

PRO BOXING SIMULATOR

Loading - ST/AMIGA

A500 - Insert disk and switch on computer. The title screen should appear within 10 seconds. A1000 - Load kikstart 1.2/1.3 as normal then insert disk on workbench prompt. Title screen should appear within 10 seconds.

Loading - ATARI ST

Switch on machine and insert disk immediately.(the game will load automatically) N.B..Please ignore the "disk drive indicator" and "power indicator" which may be turned off during loading.

IMPORTANT Look after your disks carefully

KEEP it in your original box and in a cool dry place (not in direct sunlight or rain).

NEVER switch the computer ON or OFF with the disk in the drive. KEEP your disk write protected and SWITCH OFF your computer for 30 seconds before loading a new game. (to avoid a virus from other disks)

DON'T put the disk near any magnetic field (eg. on top of TV, near Stereo speakers).

THE AIM OF THE GAME

Defeat each of your opponents over a 15 round fight.

In the two player game you and a friend play head to head against each other.

In one player mode you are placed against five of the worlds greatest boxers: Easy Eddie, Mild Mike, Tricky Tim, Tough Ted and Killer Kev. You must defeat all five opponents to become the boxing champ of the world.

Pro Boxing is an extremely accurate simulation, All of the official boxing moves are allowed including jabs, body punches and upper cuts, however, it is also possible to use a few unofficial boxing moves including kicks, head butts and groin punches. Use these moves wisely, the referee only has to catch you 3 times and you will be disqualified.

CONTROLS

JOYSTICK ACTION
Left Move Left
Right Move Right
Up
Down Crouch
Down/Left Low guard
Down/Right Body punch
Fire Jab or Body punch
depending on distance

Hold Fire & Down
Hold Fire & Left
Hold Fire & Down/Left
Hold Fire & Down/Right
Hold Fire & Up/Right

Moves above are for a right facing character Moves are reversed for a left facing character

Press P pause Press Escape to Quit (ST) Press Q to Quit (Amiga)

HINTS AND TIPS

DIZZY

- Work out your opponents weak points.
- . The referee doesn't see much when he's asleep!
- Ignore the cries from the crowd.

HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

SPECTRUM, AMSTRAD, C64

0898 555 093

0898 555 091	TREASURE ISLAND DIZZY
Y 0898 555 078	FANTASY WORLD DIZZY
0898 555 094	LITTLE PUFF
0898 555 090	ROCKSTAR
0898 555 096	MAGICLAND DIZZY
0898 555 050	SLIGHTLY MAGIC
	SPIKE IN TRANSYLVANIA
	ATARI ST AND AM
0888 555 050 0888 555 050 0888 555 051 0898 555 051 0898 555 095 0898 555 095 0898 555 095 0898 555 095 0898 555 096 0898 555 078 0898 555 078	SLIGHTLY MAGIC SEYMOUR IN HOLLYWOOD

Call costs 36p per minute during off -peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

Credits CODEMASTERS

Design Michael & Terry Simpson
Coding Shane O'Brien
Graphics Mike Muskett and Keith Ross

Music Allister Brimble
Project Director Tim Miller

Production Stewart Regan and Shan Savage

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weave, jab,and upper cut your way to victory!

An incredible boxing simulation! You'll need GALLUP

stamina and skill.

...It's absolutely knockout!

"This game has all the Action and tement of the real thing"-Tim Miller.

ATARI ST 520/1040/MEGA **PRO BOXING**



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