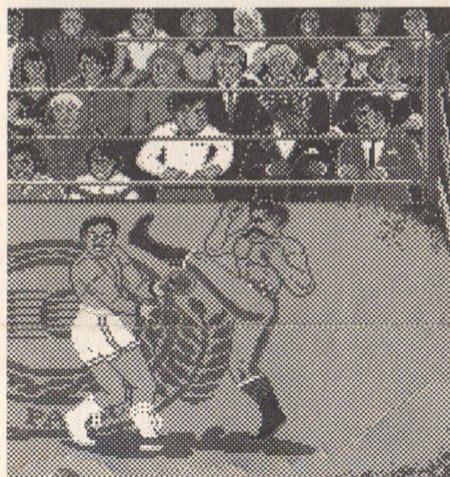


BOXING DAILY

The Sweet Science Was Never This Sour

Electronic Arts News Organization



Last week's bout found Sullivan giving Frankie a ringside tip — the tip of his boot, that is. The judges and ref, busy talking among themselves, didn't look on.

Dateline, ATLANTIC CITY
Ray Rattouli, special from
The Boxing Enquirer

In the training gyms, the question "Why bend the rules when you can break them?" is getting a better workout than the heavy bag. Evidently, enquiring minds want to know just what they can get away with.

While boxers have never been mistaken for Sunday school teachers or other paragons of gentility, it seems that certain recent activities in the squared circle are indistinguishable from a street brawl. In the past month alone, a dozen boxers — in different weight classes from different stables — have been disqualified for punches aimed south of the Everlast border.

Have fighters forsaken the high road to stardom for the low road to riches? Bobby Arayas, a WBS middle-weight boxer with a 12-2 record, was disqualified in a February bout when he "accidentally" struck Joe Schoback below the belt. Three times.

In a post-fight interview, an outraged Arayas commented, "I was hitting him in the stomach and for some reason he stood up really high and my uppercut landed where it landed. I fight clean." In another fight two months later, Arayas was disqualified for head-butting the ref. "I thought

the ref was the opponent," Arayas was overheard telling his trainer.

Arayas is not alone in exhibiting an occasional palsy that leads his hands astray. Many fighters are now adding special tricks (known as "signature moves" in the trade) to gain the winning edge. The craftier moves are sometimes hard for referee and opponent to detect; the "accidental" rabbit punch, however, is intimidation — not so pure, but brutally simple.

The sweet science just turned a little sour. Nobody is very surprised that suddenly tart is looking smart.

Pirates Called "Unsporting"

Dateline, SAN MATEO

Electronic Arts issued a public statement yesterday denouncing software pirates as "unsporting" and "seeking to undermine the good-natured fair-play among software developers and the youth of America."

Bing Gordon, Vice President and Big Shot at EA, was quoted as saying, "We're not the only ones being dealt a low blow by these cutthroats. When pirates copy games without authorization, they raise the cost to legitimate users. I count myself among the legitimate, too."

Federal law prohibits copying a game for any other reason than making backup copies.

The statement went on to mention that Electronic Arts is a member of the Software Publishers Association (SPA) and supports the industry's effort to fight the illegal copying of personal computer software. They expressed thanks to everyone who helped eliminate software piracy and control software costs.

Fast Loading

Loading — Hard Drive Users

Boot your computer with DOS (any version from 2.1 to 3.3).

Copying the Game

To copy Low Blow onto your hard disk:

1. Type **C:** and press **Enter**. (Type the appropriate drive letter if your hard disk isn't designated as C.)

2. Type **MD\LOWBLOW** and press **Enter**.
3. Insert DISK 1 into drive A or B.
4. If you inserted DISK 1 into drive A, type **COPY A:.* C:\LOWBLOW** and press **Enter**. If you inserted DISK 1 into drive B, type **COPY B:.* C:\LOWBLOW** and press **Enter**.
5. Repeat steps 3 and 4 for DISK 2. (5.25 inch users: Do the same for DISK 3.)

Starting the Game

To start Low Blow:

1. Type **C:** and press **Enter**.
2. Type **CD\LOWBLOW** and press **Enter**.
3. Type **BOX** and press **Enter**. Note: If you want Low Blow to run in a certain graphics mode, or if you have a Roland MT32 or AdLib® sound board, see *Special Loading Features*.
4. The game will load and the title screen will appear. Press the **spacebar** to continue.

Loading — Floppy Disk Users

Copying Your Disks

Boot your computer with DOS (any version from 2.1 to 3.3). Do not play using your original disks — instead, make copies of your disk and play from them. If you're playing with 5.25 inch disks, you'll have to copy three disks. If you're playing with 3.5 inch disks, you'll only have to copy two disks.

One Drive System

To copy Low Blow with a one drive system:

1. Put your DOS disk in drive A. Type **A:** and press **Enter**.
2. Type **DISKCOPY** and press **Enter**.
3. You're asked to enter the source disk; insert DISK 1 into the drive and press **Enter**. The computer will tell you when to insert the source disk (DISK 1) and when to insert the destination disk (the blank disk).
4. Repeat steps 2 and 3 for DISK 2. (5.25 inch users: Do the same for DISK 3.)

Two Drive System

Follow this procedure if both drives are the same size. If your drives are not the same size, follow the instructions for one drive systems. To copy Low Blow with a two drive system:

1. Put your DOS disk in drive A. Type **A:** and press **Enter**.
2. Type **DISKCOPY A: B:** and press **Enter**.
3. You're prompted to insert the source

disk in drive A and the destination disk in drive B. Insert DISK 1 in drive A and the blank disk in drive B; press **Enter**.

4. Repeat steps 2 and 3 for DISK 2. (5.25 inch users: Do the same for DISK 3.)

DOS commands may vary. If you have any difficulties with copying, refer to your DOS manual for specific information on copying files.

Starting the Game

To start Low Blow from a floppy disk:

1. Insert your copy of the DISK 1 into drive A or B.
2. Type **A:** or **B:** (whichever drive you put the disk in) and press **Enter**.
3. Type **BOX** and press **Enter**. Note: If you want Low Blow to run in a certain graphics mode, or if you have a Roland MT32 or AdLib® sound board, see *Special Loading Features*.
4. The game will load and the title screen will appear. Press the **spacebar** to continue.

Special Loading Features

Low Blow automatically detects the best graphics mode for your computer; however, there may be occasions when you'll want to change the graphic mode. For example, maybe your computer is capable of handling EGA mode, but you'd rather view the game in CGA mode.

The program *does not* automatically detect the best sound mode for your computer (except for Tandy). If you want to use an AdLib card instead of your internal speaker, you'll need to instruct your computer to use the AdLib card.

To load Low Blow in a different graphic or sound mode, you have to type an *argument* after the loading command, BOX. The arguments you can use are:

EGA	Run the game in EGA mode
CGA	Run the game in CGA mode
TANDY	Run the game in Tandy graphics mode
MT32	Play music using the Roland MT32 driver
ADLIB	Play music using the AdLib sound driver

Let's say you want to load the game in CGA graphics mode. You'd type **BOX CGA** and press **Enter**. You can type arguments for graphics and sound modes into the same command line — for example, typing **BOX EGA MT32** would run Low Blow using EGA graphics and Roland sound.

Game Controls

Quitting the Game

To quit, press **Esc** until the Boxing Options screen appears. At the Boxing Options screen, press **Esc** again. When the prompt appears, press **Y** to exit to DOS or **N** to continue the game.

Pausing the Game

To pause the game, press **P**. Press any key to resume.

Forfeiting a Fight

Press **Esc** to forfeit a fight. At the prompt, press **Y** to return to the Boxing Options screen or **N** if you decided to finish the fight after all.

Music On/Off

Press **Alt-M** to turn the music on and off.

Sound Effects On/Off

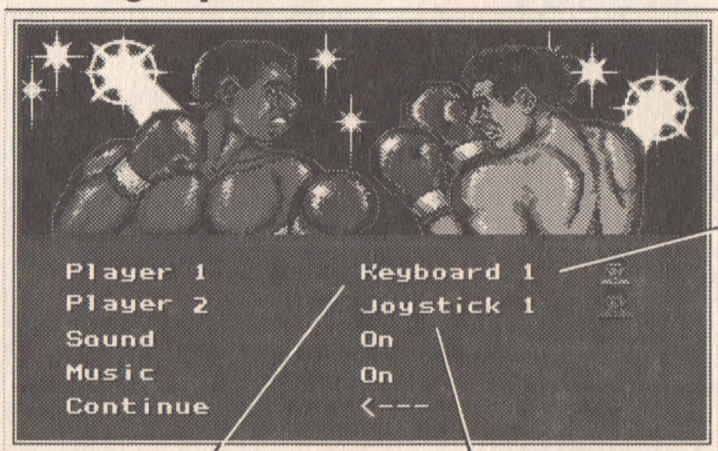
Press **Alt-S** to turn sound effects on and off.

Answers to Last Week's Heavyweight Contender Quiz

When the Heavyweight Contender Quiz appears, find the answer and enter it.

Name	Wins	Losses	Boxing IQ	Dirty Hit Count
Boom Boom Rivera	4	31	65	54
Donny Slumerlin	3	27	201	395
D'Roy Arias	19	20	121	97
Frankie "Baby" Cavillo	17	0	188	233
Hollywood Orlando	10	13	89	136
Jake "The Rake" Saltlick	15	20	135	42
Johnny "The Man" Stuubs	25	25	99	333
Lester "Ugly" O'Malley	44	19	221	363
N. "The Destroyer" Bates	33	11	111	77
Nick "Pinky" Ray	12	29	77	298
Rodney Rodriguez	24	8	139	151
Slim Jim Flynn	21	32	124	107
Stevie Wojolinski	26	26	93	72
Sugar Ray Lemon	13	32	107	71
Tony "The Dream" Nino	35	41	189	162
Zeke "Mister" Johnson	40	22	105	178

Boxing Options



1. Use the up/down arrow keys to highlight an option.

3. Press **Enter** to select an option.

2. Use the up/down arrow keys to highlight an option.

Controls

Player 1 and Player 2

Keyboard 1 — The numeric keypad controls your boxer.

Keyboard 2 — The keyboard controls your boxer.

Joystick 1 — Joystick 1 controls your boxer.

Joystick 2 — Joystick 2 controls your boxer.

Computer — The computer controls your opponent.

Sound

Select this to turn sound effects on and off.

Music

Select this to turn music on and off.

Continue

Select this when you're ready to box.

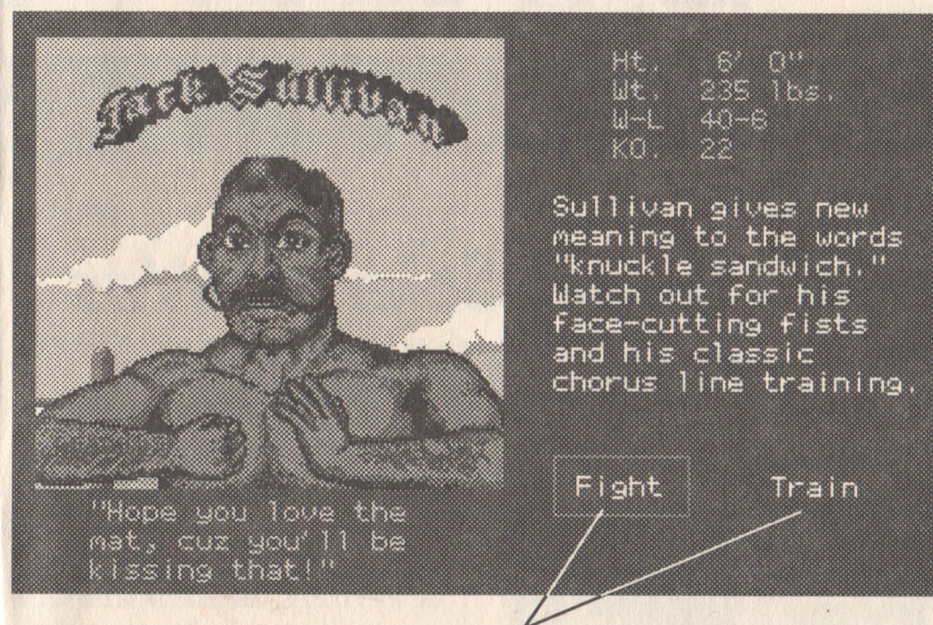
Playing Against a Friend

1. Decide who will be Frankie (the white guy) and who will be Hollywood (the black guy).
2. Highlight Player 1. Scroll through the options until the correct control device (keyboard or joystick) appears with your boxer next to it. Select Computer for Player 2's control device.
3. Select Continue. You'll get a short introduction to your opponent.

Playing Against the Computer

1. Decide which boxer you want to play: Frankie (the white guy) or Hollywood (the black guy).
2. Highlight Player 1. Scroll through the options until the correct control device (keyboard or joystick) appears with your boxer next to it. Select Computer for Player 2's control device.

3. Select Continue. You'll get a short introduction to your opponent.
4. If you select Train, you'll go to the training room where you can practice your punches. If you select Fight, Coward Headswell appears and introduces the fight. Press any key to begin. You appear in the lower right corner. To return to the Boxing Options screen, press **Esc**.



Use the joystick or the right/left arrow keys to move the highlighted box to Fight or Train. Press the joystick button or **Enter**.

Training

Each computer opponent has a different style. Your trainer knows your opponent's style and can show you the combination of punches that will drop your opponent like a rock. This is your KO combo. Before you fight, practice the combination of punches written on the blackboard. When you're ready to fight, press **Enter** to go directly to the ring. To go back to the Opponent screen, press **Esc**. At the prompt, press **Y** to confirm your choice or **N** to stay in the training room.

In the Ring

Both boxers start in their separate corners. If you're playing the computer, your opponent will give you a small demonstration of his low blow before moving to the center of the ring. Watch for it! If you know how he sets up for a splintering head-butt or ripping kick to the groin, you can avoid his low blows later.



Stamina — The amount of physical abuse you can take. Your stamina falls with each blow from your opponent — however, you slowly regain stamina when you're not taking any blows. When your stamina hits zero, you hit the floor.

Punching Power — Your ability to throw punches. As you slug away at your opponent, your punching power falls. If it falls to zero, you're too tired to hit — however, you can move and defend yourself. See *Defensive Moves* for actions you can take when you're too tired to hit.

Watch For His KO Punch

Computer opponents have a KO punch as well as a low blow. You know a KO punch is coming by a special wind-up your opponent starts before he sends it home. You can avoid the KO punch by dodging or moving out of his striking range (see *Defensive Moves* for details on dodging). The KO punch takes a bit of effort on the part of your opponent. A good strategy: Dodge his KO punch, then take advantage of his brief fatigue by letting him kiss your mittens.

The KO Combo — Your Style Over His Strength

Your computer opponents may have a KO punch, but no single overpowering hit is a match for good style. Before each fight, your trainer can show you the combination that will leave your opponent cold on the mat.

End of the Fight

At the end of the fight, Coward reappears to tell you the outcome of the fight. Press **Enter** to see the outcome in tomorrow's newspaper. Press **Enter** again to fight your next opponent.

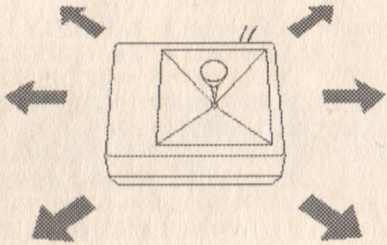
If you win a fight, you'll go up against the next champion. If you lose, you'll get a rematch. Lose two matches in a row and the last champion you beat will get a rematch with you.

Boxing Controls

Joystick Users

Moving

Move the joystick right, left, and diagonally to move your boxer. If you want to move quickly out of your opponent's striking range, move diagonally.



Punches

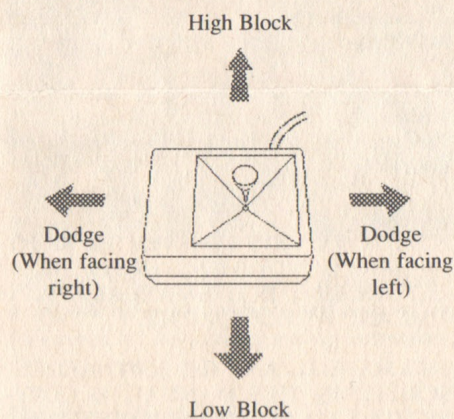
Both buttons on your joystick have functions.

Jab Press button A
Cross Press button B
Uppercut Press both buttons

The Low Blow

Press and hold down both buttons to give the other guy a low blow. The ref and judges will warn you if they see you breaking the rules — but they can't say anything if they don't catch you. Note: The champ never seems to get caught making a dirty move. Is payola involved?!

Defensive Moves



High Blocks — Move the joystick up to block jabs and crosses.

Low Blocks — Move the joystick down to block uppercuts.

Dodges — If you're in your opponent's striking range, you can dodge his blow by moving the joystick right or left (away from your opponent). Move the joystick right if your opponent is to your left. Move the joystick left if your opponent is to your right. Note: You cannot *dodge* a low blow.

Two Ways to Defend Against Low Blows

— The easiest way to defend against a low blow is to give your opponent a swift uppercut to the gut. If you're fast enough, though, you can simply move diagonally to get out of his striking range.

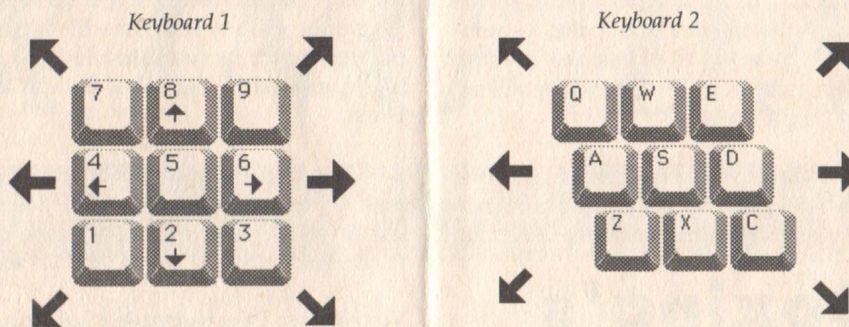
Down for the Count

If you get knocked down, move the joystick up to get back up. There may be times when you *can't* get back up — this is called a knockout. Note: the longer you stay down, the more stamina and punching power you'll regain.

Keyboard Users

Moving

Press a key to move your boxer. If you want to move quickly out of your opponent's striking range, move diagonally.



Users with PS/2 Model 25 keyboards: Use **Home**, **End**, **Page Up**, and **Page Down** to move diagonally. For horizontal movement, use the right and left cursor keys.

Punches

Keyboard 1

Jab Press [.] *

Cross Press [0] *

Uppercut Press [0] [.] *

* Keys on the numeric keypad

Keyboard 2

Jab Press [Spacebar]

Cross Press [⇧ Shift] *

Uppercut Press [⇧ Shift] [Spacebar] *

* Left Shift only

Users with PS/2 Model 25 keyboards: Press **Del** to jab and **Ins** to cross. Press both keys to uppercut.

The Low Blow

Keyboard 1

Low Blow Press and hold down [0] [.] *

* Keys on the numeric keypad

Keyboard 2

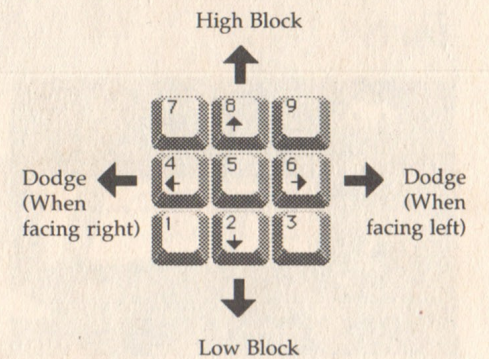
Low Blow Press and hold down [⇧ Shift] [Spacebar] *

* Left Shift only

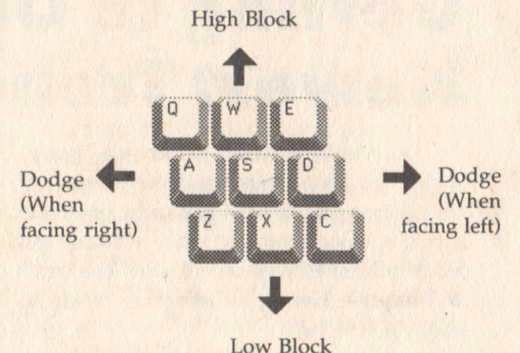
The ref and judges will warn you if they see you breaking the rules — but they can't say anything if they don't catch you. Note: The champ never seems to get caught making a dirty move. Is payola involved?

Users with PS/2 Model 25 keyboards: Press and hold down **Del** and **Ins** to give a low blow.

Keyboard 1



Keyboard 2



Defensive Moves

High Blocks — Press 8 or W to block jabs and crosses.

Low Blocks — Press 2 or X to block uppercuts.

Dodges — If you're in your opponent's striking range, you can dodge his blow by pressing the right or left movement key. Press 6 or D if your opponent is to your left. Press 4 or A if your opponent is to your right. Note: You cannot *dodge* a low blow.

Two Ways to Defend Against Low Blows

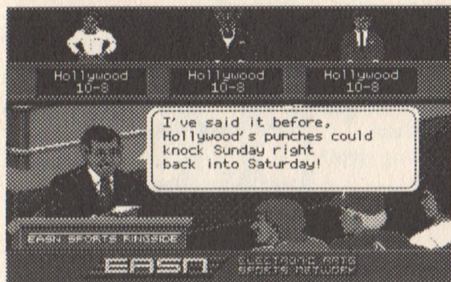
The easiest way to defend against a low blow is to give your opponent a swift uppercut to the gut. If you're fast enough, though, you can simply move diagonally to get out of his striking range.

Users with PS/2 Model 25 keyboards: Use the right/left cursor keys to dodge and the up/down cursor keys to clinch and block.

Down for the Count

If you get knocked down, press the up movement key (8 or W) to get back up. There may be times when you *can't* get back up — this is called a knockout. Note: the longer you stay down, the more stamina and punching power you'll regain.

The Rules — Quick and Dirty!



Hollywood dominated round two in last week's match with Burns.

Getting In On Boxing's Newest Trend

As the big names in boxing change styles, the amateurs naturally follow suit. If you feature yourself a practitioner of the sweet science, you, too, may want to get your golden gloves on a few of the pro's techniques. Here's an informal guide to today's punches.

Jabs — Lots of 'em

Think of your jabs as meat tenderizer. The wise cook sprinkles his opponent generously with these short punches before pounding him with the heavier hammers. Unlike other punches, the more jabs you can shower the guy with, the merrier. A relentless barrage of these five-fingershock troops forces your opponent to put his arms up and defend himself. The idea is to get him to react to your jab in a way that leaves himself open to a wailing right or uppercut.

Throw your jab with your palm down. When you shoot your fist out, you should feel a snap that runs all the way to your shoulders. The snap gives you that extra speed right before your fist crashes into his jaw or nose. While your fist is in flight, throw your weight into the jab by snapping your forward leg out a bit. For that added zing, clench your fist tightly as you connect. (This takes timing, so try practicing it on a trainer or friend, first.)

Cross to the Jaw

A jab and a cross make up that classic combo, the one-two punch, which has won many a professional fight and thousands of bar room brawls. The jab prepares the cross for you — just like pounding a nail, you need a few taps to set it up before *wham!* you drive it home. Of course, today's professional boxer isn't married to the jab/cross. Use any combo that works: the shin kick/cross, the sand in the eyes/cross, or the ol' point-to-the-untied-shoelace/cross.

You deliver a cross by shooting your fist out, palms down, just like the jab. Keep your arm in close contact with your body so your fist flies straight. The chin is the landing site for this missile — as a rule, you don't want to aim low or he may send a jab over your cross and into your face. As your hand homes in on your opponent's jaw, shift your weight to the right leg and squeeze your fist.

Uppercut

Unlike the standard cross, you can aim the uppercut at any pain-inducing area of

Number of Rounds: 3

Time: 2 minutes/round

Scoring: Scoring is based on a 10 point "must" system. At the end of each round, both boxers are judged on how well they dominated the fight. The winner of the round — the one that dominated — automatically receives 10 points; the loser receives a score from 1-9 depending on how badly he got bruised.

Illegal Moves: Boxers receive a warning for each illegal move they make in a fight. Three warnings result in disqualification.

your opponent's body. The uppercut is an infighting punch — you have to move in close in order to hit. With your palm up, drop your fist below some punchable body part. When it's in line, shoot your fist up toward your target and turn so that all your weight is going into the blow.

The Low Blow

Catch a guy with his defenses down — and when the judges aren't looking — and you can weasel in a hit that will slow him up long enough for some clean punches. Numerous vital organs on your opponent's body have nothing more than some skin and muscle separating them from your foot. A solid low blow won't necessarily end your fight for you, but it'll speed up the process nicely.

Boxers Outside The Ring

Q: What does a boxing champ do with his free time?

A: Anything he wants.

Without their gloves, boxers seem like normal Joes; a closer look, however, kills this common misconception. Here's just a few of the odd diversions the champs have chosen over the years:

Jack "Knuckles" Sullivan: Like the best Irish brawlers, Jack never passes an open pub or fails to weep at the mention of his mother. Other moments find him curbing his baser instincts with cathartic crochet and needlepoint sessions.

Tom "The Bullet" Burns: A nickname comes tough in the Motor City. Burns often spends time convincing people outside his paid entourage to call him by the names of numerous, deadly reptiles.

Magnificent Mike: These days, Mike freely indulges a previously concealed passion for dressing up like an English lord. He now takes high-tea several times a day, even at training camp. Who's going to argue with the guy?

Steamroller Moe: Footwork has always been his, uh, "Achilles Heel." Moe seems determined to make everybody he faces

acutely aware of the difficulties he suffers stepping into the ring. No one need ask about the enormous bunions on both his 13 EEE feet. Suffice it to say he frequents a number of shoe stores in his off hours.

Randy "The Poet" Dali: When not denying relations to a recently departed surrealist painter, Randy confirms his commitment to the arts by single-handedly financing Japanese translations of famous kid's books.

Al "The Rock" Wojolinski: A gambling man, Al tries to win bets any way he can. One involved twelve links of heavy duty chain, his Mom's '59 chevy, and his teeth.

Tyke Bison: Tyke has made a hobby out of categorically refusing to answer questions about marriage or commercial endorsements.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone +44 (753) 46465.

In Australia, contact: ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.

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