Frank Bruno's BOXING

INSTRUCTIONS
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PLAY THE BIG FIST

Now, meet eight of the world's most <u>unlikely</u> heavyweight contenders in the boxing simulation to beat 'em all!

FRANK BRUNO GREAT BRITAIN

(THE CHALLENGER)

1 CANADIAN CRUSHER CANADA
The big, plodding, lumberjack from Canada, with the beauty of a grizzly bear and the speed of an elephant.

2 FLING LONG CHOP JAPAN
All the way from the land of the rising Hi-Fi is Fling Long Chop, a martial arts master of No-Can-Do.

3 ANDRA PUNCHEREDOV USSR
Andra is a fast, dancing Russian who goes to your head faster than a neat glass of Vodka.

4 TRIBAL TROUBLE AFRICA
Tribal means trouble for anyone, he has a temper that gets the better of you! Landing the punches with unnerving accuracy.

5 FRENCHIE FRANCE
Frenchie may appear to be cool, suave and sophisticated, but this deceptive façade hides a rather menacing individual, ready to make you see stars.

6 RAVIOLI MAFIOSI ITALY
Ravioli is not a man to mess with. He knows all the dirty tricks, and uses them without a care in the world.

7 ANTIPODEAN ANDY AUSTRALIA
Fed on a diet of empty lager cans, this man feels no pain. Pure un-interrupted punch power.

8 PETER PERFECT USA
World Famous, World Champion Peter Perfect. The most neat and accurate boxer in history is set to drive his engine of glory all over you. Could anyone be a match for macho man?

Frank Bruno's BOXING

Introduction

The sport of boxing is probably the most fearsome contact sport practised today. It holds a strange, almost sadistic fascination with sports fans around the world. Boxing has been the subject of films, documentries, and controversy. It combines physical skills such as stamina, strength, courage and endurance to produce an immensely exciting sport. Now you can experience the fast and furious sport without risking life or limb, because Frank Bruno, one of the World's greatest ever boxers, presents the World's Greatest Boxing Game.

AMSTRAD/SCHNEIDER

Instructions
1. Ensure Side A is fully rewound.
2. Hold down CTRL and press the small Enter key. (On numeric pad).
3. Press Play on cassette player.
4. Press Enter key.

COMMODORE

Instructions
On the first side of the cassette is the game program. To load this:
1. Ensure Side A is fully rewound.
2. Press Shift and Run/Stop.
3. Press Play on the cassette recorder.

Sp. 48K

Instructions
On the first side of the cassette is the game program. To load this:
1. Ensure side A is fully rewound.
2. Press LOAD "" (Enter).
3. Press play on the cassette player.

AMSTRAD DISC

Type RUN "BOXING" (Enter).

COMMODORE 64 DISC

On the first side of the disc is the game program. To load this:
LOAD "*",8,1

The Game

After pressing the R key from the Options page, you will be asked to input a three letter name. Once you have pressed enter then the game will start.

Sp. 48K
Controls

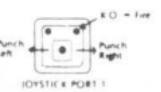|			
Guard Up	1	Dodge Left	U
Duck	Q	Left Punch	I
Guard Down	A	Right Punch	O
Right Hook/Uppercut	BOTTOM ROW	Dodge Right	P
Game Abort = Caps Shift/Space			

COMMODORE
Controls

Playing System 1: requires one joystick in Port 2.

KEYBOARD
Punch Left = 1
Punch Right = 2
K.O. = Space Bar

Playing System 2: requires joysticks in both Ports 1 and 2.

AMSTRAD/SCHNIEDER
Keyboard Controls

Guard Up	= 1	Left Punch	= I
Duck	= Q	Right Punch	= O
Guard Down	= A	Dodge Left	= K
		Dodge Right	= L

Right Hook/Upper Cut = Space Bar
Game Abort = ● (on Cursor Control Pad)

Body Blows are made by punching while Bruno's guards are down.
Head Blows are made by punching while Bruno's guards are up.
Uppercuts can be thrown while Bruno's guards are down.
Right Hooks can be thrown while Bruno's guards are up.
Right Hooks and Uppercuts can only be thrown when the K.O. indicator is flashing. See below.

Object

The object of the game is to defeat eight boxers in succession in persuit of the Heavyweight Championship of the World. Fighting styles of each of the boxers are different, each one more intelligent than the last. To defeat an opponent 'Bruno' must achieve a 'Knock Out' by knocking him down three times during a single three minute round, to do this Bruno must reduce his opponent's 'Status' to zero, by avoiding the blows made by the opponent and punching the opponent when his body or head is unprotected. By making repeated successful blows, Bruno's Punch Power increases. The KO indicator flashes when 100% punch power is achieved, this allows you to use the Right Hook/Uppercut.

The game screen is divided in two, the top half is the score and information board, the bottom half is a perspective view of the ring.
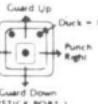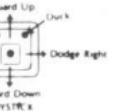
If you win the bout!

If you win the bout then you are issued with your own personal 'Elite Video Boxing Association' Membership Code. You will notice in the inlay that we have provided you with a EVBA Membership card for your own use. Write the code in Pencil, alongside the name of the next boxer. So if you have just beaten the first boxer, write the code in the space next to 'Fling Long Chop'. You may use the code to load the next boxer off tape /disc now, or at a later date. To load a boxer:

1. Ensure the cassette/disc is on side B.
2. Press 'L' on the options page.
3. Enter your three letter name.
4. Enter your 'Membership Code (just press enter without typing anything if you wish to load the first boxer back in).
5. Press play on the cassette player.

The program will tell you what boxer it has found on the tape. If it finds a boxer comes before the one it is searching for, then you should fast forward the tape a little bit. Conversely, if it finds a boxer that comes after the one it is searching for, then you should rewind the tape a little bit.

Your Membership Code is valid for all versions of Frank Bruno's Boxing provided it is used with the same three letter name that you have used.

If you lose the bout!

You can rebout the current boxer whether you have won, lost or just loaded the game. Press 'R' on the options page to do this.

Guarantee: This software tape has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading which are included. If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it directly to the following address:

Customer Services Dept.,
Elite Systems Ltd.,
Anchor House,
Anchor Road,
Aldridge, Walsall,
England.
Consumer Hot line:
(0922) 59165
Telex: 335622
SPETEL G

Our Quality Control Department will test the product, and supply an immediate replacement, at no charge. Please note that this does not effect your statutory rights.