

SEGA

GENESIS™

ELECTRO BRAIN



**INSTRUCTION MANUAL**

LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM.





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.

**WARNING: PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM.**

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

**BEFORE TO USE:**

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- Sit at least 2.5 m (6 ft.) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

**DURING USE:**

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

*Thank you for purchasing Electro Brain Corporation's original in-ring boxing simulation. This game features a revolutionary player perspective and eight middleweights coming at you in gigantic proportions. "Boxing Legends of the Ring" is the decisive boxing title for your Sega Genesis. Before you step into the ring and assume your fighting position, we recommend that you read the following instructions carefully. We fear that if you don't follow our advice you'll be beaten to a pulp and knocked senseless which would not be very pleasant. Let's get ready to rumble!*

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**HANDLING YOUR CARTRIDGE**

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

**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.

## A LEGEND IN THE MAKING

Do you have what it takes to become a

## Legend of the Ring?

Welcome to the wide and wonderful world of boxing. Boxing is, by definition, the skill or occupation of fighting with the fists. Boxing, called the fighting sport, involves an incredibly skillful mastery of lethal punches and blows directed from the fist. Basically, you gotta round 'em and pound 'em to survive! Keep in mind that boxing is a famous and world-wide sport which some say dates back to the gladiatorial contests of the ancient Romans. It is always important to remember the knockout is, more times than not, the final and possibly decisive issue of the fight. At an extremely young age your interests were drawn to the mystical, and almost magically mysterious ring. You began to train at the age of twelve; you ate, slept and drank the sport. Each and every day you honed your skills and worked to perfect every move. Your biggest idols always have been and always will be Sugar Ray Leonard, Tommy Hearns, Rocky Graziano, Marvelous Marvin Hagler, James Toney, Roberto Duran, Jake Lamotta and last, but not least, Sugar Ray Robinson. Your goal was to become a Legend of the Ring and one day be able to take your place among the ranks of boxing's greatest. That was ten years ago and your training is taking you to world-wide competition and recognition.

You are the newest addition to the boxing world. Your training has taken literally years and you have been taken in by the very best trainers the sport of boxing has ever had to offer. Your training is, however, far from complete. You are still just the rookie and there are still many a veteran. Your goal, still, is to become a Legend of the Ring. You want it so very much you can almost taste it. Currently,

## A LEGEND IN THE MAKING

you are ranked as the 10th best boxer in the world and are far from achieving your goal. Everything you have learned over the course of the last ten years is on the line. Jump into the ring, wage the war of honor and glory and keep training in-between matches.

This game is the decisive essence of the sport of boxing. You will meet many tough boxers who have already established themselves as Legends of the Ring and they can't wait to see what you have to offer. Do you have what it takes to join them? Press the Start-button and begin.

So you think you have what it takes? Right, sure you do. Let me rephrase the question then. We have assembled some of the finest boxers who have ever stepped between the ropes and you think you'll prance right into the ring and become a legend? Walk away while you still can, kiddo, you're way out of your league. Let me tell you about some of these gentlemen and, hopefully, you'll understand why you're drowning before you've even entered the water. We have Marvelous Marvin Hagler; while Hagler is a fine man, they don't call him Marvelous because he's a swell guy. Guys have swelled after fighting him but he is in no way "nice." James "Lights Out" Toney, "nuff said. They don't call him "Lights Out" because he has sensitive eyes. Hearns isn't "The Hit Man" because he should have played baseball and Lamotta isn't "The Raging Bull" because he lies a lot. No, these guys are legends because they make their living out of picking up punks like you, chewing them up and spitting them out. They are in every sense of the word, businessmen. Except their business is slapping sissies; prepare to be slapped. But if you think you have what it takes, stick around. School is in session and you have a lot to learn. Another thing, these teachers don't hit their students with rulers.

**STARTING UP YOUR SYSTEM**

1. Set up your Genesis System, following the instructions in your Genesis System instruction manual. Plug in Control Pad 1.
2. Make sure the console's power switch is turned off.
3. Insert the Boxing Legends of the Ring cartridge into the console with its label facing forward. Press the cartridge firmly into the cartridge slot.
4. Turn the power Switch on.

NOTE: If nothing appears on screen, turn the switch off. Check your cartridge to make sure it is inserted correctly and check all cables to make sure they are properly connected, then try again.

IMPORTANT: Always make sure your Genesis System is turned off before inserting or removing the game cartridge.

5. Press the Start Button on Control Pad 1.



**THE LEGENDS OF THE RING**

**MARVELOUS MARVIN HAGLER**

RECORD: 62 wins, 3 losses, 2 draws, 52 KO's

DATE OF BIRTH: May 23, 1954

FAVORITE PUNCHES: Right cross to body, right cross to head

NICKNAME: "Marvelous" Marvin Hagler



**HAGLER**

**THE LEGENDS OF THE RING**

**JAKE LaMOTTA**

RECORD: 83 wins, 19 losses, 4 draws, 30 KO's  
DATE OF BIRTH: July 10, 1922  
FAVORITE PUNCHES: Right cross to body, right cross to head, right uppercut  
NICKNAME: Jake "The Raging Bull" LaMotta

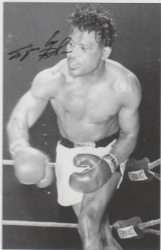


**LaMOTTA**

**THE LEGENDS OF THE RING**

**SUGAR RAY ROBINSON**

RECORD: 174 wins, 19 losses, 6 draws, 109 KO's  
DATE OF BIRTH: May 3, 1921  
FAVORITE PUNCH: Right cross to head



**ROBINSON**

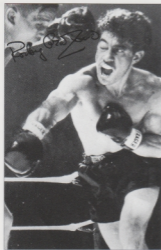
**THE LEGENDS OF THE RING**

**ROCKY GRAZIANO**

RECORD: 67 wins, 10 losses, 6 draws, 52 KO's

DATE OF BIRTH: June 7, 1922

FAVORITE PUNCH: Right cross to body



**GRAZIANO**

**THE LEGENDS OF THE RING**

**ROBERTO DURAN**

RECORD: 87 wins, 9 losses, 61 KO's

DATE OF BIRTH: June 16, 1951

FAVORITE PUNCHES: Right cross to body, right cross to head, right uppercut

NICKNAME: Roberto "Hands of Stone" Duran



**DURAN**

**THE LEGENDS OF THE RING**

**THOMAS HEARNS**

RECORD: 50 wins, 4 losses, 1 draw, 40 KO's

DATE OF BIRTH: October 18, 1958

FAVORITE PUNCH: Right cross to head

NICKNAME: Thomas "Hit Man" Hearns



**HEARNS**

**THE LEGENDS OF THE RING**

**SUGAR RAY LEONARD**

RECORD: 36 wins, 2 losses, 1 draw, 25 KO's

DATE OF BIRTH: May 17, 1956

FAVORITE PUNCH: Right cross to head

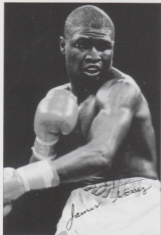


**LEONARD**

THE LEGENDS OF THE RING

JAMES TONEY

RECORD: 36 wins, 0 losses, 2 draws, 25 KO's  
DATE OF BIRTH: August 24, 1968  
FAVORITE PUNCHES: Right cross to body, right cross to head  
NICKNAME: James "Lights Out" Toney

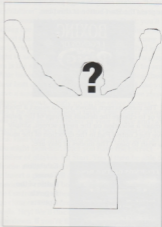


TONEY

THE LEGENDS OF THE RING

?

RECORD: 30 wins, 0 losses, 0 draws, 10 KO's  
DATE OF BIRTH: Unknown  
FAVORITE PUNCHES:  
NICKNAME:



Could it be you?  
Well, stranger things have happened.  
You'll have to earn it.



## GETTING STARTED &amp; MENU

Insert your "Boxing Legends of the Ring" game pak into your Sega Genesis. Make sure the power is on.

You will see the Electro Brain Corp. logo for a few seconds and then the opening sequence will reveal the eight middleweight "Boxing Legends of the Ring." If you are ready to wage pure, unadulterated war press the Start-button at this time.



The menu screen allows you to select a mode of play or to change the default settings of the game. To make a selection on the menu screen, simply move the Control Pad in the direction of the mode you wish to play. The modes of play are:



- \* Exhibition
- \* Career
- \* Battle of the Legends
- \* Options

For more information on the game, visit our website at [www.sega.com](http://www.sega.com) or call 1-800-SEGA-4YOU.

## EXHIBITION MODE

Just think of the Exhibition mode as the mercy mode. In Exhibition fights the boxers don't try as hard and the stats don't count. If we had to guess, we would bet that you'll do most of your playing right here. To select this mode, move the cursor to "Exhibition" and press the Start button. This feature is your best chance to practice. Do it: you'll be licking the canvas if you don't. After you have selected this feature, you will be asked how many people will be playing. Move the Control Pad left or right to select zero, one or two players. Zero players is the spectator mode. It was designed for arm-chair heroes whose mouth is always writing checks their butt can't cash. By the way, you look like you have a small bank account yourself. Use the zero player option to study up on the other boxers; you'll be doing yourself a favor. One player allows you to fight another boxer of your choice and two player will let you fight one of your cream-puff buddies. Find your little sister and fight her, after all you might beat her. After you have the correct number of players, hit Start. You'll then be able to choose either a boxer to represent your sorry self or insert a password and practice with one of your previously created boxers. To select a boxer, press the Control Pad either left or right to cycle through the choices. Passwords are obtained in the Career mode. Hey! We'll discuss the Career mode later, pipe down. If you're fighting a computer boxer, press "B" to see what you're up against. You'll be able to view his stamina, chin and strength. When you're done looking, press Start. After you've

**EXHIBITION MODE**

checked his stats, keep telling yourself it's going to be o.k.; it won't be, but keep telling yourself that.



After the boxer's attributes have been viewed, press the A-button when your desired boxer's frame is flashing. It doesn't matter if it is a zero, one or two player game, all boxers need to be selected in this manner.



Once the fighters have been selected, you will receive your ticket to enter the arena. You can also use your face as a ticket, someone will punch it (heh heh!). Get ready to rumble, boyo! All you have to do now is press Start. Go ahead, we dare you.

**EXHIBITION MODE**

It is now too late to turn back. Got butterflies? We thought so. If you need instructions concerning the Control Pad, read the "How to Play" section of the book which is presently in your sweaty little hands.

## CAREER MODE

Think of the Career mode as the put up or shut up phase of the game. We think you'll be quiet. In the Career mode, you can custom design your own boxer. Ideally, you'll win one or two matches. Some might even challenge the number one ranked boxer; you won't, but some people might. If the world was a perfect place, you would achieve Legendary status yourself. Let us fill you in on something, kid, the world ain't perfect. If you still want to try then move the cursor to "Career" and press Start. Good luck, kid, we're putting all of our money on the other guys. After "Career" has been selected you'll be advanced to a new screen.



This new menu screen includes two features:

- \* Create Boxer
- \* Enter Password

If you are going to create a new boxer, a future Legend of the Ring, move the cursor, via the pad, to "Create Boxer" and press Start. "Enter Name" will appear on the screen. To enter the fighter's name, press the Control Pad up or down to cycle through the letters. When you have found the desired letter,

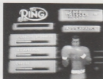
## CAREER MODE

press the Control Pad left or right to advance into another square. To cycle through the three lines of letters available, press the Control Pad left or right as well. If you wish to change a letter move the cursor to the position desired and then up or down to change the letter. When your name has been entered press Start. If you do not enter a new name for your created boxer, you will be given a name by default.

If you have already created a boxer and are on your way to achieving legendary status, you can enter a password to begin the game from where you left off. You obtain a password each time you finish a fight in the Career mode (We'll talk about this in a second or two). To enter a password, move the Control Pad to "Enter Password" and press Start. Enter your password in the same fashion you entered the name of your boxer (outlined above). To escape the password feature press the B-button. If the password has been entered, press the Start-button. If the password has been entered incorrectly, the screen will read "Try Again." If the password has been entered correctly, you will be sent to the "Ring Magazine" ranking screen. (This will be discussed later). From this point, you will be able to resume play exactly where you left off.

If you are creating a new boxer and you already entered your name, you'll need to decide where you came from. There are three choices, see which best describes you. Sorry, "Crybaby," isn't one of the choices.

## CAREER MODE



- \* Street
- \* Military
- \* Olympic

**Street:** This is the person who has had to back up everything they say while living life in the neighborhood. This is the hard guy who has tired of cuffing the local bullies. Street is the background for the person who has prevented milk money theft for too long and now wants something more.

**Military:** If you have suffered through too many 26 mile hikes and food you wouldn't feed to your dog then you should choose the military background. The government has finally done something right by toughening you up. Maybe all those calisthenics at the crack of dawn has turned you into a man. If you have a chin like granite, a chin which would scratch a diamond, then the military background is for you.

**Olympic:** If you are well rounded, with fully developed boxing talent, then the olympic background is the correct choice. You had to hone your

## CAREER MODE

skills so that you could take the best the other countries had to offer and then force feed them some national pride of your own. You spanked the other nations, you got your medal, now see if you can earn a championship belt as well.

All three styles have profound differences in punch power, stamina and chin. To cycle through these possibilities, press the Control Pad in any direction. When you have decided on a style, press Start. You will now be given 10 strength beads to allocate to your punching power, stamina and chin. Move the Control Pad up or down to cycle through the three traits. To allocate the beads, press the A-button to add or the B-button to take away beads from the respective categories. As you progress in the game, more beads will be earned. The boxer will earn two beads for a win of any type or one bead for a loss. The more you fight, the stronger you will become. Allocate all earned beads as outlined above. This is done between matches in the Training mode. The Training mode appears after every fight in the Career mode. When you are satisfied with your allocations, press the Control Pad to the right. You will now be able to choose the appearance of your legend to be. Well, it's a nice thought. It's good to dream (snicker snicker). There are several unique skin tones and faces to choose from. To cycle forward through the choices, press the A-button. To cycle backwards through the choices press the B-button. When your selection is made, press Start.

## CAREER MODE



The screen before you is the Create Boxer screen. Here you customize your boxer's punches. Move the Control Pad up or down to allocate strength to the following punches:

- \* Left Jab
- \* Left Hook Body
- \* Left Hook Head
- \* Left Uppercut
- \* Right Cross Body
- \* Right Cross Head
- \* Right Uppercut

To allocate beads, follow the same procedure outlined above. When all of the beads have been allocated to your seven punches, move the cursor to the super punch icon. To view the punches, press the C-button.

You have three Special Punches to choose from. Be cautious in using this weapon. You start with only one. To cycle through the three punches, press the B-button. Press the C-button to view the Special Punches as well.

## CAREER MODE

\* Note: In both the "Create Boxer" and "Training" screens, all beads must be allocated to advance to another screen. If you've got 'em, use 'em!

Your boxer has been created! You will begin play ranked #10 in "Ring Magazine". These rankings display the boxers you have to defeat to become a legend. To view the characteristics of your opponents, move the cursor to the boxer's name and press the B-button. These characteristics were viewed in the Exhibition mode. Don't start to cry again; stop it! Stand up and fight. To escape, press Start. When you are ready to rumble, press Start.

After each fight you will be taken to the "Ring Magazine" ratings screen. This screen will enable you to view the ranking and records of all your opponents. Your password is given to you on this screen.



Occasionally, fighters you have defeated will challenge you to a rematch. You are obligated to honor them. To begin your next fight, either a fresh fight or a rematch, press the Start-button.

## BATTLE OF THE LEGENDS

The Battle of the Legends is reserved for only the best. In fact, your boxer can't even play in it. No one can enter into the Battle of the Legends until they have proven themselves in the Career mode. You see, the Battle of the Legends is the brawl to settle all, the war that settles the score, the fight to set things right. The winner of the Battle of the Legends has earned the right to call himself the king of the hill. Once your boxer has proven himself in the Career mode, perhaps he might gather his guts and sign his name on the dotted line of the Legends Battle. Once (or in your case, if) you complete the Career mode, you'll receive a password which is called a Legends Password. If your boxer has a legend password, then that's his key to the Battle of the Legends. If you have emerged victorious from the "Career" feature, you have received a password that will allow you to enter your Legend of the Ring fighter into the Battle of the Legends. To enter your password, follow the instructions outlined in the Password section of the Career mode. With this feature you can pit your fighter against other created Legends, either created or authentic, in a single elimination tournament. If your boxer doesn't have the password, then don't let the door hit him on the back as he leaves. You, and up to eight of your wimpy little chums, can fight in the tournament. If each person has a Legends password then shove them in. Select the number of players like you did in the Exhibition mode. All odd-numbered fighters are selected by pressing Start on the first Controller and all even-numbered fighters are selected by pressing Start on the second Controller. Once you have the correct number of chumps, press Start.

## BATTLE OF THE LEGENDS

The Battle of the Legends mode is a no holds barred battle where much can be both gained and lost. In the Battle of the Legends, up to eight players can participate in round 'em and pound 'em action. Move the cursor to "Battle of the Legends and press Start. Select the number of players as you did in the Exhibition mode. When you have selected the number of players desired, press Start.

In the Battle of the Legends mode, the game player or players can either watch or not watch matches fought between computer boxers. Before the fights begin, the player is given a choice to watch the fight or not. Press the Control Pad to Yes, No or Cancel and press Start. If Yes was selected, sit back, relax and enjoy the fight. If No was selected, the fight will not be viewed and the outcome will be displayed. If Cancel was selected the mode is exited and you can move the cursor around the screen.

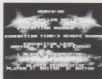
Let's get ready to rumble! Can you become the "Best of the Best" of the Legends of the Ring? Press Start to find out!

## OPTIONS

The Options screen allows you to vary the difficulty level in the Exhibition mode of play, to adjust player perspectives, etc. The options are listed below though this can also be altered via the Options menu.

- \* Music on/off
- \* Controller options
- \* Exhibition rounds
- \* Exhibition time
- \* Exhibition level
- \* 1 player perspective
- \* 2 player perspective

To change these options, move the cursor on the main menu to "Options" and press Start. A second menu screen will appear at this time.



Move the cursor up or down to select an option.

**MUSIC ON/OFF:**

This option allows you decide whether you want to hear music during the game or not. Move the cursor to Music On/Off and press the pad either left or right to cycle through the choices.

## OPTIONS

**CONTROLLER OPTIONS:**

This feature allows you to choose from six different control configurations. The first configuration available is the default configuration. If you decide not to change the configuration of your controls, you will automatically use the first configuration. If you wish to use a different configuration, move the Control Pad to "Controller Options" and press the A-button. To cycle through the six choices press the Control Pad to the right or left. When you are satisfied with your choice press Start.

**EXHIBITION ROUNDS:**

In this feature you can select from 2 to 12 rounds per match. To do this, move the Control Pad to "Exhibition Rounds" and press the Control Pad either left or right to cycle through the choices. When you are satisfied with your selection, move the Control Pad either up or down to escape this feature and move to another. Default is 6.

**EXHIBITION TIME:**

In this feature you can choose the length of your rounds. Your choices are one, two or three minute rounds. To cycle through the choices press the Control Pad either right or left. Trust us, you ain't gonna get far, no matter what the round length is, you are going to be absolutely and totally pummeled! Default is 3 minutes.

**EXHIBITION LEVEL:**

This feature allows you to select the level of difficulty in the Exhibition mode. To select a level of difficulty, move the Control Pad to "Exhibition Level." Press the Control Pad either left or right to cycle

## OPTIONS

through the choices. In this feature choose from (1) novice through (5) expert. The challenge awaits. Default is 1.

**ONE PLAYER PERSPECTIVE:**

This feature is for one player games only. In this feature, you are able to determine from what perspective you would like to view your fighter in the ring. You have three different selections: Near, Far and Switch. If you select the Near perspective, your boxer's back will face you at all times. If you select the Far perspective, your boxer's face will be seen by you at all times. If you select the Switch perspective, you boxer will change between Near and Far perspectives every other round. To select a perspective, move the Control Pad to 1 player perspective and press the Control Pad left or right to cycle through the choices. When you are satisfied with your choice move the cursor to another option or press Start to escape this menu.

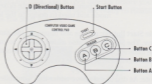
**TWO PLAYER PERSPECTIVE:**

This feature is for two player games only. This feature can be applied either player-vs-player or computer-vs-computer games. In this feature you are able to determine what perspective you would like to view your fighter and your opponent's fighter in the ring. You have three different selections to choose from. They are: Player 1, Near. Player 2, Far; Player 1, Far. Player 2, Near; Player 1, Switch. Player 2, Switch. This feature works identically to the 1 player perspective feature above. Give it a try to find out how it works!

To escape the Options screen, press Start.

## HOW TO PLAY

Now that we have covered all of the features of "Boxing Legends of the Ring," let's jump into the basic controller functions:



Left.....Move left  
Right.....Move Right

A.....Jab  
A + Up.....Left Hook Head  
A + Left.....Left Hook Body  
A + Down.....Left Uppercut  
C + Up.....Right Cross Head  
C + Right.....Right Cross Body  
C + Down.....Right Uppercut

A.....Press rapidly to pick yourself off the canvas not if, but when, you've been knocked down.

A + C.....Super Punch



## HOW TO PLAY

- C.....Dodge  
 B.....Clinch  
 A.....Break Clinch

- Up.....Block head  
 Down.....Block body  
 C.....View punches in the Create Boxer mode and used to dodge to the left.

The Start Button: pauses and unpauses the game play. The Start-button also allows players to enter the different modes of play and or features of the game when selected by the Control Pad.

Note: As discussed above under the "Controller Options" feature, there are six different controller configurations to choose from. The configuration outlined here is the first configuration you may wish to select. This configuration is also the default configuration. If you do not select a specific control configuration when you turn the game on each time, you will automatically be given this configuration. You can change the control configuration as often as you wish between matches. The new configuration you select, as is the case with all of the features under the "Options" heading will not be maintained if reset is pressed. The features and customized portions of the game will have to be reset each time the game is turned on or Reset is pressed.

## THE MATCH

The time has come for you to enter the ring! The name of the game is pound or be pounded!

After you have selected the "Exhibition," "Career" or "Battle of the Legends" modes, press Start to begin the fight. The screen directly before you is your admittance ticket. If you are ready to rumble, press the Start button.



The referee will tell you to "keep it clean," but what does he know! He will walk off the screen and the fight will begin. Your knees are knocking, your legs are twitching, face it, you're a mess.



## THE MATCH

Before you now lies the ring. The information board is situated above the ring and consists of the:

- \* Time Clock
- \* Health Meter (for both you and your opponent)
- \* Number of super punches available
- \* Round indicator
- \* Stamina meter

**Time Clock:**

The time clock indicates how much longer you'll be forced to endure the relentless beating before being able to rest for a minute. Each round lasts three minutes by default but it will feel longer than just three minutes, much longer.

**Health Meter:**

On the top left and top right of the screen are the Health Meters for each Boxer. The Health Meter looks like the boxer's face. It represents how much damage the boxer has sustained in the course of a match. Look at your face. See how you're smiling? Try to remember that face, it will look like a dropped crate of tomatoes when the other guy is done pounding it. When your face begins to flash, it means that you are nearing the land of the sandman, goodnight Irene, face plant city. Plainly, you are about to be knocked down. When you are put in this position, you should protect yourself as best you can. Protecting yourself shouldn't be a problem because you have probably been running from fights all your life. If your Health Meter is flashing,

## THE MATCH

then it will only take a couple of well placed punches to send you to the canvas. Sayonara, sucker! Of course, there is the slight chance you might knock down one of the Legends. It could happen, I mean, stranger things have happened. They even put a man on the moon! So, in theory, you might knock another fighter down. Yeah, and pigs can fly.

**Note:** Just because one boxer has ruthlessly worked another's existence doesn't mean he is leading the fight. All scoring is based on landed blows, punches thrown, variety of punches, knock-downs and the percentage of punches landed. Don't get cocky. You have to play and fight to win no matter what. When it comes to being aggressive, there are no holds barred.

**Number of Special Punches Available:**

Throughout the course of the match you will earn the chance to throw a special punch. Special punches are the most powerful form of attack available; unfortunately, they are limited (To throw a special punch, press the A- and C-buttons simultaneously.) You will know if you have a special punch or punches in your arsenal by finding the number of small boxing glove icons located directly above the Stamina meter. You are able to store up to three special punch icons at any given time. You will earn a special punch icon only after you have knocked your opponent down.

**Round Indicator:**

In the top center of the screen you will see the

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round indicator. Quite simply, the round indicator tells you what round you are currently in.

**Stamina Meter:**

The Stamina Meter is the two large boxing gloves located in the top center positions of the screen. Each boxer's Stamina Meter is located on the same side as the boxer's Health Meter. This meter will tell you how much stamina each fighter currently has. Each time you throw a punch your fighter's stamina will decrease. When you move into the defensive position (block, duck, bob and weave, clinch or duck) your stamina will increase. If you exhaust your stamina your glove will become black and read "OUT." It is important to balance your offense and your defense because if you exhaust your stamina, you will not be able to throw punches until your meter begins to rejuvenate itself!

You can lose once during the course of a career. If you lose twice, you're just not worth the time. Pack your bags, find a day job, and leave the sport. Boxing, like we have been saying all along, just isn't for you. If you do suck the floor twice in your career, may we suggest that you turn pro in something like marbles? You can also avert your loss by re-entering your password and trying again. But I would just quit if I were you.

A special method of rejuvenating your character's damage and stamina is to clinch! To clinch see the "How to Play" section of this booklet.

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**Striking a blow:** To strike a blow, just move the Control Pad and press the buttons A, B and C in the combinations discussed in the "How to Play" section of this booklet.

**Hitting your opponent:** To make sure that your blow hits your opponent, your attacking zone must touch a non-protected, sensitive part of your opponent (head, torso, etc.). If you are too far from him, your strike will miss its target. For your blows to land, your opponent must stand in the right position when you begin your attack.

**Block and Duck:** To block a blow you must move the Control Pad in the up position to block and the down position to duck.

**Dodge:** To dodge to the left to avoid a punch press the C-button.

**Blow:** When you strike a blow some parameters will define its quality:

- \* The strength of the attacker.
- \* The resistance of the opponent.
- \* The power of the blow.
- \* The part of the body hit by the blow.

**Recovery:** This occurs automatically at the end of each round. Recovery time is at most one minute and allows the fighters to regain lost strength/vitality. Recovery is also possible during a fight when there is a clinch, there is no attack or when the opponent falls and eats the canvas.

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When two boxers clinch and they do not separate, the referee will separate them. If a boxer is knocked down, are not knocked out or the victim of a TKO, the ref will give the boxer a standing eight count. Remember, the referee's job is to oversee the match and behavior of the two fighters.

After every round you will see the End of Round Stats. These stats will inform you of:

- The number of punches both you and your opponent threw.
- The number of punches landed by both you and your opponent.
- The percentage of punches landed by both you and your opponent.
- The number of times both you and/or your opponent were knocked down.
- The unofficial score of the round.

After each round both boxers' stamina and damage meters will improve. The beautiful ring girl will also tell you the number of the up and coming round.



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The number of times both you and your opponents were knocked down is a key aspect of fighting. There are three ways to lose a match (you're familiar with all three, we bet):

- TKO-A fighter is knocked down three times in one round.
- KO-A fighter is knocked down and is unable to get up within the count of ten.
- Decision-Both fighters are standing at the end of the fight. The judges' scoring determines the winner!

Three judges score the fight. The judges look at all of the categories outlined in the End of Round Stats. You must lead the majority of these categories to win the fight! This is as realistic as it gets! Each judge looks for different things while scoring.

**Instant Replay:**

If a boxer has been knocked down and the boxer does not get up, thus ending the fight, you can view the last few seconds of the fight in the Instant Replay mode. This mode shows up automatically. To view the replay in slow-mo, let the replay run by itself. If you want to rewind the replay and rub your friends nose in his loss, press and hold the Control Pad left. To view the replay at normal speed press and hold the Control Pad to the right. To escape this mode, press Start.

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At the end of the fight, the End of Match Stats appear. The screen is similar to the End of Round Stats. Press any button at this point to continue. The winner will "showboat." Bet it's not you!

After each fight, regardless of whether you win or lose, you will earn beads to allocate to your fighting style. You will earn one bead for a loss and two beads for a win. To allocate these beads follow the instructions listed under "Create Boxer" on pages 20-26 of this booklet.

## FIGHTING TIPS

- Make sure you're in range for the most effective blows.
- Use your strongest punches for the best results.
- Don't let yourself get caught in a ring corner. It will keep you from using your techniques.
- Clinch to regain stamina.

## PASSWORDS

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