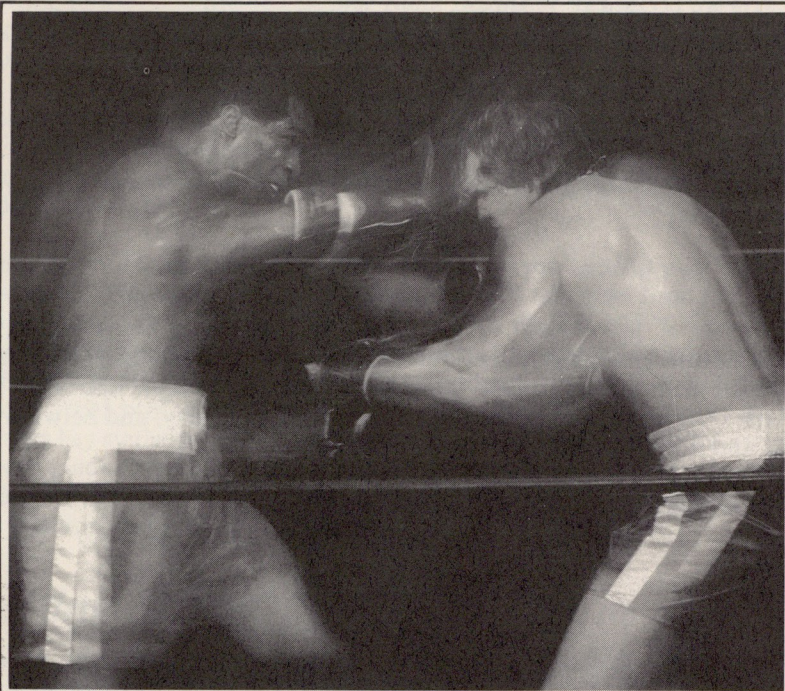


STAR RANK™ BOXING II



Player's Guide

For IBM® PC, XT, Tandy® 1000, 1000 EX and SX,
and Leading Edge Model D™ Computers

GAMESTAR ★TM

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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.

Produced by J. David Koch.

Music by Russell Lieblich.

Graphics by Steve Chin, Mark Waterman, and Mark Madland.

Creative support by Keith Orr.

Special thanks to Kelly Zmak and Scott Orr.

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

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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

If you have a hard disk, you may install *Star Rank Boxing II* on it and load the game by following the steps described at the end of this section.

Before playing the game for the first time (and any time you want to play the game after changing your computer system), you must set up *Star Rank Boxing II* for your particular system configuration. To do so, follow these steps:

1. Boot your computer with DOS (version 2.1 or a later version or, if you have a Leading Edge Model D computer, version 3.10 or a later version).
2. Insert the game disk in disk drive A, label side up.
3. With the **A>** prompt on the screen, type **SETUP** and press **RETURN**.
4. Follow the prompts on the screen to set up the game for your particular color display, the level of sound effects you want, and the player controls you have.

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If you have one joystick, you must designate keys to simulate a second joystick for two-player games. If you don't have any joysticks, you must designate keys to simulate two joysticks.

You may select any nine keys to simulate each joystick, but it's a good idea to select keys in logical clusters — for example, the nine keys with **S** at the center for joystick 1 and the numeric keypad (with **5** at the center) for joystick 2. *The key you select for the center joystick position will act as the joystick button.*

The instructions in this guide describe how to play the game using a joystick. If you're using keyboard controls, substitute the appropriate keystrokes for the joystick actions called for.

Note to Tandy owners: Always be sure to plug your joysticks into your computer *before* loading the game. Player 1 uses the joystick plugged into the right port, and player 2 the joystick plugged into the left port.

To begin play after setting up the game, type **BOXING and press **RETURN**.**

To load the game into your computer from a floppy disk drive, follow these steps:

1. Boot your computer with DOS (version 2.1 or a later version or, if you have a Leading Edge Model D computer, version 3.10 or a later version).
2. Insert the game disk in disk drive A, label side up.
3. With the **A>** prompt on the screen, type **BOXING** and press **RETURN**.

To install the game on a hard disk, follow these steps:

1. Boot your computer with DOS (version 2.1 or a later version or, if you have a Leading Edge Model D computer, version 3.10 or a later version).
2. If necessary, create or change to a directory where you want to install the game.
3. Insert the game disk in disk drive A, label side up.
4. With the **A>** prompt on the screen, type **INSTALL** and press **RETURN**.
5. Follow the prompts on the screen, and wait for the program to install itself on your hard disk.

Anytime you want to load the game from your hard disk, you must place your *original* game diskette in drive A until the loading process is finished.

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.

During play, you can press **ESC** to pause and resume the game.

Picking Your Fights

The first menu screen that appears lets you choose among the following: **Exhibition**, **Tournament**, **Manager**, **Demo**, and **Quit**. 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 4). **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.

Select **Manager** if you want to retire one or more boxers that you've created and stored on disk — see "Managing Your Fighters" on page 5.

Select **Demo** for a demonstration of *Star Rank Boxing II* action. Two boxers selected from the Star Rank circuit will fight a complete bout, followed by another bout, and so forth. To exit the **Demo** mode, you must reboot your computer.

Select **Quit** to exit *Star Rank Boxing II* and return to the **A>** prompt.

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 18 fighters, six in each weight division (of course you can store many more boxers if you've installed the game on a hard disk). As your fighters move up the ranks, their skills and stamina improve so a #3 contender of yours will always be better, for example, than a fighter 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 **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 6 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** screen. Move the joystick down to **Cancel** and press the button to cancel this choice and start over.

You may also select **Play New Boxer (Don't Save)** to enter the boxer in a bout *without* saving him.

If you choose to get an existing boxer, you next use the joystick to move the gloves up/down through **Heavyweight**, **Middleweight**, 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 18 boxers on your game diskette, six in each weight division (you can store many more boxers on a hard disk). If you get tired of working with any or all of the 18 you have, you can retire fighters from the diskette to make room for new ones.

To retire a fighter, start by selecting **Manager** from the game menu. Next, select the boxer you wish to retire and press the joystick button. Press the button again if you change your mind about retiring him.

Select **Continue** to retire the selected boxer, or **Cancel** if you decide that you don't want to retire a boxer after all.

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.
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- Heavy Bag** Punching the heavy bag is great for a fighter's strength; also helpful in "toning" his punching techniques.
- Sparring 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 highlighting 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, select **Continue** and press the joystick button. You're now ready to fight.

Fight Time

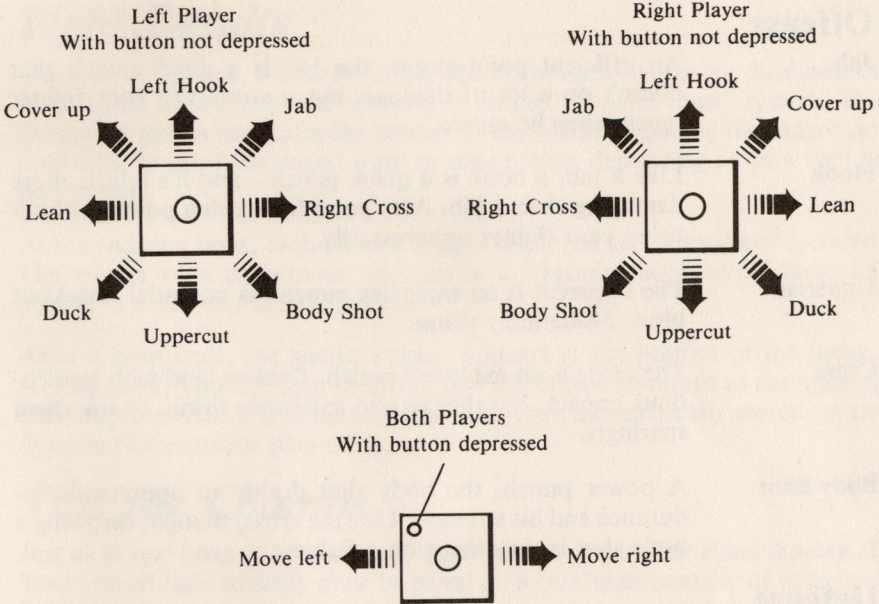
As in real boxing, the goal in *Star Rank Boxing II* is to outscore or knock out your opponent within the scheduled rounds of the fight. Each round is three "minutes" long, as indicated by a time clock at the lower left corner of your screen. (You'll also see a bell that signals the beginning and end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

BOXING II



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.

To avoid a blow, you must match your defensive move to the type of punch you're trying to avoid. The following table shows which defensive move is effective against each type of punch.

Punch	Defensive Move
Hook	Duck
Jab	Cover-up
Uppercut	Cover-up
Cross	Duck
Body	Lean (low block)

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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.

If you knock down your opponent, you can have your fighter do a little shuffle “dance” during the count — just hold down the joystick button and move the joystick in the direction your boxer is facing.

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.

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. 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.

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