

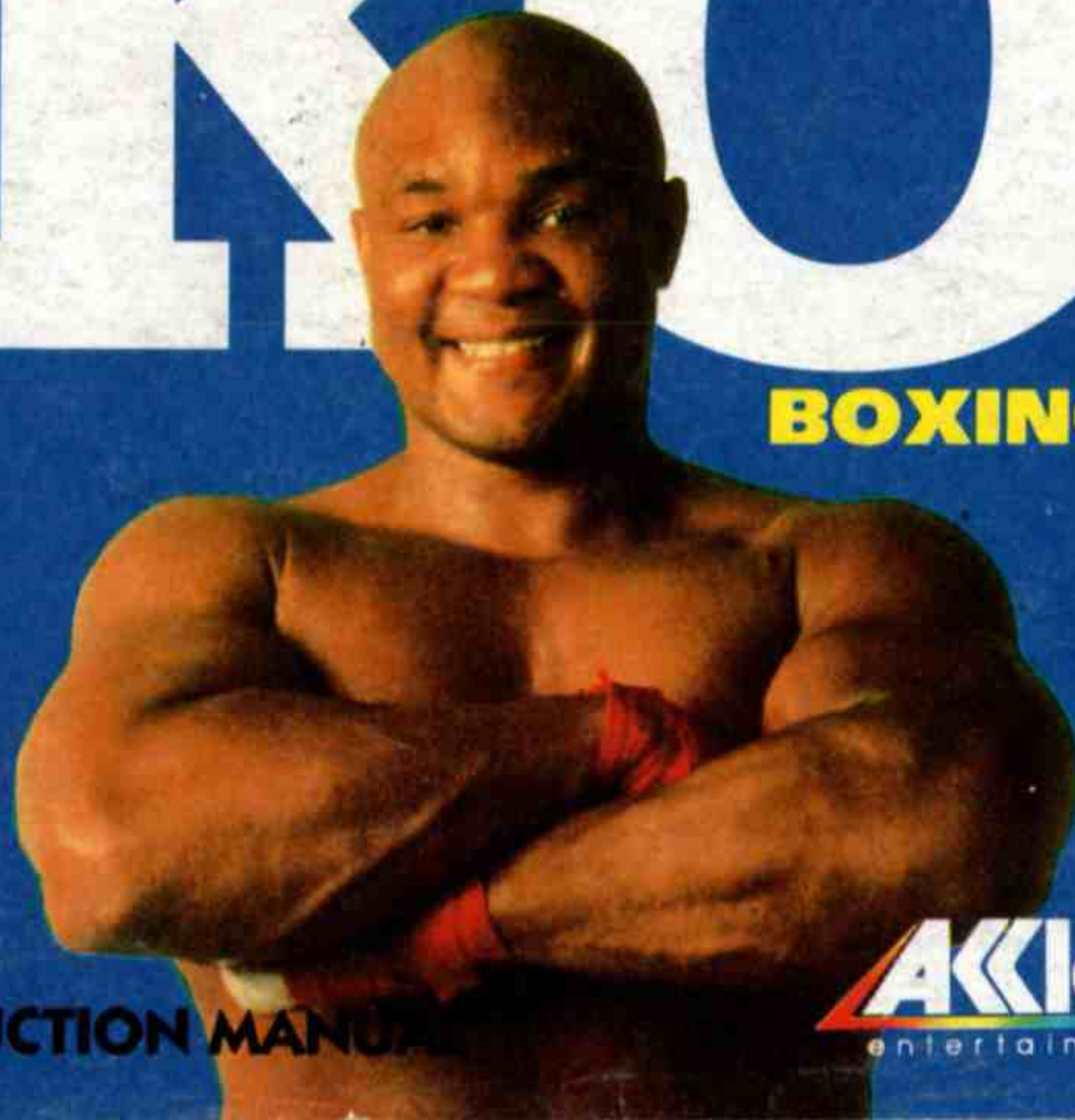
Nintendo

DMG-JK-USA

GEORGE FOREMAN'S

IKO

BOXING™



INSTRUCTION MANUAL

AKKlaim™
entertainment, inc.

GAME BOY®

LICENSED BY



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY® SYSTEM. ALL NINTENDO® PRODUCTS ARE LICENSED FOR SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY™.

NINTENDO, GAME BOY AND OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

ADVISORY

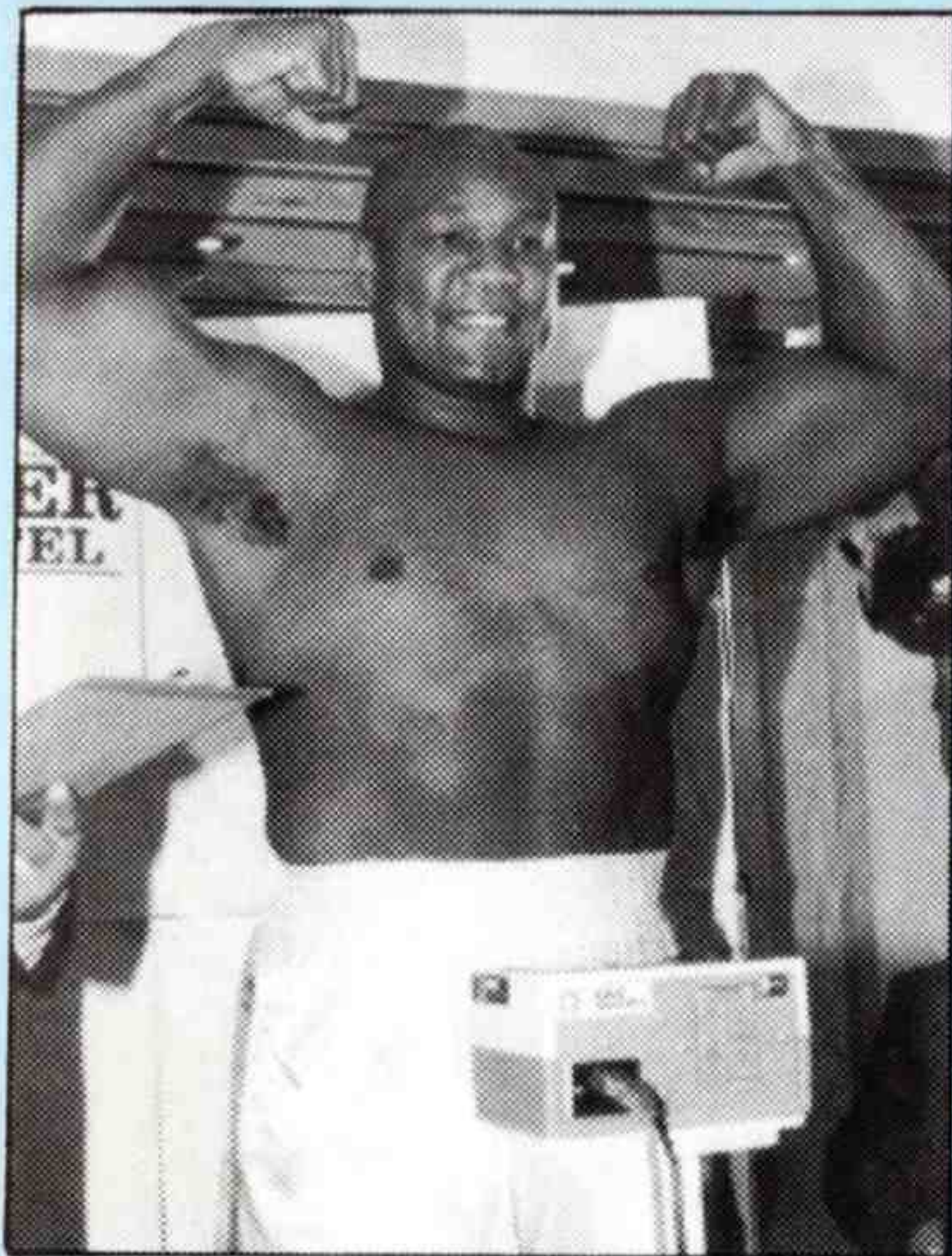
READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.



"Big" George Foreman is back! After a ten-year absence from the ring, the former Heavyweight Champion is on the road to the Title again! The Goliath from Texas has won 26 out of 27 fights in the last four years, facing one young high-ranked contender after the next. The 43-year-old Foreman first took down Steve Zouski in a four-round knockout and followed with impressive knockouts over Gerry Cooney and Adilson Rodriguez, putting Foreman among the top competitors for the Championship. The 260lb. giant George has an astounding lifetime record of 71 wins and 3 losses. Foreman began his career in 1969 after winning the gold medal in the 1968 Olympics. He quickly developed a reputation as man with a devastating punch, winning 37 times without a loss, 34 by knockout, before his match with then-Heavyweight Champ Joe Frazier. In 1973, at the age of twenty-five, he took the Heavyweight Title by knockout from Frazier. He lost to Muhammad Ali in 1974. Now older and wiser, Foreman exhibits the concentration and fierce professionalism of a veteran. In his recent fight against Alex Stewart, both boxers took a severe beating but Foreman's incredible endurance held him in the fight through all ten brutal rounds against the younger boxer. Foreman was a man who came to fight and win. He did. Eighteen years after capturing the Heavyweight Belt, the gregarious boxer with an appetite for fame, glory, and food is once again in line for the Title. And it looks like nothing will stop George Foreman now!

LOADING INSTRUCTIONS



1. Make sure the Nintendo GAME BOY® power switch is OFF.
2. Insert the GEORGE FOREMAN'S KO BOXING™ Game Pak as described in your NINTENDO® GAME BOY® instruction manual.
3. Turn the power switch ON.

IMPORTANT: You should always make sure that the System is OFF, before you insert or remove George Foreman's KO Boxing Game Pak.

GETTING STARTED



At the title screen, press START. You will then be shown an Option Screen for starting a New Game or using a Password to continue your pursuit of the Title where you left off the last time you played. To start a NEW GAME just press START.

PASSWORD

Passwords are obtained by the player when a Title Belt is won. Be sure to write them down. A Password will allow you to continue your pursuit of the Title where you left off the last time you played.

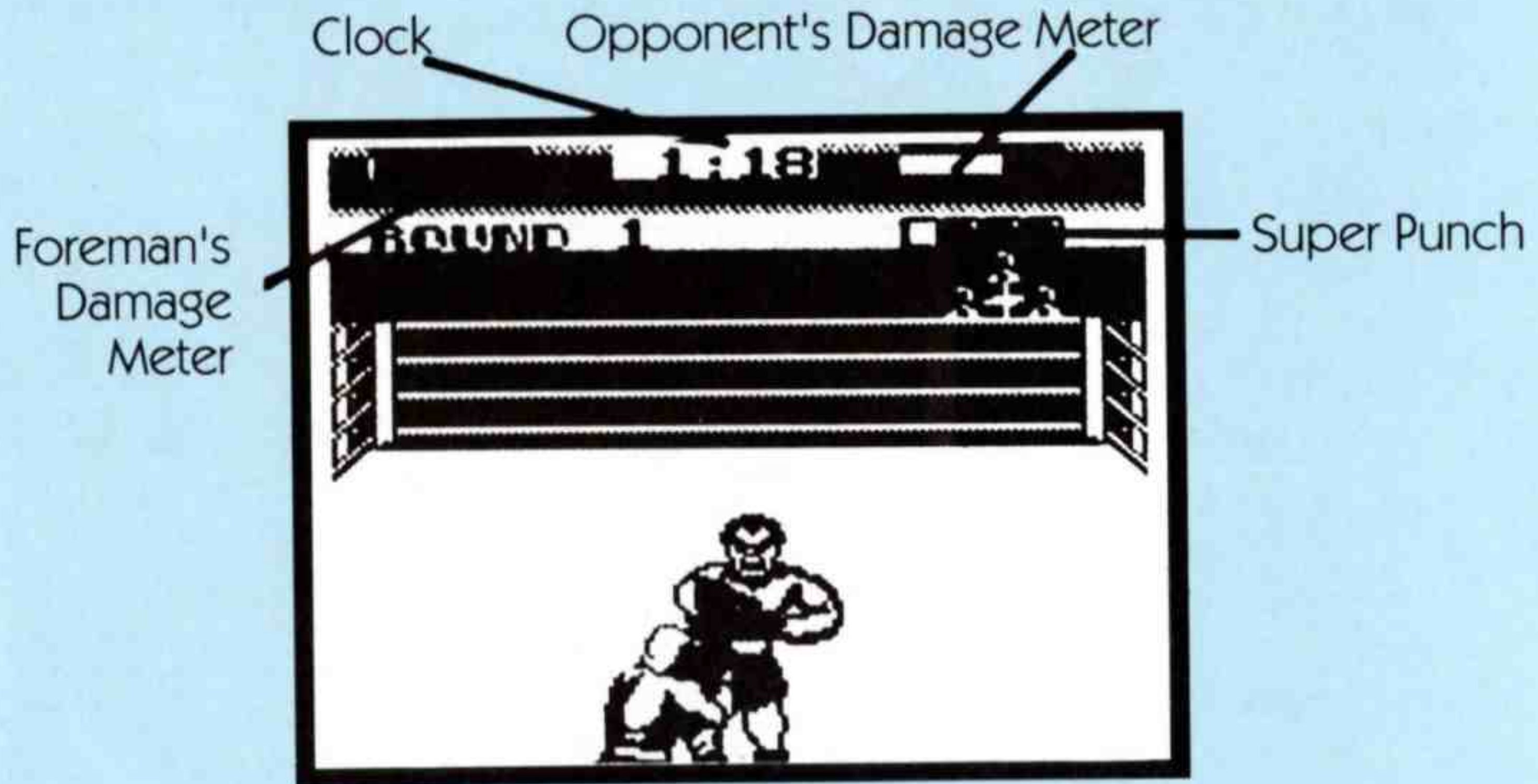
You can choose PASSWORD from the Option Screen by hitting the DOWN arrow and then pressing START. The PASSWORD screen should then appear. You will see twelve squares with numbers in a formation, with one square in the center of that formation.



Use the ARROWS on the directional pad to choose a square in which to enter the first number in your PASSWORD. Using the SELECT button change the number in the center square until it comes to the number that you wish to place in the outer square. Press the A button to enter your choice. Now move to the next square.

Do the same for each number in your PASSWORD until ALL the outer squares are complete. When you have completed your password, press START and the game will continue where you last left off.

THE FIGHTING SCREEN



STATUS AREA

The status area containing vital information for each bout is found in the upper part of the Fighting screen.

DAMAGE METERS...Damage Meters are found in the top corners of the screen. The more damage each boxer sustains, the lower the energy in his meter gets. The meter on the left represents the amount of energy George Foreman has. The meter on the right represents your opponent's energy. Once a fighter's Damage Meter runs out, the boxer will suffer a knockdown. Watch the meters to get an indication of how well you're doing against your opponent.

TIME...On the top center of the screen, you will find the official time clock. It tells you how many minutes are left in the round. Each round is three minutes long.

ROUND...Displayed in the bottom left-hand corner of the status area is the current Round of the fight. There are only three rounds to each bout so get right to it! Don't save your best stuff for the later rounds.

SUPERPUNCHES...You will find the super-powerful Superpunches indicated by a meter in the lower right-hand corner of the status area. When you obtain a Superpunch the boxes within the meter will light up accordingly. Superpunches are earned by one of several successful combinations of punches to your various opponents.

BOXER PROFILES



Lorenzo "Bullet" Luciano

Profile: A veteran journeyman in the boxing world. Nicknamed "Bullet" for his lightning quick jabs and fast footwork. A tough, keen boxer who's been around.

Tommy "Tornado" Collins

Making his first appearance since receiving severe punishment in his last fight. Tommy is determined to prove the critics wrong and show that he's a quality fighter.

Sonny Joe Dukes

Not considered to be one of the greats in the heavyweight division. But like anyone his size, he can put you down with one lucky punch.



“Earthquake” Harley

No one knows whether he got the nickname “Earthquake” because of the power he possesses or because he’s simply cracked. Watch out...

Lance “The Sheik” Borque

Lance is a real veteran of the sport who has fought all the great ones. Over the years he has developed a real mean temper which usually peaks when he’s losing.

Eddy “The Pirate” Preston

“The Pirate” isn’t much for small talk. He usually lets his fists speak for him. He’s a tough, well trained boxer with his eye on the championship.



“Irish” Tommy Morton

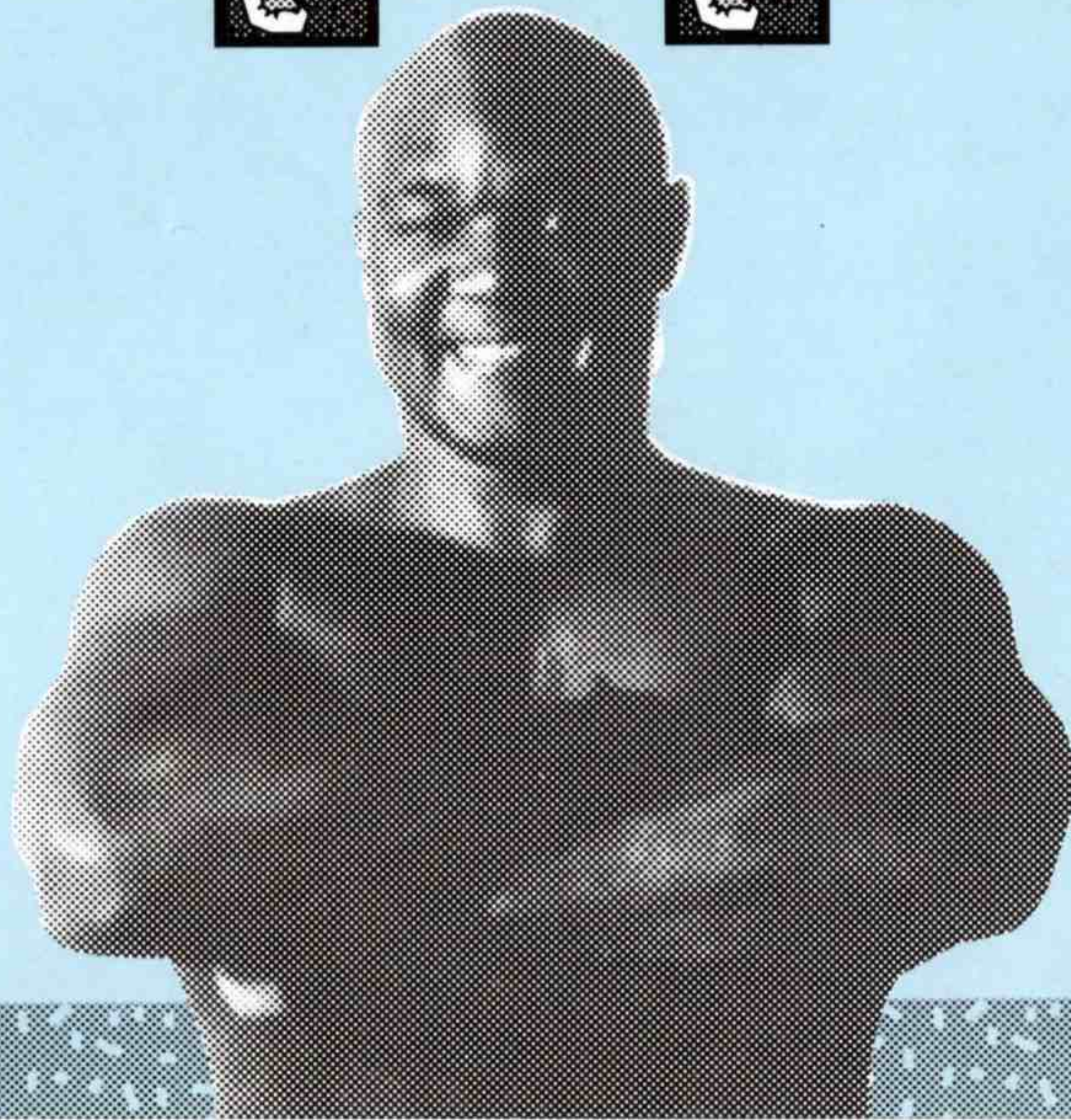
A seasoned boxer who fought his way out of the pubs in Ireland, Tommy has learned not to give in to anyone. It's usually his opponents who end up face down.

Tyrone “Madman” Mosely

Just as his nickname indicates, Tyrone is a real crazy character capable of doing anything any time.

Larry “The Surgeon” Scott

Not only did he earn his nickname because of his surgical disposal of his opponents, but also because he cuts like a knife.



THE MAIN EVENT



Hint: For best game play, become familiar with the different control functions before you start playing.

OBJECT OF THE GAME...To defeat all World-ranked Heavyweight contenders, winning all three Championship belts and capture the Heavyweight Title of the World!

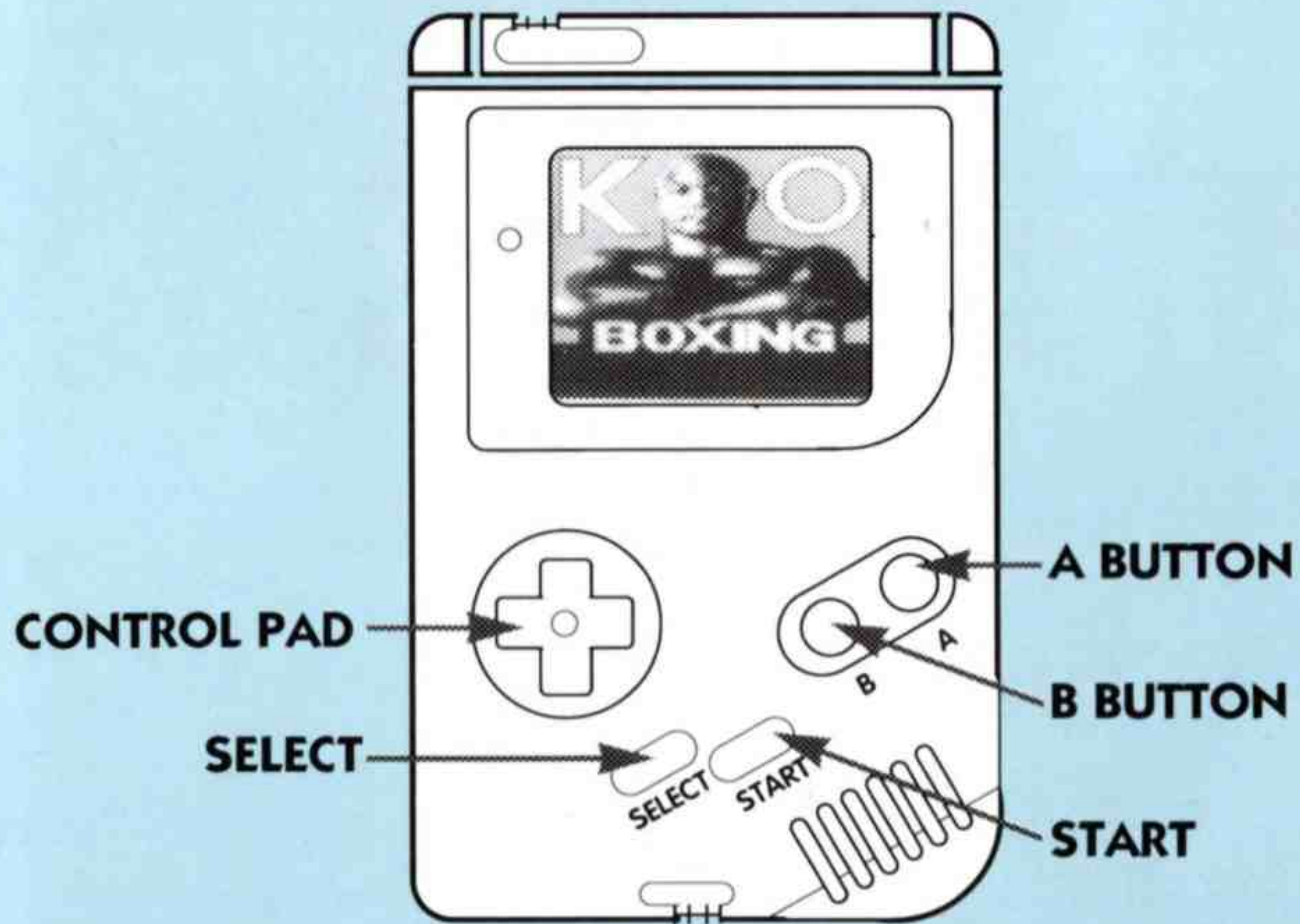
START...Starts the fight. (Press START to also pause the game.)

CONTROL PAD...Moves your boxer from side to side. Also directs your punches and allows you to block.

A BUTTON...Throws your right punch.

B BUTTON...Throws your left punch.

SELECT...Lets you throw your earned Superpunch.



BOXING MOVES

Use your Control Pad to let your boxer dodge your opponent. The more you move around, the less likely your opponent's punches will do serious damage.



LEFT ARROW...Moves your boxer to the left.

RIGHT ARROW...Moves your boxer to the right.

PUNCHING, BLOCKING & RECOVERY

A BUTTON...Right Cross

B BUTTON...Left Cross

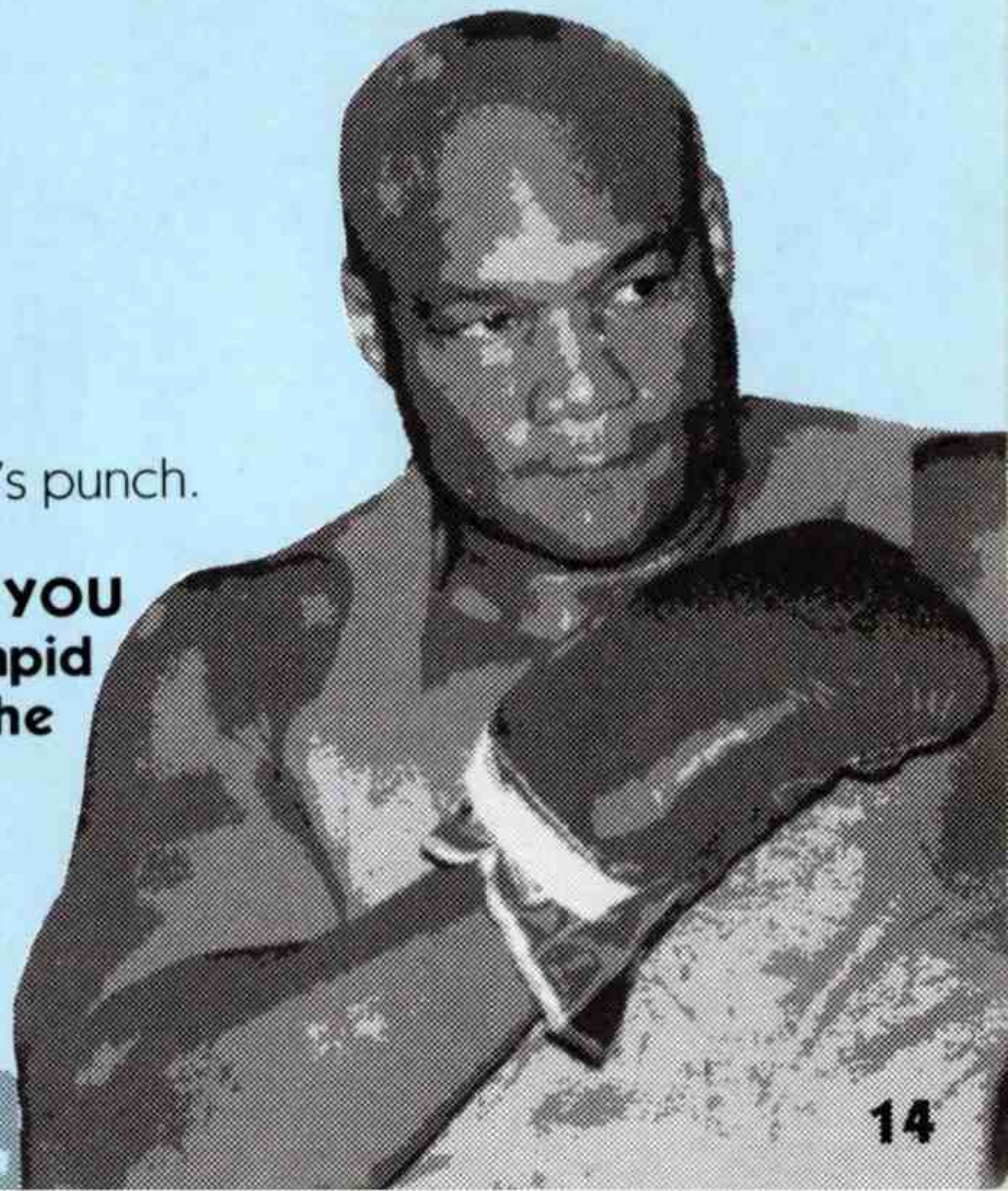
UP ARROW with A BUTTON...Right Jab

UP ARROW with B BUTTON...Left Jab

DOWN ARROW...Blocks your opponent's punch.

To RECOVER from a knockdown YOU MUST press the A or B buttons in rapid succession to struggle up from the canvas.

SELECT...Throws an earned Superpunch



SUPERPUNCH



With the right combinations of successful punches to your opponent, you will gain a Superpunch. Each Superpunch that you earn will appear on the Superpunch Meter in the lower right-hand corner of the Status Area. Each box will light up when another Superpunch is obtained. Press SELECT to throw a Superpunch.

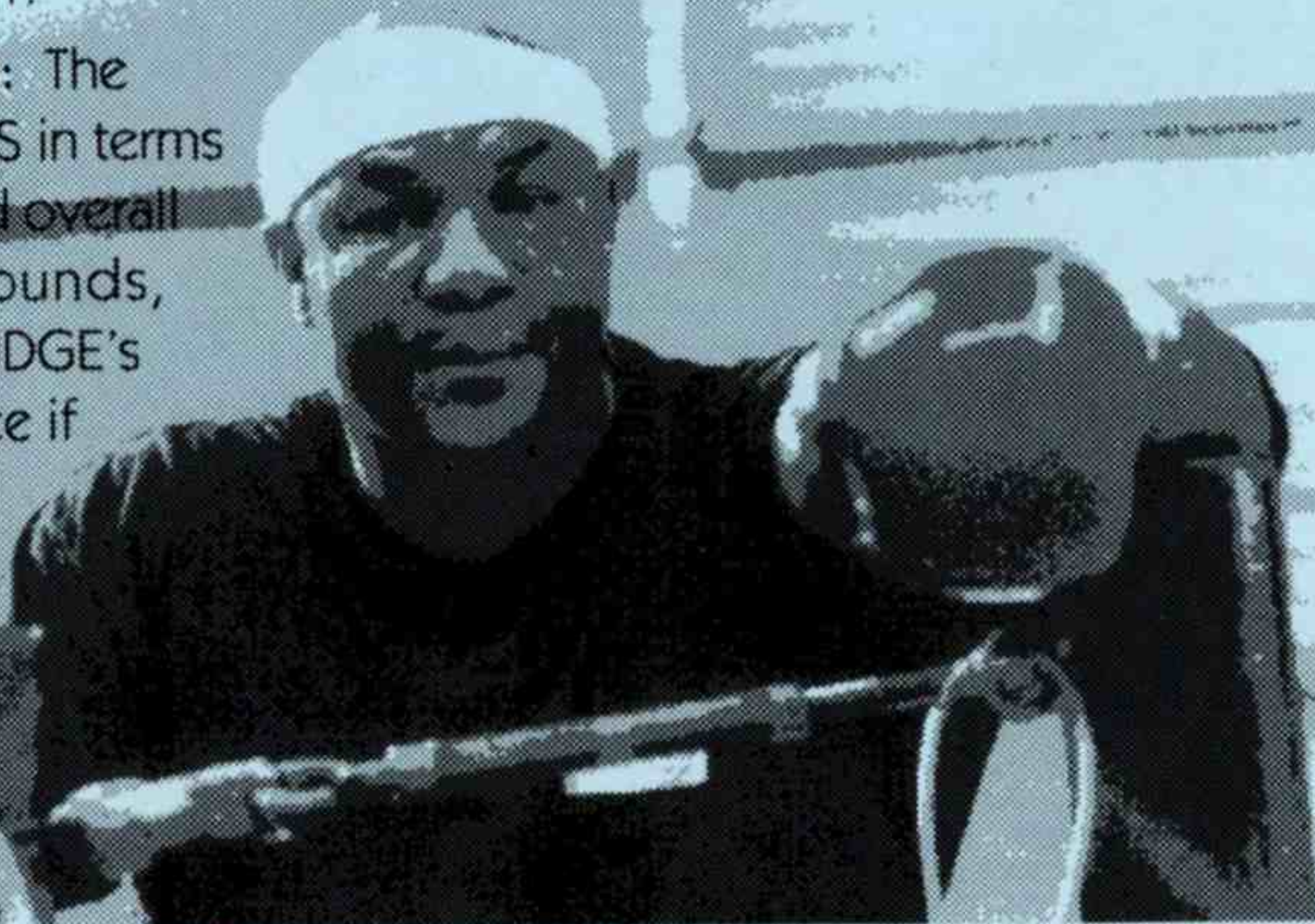
Hint: A strategically aimed Superpunch can do serious damage to your opponent, if used at the proper time.

WINNING THE FIGHT

KNOCKOUTS: Knock down your opponent 4 times and you win the BOUT.

TECHNICAL KNOCKOUTS: Knock down your opponent 3 times in a given ROUND to win the BOUT.

WINNING BY DECISION: The winner of the 3 ROUNDS in terms of punches landed and overall command of those rounds, wins by decision. A JUDGE's DECISION will take place if both boxers go the full 3 ROUNDS.



DEFEAT

If your opponent knocks you out 3 times in a ROUND, he wins the BOUT.

If your opponent knocks you down 4 times in a given FIGHT, he wins the BOUT.

Your opponent wins by a decision if he receives a superior overall number of points from KNOCKOUTS, TECHNICAL KNOCKOUTS, and DAMAGE done to your boxer.

Note: Lose twice to the same boxer and the game will end.

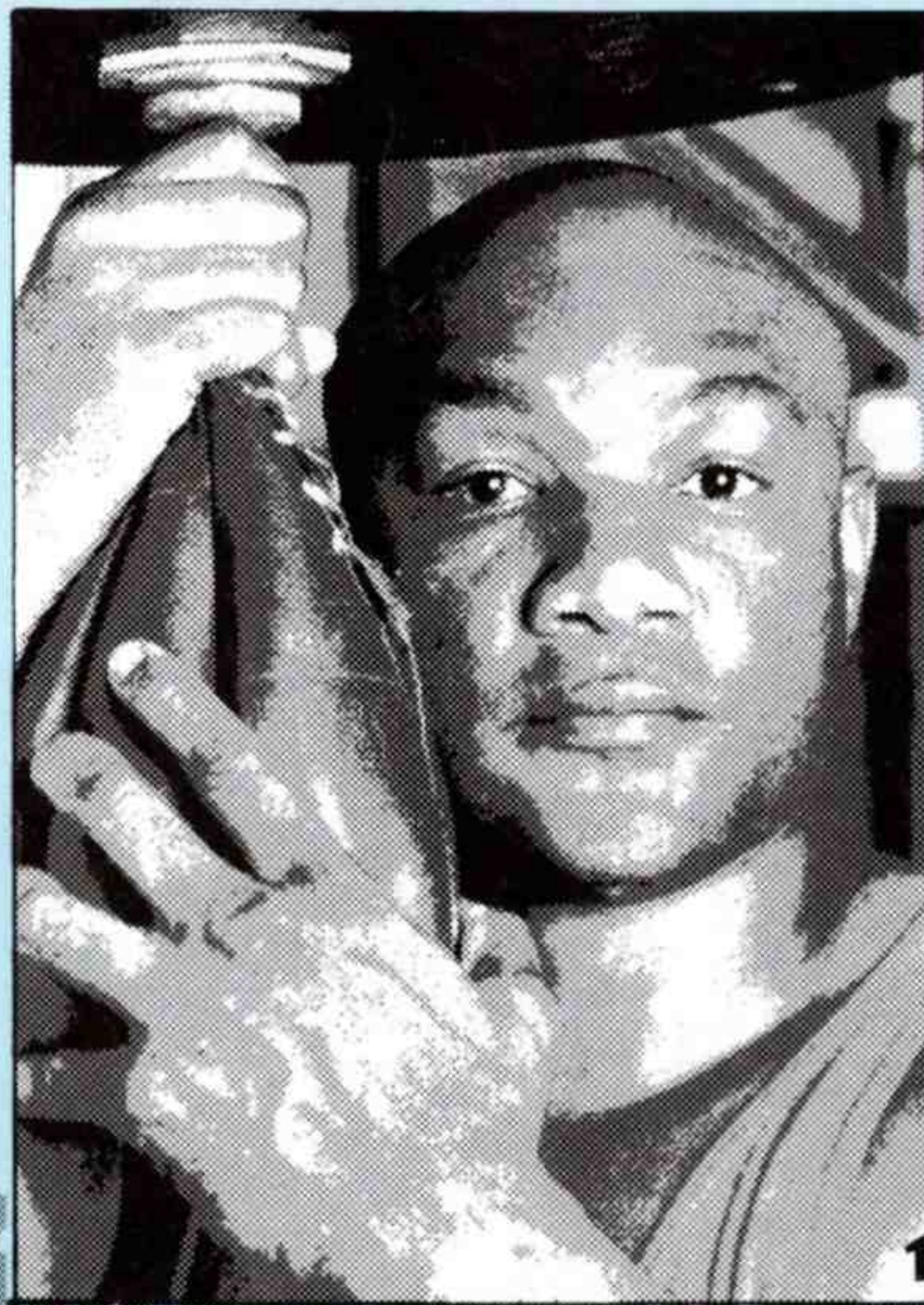
REMATCH

If you lose a fight, you must fight the last opponent that you've beaten. If you lose that fight the game is over.

WINNING THE CHAMPIONSHIP BELT

You'll have to defeat all pretenders and contenders in three different professional boxing circuits to become the first champion to win the coveted Triple Crown of heavyweight boxing represented by the International Championship Belt.

WIN AGAINST ALL TOP-RANKED HEAVYWEIGHT CONTENDERS AND BE THE UNDISPUTED HEAVYWEIGHT CHAMPION OF THE WORLD!



NOTES

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is", without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Acclaim Hotline: (516) 624-9300

Acclaim Entertainment, Inc. 71 Oyster Bay, N.Y. 11771 . Distributed by Acclaim Distribution, Inc.

Nintendo®, Game Boy®, Game Link™ and the official seals are trademarks of Nintendo of America Inc. George Foreman's KO Boxing™ & Acclaim® are trademarks of Acclaim Entertainment, Inc. © 1992 Acclaim Entertainment, Inc. All rights reserved. Printed in Japan.

Acclaim Entertainment, Inc, 71 Audrey Avenue, Oyster Bay, N.Y. 11771
Printed in Japan.