

Frank Bruno's **BOXING**

Introduction

The sport of boxing is probably the most fearsome contact sport practised today. It holds a strange, almost sadistic fascination with sports fans around the world. Boxing has been the subject of films, documentaries, and controversy. It combines physical skills such as stamina, strength, courage and endurance to produce an immensely exciting sport. Now you can experience the fast and furious sport without risking life or limb, because Frank Bruno, one of the World's greatest ever boxers, presents the World's Greatest Boxing Game.

Instructions

On the first side of the cassette is the game program. To load this:

1. Ensure side A is fully rewind.
2. Press LOAD "" (Enter).
3. Press play on the cassette player.

Once the game has loaded, you will be presented with an "Attract Mode" which consists of: The Options Page, Game Demonstration, Best K.O. Times and Frank Bruno's Hall of Fame.

The options page allows you to select keyboard or joystick, and to start the game.

The Game

After pressing the R key from the Options page, you will be asked to input a three letter name. Once you have pressed enter then the game will start.

Controls

Guard Up	1	Dodge Left	U
Duck	Q	Left Punch	I
Guard Down	A	Right Punch	O
Right Hook/Uppercut	BOTTOM ROW	Dodge Right	P

Body Blows are made by punching while Bruno's guards are down.

Head Blows are made by punching while Bruno's guards are up.

Uppercuts can be thrown while Bruno's guards are down.

Right Hooks can be thrown while Bruno's guards are up.

Right Hooks and Uppercuts can only be thrown when the K.O. indicator is flashing. See below. Game Abort = Caps Shift/Space

Object

The object of the game is to defeat eight boxers in succession in pursuit of the Heavyweight Championship of the World. Fighting styles of each of the boxers are different, each one more intelligent than the last. To defeat an opponent 'Bruno' must achieve a 'Knock Out' by knocking him down three times during a single three minute round, to do this Bruno must reduce his opponent's 'Status' to zero, by avoiding the blows made by the opponent and punching the opponent when his body or head is unprotected. By making repeated successful blows, Bruno's Punch Power increases. The KO indicator flashes when 100% punch power is achieved, this allows you to use the Right Hook/Uppercut.

The game screen is divided in two, the top half is the score and information board, the bottom half is a perspective view of the ring.

If you win the bout!

If you win the bout then you are issued with your own personal 'Elite Video Boxing Association' Membership Code. You will notice in the inlay that we have provided you with a EVBA Membership card for your own use. Write the code in Pencil, alongside the name of the next boxer. So if you have just beaten the first boxer, write the code in the space next to 'Fling Long Chop'. You may use the code to load the next boxer off tape now, or at a later date. To load a boxer:

1. Ensure the cassette is on side B.
2. Press 'L' on the options page.
3. Enter your three letter name.
4. Enter your Membership Code (just press enter without typing anything if you wish to load the first boxer back in).
5. Press play on the cassette player.

The program will tell you what boxer it has found on the tape. If it finds a boxer comes before the one it is searching for, then you should fast forward the tape a little bit. Conversely, if it finds a boxer that comes after the one it is searching for, then you should rewind the tape a little bit.

Your Membership Code is valid for all versions of Frank Bruno's Boxing provided it is used with the same three letter name that you have used.

If you lose the bout!

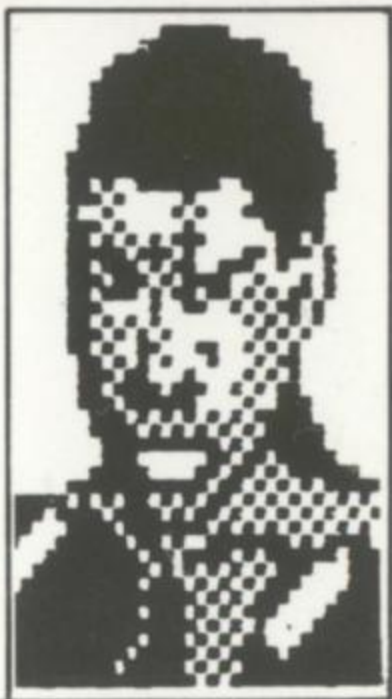
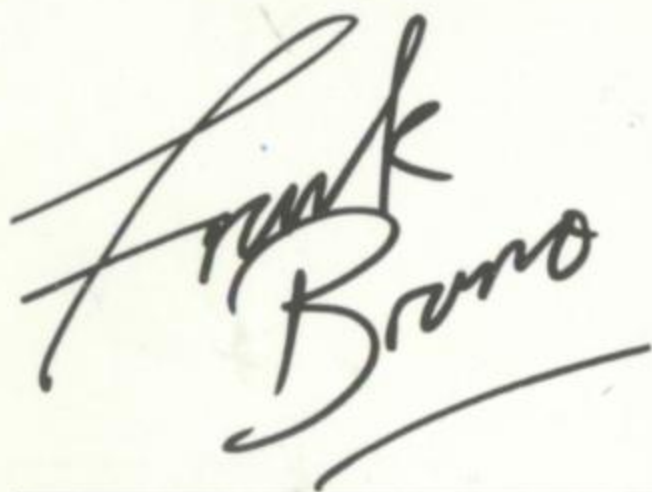
You can rebout the current boxer whether you have won, lost or just loaded the game. Press 'R' on the options page to do this.

SPECTRUM SCREEN SHOT



ELITE SYSTEMS LIMITED, ANCHOR HOUSE, ANCHOR ROAD,
ALDRIDGE, WALSALL, WEST MIDLANDS, ENGLAND.
Telex 335622 SPETEL G

Elite Video Boxing Association



			Best
High Score:		Code	K.O. Time
1.	Canadian Crusher	none	
2.	Fling Long Chop		
3.	Andra Punchedredov		
4.	Tribal Trouble		
5.	Frenchie		
6.	Ravioli Mafiosi		
7.	Antipodean Andy		
8.	Peter Perfect		

PLAY TH



FRANK BRUNO
GREAT BRITAIN

(THE CHALLENGER)

Now, meet eight contenders in



1 CANADIAN CRUSHER
CANADA

The big, plodding, lumberjack from Canada, with the beauty of a grizzly bear and the speed of an elephant.



2 FLING LONG CHOP
JAPAN

All the way from the land of the rising Hi-Fi is Fling Long Chop, a martial arts master of No-Can-Do.



3 ANDRA
USSR

Andra is a Russian with a head fast as a glass of



4 TRIBAL
AFRICA

Tribal is a man who can beat anyone, but he's a bit of a Landing that gets unnerving



5 FRENCHIE
FRANCE

Frenchie is a cool, suave, sophisticated, but a bit of a façade for a menacing to make

THE BIG FIST

...nt of the world's most unlikely heavyweight
...the boxing simulation to beat 'em all!

...RA PUNCHEREDOV

...a fast, dancing
...who goes to your
...er than a neat
...odka.



6 RAVIOLI MAFIOSI ITALY

Ravioli is not a man to mess with. He knows all the dirty tricks, and uses them without a care in the world.

...AL TROUBLE

...A
...ans trouble for
...he has a temper
...the better of you!
...he punches with
...g accuracy.



7 ANTIPODEAN ANDY AUSTRALIA

Fed on a diet of empty lager cans, this man feels no pain. Pure un-interrupted punch power.

...CHIE ...CE

...may appear to be
...ve and sophisti-
...t this deceptive
...des a rather
...g individual, ready
...you see stars.



8 PETER PERFECT USA

World Famous, World Champion Peter Perfect. The most neat and accurate boxer in history is set to drive his engine of glory all over you. Could anyone be a match for macho man?