

CBM
64/128

COMMODORE 64/128

Frank
Bruno's
BOXING

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, documentaries, 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.

LOADING INSTRUCTIONS

Spectrum (Cassette)

LOAD " " at correct counter position

Commodore 64/128 (Cassette)

SHIFT & RUN/STOP at correct counter position

Amstrad/Schneider (Cassette)

RUN " " at correct counter position

Commodore C16 (Cassette)

Load "ELITE"

© Elite Systems International Ltd. 1988

All rights reserved worldwide. Unauthorised copying, lending, broadcasting or resale without the express written permission from Elite Systems Ltd. is strictly prohibited.

Guarantee: This software product 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 Limited,
Eastern Avenue, Lichfield WS13 6RX, England.
Telex: 336130 ELITE G.

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

Game Features

- EIGHT FIERY OPPONENTS.
- FAST-ACTION, 3-MINUTE ROUNDS.
- KNOCK-DOWN/KNOCK-OUT FOR POINTS.

AMSTRAD

- BEST VIEW OF THE FIGHT AT ALL TIMES.
- ON-SCREEN K.O. METER, BEST K.O., SCORE AND BONUS.

COMMODORE 64

5 012189 300012

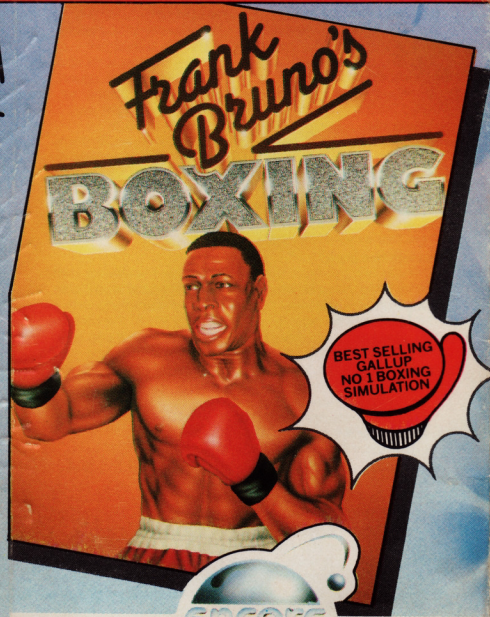


ENDORSED BY
HEAVYWEIGHT
CHAMPION
FRANK BRUNO

Elite Systems Limited,
Eastern Avenue, Lichfield WS13 6RX,
England. Telex: 336130 ELITE G.
Consumer Hot Line: (0543) 414885

Frank
Bruno's

BOXING



PLAYING INSTRUCTIONS

Spectrum

Guard up 1
Duck Q
Guard down A
Right Hook/
Uppercut Bottom Row
Dodge Left U
Left Punch I
Right Punch O
Dodge Right P
Game Abort Caps Shift/
Space

Commodore C16

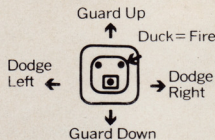
Guard up ;
Duck RETURN
Guard down /
Dodge Left a
Left Punch 1
Right Punch 2
Dodge Right s
Knock-out SPACEBAR
Re-Boot R
Game Abort RUN/STOP

Amstrad/Schneider

Guard up 1
Duck Q
Guard down A
Right Hook/
Uppercut SPACEBAR
Dodge Left K
Left Punch I
Right Punch O
Dodge Right L
Game Abort ↑ (on cursor
control
pad)

Commodore 64/128

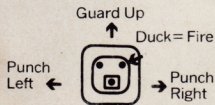
Single Joystick
in Port 2
Punch left 1
Punch right 2
Knock-out SPACEBAR



2 Joysticks



Joystick Port 1



Joystick Port 2

Three boxers only with
Commodore C16

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 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 pursuit 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 that 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 reboot the current boxer whether you have won,
lost or just loaded the game. Press R on the options page
to do this.

PLAY THE BIG FIST

Now, meet eight of the world's
most unlikely heavyweight
contenders in the boxing simulation
to beat them all!

FRANK BRUNO
GREAT BRITAIN



(THE CHALLENGERS)



1. CANADIAN
CRUSHER®
CANADA

5. FRENCHIE
FRANCE



CODE NONE

CODE



2. FLING
LONG CHOP®
JAPAN

6. RAVIOLI
MAFIOSI
ITALY



CODE

CODE



3. ANDRA
PUNCHEDOV®
USSR

7. ANTIPODEAN
ANDY AUSTRALIA



CODE

CODE



4. TRIBAL
TROUBLE
AFRICA

8. PETER
PERFECT
USA



CODE

CODE

* These 3 only with Commodore C16