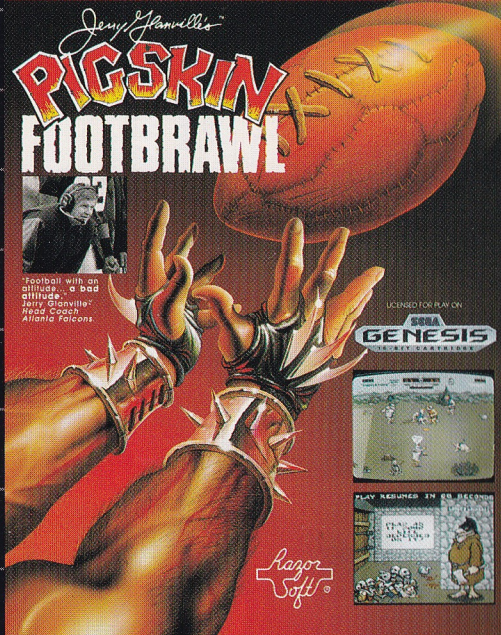


It's Footbrawl!

ARCADE SPORTS SIMULATION GAME OF THE YEAR



- Arcade Sports Simulation Game of the Year
- Endorsed by the NFL's reigning "House of Pain" Head Coach, Jerry Glanville, of the Atlanta Falcons.
- Produced by the same team that developed *Arch Rivals* and *Rampage*.
- 1 or 2 player simultaneous
- 8 Megs of 16-bit action

Razor Soft®

7416 N. Broadway • Oklahoma City, OK 73116

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SEGA
GENESIS
16-BIT CARTRIDGE

FREE
STRATEGY GUIDE
ENCLOSED!



Razor Soft®

8 MEG
DEATH
DUEL™

INSTRUCTION MANUAL

DEATH DUEL™



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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Are you ready?

Two years in development, **Death Duel** is now before you and represents a new standard in video game challenge. Please take a moment to read through this entire manual because it contains valuable information that you **WILL** need to conquer this strategic test of your gaming skills. Additionally, this manual contains information on other RazorSoft products including those not yet available. **Jerry Glanville's PIGSKIN FOOTBRAWL**, a national award-winning arcade hit, will be available for the Sega Genesis in the Fall of 1992 and is featured on the back cover.

Don't forget to complete the customer registration card entitled "Don't Miss Out!" located in the back of this manual. RazorSoft periodically makes product information and game tips available only to registered RazorSoft customers. Even if you've filled out the card from another RazorSoft product, please take the time to complete this one as well because the more educated RazorSoft is about you, the better we can serve your needs. Plus, beginning in 1993, RazorSoft will draw the name of one registered customer each month and that customer will win his or her choice of any RazorSoft title.

NOW ON TO THE DUEL!

Sincerely,

Kyle Shelley
President

7416 N. Broadway, Oklahoma City, OK 73116
(405) 843-3505 • CSERVE 70711,2470

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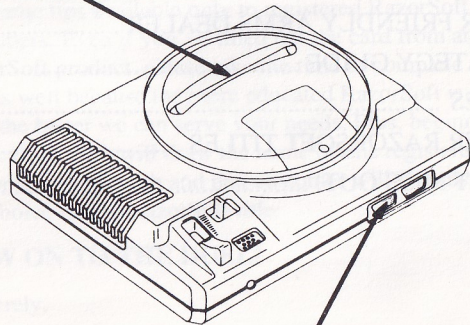
LOADING INSTRUCTIONS:

Starting Up:

1. Make sure the power switch is OFF.
2. Insert the Death Duel™ 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. Death Duel™ is designed for one player, so check to see that the Genesis™ Control Pad is connected properly to Control Port 1 on the Console.

Genesis Cartridge



Genesis Control Pad 1

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.

DARKNESS LOOMS

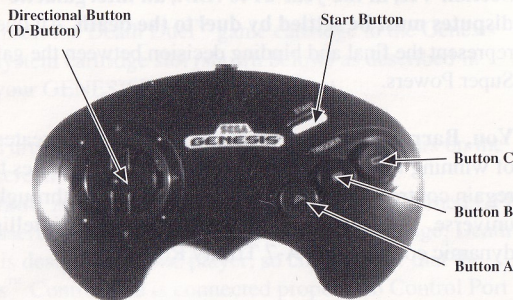
According to the Intergalactic Counsel's ruling XXT73.B, Section VII, in the year 2140 A.D., all intergalactic disputes must be settled by duel to the death. All duels represent the final and binding decision between the galaxies' Super Powers.

You, Barrett Jade, represent the Federation's greatest hope of winning the war against the Federation's enemies to regain control of the intergalactic traffic lanes throughout the universe. You operate a land-based, artificially intelligent, dynamic composition A-7 Trinity Rote Cyborg.

In a recent incident, the other nine galactic Super Powers seized control of the intergalactic flight paths. The loss of control over these passages has severely damaged the Federation's commerce and food supply and subjected the Federation's spaceways to cruel and merciless pirates controlled by the other nine Super Powers. The Federation's future and very existence rest in this duel challenge, so they have chosen the best, you, Barrett Jade, to duel the "Super 9's" merciless and ruthless warriors. You must win each duel in order to rescue the Federation from its accelerating plunge into the dark, abysmal grasp of the "Super 9."

THE CONTROL PAD

Before you begin playing, learn which buttons prompt the moves and functions you will rely on during play.



BASIC FUNCTIONS

START Button

Press to exit demonstration and options screens and begin game play. **During the duel press quickly to switch gunsight between targeting and mobility modes. Press and hold to pause game.** When the word "PAUSED" appears, release button. Press again to resume play.

DIRECTIONAL BUTTON (D-Button)

Press up, down, left, or right to control the direction of your gunsight. Press left or right to change weapon slots and up or down to change actual weapon selection while visiting the Arms Dealer. In Options Screen, press up or down to select option you wish to change.

Button A

During qualifying round, press to fire from left side cannon. While dueling, press to fire weapon located in the left weapon slot. While visiting the Arms Dealer, press to sell the weapon flashing in the currently selected weapon slot back to the dealer. Press to change option in options screen.

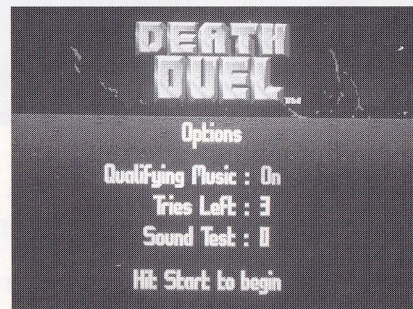
Button B

During qualifying round, press to fire from the overhead cannon. While dueling, press to fire weapon located in the center weapon slot. Press to change option in options screen.

Button C

During qualifying round, press to fire from the right side cannon. While dueling, press to fire weapon located in the right weapon slot. While visiting the Arms Dealer, press to purchase the selected weapon flashing in the currently selected weapon slot. Press to change option in options screen.

OPTIONS SCREEN



Press up or down on the directional control to select the option you wish to change. Pressing button A, B, or C will scroll through the various option settings. Press START button when finished.

Qualifying Music: Off/On

Switches background music on or off during qualifying rounds only.

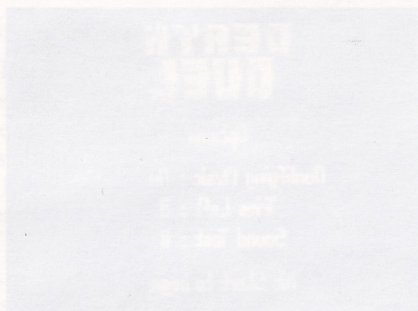
Tries Left:

Determines how many additional tries you will have left after first failing to qualify for duel or after first failing to

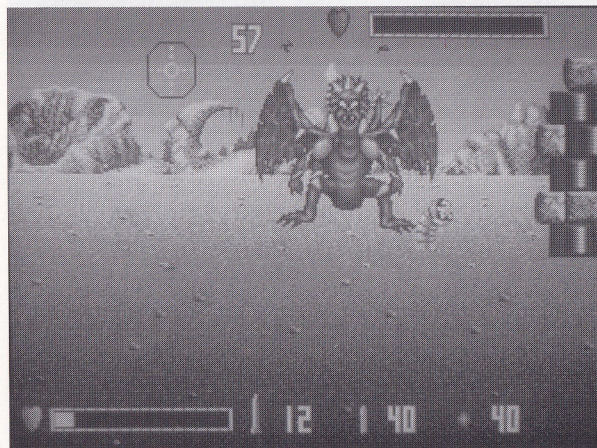
defeat your opponent. In the qualifying round, you will receive the full number of tries at each level. In duels, the number of tries is the total number you will receive in the entire game, not each round. (Remember, even though you get additional chances to battle your opponent and you return each time with replenished weapons and health, you also return with the accumulated damage to your armor that you have sustained in battle with that opponent.)

Sound Test:

Press Button A, B, or C to sample the ear-pounding soundtrack that awaits you.



THE "SUPER NINE"



SHANOX MOISAIL

AGE: 529

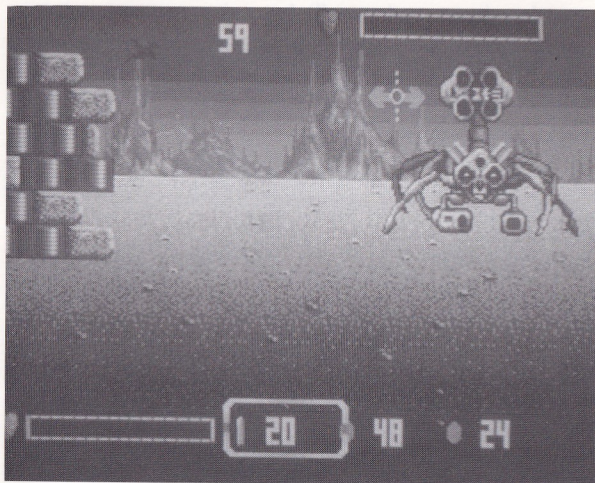
STRENGTH: 83

AGILITY: 81

RACE: THE KRAG

VICTORIES: 12

Even as Krag's go, Shanox is considered to be quite oversized and ruthless. Tribal elders recant stories of great battles with the Krag's and the outcome is almost always dismal for the unsuspecting foe of this great mutated lizard. However, some tell of an unnatural tendency for the Krag to lose his head in the midst of a particularly intense fight.



FORSAL JERABA

AGE: 655

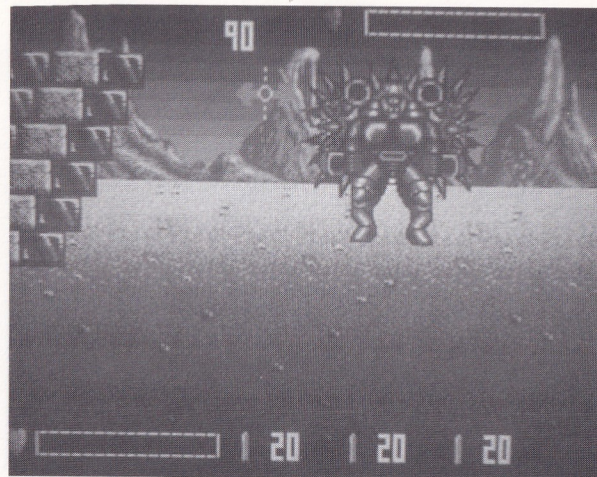
STRENGTH: 48

RACE: THE LAIRDIN

AGILITY: 61

VICTORIES: 26

Fleet of foot and tail is the eight-legged entry from the colony of Lairdin. One of these mammoth monstrosities once laid waste to an entire colony on Alpha 7. This genetic hybrid has earned great respect for its ability to outrun even the fastest laser cannon.



KRAX XARKTON

AGE: 43

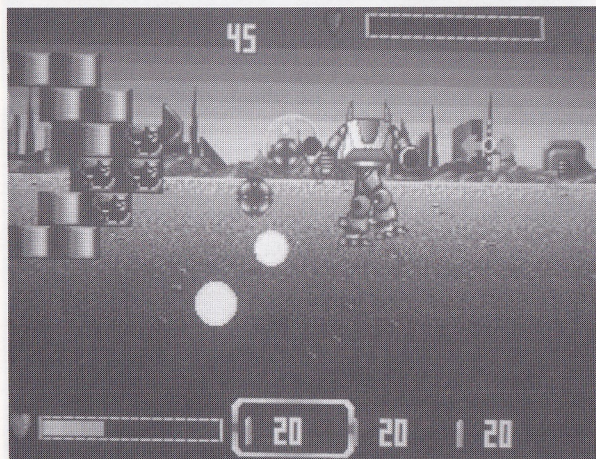
STRENGTH: 64

RACE: XERIAN OGRE

AGILITY: 47

VICTORIES: 21

Not known for aggressive fighting tactics, this clever warrior claims most of his victories at the advantage of his highly sophisticated armored casing. Beware, his hide-and-seek strategy has served him well for many years, and yes, he's packing high caliber hardware under that shell.



DARRIUS MORB

AGE: 42

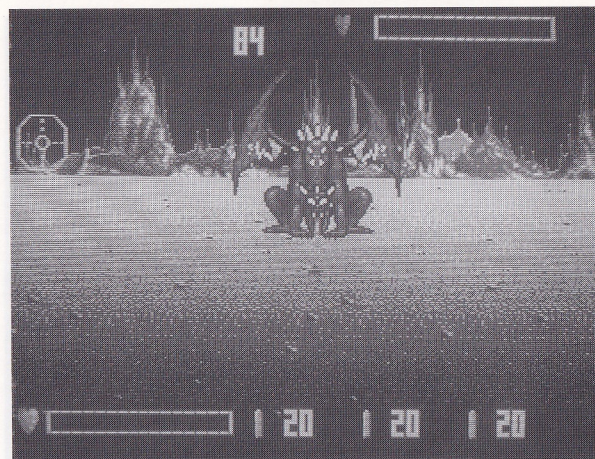
STRENGTH: 64

AGILITY: 97

RACE: SORELLIUM CYBORG

VICTORIES: 89

What matter of beings so cowardly in nature could produce a cyborg capable of such mass destruction? It's funny how time can change even the meaning of honor. A closer look at this towering machine reveals that this is only a maintenance borg, yet cleverly equipped with reinforced battle armor and twin roto-bore proton rockets. Darrius is definitely a foe to be handled with care.



BORB EUBISTAPCIA

AGE: 698

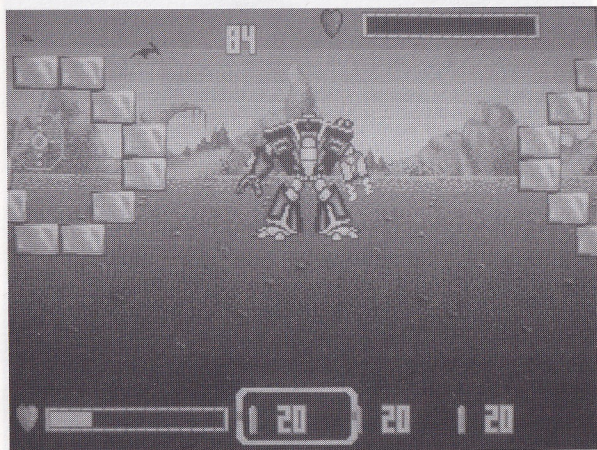
STRENGTH: 82

AGILITY: 71

RACE: THE SLATE

VICTORIES: 121

The strange and diabolical laughter emitted by this Slate warrior invokes stark terror in even the greatest challenger. The Slate are the most feared of the flesh-based renegades, perhaps so justified by their ability to regenerate living tissue almost as fast as it's damaged. Borb, aged almost 700 Earth years has claimed 121 lives in training for victory at the dueling grounds.



KARL BORGAS

AGE: 16

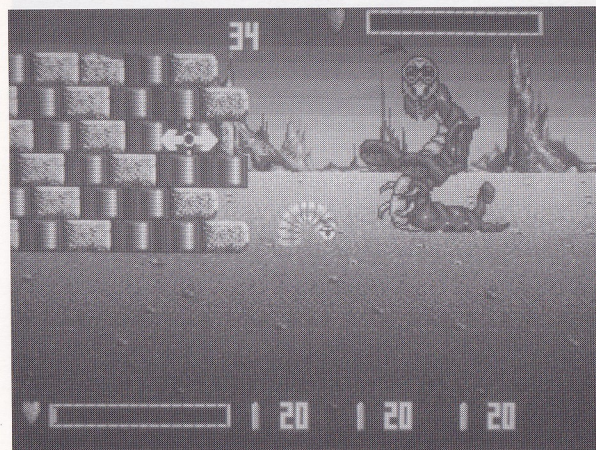
STRENGTH: 86

AGILITY: 73

RACE: ANTILLIAN CYBORG

VICTORIES: 38

Unlike any other cyborg, this behemoth is equipped with greater technical sophistication than is comprehensible to the human mind. Although his appearance is not one of speed and agility, it may only be a ploy to lull an unsuspecting adversary into a false sense of contentment.



KUROS TIZRAK

AGE: 38

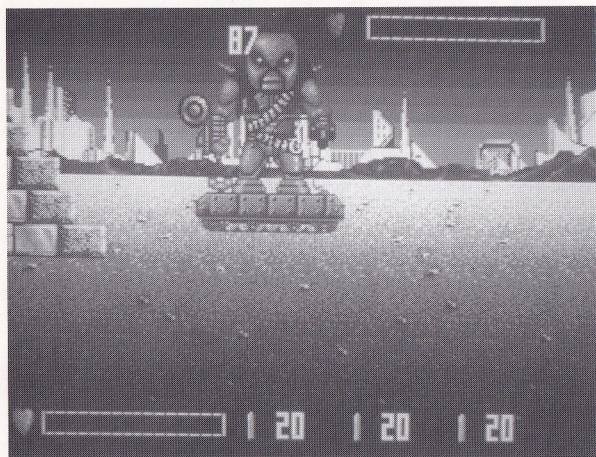
STRENGTH: 81

AGILITY: 91

RACE: OVINIAN OGRE

VICTORIES: 76

Hideous screams of agony grab at the gut of her opponents. Obviously a failed attempt to genetically alter a being for superior performance on the dueling grounds, never has there been a more hideous mutation of an ogre. While compassion for this creature's pain is almost unavoidable, it must be contained or it could be the cause of your downfall.



YORGIK SOMETIX

AGE: 21

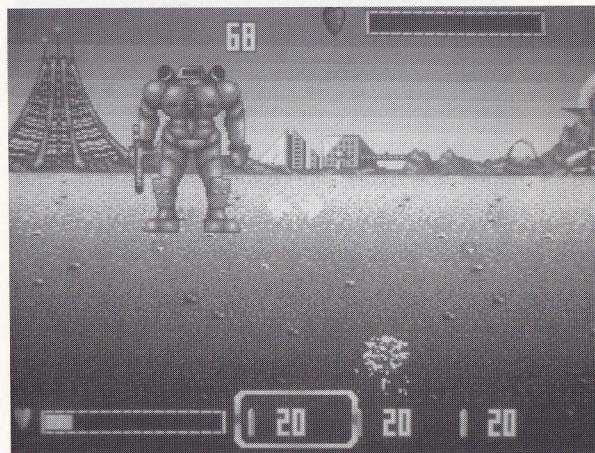
STRENGTH: 68

AGILITY: 61

RACE: SILENIAN OGRE

VICTORIES: 76

Diesel engines spring to life in what is believed to be the last of the pre-Federation ogre hybrids. Where arms once were, now reside grotesque stumps fused with the largest proton detonators known to still be in operation. Should an attack be launched at an opponent of flesh or machine? Time will tell.



SIMAS JULIUS

AGE: 48

STRENGTH: 100

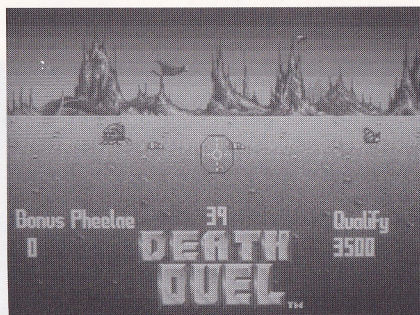
AGILITY: 100

RACE: TREESIAN CYBORG

VICTORIES: 99

The fiends who designed this messenger of death should perhaps be more feared than the monster itself, for whatever mind is capable of creating this dealer of such unjustified death and destruction is truly a threat to all civilization. As your final duel begins, beware of the ominous sub-tonal vibrations emitted by this beast, for they are your only warning that his cloaking device will soon render him invisible to your keen eye. You must anticipate this opponent's every move, because to merely expect the unexpected won't be enough to save your skin.

ARE YOU QUALIFIED?



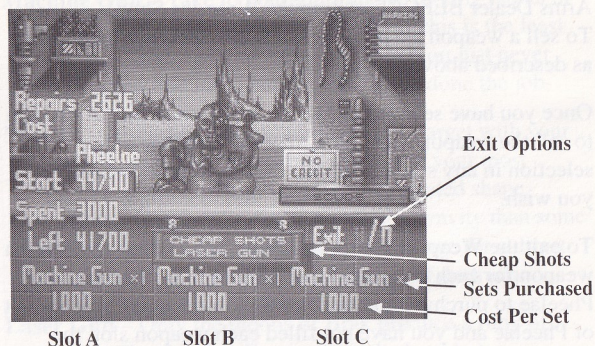
After winning the first duel, the Federation requires that each of their warriors meet a minimum qualification level before continuing in battle. This level is determined by your performance in the Holographic Targeting Simulator. Here, you must prove your worthiness by demonstrating superior marksmanship, timing and judgement.

The qualifying round is particularly important because it is here that you earn Pheelaes, the currency used to purchase your weapons from the Arms Dealer whom you will first meet prior to your second duel.

Only one weapon, the machine gun, is available for use in the Simulator. You may, however, select the direction from which you will fire by pressing the "A" button to fire from left, "B" button to fire from overhead, or the "C" button to fire from the right. Only in the Simulator is your ammunition unlimited.

As in the duel, time is of the essence here. Extra Pheelaes are awarded based upon time remaining after you qualify. Qualifying in less than 30 seconds will earn you double bonus Pheelaes.

Dr. Thrag's Weapons Shop



Decisions made here by Federation warriors can mean the difference between a glorious victory or a crushing defeat. When purchasing weapons, you must take into consideration the following:

1. What opponent are you about to face?
2. How many Pheelaes can you spend?
3. What does each set of weapons cost?
4. How much should you reserve for repairs and future duels?
5. Is the Cheap Shot offering a weapon that is useful to you or simply Dr. Thrag's attempt to waste your cash?

Press the directional button left or right to scroll across the three weapon slots available to you. The slot selected will flash the name of the weapon selected in that slot. To change the selected weapon, press up or down on the directional button to scroll through the weapons available. Be sure to keep an eye on how many Pheelaes you're spending! Once the weapon you want to purchase is displayed, press the "C" button one time to purchase it and you will see "x1" displayed next to the purchase price. You may purchase up to three sets of any weapon in one slot, provided of course, that you have enough Pheelaes. As you make multiple purchases in

each slot, the display will show "x2" or "x3" accordingly. If you change your mind, you may sell weapons back to the Arms Dealer BEFORE exiting the Weapons Shop. To sell a weapon back, you must first select the weapon slot as described above.

Once you have selected the weapon slot press the "A" button to sell the weapon back. You may sell back the entire selection in any slot and replace it with another weapon if you wish.

To exit the Weapons Shop, you must have either purchased a weapon for each weapon slot or no longer have enough Pheelaes to purchase another weapon. In the event you are out of Pheelaes and you have not filled each weapon slot, the Arms Dealer will donate a single set of machine guns for the empty slot. Thanks a lot pal!

Once you are satisfied with your weapons selection, select the EXIT option using the directional button. To prevent an accidental EXIT you will be prompted to confirm your choice to EXIT by selecting either "Y" for yes or "N" for no, using the directional button and then pressing the "C" button.

Occasionally Dr. Thrag will have a half-price sale on overstocked weaponry which he calls "Cheap Shots". Sometimes a bargain, sometimes not.

Note: When you have exhausted all but your last attempt at an opponent, you will be given the option to return to the Weapons Shop to select different weapons. If you select "No", using the directional pad and pressing the "C" button, you will enter the next duel with the weapons you originally chose. If you choose "Yes", using the directional pad and pressing the "C" button, you will return to the Weapons Shop with the same Pheelaes you had on your last visit. You may now choose different weapons which you feel may be better suited to your opponent. Remember, you still have only one life, just different weapons. This option is not available against the first dueling opponent, Shanox Moisail.

WEAPONS

Machine Gun – Take to your guns and streaming bursts of searing lead will soon fill the air. While this is the least expensive and least damaging weapon, you just never know when one more bullet would have done the job.

Missile – Master the skill of "leading" your target with your gunsight, and missiles can become one of your most versatile weapons. Because of their elongated shape, missiles are slightly more susceptible to gravity than some of the other weapon choices. Lots of damage for a direct hit and only 3000 Pheelaes for a sixpack of destruction.

Laser Gun – Only the moons of Brak produce a ruby of such quality that it will generate a duel grade laser capable of slicing alien flesh with unparalleled accuracy. A wise purchase at only 4000 Pheelaes for 24 rounds.

Lob Grenade – Not only does this little beauty cause significant destruction to opponents sporting little or no armor, but it's also very effective in slowing down all of the "Super 9". As with other grenades, mastering your throwing technique is the key to the weapon's usefulness. 4000 Pheelaes buys only 3.

Skimmer – True to form, the arms dealer has found a way to sell even trash as a weapon. Formed in a lead lined, subterranean compression chamber, Skimmers are nothing more than giant spheres of nuclear waste by-products. Due to their highly unstable nature, Skimmers tend to bounce until they hit something worth destroying. Lots of bang for your buck at 4000 Pheelaes for 20 rounds.

Grenade – The high-flying trajectory of these little limb-busters causes them to be very difficult for your opponent to avoid... assuming, of course, you've learned to throw them correctly. Your time will be well spent honing your technique. Six of these are well worth the 5000 Pheelaes asking price.

Energy Ring – A fine choice of weaponry when your mechanical foe is quick on his feet. These high voltage rings of pulsating electrons can be a waste of your life, not to mention time and money if used against the wrong opponent. Two shots for 7000 Pheelae.

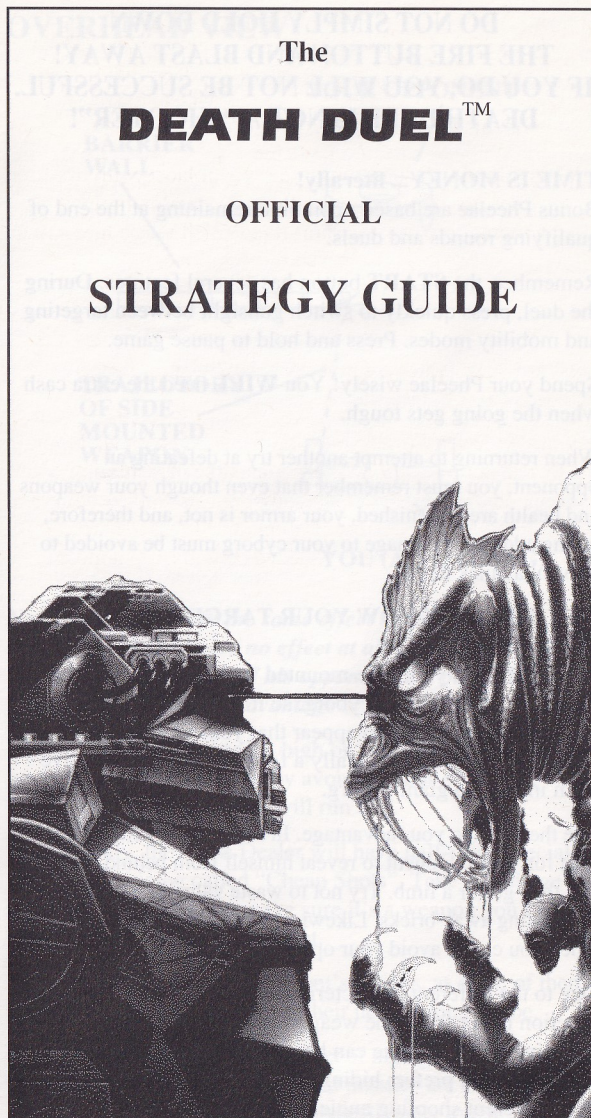
SloMo Cloud – A semitransparent vapor laced with tirellium powder. Its effect on living flesh is one of lethargy and disorientation, but it is short lived. Well worth the high price of 7000 Pheelae per pair, if you're a good shot.

Lob Mine – Now we're talking big money weaponry! At 10,000 Pheelae each, the Lob Mine is definitely for the warrior who can aim to maim. If you're buy'n.... limbs are fly'n!

Homin' Rocket – Commonly known as the "final solution", this dealer of death is not only capable of scattering your opponent's senses, but his body parts as well. A definite crowd pleaser, the Homin' Rocket sells for a mere 15,000 Pheelae each, and tends to leave behind quite a mess.

WEAPON PRICES AND QUANTITIES

Weapon	Cost	Quantity
Machine Gun	1000	20
Missile	3000	6
Laser Gun	4000	24
Lob Grenade	4000	3
Skimmer	4000	20
Grenade	5000	6
Energy Ring	7000	2
SloMo Cloud	7000	2
Lob Mine	10000	1
Homin' Rocket	15000	1



**DO NOT SIMPLY HOLD DOWN
THE FIRE BUTTON AND BLAST AWAY!
IF YOU DO, YOU WILL NOT BE SUCCESSFUL.
DEATH DUEL IS NOT A “SHOOTER”!**

TIME IS MONEY... literally!

Bonus Pheelae are based upon time remaining at the end of qualifying rounds and duels.

Remember, the **START** button has several features. During the duel, press quickly to switch gunsight between targeting and mobility modes. Press and hold to pause game.

Spend your Pheelae wisely! You **WILL** need the extra cash when the going gets tough.

When returning to attempt another try at defeating an opponent, you must remember that even though your weapons and health are replenished, your armor is not, and therefore, taking additional damage to your cyborg must be avoided to prevent a quick death.

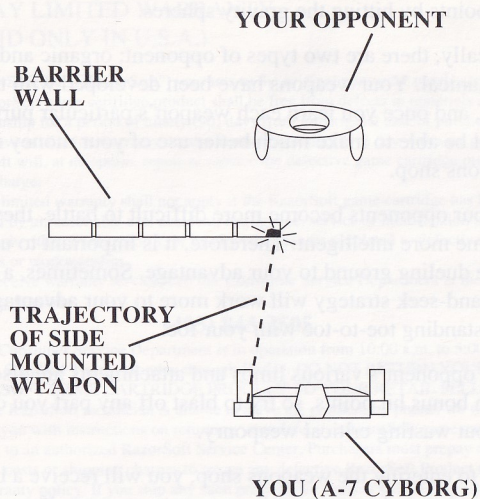
**GET TO KNOW HOW YOUR TARGETING
SYSTEM WORKS!**

Remember that your side-mounted weapons **DO NOT** fire from the center of your cyborg, so it's easy to catch a wall in the crossfire. It may also appear that your weapon hit “off-target” when it's actually a factor of your perspective from inside the giant cyborg.

Use the walls to your advantage. In some duels you should wait for your opponent to reveal himself from behind the walls and then go for a limb. Try not to waste valuable ammunition by blasting away bricks. Likewise, try to hide behind a wall when you can to avoid your opponent's attacks.

Due to the different characteristics of the weapons, some will function better from one weapon slot than from another. Learning this technique can be particularly valuable when your opponent prefers hiding behind walls. Be sure to use your different shooting angles to your advantage.

OVERHEAD VIEW



Not all weapons have the same effect on all opponents, and some of them may have no effect at all. A good warrior studies the weaknesses of his opponent and plans the proper strategy to take advantage of them.

If you find yourself running high on damage, you may allow yourself time to regenerate by avoiding your opponent. Don't take too long or time will run out!

Occasionally, the Arms Dealer will have half-price specials on weapon pricing called “Cheap Shots”. Take advantage of them when you can, but make sure it's a weapon you can use effectively on the next opponent.

Study the details of your opponent's actions, as some of them may give clues indicating what their next action may be.

Pay particular attention to the effect of high gravity on weapon trajectory. Lob mines, grenades and missiles are extremely sensitive, so proper targeting can be extremely tough.

In qualifying rounds, the more difficult a target is to hit, the more it's usually worth. Be careful not to let stray shots cost you points by hitting the gravity spheres.

Basically, there are two types of opponent; organic and mechanical. Your weapons have been developed with this in mind, and once you learn each weapon's particular purpose, you'll be able to make much better use of your money in the weapons shop.

As your opponents become more difficult to battle, they also become more intelligent. Therefore, it is important to use the entire dueling ground to your advantage. Sometimes, a hide-and-seek strategy will work more to your advantage than standing toe-to-toe with your foe.

Your opponent's various limbs and attachments are also worth bonus hit points, so try to blast off any part you can without wasting critical weaponry.

Prior to entering the weapons shop, you will receive a brief description and summary of your next opponent. Knowing who you are about to face on the dueling ground will have a great bearing on your weapon selections. In the weapons shop, looking beyond the arms dealer and out his window provides you with a view of the next dueling ground.

When your opponent takes to the walls for protection, you may be able to draw him or her out by moving from side to side.

Most of all, keep in mind that Death Duel requires the player to devise and implement a strategy for battle. Weapons, Pheela, and the skills and traits of your opponent are all factors in the duel.

NEED HELP?

Call our game counselors Monday - Friday
from 2:00 to 6:00 p.m. CST.

405-843-3505

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To receive warranty service, call our Consumer Service Department at the following number:

(405) 843-3505

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NOTES:

The RazorSoft Lineup

technocop™

You're a cop, a detective and a mad warrior... strapped into your VMAX Twin Turbo Interceptor, race to 11 condemned tenement buildings at speeds over 200 mph to search out your prey... the gang leaders of D.O.A.

- High Definition Graphics
- 9 Channel Stereo Sound

- 16-Bit Game Play
- 11 levels of Driving Action!



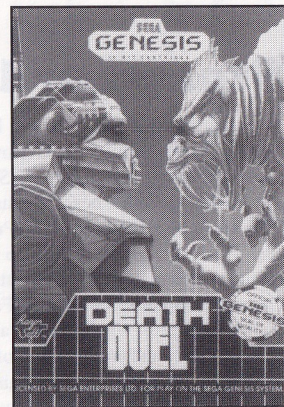
DEATH DUEL™

You cautiously enter the dueling grounds encased in an A-7 Trinity Rote Cyborg. Counsel rulings have limited all combatants to only 10 megatons of weaponry. Selection of these weapons is crucial for survival. Your battlefield experience is limited, but you possess vicious fighting ability and cold steel determination.

It's time to begin the duel. Death is in the air... mercy in your guns. So let them beg for mercy.

- 3-D Scrolling Graphics
- 9 Channel Stereo Sound

- 16-Bit Game Play
- 8 Megabit Cartridge



Slaughter Sport™

Welcome Challenger...
Welcome to the gorific Blood Pit!
For your carnal pleasure, the fight
WILL be to the death! As if you
expected any thing less from the
horrific brutality known as
Slaughter Sport.™

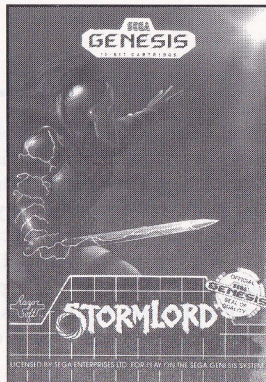
- 1 or 2 Player Simultaneous Action!
- 18 Murderous Opponents!
- 24 Bone-Crushing Moves!
- 12 Paralyzing Magic Spells!



- 16-Bit Graphics
- 306 Different Bouts!
- 5 megabit Action!

StormLord™

You are the StormLord of the En-
chanted Realm. While you have trav-
eled far from the realm to battle Sleg
the Hun and take his head, you have
been summoned by the magical Prin-
cess Fairies to return at once to the
Enchanted Realm. Badh, the Rotting
Crone, has captured the Princess Fair-
ies who guard the Enchanted Realm,
watching over and protecting all of its
creatures. With the Princess Fairies
enslaved, the Rotting Crone is suck-
ing the life force from the realm.



- High Definition Graphics
- 16-Bit Game Play
- 9 Channel Stereo Sound
- 10 levels of Adventure & Action!

DON'T MISS OUT!

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Complete **BOTH** sides and mail to:

RAZORSOFT®

7416 N. Broadway
Oklahoma City, OK 73116

First Name: _____ Last Name: _____
Phone: _____
Address: _____
City: _____ State: _____
Zip: _____ Country: _____
Age: _____ Sex: ☐ Male ☐ Female Birth Date: ____/____/____
Date Purchased: ____/____/____ Where Purchased: _____

DD

Number of games purchased in the last six months?

- ☐ 1
☐ 2-3
☐ 4-5
☐ 6-10
☐ over 10

This game was:

- ☐ For Yourself
☐ Received as Birthday Gift
☐ Received as Christmas Gift
☐ Other _____

Purchased this game based on information from:

- ☐ Friend
☐ Magazine Article/Review
☐ Magazine Ad
☐ Packaging
☐ Salesperson
☐ Television
☐ Radio
☐ Other _____

Which video game magazines do you read regularly?

- ☐ Electronic Gaming Monthly
☐ Game Player's
☐ GamePro
☐ Nintendo Power
☐ Game Informer
☐ Sega Visions
☐ 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: _____

Favorite Actor: _____

Do you prefer: ☐ 1 Player, ☐ 2 Player, games?

Is most of your game playing: ☐ Alone ☐ With Friends

What game systems/computers are in your home?

System	# of games
☐ Amiga	_____
☐ IBM PC or Compatible	_____
☐ Macintosh	_____
☐ Nintendo 8-bit System	_____
☐ Nintendo 16-bit System	_____
☐ SEGA™ Master™ System	_____
☐ SEGA™ Genesis™ System	_____
☐ NEC Turbo-Grafx	_____
☐ Game Boy	_____
☐ Lynx	_____
☐ SEGA™ Game Gear™	_____

How would you rate this product?

- ☐ A - Great
☐ B - Very Good
☐ C - Good
☐ D - OK
☐ E - Not a Favorite
☐ F - Disappointing