

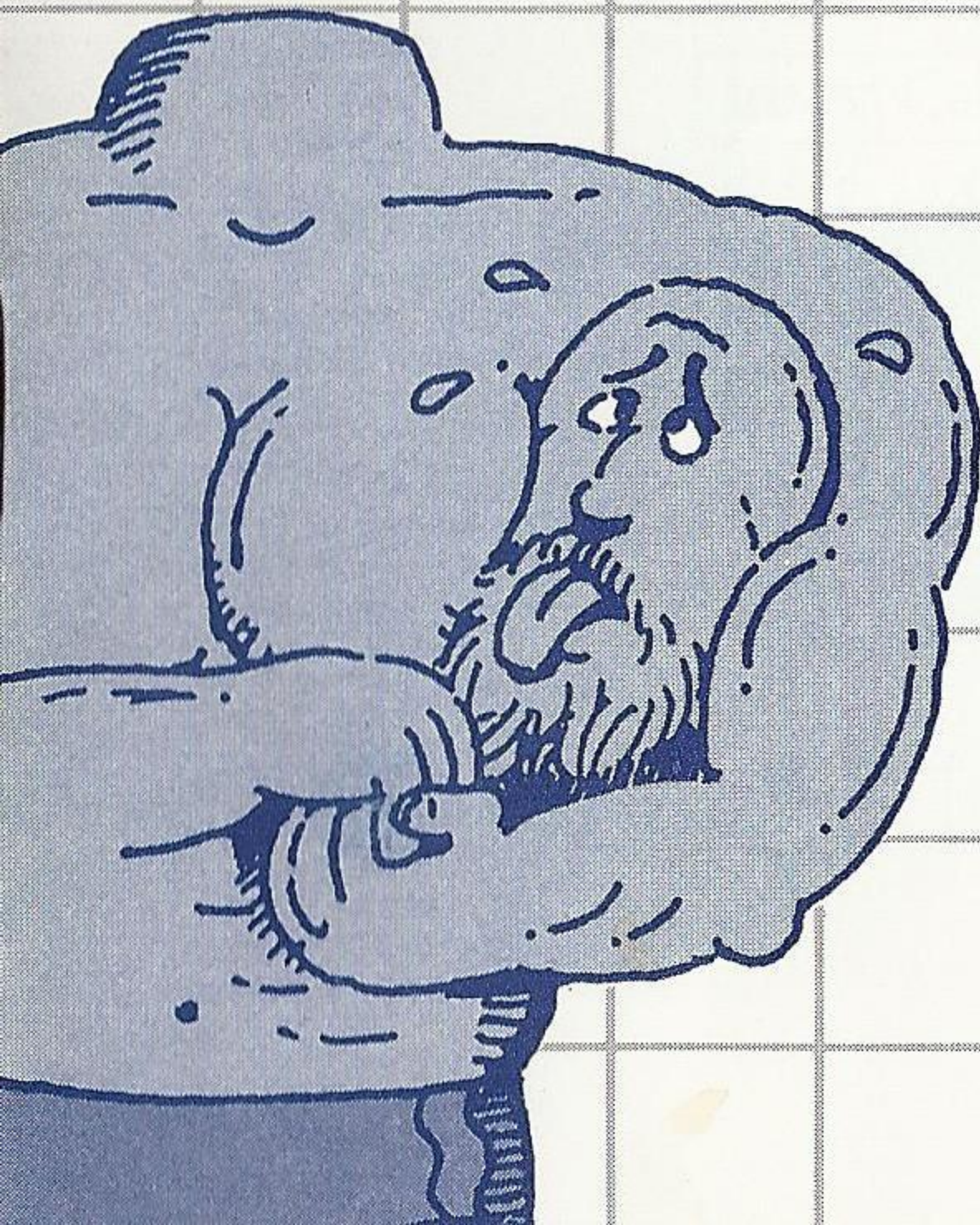
Pro Wrestling

Step into the ring!

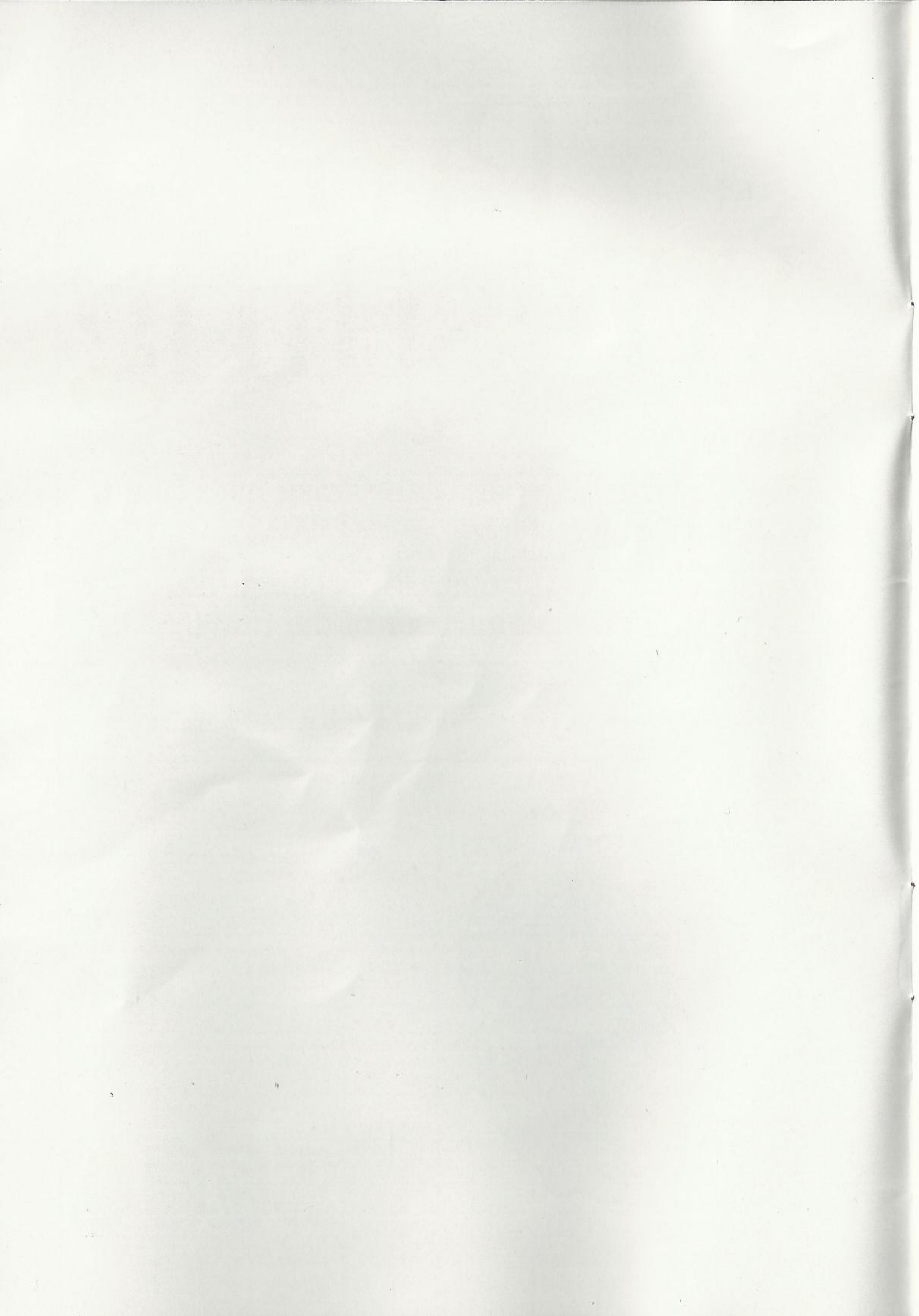
Now, you can be a part of the crazy, hard-hitting world of pro-wrestling.

You'll deliver head-butts, elbow jabs and body-slams and get into out-of-the-ring free-for-alls.

Maybe you'll even be saved by the bell.



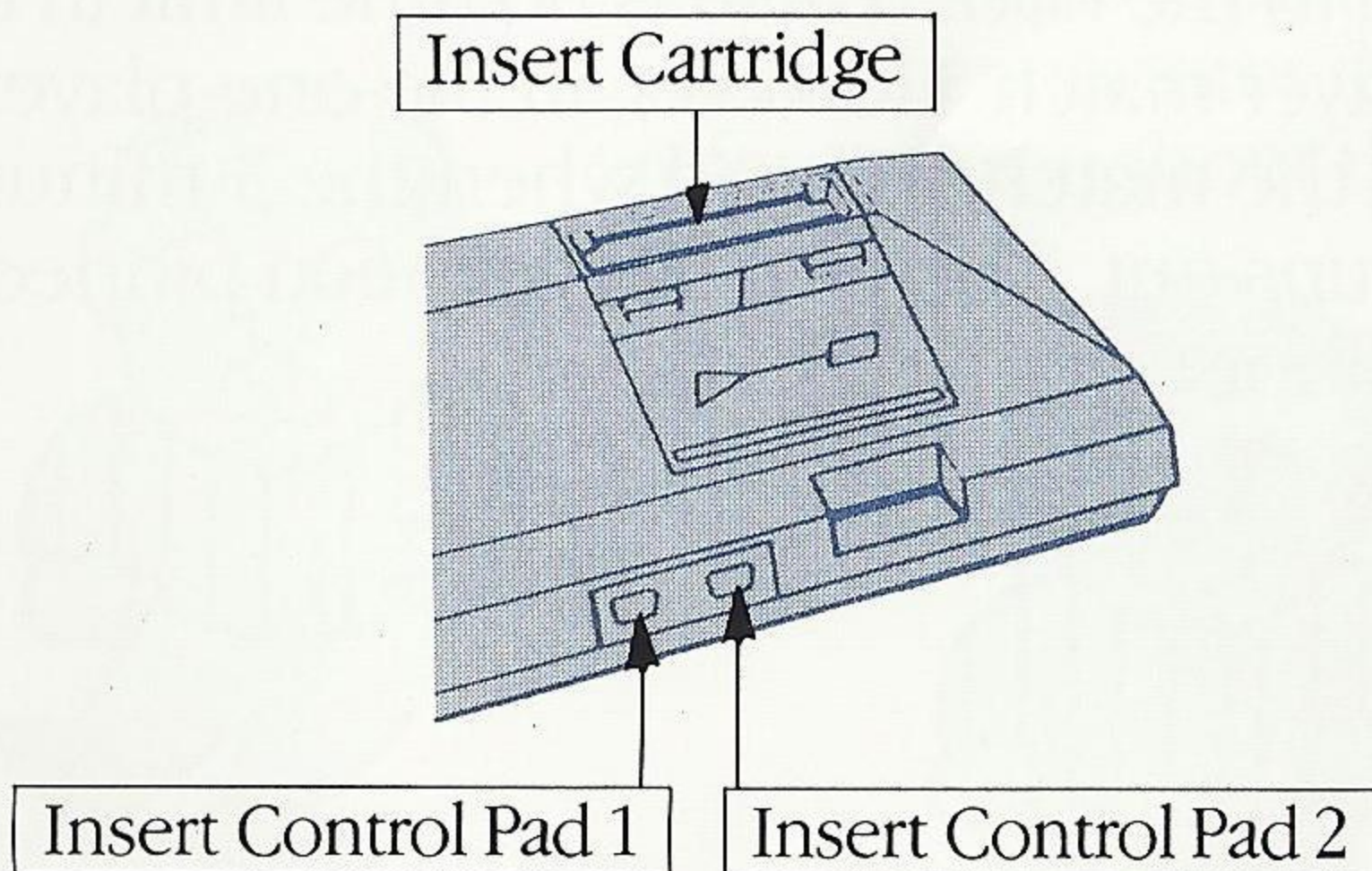
SEGA[®]



Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the PRO WRESTLING Cartridge in power base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Insert a control pad into port 1 on the power base. If two people are to play, insert another control pad into port 2.
4. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.



What's Happening

SEGA PRO WRESTLING invites you into the ring!

First, study the techniques of Sega's four wrestling teams: The Crush Brothers, The Orient Express, The Mad Soldiers and The Great Maskmen.

Next, join the team of your choice. Your opposing team will be selected and operated by the Sega System.

If you're playing with a friend, each of you will select a team and match-up head-to-head.

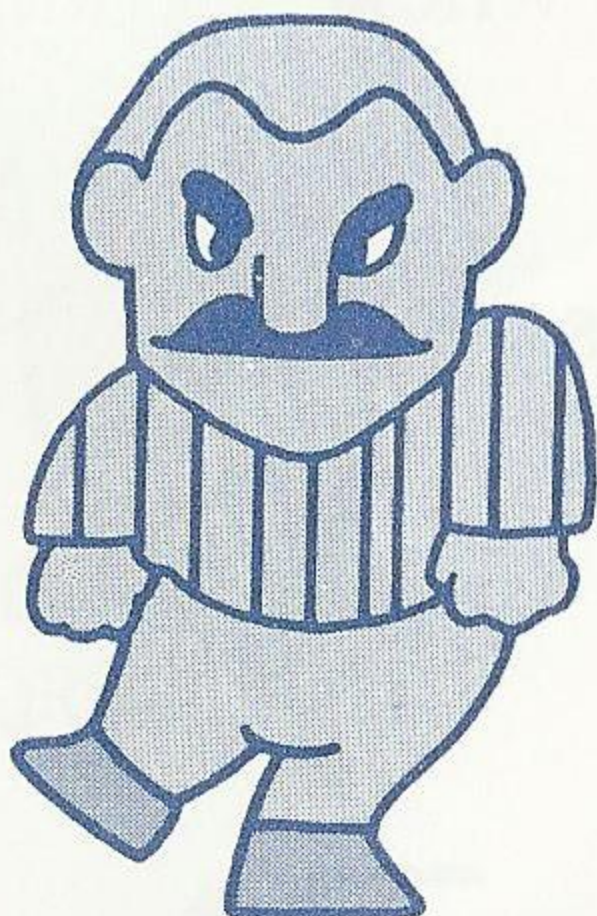
THE OBJECT OF THE GAME is to weaken your opponent with repeated attacks so that you can pin him on the floor of the ring.

THE GAME ENDS as soon as one wrestler is pinned to the floor. There is no time limit in the two-player match. However, in the one-player match, the match will end when the 3-minute timer runs out, if no one has yet been pinned to the floor.

Who's Who

Meet The Referees

In the one-player game, you will encounter up to three sets of wrestling teams and their respective referees:



THE MEXICAN LEAGUE
(rounds 1-10)



THE PACIFIC LEAGUE
(rounds 11-20)

In the two-player game, you will encounter the same referee throughout the match:



THE WORLD LEAGUE
(rounds 21-30)



Meet The Teams

Here are the wrestlers and their individual techniques. The letters A, B and C correspond to the control pad functions for each individual wrestler. Therefore, it is crucial to memorize the technique of the particular wrestler whose identity you have assumed.

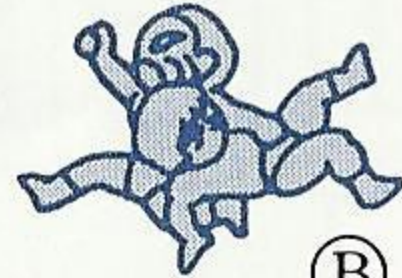
Mad Soldiers



MUSCLE SOLDIER



(A) Knee Drop



(B) Lariat



(C) Knee Butt



Weapon
(chair)



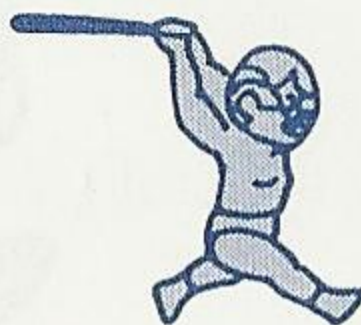
(A) Elbow Drop



(B) Elbow Smash



(C) Neck Breaker Drop

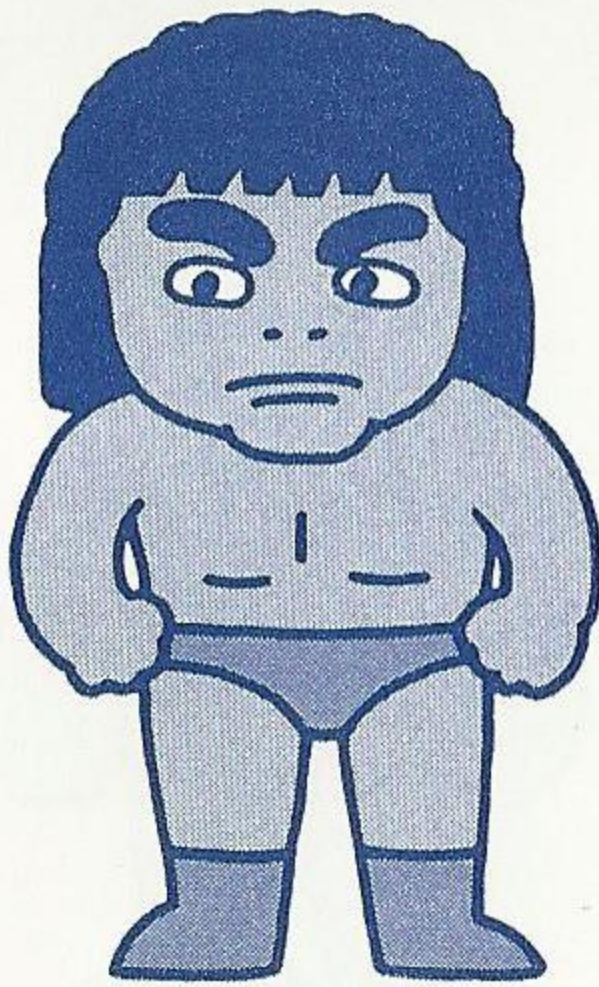


Weapon (chair)



IRON SOLDIER

Orient Express



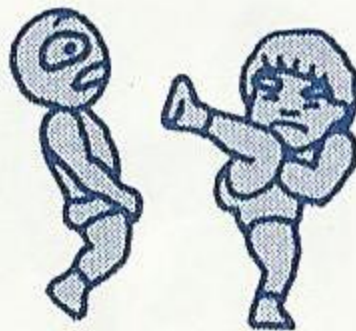
DRAGONFLY



(A) Giant Swing



(B) Karate Punch



(C) Rolling Sobat



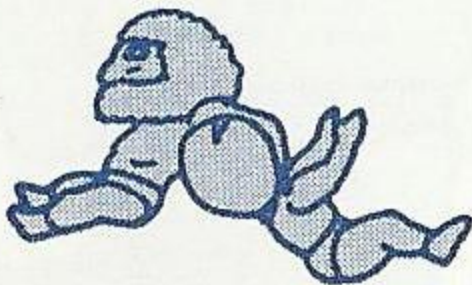
Body Attack
(from corner post)



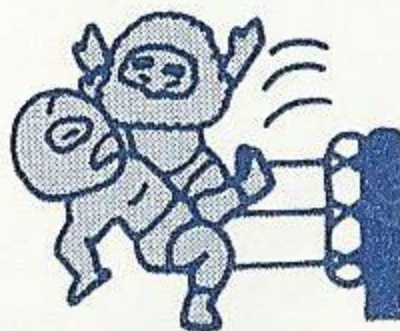
(A) Boston Crab



(B) Body Attack



(C) Neck Breaker Drop

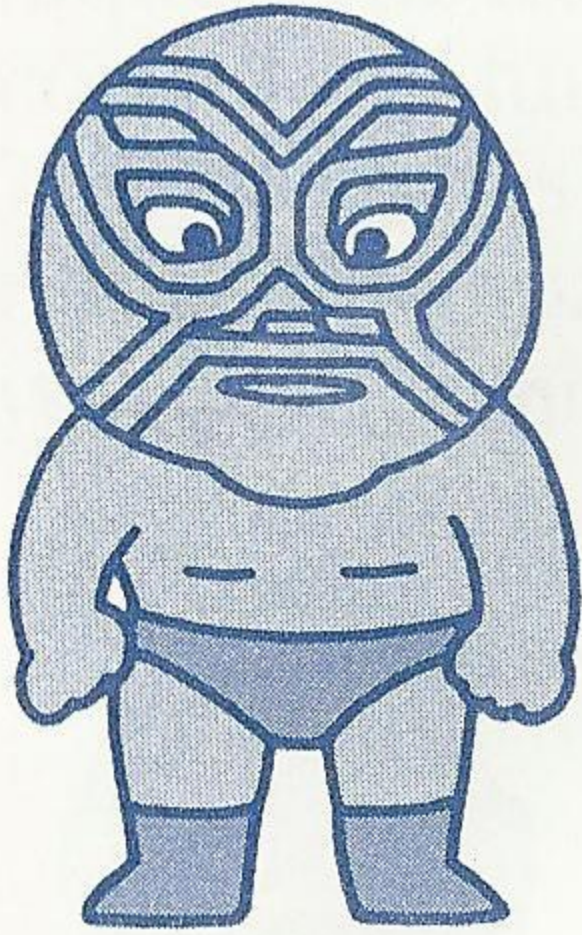


Body Attack
(from corner post)



GIANT BULL

Great Maskmen



GREEN MASK



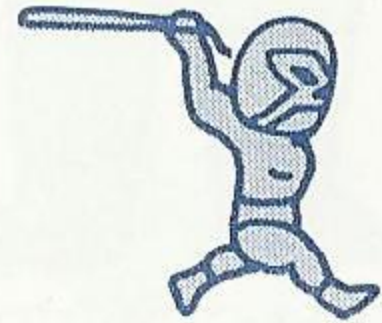
(A) Body Slam



(B) Karate Kick



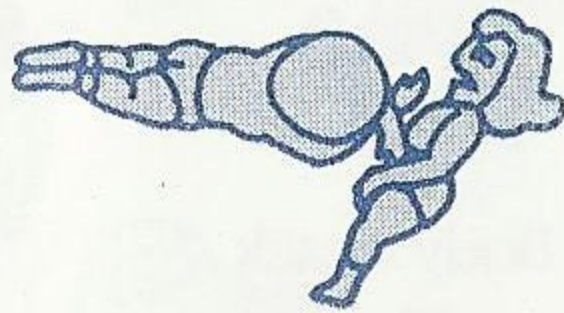
(C) Drop Kick



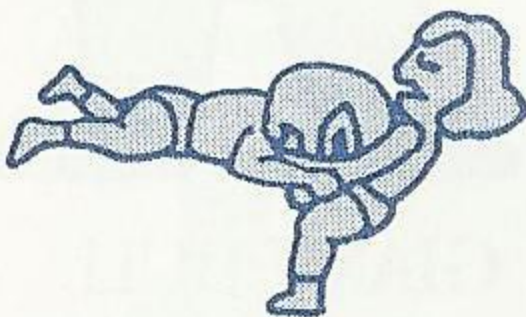
Weapon (chair)



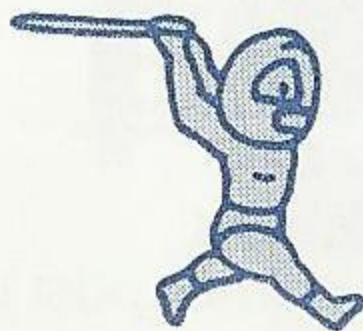
(A) Pile Driver



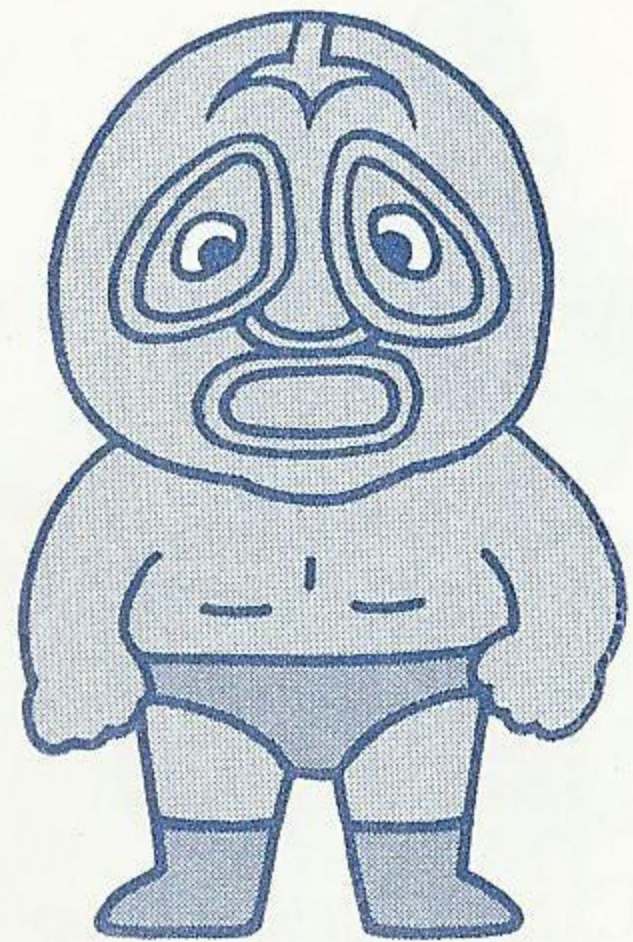
(B) Cross Chop



(C) Head Butt

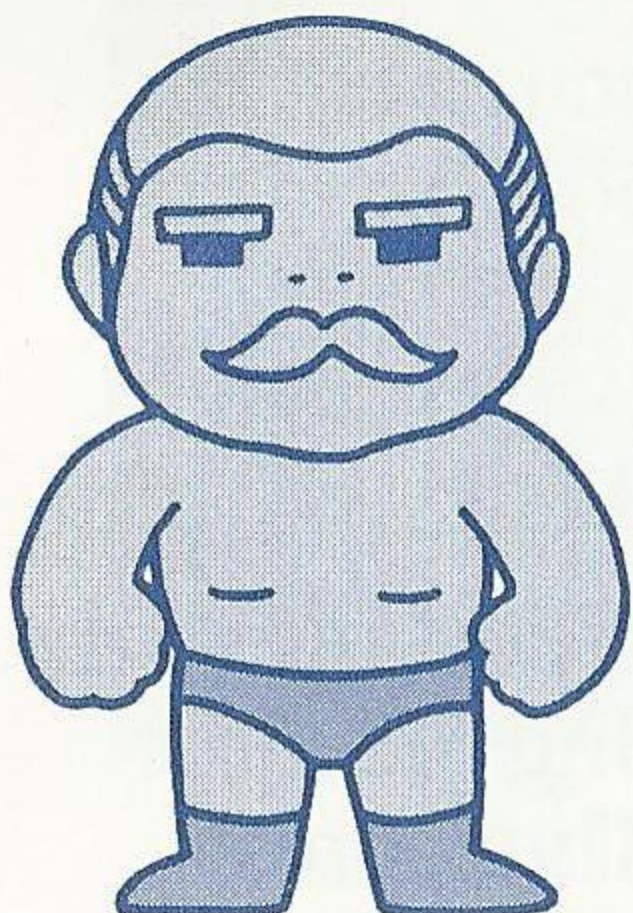


Weapon (chair)



STONE HEAD

Crush Brothers



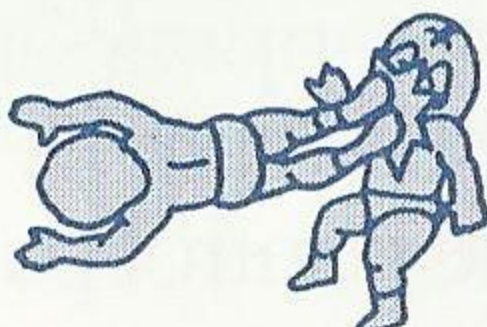
ELDER CRUSHER



(A) Brain Buster



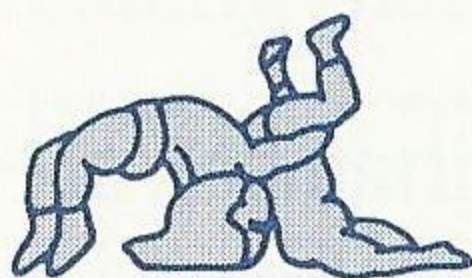
(B) Shoulder



(C) Drop Kick



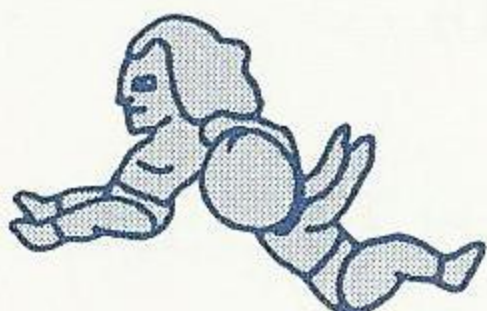
Senton (from corner post)



(A) German Suplex Hold



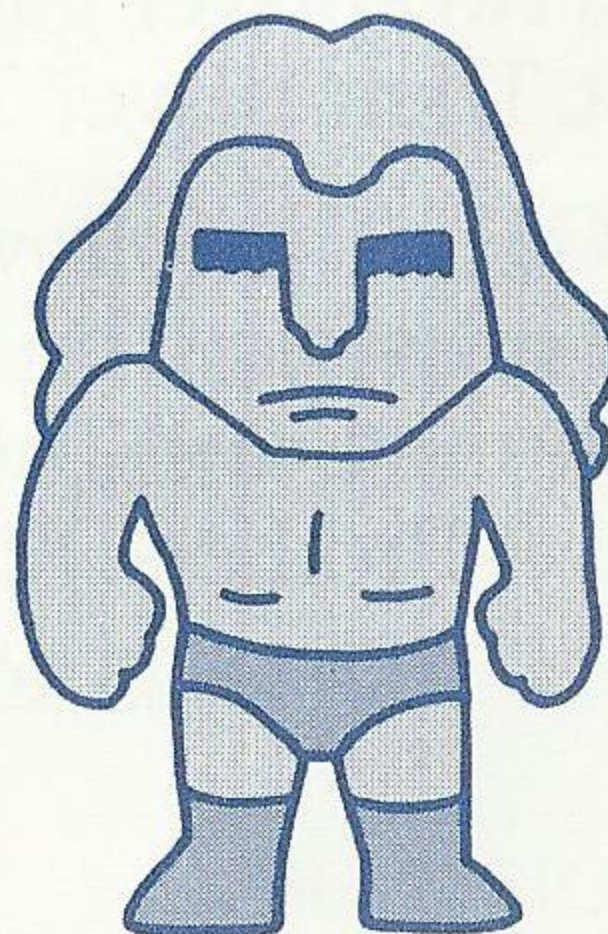
(B) Knee Butt



(C) Neck Breaker Drop



Knee Drop (from corner post)



YOUNGER CRUSHER

How To Start The Game

For a one-player game, press the start button on the control pad plugged into port 1.

For a two-player game, press the start button on the control pad plugged into port 2.

How To Select A Team

When the four teams appear on screen, move the cursor to your chosen team by using the directional button on the control pad. Then, press the start button.

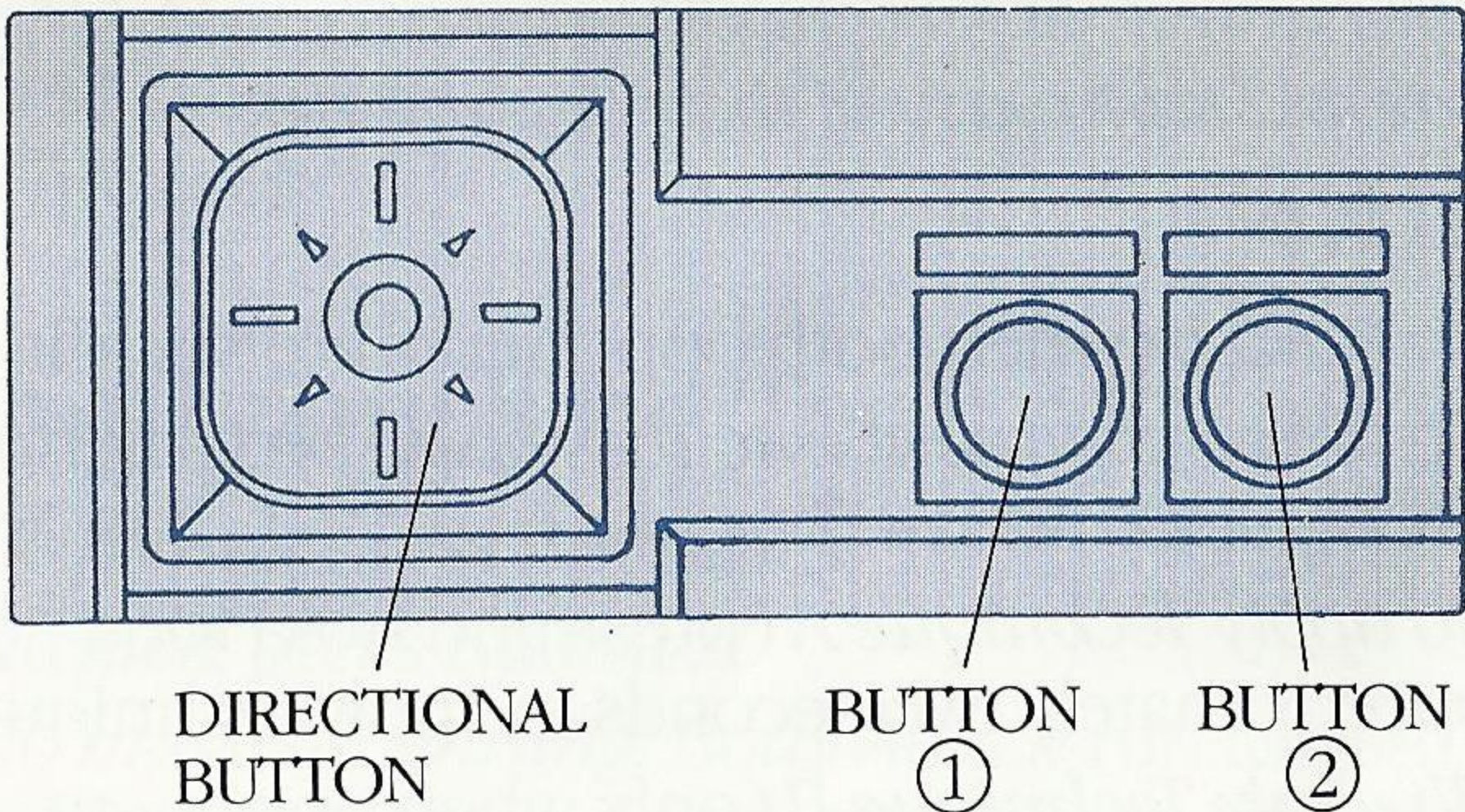
In a one-player game, the computer will automatically choose an opposing team as soon as you have made your team selection. Good luck!

In a two-player game, player 1 selects a team first. Then, player 2 selects a team.

(NOTE: The following match-combinations are *not* possible: The Mad Soldiers vs. The Great Maskmen, and The Orient Express vs. The Crush Brothers.)

Controlling The Match

Using The Control Pad



Buttons 1 and 2 act as start buttons when beginning a game and selecting a team.

Thereafter, they are used to apply all of the wrestling maneuvers.

THE DIRECTIONAL BUTTON

Apply pressure to the top, bottom, right or left side of this button to move in the direction desired:

- MOVE UP
- RETURN TO INSIDE OF RING
- MOVE LEFT ←
- MOVE RIGHT →
- MOVE DOWN
- MOVE TO OUTSIDE OF RING

BUTTONS 1 AND 2

Buttons 1 and 2 each perform many functions depending on *when* and *how* they are pressed.

Here is a summary of their capabilities:

BUTTON 1

- *To Punch* (when both opponents are standing)
- *To throw opponent into the ropes* (press lightly and quickly release)
- *To apply Technique A* (press and hold for approximately two seconds to apply technique)
- *To apply Technique B* (only when opponent springs back from ropes)
- *To attack with a chair* (used out of the ring, with Directional Button)

BUTTON 2

- *To Kick* (when both opponents are standing)
- *To apply Technique C* (only when opponent springs back from ropes)
- *To climb up or down corner post* (use with Directional Button)
- *To tag your teammate* (use with Directional Button)
- *To pin your opponent* (when he is on the floor)

Finally, press Buttons 1 and 2 simultaneously *to apply the full body attack*, after you have run up to your opponent.

READ THE FOLLOWING SECTION CAREFULLY. It will show you how to apply all of the above techniques.

Applying The Techniques

- *To punch*, press Button 1.
- *To kick*, press Button 2.
- *To make a running, Body Attack* run toward your opponent and simultaneously press Buttons 1 and 2.
- *To apply technique A*, you must be *in contact* with the opponent. Press *and hold* Button 1 for approximately two seconds. Technique A will be applied to your opponent as soon as you release the button.

Techniques B and C can be applied to your opponent *only* when he rebounds from the ropes.

- *To throw your opponent into the ropes*, QUICKLY press and release Button 1.
- *To apply technique B*, press Button 1 during your opponent's rebound from the ropes.
- *To apply technique C*, press Button 2 during your opponent's rebound from the ropes.

When a technique is successfully applied, its name will appear on the screen.

When your opponent is down, you can win the match by pinning him to the floor.

- *To pin your opponent* to the floor, press Button 2.

USING A WEAPON (CHAIR)

The chair can only be used outside the ring, in a crazy, free-for-all.

- To exit the ring, press the Directional Button downward (↓) and push Button 1 as your player approaches the lower ropes.
- Move your wrestler toward the chair. It is “picked up” upon contact. Then, press Button 1 to swing it at your opponent.

The chair can be swung a *maximum of three times*.

JUMPING FROM THE CORNER POST

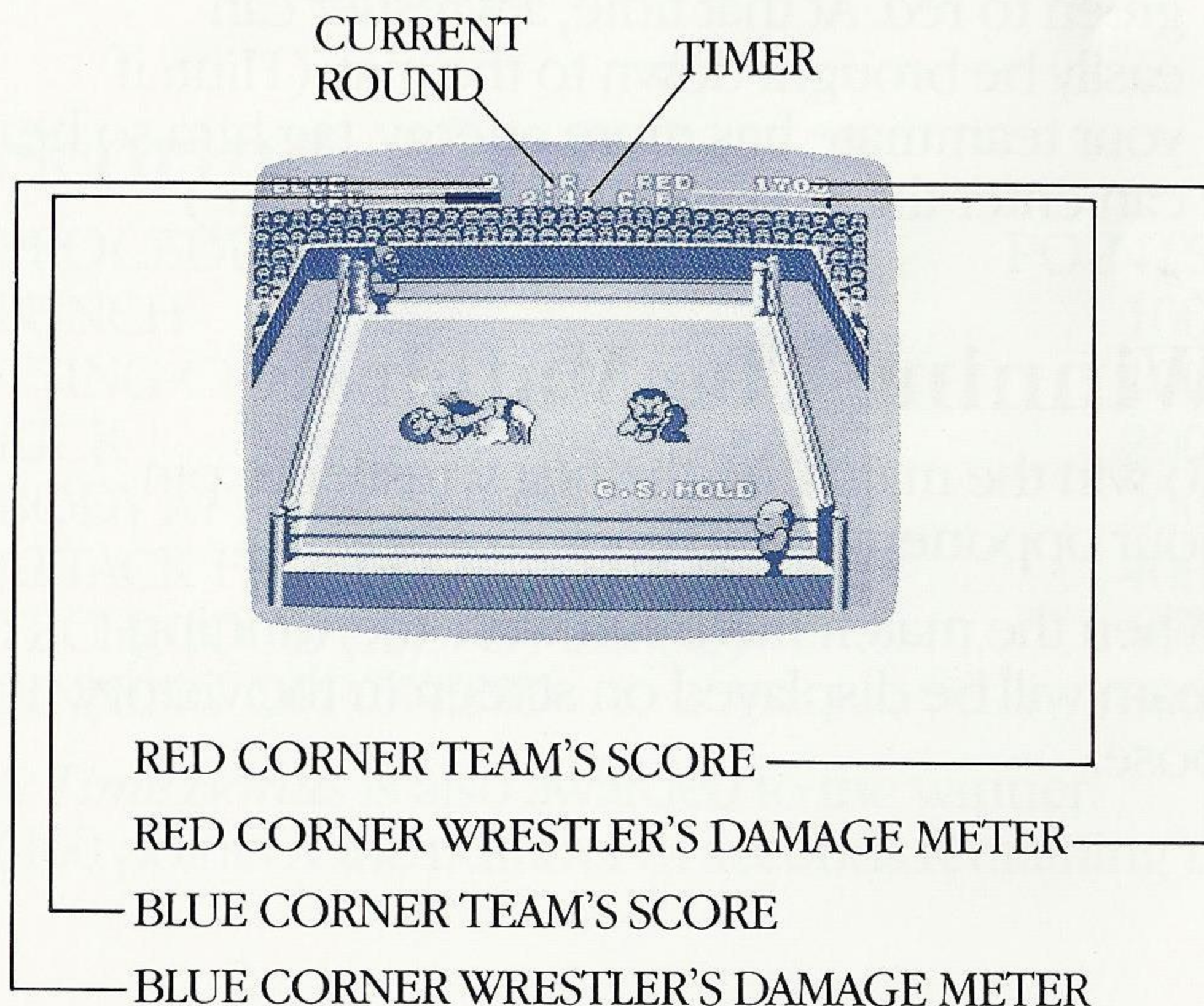
- Move your wrestler toward the top right corner of the screen.
- To climb up the post, press and hold the top of the Directional Button (↑) while pressing Button 2.
- To climb down from the post, attacking your opponent, press Button 2 again.

TAGGING YOUR TEAMMATE

Whenever you want your on-screen teammate to take over the match, proceed as follows:

- Move your wrestler into his starting corner.
- Press and hold the top or bottom of the Directional Button (depending on which corner you are in) and press Button 2. Your teammate will be tagged.

The Screen



The Damage Meter

- Each wrestler begins the match “undamaged.” The Damage Meter is a gauge of how much energy each wrestler on each team has. The meter decreases whenever a wrestler is hit.
- The amount of each decrease depends on the type of hit or technique that has been applied. For example, the Pile Driver technique will cause more damage than a simple punch.
- When the energy remaining on the Damage Meter becomes very low, its color changes from green to red. At that time, a wrestler can easily be brought down to the mat. (Hint: if your teammate has more energy, tag him so he can enter the ring and finish the match.)

Winning The Match

To win the match, be the first wrestler to pin your opponent to the floor.

When the match has been won, the winning team will be displayed on screen in the victory pose.

Restarting The Match

If the match has ended during rounds 1 to 20, you have *two options*:

1. *Begin a new match*, restarting from the round in which you've finished. (Score, however, will revert back to zero.) To choose this option, press the start button on control pad 1.
2. *End the game*. The game will end and, whenever the next match is played, it will begin at round 1. To choose this option, press the start button on control pad 2.

Scoring

PROCEDURE	POINTS
PUNCH	100
USING CHAIR	100
KICK	200
BODY ATTACK	200
ATTACK FROM CORNER POST	400
TECHNIQUE (A), (B) OR (C)	400
PINNING OPPONENT	800

A Time Bonus is also awarded to the winner:
(100 points X the number of seconds remaining).

Individual Wrestler's Special Techniques

Teams	Wrestler	Technique (A)	Technique (B)	Technique (C)	Weapon	Attacking from the Corner Post
Mad Soldiers	Muscle Soldier	Knee Drop	Lariat	Knee Butt	Attacking By Chair	—
	Iron Soldier	Elbow Drop	Elbow Smash	Neck Breaker Drop	Attacking By Chair	—
Orient Express	Dragonfly	Giant Swing	Karate Punch	Rolling Sobat	—	Body Attack
	Giant Bull	Boston Crab	Body Attack	Neck Breaker Drop	—	Body Attack
Great Maskmen	Green Mask	Body Slam	Karate Kick	Drop Kick	Attacking By Chair	—
	Stone Head	Pile Driver	Cross Chop	Head Butts	Attacking By Chair	—
Crush Brothers	Elder Crusher	Brain Buster	Shoulder	Drop Kick	—	Senton
	Younger Crusher	German Suplex Hold	Knee Butt	Neck Breaker Drop	—	Knee Drop

Hints For Better Gameplay

Practice will definitely improve your game in Pro Wrestling! The two main areas of concentration are: (1) learning to operate the control pad with agility and perfect timing, and (2) learning and memorizing the attack techniques of the wrestler you are controlling. *The chart on opposite page will help.* Remember, the really effective techniques can *only* be applied when your opponent has fallen down.

Important Note!

We have designed Pro Wrestling to mimic the antics of those crazy wrestlers often seen on television. These fellows are trained in the art of making things *look* a lot more painful than they are. No one is really getting his “neck broken” or his “head busted.” Therefore, never, ever try any of these techniques on a real person! They are completely “made-up” and have no basis in reality.

Besides, violence is no substitute for peaceful communication.

From all of us at Sega...Thanks!

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty

Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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 of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Now, there are no limits.SM

SEGA[®]

SEGA OF AMERICA, INC., 573 Forbes Blvd., South San Francisco, CA 94080, (415) 742-9300

A CSK GROUP COMPANY

Printed in Japan

© 1986 SEGA OF AMERICA, INC.