

ROCKY™



Violence

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51015

PRINTED IN U.S.A.



Rage



NINTENDO
GAMECUBE

INSTRUCTION BOOKLET

Vincent's Lair

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y, and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN
Violence

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CONTENTS

Getting Started	4
Menu Navigation	4
Title Screen	4
Main Menu	4
Exhibition Match	4
Movie Mode	4
Knockout Tournament	4
Sparring Mode	4
Gallery	5
Options	5
Game Controls	5
Basic Controls	5
Special Controls	5
Exhibition Match	6
Choosing your Boxer	6
Pre-Fight Options	6
Pre-Fight Introductions	6
Health and Punch Power Meters	7
Stunning an Opponent	7
Super Punches	7
Blocking	8
Taunting	8
Knockdown Screen	8
Technical Knockouts	8
Pause Menu	8
Movie Mode	9
Training Rocky	9
Training Games	10
Knockout Tournament Mode	13
Sparring Mode	14
Gallery	15
Options Menu	15
Controller Setup	15
Audio Options	15
Records	16
Game Settings	16
Restore Options	16
Save Options	16
Scoring a Boxing Match	16
Boxing Gameplay Tips	17
Punching	17
Defending	17
General Tips	18
Credits	19
Technical Support	20
Warranty	inside back cover

Vimm's Lair

GETTING STARTED

Menu Navigation

When navigating the game's menus, make selections by highlighting them using the Control Pad, then by pressing the A Button. To go back to a previous menu screen, press the B Button. Hold down the R Button to access the on-screen help menus.

Title Screen

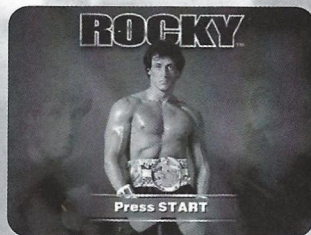
Once the game has loaded you will see the "Rocky™" title screen. Press START/PAUSE to continue.

MAIN MENU

Press Start/Pause at the title screen. You will advance to the Main Menu, and to these selections:

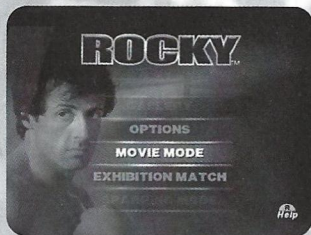
Exhibition Match

If you just want to get it on and enjoy a good old tear up, then select this game mode. Choose from any unlocked boxer and fight against a friend or the computer.



Movie Mode

Play as Rocky Balboa as you fight and train your way to the top, first as an upcoming challenger, then as reigning World Heavyweight Champion against 20 tough opponents, clashing with the bosses of the five "Rocky" films along the way. This is how you unlock boxers and arenas for the other modes. Extra characters can also be unlocked by completing "Movie Mode" at Contender and Champ difficulty levels.



Knockout Tournament

Enter a Knockout Tournament with up to 16 players. This mode is unlocked after completing "Movie Mode."

Sparring Mode

Learn and perfect your boxing skills against one of three hardened sparring partners.

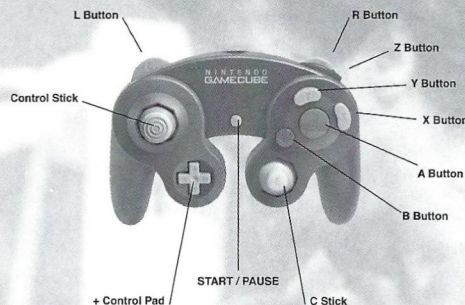
Gallery

Watch the Intro and the FMV movies you have unlocked from "Movie Mode."

Options

Adjust option settings, load and save game data via your Nintendo GameCube™ Memory Card, view high scores, and configure your Nintendo GameCube™ Controller.

GAME CONTROLS



These are the default controls for the game. You can change the configuration of your Controller in the options menu.

Basic Controls

MOVE BOXER	Control Stick
HEAD JAB	Y Button
HEAD STRAIGHT	X Button
BODY JAB	B Button
BODY STRAIGHT	A Button
BLOCK	L Button
DODGE	L Button + Control Stick
EVASIVE DODGE	L Button + R Button + Control Stick
UPPERCUT MODIFIER	R Button + Punch Button
PAUSE GAME	START/PAUSE
TAUNT	Z Button

Special Controls

HEAD LEFT HOOK	▲ or ▼ + Y Button
HEAD RIGHT HOOK	▲ or ▼ + X Button
BODY LEFT HOOK	▲ or ▼ + B Button
BODY RIGHT HOOK	▲ or ▼ + A Button
HEAD LEFT UPPERCUT	R Button + Y Button
HEAD RIGHT UPPERCUT	R Button + X Button
BODY LEFT UPPERCUT	R Button + B Button
BODY RIGHT UPPERCUT	R Button + A Button
SUPER PUNCH	Tap R Button then a Punch Button (These vary from boxer to boxer)

EXHIBITION MATCH

If you want to get straight in on the action, select "Exhibition Match" from the Main Menu and press the A Button.

Choosing your Boxer

Use the Control Pad to choose a boxer, then press the A Button to select, or press the Y Button to see the boxer bio screen which gives you the background information on each fighter.

If two players choose the same boxer, the player who selects last will fight in an alternate costume. A player can also opt to fight in the alternate costume by pressing the X Button to select. Repeat the procedure to choose a CPU opponent.

A second human player can join in at any time on the Character Select screen by pressing START/PAUSE on a Controller inserted into another port. Only unlocked characters can be selected. If you'd like to randomly select a boxer from those available, highlight the box with the "?" icon and press the A Button.

Pre-Fight Options

After choosing the boxers, the Pre-fight option screen will appear. From here you can make some last minute fight alterations. Use up and down on the Control Pad to choose the option you wish to change, and left and right to change the value of the selected option.

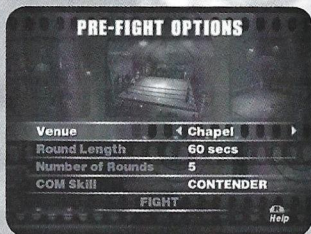
From the menu you can select:

- **Venue:** Where the fight will take place.
- **Round length:** Length of each round in seconds or infinite length.
- **Number of rounds:** Number of rounds the fight will last.
- **COM skill:** Skill level for the opponent in single player modes.

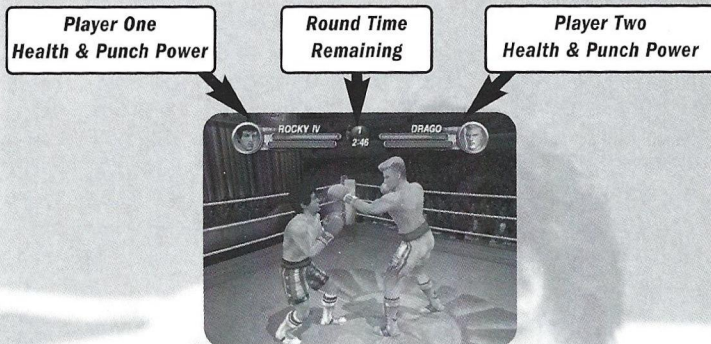
If you wish to change the default values for round length, number of rounds, and skill level, these can be changed in the options menu.

Pre-Fight Introductions

Before the start of each fight the announcer will introduce each boxer. You can skip the introductions by pressing START/PAUSE. These introduction sequences can be disabled for "Exhibition Match" from the options menu.



Health and Punch Power Meters



Each boxer has their own Health and Punch Power meters located at the top of the screen. These meters will rise and fall during the fight.

Each boxer's health bar shows his potential and actual health at the same time. Potential health is shown as a darker bar and depicts the maximum health you could regain if not hit during the round. Actual health is shown as a lighter bar and depicts your current health status during the round. If this bar is reduced to zero from a series of blows, your boxer will be knocked down.

Keeping an eye on the current level of the punch power meter is essential for throwing powerful punches. Each time you throw a punch a small amount of punch power will be lost, but it will recover when you are not throwing punches. Try to keep your punch power meter as full as possible when throwing combos to inflict maximum damage.

Stunning an Opponent

You can stun your opponent by throwing fast combos, inflicting a large amount of damage in a short space of time. When your opponent is stunned, stars will fly around his head as he staggers to regain his composure. Use this opportunity to throw a barrage of punches or try a devastating super punch to knock him straight to the canvas.

Super Punches

Each boxer has two super punches at their disposal. These punches are truly devastating and can floor your opponent in one shot. Because these punches are so powerful they tend to take a little longer to throw, leave you open to a counter, and cost a great deal of energy to attempt. Use your super punches wisely and they will give you the edge at any point in a fight. You must have enough punch strength available to successfully throw a super punch.

Blocking

You can block punches by holding down the L Button. As each punch lands against your block it will begin to weaken and start to let punches through. You can tell how strong your potential block is by looking at how much your boxer sways after each hit. If he is only moving a small amount then your block is still effective. As your boxer begins to rock more from each hit, your block effectiveness is decreasing, allowing more punches to land. At this point you should try to dodge and get away from danger. Letting go of the block button for a short time will allow your block effectiveness to recover and get back into the fight.

Taunting

Taunting is a great way to rile your opponent and get the fight going, it also has other beneficial factors. Press the Z Button to start a taunt, if performed fully your boxer will receive a small increase to their health and power bars.

Knockdown Screen

If your boxer has been knocked down then you must rapidly press the A Button as fast as you can to regain your senses and get to your feet.

Once the bar at the bottom of the screen is full, the boxer will re-enter the fight. If the attempt to fill this bar before the count reaches 10 is unsuccessful then the boxer has been knocked out and the fight is over.

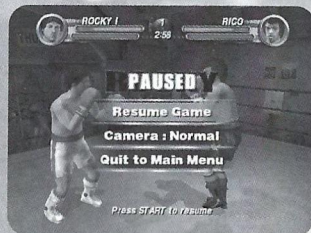
Technical Knockouts

This applies if the 3-knockdown rule is switched on in the options menu. At the start of each round, all three TKO lights are unlit. Each time you are floored in a round, one of your TKO lights will be turned on. If your opponent manages to knock you down three times in one round, lighting all the lights, the fight will be stopped and you will lose by a Technical Knockout Decision.

Pause Menu

While in the pause menu you can resume game, change camera view, or quit to Main Menu.

- **Resume Game:** Continue fighting.
- **Camera:** Select camera angle from which to view the fight.
- **Normal:** Camera is the default and shows the action from the side.
- **Shoulder:** Camera shows the fight action from $\frac{3}{4}$ angle view over the boxer's shoulder.
- **Quit to Main Menu:** Stops the fight and returns to the Main Menu.



MOVIE MODE

In "Movie Mode" you are cast as Rocky Balboa himself, fighting and training your way to the top. You decide the areas in which you'd like to train, improving Rocky's physical skills in five distinct areas. Then it's time to see if all that sweat and pain has paid off as you take up the challenge in the ring against your next opponent.

From the Main Menu, select "Movie Mode" and press the A Button. When playing for the first time in a gameplay session you can either choose to "Begin New Game" or "Continue Saved Game" from a previously saved file. "Resume Game" allows you to continue from the place you left off when returning to "Movie Mode" in a gameplay session.

You will be able to save your progress during "Movie Mode." Saves can be made to a Nintendo GameCube™ Memory Card (if available).

If you select "Begin New Game" you first choose the difficulty level you wish to attempt.

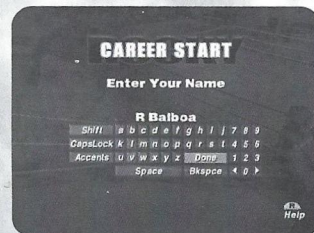
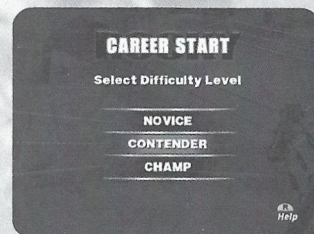
You can then enter your name using the Control Pad to select a character and the A Button to select. Once you have entered your name, select "Done" to begin "Movie Mode."

Training Rocky

To give Rocky a fighting chance at beating his opponent you have to get in the gym and start training. Your gym contains a series of five challenging sub-games designed to improve Rocky's performance. Before each fight you can train in two of them.

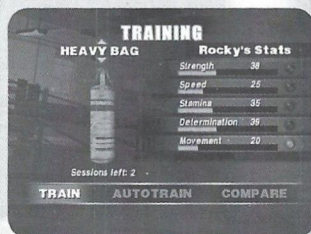
The five training games each work on a specific physical attribute. You can choose to focus on each of these areas.

- **Strength:** This indicates the power of Rocky's punches
- **Speed:** This determines Rocky's punch speed
- **Stamina:** If this stat is high, Rocky can take more punishment



- **Determination:** This determines Rocky's ability to get up off the canvas
- **Movement:** The speed of Rocky's movement around the ring

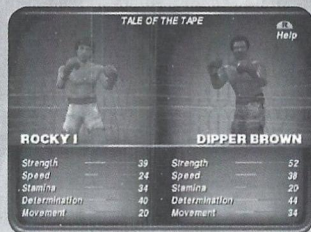
Depending on how well you do in the training game you select, Rocky's abilities in that attribute will rise. On the training screen use up and down on the Control Pad to highlight the discipline in which you wish to train. The red indicator lights to the right of the stats bars show which ability will benefit from training in the currently selected discipline.



When ready, use left and right on the Control Pad to highlight "Train," "Autotrain" or "Compare" and press the A Button.

Comparing Boxers

On selecting the "Compare" option you can read each boxer's tale of the tape to see which abilities you should improve. Press the Y Button to alternate between the boxers' stats and their biographies. Use up and down on the Control Pad to scroll through the biographies.



Autotrain

Selecting Autotrain allows you to quickly improve Rocky's attributes without playing the training games, however, autotraining does not give as much improvement to your attributes as you could gain by playing the training game.

TRAINING GAMES

Instructions are displayed to remind you before you begin each game, so read them carefully. When you are ready to play press START/PAUSE.

Punch Mitts

Designed to improve Rocky's punch strength. Your trainer calls out which punch to throw. Press the buttons shown on-screen to throw the punch as quickly as possible after they appear. Faster reactions will give higher scores.



Speed Bag

This exercise is to improve Rocky's speed. A marker on the blue bar at the bottom of the screen shows Rocky's current punch speed. The highlighted zone on the bar shows the target speed for Rocky to match. If the marker is kept in the zone Rocky's score will increase, however, if it is outside the zone (too fast or too slow) the target speed will fall and the zone will move to the left. If it is in the right half of the zone the target speed will increase and the bar will move to the right.

Your trainer will tell you which hand you need to use ("B Button," "A Button") and if you get a good speed going he may also mix things up a bit by asking for "doubles," which are alternate hits with the left and right hand.

HINT: Don't start too fast!

Skipping

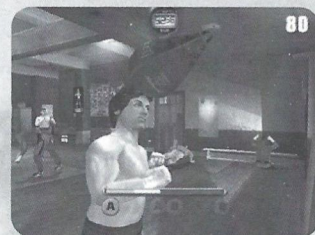
Skipping increases Rocky's stamina. Skip with the A Button, in time with the flashing green light.

When you have mastered this you can use the Control Pad or L Button to select tricks to perform. The button combination required is displayed at the bottom of the screen. Remember to keep pressing the A Button to skip until you are ready to attempt the trick.

Press the first button in the trick sequence to begin your attempt. If you successfully complete the trick, return to skipping with the A Button.

Situps

This game improves Rocky's determination. Tap the buttons as fast as possible to perform a situp, remembering to tense when the trainer chops at Rocky's stomach.



Heavy Bag/ Meat Locker

Hitting the heavy bag improves Rocky's movement. Move around the bag practicing your moves. Only punches thrown from within the green zone on the floor will score.

Achieve higher scores by throwing successful combos from the list on the left of the screen. Rocky trains for his early fights at the Meat Locker. The rules are the same as with the heavy bag, but this time he works out against a hunk of meat.

Training Results

Once the session is completed, the results of your training session will be displayed. Selecting Quit on the training results screen will take you back to the Main Menu.

After 2 training sessions the Fight option appears and will be automatically highlighted. Press the A Button to take it to the ring and get it on.

End of Fight

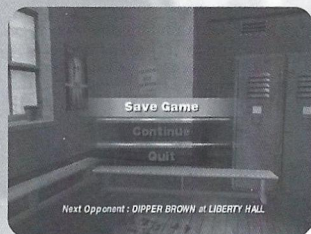
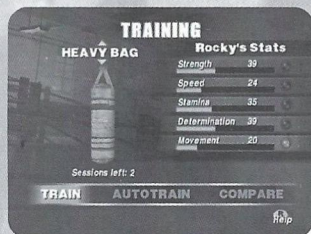
At the end of the round you will be shown a scorecard showing how the judges have scored the previous rounds. Points are awarded for punches landed and knockdowns scored. The highest score wins the round.

Whoever has won the most rounds at the end of the fight will be declared the winner.

Progression

As you beat each boxer, they will become unlocked in Exhibition and Sparring mode as a selectable character. Once "Movie Mode" is complete, the first "Knockout Tournament Mode" will become available.

As you win each fight, you will be offered the chance to save your progress, continue (without saving), or quit to the Main Menu.



Continue Screen

If you lose or draw a fight you will be offered the chance to "Continue." You have 3 "Continue Credits" for the full game.

The "Continue Credits" also give you the chance to have an extra single training session before the rematch.

Highlighting "Continue" and pressing the A Button will allow you to continue. Selecting "Quit" and pressing the A Button will quit from the game and return to the Main Menu.



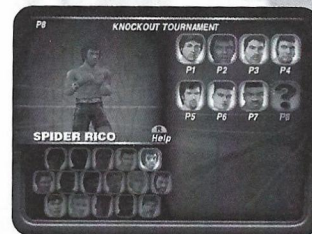
KNOCKOUT TOURNAMENT MODE

Knockout Tournament mode must be unlocked by completing "Movie Mode." Once the mode is available you and up to 15 other players can choose boxers to fight in a knockout tournament together. Normal fight rules apply once the match has started, and each victor will move into the next round until the tournament has been won.

From the Main Menu, highlight "Knockout Tournament" and press the A Button. Select the belt level you wish to compete for, then you can select the number of human players using left and right on the Control Pad. This last stage is skipped if there is only 1 Controller connected.



Next, press the A Button to proceed to the character select screen.



Once all the boxers have been selected, you will move on to the Tournament Ladder screen. This screen shows who fights who in the tournament.

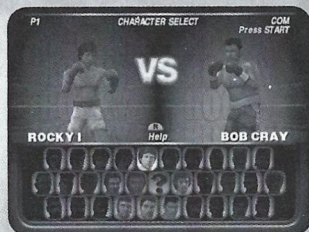
You will see the results coming in as the fights that don't involve the human players are fought, then when a match is drawn that involves one or more human players a loading screen appears similar to those seen in the rest of the game. Each player competing is invited to press START/PAUSE in turn so that the game can determine which Controller you wish to use for that fight.

SPARRING MODE

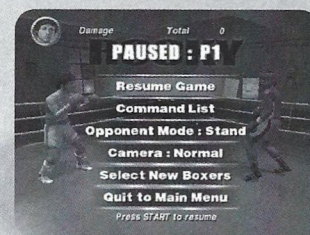
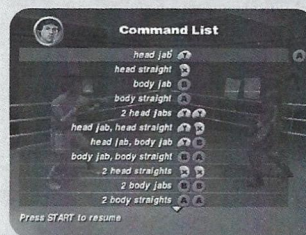
This mode allows you to learn the basic controls and fight techniques of the game and to practice moves freely. Use it to sharpen your boxing skills or just to refresh some of those powerful combos.

Sparring mode is for one player and you can only select boxers that have been unlocked from "Movie Mode."

After selecting Sparring Mode from the Main Menu, you can spar against 3 different partners, each with different fight styles, over an infinite time limit.



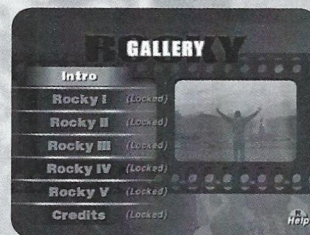
Once the game begins, pressing START/PAUSE on the sparring screen brings up the in-game Sparring Menu that allows you to change the behavioral patterns of the CPU boxer (Stand, Block or Fight), view the command list for your boxer, select new boxers and Quit to Main Menu. Use the Control Pad to highlight the settings and the A Button to select.



GALLERY

Selecting Gallery from the Main Menu allows you to view any unlocked FMV from "Movie Mode."

Use up and down on the Control Pad to highlight your FMV choice, then press the A Button to play. You can stop the FMV playing and return to the Gallery menu at any point by pressing START/PAUSE.



OPTIONS MENU

This menu allows you to adjust game options and allows you to save and load game configuration data.

Controller Setup

Select Controller layout to choose the control configuration you would like to use from 4 preset layouts. You can also enable and disable the Rumble Feature from this screen.

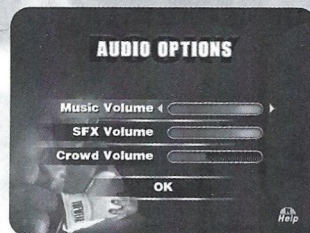
Default Controller setup is Layout A with Rumble Feature Off.

Audio Options

This sub-menu lets you raise or lower the volume of the in-game sound.

Default settings are set to full volume, except crowd volume which is set at 40% full.

- **Music Volume:** Empty/Full bar
- **SFX Volume:** Empty/Full bar
- **Crowd Volume:** Empty/Full bar



Records

The records sub-menu allows you to view the best scores achieved in a number of categories, one for each training game, and also Punch Accuracy, Punch Speed, and Fastest K.O.

Game Settings

Boxer Intros—**on/off**: When set to OFF, this disables the walk-ins in "Exhibition Match" and "Knockout Tournament."

Three-Knockdown rule—**on/off**: When set to ON, a boxer is automatically TKO'd after the third knockdown in a single round.

Saved by the Bell—**on/off**: When set to ON, a boxer who was knocked down can be saved by the bell ringing to end the round as he's floored on the canvas.

Round Length—**30, 60, 90, 120, 180 secs and infinite round length**: Set the round length for each fight in "Exhibition Match" between 30 and 180 seconds or an infinite round length.

Number of Rounds—**1-15**: Set the rounds for each fight in "Exhibition Match" between 1 and 15.

Show Replays—**yes/no**: When set to NO this option disables the replays during the game.

COM Skill—**Novice, Contender, Champ**: Set the CPU difficulty in single player "Exhibition Match" matches.

Restore Options

Restore options allows you to load a saved option configuration from Memory Card along with any unlocked characters, arenas, and secrets.

Save Options

Save options allows you to save your options setup from Memory Card, along with any unlocked characters, arenas, and secrets.

SCORING A BOXING MATCH

The CPU will score and give credit to clean punches that land on target.

OK, so what is a punch? Some would say a tap is a punch, some argue that it is not. Effective punching is probably a more important issue. A player can land three light jabs that will win him the round if he takes nothing in reply. But if his three light jabs are blocked, and he takes a single, explosive left hook that sends him reeling across the ring, the CPU will give the round to the opponent.

In professional boxing most authorities now employ what is known as the "10-point must" system and this is what will be used in "Rocky." That is, one or both boxers must be given ten points in each round. An even round

will be scored 10-10. If one boxer wins a round, but not by an especially decisive margin, then he normally gets 10 points and the opponent nine. If one boxer scores a knockdown or has his opponent in serious difficulties, then the winner of the round gets ten, and the loser eight. The CPU will not score a round any wider than 10-8.

If one man is knocked down, but comes back and makes up the lost ground, then the CPU may score the round 10-10.

Boxing rounds will be scored in a simple manner. Each boxer's punches thrown during the round will be counted. The amount landed to the head and to the body will also be counted. The boxer that threw the highest amount of effective punches will win the round.

BOXING GAMEPLAY TIPS

Punching

The Jab: The jab is the most important punch in the book because it uses the shortest distance between yourself and the opponent. It can be used as a form of attack or defense and once you have mastered the jab, you can control a fight.

The Straight: The straight is used as a form of attack, but it can also be used as a counter to stop your opponent coming forward. It can also be used as a power punch to take control of the fight.

The Hook: The hook is an extremely powerful punch, thrown with a bent arm. The hook is most effective at close to medium range using the boxer's full body rotation to deliver a K.O. power punch.

The Uppercut: The uppercut is an explosive short range punch. You bring the uppercut up and underneath your opponent's jaw, who can't see it coming. On impact it sends their head flying backward, dazing them or even knocking them out.

It is a dangerous punch because, when you throw it, you also leave yourself open. It's more effective when you're fighting inside (i.e., close to your opponent).

Super Punches: Each boxer has two super punches at their disposal. These punches are truly devastating and can floor your opponent in one.

Because the punches are so powerful they tend to take a little longer to throw, leave you open to a counter punch and cost a great deal of energy to attempt. Use your super punches wisely and they will give you the edge at any point in a fight.

Defending

Block: Use your block to defend against incoming punches. Your block efficiency will decrease each time you successfully block a punch.

Remember to get out of danger, and let your boxer regain his composure before blocking again. Your boxer cannot block all those punches forever without a short break.

Dodge (Bob, Weave, Lean Back, and Duck): Use dodges to stay within fight range and make your opponent miss. Try using a dodge if your block is weakened, or even better, use a dodge then throw a counter punch from the defensive position. This technique can be deadly if timed correctly.

Evasive Dodge: Evasive dodges should be used when you want to get away from your opponent as quickly as possible. A good place to use evasive dodges is when cornered quickly tap the buttons and spin round your opponent. A practiced player can swap from being cornered to cornering their opponent and then begin to dish out the punishment.

General Tips

- Stay away from the corners as much as possible.
- Vary your fight distance, swap between outfighting (far) and infighting (close).
- Use jabs and straights for outfighting and hooks and uppercuts for infighting.
- Use your jab to find your range.
- Keep an eye on your punch strength, don't waste your punches.
- Use powerful combinations to stun your opponent, then finish him with a super punch.
- Use taunts to regain health and punch power.
- Keep moving! Make yourself difficult to hit at all times.
- Learn to counterpunch – dodge and hit.

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Kevin Blake, Joe Bradford, Ian Burke, Frank Collinson, Staff and students at the ABA Boxing Academy, John Heap, Pat Hornby, John & Paul Ingle, Martin Kitney, Dave Martin, Phil Scott, Nik White, Don Whiteford, Phil Wright and Trevor Williams, and most of all our partners and families for their continuing support. Dedicated to the memory of Roger Tweedie, missed by us all.
Based On Characters Created by Sylvester Stallone.

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