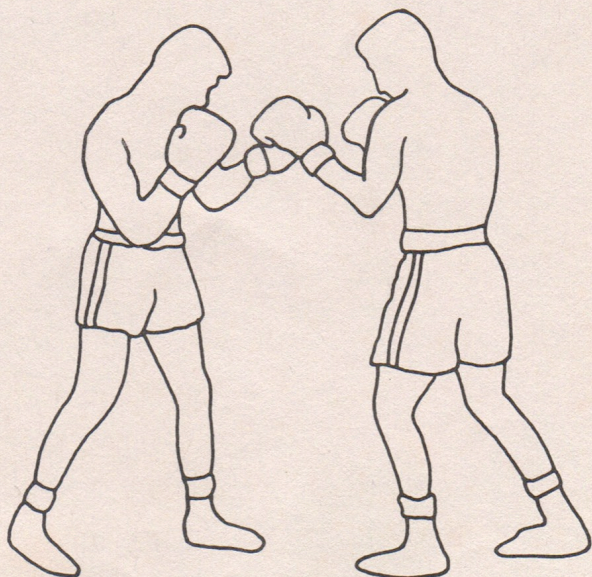


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CHAMPIONSHIP
BOXING™
HOW TO PLAY



**HOW TO PLAY
SIERRA CHAMPIONSHIP BOXING™**

By Dave Murry and Barry Murry

Ladies and Gentlemen!

"In this corner, the fearless champion.

"And in this corner, the powerful challenger.

"They're in their corners. . .and there's the bell!"

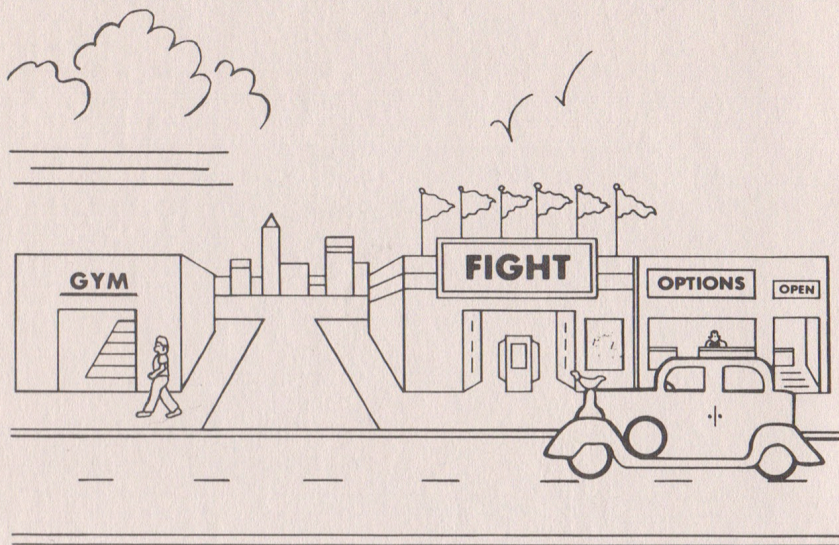


Welcome to **SIERRA CHAMPIONSHIP BOXING™**.

Assembled here is the largest program of champion boxers ever!

In this ring, you can recreate the greatest boxing matches of all time or create some of your own.

Included in your Sierra Championship Boxing™ package is your Boxer's Program Guide, Boxing Clinic manual, and a book on the History of Boxing. To begin, follow the Loading Instructions in your Boxer's Program Guide.



Before being a boxer or managing one, watch a few matches. Go to the fight arena and catch a few rounds. Type **<2>** and press **<RETURN>** or **<ENTER>**, depending on your machine.

Pick two boxers. Choose a boxer for the left corner -- type his number and press **<RETURN>** or **<ENTER>** -- then do the same for the right corner.

After making your selections, the Tale of the Tape gives some of the boxers' statistics, as well as odds on the outcome. These statistics can be changed (for this match only). For now, type **<19>** to begin the fight.

When the match ends, view another fight by rematching the same boxers or pairing up two different ones.

After watching a few rounds, you're ready to explore all the other things you can do with Sierra Championship Boxing™. To leave the fight arena, tell the computer that **<N>**o, you don't want a rematch, and that you want to **<S>**tart over.

OPTION PAGE

From the street scene, look at the options. Type ◀3▶ and press ◀RETURN▶ or ◀ENTER▶. On the blackboard is a list for changing various parts of the game. Change any of these options simply by typing the option number and pressing ◀RETURN▶ or ◀ENTER▶. Let's take a look at the most important options.

SCORING SYSTEM: You can use the "Ten Point Must" system or the "Round" scoring system. With "Ten Point Must," the boxers are scored from 7 to 10 points at the end of each round. Each judge must give one boxer ten points, hence the name. The number of points given to the other boxer depends on his performance during the round (hits, aggressiveness, times knocked down, times he floored the other boxer, etc.). If neither boxer is knocked out, the points awarded by each judge are added up at the end of the match to determine a winner. (One judge may actually award the match to a different boxer, but if two judges agree on a winner then that is the decision.) In the "Round" scoring system, each judge awards each round to one boxer. If both fighters are on their feet at the final bell, the boxer which at least two judges declare to be the victor wins the match.

LENGTH OF ROUND: We recommend three minute rounds in the Simulation Mode and one minute rounds in the Strategy and Arcade Modes. Three minute rounds are more "realistic" but one minute rounds provide faster, better play action.

NUMBER OF ROUNDS: You can have from 1 to 15 rounds in a fight. The boxers will pace themselves for the number of rounds you select. A four-round fight will have faster action than a fifteen-round fight.

PLAYING MODE: To simply watch two boxers fight, choose the Simulation Mode (0 players). For more involvement choose the Strategy Mode and coach the boxer on the left or on the right. To become your boxer (making all his moves for him), choose the Arcade Mode.

NUMBER OF PLAYERS: Simulation Mode means you have chosen zero (0) players. In Strategy Mode or Arcade Mode, you will need to specify whether you want to play against the computer or another player (and whether you want to control the boxer on the left or on the right).

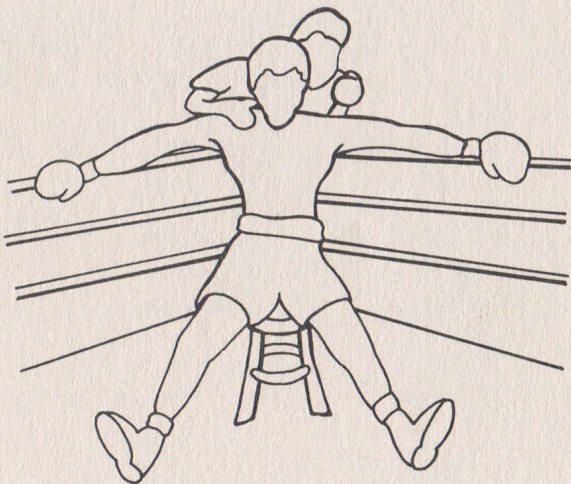
EXIT: After you have changed the options, go out into the street again.

Go back to the fight arena and choose two more boxers to fight. When the Tale of the Tape appears, type ◀15▶ and press ◀RETURN▶ or ◀ENTER▶ to change playing modes.

Try the Strategy Mode this time and manage a boxer. Sit in his corner and give him advice on how to fight. If you are the only player, the computer will pick your opponent's strategy and the fight will begin.

Between rounds you can analyze the progress of the fight and try to pick a strategy that undercuts the opposition's fight plan. Advice options will vary during the fight, depending on your boxer's condition (and the opponent's). If your boxer is doing well -- tell him so -- he'll feel a real boost of confidence. When your boxer gets tired, pour ice water down his pants to wake him up!

During the match, use the Action Keys (see the Boxers Program Guide) to "shout" additional advice. Your boxer will usually listen to your advice, unless it's inappropriate or he's too tired or hurt to follow it.



For the supreme test of your reflexes and strategic abilities, stage a boxing match and choose the Arcade Mode. The boxer won't do anything (except react to being hit) unless you tell him to. After the Tale of the Tape, type the letter ◀O▶ to see the Arcade options. The movement keys can be redefined. Type the number of the movement and then press the desired key for that particular movement.

Press ◀F▶ to adjust the fighting style. A slugger is a powerful hitter, but not very accurate. A boxer (also called a "scientific boxer") uses skill and speed to wear an opponent down, and can "read" his opponent's moves before he makes them. When in the Arcade Mode, all fighters (even those who are usually "scientific boxers") are sluggers unless otherwise specified.

The first time you play in the Arcade Mode you may wish to change your fighting style to "boxer." A "boxer" can have ◀R▶ reflexes that are slow, very fast, or something in between. If your boxer has slow reflexes, the computer will compensate by slowing down your opponent's actions. Increase your boxer's reflex speed as your skills improve.

Once the fight begins, use the Action Keys (refer to Boxer's Program Guide) to control his every move.

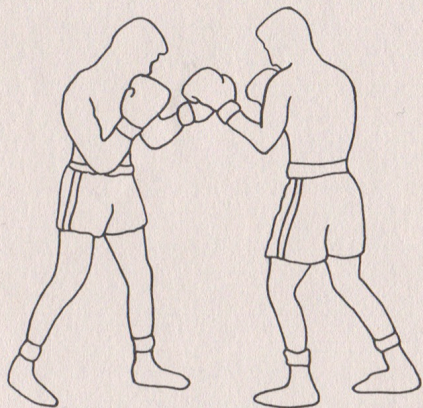
When playing against a partner instead of the computer, you may both use the same playing mode or one may use the Strategy Mode, and the other the Arcade Mode.

For an unbiased test of your abilities, pick the same boxer twice when setting up the bout. The boxer then fights himself, and the determining factor is who is giving the better advice and making the right moves (unless someone lands a lucky punch).

The Simulation Mode can be used to try and forecast upcoming fights. But remember there are many things that can affect the outcome of a bout which can change from fight to fight -- Is the boxer's mind on the contest? Did he sleep well? Did he warm up properly?

When two boxers have a rematch, the results are seldom exactly the same. Sierra Championship Boxing™ shows what could happen if boxers with certain known characteristics meet. Stage a series of matches to find the most common results.

After you have a few fights under your belt, go to the gym to create more boxers. Make fantasy characters of tremendous strength and skill, or record today's boxers. You'd have to pay a lot of money to see the matches that you can stage in your own home!



THE GYM

From the street, choose ◀1▶ to go to the gym.

Boxers can be added to the roster of champions by choosing ◀1▶. Sierra Championship Boxing™ focuses on the heavyweight division but boxers from other weight divisions can be used. A new boxer may arrive on the scene to be added to the lineup. Add amateur or Olympic boxers, or boxers from the past that didn't become champions. You might even create a "super" fighter and throw your boss into the ring.

When you create a boxer, you should first learn everything about him. You can find information in your local library, magazines and newspapers. The more you know about him the more accurate your description of him will be, and the more accurately Sierra Championship Boxing™ will be able to simulate his performance.

The boxers that are recreated in Sierra Championship Boxing™ are considered to be at their prime -- after they've won the championship

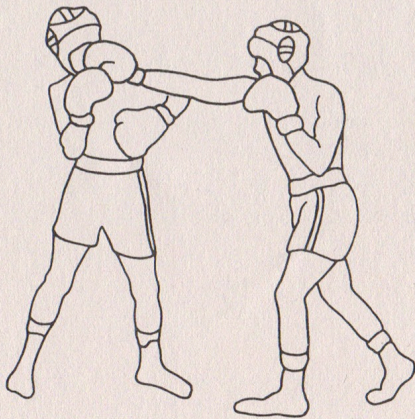
and before they've lost it. Their characteristics are recorded at that point in their careers. To manage a certain boxer at another time in his career, or to see how he might have done with more stamina, a better uppercut, or more weight, change his statistics by choosing ◀2▶ in the gym. Any statistics changed in the gym will remain until they are changed again. Temporary changes can be made to a boxer just before he enters the ring for a fight.

Sierra Championship Boxing™ will only hold a limited amount of boxers. Should you want to create a new boxer and you don't have room, first go to the gym and choose ◀3▶ to take a name off the list of available boxers.

CREATING A BOXER

Check boxing record books, sports magazines or television broadcasts of fights to learn as much as you can about a particular boxer before adding him to your roster. Mark a point in his career that you want to recreate; then make the boxer take shape.

It might be difficult to discover absolutely everything about your favorite boxer. If one of his abilities is never mentioned, it's likely that it is average -- neither good nor bad (in comparison with the competition).

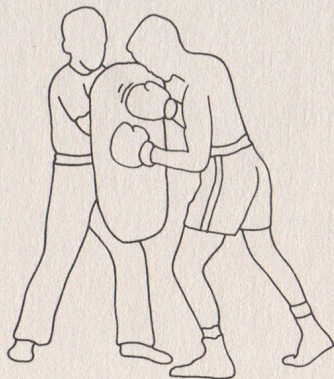


1. **NAME:** You are limited in the number of letters to be used so you may have to abbreviate your boxer's name.
2. **AGE:** Generally, younger boxers have greater endurance.
3. **HEIGHT:** A boxer who is six feet tall is seventy-two inches.
4. **WEIGHT:** Although heavier boxers have more powerful punches, lighter boxers have more endurance.
5. **REACH:** The length of his outstretched arms from fingertip to fingertip is measured in inches.
6. **FIGHTS:** How many professional fights had he been in at the age picked?
7. **LOSSES:** How many professional fights had he lost at that age?
8. **TIMES KNOCKED OUT OPPONENT:** This is sometimes indicated in record books by the abbreviation "KO."
9. **TIMES KNOCKED OUT:** This is sometimes indicated in record books by the abbreviation "KO'd By."
10. **BEST PUNCH:** This should be the most effective punch. Some boxers are known for a strong arm rather than a particular punch. Others are not famous for any particular punch. This doesn't mean that they can't punch, just that they don't have a "best" punch.
11. **ENDURANCE:** At what point in the fight does he begin to tire? One famous boxer usually won by knockout in the first few rounds. If he was forced to go into more rounds, he was too tired to fight well. Other boxers have good endurance and are able to pace themselves. Most boxers tire in the middle rounds. Note that this is his general endurance; age and weight will also be a factor in determining his endurance.
12. **HOW HARD DOES HE HIT:** Some boxers are hard sluggers and others don't hit as hard but make up for it in skill and speed.
13. **ABILITY TO TAKE A PUNCH:** How often does he absorb a hard punch without showing a reaction?
14. **CUTS AND INJURIES:** How often is he cut or injured when he fights?
15. **HOW FAST A STARTER IS HE?:** Some boxers come out at the bell

and tear into their opponent. They fight their hardest in the early rounds. Others need a few rounds to get warmed up.

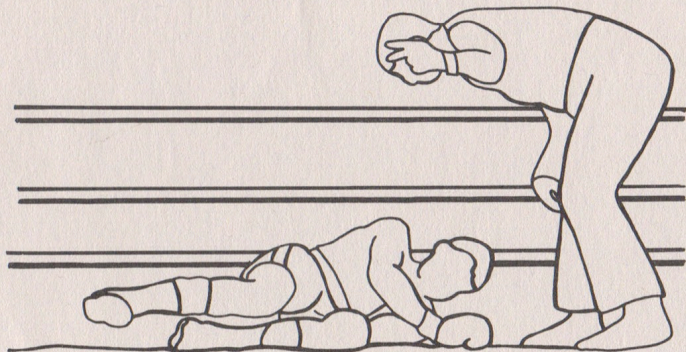
16. **KILLER INSTINCT:** The ability to finish the job on an opponent that is in trouble is called killer instinct. Some boxers have very good killer instinct. Others just seem to lack the ability to finish what they start.
17. **ACCURACY:** Some boxers are very accurate but their punches aren't as hard as those of the hardest hitting heavyweights. Others throw wild punches that carry the force of a sledge hammer if they connect.
18. **AGGRESSIVENESS:** A boxer's aggressiveness is measured by how often he controls the fight by moving toward his opponent, forcing him to back up.
19. **DEFENSE:** How often does he protect himself?
20. **SPEED:** How often does he throw fast punches?
21. **CHARACTER TYPE:** Sierra Championship Boxing™ uses four types of characters to represent boxers on the screen: black, white, cartoon, and a fighting kangaroo.
22. **RECORD UPDATE:** Your boxer's fighting record can be automatically updated each time he fights, or it can remain the same no matter how many times you use him.

You can reexamine your boxer's statistics when you have finished creating him. When everything looks right, press **<D>** and **<RETURN>** or **<ENTER>** to add him to your list of available boxers. You will then return to the main hall of the gym.



SIERRA CHAMPIONSHIP BOXING™ RULES

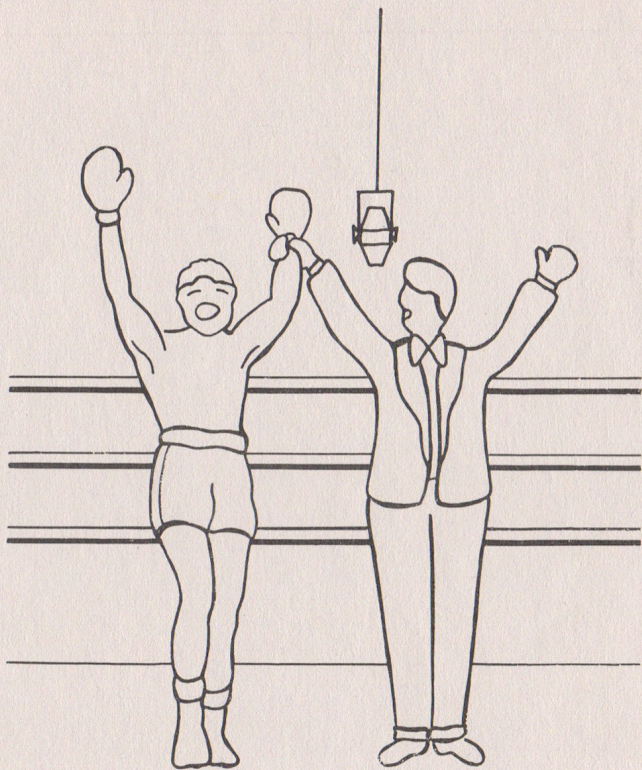
When a boxer is knocked down, the standing boxer returns to his corner and the timekeeper begins counting the seconds. If the downed boxer cannot get up within 10 seconds, his opponent wins by a knockout. If he gets up in time, the fight resumes. (A mandatory 8-count is given, even if the boxer gets up right away, so he can clear his head.) If the bell ending the round rings during a count, the count continues -- a fallen boxer can only be "saved by the bell" in the final round.



When a boxer cannot continue for any reason (such as injury), his opponent wins a TKO (Technical Knockout).

If a boxer is knocked down three times in one round, he is considered to be unable to continue and his opponent is awarded a knockout. This is known as the "Three Knockdown Rule."

If no knockout occurs, the winner is determined by the judges using either the ten point must or the round systems of scoring. Sierra Championship Boxing™ like professional boxing, uses three judges to score each fight. When at least two judges agree on a winner, that boxer is the victor. If two judges declare different winners and the third declares a tie, the fight is a draw. If at least two judges declare a tie, then the fight is a draw (even if the third judge declares a winner).



ABOUT THE AUTHORS

Although boxing fans Dave and Barry Murry joined the Sierra team only recently, these brothers have worked together professionally since 1981. Dave specializes in programming while Barry creates the graphics. In company with several other programmers they have formed a software development firm called Evryware. And if you think this game is great, wait until you see what they have in development!

