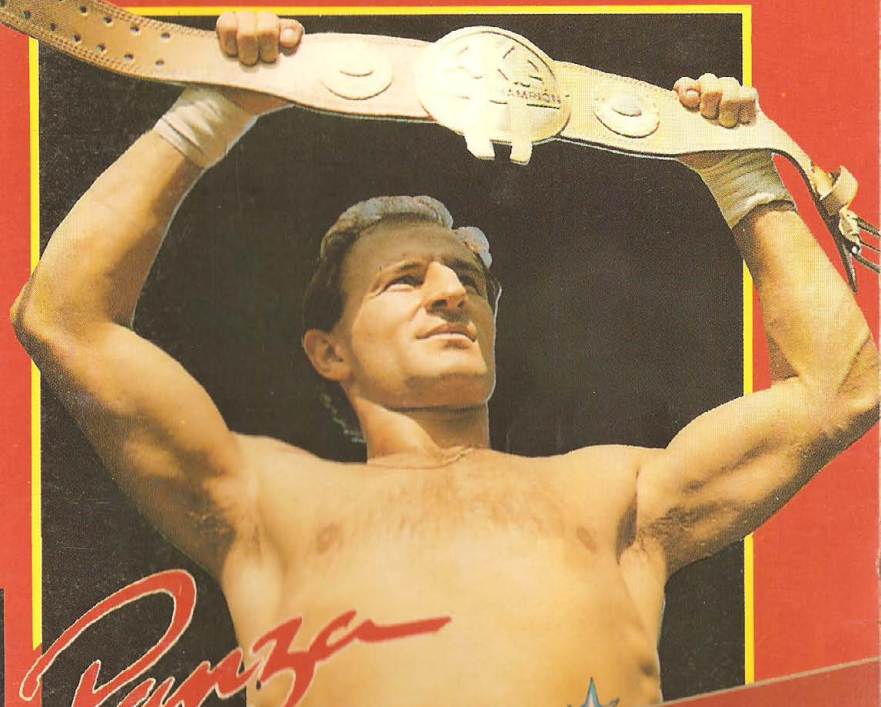


FUTURA



Panzer

ENGLISH

DEUTSCH



KICK
BOXING

**KICK
BOXING**

CONTENTS

1 KICK BOXING THE FIGHTING SPORT.....	p° 3
2 ANDRE PANZA KICK BOXING WORLD TRIPLE CHAMPION.....	p° 4
3 KICK BOXING THE SOFTWARE.....	p° 5
4 LOADING.....	p° 6
4.1 LOADING ON ATARI.....	p° 6
4.2 LOADING ON AMIGA.....	p° 6
4.3 LOADING ON IBM PC AND COMPATIBLES.....	p° 6
4.4 LOADING ON AMSTRAD CPC AND CPC +.....	p° 6
5 COMMANDS.....	p° 7
6 HOW TO PLAY RIGHT AWAY.....	p° 9
7 MENU.....	p° 10
7.1 PREVIEW.....	p° 10
7.2 SELECTING YOUR COMMAND MODE.....	p° 10
7.3 PHYSICAL SHAPE.....	p° 11
7.4 OTHER BOXER.....	p° 11
7.5 OPTIONS.....	p° 16
7.6 TRAINING SESSION.....	p° 18
7.7 MATCH.....	p° 18
7.8 SELECT HITS.....	p° 19
7.9 GRADING.....	p° 25
8 MATCH.....	p° 26
8.1 INFORMATION DISPLAY.....	p° 26
8.2 MATCH.....	p° 27
8.3 UMPIRING.....	p° 29
8.4 END OF THE MATCH.....	p° 29
8.5 VCR.....	p° 30
9 INTERNATIONAL REGULATIONS OF KICK BOXING.....	p° 31
10 SPECIAL RULES FOR THE KICK BOXING GAME.....	p° 47
11 ADVANCED.....	p° 48
12 CHAMPIONSHIP ORGANIZATION.....	p° 51
13 MEMORIZING THE CHARACTERISTICS ON AMSTRAD CPC.....	p° 52

* THIS SIGN MEANS THAT THE FONCTION IS NOT AVAILABLE ON THE AMSTRAD CPC VERSION



1 / KICK BOXING THE FIGHTING SPORT

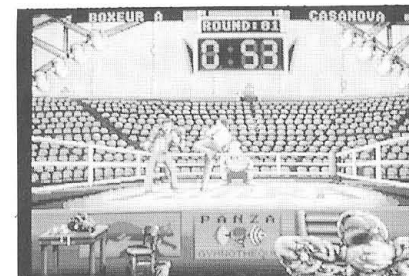
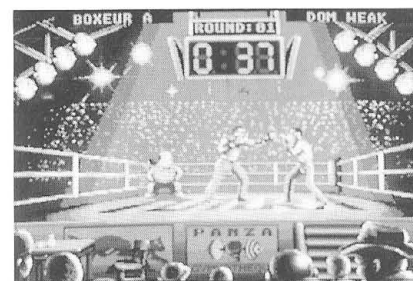
Kick Boxing is a fighting sport where the fighter use both foot and fist.

Thai Boxing, French Boxing and Full Contact are three other sports belonging to this same family.

Actually, great champions like André Panza are most of the time familiar with those different boxing categories.

Kick Boxing is a quite recent fighting sport. Its main characteristic is the high efficiency of its technics and the knock out is usually the fatal issue of the fight.

The "ADVANCED" chapter shows you the differences between Kick Boxing and the other fighting sports. You will have the possibility of playing according to the rules of French Boxing, Full Contact (in PANZA KICK BOXING), and even English Boxing, this only by selecting some fist technics.



2/ANDRE PANZA KICK BOXING WORLD TRIPLE CHAMPION

You do not become Kick Boxing world triple champion and French Boxing Europe double champion just because of good luck.

University graduate in Judo and English Boxing, André Panza is International Coach and Technical Manager of a league in Kick Boxing. He also won the Golden Katanas in 1989 and 1990.

A high style fighter as well as a devastating puncher, he is good at everything and often has to fight in different categories in order to find opponents who do accept to challenge him.

What more is there to say about this great champion except that the school he manages, LA PANZA GYMNOTHEQUE, gives to France and Europe an impressive number of new champions, because he knows how to train them.



3/KICK BOXING THE SOFTWARE

Two years of work for a result never obtained before on computer.

It all began with a graphic designer and a programmer, both crazy about fighting sports and both feeling frustrated by the lack of good software in this category. They decided to do something about it and then was born the idea of realizing the "best simulating boxing game ever made". From this day, nothing could stop them. Their first step was to select a sport: something new and quite spectacular but requiring high techniques : KICK BOXING.

They asked to meet André Panza, the titular world triple champion. The project appealed to him and he agreed to be their sport expert and consultant. Now the real work could begin... They needed the best working conditions so they decided to film, in studio, each blow, parry and fall they will use in the game. Then began a titanic work: for each blow, they had to select a number of frames which, once logically sequenced, would form the basic animations; then each image had to be drawn again with high precision. Though willing to do well, our fine team was faced to a problem: the number of graphics was too important (1.5 meg of graphic files) and they had to move heaven and earth in order to stow away everything, including music, sounds and the program itself... a program no one wanted to be "fine and boring".

4/LOADING INSTRUCTIONS

ON ATARI ST

Insert disk A in the internal drive and switch on your computer.
Follow the prompts as they appear on the screen.

If your Atari doesn't have 1 Mega Byte, some options will not be available to you.

ON IBM PC & COMPATIBLES

Insert disk A in drive A and type: KICK. Follow the prompts on the screen.

If your computer doesn't have, at least, 512k of EMM memory as well as a LIM-EMS driver, or 512 K of extended memory as well as a LIMulator driver, some options will not be available to you.

LIMENS is a registered trademark of Lotus, Intel and Microsoft.

ON AMIGA

Insert the disk in the driver and switch on your computer. Follow the prompts on the screen.

If your Amiga doesn't have 1 Mega Byte, some options will not be available to you.

ON AMSTRAD CPC 464, 664, 6128 AND CPC+

Some options are not available on the CPC versions.
Follow the prompts on the screen.

run "KICK"

For the following versions: IBM PC&COMPATIBLES, ATARI ST, AMIGA, we advise you to play with the original disk A and one back-up copy of disk B without write-protecting this one.

5/COMMANDS

MOVING IN A MENU

You have 2 ways of moving in a menu.

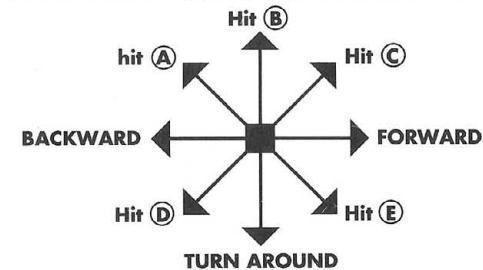
a- Use the joystick + the fire button to validate your choice.

b- Use the keyboard (the keys of the numeric keypad) + the RETURN key or the space bar to validate your choice.

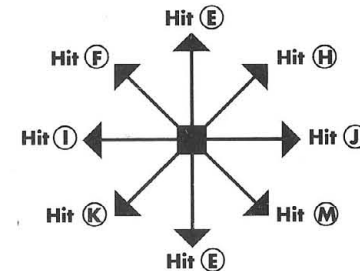
MOVING DURING A FIGHT

During a fight, the joystick allows you to hit 13 different blows (12 on the AMSTRAD CPC version) and to move in different directions: forward, backwards, turn around and parry position. You just have to move the joystick in the corresponding position.

AVAILABLE POSITIONS WITHOUT HOLDING THE FIRE BUTTON :



AVAILABLE POSITIONS WHEN HOLDING THE FIRE BUTTON :



FUNCTION KEYS

- F1** : Start the VCR during a fight *
- F2** : Pause
- F3** : Run the game again
- F4** : Activate on / off the analog joystick on PC version *
- F5** : Activate on / off the sound on PC version *
- ESC** : QUIT

On AMSTRAD CPC 464 : the numeric keypad corresponds to the function keys

RE-INITIALIZE YOUR COMPUTER

- ATARI ST** : CTRL ALT DEL
- IBM PC COMPATIBLES** : CTRL ALT DEL
- AMIGA** : CTRL A A
- AMSTRAD CPC** : SHIFT CTRL ESC

To make the directions easier to follow, we mainly mention the Joystick function, but all the manipulations are possible with the keyboard.

In case a second joystick is plugged to the mouse port (ATARI & AMIGA versions), this one is not mentioned in the menus.

6/TO PLAY RIGHT AWAY

- 1** : Load the game into your computer (see chapter 4 LOADING INSTRUCTIONS)
- 2** : After loading, the main menu appears on the screen.
- 3** : To start the fight, press the fire button : this will select the COMBAT icon by default.

If you do not press any key or do not start any action, a preview will automatically begin after a few seconds.

- 4** : After some advices from the referee, the fight begins.

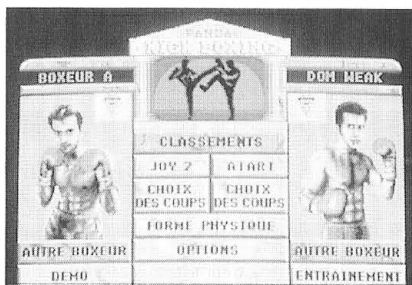
You are the boxer on the left side. To strike a blow at your opponent, move the joystick : each movement you give to the joystick corresponds to a blow or a position (refer to chapter 7.8 SELECT HITS to see all the possibilities).

- 5** : If a boxer is knocked out, it is the end of the fight and you go back to the main menu.

If you go through the first round, you have 2 rounds left till the end of the fight.

If you wish to stop the fight or the preview, just press the ESC key.

7/MENU



7.1 PREVIEW

The preview gives you a demonstration of a Round. This can help you to evaluate the strength of a boxer before confronting him. The preview starts automatically after a few seconds of inaction while the main menu is still on the screen.

7.2 SELECTING YOUR COMMAND MODE

This option allows you to define the configuration of the commands available to you during the game. With the joystick or the keyboard, you can play against a human opponent or against the computer. In both cases, several commands exist.

EXAMPLES : JOY 2 ATARI = One player against the computer.
 JOY 2 JOY 1 = One player against another player.
 CLAVIER JOY 1 = One player against another player.
 CLAVIER ATARI = One player against the computer.

NOTE : Only one joystick is available on AMSTRAD CPC.
 On the ATARI and AMIGA versions, joystick 1 is plugged on the mouse port and you cannot use it to select your choices.

7.3 PHYSICAL SHAPE

Each boxer has a "physical shape" capital. At the beginning of the game, the 8 boxers reserved to the player benefit of the same capital.

This capital consists of 3 rubrics that define a boxer's characteristics.

The more value a rubric has, the better your boxer is.

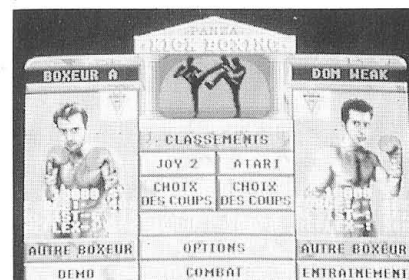
These rubrics are :

STRENGTH : The stronger a boxer is, the more efficient his blows are.

RESISTANCE : The more resistant a boxer is, the tougher it is to knock him out.

REFLEX : The more reflexes a boxer has, the better his parry positions are.

All the boxers are professional. Each of them has a value estimated in DOLLARS.



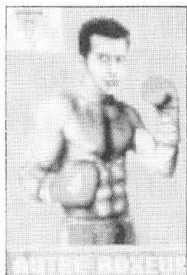
7.4 OTHER BOXER

Each time you press the fire button of the joystick, the program proposes to you a different boxer.

If you press and HOLD the fire button, the physical qualities of this new boxer appear on the screen.

COMPUTER BOXER :

BOXER 1



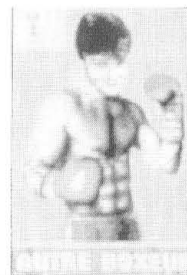
NAME : WEAK
FIRST NAME : DOM
AGE : 31
STRENGTH : 40 %
RESISTANCE : 25 %
REFLEX : 35 %
TROPHY : NEW YORK CITY MEDAL
VALUE : 65 000 \$
BIOGRAPHY : NEW YORK, USA. Former docker, he got his first boxing lessons on New York waterfronts. He just turned professional. He is now New York Champion, his opponent having withdrawn from the fight.

BOXER 2



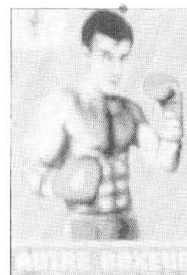
NAME : ROCKY
FIRST NAME : C.B.
AGE : 29
STRENGTH : 45 %
RESISTANCE : 60 %
REFLEX : 40 %
TROPHY : CALIFORNIA STATE GOLDEN MEDAL
VALUE : 100 000 \$
BIOGRAPHY : CHICAGO USA. Cook in a northern suburb fastfood, he quit his job for KICK BOXING and the hot atmosphere of the rings. He has 15 years of English Boxing behind him. See for yourself !

BOXER 3



NAME : TEDDY
FIRSTNAME : FRED-ALAN
AGE : 25
STRENGTH : 40 %
RESISTANCE : 90 %
REFLEX : 30 %
TROPHY : UNITED KINGDOM CHAMPION CUP
VALUE : 105 000 \$
BIOGRAPHY : LIVERPOOL GB. Raised in a family of soldiers, his interest for the fighting sports started at a very young age. After his military service, he turned professional. He is a rapid and powerful boxer.

BOXER 4



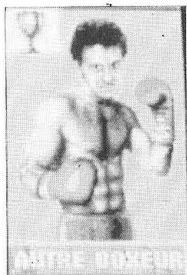
NAME : CASANOVA
FIRSTNAME : ALDO
AGE : 27
STRENGTH : 65 %
RESISTANCE : 75 %
REFLEX : 55 %
TROPHY : EUROPE CHAMPION CUP
VALUE : 150 000 \$
BIOGRAPHY : PALERMO SICILY. He began KICK BOXING very young to defend the interests of his uncle's pizzeria. He has a nice style and an excellent resistance.

BOXER 5



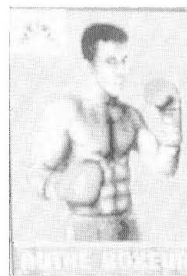
NAME : PANTHER
FIRSTNAME : TURBO DIESEL
AGE : 25
STRENGTH : 75 %
RESISTANCE : 80 %
REFLEX : 85 %
TROPHY : USA EAST COAST CHAMPION CUP
VALUE : 500 000 \$
BIOGRAPHY : DENVER USA. At the age of 15, he discovered boxing in a disco club of the 8th Avenue. KICKBOXING doesn't have any secret for him. He is a specialist of the "jumping kicks".

BOXER 6



NAME : BULLDO MAN
FIRSTNAME : JO
AGE : 29
STRENGTH : 90 %
RESISTANCE : 95 %
REFLEX : 70 %
TROPHY : USA WEST COAST CHAMPION CUP
VALUE : 650 000 \$
BIOGRAPHY : LAS VEGAS USA. Former Security Guard at the Caesar's Palace he is now fighting on its ring. He strikes most powerful and redoubtable blows.

BOXER 7



NAME : MARVEL
FIRSTNAME : KICK
AGE : 32
STRENGTH : 90 %
RESISTANCE : 90 %
REFLEX : 90 %
TROPHY : USA BELT CHAMPION
VALUE : 800 000 \$
BIOGRAPHY : SAN FRANCISCO USA. Coming from a rich western family, he was boxing for fun and not for surviving.
He has a beautiful style and you don't hit him easily ; don't let him keep you at distance.

BOXER 8



NAME : PANZA
FIRSTNAME : ANDRE
AGE : 35
STRENGTH : 99 %
RESISTANCE : 99 %
REFLEX : 99 %
TROPHY : WORLD BELT CHAMPION OF KICKBOXING
VALUE : 950 000 \$
BIOGRAPHY : STRASBOURG FRANCE. The supremely all round boxer, rapid, powerful, resistant. He has everything to defeat you. Some boxers even refuse to challenge him.

On AMSTRAD CPC, these characteristics are not automatically saved.

To memorize a boxer's characteristics, you must position the cursor on "other boxer" and press the "V" key. As long as you press that key, a string of characters appears on the screen; note them down at the end of the manual, in chapter 13. When you press the "L" key, the program asks you to enter a string previously registered. This allows you to keep in memory, from one game to another, your boxers' evolution.

To enter the boxer's name, use the joystick : UP/DOWN to change a letter, RIGHT/LEFT to modify the cursor position in the word. Then validate with the RETURN key or the SPACE BAR.

7.5 OPTIONS *



To move in the menu, use the joystick and the fire button.

CHARACTERISTICS OF THE BOXER ON THE RIGHT SIDE : PHYSICAL SHAPE
RESISTANCE
REFLEX

CHARACTERISTICS OF THE BOXER ON THE LEFT SIDE : PHYSICAL SHAPE
RESISTANCE
REFLEX

NUMBER OF ROUNDS : defines in how many rounds (usually between 3 and 12) a fight will be played.

SAVE FIGHTERS CHARACTERISTICS : You can keep in memory the name and characteristics of your boxer so that you can use them later on.

NOW : Allows you to immediately save on disk the boxers' characteristics.

NEVER : Prevents you from saving on disk the data as well as the boxers' characteristics when they are modified in case of defeat or victory.

IF PROGRESSING : Allows you to save the data only when :

- you improve your fighting skills
- you win a trophy
- you change your blow selection.

ALWAYS : Allows you to save a data as soon as you modify it.

BACK TO A BOXER'S CHARACTERISTICS : Allows you to get back to the initial characteristics of your boxer : his starting percentage, his trophies, and his name.

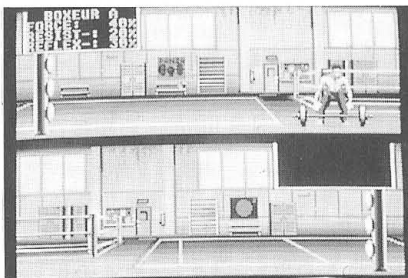
CHANGE THE NAME OF A BOXER : Select the name you want to change with the joystick then, validate your choice with the fire button.

To enter a new name, use the joystick : UP/DOWN to modify a letter, RIGHT/LEFT to change the cursor position in the word.

To quit, press the ESC key, or type the name on your keyboard and press RETURN to quit.

BACK TO MENU : Return to the boxers' menu.

7.6 TRAINING SESSION *



THIS OPTION IS NOT AVAILABLE ON THE CPC VERSION.

The training sessions help a boxer to better his physical capacities. You are going to improve your RESISTANCE by practicing skipping-rope, your STRENGTH with weight lifting and your REFLEX by kicking on moving targets. Thanks to those exercises you are going to be the best.

To practice skipping-rope, use the joystick. Move it from right to left, several time per second and hold on to that rhythm for 30 seconds.

To practice weight lifting, use the joystick. Move it in every directions as fast as possible.

To practice kicking on mobile targets, use the joystick to hit the upper target, the middle target and the lower target.

If your training session has been efficient, your physical shape percentages will increase.

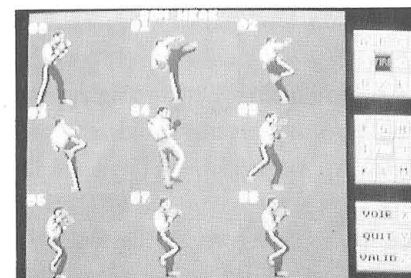
7.7 MATCH

To start the fight, just select the MATCH option with your joystick and press the fire button. After a few seconds the fight begins.

If there is too much difference between two boxers' levels, the program will automatically refuse the fight.

Before the fight, a POM POM GIRL indicates the round number. To erase her from the screen, just press the fire button.

7.8 SELECT HITS



This option is not available on the following versions :

AMSTRAD CPC

ATARI 520

AMIGA 500

IBM PC COMPATIBLES

} without memory extension

The boxers can select 13 KICK BOXING blows among 55 blows available in the game. You can action either one by using the joystick or the keyboard.

Technically, we could have given you direct access to the 55 blows but that would mean very complex combinations of the positions of the joystick. So to make things easy, we chose the simple and easy to use solution.

This limitation to 13 blows allows an immediate access to the technique you want to use, that means more rapidity and precision in your performances.

On the SELECT HITS screen page you can see :

On the left, 9 squares with the different available blows.

On the right, different menus from which you can select a blow.

THE 9 SQUARES

Scrolling through the 55 blows : Joystick to the left or to the right when pressing the fire button.

Select a hit : With the joystick (and without pressing the fire button), position the boxer in the red pants in the square of your choice and press the key corresponding to the position of the joystick.

Example of a position : Key B corresponds to the upper position of the joystick without pressing the fire button.

MENU 1

The menu including the A.B.C.D.E keys shows the positions of the joystick when the fire button is not pressed.

MENU 2

The menu including the F.G.H.I.J.K.L.M keys shows the positions of the joystick when the fire button is pressed.

OPTIONS

The X option allows you to see all the selected blows. As long as you press the X key, you see the MENU 1 positions and the message F0 appears in the central square. When you release the X key, the MENU 2 positions appear on the screen the F1 message in the central square. No change occurs on the screen until you press another key.

The Y option allows you to quit the selection without any modification.

The Z option allows you to validate your selection.

NOTE : You cannot modify the selection of the boxer's blows ran by the computer. Some of the positions are not available : RIGHT, LEFT, DOWN. These are movings and parry positions already determined by the computer.

EXAMPLE OF A SELECTION

EXAMPLE : You wish to assign blow #10 to the upper position of the joystick, without pressing the fire button.

Move the joystick to the RIGHT when pressing the fire button. The second screen of blows appears. Move the boxer in the red pants to the square number 10 without pressing the fire button. Now that you have selected your blow, press the B key corresponding to the upper position of the joystick. Blow number 10 is now assigned to the upper position of the joystick.

Proceed the same way for each blow you wish to modify.

To get some training and become familiar with your new selection, you can fight a boxer who doesn't defend himself. Just follow the example :

If you have boxer A with joystick 1, choose to fight boxer B (using the keyboard) and don't touch the keyboard.

Boxer B will be your Sparring Partner.

LIST OF THE 55 BLOWS AVAILABLE TO YOU IN THE MENU SELECTION :

POSITIONS

BLOW N 00 : Parry position

REAR LEG

BLOW N 01 : High back round kick
 BLOW N 02 : Low back round kick
 BLOW N 03 : Middle back round kick
 BLOW N 04 : High jumping back side kick
 BLOW N 05 : High jumping back round kick
 BLOW N 06 : High jumping back round kick (facing hips)
 BLOW N 07 : Low front kick
 BLOW N 08 : Middle front kick
 BLOW N 09 : High front kick
 BLOW N 10 : Axe kick
 BLOW N 11 : Jumping axe kick
 BLOW N 12 : Middle jumping front kick
 BLOW N 13 : Jumping side kick
 BLOW N 14 : High hook kick
 BLOW N 15 : "Going up" kick
 BLOW N 16 : Low round kick
 BLOW N 17 : Middle round kick
 BLOW N 18 : High round kick

BLOW N 19 : Middle jumping round kick
 BLOW N 20 : High jumping round kick
 BLOW N 21 : High side kick
 BLOW N 22 : Middle side kick
 BLOW N 23 : Low side kick

PUNCHING

BLOW N 24 : Plunging hook
 BLOW N 25 : Uppercut
 BLOW N 26 : Straight right to the face
 BLOW N 27 : Middle straight right
 BLOW N 28 : Middle straight right straight left
 BLOW N 29 : Right hook to the face
 BLOW N 30 : Straight left to the face
 BLOW N 31 : Left hook to the face
 BLOW N 32 : Back fist
 BLOW N 33 : Left swing right swing, with back fist

FRONT LEG

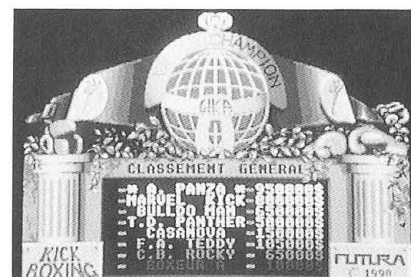
BLOW N 34 : Back round kick (facing hips)
 BLOW N 35 : Middle back side kick
 BLOW N 36 : Jumping axe kick
 BLOW N 37 : Middle jumping front kick
 BLOW N 38 : Low front kick
 BLOW N 39 : Middle front kick

BLOW N 40 : High front kick
 BLOW N 41 : Middle round kick
 BLOW N 42 : Hook kick to the face
 BLOW N 43 : "Going up" kick to the face
 BLOW N 44 : Jumping "going up" kick to the face
 BLOW N 45 : Jumping round kick
 BLOW N 46 : Low round kick
 BLOW N 47 : High round kick
 BLOW N 48 : Middle round kick
 BLOW N 49 : High round kick with change of parry position
 BLOW N 50 : Middle round kick with change of parry position
 BLOW N 51 : Low round kick with change of parry position
 BLOW N 52 : Middle side kick
 BLOW N 53 : Low side kick
 BLOW N 54 : High side kick
 BLOW N 55 : Middle side kick while moving

We didn't keep the technical terms referring to those blows that you hear in the clubs. We chose names easy to remember for the novice players.

Those technical words you hear in the boxing clubs have French, English and Japanese origins : KAKATO, YOKO GERI, BACK FIST, FRONTAL...

7.9 GRADING



There are two ways of grading :

- One in DOLLARS, reflecting the strength level of a boxer. It is determined according to the value in DOLLARS, which is itself calculated according to the boxer's STRENGTH, RESISTANCE and REFLEX.
- The other, according to the trophies. If you have one or several trophies you automatically appear in the trophies classification.



8 / MATCH



8.1 INFORMATION DISPLAY

It consists of a chronometer and two light ramps located above the ring.

The CHRONOMETER indicates how long you have to fight before the end of the round. We reduced the time of a round to 1 minute, but in reality, a round lasts 2 minutes.

Each light ramp is placed above a boxer. The lit one indicates which boxer is leading the game. This is why the luminosity will vary according to the blows hit during the fight. There are 4 projectors on each ramp, and each projector has 3 different intensity of lighting :

YELLOW : maximum lighting = maximum physical shape

ORANGE : medium lighting = medium physical shape

BLACK : null lighting = null physical shape

When the 4 projectors above a boxer are black, it means that this boxer is knocked out and loses the fight.

On AMSTRAD CPC the physical shape is inscribed under the boxers' names.

8.2 MATCH

STRIKING A BLOW

To strike a blow, just move the joystick in one of the 13 available positions. The blow corresponding to the chosen position is automatically stricken. To see the different available positions, refer to the COMMANDS and SELECT HITS chapters.

HITTING YOUR OPPONENT

To make sure that your blow hits your opponent, one of your attacking zones (fists, feet, tibias) must touch a non-protected and sensitive part of your opponent's body (head, torso, thigh). So, if you are too close to your opponent or too far from him, your kick will miss its target.

A circular kick will hit your opponent if he stands in the trajectory of the blow. For example : you are behind your opponent (closer to the ropes than he is) and you strike a circular kick aiming to the back of the ring: your circular kick will have few chances to touch your opponent. On the other hand, if your circular kick is aimed at your opponent (to the front of the ring) the chances are your kick will hit him.

So, for your blow to hit your opponent, you must stand in the right position when you start your blow (not too close, not too far), and your blow must hit a non-protected and sensitive part of your opponent's body.

PARRY AND DODGE

To parry a blow you must move the joystick in the down position without pressing the fire button. Depending on his REFLEX percentage, your boxer will then choose a more or less efficient parry position. If there is no attack, he automatically chooses a parry position. When a boxer reaches a good level, he chooses quality parry positions, like a professional : dodge, duck, block...

BLOW

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

- STRENGTH of the attacker
- RESISTANCE of the opponent
- POWER of the blow
- HEIGHT of the blow

Scores are precisely kept according to those parameters.

The variations in the projectors lightings reflect a boxer's vitality. When the projectors of a boxer are off, this boxer loses the fight. It is also possible that after a blow on the head, a boxer falls to the ground and loses some vitality.

RECOVERY

It happens automatically at the end of each round. In the game, recovery time is of 30 seconds and it allows the boxers to regain strength.

Recovery is also possible during a fight when there is no attack or when a boxer falls down to the ground.

CLINCH

When two boxers fight too close from one another, sometimes they clinch. The referee must then separate them.

TURN AROUND*

It may happen that after a blow you find yourself turning back to your opponent ; it is essential to turn around in order to go on fighting. You have two ways of executing this turn :

the first one is to totally loosen the joystick which will automatically get back to its neutral position and this will give to the program the instant order to make a turn.

The second way is to move the joystick in the down position without pressing the fire button : the turn is immediately performed.

8.3 UMPIRING

The referee's office is to oversee the proper behavior of the two fighters.

He stops the fight when one of the boxers strikes the same blow in succession. Varying your blows is one of the essential conditions for a quality fight.

When, after a sweep, a boxer falls down to the ground without being hurt, the referee stops the fight to allow him to get up.


If a boxer is knocked out, the referee counts up to 8 to give him time to regain consciousness ; if the boxer is not able to fight again within the required time, the referee counts up to 10 and proclaims the other fighter winner.

8.4 END OF THE MATCH

At the end of the last round, the boxer with the more lit projectors wins the fight. If the loser has one or several trophies, the winner gets the smaller of these trophies. If the fight was not that easy to win (too much difference between the 2 fighters), the STRENGTH, RESISTANCE, REFLEX parameters of the winner will be increased. This way he is progressing in the classification and another title is added to his prize-list. A Pom Pom girl shows his trophy to the winner. The loser's parameters automatically decrease.

8.5 VCR *

As soon as the fight begins, you can start on the VCR by pressing F1.

The logo  appears on the left side of the screen. The VCR is taping the round.

At the end of the round, the colors turn red to simulate a picture taped on a VCR.

Now you can see the tape.

From the neutral position of the joystick (pause).

Re-winding the tape : JOYSTICK moved once to the left
Slow motion : JOYSTICK moved once to the right
Play : JOYSTICK moved twice to the right
Fast motion : JOYSTICK moved 3 times to the right
Pause of the VCR : JOYSTICK moved up or down

So, each move you give to the joystick corresponds to a specific function of the VCR.

To quit the VCR option, press the fire button or the space bar.



9/INTERNATIONAL REGULATIONS OF KICK BOXING

RULES AND REGULATIONS OF WORLD KICK BOXING ASSOCIATION

RULE 1 AUTHORITIES

The regulations listed in this document constitute the official law of the W.K.A and must rule the world kick boxing organization.

The W.K.A will nominate official representatives who will assume these laws constraints.

RULE 2 THE RING

The dimensions of the ring, its equipment and its fighting surface must be approved by the officials in service.

RULE 3 THE ROUND

MALE :	World Championship	12 x 2'
	Europe Championship	10 x 2'
	France Championship	7 x 2'
FEMALE :	World Championship	10 x 2'
	Europe Championship	7 x 2'
	France Championship	5 x 2'

In C division, the fights have three rounds of two minutes each for the men, three rounds of one minute thirty seconds each for the women.

In B division, fights do not have more than five rounds of two minutes each, for both men and women.

In A division, fights always have more than five rounds for the men, more than three for the women.

Recovery time between the rounds is always of one minute.

RULE 4 THE FIGHTER

• BEHAVIOR AND EQUIPMENT

1) A fighter must be neat and have a good appearance. Only the organization will judge whether or not the facial appearance of a boxer is regular (mustache, beard, etc...), whether or not the length of his hair can bother him during the fight (obstructing his view, modifying his behavior...).

Excessive use of vaseline or other substance is forbidden.

2) The referee or the officials can require from the fighter to have a correct appearance that is, to be correctly shaved, washed or dressed.

• FIGHTER'S EQUIPMENT

- Foot-gear - Gloves
- Bandages - Leg-gear
- Mouth piece - Box

Fist gear and foot-gear must be approved by the W.K.A and are compulsory.

Wearing leg-gears during the fight is authorized but optional ; they must not be made of any rigid material.

Male fighters must wear a plastic or aluminium box, sustained by an elastic band. An abdominal protection is also authorized.

Women must wear a breast-gear; plastic is authorized.

Every fighter must wear a mouth piece, approved by the organization.

To hold their hair, women may wear a cap approved by the organization.

RULE 5 WEIGHT CATEGORIES

MALE

Fly-weight	- 52 Kgs
Bantam-weight	- 53 Kgs 500
Feather-weight	- 57 Kgs
Super feather- weight	- 59 Kgs
Light-weight	- 61 Kgs
Super light-weight	- 63 Kgs 500
Welter-weight	- 67 Kgs
Super welter-weight	- 70 Kgs
Middle-weight	- 72 Kgs 500
Super middle-weight	- 76 Kgs
Heavy-light weight	- 79 Kgs
Super-heavy light weight.	- 83 Kgs
Half-heavy weight	- 86 Kgs
Heavy-weight	- 95 Kgs
Super-heavy weight	+ 95 Kgs

FEMALE

Flea-weight	- 48 Kgs
Fly-weight	- 50 Kgs
Super-fly weight	- 52 Kgs
Feather-weight.	- 55 Kgs
Super-feather weight	- 57 Kgs
Light-weight	- 59 Kgs
Super-light weight.	- 61 Kgs
Welter-weight	- 63 Kgs
Super-welter weight	- 67 Kgs
Half-heavy weight	- 70 Kgs
Heavy-weight	+ 70 Kgs

RULE 6 THE OFFICIALS

Every fight must be supervised by :

- 1 referee
- 3 judges plus one rotating judge
- 1 scoring board
- 1 chronometer
- 1 physician
- 1 supervisor from the organization

A speaker can be provided.

The organization must determine in advance the part played by each official and the qualifications he has.

RULE 7 UMPIRING

1) The referee will be in charge of supervising the fight.

He, or she, will see that regulation is respected and will keep an eye on the safe-conduct and fair-play of the fighters.

2) Before the fight, the referee must check on each boxer's coach and assistant names who will be in charge during the game. A maximum of two persons is authorized in the corner of the ring.

3) Before each fight, the judges, the referee, the fighters and their helps must have a meeting.

RULE 8 THE JUDGES

The judges will be placed on the sides of the ring, at a spot chosen by the organization.

They will work in collaboration with the referee and will be in charge of counting the points marked during each round of the whole fight.

RULE 9 THE PHYSICIAN

1) An approved physician will be placed on one side of the ring. No fight can take place without the presence of a physician.

He cannot leave before the end of a fight.

In case of an emergency, he must be ready to intervene and give the fighters the necessary medical cares if they are wounded even lightly.

2) If a boxer is wounded, the coach or his assistant cannot take any decision without the physician's opinion.

When the physician intervenes time is deducted.

RULE 10 THE FIGHT

The fight starts when the bell rings the first round.

It ends when the bell rings the last round.

Except the referee and the fighters, no one is admitted on the ring during the fight.

RULE 11 DISHONEST BEHAVIOUR

During the fight, any non-sportive and dishonest behavior will be penalized by the referee and will involve punitive sanctions decided by the umpiring board.

A fighter with a dishonest behavior during a fight will get a warning from the referee and points will be deducted from his score. A dishonest behavior can involve the disqualification of a fighter and his immediate suspension.

His cash bonus will be withheld. The organization will notify by writing its decisions concerning the cash bonus and the penalty.

Examples of dishonest behavior :

- Spitting, biting or speaking rough language on the ring.
- Striking blows with the head, the knee, the shoulder; bludgeon striking with one or both hands.
- Aiming the eyes with the thumbs of the gloves.
- Hitting any part of the back, except when the opponent is making a revolving movement (for the women, also hitting the breast).
- Deliberate use of the whiplash
- Hitting with the wrist or with an open glove.

- Hitting irregularly the knee or below the belt.
- Holding your opponent with one hand while hitting him with the other hand.
- Climbing on your opponent's foot or leg, or gripping them.
- Holding your opponent's leg or climbing on one of his foot to keep him from kicking you with his other leg.
- Gripping any part of your opponent's body for any reason.
- Attacking your opponent during the break.
- Attacking your opponent after the bell rings the end of the round, or when he has left the ring.
- Deliberately pushing your opponent outside of the ring.
- Making your opponent fall down to the ground using irregular methods.
- Hitting your opponent when he is on the ground, or when he is getting up.
- Falling down to the ground without being hurt.
- Any non-sportive action that would wrong your opponent.

RULE 12 THE FORBIDDEN KICKS

All the low level side kicks :

Ex : French boxing (Chassé bas) Karate (Yokogueri)

1) All kicks in the legs (internal and external face) are authorized including sweeps.

Sole restriction : low side kicks, low back kicks and kicks in the knees.

2) Kicks aiming at the knee or at the hip, back-handed blows, all are prohibited and are counted as faults.

RULE 13

When a boxer, intentionally and for an extended period, refuses to get into the fight or keeps holding on to his opponent, he gets an immediate warning from the referee.

If he sticks to this attitude after the warning, the referee will determine the points he will deduct from the boxer's score.

If he repeats the same passive tactic during the same round or in the following rounds, the boxer can be considered as guilty of fault and will get a penalty.

In a fight with no title at issue, the referee must stop the fight and the chronometer when a fighter loses his mouth-piece. The referee will have to rinse the mouth-piece and replace it in the boxer's mouth. No boxer is allowed to fight without this protection. If he does, it will be considered as a fault and will be penalized.

In a fight with a title at issue, the fight will not be stopped if a boxer loses his mouth-piece.

RULE 14 BLOWS LEADING TO ACCIDENTS

1) If a fight is stopped because of an accident caused by a fault, the referee has to decide whether or not the wounded boxer can go on fighting. The referee can ask for the physician's assistance. If the boxer is not seriously wounded, the referee must restart the fight after a reasonable lapse of time.

2) In case of an accident caused by a fault and if the referee declares the boxer unable to go on, the fight is over. The official in charge of counting the points will have to calculate the total of each score with all the penalties deducted.

If the score of the wounded boxer is declared inferior by the majority of the judges, the match will be declared a draw. If it is declared superior, the referee will declare the wounded boxer winner by technical decision.

3) If an accident occurs during the first round and the fight has to be stopped, the referee declares the match a draw.

RULE 15 STOP THE MATCH

1) The referee has the power and the duty to stop the fight whenever he wants during the competition if the fighters (male or female) don't respect the rules, the fighting area, or if one of them is physically inapt to go on fighting. In any case, the remaining boxer will be declared winner by referee decision.

2) If both fighters are in a bad physical shape (with a danger of serious wounds), the match will be declared unacceptable.

3) If a fighter has been hurt by a regular or irregular blow, the wound might get worst if he goes on fighting. In that case, the referee must ask the physician to examine the boxer; the diagnosis will allow to determine whether or not the boxer can fight.

The chronometer will stop during this intervention.

4) Only the physician and the referee can momentarily or definitely stop the match in case of : wounds, accidents, material damages.

Other cases : throwing up the sponge, knockdown, knockout, evident difference of level.

RULE 16

When the referee thinks the boxers don't fight honestly (fake K.O or fake blows), he can stop the match and declare the end of the fight.

In that case, the judge can require an investigation on both fighters and suspend them till the Organization comes to another decision.

RULE 17

1) No fighter can leave the ring during the recovery time.

If a boxer refuses to fight when the bell rings the next round, the referee declares the opponent winner by technical knockout.

2) If the referee thinks the circumstances wrapping the end of the fight demand disciplinary actions or an investigation, no final decision will be taken. The referee will suspend the fighters and call upon the competent committee who then will pronounce its judgement.

RULE 18

1) A boxer will be declared KNOCKDOWN when any part of his body, except the feet, touches the ground, or if he despairingly clutches at the ropes.

2) A boxer is not considered KNOCKDOWN if he has been pushed, thrown to the ground, or if he slipped. The referee is the only one who has the authority to differentiate a KNOCKDOWN from the incidents above-mentioned.

RULE 19 COUNT DOWN

1) When a boxer is knocked out, the referee asks the opponent to stand in the neutral corner and then immediately starts to count down. He must count each passing second in a loud voice, and indicates the counting with his fingers in a visible way.

2) If a boxer is KNOCKED OUT, the referee automatically starts the count down of 10 seconds; if the boxer can stand up, he is allowed to go on fighting.

The person in charge of the chronometer will give to the referee the exact interval between the seconds. The counting of the referee is the official one.

3) While a fighter is standing in the neutral corner, time of the fight will be stopped till he gets back to the fight.

4) When the fighter who fell to the ground gets up before the 10 seconds and then falls down again without being hit again, the referee will start counting down from where he stopped.

5) When a fighter is still on the ground after the 10 seconds, the referee will raise his arms to indicate the Knockout and will announce to the other fighter that he is the winner.

6) If a round ends before the referee finishes counting, the count down will still go on allowing the boxer to get up if he can.

7) When two fighters fall down to the ground at the same time, the referee will count as long as one of them is still on the ground.

If both fighters stay on the ground till the count down is over, the fight will be stopped and the referee will declare the match a draw. If one of them gets up before 10, he will be declared winner by Knockout if the other boxer is still on the ground.

If both fighters get up before 10, the round will go on.

RULE 20 COUNTING UP TO 8

A boxer may get hurt but yet not fall to the ground. After sending the opponent in the neutral corner of the ring, the referee can start counting while examining the hurt boxer; once the count is over, the referee will decide whether or not the boxer can go on fighting. If he thinks he is unable to fight, he will stop the match and will declare the opponent winner by technical Knockout.

RULE 21 RELAY OF COUNTING

When a boxer has been hurt, the person in charge of the chronometer starts counting down from 1 to 10 while the referee sends the opponent to the neutral corner of the ring.

Then the referee gets back to the hurt boxer starting the countdown from where the chronometer stopped it.

RULE 22 FALLING FROM THE RING

1) Every boxer who has been pushed, ejected from the ring or who fall from the ring can be helped back on the ring by anyone except his assistant and his manager.

The referee will give a reasonable lapse of time to allow the boxer to get back on the ring; after that time he will have to start counting down.

When a boxer is outside of the ropes but still on the ring, he can immediately go back to the fighting area. But the referee may start to count down if he wishes, till the boxer gets back inside the ropes.

2) Each time a boxer goes through the ropes, his opponent must stand in the neutral corner of the ring and stay there till the referee allows him to go back to the fight.

3) A boxer who intentionally pushes or throws his opponent out of the ring will be penalized.

RULE 23 CLEANING OF THE GLOVES

Before a boxer who fell gets back to the fight, the referee must clean his gloves so that they get rid of any extraneous element.

RULE 24 PHYSICIAN ASSISTANCE

1) At any time during a round the referee can ask the physician to examine a boxer. The chronometer will be stopped during the time of the exam.

2) If the physician thinks one of the boxers is unable to go on fighting, he can ask the referee to stop the match.

RULE 25 KEEPING THE SCORE

1) The judges will keep the score of every fight and will determine the winner according to a 10 points system.

According to that system, the winner of each round gets 10 points and his opponent gets less points in proportion. But the loser of a round can never get a note inferior to 7 points.

If the round is judged a draw, both fighters get 10 points each.
No fractional point can be given.

2) The notes will be given according to the relative efficiency of each fighter. In a round, a KNOCKDOWN always shows a superior efficiency. Nevertheless, a boxer who is knocked down because of his own lack of balance and not because of his opponent's blow, can stand up and fight with such good techniques that he wins the round.

The value of a KNOCKDOWN must be equal, in points, for both fighters.

3) Usually, a sweep will not get the same score than a KNOCKDOWN. The judges will consider the technical efficiency and will reduce the score of one of the fighters.

4) When a fighter wins a round because he strikes above the belt and has an exceptional technique, he will receive an advantage of points compared with a boxer who wins a round because of a superior fists technique. The LOW KICK technique below the belt has the same value in points than the fists technique.

5) A fighter who spends a whole round aggressively rushing his opponent with kicks and punches will not be as favorably judged as a fighter enduring these attacks with good defense tactics.

6) More precisely, this is the base upon which the points are given according to the following scores :

a) 10 to 10 when no fighter is dominating the other with an obvious efficient superiority.

b) 10 to 9 each time a fighter is obviously leading the round because of his superior efficiency.

c) 10 to 8 when a fighter leads the round with his exceptional technique of hits above the belt or because of his high superior efficiency which can lead to a KNOCKDOWN.

d) 10 to 7 when a fighter obviously dominates the whole round by his superior technique and efficiency (performing several KNOCKDOWN...)

7) At the end of each round and at the end of the match, the referee will record the judges decisions, will transmit them to the person in charge of counting the points who will then add up all the scores.

If there is no majority vote, the match will be declared a draw.

8) When the officials of the Organization are through with checking and adding up the points, the final result will be made public.

RULE 26 CHANGING DECISION

1) Any public made decision will be definitive and will not be changed except for the following reasons :

a) Pre-agreement between the two fighters that could fake the result of the match.

b) Error in the addition of the judges' notations that could modify the final decision.

c) Evident violation of the W.K.A regulations.

2) If one of these incidents occurs during a match, the Organization will have the right to change the final decision.

REGULATION OF CHAMPIONSHIP, CHALLENGE AND FIGHT

RULE 27 CHAMPION TITLE

1) A title of World Champion, or European, National, Regional Champion will be determined by the Organization regarding the sex and the weight category.

2) A championship title can only be awarded in a fight organized by the W.K.A.

One can loose a title :

- by default
- by withdrawing from the competition
- by getting overweight

RULE 28 CHAMPIONS

1) A fighter is declared champion when he wins a title after a fight in a specific category which has been ratified by the Organization. He must also accept to put his title at stake against a possible qualified challenger.

2) The W.K.A will acknowledge the champion titles, only if they have been won during championship fights (with the required number of rounds) set up by the Organization itself, and within the following conditions :

- When an acknowledge champion has been defeated while defending his title.
- When there is a vacant title in a category, the most qualified challenger will be declared champion.
- A vacant title in a category will be awarded during a fight between challenger n°1 and challenger n°2 belonging to this same category.

3) If the issue of a championship fight is a draw, the title will not be attributed and still be vacant.

RULE 29 CHALLENGER

1) A challenger has to be a fighter whose qualifications are ratified by the Organization in order to fight a champion. If he wins, he must be ready to put his title at stake in another fight.

2) The Organization will acknowledge the best challenger if he wins a ratified match (with the required number of rounds) and if the following conditions are fulfilled :

The challenger has been recognized as the most qualified of the classified fighters listed and ratified by the Organization; he is also recognized for the performances he showed during the different fights.

3) A National or Continental Champion can fight against a World Champion. A Regional or a local Champion can fight against a National Champion.

4) A ratified challenger or the champion of a category can fight another ratified challenger or the champion of another category,

5) A ratified champion or a champion back from a recent period of retirement, can fight a challenger in championship.

6) A champion or a challenger coming from another boxing category (American boxing, French boxing...) can fight a champion or a challenger from the W.K.A of an equal stature, after approval from the Organization.

RULE 30 CHAMPION TITLE AT ISSUE

1) Any challenger who fights for a title in a championship set up by an official organization must have the exact weight of his category.

2) If one hour before the match the challenger has not reached this exact weight, the Organization cancels the fight and declares the title still vacant.

RULE 31 FIGHT WITH NO TITLE AT ISSUE

Champions can fight in a match with no title at issue but with a written authorization from the Organization.

RULE 32 TITLE MANDATE

1) Every titular champion must put his title at stake in another fight after a 6 months delay maximum at a national level, one year delay maximum at an international level.

2) A champion will defend his title against the number 1 of a category, determined by the Organization.

3) The Organization can exempt a champion from defending his title in the following circumstances :

- Major personal problem
- Physical problem
- Illness

RULE 33 ILLNESS

When a boxer under contract has to fight but is sick, the official representative has to make a written statement of the facts to the Organization.

Nevertheless, the Organization can ask the fighter to undergo a medical examination.

RULE 34 ABSENCE

A boxer under contract who doesn't attend a match he is supposed to fight in, will undergo disciplinary actions except if he took the precaution of giving, in advance, a medical certificate or a good excuse to the Organization.

If no explanation is given, the Organization will declare vacant the title of the champion capable of such misconduct.

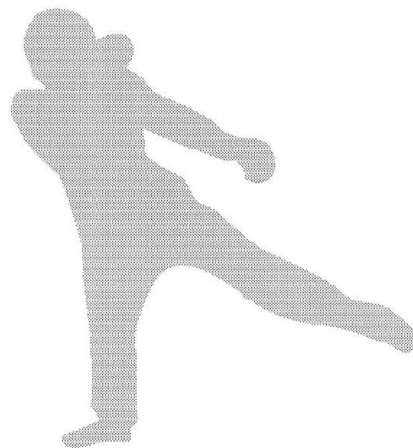
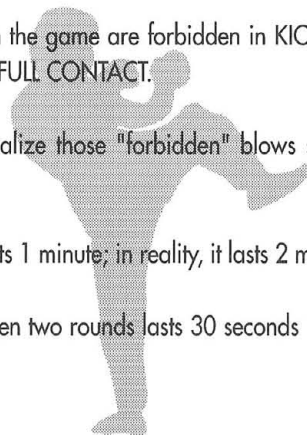
10/SPECIAL RULES FOR THE KICK BOXING GAME

Some blows available in the game are forbidden in KICK BOXING but authorized in FRENCH BOXING or FULL CONTACT.

The referee doesn't penalize those "forbidden" blows so you can easily change categories.

In the game, a round lasts 1 minute; in reality, it lasts 2 minutes.

The recovery time between two rounds lasts 30 seconds in the game, and 1 minute in reality.



11 / ADVANCED

11.1 MAIN DIFFERENCES BETWEEN KICK BOXING AND THAI BOXING, FULL CONTACT AND FRENCH BOXING

THAI BOXING is a specific category. Hitting a blow with the knees is authorized as well as grabbing and throwing your opponent.

These techniques are not used in the game.

In FULL CONTACT you never kick your opponent in the legs; this is the main difference with KICK BOXING.

FRENCH BOXING forbids axe kicks, back fists, unarmed kicks.

For example, a regular round kick must go through an armed state when, in KICK BOXING, the leg can be stretched at the beginning and at the end of the movement. Kicking is authorized only with the foot and not with the tibia as it is in KICK BOXING.

Some blows are forbidden in KICK BOXING but permitted in the game :

- Front kicks and side kicks under the belt
- Round kicks to the inside of the thigh

The front kicks have been hit with the heel (but in KICK BOXING, the regular kick is hit with the tip of the toes), this way you can play according to the FRENCH BOXING rules and still use the front kicks at any height.

11.2 SOME ADVICES FOR A GOOD QUALITY FIGHT

- All blows don't have the same impact.
- Watch out for your distance when you hit.
- If you are standing behind your opponent (close to the back of the ring), do not try a round kick aiming at the end of the ring, you would miss your opponent.
- Try to vary your blows as much as you can. For example, if the computer or your opponent realizes that you are always fighting close, he will stay far away from you to strike long kicks.
- If you hit a non reacting opponent (during a training session for example), your boxer will shrug his shoulders, wondering what is going on with his opponent. Shrugging the shoulders indicates a non-motivated boxer. The absence of motivation is program processed. It decreases the power of a strike and the REFLEX percentage during a round.
- Don't use too many sweeps to make your opponent fall, it gets on his nerves. The computer takes in consideration a boxer's state of nerves. A nervy boxer strikes harder but doesn't parry the blows as well as he could. The striking force of a nervy boxer can increase of one third.
- The nervy state of a boxer lasts for the whole fight and cancels his absence of motivation.
- Strike a sequence of blows aiming at different parts of your opponent. For example, a high kick followed by a low kick will more likely get your opponent than several identical kicks.
- Don't let yourself get caught in a ring corner, it would keep you from using your techniques.
- If two boxers have the same number of points at the end of a fight, the winner will be the one who tried the most varied blows. Don't forget it !

11.3 HOW TO SELECT YOUR BOXER'S BLOWS SO THAT HE IS CORRECTLY DRIVEN BY THE COMPUTER IN THE PREVIEW MODE.

When the computer drives a boxer (its boxer or one of yours in the preview mode), it needs to know his selection.

Let's take the selection menu. The joystick positions can be identified by letters going from A to M.

These are the positions the computer can identify :

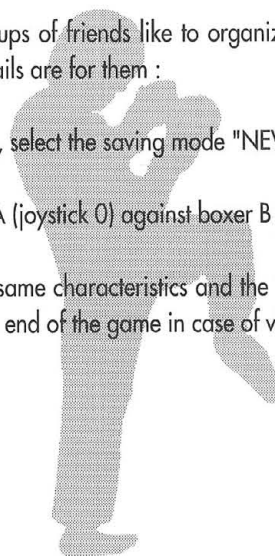
- A** corresponds to a long stretched blow.
- B, C, D** correspond to a direct blow hit with the front arm or the front leg, or to a round kick, coming from the end of the screen.
- E, F, G** correspond to a direct blow hit with the rear arm or the rear leg, or to a round kick, coming from the end of the screen.
- H, I, J** correspond to a direct blow hit with the front arm or the front leg, or to a round kick, aiming at the end of the screen.
- K, L, M** correspond to a direct blow hit with the rear arm or the rear leg, or to a round kick, aiming at the end of the screen.

12/CHAMPIONSHIP ORGANIZATION

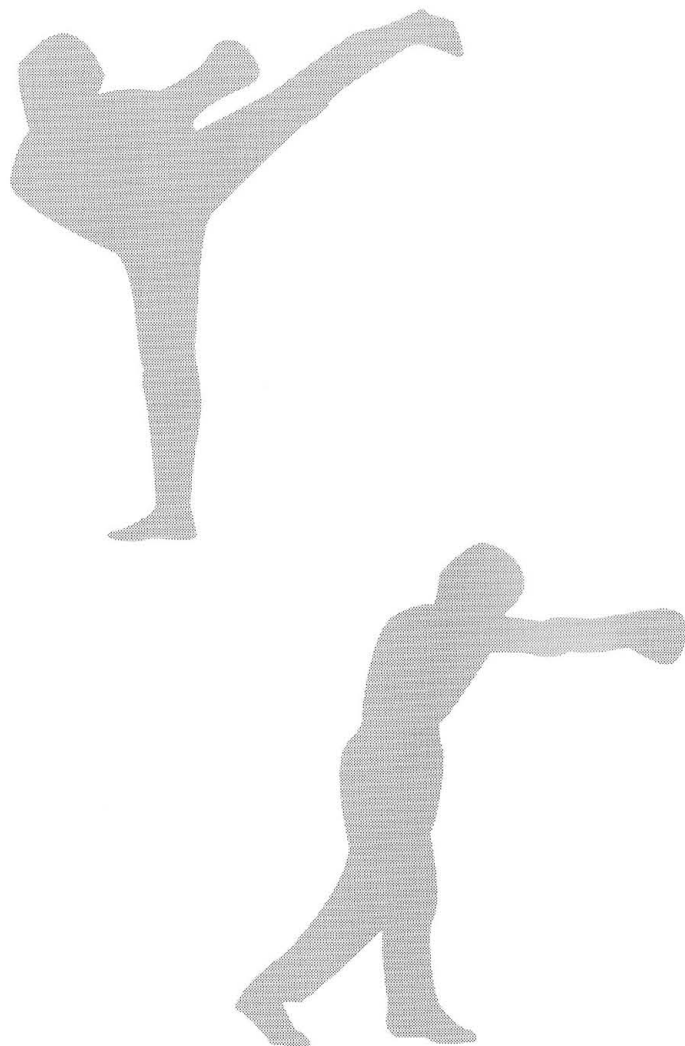
Some clubs, stores or groups of friends like to organize competitions with several players. The following details are for them :

- 1) In the OPTIONS MENU, select the saving mode "NEVER".
- 2) To fight, choose boxer A (joystick 0) against boxer B (joystick 1).

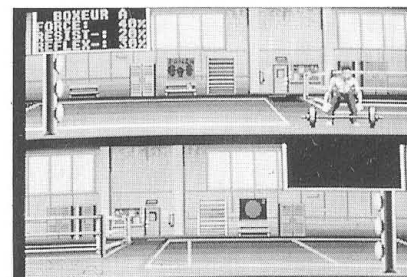
Boxers A and B have the same characteristics and the "NEVER" option guarantees they will not change at the end of the game in case of victory or defeat.



13/MEMORIZING THE CHARACTERISTICS ON AMSTRAD CPC.



TRAINING



AUSSER in der CPC-Ausgabe

Das Training soll die Kondition des Boxers verbessern. Seine Ausdauer wird durch Seilspringen, seine Kraft durch Hanteltraining, und seine Reflexe durch Schläge auf bewegliche Ziele erhöht. So können Sie gewinnen.

Das Training am Seil wird mit Hilfe des Joysticks durchgeführt. Dafür muß der Joystick häufiger als einmal pro Sekunde von rechts nach links bewegt werden und dies 30 Sekunden lang.

Für das Hanteltraining muß der Joystick so schnell wie möglich in alle Richtungen bewegt werden.

Für das Training auf bewegliche Ziele benötigt man den Joystick um die Ziele oben, in der Mitte und unten zu treffen.

Je besser die Trainingsergebnisse, desto höher die Kondition des Boxers.

KAMPF

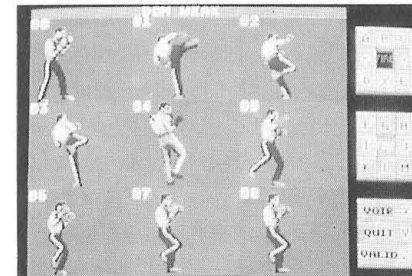
Um einen Kampf zu beginnen müssen Sie nur mit dem Joystick auf die Kampftaste gehen und den Schuß-Knopf betätigen. Der Kampf beginnt einige Sekunden nach Laden des Programmes.

Haben die Boxer zu unterschiedliche Trainingsergebnisse, wird der Kampf verweigert.

Vor dem Kampf zeigt ein Nummerngirl an, die wievielte Runde beginnt. Es verschwindet, sobald Sie den Schuß-Knopf betätigen.



SCHLAGAUSWAHL



Diese Option ist in folgenden PC-Systemen nicht enthalten :

AMSTRAD CPC

ATARI 520

ohne erweiterte Speicherkapazität

amiga 500

PC Kompatibel

Dem Boxer stehen grundsätzlich 13 Kick-Boxing Schläge von insgesamt 55 vorprogrammierten Schlägen, zur Verfügung. Beide Boxer können entweder mit Hilfe des Joystick oder der Tastatur bewegt werden.

Technisch gesehen hätte die Möglichkeit bestanden, durch eine komplizierte Handhabung des Joystick, alle 55 Schläge direkt auszuführen. Zur leichteren Spielführung haben wir uns jedoch für eine einfache und jedem zugängliche Lösung entschieden.

Durch die Begrenzung auf 13 Schläge kann die gewünschte Spielweise umgehend angewandt werden, was wiederum eine präzisere und schnellere Ausführung bedeutet.

Die Bildschirmseite SCHLAGAUSWAHL zeigt folgendes an :

Links ein Raster mit 9 Kästchen, in denen die verschiedenen verfügbaren Schläge enthalten sind.

Rechts die Menüs zur Auswahl der Schläge.

SCHLAGRASTER

Sichtbarmachung der 55 Schläge : den Joystick nach rechts oder l i n k s bewegen und gleichzeitig den Schuß-Knopf betätigen.

WAHL EINES SCHLAGES :

Setzen Sie den Boxer mit den roten Shorts in ein Kästchen Ihrer Wahl (ohne auf den Schuß-Knopf zu drücken).

Betätigen Sie dann die Taste, die der Position des Joystick entspricht.

POSITIONSBEISPIEL :

Die Position B entspricht dem Joystick in der Position "oben", ohne gedrückten Schuß-Knopf.

MENÜ 1

Das Menü enthält die Tasten A, B, C, D und E. Sie stehen für die Position des Joystick, wenn der Schuß-Knopf nicht gedrückt wird.

MENÜ 2

Das Menü enthält die Tasten F, G, H, I, J, K, L, M,. Sie stehen für die Position des Joystick, wenn der Schuß-Knopf gedrückt wird.

OPTIONEN

Mit Hilfe der Option X können Sie sämtliche ausgewählten Schläge abrufen. Solange die Taste X heruntergedrückt ist, sehen Sie die zum Menü 1 gehörigen Positionen. Im mittleren Kästchen, erscheint die Nachricht F0. Wird die Taste X losgelassen, so sehen Sie die dem Menü 2 zugehörigen Positionen. Im mittleren Kästchen erscheint die Nachricht F1. Der Bildschirm bleibt unverändert, bis eine andere Taste betätigt wird.

Mit Hilfe der Option X oder ESC können Sie die Auswahl ohne jedwede Änderung verlassen.

Option Z dient zur Auswahlbestätigung.

ACHTUNG

Die, vom Computer vorprogrammierte, Schläge-Auswahl des Boxers kann nicht verändert werden.

Bei den Positionen : RECHTS, LINKS, UNTEN handelt es sich um vom Computer vorprogrammierte und deshalb nicht auswählbare Bewegungen und Paraden.

BEISPIEL EINER AUSWAHL

Sie wollen den Schlag 10 der Position "Oben" des Joysticks zuordnen, ohne den Schuß-Knopf zu betätigen.

Dazu : den Joystick nach RECHTS bewegen, und dabei auf den Schuß-Knopf drücken. Das zweite Schlag-Raster erscheint auf dem Bildschirm. Setzen Sie den Boxer in den roten Shorts in das Kästchen 10. Joystick ohne gedrückten Schuß-Knopf. Nachdem Sie den gewünschten Schlag ausgewählt haben, betätigen Sie nun die Taste B, die der normalen Position "Oben" des Joystick entspricht. Jetzt ist der Schlag 10 der normalen Position "Oben" des Joystick zugeordnet.

Für jeden Schlag, den Sie in Ihrem Spiel verändern wollen, gehen Sie nach obigem Beispiel vor.

Um in Übung zu kommen und sich mit der neuen Art der Schlagausswahl vertraut zu machen, haben Sie die Möglichkeit gegen einen Boxer zu kämpfen, der keinen Widerstand leistet. Dazu folgendes Beispiel :

Wählen Sie für den Boxer A den Joystick 1 und für den Boxer B die Tastatur. Diese aber nicht berühren.

Der Boxer B ist nun Ihr Sparring Partner.

LADEN

ATARI ST

Legen Sie die Diskette A in das Diskettenlaufwerk und schalten Sie Ihren Computer an. Folgen Sie den Anweisungen auf dem Bildschirm.

Verfügt Ihr ATARI nicht über eine Speicherkapazität von 1 Mega Bytes, sind bestimmte Optionen nicht verfügbar.

PC KOMPATIBEL IBM

Legen Sie die Diskette A in das Diskettenlaufwerk und schreiben Sie : KICK. Folgen Sie den Anweisungen auf dem Bildschirm.

Verfügt Ihr Computer nicht über eine Speicherkapazität von mindestens 512 Kilo Bytes des Typs EMM und einem LIM-EMS Driver oder einer erweiterten Speicherkapazität von 512 Kilo Bytes und einem LIM Driver, sind bestimmte Optionen nicht verfügbar.

Die Norm LIM-EMS ist von LOTUS, INTEL und Microsoft geschützt.

AMIGA

Legen Sie die Diskette A in das Diskettenlaufwerk und schalten Sie Ihren Computer an. Folgen Sie den Anweisungen auf dem Bildschirm.

Verfügt Ihr AMIGA nicht über eine Speicherkapazität von 1 Mega Byte, sind bestimmte Optionen nicht verfügbar.

AMSTRAD 464, 664, 6128 und CPC +

Bestimmte Optionen sind in den CPC-Ausführungen nicht verfügbar. Folgen Sie den Anweisungen auf dem Bildschirm.

"run Kick"

In IBM KOMPATIBLEN PC's, den ATARI ST und AMIGA-Ausführungen, ist es ratsam mit der Originaldiskette A und einem Back-Up der Diskette B zu spielen, ohne sie mit Schreibschutz zu versehen.

BEFEHLE

BEWEGUNGEN INNERHALB EINES MENÜS

Innerhalb eines Menüs kann man sich auf zweierlei Arten bewegen :

- a) mit den Joystick (der Schuß-Knopf dient zur Bestätigung eines Befehls)
- b) mit den Pfeiltasten (Zeilen- oder Leertaste dienen zur Bestätigung eines Befehls)

BEWEGUNG WÄHREND DES KAMPFES

Während des Kampfes können mit dem Joystick 13 (AMSTRAD CPC : 12) verschiedene Schläge plziert und folgende Bewegungen ausgeführt werden : vorwärts, rückwärts, Umdrehung, Schutzhaltung. Den Joystick dafür in die gewünschte Richtung bewegen.

Positionen ohne Druck auf den Schuß-Knopf

Positionen mit Druck auf den Schuß-Knopf

FUNKTIONSTASTEN

- | | |
|------------|--|
| F1 | Einschalten des Videorekorders während des Kampfes |
| F2 | Pause |
| F3 | Fortsetzung des Kampfes |
| F4 | Aktivierung/Desaktivierung des Joystick (PC) |
| F5 | Aktivierung/Desaktivierung des Tons (PC) |
| ESC | Verlassen des Menüs |

Amstrad CPC 464 : die numerischen Tasten entsprechen hier den Funktionstasten

Um zur Computerfunktion zurückzukehren, drücken Sie bitte gleichzeitig folgende Tasten :

ATARI ST : CTRL ALT DEL
PC KOMPATIBEL : CTRL ALT DEL
AMIGA : CTRL A A
AMSTRAD CPC : SHIFT CTRL ESC

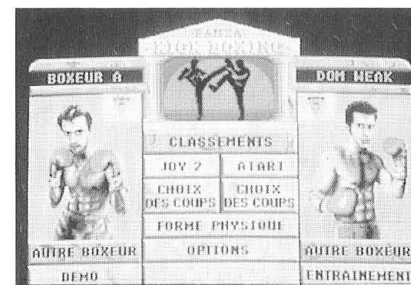
Für eine einfache Handhabung wird hier nur der Joystick erwähnt. Sämtliche Variationen sind jedoch auch mit Hilfe der Tastatur durchführbar. Sollte in der für die Maus vorgesehenen Buchse ein zweiter Joystick angeschlossen werden (ATARI und AMIGA), wird dieser im Menü nicht erwähnt.

SOFORTIGES SPIELEN

- KICK BOXING

1. Spiel in den Computer eingeben und Laden (s. Kapitel 4 "Laden")
 2. Das Hauptmenü erscheint auf dem Bildschirm.
 3. Für den Kampfbeginn Schuß-Knopf betätigen, was der Funktionswahl "Kampf" entspricht.
 4. Im Anschluß an die Schiedsrichteranweisungen beginnt der Kampf. Ihr Boxer befindet sich links auf dem Bildschirm. Um Ihrem Gegner einen Schlag zu versetzen, bewegen Sie den Joystick. Jede Bewegung entspricht einem Schlag oder einer Bewegung (s. Kapitel 7-8) WAHL DER SCHLÄGE.
 5. Ist einer der beiden Boxer KO, endet der Kampf, und Sie kehren zum Hauptmenü zurück.
- Insgesamt besteht der Kampf aus höchstens 3 Runden.
Zur Beendigung des Kampfes oder der Demonstration ESC drücken.

MENÜ



7.1 DEMONSTRATION

Die Demonstration ermöglicht Ihnen, Ihren zukünftigen Gegner bei einem Schaukampf kennen- und einschätzen zu lernen. Sie beginnt automatisch, wenn einige Sekunden nach Erscheinen des Hauptmenüs auf dem Bildschirm kein Befehl eingegeben wurde.

7.2 WAHL DER BEFEHLSART

Es gibt mehrere Möglichkeiten, mit dem Joystick oder der Tastatur gegen einen anderen Spieler oder den Computer anzutreten. Hier einige Beispiele :

JOY 2 : Atari = Spieler gegen Computer
JOY 2 : JOY 1 = Spieler gegen Spieler
Tastatur : JOY 1 = Spieler gegen Spieler
Tastatur : Atari = Spieler gegen Computer

ACHTUNG : Der Amstrad CPC1 hat nur einen Joystick.

N.B. : Bei den ATARI und AMIGA-Ausführungen wird der JOY 1 in der für die Maus vorgesehenen Buchse angeschlossen und kann deshalb nicht für die Befehlswahl benutzt werden.

WHO'S WHO

DEVELOPMENT MANAGER	Pascal Jarry
CODE ATARI ST	Pascal Jarry
CODE IBM PC & COMPATIBLES	Pascal Jarry Vincent Baillet Patrice Beaudoin
CODE AMIGA	Nicolas Massonnat Pascal Jarry
CODE AMSTRAD CPC, CPC +	Jean-François Streiff
GRAPHICS	Marco de Florès
SPORT EXPERT	André Panza
PHOTOGRAPHY MANAGER	Marco de Florès
MUSIC AND SOUNDS	Michel Winogradoff
MANUAL	Christophe Perrotin
MANUAL TRANSLATION	Dominique Friedman
THANKS TO	Bernard Aure Jean-Paul Maillet Yvette Palatino

KICK BOXING

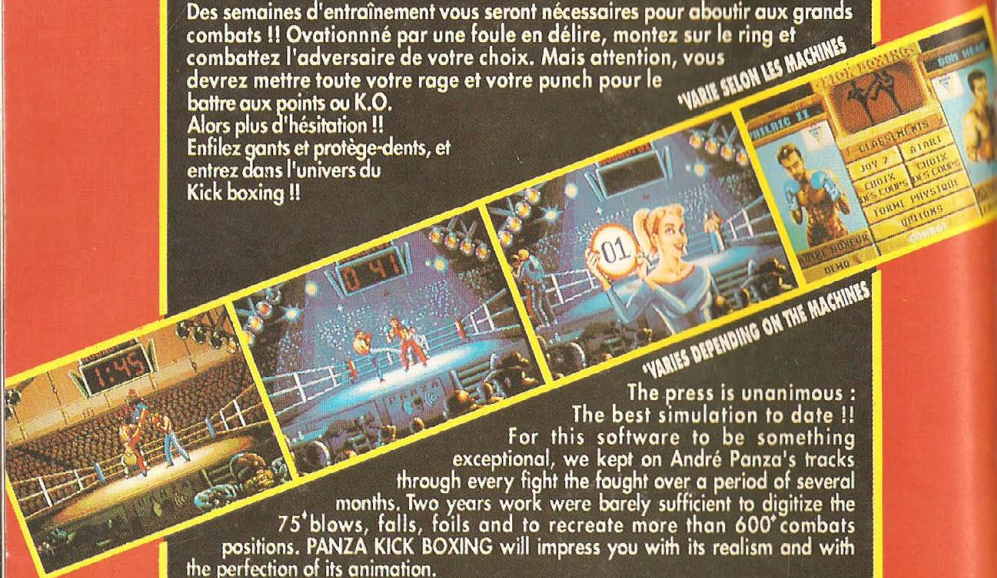
LA SIMULATION DE KICK BOXING

La presse unanime : la meilleure simulation du moment !! Pour que ce logiciel soit exceptionnel, nous avons suivi André PANZA et filmé tous ses combats durant plusieurs mois. Deux années de travail ont à peine suffi pour digitaliser 75 coups, chutes, parades et recréer plus de 600 positions de combats. PANZA KICK BOXING vous impressionnera par son réalisme et par la perfection de ses animations. Réalisée avec la participation exceptionnelle de André PANZA, trois fois champion du monde de kick boxing et trois fois champion d'Europe de boxe française, cette fabuleuse simulation vous fera entrer dans l'univers de la boxe au plus haut niveau.

Des semaines d'entraînement vous seront nécessaires pour aboutir aux grands combats !! Ovationné par une foule en délire, montez sur le ring et combattez l'adversaire de votre choix. Mais attention, vous devrez mettre toute votre rage et votre punch pour le battre aux points ou K.O.

Alors plus d'hésitation !!
Enfilez gants et protège-dents, et
entrez dans l'univers du
Kick boxing !!

'VARIE SELON LES MACHINES



'VARIES DEPENDING ON THE MACHINES

The press is unanimous :
The best simulation to date !!

For this software to be something exceptional, we kept on André Panza's tracks through every fight he fought over a period of several months. Two years work were barely sufficient to digitize the 75 blows, falls, fails and to recreate more than 600 positions. PANZA KICK BOXING will impress you with its realism and with the perfection of its animation.

Produced with the exceptional assistance of André Panza, three times world kick boxing champion and three times European French boxing champion, this incredible simulation will bring you into the boxing world at the very highest level. You will need weeks of training to deal with the intrest combat !! You will be given standing ovations by delirious crowds, climb into the ring and fight the adversary of your choice. But be careful, you will need tremendous power and punch to beat him on points or by a K.O. So don't wait any longer ! Put on your gloves and your gumshield and get into the world of kick boxing.

KICK BOXING SIMULATION

© 1990