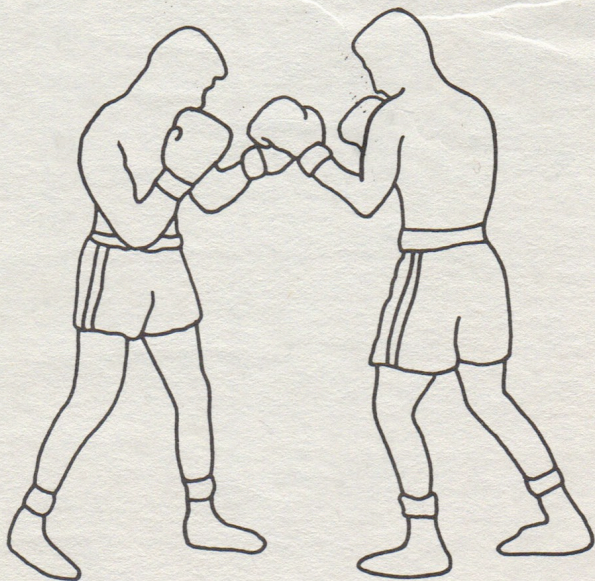


★ ★ ★ ★ *Sierra* ★ ★ ★ ★
CHAMPIONSHIP
BOXING™
PROGRAM GUIDE

IBM PC/PCjr



Loading Instructions

1. Remove any ROM cartridges from the computer (PCjr only).
2. Insert your **Sierra Championship Boxing™** disk into the drive.
3. Turn on power to the computer and monitor.
4. When the street scene appears, type a number and press ENTER to: **<1>** go to the gym and look at a current boxer or create your own; **<2>** go to the boxing ring for a fight; **<3>** change your various play options; **<4>** exit the game.
5. When you're ready to begin a fight, you may play in the Arcade Mode (1 or 2 players), the Strategy Mode (1 or 2 players) or the Simulation Mode (you match up two boxers, then sit back and watch).
6. Read the "How to Play Sierra Championship Boxing" book to discover the many different things you can do. Read the "History of Boxing" to find out about all the boxers in **Sierra Championship Boxing™**. Read the "Boxing Clinic" manual when you think you're good enough to benefit from a session at the "training camp."

Strategy Mode

When you're using the Strategy Mode (you manage your boxer, but you don't throw his punches for him) you can use the Action Keys (see below) to "shout" instructions from the corner. The likelihood of your boxer taking your advice depends on his physical condition and the soundness of the advice. In addition, you can use the following number keys at the top of the keyboard to change his general strategy in mid-round:

<1> instructs the boxer in the left corner to cover up and protect himself;

<2> instructs him to go for the knockout.

instructs the boxer **<9>** in the right corner to cover up and protect himself;

instructs him to go **<8>** for the knockout.

Action Keys

The player on the left side uses the keys on the left side of the keyboard.

PC		PCjr
F1	step back	TAB
F2	step forward	W
F3	jab	X
F4	uppercut	E
F5	body punch	CTRL
F6	head punch	A
F7	cover body	SHIFT
F8	cover head	Z
F9	duck	Q
F10	duck	S

The player on the right side uses the keys on the right side of the keyboard.

PCjr		PC
O	step forward	7
P	duck	8
[step back	9
L	head punch	4
:	body punch	5
"	uppercut	6
<	cover head	1
>	cover body	2
?	duck	3
]	jab	0

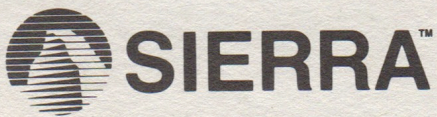
Arcade Mode

When you're in the Arcade Mode, you control your boxer's every move with the same Action Keys (see above).

Special Keys

During any round (in any mode) you can use the following number keys in the top center of the keyboard:

- <4>** exits the game;
- <5>** stops the fight and returns you to the street scene;
- <6>** stops the fight and lets you pick new boxers;
- <0>** freezes the fight (to continue, press zero again).



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