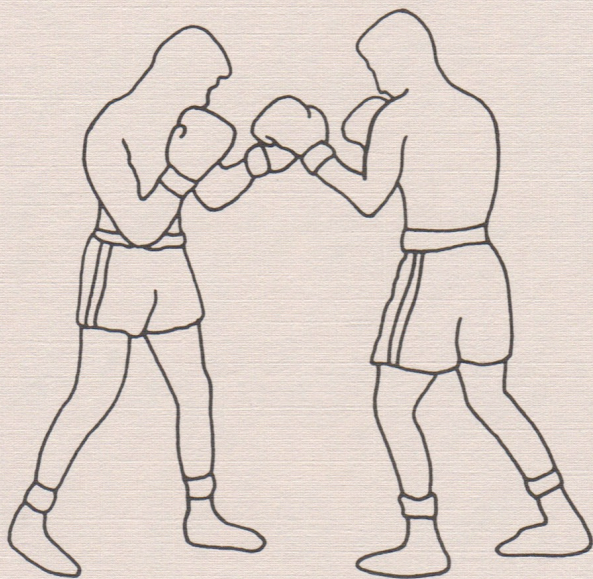


★ ★ ★ ★ *Sierra* ★ ★ ★ ★  
**CHAMPIONSHIP**  
**BOXING™**  
**PROGRAM GUIDE**  
**COMMODORE 64/128**





### Loading Instructions

1. Remove any ROM cartridges from the computer.
2. Insert your Sierra Championship Boxing™ disk into the drive.
3. Turn on power to the monitor, disk drive and computer. (Commodore 128 owners: hold down the ◀C▶ key as you turn on the computer to access the 64K mode.)
4. At the 64K system screen, type ◀LOAD"BOXING",8 ▶ and press RETURN.
5. When the READY prompt appears, type ◀RUN▶.
6. When the street scene appears, type a number and press RETURN 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.
7. 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).
8. 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 in the right corner to cover up and protect himself;

instructs him to go for the knockout.

### Action Keys

These keys may be redefined within the game.

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

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

Q head punch  
W uppercut  
E jab  
A cover head  
S duck  
D body punch  
Z step back  
X step forward  
C cover body  
V duck

\* head punch  
@ uppercut  
P jab  
; cover head  
: duck  
L body punch  
/ step back  
. step forward  
, cover body  
M duck

### Arcade Mode

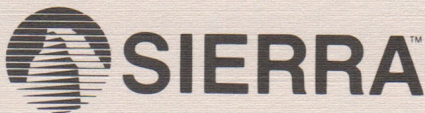
When you're in the Arcade Mode, you control your boxer's every move with the same Action Keys (see above).

### 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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