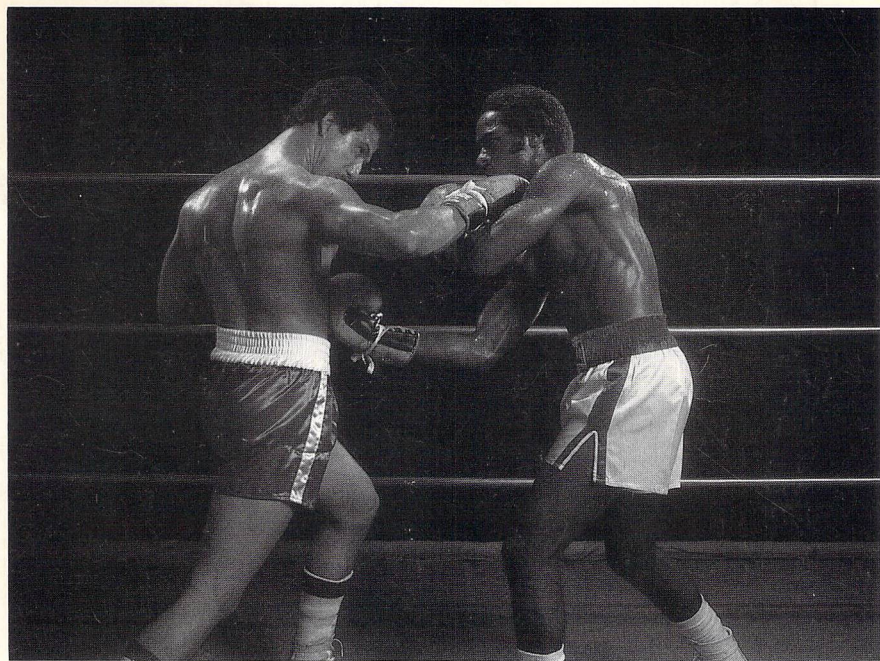


# STAR RANK™ BOXING



## *Player's Guide*

For Commodore 64™ and 128™ computers

**GAMESTAR**★™

Distributed and marketed exclusively by **ACTIVISION**

*Star Rank Boxing* was developed by Troy Lyndon.

Concept and graphics by Doug Barnett.

Directed by John Cutter and Scott Orr.

Produced by Scott Orr.

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## *And Now...the Main Event*

On the *Star Rank Boxing* 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* focuses on the *art* of the sport—training, style, and strategy are more important than slugging ability.

You create your own boxer, choosing his style, image, and more; then send him to training camp to fine-tune his skills. In the ring, you can go up against a friend or against 19 different circuit boxers, including the current champ, Boris Nikolenko. Every boxer is uncannily lifelike—some get angry, some become dazed, each has a unique personality.

This *Player's Guide* includes all the information you need to play *Star Rank Boxing*. The first section, "Getting Started," tells you how to load the program into your computer. In "Picking Your Fights," you'll learn how to create or load a boxer for one- or two-player games, assess his strengths and weaknesses, and pick an opponent. "In Training" is your guide to training camp, where you prepare your boxer for the big bout. In "Fight Time," 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* 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* diskette in the drive, label side up.
2. Turn on the computer. When the word **READY** appears, type **LOAD "\*",8,1** and press **RETURN**. The program will load automatically.

## With the Commodore 128,

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* diskette in the drive, label side up.
2. Hold down the Commodore key in the lower left corner of the keyboard while you turn on the computer. When the word **READY** appears, type **LOAD "\*"8,1** and press **RETURN**. The program will load automatically.

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

To restart *Star Rank Boxing* at any time, press the **F1** key.

## *Picking Your Fights*

Use the joystick to place the boxing gloves next to **ONE PLAYER GAME** or **TWO PLAYER GAME**, and press the joystick button to confirm your choice.

## **One-Player Games**

Each time you play a one-player game, all your boxer's statistics—including his earnings, record, and rank—are saved on the *Star Rank Boxing* diskette (or your own blank, formatted diskette) at the completion of each fight. The *Star Rank Boxing* diskette will store information on up to 40 fighters.

With boxers stored on a diskette, you can match two fighters you've created against each other in a **DREAM MATCH**. You can also send a diskette containing boxers to a friend, to match your best against his.

When you choose a one-player game, these options appear:

**GET BOXER**  
**NEW BOXER**

If you've played *Star Rank Boxing* before, you can place the gloves next to **GET BOXER** and press the joystick button to load a tried-and-true fighter. When the message **INSERT GAME DISK AND PRESS BUTTON** appears, be sure that the diskette containing the boxer you want is in the disk drive, and press the joystick button. A list of the boxers stored on the diskette will appear. Place the gloves next to the boxer you want and press the joystick button to load your fighter.

If you want to create a new fighter, place the gloves next to **NEW BOXER** and press the joystick button. Then type in a name for your boxer—up to 16 letters. Use the **INST/DEL** key to erase mistakes. Press **RETURN** after typing in the name.

When the **NEW BOXER** screen appears, use the joystick to place the glove next to the various features and press the joystick button to cycle through your choices. Here you select your boxer's **RACE**, **HAIR** color, uniform **COLOR**, boxing **STYLE**, and **IMAGE**.

Pay close attention to the boxing style you choose—during fights it will determine your boxer's footwork, which is controlled by the computer so that you can concentrate on punching, defensive moves, and strategy.

Here's a summary of the five boxing styles:

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

When you're happy with the features you've selected, place the glove next to **CONTINUE** and press the joystick button.

**When your fighter's profile appears on the screen, study it carefully to get an idea of your boxer's strengths and weaknesses, so you'll know what you need to work on in TRAINING CAMP. See "Boxer Profiles" at the end of this section for an explanation of how a boxer's STAMINA, AGILITY, STRENGTH, and ENDURANCE can affect his performance in the ring.**

When you've finished studying the profile, press the joystick button.

When the next screen appears, you can press the joystick button to **CONTINUE**, or place the gloves next to **SAVE DREAM MATCH** if you want to go directly to **TRAINING CAMP**, train your boxer, and save him on a diskette (see "In Training," page 9).

If you select **CONTINUE**, the **CIRCUIT STATUS** screen appears. This is where you choose an opponent. You can select either of the two boxers ranked immediately above you, the fighter ranked just below you, or a **DREAM MATCH** with an opponent stored on a diskette.

If you choose a **DREAM MATCH**, place the diskette containing your desired opponent in the disk drive and press the joystick button. When the list of boxers stored on the diskette appears, place the gloves next to the name of the one you want to fight and press the joystick button.

Be a good manager: choose your opponents carefully. Challenging a fighter two rankings above may look like a shortcut to the top, but it's also risky.

Here are some names to keep an eye on as you move up the ranks:

**SONNY ROBINSON.** The number one contender, Sonny's a flamboyant fighter with a dangerous left jab. He's been training heavily for a rematch with the Russian powerhouse Boris Nikolenko, who laid him out on the canvas the last time they faced each other. So he won't be easy to beat.

**THUNDER THOMPSON.** A newcomer to the circuit and a real bruiser. Thunder picked up an easy Gold at the Star Rank Games and joined the pro ranks with the medal still swinging from his neck. A tough fighter to hurt.



**SHAMROCK O'LEARY.** Critics claim he's riding on the success of Thunder Thompson—he's faced a lot of the kid's "leftovers," most of them still tender from the beating they took from Thunder. But Shamrock's supporters praise his flawless style and execution.

**FLASH FENWICK.** An extremely quick fighter, Flash likes to "put the magic" on his adversaries. Proof that the hand is quicker than the eye.

**BASHIN' BILL SNOW.** A bulldog with years of experience in the ring, Bashin' Bill has seen it all. He weakens other fighters with punishing body blows.

**CANNONBALL CORBY.** He's been talking about retirement for years—critics say he's a has-been who doesn't know when to quit, but maybe he knows something they don't know. Cannonball used to have a reputation for bullying his opponents.

After you choose an opponent from the circuit or load one from diskette, the opponent's profile screen appears. Study it carefully—it's important to know how your boxer's strengths and weaknesses stack up against those of your opponent.

If you change your mind about fighting this particular adversary, you can place the gloves next to **REFUSE** and press the joystick button, then select another opponent.

When you choose to **ACCEPT** the challenge, you and your fighter will go to **TRAINING CAMP**—see page 9.

## Two-Player Games

When you choose a two-player game, the **CIRCUIT STATUS** screen appears. Here both players select a fighter. Player One goes first, using joystick 1 to place the gloves next to any of the 18 circuit boxers or World Champ; then Player Two chooses, using joystick 2. Press your joystick buttons to confirm your choices.

When Player Two has finished, profiles of the selected boxers appear—Player One's first, then Player Two's. Study them carefully to get an idea of both boxers' strengths and weaknesses, so you'll know what you need to work on in TRAINING CAMP. See "Boxer Profiles" for an explanation of how a boxer's **STAMINA**, **AGILITY**, **STRENGTH**, and **ENDURANCE** can affect his performance in the ring.

When you've finished studying your boxer's profile, press your joystick button. When Player Two does so, you'll both go to TRAINING CAMP.

## Boxer Profiles

A boxer's profile can significantly affect the outcome of a fight. It's a good idea to note your boxer's rating, especially in the four areas listed below—when you get to TRAINING CAMP, you may want to allocate your training time accordingly.

**STAMINA**      Ratings: **WEAK**, **ERRATIC**, **AVERAGE**, **TOUGH**, **MIGHTY**

Think of stamina as a boxer's ability to recover. When a fighter gets knocked down (because his endurance is low), his chances of getting off the canvas are related to his stamina. If his stamina is very high, he'll always get up; the lower his stamina, the better the chance he'll be knocked out. In the ring, stamina goes down every time a boxer gets hit.

**AGILITY**      Ratings: **SLUGGISH**, **SLOW**, **AVERAGE**, **QUICK**, **LIGHTNING**

Agility is the key to a boxer's punching speed. In the ring, a fighter's agility goes down with every punch he throws.

**STRENGTH**      Ratings: **FEEBLE**, **WEAK**, **AVERAGE**, **STRONG**, **AWESOME**

A boxer's strength is his power. The greater a fighter's strength, the more damage he can do with his punches. Every punch he throws—hit or miss—will reduce a boxer's strength in the ring.

## **ENDURANCE** Ratings: POOR, AVERAGE, GOOD, MASSIVE

Endurance is the key to knockdowns. During every *Star Rank Boxing* bout, the scoreboard displays each fighter's endurance as a three-digit number below the letters **END**. When a boxer's endurance falls below 10, he'll be knocked down within the next few punches; and with the Three-Knockdown Rule in effect, any fighter who kisses the canvas three times in the same round loses the bout on a Technical Knockout. A boxer's endurance goes down when he gets hit and when he throws a punch at his opponent but misses. However, when he rests between rounds, he gets back a percentage of the endurance he lost during the previous round.

## ***In Training***

Next to actually being in the ring, **TRAINING CAMP** is the most important part of *Star Rank Boxing*. You've chosen a boxer and an opponent and studied their strengths and weaknesses. Now you have from 6 to 12 weeks to train for the big fight.

When you get to the **TRAINING CAMP** screen, check the **SCHEDULED ROUNDS** for the upcoming bout and the **WEEKS TO TRAIN** at the top of the screen. *Star Rank Boxing* bouts are 10 or 12 rounds; if you're scheduled for a longer bout, you may want to take that into account as you train your fighter.

There are five training activities to which you can allocate your weeks in camp. You don't have to spread your time evenly among them—you can capitalize on one of your fighter's strengths or focus on compensating for one of his weaknesses.

Here are the five training activities and the effects they have on the four key areas of every boxer's profile:

**LIGHT BAG** Chiefly an agility-builder, working with the light bag also adds to a boxer's stamina.

**HEAVY BAG** Punching the heavy bag is great for a fighter's strength; also helpful in "toning" his stamina and endurance.

**SPAR TIME** Practice in the training camp ring builds up a fighter in all areas but is especially good for boosting his stamina.

**WEIGHTS** Pumping iron is a strength-builder.

**ROADWORK** 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 in camp that 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 will be allocated to that activity. You can devote up to 9 weeks to any one activity or no time at all. Among all five activities, you can't exceed the total **WEEKS TO TRAIN**.

When you're finished, place the gloves next to **CONTINUE** and press the joystick button. If you came to camp from **SAVE DREAM MATCH** (see "Picking Your Fights," page 4), follow the instructions on the screen to save your trained boxer on a diskette. Otherwise, you'll go to the ring and begin the big bout.

## ***Fight Time***

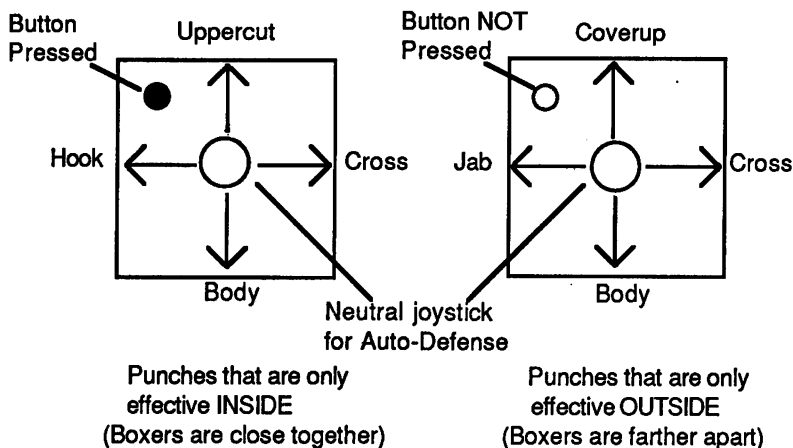
As in real boxing, the goal in Star Rank Boxing is to outscore or knock out your opponent in a 10- or 12-round bout. Each round is three "minutes" long.

Keep an eye on your boxer's **ENDurance** rating during each round. Between rounds, you'll get a chance to catch your breath, see how the two fighters are stacking up in points scored, and assess your boxer's remaining **STAMINA**, **STRENGTH**, and **ENDURANCE**. Both boxers recover some endurance between rounds.

To succeed in the ring, you'll have to learn to punch effectively while warding off your opponent's blows. The diagram on page 11 shows how to use the joystick to throw punches and defend yourself.

When the boxer's are standing very close together—or *inside*— hold down the joystick button and move the joystick to throw uppercuts, hooks, crosses, and body shots.

When the boxer's are farther apart—or *outside*—release the joystick button and move the joystick to throw jabs, crosses, and body shots.



The key to success is choosing the correct “range” of punch to throw at any given time. When either boxer connects with a punch, you’ll hear a “thud.” When a punch misses, you’ll hear a “whoosh.” The judges score the fighters on punches landed, defense, and overall presence.

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 on offense and defense carefully.

## 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** From the *inside*, the uppercut is an explosive punch—a potential knockout blow. Moderately tiring.
- Cross** The cross is an explosive punch both *inside* and *outside*. 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

- Cover-up** The cover-up wards off *all* blows to the head. Your boxer will not move while covering up, so if you want to move you must release the joystick and go to Auto-Defense.
- Auto-Defense** Always effective against body shots.

## *Fight Results*

When a bout ends, the message **INSERT GAME DISK AND PRESS BUTTON** appears on the screen. Press the joystick button once to see the fight results; to store the results as part of your fighter's statistics, be sure that the diskette containing his previous record is in the disk drive, then press the joystick button again.

## *Tips for Champs*

Just as in real boxing, there isn't a "best" way to win in *Star Rank Boxing*. 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.

Study the way various boxers fight. Some throw more punches when they're inside, others hit more from the outside. You should be able to use these patterns to your advantage.

One useful tactic: when you're inside and in a cover-up defensive stance, press your joystick button. Your boxer will throw an upper-cut and return immediately to his cover-up.

When you know the boxers are in range but you're not sure whether they're inside or outside, 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 inside.

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 endurance points fall to about 7—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.

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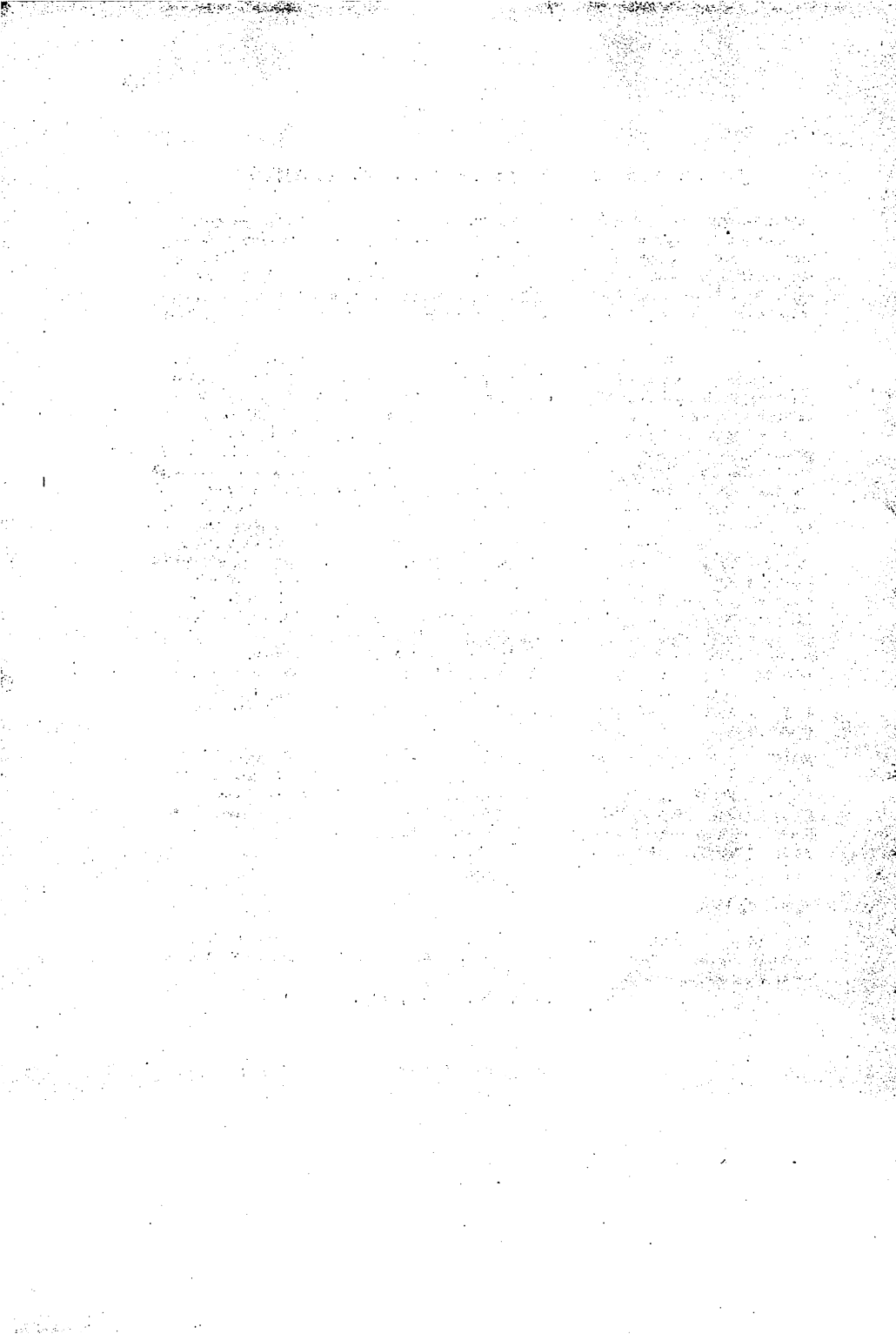
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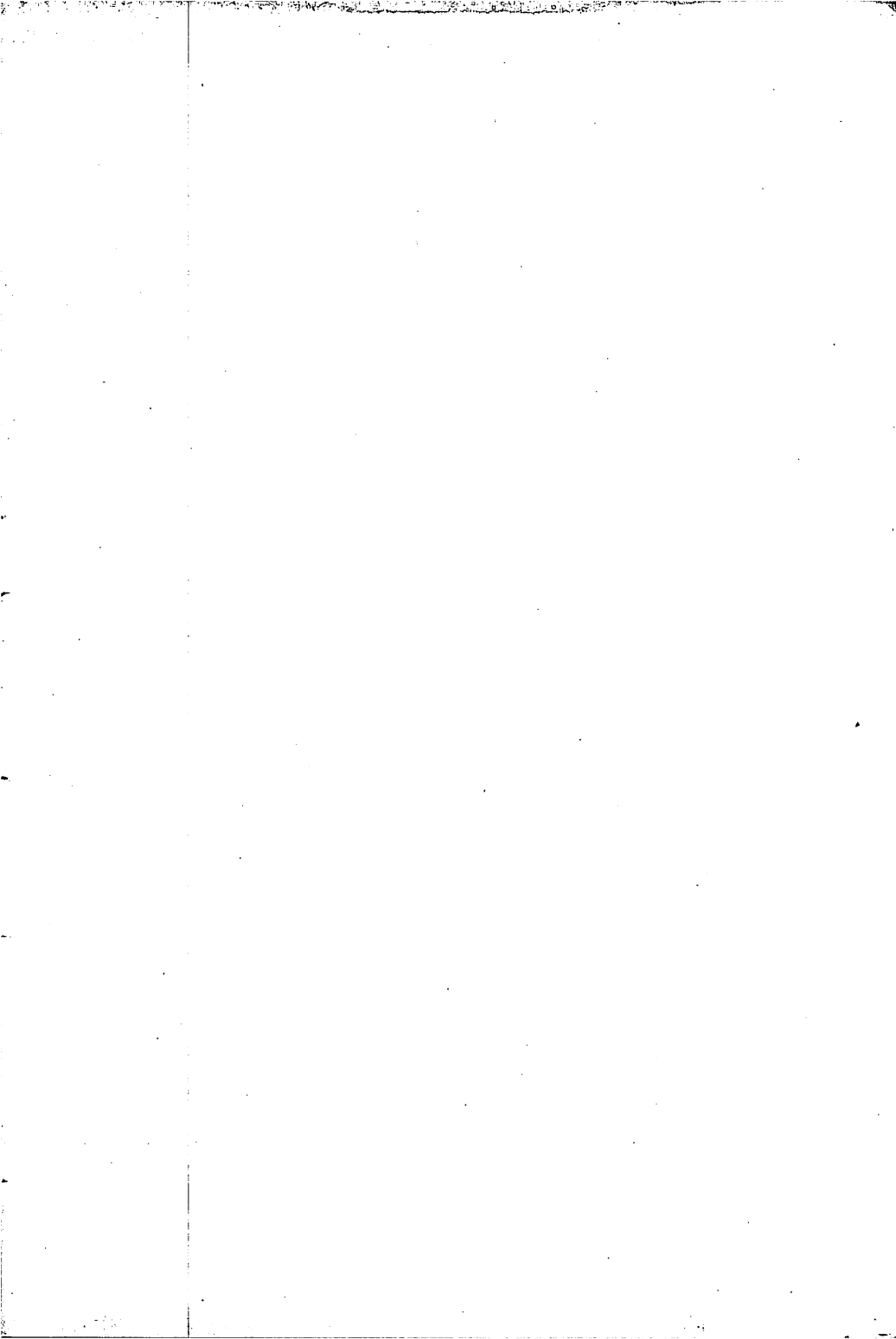
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