different button combinations, command your fighters to punch, kick, jump and execute special moves. We've combined digitized graphics of live action and realistic sounds—all from the original arcade hit—to bring you the ultimate in Genesis gaming!

GETTING STARTED

Insert your game cartridge, label facing you, into the top of your Genesis unit. Make sure that your Genesis is properly connected, then switch on the power.

PIT-FIGHTER is designed for one or two players, with Player 1's controller plugged into Port 1 and Player 2's controller plugged into Port 2.

When the title screen is displayed, pressing **A** will take you to the **OPTION** page. Use **UP** and **DOWN** on the joypad to choose an option. Use **LEFT** and **RIGHT** on the joypad to change an option setting. Press **C** when you have the options set the way you like.

Press **START** to go to the select fighter screen. Use **LEFT** and **RIGHT** to display the fighters available. When you've decided on a fighter, press **A**, **B** or **C**. (Note: To add a second player, press **START** on controller 2 before Player 1 chooses a fighter.)

In **PIT-FIGHTER**, there are no rules. This is primitive, unregulated prize fighting at its meanest — where anything goes! Fighters are in it for the money and the glory of beating the champion so they can be number one!

You face many challengers as you battle your way to the top. To keep you on your toes, each challenger has unique fighting skills and attacks in a different way. Be wary of the hostile crowd that will push and shove when fighters come too close. Some of the crowd will even come out and attack fighters!

At the end of each match, bonus points are awarded for Knockouts, Brutality, and match completion.

Every third match is a Grudge Match where you'll battle head-to-head to see who's really the best. The winner of the grudge match is the last man standing after a three-knockdown fight. The last Grudge Match (in a two-player game) is an Elimination Match to decide who'll face the **Masked Warrior**. Defeat him and you'll be crowned the **Ultimate Champion!**



CONTROLS

- ▶ **A button:** To punch if someone is near you. If no one is near you and you are near an object, then the **A** button picks up the object.
- ▶ **B button:** To kick.
- ▶ **C button:** To jump.
- ▶ **Hold down A & B:** To pick up a weapon or person.
- ▶ **Hold down B & C:** To execute a jump kick.
- ▶ **Hold down A & C:** To defend (especially useful when you're between two enemies).
- ▶ **Hold down A, B & C:** To perform a *super move*.
- ▶ **Hold down A, C & DOWN:** To duck.
- ▶ **UP, DOWN, LEFT & RIGHT:** To move.
- ▶ **Tap LEFT or RIGHT twice:** To do an *evade move*.
- ▶ **START:** To begin, pause or unpause the game.

FIGHT AREAS

There are a total of seven different areas where the fighting takes place. These are:

Warehouse	Bar
Garage	Freeway overpass
Subway station	Wharf
High-rise building	

WEAPONS & POWER-UPS

Various weapons are available throughout the game for you and your enemies. To pick up a weapon lying on the ground, stand over it and hold down A and B at the same time. Press the A button to use the weapon once you're holding it. Items that can be picked up are:

Shurikans (<i>throwing stars</i>)	Knives
Sticks	Crates
Kegs	Garbage cans
Bar stools	Motorcycles
Barrels	

When certain barrels are broken open, you'll find a green circle with a 'P' on it. This is a special power-pill which can be picked up by any fighter. ***So pick it up before the other guy does!*** Once you have it, you'll start flashing. Any hits you take will do less damage and any hits you dish out will do twice as much damage.

Jump on cars for even more fun!



PLAYER FIGHTERS

You can be one of three characters (in a two-player game, you cannot be the same character). These are:

- ▶ **Buzz:** Former pro wrestler and body-builder, specializing in brute strength moves.
- ▶ **Ty:** Champion kick-boxer and Pit-Fight veteran with powerful kicks and a killer instinct.
- ▶ **Kato:** Master of the Flying Dragon style of Karate with incredible speed and agility.

Each of these three fighters has especially lethal **Super Moves**, one of which will be unleashed when **A**, **B** and **C** are pressed at the same time. These explosive moves do more damage than regular moves. Super Moves are:

- ▶ **Buzz:** Killer Body Slam, Head Butt, Piledriver
- ▶ **Ty:** Flying Double Kick, Spin Kick, Roundhouse
- ▶ **Kato:** Lethal Dragon Punch, Flip Kick, Backhand



ENEMY FIGHTERS

As you progress in the game, you'll encounter a variety of enemy fighters, each with a unique fighting style and strength. The enemy fighters are:

<i>The Executioner</i>	<i>Southside Jim</i>
<i>Angel</i>	<i>CC Rider</i>
<i>Chainman Eddie</i>	<i>Heavy Metal</i>
<i>Mad Miles</i>	<i>Masked Warrior</i>

SCREEN INDICATORS

Score Displayed in dollars, it is a cumulative total of all winnings earned while playing. Score does not get reset when you continue.

Fighter ID Player may select any one of three fighters to control. At the beginning of the game and when continuing, players are given the chance to select a fighter. (Note: you can change to a different fighter when you continue.) When "Select Fighter" is displayed, pressing LEFT or RIGHT will display the different fighters you can choose. Pressing **A**, **B** or **C** chooses the fighter.

Energy bar Two bars are shown. The upper bar shows your fighter's strength. The lower bar, shown when you are near another fighter, represents their strength.

Clock Shows how long the match has taken so far.

Record Shows the best time for the match.

KO's How many enemy fighters you've taken out.

♥♥ How many lives you have left.

THE HIGH SCORE SCREEN

If you qualify for the High Score Screen, you'll be allowed to enter your initials next to your fighter icon. To enter your initials, press UP and DOWN on the joystick to scroll through the alphabet. Press the **A**, **B** or **C** button to enter the letter chosen.

CREDITS

PROGRAMMING

Lee Actor and Dennis Koble

AUDIO

Earl Vickers

THANKS TO

Doug Coward, Rusty Dawe and Bill Hindorf

Special thanks to the original coin-op team at Atari Games

GRAPHIC AND PACKAGE DESIGN

Louis Saekow Design



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.
- Do not leave game paused for a long period of time as the image may "burn" into the TV screen.

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. **Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number.** You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TENGEN BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for \$12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, **Attn: Customer Service**, Milpitas, CA 95035-0782

TO ORDER OTHER GREAT GAMES FROM TENGEN
CALL: **1-800-2-TENGEN** (1-800-283-6436)

PIT-FIGHTER: TM Atari Games; licensed to Tengen, Inc. ©1991 Atari Games Corporation.

©1991 Tengen, Inc. All rights reserved. "SEGA" and "GENESIS" are trademarks of Sega Enterprises, Ltd.

In the interest of product improvement, specifications and design are subject to change without prior notice.



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM-6:00PM Pacific Time.

TENGEN

ARCADE HITS THAT HIT HOME

675 Sycamore Drive • Milpitas, CA 95035

"Sega" and "Genesis" are trademarks of Sega Enterprises, Ltd. PIT-FIGHTER: TM Atari Games; licensed to Tengen, Inc. ©1990 Atari Games; ©1991 Tengen, Inc. All rights reserved. This game is manufactured by Sega Enterprises, Ltd. for play on the SEGA GENESIS SYSTEM. Printed in Japan.

