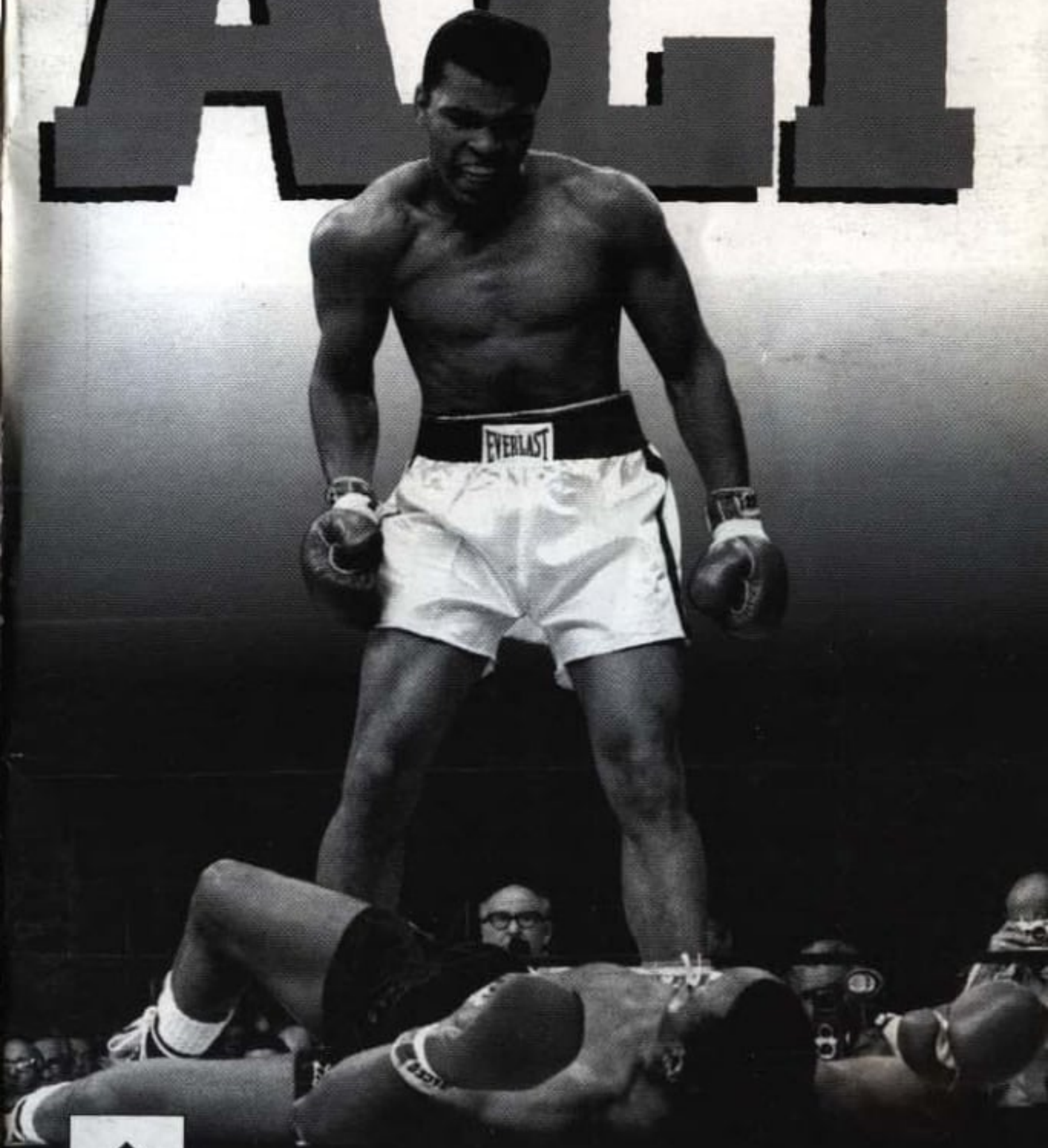


FOES OF

ALI



WARNING :**READ BEFORE USING YOUR 3DO
INTERACTIVE MULTIPLAYER SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

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.

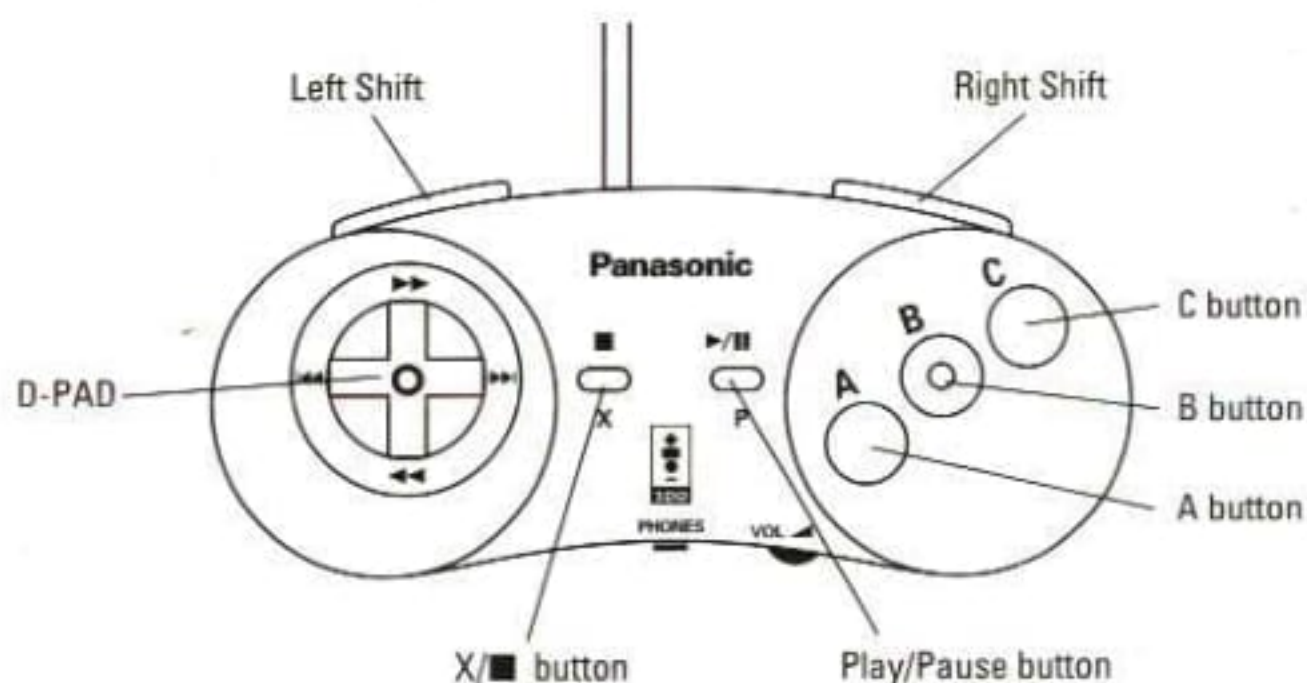
TABLE OF CONTENTS

STARTING THE GAME	2
CONTROL SUMMARY	2
Menus	2
Fighting	3
Blocking	3
MAIN MENU	3
Exhibition Mode	4
Tournament Mode	7
Career Mode	9
CHANGE NAME SCREEN	12
PRE-FIGHT MENU	12
Game Options Screen	13
Rules Select Screen	14
THE MAIN EVENT	14
Fight Screen	14
General Fighting Tips	15
PAUSE MENU	16
View Select Screen	16
POST-FIGHT MENU	17
Exhibition	17
Tournament	17
Career	18
FIGHTER PROFILES	19
CREDITS	22
EA Sports Team	22
Gray Matter Team	22
ARTIST PROFILES	23

STARTING THE GAME

1. Turn ON the power switch on your 3DO Interactive Multiplayer™ System. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the 3DO System (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).
3. Press the OPEN/CLOSE button.
4. Insert your game disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)

CONTROL SUMMARY



MENUS

Highlight a menu option	D-Pad or D-Pad
Select the highlighted option	A
Bypass the menus and jump right into the ring	PLAY (from Main menu only)
Return to the previous menu	X
Cycle through camera views	X

FIGHTING

CONTROL PAD	A	B	C
No direction	Left Jab	Right Jab	Duck
↶	Left Hook	Right Hook to Body	Slip Left
↷	Left Uppercut	Right Uppercut	Clinch
↵	Left Jab to Body	Right Jab to Body	Lean Back
↶↵	Left Hook to Body	Right Hook	Slip Right

NOTE: To fake a move, tap the button or release it before contact is made.

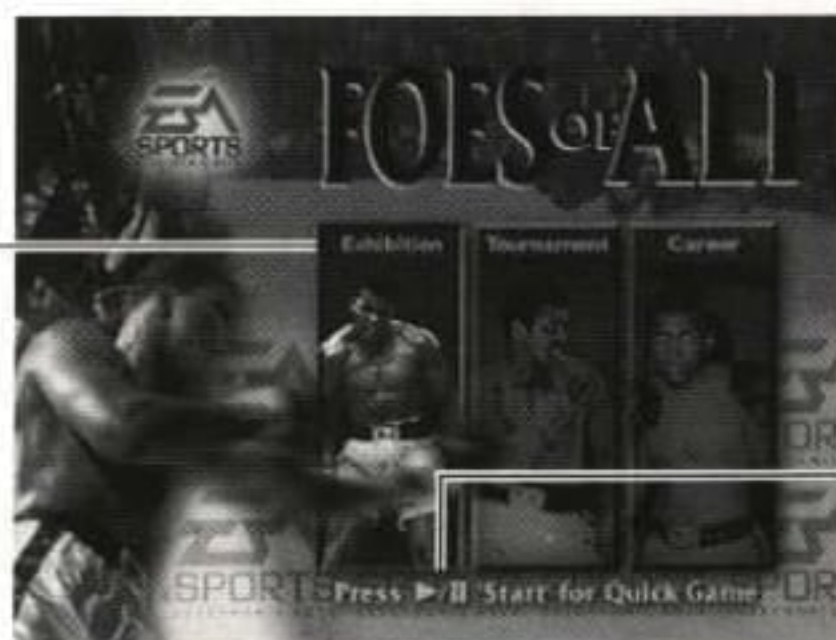
BLOCKING

CONTROL PAD	L BUTTON	R BUTTON	L+R BUTTON
	Left Block	Right Block	Double block

MAIN MENU

From the Main menu, you can fight a single Exhibition bout or retrace the steps of the greatest Heavyweight of all time.

Press **A** to select the highlighted option



Press **PLAY** to bypass the menus and jump right into the ring

D-PAD ↶/↷ **TO HIGHLIGHT AN OPTION**

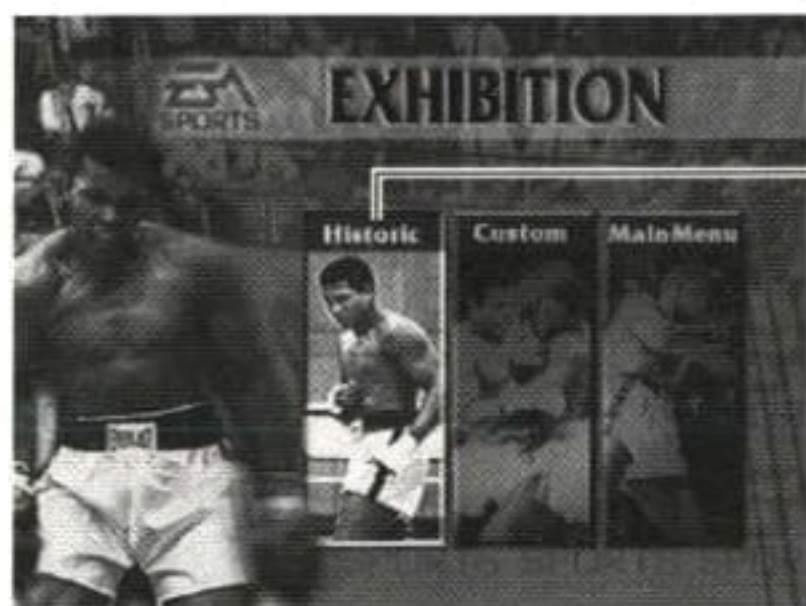
EXHIBITION

Set up an Exhibition bout between any of the two boxers. For more information, see *Exhibition Mode* on page 4.

- TOURNAMENT** Set up or continue a saved Tournament with up to eight fighters. For more information, see *Tournament Mode* on page 7.
- CAREER** Follow Ali's career, fighting his actual opponents in the original venues. For more information, see *Career Mode* on page 9.

EXHIBITION MODE

If you want to sharpen your boxing skills before you begin a Career or enter a Tournament, this is the perfect way to get a taste of the competition. Fight any of Ali's opponents to see what you'll be up against.



Press **A** to select the highlighted option

D-PAD </> TO HIGHLIGHT AN OPTION

- HISTORIC** Fight one of Ali's real-life opponents in the actual fight location. See *Historic* below.
- CUSTOM** Set up a fight between any two boxers. See *Custom* on p. 6.
- MAIN MENU** Return to the Main menu.

 To return to the Main menu, highlight MAIN MENU and press **A**.

Historic

Get in the ring and fight as Ali, from the time he still went by the name his mama gave him, up until his eventual retirement. Scroll through the fight tickets to select a historic fight.

NOTE: The Fight Rules are automatically set to those of the historic fight you choose.

-  To scroll through the historic fight tickets, D-Pad </>.
-  To choose the selected fight and go to the Exhibition screen, press **A**.

Exhibition Screen

Press **A** to select the highlighted option



D-PAD $\uparrow/\downarrow$ TO HIGHLIGHT AN OPTION

HISTORICAL INFO Listen to an audio summary of the actual fight as it happened.

BOXER STATS View a brief summary of each boxer and his Weight, Height, Reach, Age, Fight Record, and Knockout Record.

 To toggle between the fighters' stats, D-Pad $\uparrow/\downarrow$.

CONTROL Select the fighter you want to control or the fighter that you want the computer to control.

 To toggle between the fighters, D-Pad $\uparrow/\downarrow$.

 To toggle between Player and Computer Control, press **A**.

NOTE: If there is only one player controlled boxer, Control Pad 1 controls boxer 1. If there are two player controlled boxers, Control Pad 2 controls the second boxer.

DONE Go to the Pre-Fight menu when you have made your selections. See *Pre-Fight Menu* on page 12 for more information.

Custom

Choose any two fighters, put in your own name, and select from any of the available fight venues.

Custom Fight Screen



Press **A** to select the highlighted option

D-PAD **TO HIGHLIGHT AN OPTION**

To select a fighter:

1. Highlight **CHANGE BOXER**, then press **A**.
2. D-Pad to highlight a fighter.
3. Press **A** to select the highlighted fighter.

To customize your fighter's name:

- Highlight **CHANGE NAME**, then press **A**. The Change Name screen appears. See *Change Name Screen* on page 12.

To set up player control:

1. Highlight **PLAYER CONTROL**.
2. Press **A** to toggle between **PLAYER** and **COMPUTER CONTROL**.

To select a fight venue:

1. Press **A** to highlight **CHANGE VENUE**.
2. D-Pad to scroll through the available venues.
3. Press **A** to select the highlighted venue.

To confirm the custom fight:

- Highlight **DONE** then press **A**. The Pre-Fight menu appears.

TOURNAMENT MODE

Set up a single-elimination Tournament with up to eight fighters.



Press **A** to select the highlighted option

D-PAD **TO HIGHLIGHT AN OPTION**

NEW Set up a new Tournament with up to eight fighters. See *Starting a New Tournament* below.

NOTE: When New Tournament is selected any previously saved Tournaments and Careers are erased.

CONTINUE Continue a previous Tournament from the last saved fight.

To continue a saved Tournament, highlight CONTINUE then **A**. The Tournament tree appears. See *The Tournament Tree* below.

MAIN MENU Return to the Main menu.

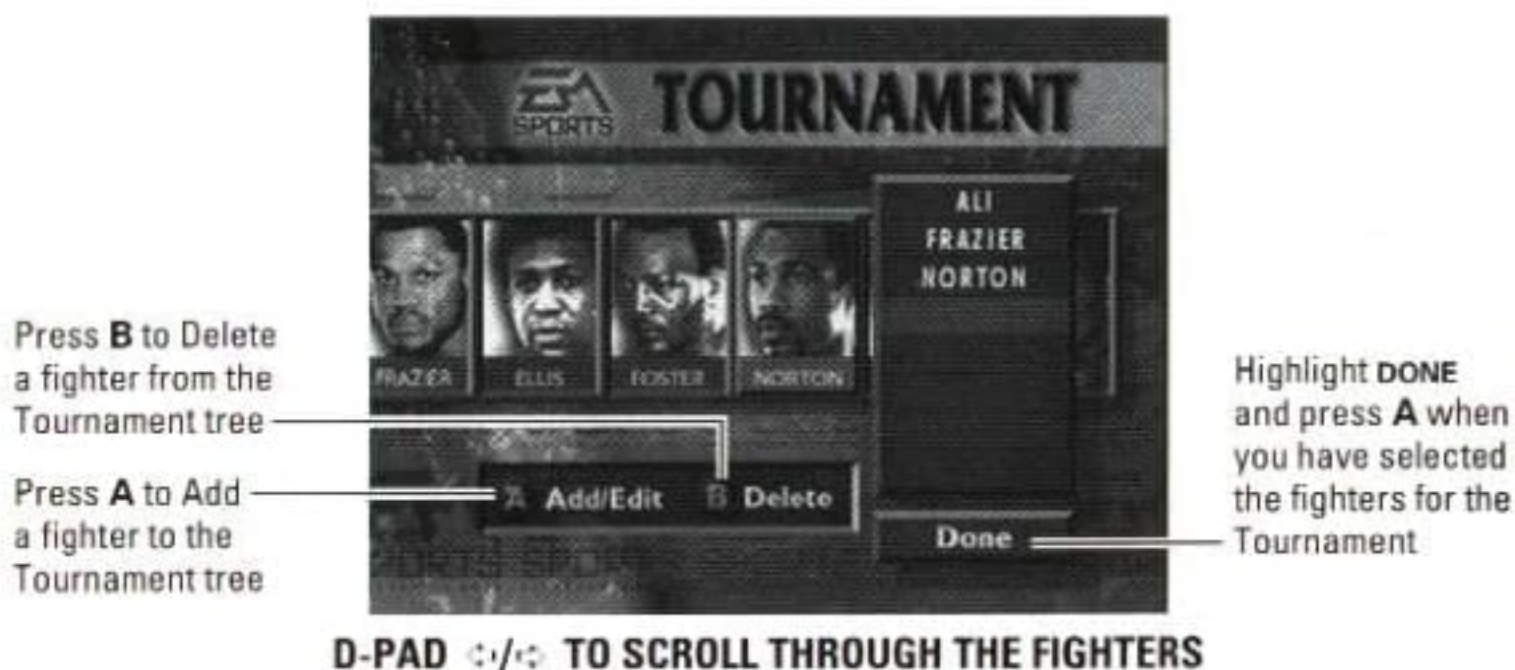
To return to the Main menu, highlight MAIN MENU and press **A**.

Starting a New Tournament

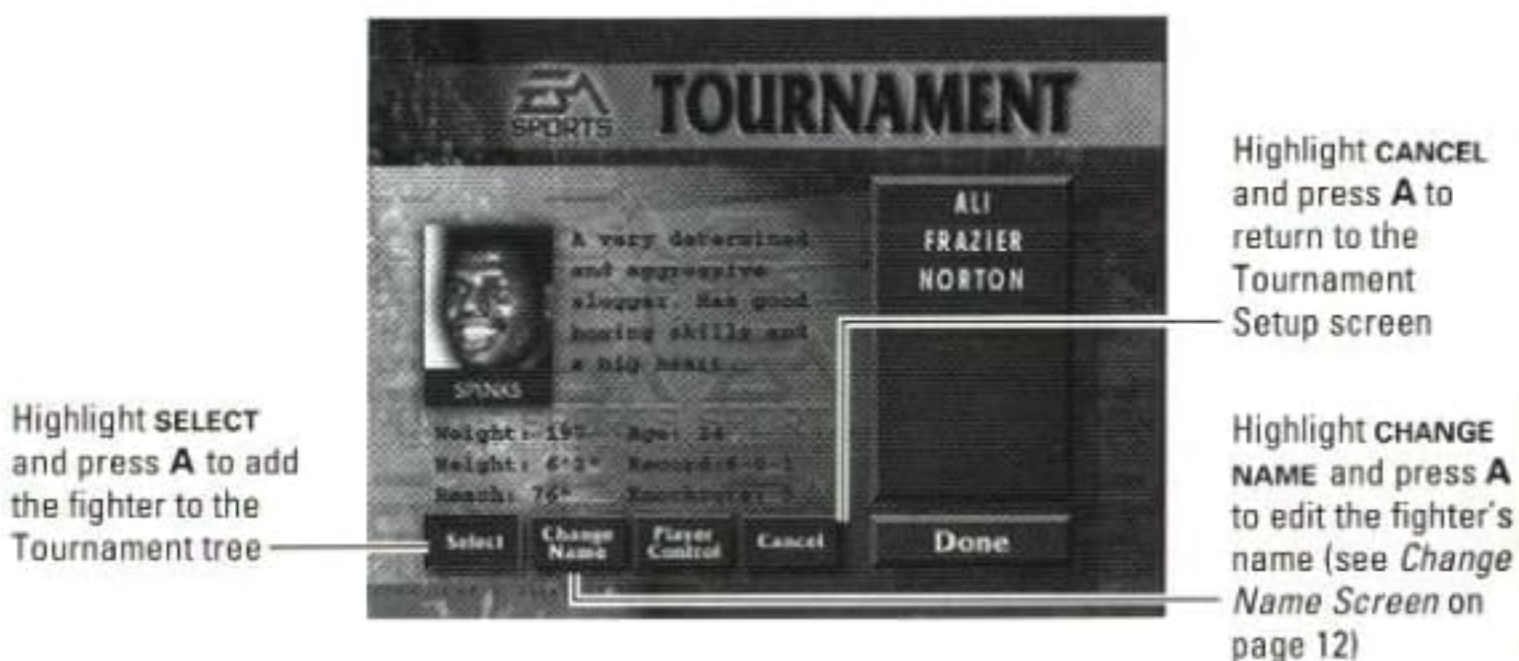
Choose up to eight boxers for the upcoming Tournament.

Tournament Setup Screen

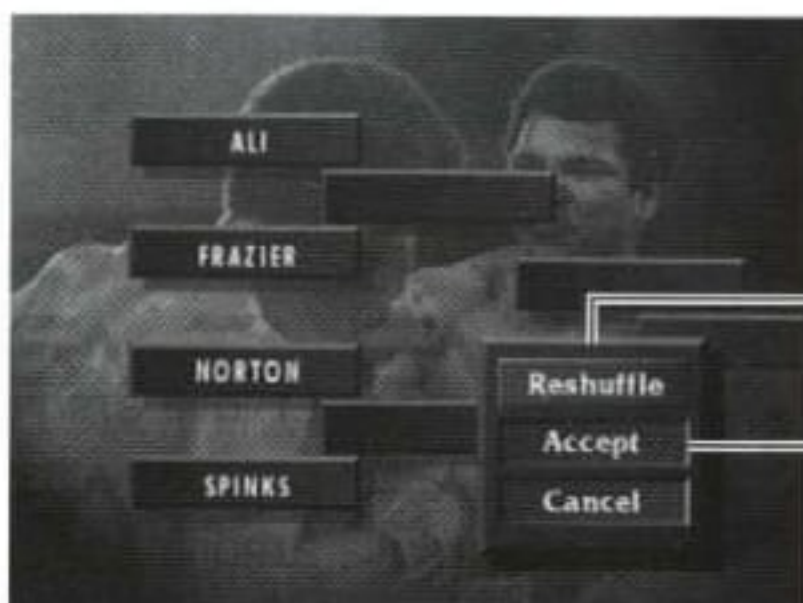
Each tournament requires at least 3 boxers. A tournament also requires a total of 4 or 8 boxers. If necessary, the computer automatically adds Computer Controlled fighters to the Tournament Tree.



Add/Edit Boxer Screen



The Tournament Tree



Highlight
RESHUFFLE
and press **A**
to change the
fight matchups

Highlight **ACCEPT**
and press **A** to
accept the fight
matchups and
go to the Pre-
Fight menu (see
Pre-Fight Menu
on page 12)

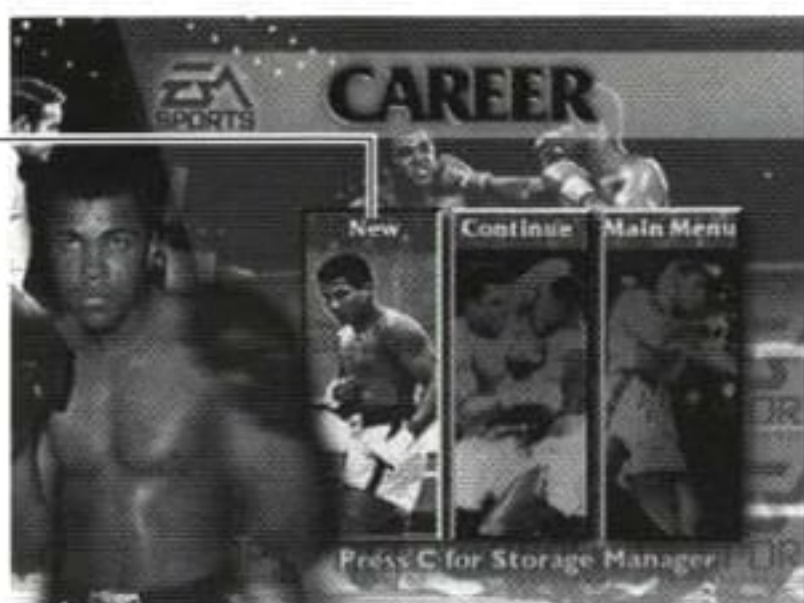
D-PAD  **TO VIEW THE
ENTIRE TOURNAMENT TREE**

CAREER MODE

See how you would fare against some of Ali's toughest opponents. Here's a run-down of the career fights highlighted in *Foes of Ali*.

NAME	DATE	RESULT	# OF ROUNDS	VENUE
Henry Cooper	6/18/63	KO	5	Wembley Stadium
Sonny Liston	2/25/64	KO	7	Convention Hall
Sonny Liston	5/25/65	KO	1	St. Dominick's Arena
George Chuvalo	4/29/66	W	15	Maple Leaf Gardens
Henry Cooper	5/21/66	KO	6	Highbury Stadium
Joe Frazier	3/8/71	L	15	Madison Square Garden
Jimmy Ellis	7/26/71	KO	12	Astrodome
George Chuvalo	5/1/72	W	12	Pacific Coliseum
Bob Foster	11/21/72	KO	8	High Sierra Theater
Ken Norton	3/31/73	L	12	Sports Arena
Ken Norton	10/10/73	W	12	Forum
Joe Frazier	1/28/74	W	12	Madison Square Garden
Chuck Wepner	3/24/75	KO	15	Coliseum
Joe Frazier	10/10/75	KO	15	Araheta Coliseum
Ken Norton	10/28/76	W	15	Yankee Stadium
Leon Spinks	2/15/78	L	15	Las Vegas Hilton
Leon Spinks	10/15/78	W	15	Superdome

Press **A** to select the highlighted option



D-PAD TO HIGHLIGHT AN OPTION

NEW Set up a new Career. See *Starting a New Career* below.

NOTE: When New Career is selected any previously saved Careers or Tournaments are erased.

CONTINUE Continue a previous Career from the last saved fight.

To continue a saved Career, highlight CONTINUE and press **A**.

MAIN MENU Return to the Main menu.

To return to the Main menu, highlight MAIN MENU and press **A**.

Starting a New Career



Press **A** to select the highlighted option

D-PAD TO HIGHLIGHT AN OPTION

START Start a new Career. The Career Stats screen appears. See *Career Stats Screen* below.

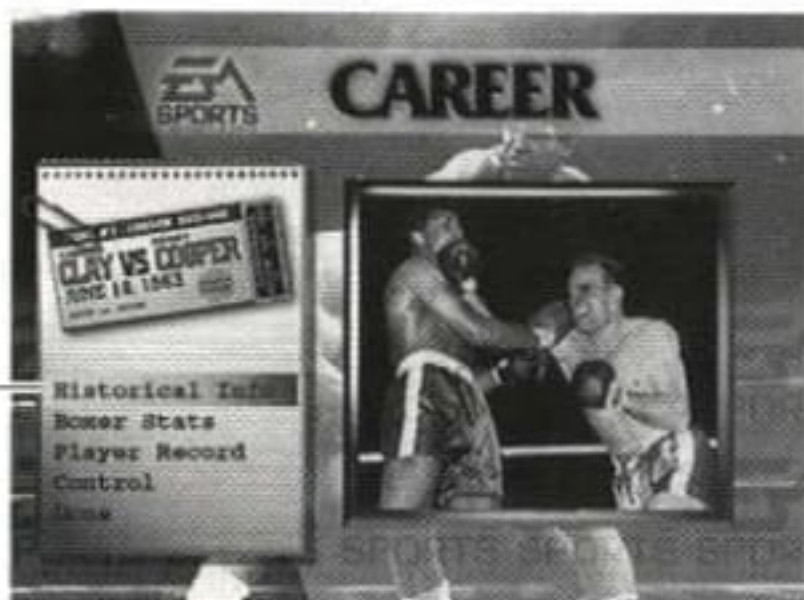
CHANGE NAME Enter your own name for Ali. For more information see *Change Name Screen* on page 12.

CANCEL Return to the Main menu.

Career Stats Screen

The Career Stats screen shows your career record and information about your upcoming opponent.

Press **A** to select the highlighted option



D-PAD **TO HIGHLIGHT AN OPTION**

HISTORICAL INFO Listen to an audio summary of the actual fight as it happened.

BOXER STATS View a brief summary of each boxer and his Weight, Height, Reach, Age, Fight Record, and Knockout Record.

To toggle between the two fighters, D-Pad .

PLAYER RECORD View your record up to this point in your career.

CONTROL Select player or computer control for the fighter.

To toggle between **PLAYER** and **COMPUTER CONTROL**, press **A**.

NOTE: Career mode is a one player mode, so you must fight against the computer. However, you have the option to let the computer control both boxers to see a simulation of the fight.

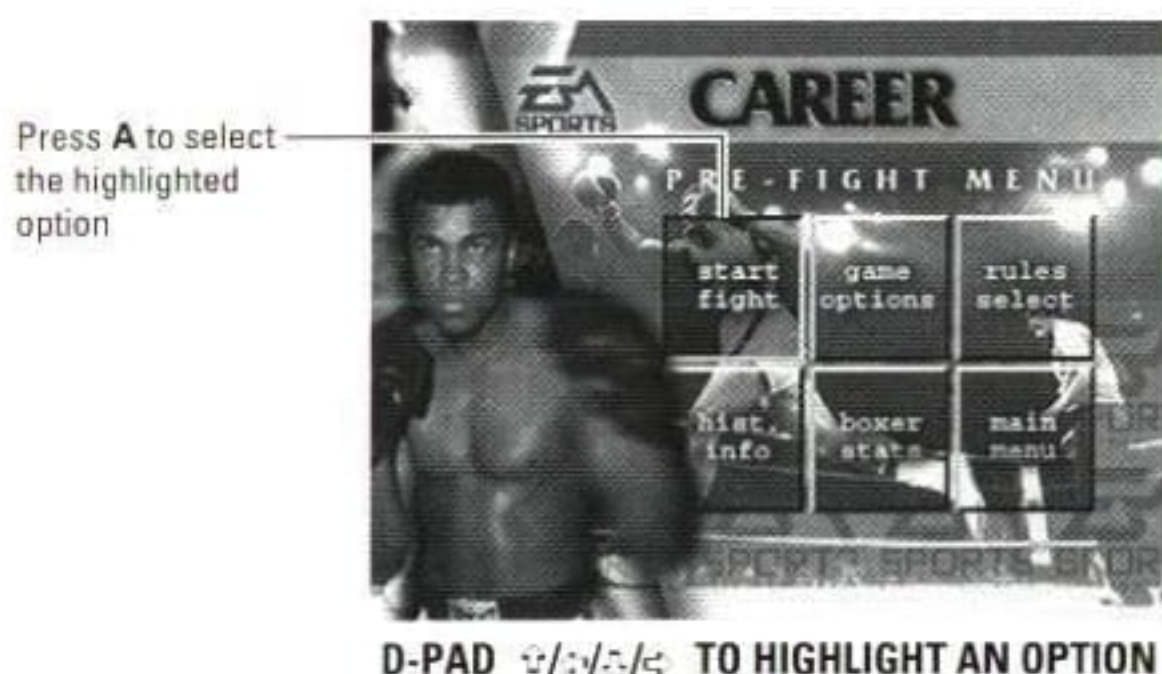
DONE Go to the Pre-Fight menu, when you have made your selections. See *Pre-Fight Menu* on page 12.

CHANGE NAME SCREEN

1. D-Pad $\leftarrow/\rightarrow/\uparrow/\downarrow$ to highlight a letter/character.
2. Press **A** to select the highlighted character.
- To back up one space, highlight DEL, then press **A**.
 Or, for a shortcut, just press **B**.
3. When you have finished entering your name, highlight END, then press **A**.

PRE-FIGHT MENU

You can customize the upcoming fight from the Pre-Fight menu.



START FIGHT	Go directly to the ring and start floating like a butterfly and stinging like a bee.
GAME OPTIONS	Customize the upcoming fight. See <i>Game Options Screen</i> , below.
RULES SELECT	Customize the boxing rules for the upcoming event. See <i>Rules Select Screen</i> on page 14.
HIST. INFO	Listen to an audio summary of the actual fight as it happened.
TOURN. CHART	View the Tournament tree (Tournament Mode only).

BOXER STATS View a brief summary of each boxer and his Weight, Height, Reach, Age, Fight Record, and Knockout Record.

 To toggle between the fighters, press **A**.

 To return to the Pre-Fight menu, press **B** (Done).

REMATCH Get right back into the ring and fight against the boxer you just beat or lost to.

MAIN MENU Return to the Main menu.

 To return to the Main menu, highlight **MAIN MENU**, then press **A**.

GAME OPTIONS SCREEN

(Default settings are **bold**)

DIFFICULTY Set the level of difficulty to **NOVICE**, **NORMAL**, or **EXTREME**.

VERBAL FEEDBACK Set the amount of crowd feedback during the fight to **NONE**, **MINIMAL**, or **NORMAL**. (The ring announcer and referee are not affected by this setting.)

BLOOD Set the amount of blood that will pour out of yours and your opponent's face to **NONE**, **NORMAL**, or **GALLONS**.

SCREEN INFO Set the amount of information displayed on the screen during a fight to **ALL OFF**, **ENERGY**, **TIMER**, and **ALL ON**.

MUSIC VOLUME Adjust the Music Volume up or down.

SOUND FX VOLUME Adjust the Sound FX Volume up or down.

SPEECH VOLUME Turn the Speech Volume up or down.

NOTE: The volume of the historical background information is also affected by this setting.

RESUME Get back into the ring and finish what you've started.

RULES SELECT SCREEN

(Default settings are **bold**)

NUMBER OF ROUNDS	Set the Number of Rounds to 1, 2, 3, 4, 5, 6, 8, 10, 12, 15 .
KNOCKDOWN COUNT	Set the Knockdown Count to 5, 8, 10 , or TKO.
SCORING	Set the Scoring to a 1, 5 , or 10 point system. This option cannot be changed after a fight has begun.
3 KNOCKDOWN TKO	To set the 3 Knockdown TKO rule to NO, YES , or 1ST ROUND.
NUMBER OF JUDGES	To set the Number of Judges to 1 or 3 . This option cannot be changed after a fight has begun.
PHYSICIAN STOPS FIGHT	To set the Physician Stops Fight option to NO or YES .
FIGHTER SAVED BY BELL	To set the Fighter Saved by Bell option to NO or YES.
RESUME	To return to the Pre-Fight menu, highlight Resume, then press A . For more information see <i>Pre-Fight Menu</i> on page 12.

NOTE: Fight rules cannot be customized in the Career mode.

THE MAIN EVENT

The bell rings and the announcer's voice echoes through the arena. The crowd's anticipation is spurred by incessant, thumping music. It's time for the Main Event—no doubt a somewhat familiar occurrence to you by now. Only this time it's different. This time you're the man, the machine, the animal. It's your turn to stick and move. It's your turn to be the hero or the chump. It's all up to you.

FIGHT SCREEN

Energy Display

As your energy decreases you will move slower and your guard will drop more often. If your energy is much less than your opponent there is an increased chance you will be knocked out. You will not be automatically knocked out even if you have no energy left.

Camera View

As you change Camera Views, the name of the view you have selected appears briefly on the screen.

EA Sports Timer

The EA Sports Timer displays the amount of time left in each round and the number of the current round.

Scoring Statistics

After each round, check out the progress you've made so far. The Scoring Statistics screen for each round displays how each judge scored the round, number of penalties, punch ratio, and the number of punches landed.

GENERAL FIGHTING TIPS

DON'T FLAIL AWAY. Energy is your greatest ally. If you don't have a lot of knockout power, but you have more energy than your opponent, you have a much better chance of cleaning his clock.

"KILL THE BODY AND THE MIND DIES." Certain fighters cannot hope to compete with head specialists like Ali. Striking the body does slightly more damage to your opponents energy than a head shot does. Take away his legs by pummeling the body first, and then go for the knockout with headshots.

STUDY YOUR OPPOSITION. Each fighter has certain strengths and weaknesses as well as favorite moves that you should be familiar with.

CUTS. The doctor is more likely to stop a fight if a fighter has one major cut rather than a bunch of small ones. If you cut an opponent above the eye, or bloody his nose, work that cut and try to open it up even more. Make sure you have the Fight Rules set up so the doctor has the option to stop the fight.

PAUSE MENU

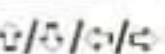
 To pause the game at any point during a fight, press **PLAY/PAUSE**.

RESUME FIGHT	Go back to the ring.
VIEW SELECT	Select a view or camera angle. See <i>View Select Screen</i> below.
GAME OPTIONS	Customize the current bout. For more information, see <i>Game Options Screen</i> on page 13.
FIGHT RULES	Customize the boxing rules for the current fight. See <i>Rules Select Screen</i> on page 14.
HELP	View an on-line control summary and other instructions.
QUIT	Leave the current fight and return to the Pre-Fight menu.

VIEW SELECT SCREEN

Press **A** to select the highlighted option and return to the Pause menu



D-PAD  **TO HIGHLIGHT AN OPTION**

Each fight starts with 6 pre-set camera views (Camera Track High, Custom, Boxer 1 POV, TV Broadcast, Boxer 2 POV, and Judge). The Boxer 1 and 2 POV camera views are dynamic and change as the fight goes on. If you are getting pummeled, expect your vision to be impaired. A hard blow to the head can cause your vision to become blurred, or because your brain is getting smashed around, you could experience a brief white or red out. If you've taken too many direct eye hits, eye swelling may occur. If your eyes become severely damaged, you will have a difficult time seeing a hook coming from that direction. Keep in mind that this is all happening to the other boxer as well.

 To cycle through the 6 main cameras during a fight, press **X**.

To change a pre-set camera view:

1. Press **PLAY/PAUSE**, to bring up the Pause menu.
2. Highlight **VIEW SELECT** and press **A**.
3. Highlight the Camera View you want to use and press **A**.

NOTE: The Flip views are designed to take advantage of the width of your monitor turned on its side and create an arcade point of view.

POST-FIGHT MENU

The Post-Fight menu appears after each fight allowing you to save your progress, check your stats, or start a new game.

EXHIBITION

NEW FIGHT	Start a new Exhibition fight.
EXHIB. MENU	Return to the Exhibition menu.
MAIN MENU	Return to the Main menu.
HIST. INFO	Listen to an audio summary of the actual fight as it happened.
REMATCH	Get right back into the ring and fight against the boxer you just defeated or lost to.
FIGHT SCORE	Bring up the Fight Statistics screen and view a statistical summary of the last fight.

TOURNAMENT

NEXT FIGHT	Go to the next scheduled Tournament fight.
TOURN. CHART	Go to the Tournament Chart to see the next scheduled matchup and how the other players did in their fights.
MAIN MENU	Return to the Main menu.
SAVE TOURN.	Save the Tournament standings up to the last completed fight.

NOTE: If you exit the Post-Fight screen before saving, the Tournament standings and statistics will be lost.

STORAGE
MANAGER Go to the 3DO Storage Manager.

NOTE: If you have run out of room to save games, you must delete a saved game from the 3DO Storage Manager. For more information about the Storage Manager, please refer to your 3DO System User's Guide.

FIGHT SCORE Bring up the Fight Statistics screen and view a statistical summary of the last fight.

NOTE: In the event of a tie at the end of a fight, the computer randomly chooses a winner to advance in the tournament.

CAREER

NEXT FIGHT Go to the next scheduled Career fight.

CAREER STATS Go to the Career Stats screen and get ready to take on the next of Ali's foes.

MAIN MENU Return to the Main menu.

SAVE CAREER Save your Career standings up to the last completed fight.

NOTE: If you exit the Post-Fight screen before saving, your Career standings and statistics will be lost.

STORAGE
MANAGER Go to the 3DO Storage Manager.

NOTE: If you have run out of room to save games, you must delete a saved game from the 3DO Storage Manager. For more information about the Storage Manager, please refer to your 3DO System User's Guide.

FIGHT SCORE Bring up the Fight Statistics screen and view a statistical summary of the last fight.

FIGHTER PROFILES

Henry Cooper

The weakest boxer in the game, Cooper is conservative and doesn't move around the ring much or waste energy punching. Cooper's best punch is his left hook (affectionately referred to by the British press as "Henry's hammer"). Cooper's boxing abilities are average to slightly above average, but he has one glaring fault—he cuts easily. Best strategy when fighting Cooper is to try to stay away from the left hook. He tends to use a weak double or even triple jab to set up the hook. (Some say he used his left hand as a fencing foil.) Take defensive action when you see the jab. If your boxer is fast enough you can also counter punch with a jab when the hook starts. Cooper bleeds so much that it is unlikely he will last the match without a TKO against him. Go for head shots.

Sonny Liston

Nicknamed "The Bear", Liston was a big man. The Liston in this game is not the same one that destroyed Patterson and held the heavyweight title for over two years. Instead, this Liston is the one who is perhaps past his prime and was never the same after being beaten by a young Cassius Clay. Although somewhat slow when moving, he makes good use of the ring. There is nothing slow about his punch however, which is faster than average and still effective. Liston shuffles forward behind a powerful jab and prefers attacking the body. He is very aggressive, and if he hurts you (cut or knockdown) he will immediately press the attack with a flurry of punches in an effort to finish you. Most opponents are finished off by a jab-move-hook combination. The best strategy against Liston is to take advantage of his slower movement to avoid the killer combination when you see it developing. Liston's stamina is not what it used to be, so you will probably out-punch him in the late rounds when he tires.

George Chuvalo

Chuvalo is a brawler. He will follow you around the ring without much lateral movement, pummeling you. His favorite punch is a straight jab or cross, no preferred combination. He is easy to hit since he drops his guard frequently. In his entire career, Chuvalo was never knocked down, but he is somewhat cut-prone. His speed is average, but his punch power is high. Chuvalo has the highest chance of knocking you out of any boxer. His career record is 66 wins, 57 of them by KO, a higher average even than the other two sluggers in the game, Frazier and Liston! Chuvalo has the stamina to go the distance, but is not good at pacing himself during a fight. The best strategy when fighting Chuvalo

is to be fairly defensive early in each round (do a lot of moving, blocking and so on), wait until he tires and then wade in and start hitting—it should be easy. Like Cooper your best bet is probably head shots while waiting for that TKO against him from cuts. If that doesn't happen you will likely still out-point him and win if he doesn't knock you out first.

Joe Frazier

Frazier was Ali's toughest opponent when Ali was in his prime. Frazier is an excellent all around boxer and makes good use of the ring. Although somewhat slower than Ali, he makes up for it with a harder punch. Frazier is weak on defense, and favors the attack. He has a powerful left, and his usual finishing move is a double left hook combination. There is really no best strategy to use against Frazier. He is such a good boxer that if you are fighting against him you just have to stay cool. His less than sparkling defense will allow you to land punches, but he is difficult to cut badly or knock out. Keep punching and hope to win on points.

Jimmy Ellis

Ellis was Ali's sparring partner at one time. When Ali was stripped of his title, Ellis briefly held the W.B.A. heavyweight title. He is a smaller, less flashy version of Ali. He likes to move around a lot; and his footwork is fast, so it is hard to keep up with him. Punching is fast but weak. Like Ali, he tends to be a counter puncher. Ellis's right is stronger than his left, and his preferred combination when attacking is a jab-jab-cross. The best strategy against Ellis is to use mostly straight jabs. If you are slow, you will have to be a little more defensive and hope he tires.

Bob Foster

Although Foster was an almost unbeatable light-heavyweight, he was not really strong enough to be a champion heavyweight. Foster's footwork is above average speed, and he works the ring well. His punching speed and hitting power are average. He pivots well out of corners and likes to circle his opponent. He tends to set up combinations with a strong jab. Favorite combinations are jab-left hook or jab-cross. The best strategy against Foster is to watch as he circles. When he stops he will punch, so strike first if you are fast. Cover up if you can't beat him to the punch.

Ken Norton

Norton will long be remembered as the man who broke Ali's jaw. He is the slowest boxer in the game when it comes to footwork, and because of it doesn't move around a lot. A stalker, he likes to fight inside and will try to stay close. In a clinch he has a vicious uppercut. His punching

speed is average, but he has above average power. He is a good defensive boxer, which tends to compensate for his slow footwork. The best strategy if you're fighting Norton is to accept you are going to be fighting inside. If you don't you will find yourself moving backwards most of the time, which looks bad to the judges. The exception is the clinch, which you should break immediately. For defense be liberal with the blocks. Slipping, leaning back or ducking are not a good idea since you are going to take hits to the head or body from close range.

Chuck Wepner

Another brawler like Chuvalo, Wepner was a dirty fighter. His liberal use of thumbs will likely cut you at some point during a fight. Wepner almost never backs up, preferring instead to use forward and lateral movement to try and bully you into a corner where he can beat on you. His punching speed is average, and power is weak; so there is little chance that he will knock you out. His defensive skills are below average, and he is somewhat cut-prone. Best strategy against Wepner is to stay out of corners and just out box him. If you lose it will probably be because he cut you bad.

Leon Spinks

Spinks was a better boxer than most people think, especially when he listened to trainer George Benton's advice. He is a determined and aggressive fighter who likes to mix it up. He has good boxing skills and uses the ring well. His footwork and punching are average speed, but he is a hard hitter. Spinks is a pressure fighter, and becomes more aggressive after getting knocked down or cut, when other boxers are cautious. Spinks scores well with his left and often uses a double jab combination. Spinks has one fault: if injured he tends to freeze up momentarily. The best strategy against Spinks is not to under-estimate him. Keep your defense up and wait for good openings. If you cut Spinks you will have a chance to make a few good hits before he rallies and comes back at you with a flurry of punches.

Muhammad Ali

Without a doubt the best boxer in the game, arguably the best boxer ever. Ali is so fast that if he gets into trouble he just dances out of the way. Ali is a counter puncher and as such doesn't appear to be as aggressive as some other boxers. Besides speed and accuracy, Ali can take hits and is difficult to knock down or cut. Ali can also resort to his famous rope-a-dope to tire out an opponent. If Ali has any deficiency at all, it is that his punch isn't as hard as some of the sluggers he faced. As with Frazier, there is no best strategy against Ali. Try to keep up with him, keep punching, and hope for a lucky hit.

CREDITS

EA Sports Team

Producer	Roland Kippenhan
Associate Producer	Jeff Lee
Assistant Producer	John Williams
Technical Directors	Jim Rushing, Colin McLaughlin
EA Sports Marketing	Dave Dempsey, Glenn Chin
Package Design	Michael Lippert
Package Art Direction	Nancy Waisanen
Documentation	Paul Armatta
Documentation Layout	Corinne Mah
Quality Assurance	Anthony "Knock 'em out" Crouts

Gray Matter Team

Executive Producer	Chris Gray
Art Director	David Duncan
Director of Visual Effects	Nick Gray
Producer/Lead Programmer	David Bright
Programmer	Misho Katulic
3D Animation	Yi Zhao, Bryce Cochrane
Interface Design	Carolyn Cudmore
Sound Design	Mark Kerr
Assistant Producer	Hugh Cruttenden
Video Editor	Cornelia Magas
Additional 3D Artwork	Paul Stafford, Alex Mark, Mike Sneath, Rich Murray
Tools Programming	Alan Penford
Game Design	Dave Bright, Adam Mock
Technical Advisor	John Kalbhenn
Voiceover	Tim Gammon
Historical Photographs	Bettman Archives
Special Thanks To	Nigel Collins, Ring Magazine, Skitch and Pumpkin, Brenda Vlahovic, Emma & Haley Stables, Dave Caruthers, Judy Seto, Jim of The Three Judges, and The Rowdies at Gray Matter

ARTIST PROFILES

Yi Zhao

Graduated from Sheridan College's computer animation program. Yi Came to Gray Matter in 1994. His previous training background includes sculpture, strong classic painting and theater design. Originally from Beijing, China, Yi came to Canada as a theater design assistant and worked with the established stage designers at the Banff Center for the Arts. From there he moved into the computer graphics world. Now computers are a part of his life...he can't live with out them.

Mark Kerr

Halfway through a computer science program, Mark changed paths to pursue music full-time. After several years of private study, Mark went on to obtain both a Bachelor of Music degree and a Master of Arts degree in Musicology. Throughout his studies, he maintained an active interest in computers, focusing particularly on their applications to music. These pursuits led Mark, somewhat by chance, to his current career as a sound designer and composer for games. Mark hopes to use this unique perspective as a classical composer, computer junkie and avid gamer to expand the roles sound and music play in games in many new and exciting ways.

Hugh Cruttenden

A graduate of psychology from Carleton University in Ottawa, Hugh moseyed down to Oakville, Ontario to work for Gray Matter in 1994. His role as assistant producer for *The Foes of Ali* has consisted mainly of history lessons in boxing and being beaten to a pulp by the rest of the boxing team (for research purposes). By applying his general knowledge of sports to Gray Matter's sports department, Hugh hopes to remain employed for a long time...he is currently working on his attention span.

Dave Bright

Dave's tortured educational path had him starting at the University of Waterloo in physics and ending in computer science. Dave has been doing various programming jobs for 14 years but since joining Gray Matter in 1991 says he has found his true calling. He has worked as programmer and project leader on a string of 16-bit and 32-bit titles.

Misho Katulic

Born in 1966, Zagreb, Croatia. Moved to Toronto, Canada in 1983. A relative new-comer to programming, he bloodied his gloves while completing his Bachelor of Mechanical Engineering Science at the University of Western Ontario, London, Canada. After graduation he went to work for a government-owned power-utility company, but the dizzying pace of transmission line layout got to him, and he opted for an easy-going, laid-back career of a video game programmer. When not breaking his limbs on a hang-glider, he likes to curl up by the fireplace with his trusty Thrust-master and a good flight-sim.

IN MEMORIAM IVAN PREBEG

1933 - 1995

JUNE 29, 1969 EUROPEAN MIDDLE-HEAVYWEIGHT CHAMPION.

MISHO'S UNCLE.

Carolyn Cudmore

Trained in the ancient art of graphic design at Sheridan College in Oakville, Carolyn has transferred her skills to the ever popular interface design. Since coming to Gray Matter just over a year ago, *The Foes of Ali* is her first completed game and is now considered one of Canada's foremost "women in the know" about boxing. She would also like to help make the world a better place.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to replace, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

LIMITATIONS—THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original disc to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-2787 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

HOW TO REACH US ONLINE

CompuServe: Game Publishers Forum A (GO GAMAPUB)
Or send e-mail to 76004,237

America OnLine: Send e-mail to ELECARTS

Internet E-mail: support1@ea.com
Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

NOTES

NOTES

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

In Australia, contact:

Electronic Arts Pty. Limited
P.O. Box 432
Southport Qld 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465

In Australia: Gameplay, Hints, and Tips Line Phone: 1 902 262 062 (1.00 per min.) ITMS
Technical Support Phone: 1 902 263 163 (2.00 per min.) ITMS
7 days a week 8:30 AM—10:30 PM. If you are under 18 years of age parental consent required.

NOTICE

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS, OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR ELECTRONIC ARTS WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.

Software © 1995 Grey Matter, Inc. All rights reserved.

Manual © 1995 Electronic Arts. All rights reserved.

"If it's in the game, it's in the game" is a registered trademark of EA Sports and the EA Sports and the EA Sports logo are trademarks of Electronic Arts. All rights reserved.

Muhammad Ali is provided courtesy of G.O.A.T. Inc. and Sports Placement Service, Inc., Malibu CA.



3DO, the 3DO logos and Interactive Multiplayer are trademarks
and/or registered trademarks of The 3DO Company.

734505