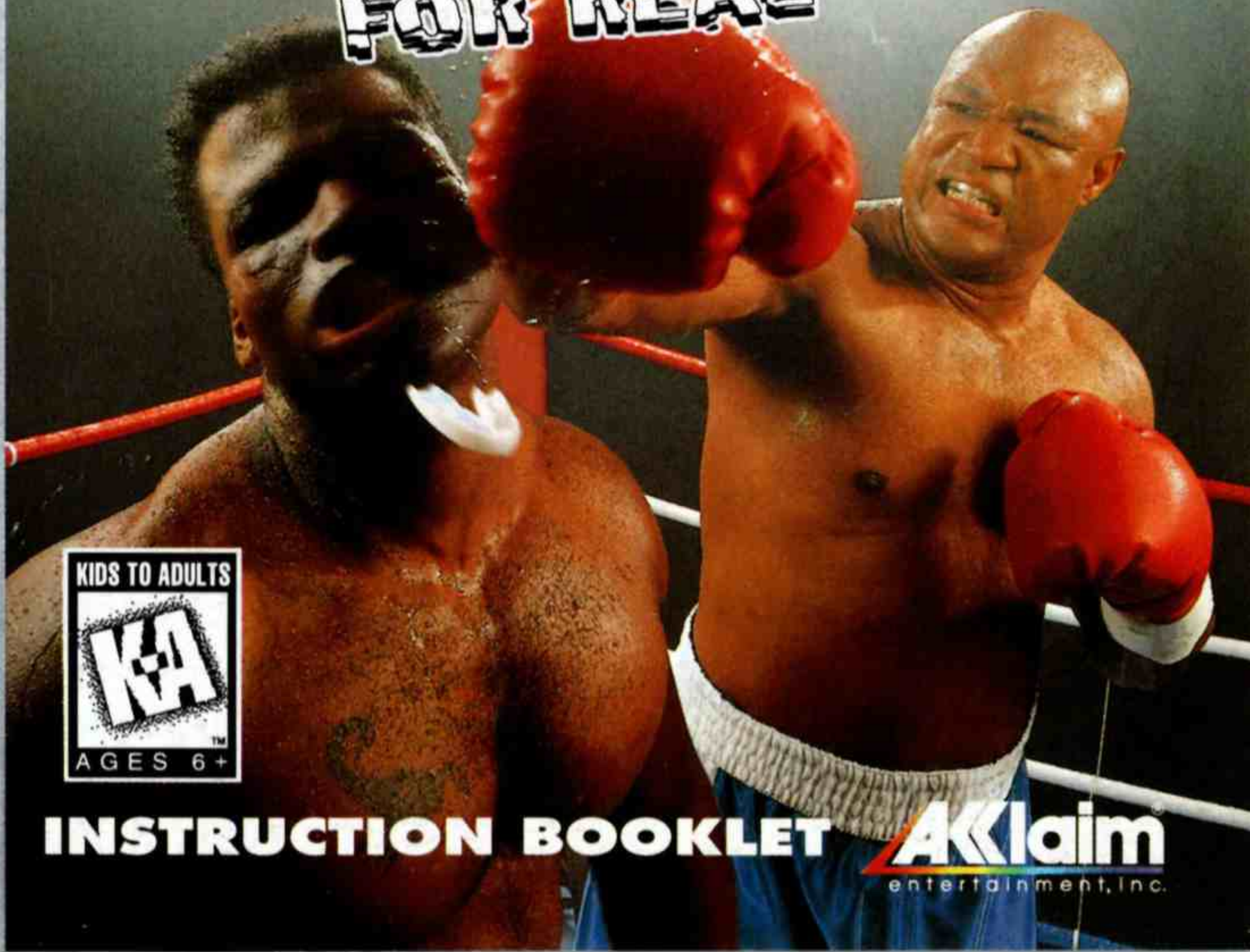


Nintendo®

GAME BOY®

DMG-AFEE-USA

FOREMAN FOR REAL™



INSTRUCTION BOOKLET

Acclaim
entertainment, inc.

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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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FOREMAN FOR REAL™

INSTRUCTION BOOKLET

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You're young. You're hungry.

Not much going for you, some say, except that you can handle yourself. You're not afraid of anything or anyone. Let others call you no account. As you walk the lonely streets, you know that someday, some way, you're going to show them all. You know there's a hard road ahead of you: years of sacrifice and hard knocks. But you're dedicated to your dream of one day being the Heavyweight champion of the world. And you won't stop until you wrest that championship belt from the grasp of the toughest man in the business: George Foreman.

You've got a lot to learn before you can hope to compete with champions, though. First, you need a trainer who believes in you; a real pro who can show you the ins and outs of the fight game. Then you'll have to train until you think you can't go on, and then train some more.



At last, you'll be ready for your first amateur bout. Sure, it's just a bottom of the card bout at the State Fair, but it's your first real fight! Win this one, and you're on your way to bigger matches, against tougher opponents. You'll learn something about stamina. About desire. About heart. And if you've got enough of all that, plus real talent and a couple of lucky breaks, one day you'll be fighting the Big Man himself: George Foreman. But for now, you've got to concentrate on the task at hand.

You're pumped up, nodding as your trainer gives you last minute tips and begins taping your hands. Today you're not just facing some big kid with a pretty good right hook, you're facing much more: your destiny!

BEFORE YOU LACE UP THE GLOVES

LOADING:

1. Make sure the power switch is OFF.
2. Insert the Foreman For Real™ Game Pak as described in your NINTENDO® GAME BOY® instruction manual.
3. Turn the power switch ON.

When the Foreman For Real™ title screen appears, press the START BUTTON. You will then see a game mode screen with 2 choices: Exhibition and Tournament.



GAME MODES

Foreman For Real™ has two exciting modes of game play:

Exhibition - In Exhibition mode, you compete to bring your boxer up to the professional level. In Exhibition play, rounds are scored on cards by judges, with a 10-point scoring system. Exhibition matches do not count towards your ranking.

Tournament - In Tournament mode, you contend for the heavyweight crown. Tournament play is scored by how much prize money you earn. The bigger the match, the bigger the purse. Go get 'em, Champ!

USING SUPER GAMEBOY

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

PASSWORD

In Tournament mode, Foreman For Real™ has a password feature which allows you to return to a certain spot without having to restart play from the beginning of the game. After selecting Tournament mode, press the B BUTTON to select this feature. To input a password, press any direction on the CONTROL PAD to highlight the desired letter or number, then press the A BUTTON to enter it. Press the B BUTTON to DELETE if you make a mistake. When you are satisfied, press the START BUTTON to begin boxing.

To see controls, please refer to the Quick Reference Chart on page 11.

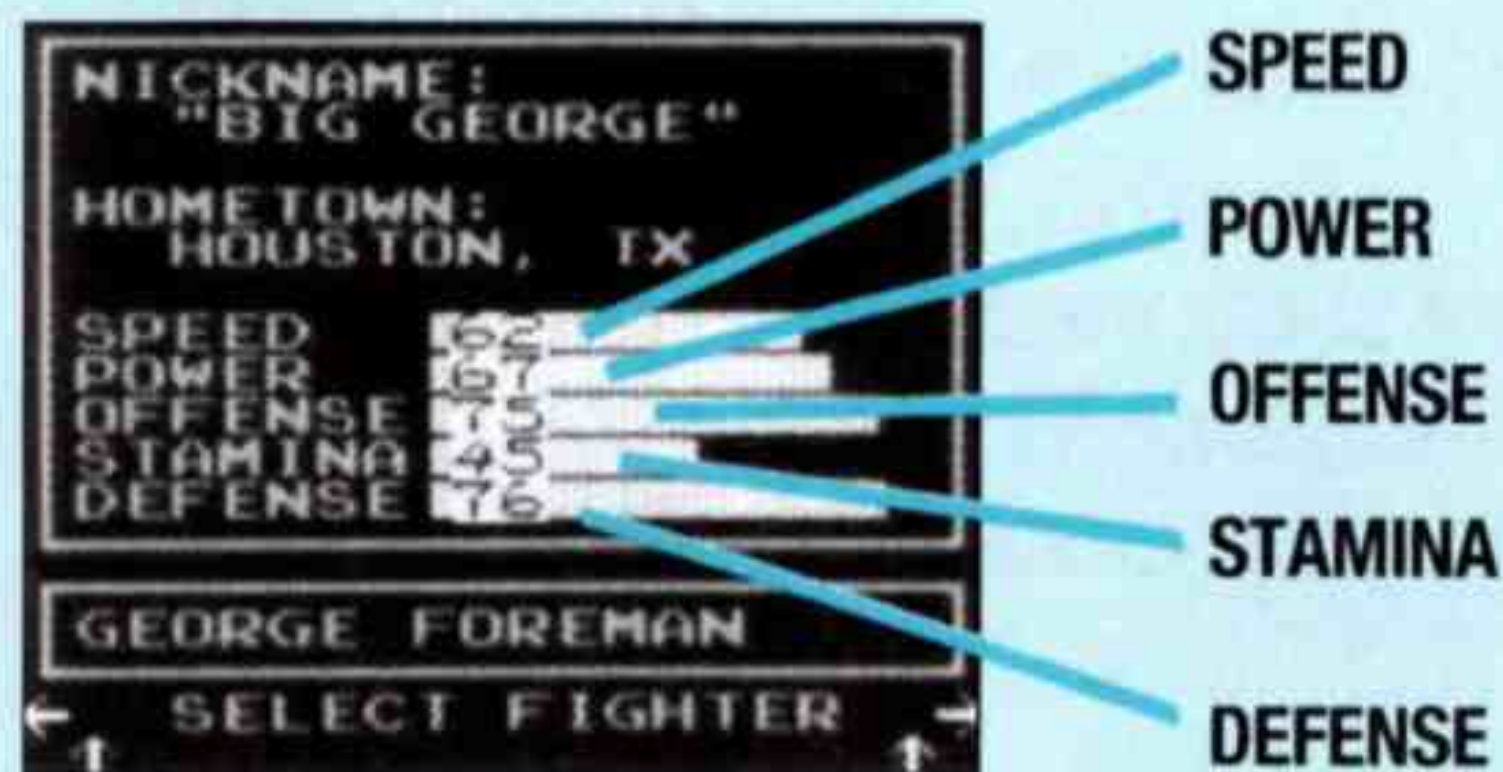
CHOOSING YOUR BOXER

Once you've chosen your mode of play, it's time to select a fighter. Foreman For Real™ features 20 boxers (including "Big" George Foreman), each with unique talents and boxing styles. To browse the available boxers, press LEFT or RIGHT on the CONTROL PAD. To choose a particular boxer, press the SELECT BUTTON when the desired boxer is on screen.

You will be able to view the personal statistics of each boxer: Name, Age, Rank, Record, Height, Weight and Reach. Press UP or DOWN on the D-PAD to see his hometown, nickname, and five Attributes that separate the weak from the strong: Offense, Defense, Speed, Power and Stamina.



Each boxer has different attributes and abilities which are displayed as greater or lesser amounts (on a scale of 1 to 100, with 100 being the highest) for the following attributes:



OFFENSE - ranks ability to inflict punishing blows on opponent.

DEFENSE - ranks ability to block punches and, in general, avoid damage.

SPEED - ranking affects both Defense and Offense because a quick boxer can more easily pull off punches and avoid punches at the same time, while being able to pepper

an opponent with a dizzying barrage of blows.

POWER - ranks how much *oomph* is behind that boxer's punch. A boxer with a high Power ranking will do significant damage when he lands a punch.

STAMINA - ranks ability to effectively last through all the rounds. In many ways, this is what it's all about. A boxer with superior Stamina can often best an opponent with better Power or other attribute rankings by simply outlasting him.

HEART - although this attribute is not displayed, Heart ranks a boxer's ability to defeat the champion. This indefinable but indispensable ingredient determines the difference between champ and chump, and indicates whether you have the drive and desire to go all the way.

SELECT OPPONENT

To choose your fighter's next opponent, press the START BUTTON when this option is highlighted. You can then scroll through the available eligible opponents by pressing LEFT or RIGHT on the CONTROL PAD. To scroll through a prospective opponent's attributes, press UP or DOWN on the CONTROL PAD. Once you have decided on an opponent, press the SELECT BUTTON when the desired boxer is highlighted. You will then advance to the options screen.



ARCHETYPES

Although this is not displayed in a boxer's profile, it's up to you, as a young fighter working your way to the top, to figure out which of the 10 styles of boxer your opponent is modeled after:

Bull - Powerful, fast and incredibly strong, the Bull is mean and works with a straight ahead style. His weaknesses are low stamina and sometimes a glass jaw.

Counter Puncher - This type keys off his opponent's punches and has excellent speed and skill. He will punch through the opponent when his opponent throws a blow.

Knock Out Artist - A big boxer with a long reach and great upper body strength, this type of boxer relies on landing the big punch, rather than wearing his opponents down.

Pug - A pug never quits. He may not be very skilled, he certainly isn't flashy, but he trains extra hard and has more heart than almost any other two fighters combined!

Punisher - This type of fighter enjoys hurting and humiliating his opponents, taking every chance to dominate and abuse them physically and verbally.

Rock - A massive mountain of muscle, attitude, and energy who is nearly impervious to physical pain, he will shrug off injuries that would incapacitate lesser individuals.

Slugger - A brawling type of fighter who will resort to low blows and other dirty tricks, the Slugger is a tough opponent who often turns bouts into a grudge match.

Southpaw - A relative rarity in the world of boxing, a left handed boxer crosses up right handed opponents who have a hard time dealing with punches coming from unexpected quarters.

Speed Merchant - Good skills and quick hands mark the Speed Merchant, who is able to throw a flurry of combinations that often dominate an opponent.

Technician - Versatility and skill are the key attribute of the Technician. This type of boxer will analyze an opponent and exploit every weakness.



GAME OPTIONS

Foreman For Real™ features a number of exciting ways to set game play to your individual preferences. To select any option, highlight it by pressing UP or DOWN on the CONTROL PAD.

To cycle through to the desired setting on an option, press LEFT or RIGHT on the CONTROL PAD. Once you have set all your options, you're ready for the ring! Press the START BUTTON to begin boxing. Foreman For Real™ allows you to customize game play in the following areas:

Rounds - Option allows you to play in matches from 3 to 12 rounds.

Time - Option allows you to play in 1, 2, or 3 minute rounds.

Skill - Option allows you to play at either Easy (beginner), Med (intermediate), or Hard (advanced) levels of boxing skill.

Music - Option allows you to play with the Music ON or OFF.

Sound Effects - Option allows you to play with Sound Effects ON or OFF.

PAUSE OPTIONS

FIGHTER STATUS

This option allows you to see the current physical status of each boxer at any point during gameplay. Each boxer's damage status is displayed by a number, with zero (0) equal to untouched, and eight (8) equal to almost KO'd.

UNOFFICIAL SCORE

This option allows you to see estimates of how you're doing. The estimated number of punches thrown, the number that connected, probable points awarded by judges, and more!

FOREMAN		RIANDA	
017	PUNCHES	120	
007	LANDED	054	
41	PERCENT	45	
0	KNOCK-	0	
8	DOWNS	10	
	SCORE		
3	ROUND	3	2:00

THE FIGHT SCREEN

YOUR BOXER'S
STAMINA METER

YOUR OPPONENT'S
STAMINA METER



SUPER PUNCHES
REMAINING

TIME REMAINING
IN ROUND

ROUND NUMBER

Stamina Meters - Both your boxer and your opponent's relative health is displayed on a stamina meter which decreases as each boxer is hit. When a boxer's stamina meter is empty, he is Knocked Out!

Super Punches Remaining - This displays how many Super Punches your boxer has remaining.

Round Number - This displays the current round number.

Time Remaining in Round - This counts down the time remaining in the round, depending on what time setting you selected in the Time option.

QUICK REFERENCE CHART of Punches/ Controls

Jab	L	B	
Cross	R	A	
Body Blow	L	Control Pad DOWN + B	(short range)
	R	Control Pad DOWN + A	(short range)
Hook	L	Control Pad DOWN + B	(long range)
	R	Control Pad DOWN + A	(long range)
Uppercut	L	Control Pad UP + B	(short range)
	R	Control Pad UP + A	(short range)
Overhand	L	Control Pad UP + B	(long range)
	R	Control Pad UP + A	(long range)
Walk	L	Control Pad Left	
	R	Control Pad Right	
Bob	L	Control Pad UP/Left	
	R	Control Pad UP/Right	
Duck		Control Pad DOWN	
Cover-Up		Control Pad UP	
Clinch		Control Pad DOWN + A + B	

NOTES FROM THE CHAMP:

The art of boxing, “The Sweet Science”, is best learned in the gym under the tutelage of a gifted trainer. But to help you understand some of the basic concepts that govern boxing and Foreman For Real™, please see the following.

STARTING OUT

George Foreman on Starting Out: “What makes a boxer? There’s as many answers as there are fighters, but they all have one thing in common: determination. If you’re just starting out, you’ve got to take any fight you can get and learn from every punch. I’m proud of what I’ve accomplished in boxing, and I know there are a lot of young men just starting out who are going to go on to enjoy very satisfying careers – as salesmen, bankers and broom pushers. Boxing isn’t for everybody.”

TRAINING

George Foreman on Training: “You have to start out by doing a lot of aerobic exercises, like running, jumping rope, etc., even before throwing punches. Work hard.”

Preparation is everything, and your determination and desire to succeed will make all the difference.

PUTTING THE OUT IN KO.

George Foreman on Putting The Out In KO: “Concentrate on multiple punches on vulnerable areas, such as the chin. Don’t rely on one big punch.”

COUNTER PUNCHING

George Foreman on Counter Punching: “Never try to fully avoid the impact of the punch you are countering.”

BEFORE A BIG FIGHT

George Foreman on preparing for A Big Fight:

“Focus, concentrate! The biggest problems with big fights is that boxers lose focus and concentration because of the pressure.”

AFTER A DEFEAT

George Foreman on defeat: “Never admit a loss – move on.”

Try to honestly look at your performance and learn from your mistakes. Of course, any defeat is tough to take, but a real fighter will always take something from it, and eventually turn that knowledge into triumph.

Practice all the punches until you can wail away with jabs, crosses, decisive combinations and more!

PERSONAL INFORMATION/ INTERESTING FACTS ABOUT GEORGE FOREMAN

NAME:	George Edward Foreman
DOB/AGE:	1/10/49
BIRTHPLACE:	Marshall, Texas
DAY JOB:	Husband, father, preacher at Church of the Lord Jesus Christ
RESIDENCE:	Houston, Texas
HOBBIES:	Farming, fishing, hunting, collecting antique watches
FAMILY:	Married with nine children
PROUDEST ACHIEVEMENT:	My children, my wife, and regaining the heavyweight championship
RECORD:	74-4

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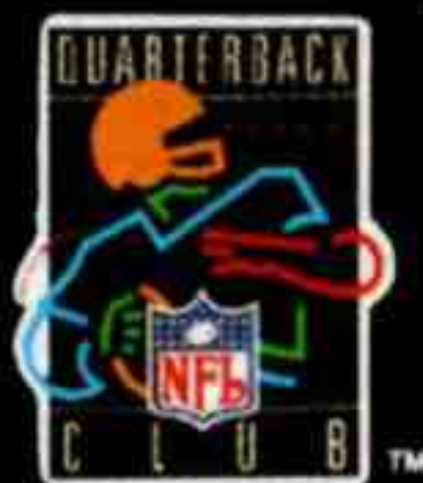
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**LOOK
FOR**

NFL QUARTERBACK CLUB 96



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAME BOY

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