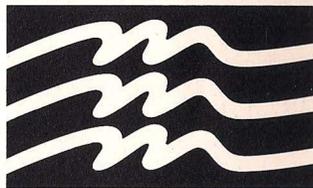


TV SPORTS
BOXING



MINDSCAPE

MINDSCAPE INTERNATIONAL

PRIORITY HOUSE, CHARLES AVENUE, BURGESS HILL, WEST SUSSEX RH15 9PQ

TEL: 0444 246333 FAX: 0444 248996

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Tv Sports Boxing Career Guide

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Tv Sports Boxing Presents: The History of Boxing

Tv Sports Boxing captures the challenge, thrill and excitement of a sport that dates as far back as 1750 B.C. Winding its way through many cultures and centuries from the original leatherfisted warrior matches of Mesopotamia (modern Iraq) to the Olympiads of ancient Greece to 17th century England prize fighting's endless popularity truly makes it the sport of the ages.

The American boxing story begins officially in the late 1800s, when the first United Statesborn fighter claimed a world championship. The amazing John L. Sullivan who lost only one fight in 75 career matches was the first link in an almost unbroken chain of American dominance in the professional boxing ranks since then.

Sullivan and his primary adversary of the time, Gentleman Jim Corbett, launched a tradition of legendary boxing confrontations that continues to this day with each generation bearing witness to classic duels with legacies that will live forever:

- **Jack Dempsey vs. Gene Tunney.** Dempsey and Tunney fought a combined total of 157 career fights getting knocked-out only once between them.
- **Joe Louis vs. Ezzard Charles.** Louis reigned as champion for more than a decade, while Charles' 122 career fights still stand as a heavyweight record for most professional bouts.
- **Jersey Joe Walcott vs. Rocky Marciano.** Marciano, the original Rocky, retired undefeated after 49 bouts and seven title defenses.
- **Floyd Patterson vs. Ingemar Johansson.** Swedish-born Johansson was only the fourth non-American to ever hold the heavyweight title.
- **Sonny Liston vs. Cassius Clay.** Liston dropped Patterson in a first round knockout to claim the title before getting pounded by Clay, who later, as Muhammad Ali, was known simply as The Greatest.

Ali was banned from boxing for not accepting a U.S. Army draft. But following his return, Ali's legendary confrontations with Smokin' Joe Frazier, George Foreman and Ken Norton established him as the most recognized and popular boxer of all time. In recent years, only Iron Mike Tyson's reign of terror has come close to equalling Ali's accomplishments in the ring.

Installation

To install Tv Sports Boxing, please refer to the Installation instructions found in the Boxer's Notebook.

Starting a Career

Tv Sports Boxing goes far beyond the basic in the ring action detailed in the Boxer's Notebook. The game allows you to create your very own boxer from scratch and direct

his entire boxing career both in and out of the ring. This role playing element takes you through a boxer's rise up the ranks: from unknown to world champ. To start a career, SELECT the Career Option at the Main Menu.

Creating a New Boxer

At the Career Options Menu, SELECT New Career to create a new boxer. You will be taken to the Career Boxer Profile Screen, where you will type in the Name and Hometown of your new boxer on the keyboard press Enter after each item has been input.

Physical Attributes

Next you will have the opportunity to choose the physical attributes of your new fighter. In each category, LEFT will decrease the number for that category and RIGHT will increase it except for Stance, where LEFT and RIGHT are LeftHanded and RightHanded, respectively; and Style, where LEFT and RIGHT will toggle you through four types of Boxers.

UP or DOWN lets you move from one category to another. When you have made all your choices, SELECT Save and Continue to move on to Build Your Boxer. These are your physical attribute choices:

Age: Ranges from 18 to 35. Younger fighters are less mature and lack experience, but are generally closer to peak physical condition.

Height: Ranges from 66 inches to 78 inches. Taller fighters will be harder to cut, but will lack the footwork and agility of a short boxer.

Weight: Ranges from 190 lbs. to 250 lbs. Weight means power, but it also means less stamina and speed.

Reach: Ranges from 68 inches to 86 inches. Longer reach clearly means a defensive advantage in keeping your opponents at bay. The advantage to a shorter reach is a more compact and powerful punch.

Stance: Either LeftHanded or RightHanded. Not all boxers have to be righthanded, so use this option to throw your opponents off guard. This choice impacts your Joystick controls and what punch each Joystick/Button movement results in punches will be opposite for Left and Right Handers. Note: If you choose to be left handed, your left hand will be stronger than your right.

Style: There are four basic styles of fighting:

Brawler: Always tries to move in, usually never gives ground. Will tend to trade punches rather than try to defend.

Dancer: Tends to move in and out quite a bit. Usually well balanced, although at times may be slightly more defensive than offensive.

Boxer: A cross between a Brawler and a Dancer, with qualities of both but not as extreme as either. He tends to be more offensive than defensive.

Dodger: The most defensive of the styles. He will tend to move around a lot, especially up and down.

Note: Style is only used if you choose to have the computer control your boxer during a fight (see Trainer Fighting Mode).

Build Your Boxer

Apart from physical attributes that impact what happens in the ring, you have an image to maintain as an up-and-coming young boxer. Do you want to strike fear in your opponents, or would you rather go for the cleancut look that will make you a crowd favourite? At the Build Your Boxer Screen which operates exactly like the Physical Attributes Screen you have several different options in each of the following four categories:

Head: Choose a profile and hairstyle for your boxer.

Skin: Determine the skin colouring of your boxer.

Hair: Determine your boxer's hair colour.

Trunks: Finally, choose the colour of your boxer's trunks.

Remember, you're going to be with this boxer his entire career, so build one you'll be proud of. When you have made all your choices, SELECT Save and Continue.

Boxer Ratings

There are ten basic ratings that you will initialize for your boxer. As you will learn in Training Camp, there are three ways to increase your ratings during your career: participating in a fight; buying equipment; and hiring a trainer. Your initial settings, however, will determine the foundation of your boxer's entire career. You have a total pool of 500 points that you can distribute among the following ratings, as you best see fit for your desired boxing style:

Stamina: The boxer's overall resistance to fatigue and an opponent's punches. This is one of three ratings that appears during a fight if it is taken down to nothing, your boxer will be knocked down.

Power: Your boxer's overall punching power.

Defense: Your boxer's ability to withstand punishment.

Chin: Your boxer's resistance to hits to his head. This rating also appears on the screen during a fight as the Knockdown Head Gauge, which when decreased to zero means your boxer will get knocked out.

Body: As with Chin, Body indicates resistance to body punches and also appears on the screen during a fight. If your gauge decreases to zero, your boxer is knocked out.

Footwork: Your boxer's speed and movement around the ring.

Hand Speed: The speed at which you can throw consecutive punches.

Cuts: Your boxer's resistance to getting cut during a fight.

Killer Instinct: Your boxer's ability to sense when an opponent is hurt and to put a little extra into each punch he throws looking to end the match right there. When your boxer goes into Killer Mode during a match, his name will start flashing on the screen.

Conditioning: Your boxer's ability to regain Stamina, Head and Body points on the gauges between rounds of a match.

Offensive Punch Power

Finally, you will be given a pool of 40 percentage points to add to the minimum values of any of the three types of punches your boxer can throw: Jabs/Straights, Hooks/Crosses, and Uppercuts. This distribution of your power lets you determine what kind of balance you want in the strength of the punches you throw. For example, applying 40 points to your minimum uppercut value of 25 will provide your boxer with a lethal weapon in that particular punch, but will result in an extremely weak 10 point jab, and a mediocre 25 point hook. Once you've set your punching percentages, SELECT Save and Continue.

Training Camp

After creating a boxer, go to the Training Camp to meet your manager and trainer and to schedule your first bout.

Your Manager

Each manager takes a certain percentage of the boxer's purse, with the better managers getting more of your money because they can schedule you better matches. Also, the better your manager, the bigger percentage of the total fight purse he can get for you, and the more hometown matches he can schedule for you. (Hometown matches are important since many judges tend to favor the hometown boxer.) Each manager has a certain range of possible opponents they can set you up against, but only the best can get you a match with the champ. All managers are contracted for a specified length of time, and most require a signing fee up front. You can fire your manager before his contract is up, but it will cost you. The buyout fee is based on the number of fights remaining in the contract, the manager's cut of those purses, and the boxer's current rank. The managers can also fire their boxers, but only when their contracts have expired, and only if the boxer's ranking is too low for that manager.

There are six managers in the game:

JOHN DANIELS:

John is known to spend most of his time at the local tavern. All new fighters start the game with him in their corner.

Contract length: 2 fights Signing fee: None

HOLLYWOOD HOWIE:

A flashy manager who is usually more show than go.

Contract length: 3 fights Signing fee: \$250

TONY CAPPUCINO:

Tony is a traditional Italian with a mama in the Old Country. He's known to have a gambling habit.

Contract length: 4 fights Signing fee: \$1,000

FIFI LAMORE:

Fifi is a knockout! She doesn't know a lot about boxing but she's a decent manager. She uses her good looks and sex appeal to sweet talk other managers and promoters.

Unfortunately, she likes to prey on amateur boxers. A single night with Fifi has ended more than one aspiring champion's career.

Contract length: 5 fights Signing fee: \$5,000

GUS DONOVAN :

Comes off like a cranky old man, but is extremely fair and trustworthy. He keeps his word and sticks with his fighters through thick and thin.

Contract length: 6 fights Signing fee: \$20,000

DON MCQUEEN:

Very flamboyant and powerful. He is untrustworthy and will do anything to make a buck, but he's still the best manager around.

Contract length: 8 fights Signing fee: \$50,000

To enter your manager's office, SELECT the Manager sign. Your manager will offer you several items you can discuss. After you are through with your manager, SELECT Nothing from the list of things to Talk About to return to your main Training Camp Screen.

Arranging Next Fight

SELECT Arranging Next Fight to see a list of all available matches you can schedule. As you move higher in the rankings, the bouts may be scheduled a month or two in advance.

As other fighters get involved in the game, schedules in your area of the rankings will tighten up and there may be no matches available for you. In this case, you will be given a Bye month during which you will not have a match. You may also choose to have a Bye month if you feel the need to sit one out. However, if you select a Bye and are challenged by a boxer the next month, you must fight.

Note: If your manager schedules a fight after a Bye, when you next visit the Training Camp, the Trainer's sign will be highlighted instead of the Manager's sign. Ask your Trainer for the Fight Strategy to see who you will be fighting.

While the major impact on increasing your ratings will come from fighting, it is actually wise not to fight each and every month, as some ratings will increase with rest and recuperation.

Purses

The purse is determined by the rankings of the two boxers involved, each boxer will take out a percentage based on 1) the two managers involved, and 2) the difference in ranking.

Reading The Magazine

This option takes you into the Tv Sports Boxing Magazine which is discussed in detail later in this Guide.

Firing Your Manager

You must continually keep an eye on your manager's ability to guide your career. There are a number of different managers in the game. The better your manager, the higher the caliber of competition you'll be able to schedule-vital as you climb the ranks and the bigger the payoff of each match.

If your manager is not living up to your expectations, you can fire him once you've completed the number of fights required in your contract. He may also give you the option to buy your way out of the contract.

In order to sign better managers, you will need to pay them an initial signing bonus and be willing to offer a bigger share of your earnings to them. After you've accumulated some bucks and are ready to sign a new manager, SELECT Firing Manager to see a list of all the managers currently available to you, initially not many. SELECT a new manager from this list and you'll go to your new manager's office.

Locking Your Camp

When more than one human controlled boxer is playing the game, you may want to lock others out of your training camp to prevent spying or tampering. To set up a password for your individual training camp, SELECT Locking Camp. You will then need to type in your password (up to 8 characters), which you'll be asked to type in next time you want to enter this boxer's camp.

Note: If you forget your password, type DELETE when asked for it. Caution, this will delete your boxer.

Retiring

You can have as many as 10 human-controlled boxers active in the game at one time. In order to create new boxers after the initial 10 slots have been filled, you will need to retire one or more of the boxers you created. Retiring also lets you get rid of boxers you no longer want, like those who go 0-37.

Even great boxers must hang it up some time: Toward the end of a boxer's career, you'll notice that his ratings, which gradually increased throughout his career, will suddenly begin to decrease. This is a good time to start thinking about another line of work.

When you retire your boxer, you have the option of placing him on the Open Exhibitioners List. Computer controlled boxers at the end of their careers will

automatically retire and will be replaced by new computer controlled boxers at the bottom of the rankings.

Your Trainer

When you hire a trainer, he will bring with him certain points that will be added to each of your ratings. When you change trainers, most, but not all, of your old trainer's points are lost, but you gain the points of your new trainer. Like your manager, each trainer will take a certain percentage of your winnings, the exact amount depending on how good the trainer is. Unlike managers, you cannot fire your trainer. They are with you for the duration of their contract. At the end of each month, when the contract is up, new trainers will present themselves to offer their services. Make your choice by comparing your weaknesses with the improvements that each trainer will guarantee you. The better your trainer is, the more he will be able to tell you about your next opponent. The six trainers are:

"TWOTON" TUBBS:

A former heavyweight known for his appetite in and out of the ring. He's an okay trainer, but he's more interested in food than fighting.

Specialties: Power and Stamina

DR. "CUTS" CORRIGAN:

A former Army medic; he is the best cut man around.

Specialties: Chin and Cuts

"GRASSHOPPER" GRANT:

Skilled in the ways of the east; he is a Master of Kung Fu.

Specialties: Hand Speed and Footwork

"JUMP ROPE" JONES:

Learned much of what he knows by watching Marine Corps training films.

Specialties: Body and Conditioning

"NOMERCY" McGIRK:

Mean tempered, but wise in the ways of street fighting.

Specialties: Power and Killer Instinct

"LEGS" LONGLEY:

An Olympic track star; he really pushes his boxers to the limit.

Specialties: Conditioning and Stamina

SELECT the Trainer sign to enter your trainer's office. As with your manager, you will have a number of items you can discuss with your trainer. When you are through, SELECT Nothing to leave his office.

Exhibition Match:

This selection lets you fight one of the boxers from the Exhibition Boxers Screen without it affecting your record or rankings. This is a great way of matching your boxer against opponents that you're not allowed to challenge in a real fight.

The opponents you will find on this list consist of 20 predetermined boxers and up to 10 gamer created boxers. These 10 slots can also be occupied by retired career boxers. The 20 others are split into two groups: the Sparring Partners and the Specialists. The Sparring Partners have their ratings set to simulate boxers that a career boxer would meet during his journey to the championship ring, with the best ones at the top of the list. These are best for use in your training camp when you want a good workout. The Specialists have one or more of their ratings much greater than their others, making them awesome in one category, but pretty average in the others. These are good for a concentrated workout in a particular area.

Sparring Partners' Profiles

The Champ - Nearly perfect in every category; killer right hand uppercut (1-4 ranking)

The Challenger - A brilliant fighter who dances circles around opponents (4-7 ranking)

Red Ryder - Red's his favorite colour from his head to his trunks, mean hook/cross (7-10 ranking)

Miguel Mauler - Cuba's finest, loves cigars, loves to brawl (10-13 ranking)

Goldenboy Gwynn - So Cal surfer dude spars on the side (13-16 ranking)

Thai Quando - An up and comer from Korea; loves to weave and bob (16-19 ranking)

Terrible Ivan - From Russia's hot spot comes a meanspirited brawler (19-22 ranking)

Baldy Boone - A skinhead lefty whose bark is meaner than his bite (22-25 ranking)

Herman Saweeny - Poor reach, poor defense contribute to this fighter's identity crisis; why didn't he take up knitting instead? (25-28 ranking)

Clay Pijin - A sitting duck for enemy blows; makes a great body bag (28-31 ranking)

Specialists' Profiles

Lightning Lewis

A right handed dancer with incredible handspeed/footwork. Good stamina and conditioning make him a very strong contender.

Marvin Meane

This right handed brawler from Detroit eats nails for breakfast. He has awesome power and a wicked killer instinct.

Guts Goodbody

After years of training this boxer from Muscle Beach is the best conditioned fighter on the circuit.

Prettyboy Price

This 24 year old "dodger" from the Bay Area has a steel jaw and rarely suffers a cut, an opponent will have to work on the body to bring this contender down.

Lefty Long

A strong left handed brawler, this 29 year old from New Orleans has a mean uppercut and likes to use it.

Brains Bowery

The smartest boxer on the circuit, Brains knows how to work the ring, dance in and out, land a punch and protect his body.

Bobbin Brown

Talk about your moving targets, Bobbin loves to bob and weave, take a shot at his opponent and slip away.

Jethro Hicks

All those years on the farm have paid off with tremendous power, but this boy is just a tad slow both mentally and physically.

“Slow” Moe Jones

Opponents think he’s moving in slow motion, but they can’t afford to become dazed by his cerebral movement. One punch from this brute can leave you black and blue.

“Bull” Leider

Known for his frequent contributions to NYC blood banks, this bleeder virtually cuts if you so much as breathe on him.

Next Fight Strategies

Here, your trainer will give you a scouting report on your next match and offer some advice. As you hire better trainers, the advice you receive will improve.

Buying Equipment

Every boxer starts his career with a \$100 and earns money as he wins fights. Use this money to buy equipment or services that will increase your rating points. For example, each month ballet lessons will increase your footwork rating slightly. You can only own 3 pieces of equipment at one time, and no 2 pieces can work on the same rating.

To buy equipment, SELECT this option at the Trainer Screen, and then SELECT the item you want to buy from the Classifieds Section of TV Sports Boxing Magazine. You’ll note that each piece of equipment is guaranteed for a certain period of time. The guarantee period is how long the ratings increase will continue. Again, in the case of ballet lessons, your footwork rating will increase each month for six months, until the guarantee ends for the lessons. After the guarantee ends you will retain the points added to your rating.

To return to the Trainer Screen, SELECT Talk To Trainer at the bottom of the Classifieds Screen.

Current Equipment

This option lets you view all the equipment currently in your possession and the remaining length of the guarantee on each piece.

Personal Statistics

This choice lets you view your current statistics, including:

- Personal Boxer Data
- Career Winnings
- Cash on Hand
- Current World Ranking
- Fight Record

SELECT Next Page from the Boxer Data Screen to view your current ratings. You’ll note that the ratings are higher than they were when the boxer was created. Trainers and equipment add points to your ratings, and the points accumulated from fights are parceled out over time, with the remaining balance shown as Extra Punch and Ring ratings. Each boxer has a maximum potential for each rating. Once a given rating reaches this maximum it will not climb higher. Keep track of these ratings throughout your career, but be patient it’s a long way to the championship belt.

To return to the Trainer Screen, SELECT Talk To Trainer.

Fighting Mode

The Fighting Mode sets the default for how your boxer will be controlled during a fight. This mode automatically defaults to Human unless you select otherwise.

- | | |
|----------|--|
| Human | Human-controlled boxer |
| Computer | Computer-controlled boxer. When the computer controls a boxer it uses style (brawler, dancer, boxer, dodger) and experience to determine the boxer’s skill and intelligence. |
| Ask Me | Choice of Human- or Computer-controlled boxers. Before each bout the computer will ask you if you would like the boxer to be human- or computer-controlled. |

Tv Sports Boxing Magazine

Tv Sports Boxing Magazine is the information source for what’s going on around your boxing world. SELECT from any of the magazine sections in the Table of Contents to check out this month’s news. SELECT Exit to leave the magazine.

Rankings and Profiles

This section shows you a current list of all the rankings and lets you view a profile of any active boxer. A red H or C indicates whether the boxer is human, or computer controlled. R means that the boxer has retired. SELECT a boxer to check out his file. When you are through reviewing the rankings and profiles, SELECT Contents to return to the Table of Contents.

Schedule of Bouts

This page lists all the fights that are currently scheduled. This page also shows the boxers' current rankings. To view the fight card for a particular match, SELECT the month on the line of that match. To return to the Table of Contents, SELECT Contents.

Last Month's Results

As with the current schedule of fights, this page lets you view details and results of last month's matches. The rankings shown are the boxer's rankings for the current month. Again, Contents takes you back to the Table of Contents.

World Records

This page lists the world records in 10 different categories. As your career moves on along with all the other boxers in your rankings any new records that are set will be recorded on this page until they too are broken.

Classifieds

The Classifieds Page shows you what is up for sale this month. The items will vary from month to month, so don't count on something being there next month if you need it and have the money, buy it! All purchases must be made through your trainer.

Fighting Your Way To The Belt

When you are ready to climb in the ring for your next fight, or want to move on to the next month, SELECT Fight Next Bout from the Career Options Screen. You will get a chance to view the fight card and Tale of the Tape for your next scheduled match.

If the next fight on the calendar is a computer vs. computer bout, you will be given the option of watching the fight or having the outcome resolved by the computer and moving on to the next scheduled match for the month.

If it's human vs. computer or human vs. human, you can SELECT either Participate In This Bout to fight the match or Continue to skip the fight, in case the person who controls a boxer in the current match is not around to fight, and someone else wants to move ahead to fight their bout for the month.

The game will not move beyond this month's matches until all fights have been resolved.

Rules of the Ring

- The number of rounds depends on your boxer's ranking.
- The rounds are 3 minutes long.
- A boxer cannot be saved by the bell.
- There is a 10 point MUST system. The judges award 10 points to the winner and less to the loser.
- 3 knockdowns in one round is a technical knockout.

- Depending upon the referee, 3 or 4 cuts stops the fight
- You have until the count of 10 to get up after a knockdown

The Judges

Three judges will be chosen at random to score your matches. Out of the eight possible judges, all have different criteria for scoring and their own personal tastes. Some prefer finesse over brute force, whereas others favor power over technique. In addition, judges tend to be swayed by the hometown crowd, some more than others. The judges are:

BENNY MARTINEZ:

Benny is of Mexican descent and favors quickness and speed. Technique and points are more important criteria for his judging than power and domination. He likes to see a good power punch, and usually favors the underdog.

BORIS NIKOLENKO:

A Russian judge, he likes to see a lot of power punches and uppercuts.

ARCHIE "BUD" HANEY:

Archie is an old timer who looks like he's already got one foot in the grave. His scoring is the most erratic and unpredictable.

JOYCE VELARDO:

Joyce is the only female judge, but that doesn't diminish her appreciation of the sport. As a matter of fact, she sees it as a "sport" and places emphasis on points and style, not on power.

EMMET O'BRIEN:

An Irish chap who has been a boxing fan for years. He tends to favour power over style but is much more balanced than Nikolenko.

HURRICANE HOLLAND:

Hurricane is a former champion. He took a few too many shots to the head so he is a little unpredictable. He favors power over points.

R.J. "DOC" WALKER:

The most scientific judge. R.J. is a balanced scorer, and is very fair and predictable, favoring neither power nor points.

LELAND FARNSWORTH:

A "proper" Englishman, he favours points over power and is moderately predictable.