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TKO

PRO BOXING
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TKO BOXING

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LOADING THE GAME

- APPLE:**
- 1) Insert game disk.
 - 2) Boot normally.
 - 3) Be sure CAPS LOCK key is down.
- COMMODORE:**
- 1) Be certain that cartridge slot is empty.
 - 2) Type LOAD "*",8
 - 3) Type RUN
 - 4) For C-128, be sure SHIFT LOCK key is down.
- IBM:**
- 1) Boot DOS
 - 2) Insert game disk.
 - 3) Type HELLO
 - 4) Make sure Caps lock key is down.

INTRODUCTION TO TKO BOXING

Congratulations, you have just purchased the best boxing simulation available in any form. TKO Professional Boxing offers more fighters, more options, and more excitement than any other game of its kind. Just take a look at some of its features:

- ★ Over 600 fighters from John L. Sullivan to James 'Buster' Douglas, from Sugar Ray Robinson to Sugar Ray Leonard
- ★ Fighters can be fought at various stages of their careers, allowing for accurate historical match-ups
- ★ Using the faster method to conclude a fight allows you to fight a 15 rounder in less than 2 minutes. This means that large tourneys can be fought in no time or two fighters can be matched many times in a row to more accurately determine who was the better fighter.
- ★ Records are compiled and rankings established; set up your own 'boxing governing body', awarding title shots to deserving contenders
- ★ Unparalleled realism: cuts that either stop or continue bleeding from round to round; body attacks that wear down opponents as the fight progresses; gradual swelling around the eyes; sudden knockdowns and

knockouts; independent scoring by three judges, allowing for controversial decisions; fouls and disqualifications

★ Options for your choosing: pre-fight condition check to see if your fighter's in top shape or if he took his opponent too lightly; your calls on the mandatory eight count, the three knockdown rule, and saving by the bell

★ Yearly data disks to supplement your All-Time Greats, keep current your active fighters, and add new ones to your game

★ Utilities that allow you to alter any fighter in the game, create your own, or put yourself in the ring!

★ Pre-fight Tale of the Tape and Between Round Punching Summaries; also End of the Fight Punch Tally and Round by Round Scoring

★ Ability to manage your fighter by selecting from one of six unique strategies you wish your fighter to implement

★ And much, much more!

LANCE HAFFNER'S TKO PROFESSIONAL BOXING is such a fast paced game and contains such realistic color commentary that you won't even notice that there aren't any graphics. It's accuracy is unmatched, considering the subjectiveness of the sport. Gamers must keep in mind that unlike team sports in which one team may face another many times over the course of a season, fighters usually only face each other once in a career; at most, exceptional match-ups might produce a series of three fights. It's very difficult to distinguish between the abilities of two closely matched boxers. Can upsets happen in TKO PROFESSIONAL BOXING? Certainly! After all, didn't some guy named 'Buster' knockout 'Iron' Mike Tyson not long ago? However, don't expect it to happen all that often. Usually, the best fighter wins . . . but on any given night, well, you know the saying. And if an upset occurs, you won't have to wait a year to fight the rematch when you're playing TKO PROFESSIONAL BOXING.

We hope that this product surpasses your expectations. If there's something about it you don't like or would like to see included, please write Lance Haffner Games and we'll do our best to include it in future versions of the game. In the meantime, when the bell sounds, COME OUT FIGHTING!!

MAIN MENU:

After loading your disk, you should see the main menu with 4 options (IBM users have a 5th option to specify what drives they are using).

Following is a brief description for each.

- 1 - **Play a Game:** This option takes you to the options screen for a fight and allows you to tie on the leather.
- 2 - **Enter/Change a Fighter:** If you want to enter any new fighters or adjust/edit any existing ones, select this option.
- 3 - **View Boxers Record:** This option displays a fighters record, list of opponents, decisions, number of rounds the fight went, and the fighters rating for that fight.
- 4 - **Rankings and Contenders Check:** This option takes you to the Rankings and Contenders menu. An explanation of this function can be found in a special section in this manual.
- 5 - **Specify Paths for Boxers/Stats:** This option is for IBM users only. It is used to designate the drives where stats and boxers will be stored.

STARTING A FIGHT

By selecting the option to start a fight, another screen of options is displayed. From this screen you may set conditions for the fight such as: mandatory eight count, three knockdown rule, and who is playing the game (ie. head to head, computer vs you, and so on). Pressing the corresponding number will toggle the condition. For example, if the FIGHTER SAVED BY BELL is currently 'Y', pressing the '5' key will switch it to 'N'. An explanation of these options follows:

(1) Selection of Opponents — There are five possible choices here and pressing the '1' key will cycle you through them. They are:

HUMAN OPPONENT - for head to head action

YOU VS. THE COMPUTER — for playing against the computer

and there are three COMPUTER VS. COMPUTER options. The simple COMPUTER VS. COMPUTER allows the computer to select strategies for both fighters and pauses between rounds for you to observe results. COMPUTER VS. COMPUTER (NO STRATEGY) is the same, except that the computer will not select strategies for the fighters. This option is for the most accurate historical replays. COMPUTER VS. COMPUTER (NON-STOP) proceeds with a fight from start to finish without interruption. This is for those preliminary rounds of a tournament.

(2) Interaction During Rounds (Y/N) — Selecting 'Y' will pause the computer after each punch or action occurs so that action will not continue until you press a key. Selecting 'N' will allow you to later select an overall display variable. This is the desired choice.

(3) Use Bell Between Rounds — This is not available on all versions. For those that do have it, it simply rings a bell between rounds.

(4) Use Three Knockdown Rule — For those that wish to implement this

rule, toggle the key until a 'Y' appears.

(5) **Fighter Saved By Bell** — Selecting 'Y' will save your fighter if he is potentially knocked out with less than 10 seconds in a round. Fighters are always saved by the bell in the last round of a fight.

(6) **Mandatory Eight Count** — Decide if your fighters are to take the mandatory 8 count on knockdowns.

(7) **Select Fighters** — When you are satisfied with all of your options, select this. If you chose 'N' for Interaction, you will be prompted for a display variable between 1 and 200. 1 is lightning fast for Evelyn Wood speed readers and 200 is for those who have all day. Personally, I recommend using a 20.

Select Fighters:

At this point, you are now ready to select your fighters. Simply input the ID numbers provided on your boxing lists. The fighter's name is displayed and you are asked if you want to change. After selecting both boxers, you are then given a brief summary of each fighters overall ability and the type of fighter he is. Some fighters can fight as either boxer or slugger and you must decide how they should fight. NOTE: If a fighter can fight as either B/S, designating him to fight as a boxer will decrease his HP (hitting power) slightly.

MAIN OPTIONS MENU:

You are now at the Main Options menu. Here you can select career stages for retired fighters, scoring method, number of rounds for the fight, and pre-fight conditioning. Since these options are explained in detail in the program, we will not repeat that information here. Once all options have been selected, you are ready to Begin the Fight!

TALE OF THE TAPE:

Once you are ready to begin the fight, the Tale of the Tape appears. On the screen are the fighters, the more important ratings, and the fighters strategies and abilities. Following is an explanation of these ratings:

RG (Ring Generalmanship) — This rating reflects the ability of the fighter to control the fight and remain in command.

HP (Hitting Power) — Reflects how much punch the fighter has in his gloves. A rating of 10 is fists of iron and is the highest.

PL/CP (Punches Landed / Counterpunching) — Rating to reflect the ability of a fighter to land punches. This rating also has his opponents defense

included. A rating of 40-49 represents good scoring potential. Ratings less than 40 will mean that you have your work cut out for you as a trainer.

DEF (Defense) — Fighters defensive rating. The lower or more negative this value, the more able a fighter can resist punches.

KDR1 (Knockdown Rating 1) — Rating to determine if your fighter has a glass chin or not. A rating of 0 for a jaw of granite vs a 5 or higher for a glass jaw.

KDR2 (Knockdown Rating 2) — Added to KDR1 if your fighter suffers a knockdown to reflect wobbly legs or ability to recover from knockdowns.

KOR (Knockout Rating) — This rating is used to determine how easy/difficult it is to put this boxer out. Low ratings (1 or 2) reflect difficult knockout probability.

END (Endurance) — This is your fighter's initial endurance rating. As the fight progresses, this value will decrease as your fighter takes punches and misses punches.

STRATEGIES:

The use of strategies in TKO Professional Boxing can play an important role in the outcome of a match. Each strategy carries with it certain pros and cons and directly affect the attributes of the individual fighters. Therefore, it is important to understand the function of the various strategies and the way they interrelate during a bout.

If you previously chose to use strategies, then you will now be able to select a strategy. However, each fighter is limited in the number of total strategies he may use in a fight and also the number of times he may use a particular strategy. The value in parentheses indicates how many times your fighter may employ that particular strategy in the fight. A full description for each of the strategies follows:

Fighting Outside Offensively

This strategy could be called 'stick and move'. It allows a fighter to retain most of his offensive arsenal while at the same time aiding his defense. The fighter employing this technique sacrifices power because he doesn't plant himself when he fires his punches. It can be used very effectively to counter an opponent's all-out attack or late in a fight when a fighter is ahead in a close fight and wants to try to maintain a points lead.

Fighting Outside Defensively

A fighter who opts for this strategy is basically giving up some of his offense while increasing his emphasis on defense. It is difficult, though not

impossible, to win a round while fighting defensively, assuming that your opponent isn't doing the same. A fighter who is hurt or one who is way ahead on points and expects his opponent to unleash his entire offense should consider this option.

Cover Up

This strategy speaks for itself. When a fighter decides to cover up, he goes into a defensive shell that eliminates most of his offense and gives up most of the control during the round. However, the fighter becomes quite difficult to hit and tougher to knockout because he isn't open to as many clean shots. This is a desperation tactic and should be used when in danger of being knocked out or tko'd. It can be employed when a fighter feels he can afford to 'give up' a round; however, Fighting Outside Defensively would be a better alternative in that situation.

Fighting Inside

Fighting Inside is an intriguing strategy. It brings with it the increased likelihood of getting hit more frequently and more solidly. On the other hand, it assumes that the fighter employing the strategy is making a concentrated effort to bang to the body. By fighting inside, a boxer can certainly score points; a bigger benefit derived from the strategy is that it directly affects an opponent's endurance. If the fighter using this strategy wins the round by a big margin, he can literally take away his opponent's 'legs' (costing his opponent 1 opportunity to Fight Outside). Fighting Inside should be used early in a bout when you wish to wear down an opponent. Remember though, if your fighter has a weak chin and/or a poor defense, he'll pay a price when he goes inside.

Controlled Knockout

Your man is hurt but still dangerous. You want to load up on your punches but not throw all caution to the wind. Go for the Controlled Knockout. Your chances of landing the big punch are increased considerably as do your chances of being hit with a clean shot yourself. This is a good strategy for a power hitter against a light hitter early in the fight or a good choice as a finisher. Both defense and chin suffer, however.

All-Out Knockout

When you have to have a knockout or you're faced with an opponent whom you know can't hurt you and you want to take him out as early as possible, use this strategy. Smart 'cornermen' make sure that they can call on this strategy at least once in the late rounds. Going all-out is very dangerous for both fighters, though, not just the opponent. The fighter who is loading up with every punch leaves himself very vulnerable for counters. The weaker

your chin, the riskier this strategy. However, desperate times call for desperate measure.

ROUND 1 . . .

After the strategies are selected, the fight will begin and the color commentary will take place. Any bleeding cuts will be shown in red on IBM and C-64 machines. Cuts that have been stopped will be in cyan (reverse video on the Apple.) Injuries will be displayed in yellow. Located below each fighter's name will be the points scored from punches landed. At the conclusion of a round, the Between Rounds in the Fighters Corner screen will appear.

BETWEEN ROUNDS IN THE FIGHTERS CORNER

This first screen simply gives a breakdown of the round by showing how many of each type punch was landed, cuts, and knockdowns. The values in parentheses are totals for the fight. Also displayed is the fighter's remaining endurance.

The second screen is an abbreviated Tale of the Tape. Here, you may see if any ratings have changed for your fighter due to loss of endurance or too much punishment. These ratings can help in selecting strategies for future rounds.

The third screen will list any carryover effects suffered by either in the previous round such as swelling of the eyes, stunned from an offensive assault, etc. Combined with this screen is the ability to select strategy for the next round.

Carryover Conditions

It should be said that if a fighters eyes begin to swell, there is the possibility that swelling can continued until the eye is swollen shut. There is also the possibility that your cut doctor cannot stop the bleeding of a cut between rounds. If he can't stop the bleeding, the cut will be in red when the round begins.

ROUND BY ROUND SCORING

If you elected to see the judges scoring when you selected your scoring method, the score card will now be displayed with results from all rounds, with totals, up to the current round.

END OF FIGHT SUMMARY

At the conclusion of the fight, a decision will be rendered. For anything but

a knockout, a little suspense is added as the scores are revealed one at a time until a winner has been announced.

The End of Fight Summary screen is almost identical to the Between Round Punch Summary. It lists the total punches landed and the percentage of punches landed. Also given is a performance rating for each fighter. This is based on rounds won and what quality of opponent was faced. These ratings are used in determining rankings and probable contenders.

Lastly, the final judges score card is revealed in all of its accuracy . . . or controversy (depending upon how your fighter performed) and you are then given the opportunity to save the results of the fight for future reference and use in the Rankings module.

VIEW BOXERS RECORD:

Selecting this option allows you to review the fights a fighter has been involved in. Listed are his opponents, result, number of rounds, and his rating for the fight. The fighters win/loss record, knockout pct., and overall performance rating are also calculated for you. These results may be sent either to the screen or printer.

ENTER/CHANGE A BOXER:

This section is one we hope you never really have to use since TKO Professional Boxing comes with over 600 fighters and will be supported with boxer disks annually, along with some special disks in the future. However, for those of you who like to tinker around with the ratings or would like to input yourself . . . our suggestion is to study the ratings of several fighters on the disk. By doing so, you can see the types of ratings different types of boxers receive. For example, the brute force of a Mike Tyson vs the finesse of an Ali. Also, another source for ratings information will be Pro Gamer magazine. Pro Gamer, from time to time, will feature articles concerning TKO Professional Boxing by consultant Jim Trunzo with tips on ratings, and replaying a fighter's career.

PERFORM RANKINGS/CONTENDERS CHECK:

The rankings/contenders feature is a 3-step procedure as outlined below. This feature will rank your fighters based on both the quality of their performances and quality of their opponents. Rankings points are weighted to reflect the rounds won and points scored versus an opponent regardless of the outcome of the fight. For example, Buster Douglas could possibly obtain more ranking points in a loss to Mike Tyson, provided he wins rounds and scores big rounds, as opposed to knocking out a lesser rated fighter. The reason is that Douglas is rewarded for his strong performance against

a quality fighter as opposed to the probability that he should defeat a lesser fighter.

(1) Select Fighter to Track — The first step in performing a rankings/contenders check is to select which fighters you want to track. This can be done by selecting this option (option 1). You will be asked to name the group of fighters to track. We suggest you use the weight class or some pertinent name. (ex. HEAVYWEIGHT). You will then be presented with a screen of 15 names with XXX and the options to add a fighter or move to next 15. To add a fighter, select 1, insert the appropriate boxer data disk, enter the ID number, and his name will appear in the list. Repeat this procedure until all desired fighters are entered. You do not have to use all 30 slots.

(2) Perform Rankings Check — Select this option whenever you are ready to perform a rankings check. You will be prompted for three items: the group to check (ie. HEAVYWEIGHT), the last name of your declared champion (ie. DOUGLAS), and the first name of your declared champion (ie. BUSTER). It is important that you type the fighter's name exactly as it appears on the fighter list. The program will then perform the rankings and write the results to disk to be viewed or printed with options 3 and 4.

(3)/(4) View/Print Rankings — This option simply allows you to view the new rankings on the screen or obtain a hardcopy from the printer.

PERSONAL NOTE FROM THE AUTHOR:

I have been playing sports games all my life, whether simulated or fictitious and have been blessed with the countless hours of enjoyment that they have provided me. I would like to personally thank all of the customers who call, write, and let me know what they think of our products and how they feel about them. The friendships I have gained are important to me and I treasure each and every one of them. I want to thank my supportive wife, Leanne, for being patient with me through all the long programming hours and phone hours that I spend away from her. I want to thank Jim Trunzo for the outstanding assistance that he has provided me. Lastly, though, I want to thank Lance for giving me the opportunity to handle this project from start to finish. I am thankful to God for the friend that he is and for all the wonderful things that he has done. I have been tremendously blessed by the Lord and as Lance has said . . . 'there is a lot more to life than computers and sports games'. I am thankful that Jesus Christ died on the cross for not only me, but for you. I pray that each of you come to know Him personally, if you do not already. He gave me the gifts and abilities to create these simulations and I hope they bring you much joy and satisfaction.

With love in Christ,

Shannon Lynn

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