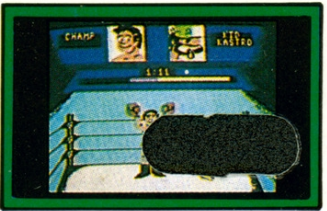


COMMODORE 64/128

THE BRIEF

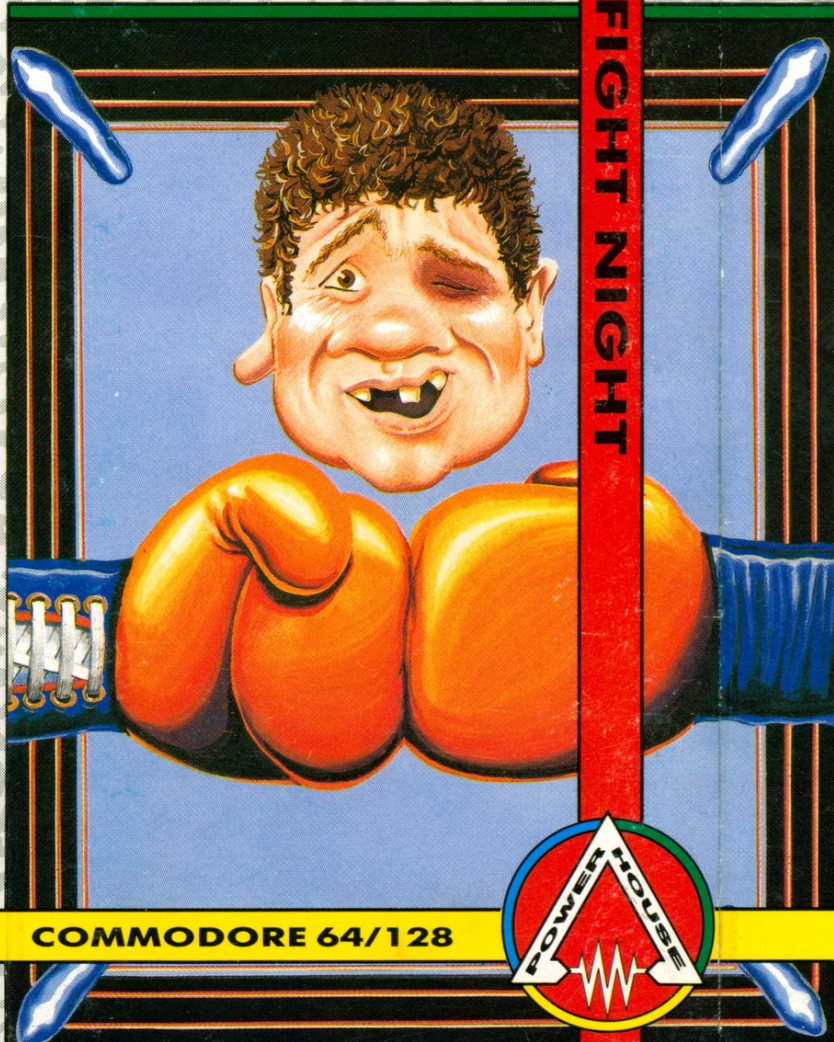
Test your pugilistic prowess against five of the world's toughest fighters, or create your own boxers and let them fight each other!

One of the best boxing simulators ever to hit your screen!



Screen Shots may differ from your computer

FIGHT NIGHT



HINTS & TIPS

There are four options in this package. The main event is fighting against a series of five contenders, each more powerful than the last. The construct option will allow you to change the appearance and characteristics of your boxer. Training and sparring let you practise the moves required to fight effectively, and to test your skill against constructed boxers of your choice.

The object of the game is to KO the contender by landing blows to the body and head to increase your score. There are three rounds of three minutes each, and if you can't KO your opponent in the allotted time, you might win on points. The actual damage caused by a punch is according to the "Puncher's" point value and the "Punchee's" resistance, and whether the "Punchee" is guarding the part being punched or not. Extra points are awarded for "Stepping into a Punch".

When selecting an option, use the joystick to find an option, and press the fire button to select it.



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THE INFO

CONTROLS

To load FIGHT NIGHT type SHIFT and RUN/STOP.

Action	Joystick	Fire Button
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Throw jab	Up	Pressed
Throw body blow	Down	Pressed
Fake jab	Left	Pressed
Fake body blow	Right	Pressed
Put guard up	Up	Not Pressed
Put guard down	Down	Not Pressed
Move left	Left	Not Pressed
Move right	Right	Not Pressed

PROGRAMMER PROFILE

Fight Night is produced under licence from Sydney Development Corporation.

PROGRAMMERS!

Is your software powerful enough for The Power House? Send your games to us and you could join many other successful programmers who have had their work published by The Power House.

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