

STAR RANK™ BOXING

OFFICIAL PROGRAM



WE BRING SPORTS ALIVE

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WELCOME TO THE MAIN EVENT

Congratulations. You've been invited to participate in the challenge of STAR RANK™ BOXING. Raw, iron-twisting strength is definitely an asset, but for a shot at the title you'll need more than that...like strategy, finesse, lightning fast reflexes and a mental toughness that most games are afraid to require. Before you grab your gloves, please read this official program. We'll explain some of the finer points and strategies of the game, teach you how to become an effective puncher, and introduce you to the STAR RANK circuit. If you make it to the top ten, you'll be eligible to become an official member of the STAR RANK BOXING ASSOCIATION. Good luck and have fun.

LOADING THE GAME

DISKETTE

1. Make sure your computer is OFF, THE CARTRIDGE SLOT IS EMPTY, and your disk drive is properly connected.
2. Turn your disk drive's power switch ON.
3. Turn your computer ON. When the drive's busy light goes out, insert the game diskette and close the door.
4. Type **LOAD """,8,1** and press the RETURN key. The game will load automatically.
5. If you have problems loading, hold down the F1 key during the initial part of the load (until the screen blanks) to bypass the intro.

THE STAR RANK CIRCUIT

"The air was electric when the two gladiators climbed into the ring. But by the time the bell sounded the end of the sixth round, the electricity was gone and a startled hush had fallen over the crowd. Sonny Robinson, the seemingly undefeatable world champion, was falling prey to an unknown Russian powerhouse named Boris Nikolenko. The challenger established his intentions early in the fight. Late in the third, Robinson released a left hook that would have knocked out most men. He stood a second, waiting for the big man to fall to the canvas. Instead, Nikolenko came back with a powerful body shot that drove Robinson against the ropes. The champ was stunned. His right crosses didn't seem to slow the Russian attack and his vaunted left jab simply could not keep the aggressive Nikolenko at bay. By the end of the seventh round it was clear that Robinson would have to unload his best punches and win by a knockout or not at all. But the effort just tired the champ and with 32 seconds left in the ninth round the powerful Russian unleashed an explosive uppercut that sent Robinson down for the count."

GAMESTAR GAZETTE
July 22, 1985

Truly an historic day in computer sports. You're probably quite anxious for a shot at Boris and the title, but so are the other boxers on the circuit. Here are some names to keep an eye on as you move up the ranks:

- SONNY ROBINSON** The number one contender is a flamboyant fighter with a dangerous left jab. He's been training heavily for a rematch with Nikolenko, so he won't be easy to beat.
- THUNDER THOMPSON** A newcomer to the circuit. He picked up an easy Gold in the Star Rank Games and joined the pro ranks with the medal still swinging around his neck. A tough fighter to hurt.
- SHAMROCK O'LEARY** Critics claim he's riding on the success of Thunder Thompson, who has such tremendous strength that most of Shamrock's opponent's are still nursing bruises when they fight him. Supporters say he has flawless style and execution.
- FLASH FENWICK** An extremely quick fighter. Likes to put the "magic" on his opponents. (Definite proof that the hand is quicker than the eye.)
- BASHIN' BILL SNOW** A bulldog with many years of experience in the ring. Weakens other fighters with his incredible body blows.
- CANNONBALL CORBY** A has-been who doesn't know when to quit. Cannonball used to have the reputation for "bullying" other fighters. Has been talking about retirement for years.

GETTING STARTED

1. Plug a joystick controller firmly into PORT 1 on the right side of the computer console. Plug a second joystick into PORT 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen.
2. Use the joystick to point the boxing gloves to choose a ONE PLAYER or TWO PLAYER game. Press the RED FIRE BUTTON to confirm your choice.
3. During the game, press the F1 key to RESTART; press the F7 key to PAUSE/RESUME the game.

TWO PLAYER GAME

Choosing the TWO PLAYER game takes you straight to the CIRCUIT STATUS menu. Here the players each select a fighter. Player One goes first, using joystick #1 to point the gloves to any of the 18 circuit boxers or World Champ. Player Two follows using joystick #2. (Loading and saving boxers is a ONE PLAYER option only. See the DREAM MATCH section for details on pitting one of your fighters against a friend.) Press the FIRE BUTTON to confirm your choices. When Player Two has finished the selection process, PROFILES of both fighters will be displayed. Push your FIRE BUTTONS to CONTINUE (and send the boxers to TRAINING CAMP.)

ONE PLAYER GAME

1. If you choose the ONE PLAYER game, you'll go to this screen:

**GET BOXER
NEW BOXER**

Choose the GET BOXER option to load a boxer you've fought with before. All the boxer's statistics including his earnings, record and rank are saved to disk at the completion of each fight. If you choose the GET BOXER option before you've saved a boxer to your game disk, you'll get stuck. Press the F1 key to RESTART the game and go back to the opening options screen.

2. Move the gloves to NEW BOXER and push the button to create a brand new fighter. (You can have up to 40 different fighters on your game disk or you can "delete" a fighter by creating a "new boxer" with the same name.)

The first step in creating a boxer is to enter a name, (up to 16 characters.) Use the keyboard to type in the letters and the Delete key to erase any mistakes. Press RETURN when you are finished.

Now you'll be prompted with the NEW BOXER FEATURES screen. Use the joystick to point to the different features. Push the fire button to step through the choices. Pay close attention to the boxing style you choose because it determines the computer controlled footwork, (so you can focus on punching, defensive moves and strategy). When you're happy with your boxer point to CONTINUE and press the button.

BOXING STYLES

DANCER	Likes to "stick and move". Rarely goes inside.
BOXER	Sometimes moves inside, but prefers to keep his distance. An excellent style if you like to flurry.
MIXED	Very unpredictable. Hard for your opponents to "read".
SLUGGER	No-nonsense style. Doesn't tire quite as easily because he doesn't do much dancing. Goes inside often.
BULLDOG	Likes to slug it out toe-to-toe. Can sometimes trap a dancer against the ropes.

3. Your fighter's PROFILE screen comes up next. When you've analyzed the information, press your fire button to CONTINUE.

CONTINUE SAVE DREAM MATCH

4. If you just created a "new boxer" DO NOT save dream match. Your fighter will automatically be saved and updated at the end of each fight (one player game only).

5. Next is the CIRCUIT STATUS screen. You can select one of the two fighters ranked immediately in front of you, the fighter just below you, or a DREAM MATCH. If you choose DREAM MATCH, follow the on screen prompts to load your opponent from a DREAM (data) DISK.

Be a good manager and choose your fights carefully. For example, fighting "two ahead" is a quicker way to the top, but it's more dangerous. Move the gloves to your selection and press the fire button to go to your OPPONENT'S PROFILE screen.

Study your adversary closely. If you change your mind, move the gloves to REFUSE and press the button. If you ACCEPT the challenge, press the fire button to send your boxer to TRAINING CAMP.

RINGSIDE

As in real boxing, your goal in STAR RANK™ BOXING is to out-score or knock out your opponent in 10 or 12 round bouts. Each round is 3 "minutes" in length.

TRAINING CAMP

Training camp is the most important part of the game next to actually being in the ring. But before you train your fighter, study the following status registers and notice how they can affect the outcome of each fight:

Endurance

1. poor
2. average
3. good
4. massive

Endurance is the key to knockdowns. When this register is less than 10, a knockdown will occur within the next few punches. Because of the THREE KNOCKDOWN RULE, if your fighter winds up kissin' canvas three times in the same round the fight is over. (That's called a TECHNICAL KNOCKOUT.) Endurance goes down when you are hit AND when you miss! The scoreboard above the ring displays both fighters endurance registers. Watch these numbers carefully!

Stamina

1. weak
2. erratic
3. average
4. tough
5. mighty

Stamina is the "recovery" register. Boxers "recover" lost endurance when they rest between rounds. For example, if your fighter has 75 stamina points he will get back 75% of the endurance points he lost in the previous round. Stamina also determines whether a boxer will get up after a knockdown. (When a fighter's stamina drops below 50 he becomes susceptible to knockouts.) Stamina goes down every time you are hit.

Strength

1. feeble
2. weak
3. average
4. strong
5. awesome

This register reflects power. Stronger fighters deliver more punishing blows. Use the strength register for reference only. If your strength is 25 and your opponents' is 20 you are 5% stronger. Every punch you throw will zap your strength, especially misses.

Agility

1. sluggish
2. slow
3. average
4. quick
5. lightning

Agility is the key to your boxer's punching speed. It too goes down with every punch.

You've chosen an opponent, studied his strengths and weaknesses, planned your strategy and now you have from 6-12 weeks to train for the big fight. There are five areas in which you can allocate your time. You don't have to spread your time between the five areas. You can capitalize on one of your strengths or compensate for one of your weaknesses. The choice is up to you! Here are the five training areas and the effects they have on your status registers:

Roadwork

Hitting the road has a tremendous impact on your endurance and helps build strength and agility.

Light Bag

The light bag is an agility builder. It also helps produce stamina.

Weights

Pumping iron is a strength-builder. A few weeks of hard work and you'll be amazed.

Spar Time

Practice in the ring will build all your registers but is especially good at boosting your stamina.

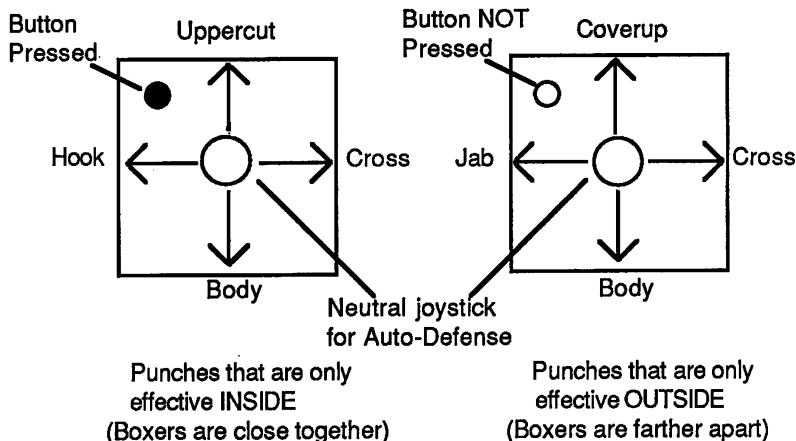
Heavy Bag

Punching the heavy bag is great for your strength but it's also helpful in "toning" your stamina and endurance.

To train your boxer simply move the glove to an area and press the joystick button. Every time you push the button another week will be allocated to that area. You can move to any area and devote up to 9 weeks as long as you don't exceed the total number of weeks left until the fight. When you are finished, move the glove to CONTINUE and press the button to FIGHT.

FIGHT TIME

To be successful in the ring you'll have to learn how to punch effectively. The secret lies in choosing the correct "range" punch to throw.



If the boxers are standing very close together they are INSIDE. HOLD down the FIRE BUTTON and move the joystick to throw uppercuts, hooks, crosses, and body shots. If the fighters are further apart they are OUTSIDE. RELEASE the button to throw jabs, crosses, and body shots. Throwing the "right" punches may take some practice, but knowing which punch to throw is almost as important, so study the following descriptions carefully:

OFFENSE

Jab

An efficient point-scorer. A quick punch that doesn't do a lot of damage but isn't very tiring when you miss either.

Hook

The hook is slightly more damaging than the jab. It too is a quick punch and is good for scoring points without tiring the boxer unnecessarily.

Uppercut

The uppercut is an explosive punch from the INSIDE. It's moderately tiring and is a good knockout punch.

Cross

The cross is an explosive punch INSIDE and OUTSIDE. Crosses hit with tremendous impact but are also extremely tiring. Use them cautiously.

Body Shots

The body punch is a power punch. It drains an opponent's endurance and his strength. Like the cross, it too is very tiring.

DEFENSE

Coverup

The coverup wards off ALL blows to the head. Your boxer WILL NOT move while he is covering up, so if you want to move you'll have to release the joystick and go to AUTO-DEFENSE.

Auto-Defense

Leaving the joystick in the neutral position will cause your fighter to go to AUTO-DEFENSE. This is always effective against body shots.

If you throw an inside punch inside, or an outside punch outside, and its not blocked, you will HIT ("thud" sound). If you're out of range (including just being too far away from your opponent) you will MISS ("whoosh" sound). The judges score the fighters on hits, misses and overall presence.

DREAM MATCH

Dream Match is a ONE PLAYER option (only), that lets you fight your friends' favorite boxer or have him fight yours. You can even step into the ring against yourself! Here's how it works:

1. Choose a ONE PLAYER game and "get" your favorite boxer from the game disk.
2. At the next menu select SAVE DREAM MATCH. This will take you straight to the training camp. You have 12 weeks to train.
3. When the game prompts you to INSERT DREAM DISK, place any blank, formatted disk in the drive and press your fire button. You can save up to 40 different boxers to your dream disk.

To FIGHT a Dream Match:

1. Choose a ONE PLAYER game and "get" your favorite boxer from the game disk.
2. Take your boxer to training camp.
3. At the circuit status screen pull the joystick down and select DREAM MATCH.
4. Put a DREAM (data) DISK in your drive and follow the prompts to select an adversary.

The computer will control your Dream Match opponent based on his record, rank, style and image.

SPECIAL FEATURES

1. Star Rank™ Boxing is unique in that it focuses on the ART of the sport. Style, training and strategy are emphasized over slugging ability.
2. Fight a friend or play solitaire against 19 different circuit boxers including champ Boris Nikolenko. Personalized Artificial Intelligence makes each boxer uncannily lifelike. And, each boxer has a totally unique personality...for example, some boxers become dazed, while others get angry.
3. Create your own boxer...choose race, style, look and image.
4. Take your boxer to training camp to fine-tune his skills...light bag, heavy bag, road work, and more.
5. Incredibly realistic animation, including a full arsenal of punches, defensive moves and footwork based on style.
6. Realistic ringside atmosphere...from the cheering crowd to the "thud" of a solid body shot. Plus, a specially composed musical score that captures the excitement of the game.
7. Send up to 40 trained boxers on disk to a friend so you can fight a long distance DREAM MATCH against each other.

TIPS FOR STARS

"Just like real boxing, there isn't a 'best way' to win. Your overall fight strategy has to be based on your opponent, and sometimes it's necessary to change strategies mid-bout.

"There are two good 'overall' strategies. You can fight aggressively and try to win by a KNOCKOUT, or you can throw lots of quick jabs and hooks to OUTSCORE your opponent. Winning by points will require both high stamina and good defensive moves. A good defensive strategy if you are INSIDE and in COVERUP is to push your joystick button. Your boxer will throw an uppercut and immediately return to COVERUP.

"Pace yourself. Keep in mind that your opponent's endurance goes down when you hit him and when he MISSES! Try laying back a few rounds. Force him to miss, and when he's completely exhausted go after him!

"Head-body or body-head combinations can be quite effective. A crushing right cross to the head will cause most fighters to coverup, and if you follow the cross with a body shot...watch out!

"Star Rank™ Boxing was created for amateurs and contenders alike to capture the true essence of the sport. If you come up with any tips or strategies please drop us a note - we'd love to hear about your Star Rank exploits!"

JOIN THE STAR RANK BOXING ASSOCIATION

If you make it to the top ten you're eligible to join the ranks of Gamestar's exclusive Star Rank Boxing Association.

Here's how:

1. Take a photo of your TV/monitor showing your name on the circuit status screen. Your rank must be 10 or better.
2. Send that to us along with the proof of purchase seal located on the bottom of this page.

You'll receive an official Gamestar membership card attesting to your fast moves and winning strategy.



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