

STAR RANK™ BOXING II



Player's Guide

For Commodore® 64™ and 128™ Computers

GAMESTAR★™

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Star Rank Boxing II was created by the Softworks Factory, Inc. Programmed by Dan Repich. Designed by Craig Erickson and Brian Rice.

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The ring announcer is retired contender "Lucky Lou" Lyndon from *Star Rank Boxing*.

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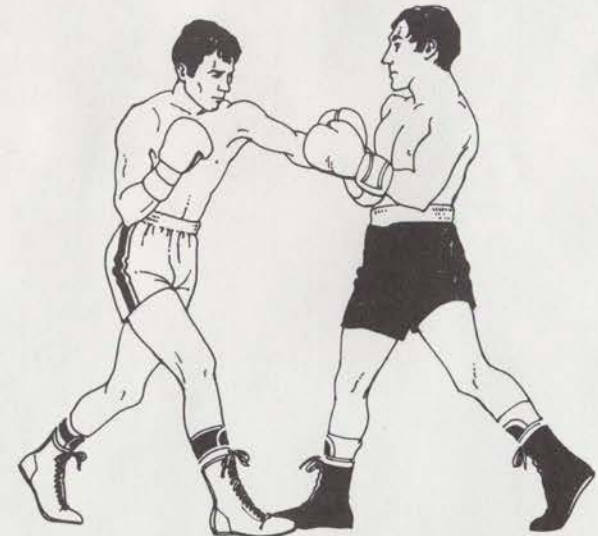
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And Now...the Main Event

On the *Star Rank Boxing II* circuit, you'll need more than raw, iron-twisting strength. For a shot at the title, you'll also need finesse, lightning-fast reflexes, and mental toughness. *Star Rank Boxing II* focuses on the *art* of the so-called "sweet science"—training, style, and strategy are more important than slugging ability.

You create your own boxers, then send them to training camp to fine-tune their skills. In the ring, you can go up against a friend, or any of 15 different computer opponents in three weight divisions: Heavyweight, Middleweight, and Welterweight.

This *Player's Guide* includes all the information you need to play *Star Rank Boxing II*. The first section, "Getting Started," tells you how to load the program into your computer. In "Picking Your Fights" and "Choosing Your Fighter," you'll learn how to choose between a tournament or exhibition bout and select a ONE- and TWO-PLAYER fight, and how to create a new boxer or load an "old pro" already stored away. "Tale of the Tape" shows you your fighters key statistics—wins, losses, draws, weight, and the like. "In Training" is your guide to training camp, where you'll learn how to throw punches and defend yourself in the ring. Finally, "Tips for Champs" includes some hints on planning and executing a fight strategy.

Getting Started

To load *Star Rank Boxing II* into your computer, follow these steps:

With the Commodore 64,

1. Start with your computer turned off and the cartridge slot empty. Turn on your disk drive and monitor or TV, if necessary. When the busy light on the drive goes out, insert the *Star Rank Boxing II* diskette in the drive, label side up.

2. Turn on the computer. When the word **READY** appears, type **LOAD "BOXING",8,1** and press **RETURN**. The program will load automatically.

With the Commodore 128,

1. Following the instructions in the Commodore 128 owner's manual, go to the Commodore 64 mode.
2. Load *Star Rank Boxing II* following the instructions given for the Commodore 64, shown starting on page 3.

For a one-player game, plug a joystick into port 1; for a two-player game, plug another joystick into port 2.

After loading the game, you'll see a series of title and credits screens; you can press the joystick button to skip over these screens quickly.

Picking Your Fights

The first menu screen that appears lets you choose between **EXHIBITION** and **TOURNAMENT** play. You'll see a pair of boxing gloves at each side of **EXHIBITION** when the game first comes on. Push the joystick forward and backward to move the gloves from one choice to another, then press the joystick button to make your selection. You can use the joystick and fire button in this manner to make selections in of all the menus you see while playing *Star Rank Boxing II*.

Select **EXHIBITION** to take on a friend in **TWO-PLAYER** action or the computer in a practice bout. When you select **EXHIBITION**, you are prompted to choose between a **ONE-** or **TWO-PLAYER** bout. If you're taking on a friend, select the **TWO-PLAYER** option. (If you have boxers stored on your game diskette, you can match two fighters you've created against each other — see page 5).

Note: Player two must use the second joystick to make his selections. To meet a computer-controlled opponent, select the **ONE-PLAYER** option. Again, move the joystick forward and backward, then push the button to make these choices.

Pick **TOURNAMENT** to match your best fighter against the computer in one or more bouts leading up to the championship fight.

Each time you play a **TOURNAMENT** game, all of your boxer's stats — wins, losses, and ranking in his division — are updated and saved on the *Star Rank Boxing II* diskette at the completion of each fight. The *Star Rank Boxing II* diskette allows you to store information on up to 15 fighters, five in each weight division. As your fighters move up the ranks, their skills and stamina improve, therefore a #3 contender of yours will always be better than a fighter you just created.

Choosing Your Fighter

When it's time to pick your fighter, you're offered two choices: **CREATE NEW BOXER** and **GET EXISTING BOXER**.

If you choose to create a new boxer, you're prompted to name him; you can use up to 16 letters when naming him. Use the **INST DEL** key to back up over any typing mistakes you might make. When you've entered the name you want, press **RETURN**.

You can now decide whether your fighter will be black or white; move the joystick right and left to highlight the choice you want and press the button to start your fighter dancing and shadow boxing. Then move the joystick forward and backward to decide which weight division you want him in and press the joystick button. You can create up to 5 boxers per weight division.

You'll then see the "Tale of the Tape." This screen lists your boxer's vital statistics, including his height, weight, and so forth. Naturally, a new boxer will have no wins, knockouts, losses, or draws, and will be ranked last in the division you've put him in.

Press the button to continue. To save the boxer you've created, press the button once more when you see the **SAVE NEW BOXER** or **CANCEL** screen. Move the joystick down and press the fire button to cancel this choice and start over.

If you choose to get an existing boxer, you next use the joystick to move the gloves up/down through **HEAVYWEIGHT**, **MIDDLE-WEIGHT**, and **WELTERWEIGHT** and press the button to make your choice. You then see a list of the fighters you've created. Again, move the joystick to the boxer you want, then press the button to select your fighter. You'll then see the "Tale of the Tape" as described above.

In ONE-PLAYER EXHIBITION games, you're then prompted to select the weight class of your opponent. You can select a boxer from any of the weight categories, but remember: A heavyweight opponent has a substantial weight and reach advantage over most middleweights and welterweights, so unless you're absolutely sure of your abilities, it's best to stay within your boxer's assigned division. In particular, you should be cautious of picking the weight division's champion. An experienced champ has an obvious edge over a novice.

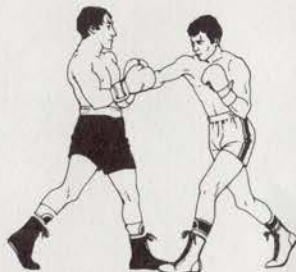
In TOURNAMENT play, you must choose an opponent from the circuit. You may not be able to fight all the boxers on the circuit, depending on your fighter's current ranking. You must be ranked number 2 to fight the current champ. As a fighter moves up the ranks, his skills improve. So it's a good idea to try to move up the ranks patiently and methodically, usually challenging only the fighter ranked just above you.

Managing Your Fighters

You may store only 15 boxers on your game diskette, five in each weight division. If you get tired of working with any or all of the 15 you have, you can retire fighters from the diskette to make room for new ones. Here's how:

1. With the **READY** prompt on your screen (before first loading the program), place your game diskette in the disk drive and type **LOAD "MANAGER"**,⁸ and press **RETURN**.
2. When the **READY** prompt reappears, type **RUN** and press **RETURN**.

Now just respond to the prompts on the screen to retire as many boxers as you like, save the changes you're making, and quit the **MANAGER** program. Reload the game to begin boxing again.



In Training

Next to actually being in the ring, **TRAINING CAMP** is the most important part of *Star Rank Boxing II*. You've chosen a boxer and an opponent: now you have the indicated number of weeks to train for the fight.

When you get to the **TRAINING CAMP** screen, check for **SCHEDULED ROUNDS** and **WEEKS TO TRAIN** at the top of the screen. If you're scheduled for a long bout, you may want to take that into account as you train your fighter.

There are four training activities to which you can allocate your weeks in camp. You don't have to spread your time evenly among them — you can set aside more time for running as you prepare for a longer bout, or less time for speed work for a heavyweight.

The four training activities and the effects they have on the four key areas of a boxer's abilities are:

- LIGHT BAG** Chiefly an agility builder; working with the light bag also adds to a boxer's accuracy.
- HEAVY BAG** Punching the heavy bag is great for a fighter's strength; also helpful in "toning" his punching techniques.
- SPAR TIME** Practice in the ring against another fighter builds up a boxer in all areas, but is especially good for developing his fight strategy.
- RUNNING** Hitting the road is terrific for building a boxer's endurance; also good for his strength and agility.

When your fighter's **TRAINING CAMP** screen appears, select the number of weeks you want to spend on each activity by placing the gloves next to each area and pressing the joystick button. Each time you press the button, another week is allocated to that activity. You can devote all the allotted weeks to any one activity, but you can not exceed the total **WEEKS TO TRAIN** figure.

When you're finished, move the gloves down to **CONTINUE** and press the joystick button. You're now ready to fight.

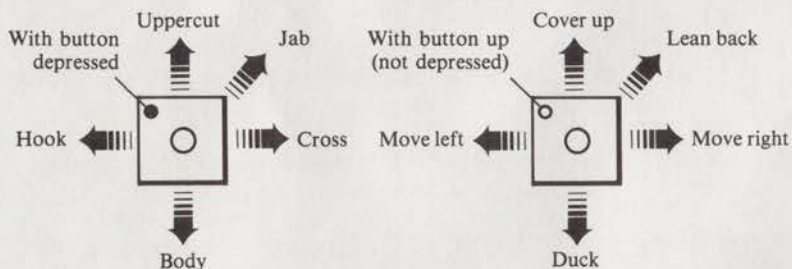
Fight Time

As in real boxing, the goal in *Star Rank Boxing II* is to outscore or knock out your opponent within the scheduled rounds of the fight. Each round is three minutes long, as indicated by a time clock at the lower left corner of your screen. (You'll also see a bell that signals the beginning and end of each round, the round, and a second clock at the right that times knockdowns.)

In ONE-PLAYER games, joystick one controls the boxer on the left — the computer controls your opponent on the right. In TWO-PLAYER games, joystick two becomes active and controls the boxer on the right.

Just as in real boxing, in *Star Rank Boxing II* you can knock your opponent down — or be knocked down yourself. There's no three-knockdown rule to end fights, and there's no "neutral" corner for the boxer left standing to retreat to after a knockdown.

To succeed in the ring, you'll have to learn to punch effectively while warding off your opponent's blows. The diagram below shows how to use the joystick to throw punches and defend yourself.



Throwing punches effectively may take some practice. Just as important is knowing what punch to throw and when, and how to defend yourself. So study the following tips to perfect your offense and defense.

Offense

- Jab** An efficient point-scorer, the jab is a quick punch that doesn't do a lot of damage, but it won't tire your fighter much when he misses.
- Hook** Like a jab, a hook is a quick punch — and it's a little more damaging than a jab. Also good for scoring points without tiring your fighter unnecessarily.
- Uppercut** The uppercut is an explosive punch — a potential knockout blow. Moderately tiring.
- Cross** The cross is an explosive punch. Crosses land with tremendous impact, but they're also extremely tiring, so use them sparingly.
- Body Shot** A power punch, the body shot drains an opponent's endurance and his strength. Like the cross, though, throwing a body shot is very tiring on a fighter.

Defense

- Coverup** The coverup wards off *most* blows to the head. Your boxer will not move while covering up.
- Leaning Back** A move made famous by Ali to avoid head and body blows.
- Ducking** The only surefire way to avoid a shot to the head — though it leaves you vulnerable for a moment when you stand up again.

Keep an eye on the colored rectangles at the upper right and left corners of the screen. These "knockdown" boxes indicate how vulnerable each fighter is to a knockdown. Both start out green, then turn cyan, blue, purple and finally red as the fighter becomes more vulnerable. During a knockdown, both fighters will recover some of their strength.

After a very powerful exchange of blows, look for your fighter slipping to the canvas. If you move your joystick left or right when your fighter is stunned, he'll sometimes "shake it off" or stagger before he falls.

Fight Results

When a round ends, the three judges' scores for each fighter are displayed on your screen in two columns. Scoring is on the "10-point must" system. This means the judges must give the winner of the round 10 points; the judges can award the loser of the round eight or nine points, depending on how well he performed. Rounds can also be called even (10-10).

At the end of a bout, each boxer's total is displayed and the winner declared. The winner of a unanimous decision in a 10-round bout would have 100 points; in a 12-rounder, 120 points.

After a bout ends, the winner's name appears at the bottom of the judge's scoring sheet. You can then press the joystick button to return to the opening chalkboard menu and select between **EXHIBITION** or **TOURNAMENT** again. The results of this match are automatically stored on the diskette (**TOURNAMENT PLAY** only).

Tips for Champs

Just as in real boxing, there isn't a "best" way to win in *Star Rank Boxing II*. Your overall fight strategy must be based on a careful assessment of your own fighter and your opponent. Sometimes, you may have to change strategies mid-bout.

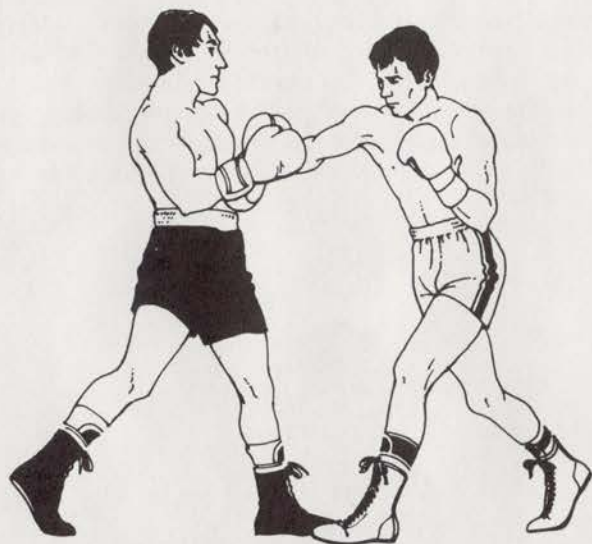
There are two basic approaches to fight strategy. You can fight aggressively and try to win by a *knockout*, or you can throw lots of quick jabs and hooks and try to *outscore* your opponent. Trying to win by points has its risks. You'll have to have good defensive moves. If you're sitting on a big lead in the late rounds, your opponent will have to come after you hard, since his only chance will be to knock you out before the final bell.

When you're not sure if the boxers are in range, throw a jab. It's an excellent distance gauge: if it misses, it won't tire your boxer unduly, and unless it's blocked, you'll know the fighters are in range.

Head-body and body-head combinations can be very effective. A crushing right cross to the head will cause most fighters to cover up, and if you follow up with a body shot — you might be on your way to the big money.

When you're a punch away from being knocked down — when your "knockdown" box turns red, you can try throwing a wild barrage of blows at your opponent. He'll have to defend himself and may not get that punch in before the round ends. Of course, missing with a flurry of punches will probably exhaust your boxer, so if he *does* get hit, there's a good chance he won't get up again — no matter how great his stamina.





STAR RANK™ BOXING II

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3. Enclose your return address, typed or printed clearly, *inside* the package.

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