



NTSC U/C



BOXING™

PlayStation®



SLUS-01309
01309



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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, including games played on the PlayStation game console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



CONTENTS

CONSOLE INSTRUCTIONS

2

COMMANDS

4

STARTING A GAME

5

RANKING MODE

6

CLASS

7

SCOUT MODE & VS MODE

8

GAME SCREEN & GAME RULES

9

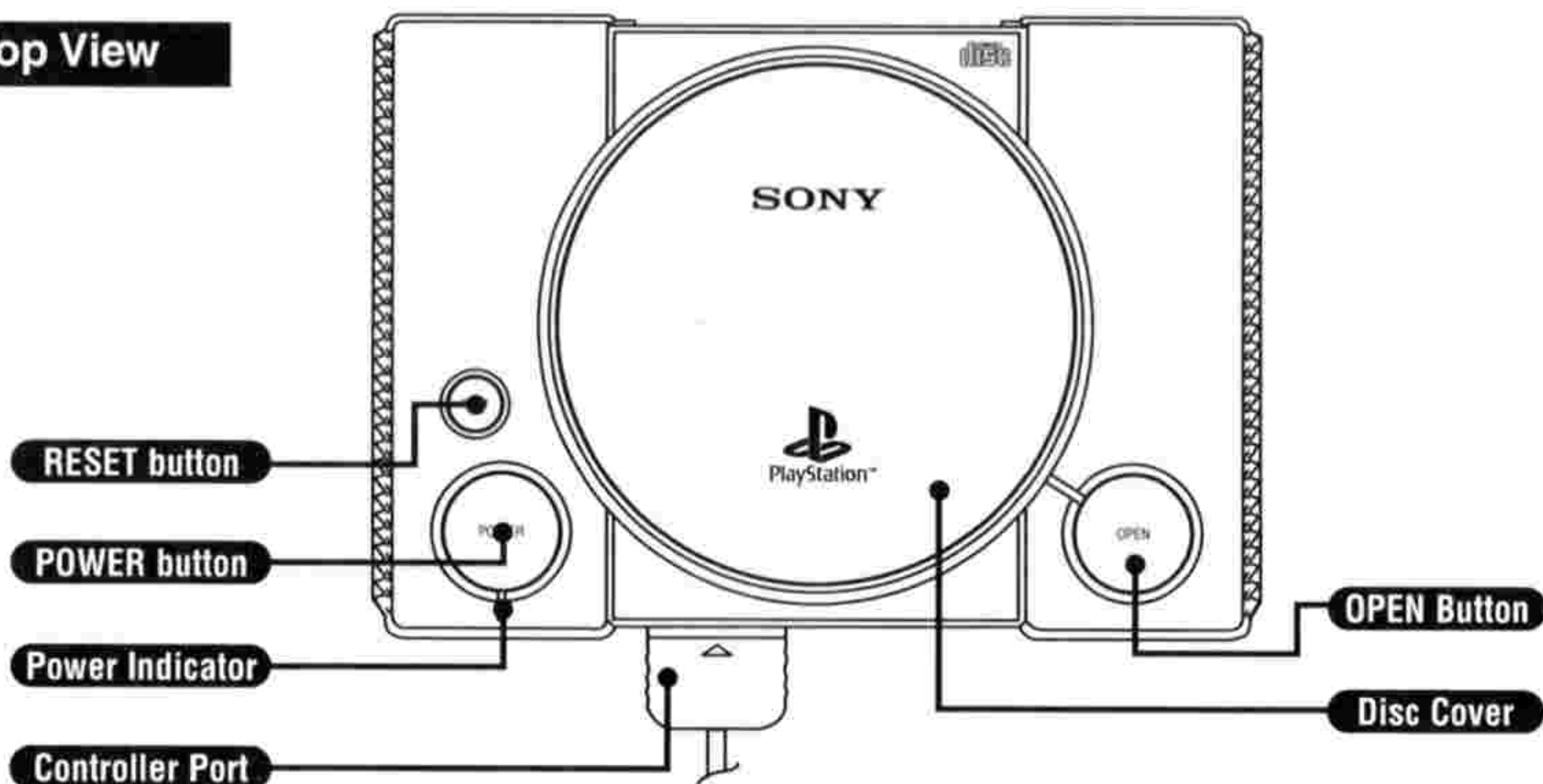
CHARACTER'S ABILITY

10

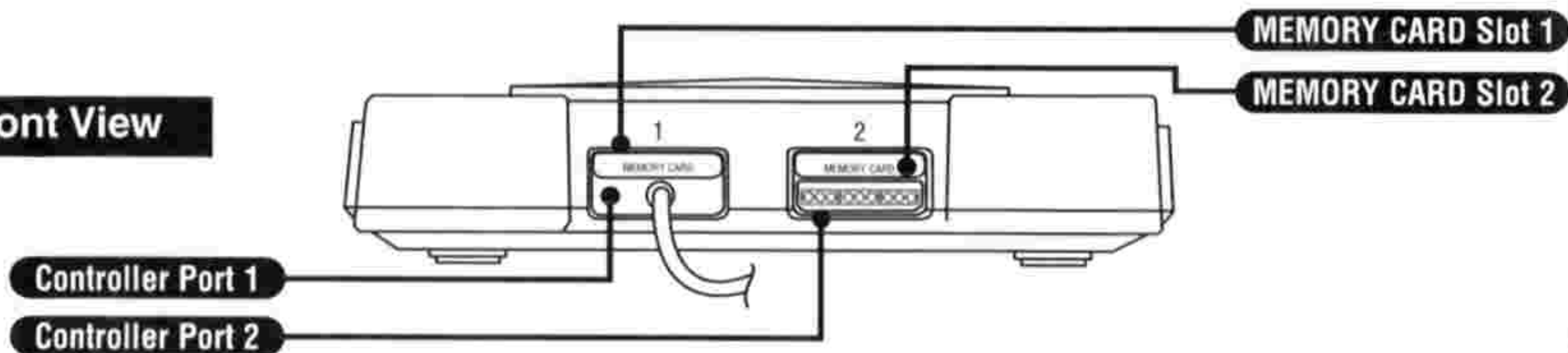


CONSOLE INSTRUCTIONS

Top View



Front View

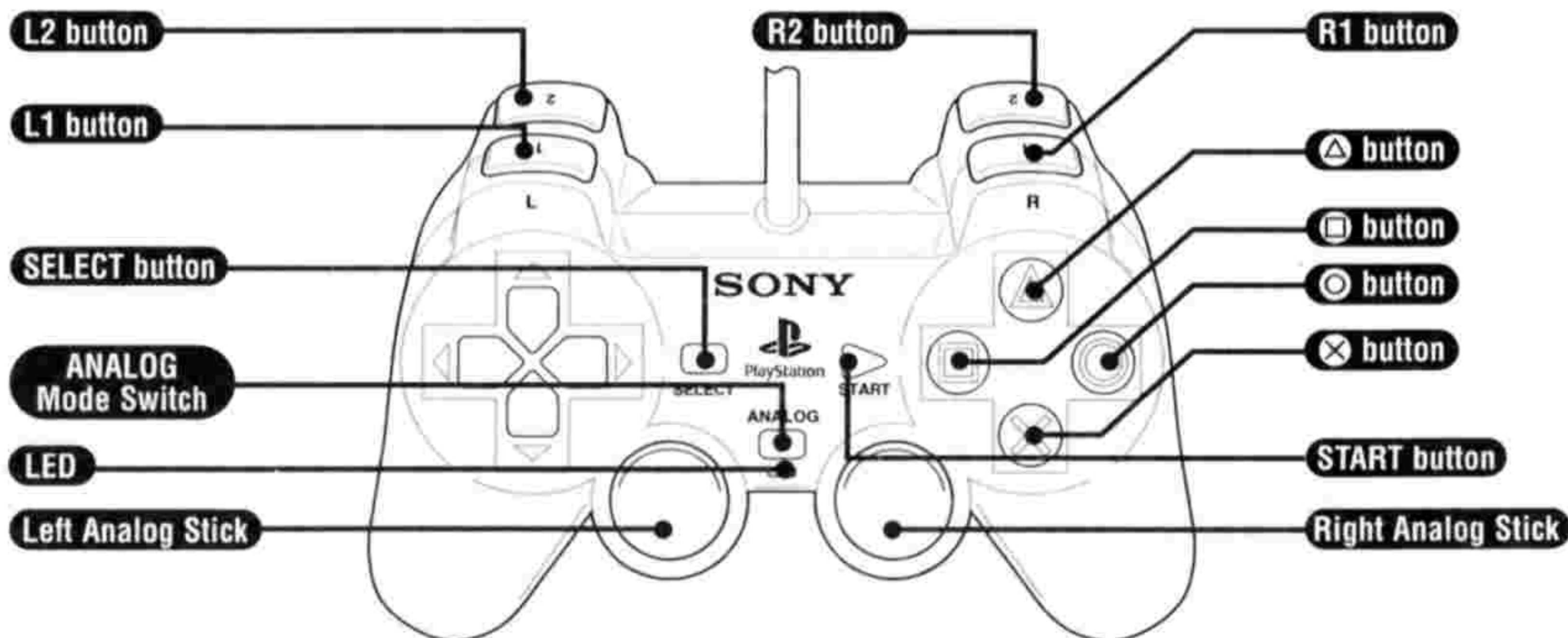


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the BOXING disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



OPERATING INSTRUCTIONS 3

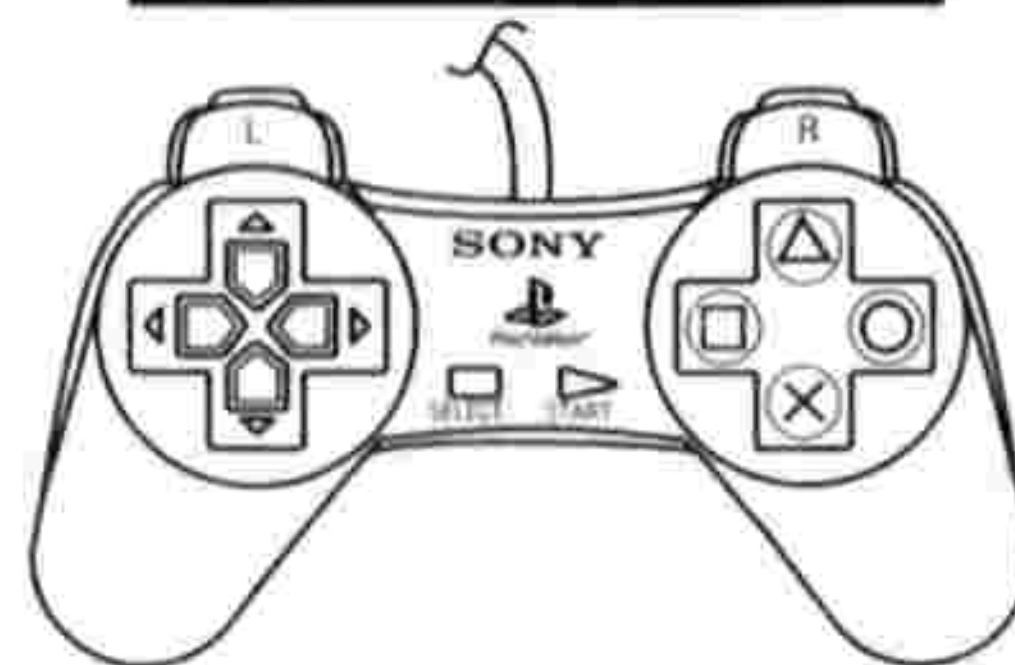
DUALSHOCK™ analog controller



Directional buttons	Mode select
○ button	Cancel
× button	Confirm
L1 / L2 buttons	Change weight class (VS Mode)
R1 / R2 buttons	Change boxer's condition (VS Mode)
L1 / R1 buttons	Cycle between different weight class titles (Record Screen)
L2 / R2 buttons	Cycle between the current and total records (Record Screen)
SELECT/START buttons	(Simultaneously) Return to the Title screen

Note: To quit a game, press the START button to pause the game and select EXIT to return back to the Mode Select Screen

Regular Controller



Note: Compatible only in Digital mode.

You may have a controller that looks like this, if so please follow the digital instructions outlined above.



COMMANDS

The following commands apply when the boxer is facing to the right.

□ button	Straight punch
× buttons	Block
hold × - press □	Jab
↑ + □ buttons	Hook
↓ + □ buttons	Body blow
→ button	Move forward
← button	Move back
↓ button	Crouch
→→ button	Step in
←← button	Step back
← quick tap	Lean back
↑ quick tap	Bob left
↓ quick tap	Bob right
↔ + □ buttons	Special move
× + □ buttons (simultaneously)	Taunt
START button	Pause
SELECT button	Switch stance

NOTE: Only some of the characters can switch stances.

COMBINATION BASICS

ONE-TWO PUNCH

After a jab, throw a straight punch.

- 1 Assume a defensive stance by pressing the × button.
- 2 To jab, hold down the × button then press the □ button.
- 3 After throwing a jab, hold the □ button, then release the × button to deliver a straight punch.

ONE-TWO-THREE PUNCH

Try to land a third punch, hold down the □ button after a one-two punch combination.

- 4 As a straight punch connects, continue holding the □ button and then press the × button.
- 5 If done correctly, the boxer will follow up the initial jab with a straight punch, then another jab, completing the **one-two-three combo**.

Repeating the one-two-three combination, a number of times in a row, allows the player to land many successive punches.



STARTING A GAME

5

Press the START button at the TITLE screen to display the following menu selections:

START

Select this option to begin a new game.

CONTINUE

Select this option if you wish to continue a saved game.

GAME MODES

RANKING

Championship mode (1 player).

SCOUT

Access new boxers by defeating them in one-on-one bouts.

VS

Exhibition mode (1-2 player).

RECORD

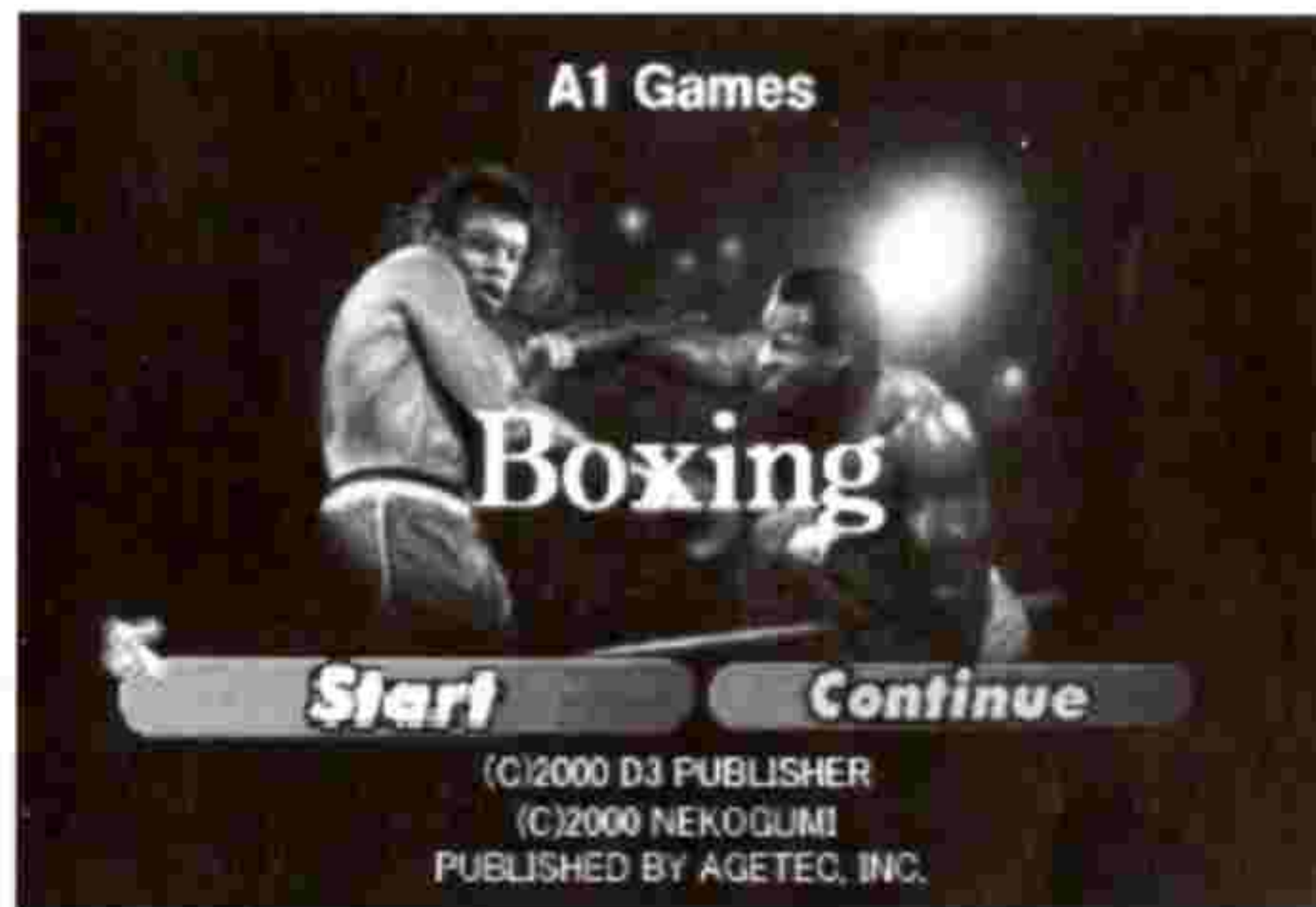
View records.

NOTE

View character information.

MEMORY CARD

Save/Load game data.





RANKING MODE

Enter twelve different tournaments and compete for a shot at becoming the champion. Initially, only three playable characters are available in this mode. To play as the other characters, they must first be defeated in Scout mode.

There are three ranking menus:

- a** Bout: Begin a tournament.
- b** Cancel: Cancel tournament entry.
- c** Retire: Retire a character.
Ranking records will be reset.



- 1** Select a character.



- 2** Select weight/tournament class: Once a character has been selected, the player will be taken to the weight/tournament class entry screen. At first, only the local tournament will be available. After defeating the initial local tournament, the player can then access higher-level tournaments.



- 3** Ranking list.
Displays a list of tournament opponents. The opponent to be fought next will be indicated, press the **X** button to begin the match.



CLASS

7

After selecting a character, select a weight/tournament class. The three tournament classes are: Local, National and World. At first, you must begin with the local class. Advancing through tournament classes increases the game's difficulty. To advance to a new weight/tournament class you must do two things:

- 1 Clear all tournaments of one weight class to advance to the tournaments of another weight class.
- 2 Earn enough total points to be qualified for the next tournament class.

CHARACTER POINTS AND TOTAL POINTS

The player's character receives points after each bout they win. The total character points for all characters equal the total points.

BONUS POINT

Each time a tournament is cleared, the player receives a title as well as bonus points. Play each tournament with different characters so as to accumulate as many bonus/total points as possible.

WEIGHT CLASS

Players can choose from three different weight classes: Light, Middle and Heavy. Each character begins the game at a default weight class. When a character is first selected, they may only enter tournaments for their default weight class. Once they

have acquired enough points, they can move to the next weight class. Once the player moves up a weight class, they can choose to use this new weight class when competing in the Scout and VS modes.

CONDITION ADJUSTMENT

After defeating opponents in Scout mode, check the Note section for useful information.

RECORD

View character record data.

BOXER'S LIFE

Each bout reduces a boxer's life. Initially all characters start as Rookies, then advance to the Intermediate level and finally become a Veteran. Fighting a character outside of their default weight class reduces their life more quickly than usual.

RETIRE

When a character is retired, the ranking weight/tournament classes will be reset, as will the records. Changes in weight advancements remain however. If the character achieves an exemplary record they will be entered into the Hall of Fame. The Hall of Fame records can be checked from the RECORDS menu.



SCOUT MODE & VS MODE

SCOUT MODE

Use this mode to obtain new characters. Each new player that appears must be defeated to be used as a playable character. The boxers in the Scout mode will become progressively harder to defeat as you advance through their ranks. After defeating a new character in Scout mode, you will be able to view their notes.

- ① Select a Scout character: Choose from an already available character or select the most recently available.
- ② Select your character: The character you choose must be of the same weight class (either by default or by advancement) as the character being challenged.
- ③ Defeated Scout mode characters become playable once they have been beaten.
- ④ Sparring: Once all opponents in the Scout mode have been defeated, they can be challenged to sparring matches. A new note will become available for each character after they have been defeated in a sparring match. The character you choose for a sparring match must be of the same weight class (either by default or by advancement) as the character being challenged.

VS MODE

- ① Select mode: Player can choose to play against a friend or the CPU.
- ② Select character: If the character you select meets the requirements, you can adjust the character's weight class (L1/L2) and condition (R1/R2).
- ③ Select glove: If competing against a friend, both players will be able to make selections from gloves of various weights. The lighter the glove, the better the character's punching power will be.
- ④ Select CPU difficulty: When playing against the CPU you can set the difficulty of the CPU opponents.

- ⑤ Select fight venue and number of rounds:
Select fight venue (Directional buttons ←→).
Select number of rounds (Directional buttons ↑↓).

RECORD MODE

View records for the ranking mode and Hall of Fame Boxers.

- ① Select either Record or Hall of Fame.
- ② How to view records:
L1/R1 buttons switch between weight class titles.
L2/R2 buttons switch between current record and total record.

NOTES

View player notes and practice techniques.

- ① Select a character.
- ② Once selected you can view character information and practice different techniques.

** Press the Start and Select buttons simultaneously to Exit.*

MEMORY CARD

Save character records and characters earned in Scout mode.

How to save:

The player will be prompted to save after meeting certain conditions in the ranking and scout modes. Selecting Memory Card from the main menu is another way to save data.

Loading Data:

Select CONTINUE from the Title screen and then choose LOAD.
Selecting Memory Card from the main menu is another way to load data.



GAME SCREEN & GAME RULES ⁹



- ① This is the most important gauge in the game. It is reduced each time a character is hit. If the gauge is depleted the boxer will be knocked down.
- ② When a boxer takes a punch to the head, their stamina gauge will be reduced. But, boxers will regain some stamina during intervals. The stamina recovery speed is different for each character. As the stamina gauge is reduced, the recovery speed of the knockdown gauge decreases.
- ③ Body blows decrease both the max stamina gauge and the stamina gauge. Try to land these powerful attacks early on.
- ④ When combination punches are used, the number of rush attacks is decreased. If a combination punch is used once all rush attacks have been depleted, the character's stamina and knockdown gauges will be reduced.

Game Rules

The following are the types of matches the player will encounter (in rounds):

- 4 round bouts
- 6 round bouts
- 8 round bouts
- 10 round bouts
- Title Matches—12 round bouts

How to Win

KO: A KO occurs if a character does not stand up by the end of the ten count.

TKO: A TKO occurs when a character is knocked down three times in the same round, or if their stamina gauge is depleted.

Judgment: If neither character has been KO'd or TKO'd by the last round of a regulation fight, the winner will be decided by comparing the points earned by both boxers in each round.

Quit: If the player selects quit during a ranking mode match it will be considered a TKO. Sometimes it may be better to quit a fight if things aren't going well.



CHARACTERS' ABILITY



NAME	TANAKA	POWER	D	REACH	LITTLE SHORT
WEIGHT CLASS	LIGHT	SPEED	B	RUSH	12
DOMINANT HAND	R	TOUGHNESS	B		
FIGHTING STYLE	PEEK-A-BOO	STAMINA	A		



NAME	RYOKO	POWER	D	REACH	LITTLE SHORT
WEIGHT CLASS	LIGHT	SPEED	A	RUSH	13
DOMINANT HAND	L	TOUGHNESS	D		
FIGHTING STYLE	NORMAL	STAMINA	A		



NAME	RED	POWER	C	REACH	NORMAL
WEIGHT CLASS	LIGHT	SPEED	B	RUSH	10
DOMINANT HAND	R	TOUGHNESS	D		
FIGHTING STYLE	NORMAL	STAMINA	B		



NAME	B.T.	POWER	B	REACH	SHORT
WEIGHT CLASS	LIGHT	SPEED	B	RUSH	16
DOMINANT HAND	R	TOUGHNESS	C		
FIGHTING STYLE	PEEK-A-BOO	STAMINA	C		



NAME	PUMA	POWER	C	REACH	LITTLE LONG
WEIGHT CLASS	MIDDLE	SPEED	C	RUSH	5
DOMINANT HAND	L	TOUGHNESS	B		
FIGHTING STYLE	DETROIT	STAMINA	C		



NAME	PRINCE	POWER	C	REACH	NORMAL
WEIGHT CLASS	MIDDLE	SPEED	C	RUSH	8
DOMINANT HAND	R	TOUGHNESS	C		
FIGHTING STYLE	NORMAL	STAMINA	C		



NAME	MISHA	POWER	C	REACH	NORMAL
WEIGHT CLASS	MIDDLE	SPEED	A	RUSH	10
DOMINANT HAND	R	TOUGHNESS	C		
FIGHTING STYLE	DETROIT	STAMINA	C		



NAME	SILVER MAN	POWER	B	REACH	NORMAL
WEIGHT CLASS	MIDDLE	SPEED	C	RUSH	8
DOMINANT HAND	R	TOUGHNESS	B		
FIGHTING STYLE	NORMAL	STAMINA	D		



CHARACTERS' ABILITY

11



NAME	GIO
WEIGHT CLASS	HEAVY
DOMINANT HAND	R
FIGHTING STYLE	NO GUARD

POWER	B
SPEED	D
TOUGHNESS	B
STAMINA	D

REACH	LONG
RUSH	3



NAME	KOJIROMARU
WEIGHT CLASS	HEAVY
DOMINANT HAND	R
FIGHTING STYLE	NORMAL

POWER	A
SPEED	D
TOUGHNESS	A
STAMINA	D

REACH	LONG
RUSH	5



NAME	SPICE
WEIGHT CLASS	HEAVY
DOMINANT HAND	BOTH
FIGHTING STYLE	DETROIT

POWER	A
SPEED	C
TOUGHNESS	B
STAMINA	D

REACH	LITTLE LONG
RUSH	5



NAME	ASTEKA
WEIGHT CLASS	HEAVY
DOMINANT HAND	R
FIGHTING STYLE	NO GUARD

POWER	A
SPEED	D
TOUGHNESS	B
STAMINA	D

REACH	LONG
RUSH	4

SKILLS

Switching Dominant Hand.

Each character has a dominant hand. The stances of a left and right-handed character are opposite each other. If a character is dominant with both hands, the character can switch stances during a bout. Press the SELECT button to switch stances.

FIGHTING STYLE

Each character has a different fighting style.

Normal: Regular fighting style. Easy to use and provides a stable fighting stance.

Detroit: Always attacking with little regard for using their guard.

Peek-a-boo: Concentrates on defense, most defensive fighting style.

No guard: Does not utilize any guarding, just straight attacks.

Power: Determines punching power.

Speed: Speed of footwork and punches.

Toughness: Determines how well the boxer can take punishment.

Stamina: How fast the boxer's stamina gauge recovers.

Reach: Each character has a different reach. If a character has a long reach, they can reach out and touch their opponent from a greater distance. But, in a close-in fight it is not advantageous to use a character with a long reach. Characters with a longer reach do not have as many rush attacks.

Rush: Number of rush attacks available to the character.

Special move: Each character has a unique special move. Special moves can be both good and bad. Choose the timing of these moves carefully.

This image shows a full page of white paper with horizontal dashed lines, typical of primary-ruled notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings present.

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- **Build your boxer up so he can take his shot at the Championship Title!**



SPORTS



FIGHTING



ACTION



ADVENTURE



PUZZLE



ROLEPLAY



SIMULATION

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