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Nintendo

GAME BOY™

DMG-BX-USA  
HEAVYWEIGHT  
CHAMPIONSHIP  
**BOXING™**

**INSTRUCTION BOOKLET**

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### ***Heavyweight Championship Boxing™***

Developed by Tokyo Shoseki Co., Ltd.

Produced by Matt Householder, Perry Rodgers and Tom Sloper.

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Player's Guide by Steve Englehart.

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


## **Getting Started**

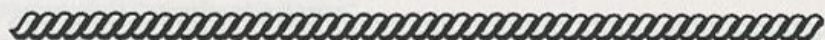
1. With your Game Boy turned off, insert the *Heavyweight Championship Boxing* cartridge with the label facing outwards.


2. Turn the Game Boy on. The title screen appears.

If the screen remains blank even though the Game Boy power switch is turned on and the cartridge is inserted, adjust the contrast dial. Also, check the battery light to make sure your system is getting power.

Use the up or down arrows on the  **Control Pad** or the **Select** button to select what type of game you want to play: Player 1 against the Computer (**1 PLAYER**), or Player 1 against Player 2 (**2 PLAYERS**).





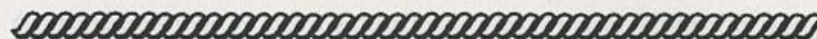
Use the left or right arrows on the  **Control Pad** to turn the music on or off.

**To pause while playing**, press the **Start** button. Press it again to resume play.

**To reset**, press the **A**, **B**, **Select** and **Start** buttons at the same time.

**In a one-player game**, you must fight 12-round bouts against the other five boxers (in sequence from weakest to strongest) in your quest for the Heavyweight Championship.

**To play a two-player game**, you must have a second Game Boy system attached to your Game Boy with the Video Link <sup>TM</sup> cable. Both systems must have a *Heavyweight Championship Boxing* cartridge inserted, and both must have the power turned on.

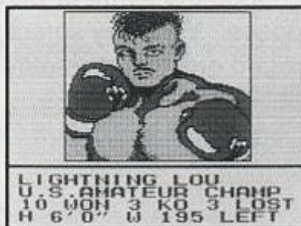


Two-player games consist of a single bout. Each player may choose the same or different fighters, for handicapping purposes. You may select the number of rounds and the time per round only in a two-player game.

## Heavyweight Championship BOXERS

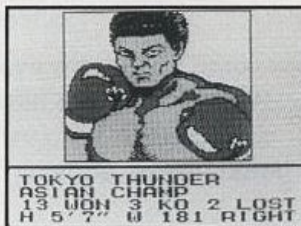
### LIGHTNING LOU

The U.S. Amateur Champ  
10 wins, 3 by KO—3 losses  
6'0", 195 lbs.  
left-handed



### TOKYO THUNDER

The Asian Champ  
13 wins, 3 by KO—2 losses  
5'7", 181 lbs.  
right-handed

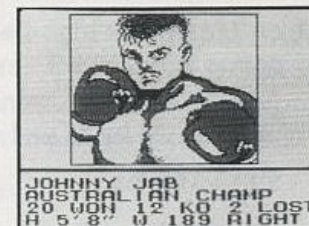


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## Heavyweight Championship BOXERS

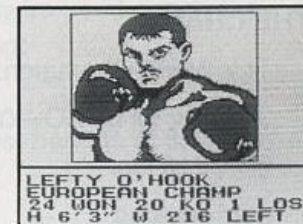
### JOHNNY JAB

The Australian Champ  
20 wins, 12 by KO—2 losses  
5'8", 189 lbs.  
right-handed



### LEFTY O'HOOKE

The European Champ  
24 wins, 20 by KO—1 loss  
6'3", 216 lbs.  
left-handed



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## Heavyweight Championship BOXERS

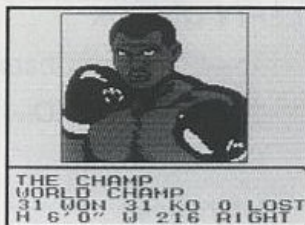
### MIKE MAULER

The #1 Contender  
28 wins, 26 by KO—1 loss  
5'11", 198 lbs.  
left-handed




### THE CHAMP

The World Champion  
31 wins, all by KO—0 losses  
6'0", 216 lbs.  
right-handed



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## Creating a Champion

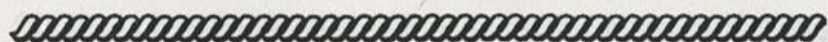
On the **Boxer Select** screen, use the left-right arrows of the  Control Pad to show the different fighters. Press the **A** button when you see the boxer you want to control. If you're playing against another player, he should follow the same procedure to choose his boxer.


## Knockout Punch

This is your greatest weapon! It can only be used during the fight when all the following are happening:

- 1 You're using your strongest hand.
- 2 The Punch Gauge of your strongest hand is at its maximum.
- 3 Your glove is flashing.

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To choose your Knockout Punch, use the left-right arrows of the  Control Pad to show the different punches. Press the **A** button when you see the punch you want for your finisher. If you're playing against another player, he should do the same to choose his own Knockout Punch.

KO your opponent and win an extra Power point to allocate in your next fight. Get him in the first or second round and win two extra points!

## Punch Power, Speed, and Stamina


Each boxer has pre-assigned power in these three categories. The level in each category shows:



**Punch Power:** how much damage your blows cause.

**Speed:** how fast you can move left and right, and how often the Knockout Punches can be thrown (see below).

**Stamina:** how well you take punishment.

You can change the levels. Use the left and right arrow keys of the  Control Pad to decrease or increase your levels. Use the up-down arrows to change the category. You may have to decrease your power in one category to increase it in another.

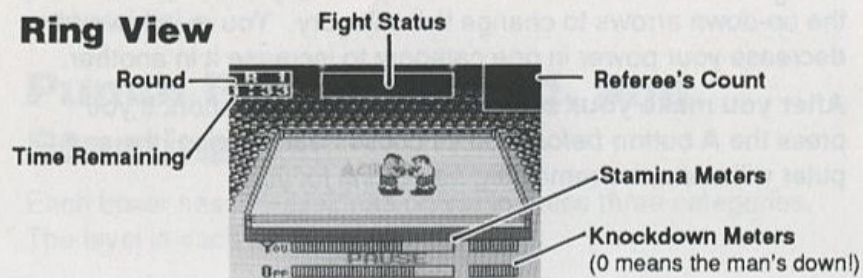
**After you make your selections**, press the **A** button. If you press the **A** button *before* you've chosen each option, the computer will make the remaining selections for you.



## Into the Ring!

When you enter the ring, you see yourself and your opponent in the Ring View. You'll also see the two of you when you're not close enough to land a punch, after a knockdown, and when the decision of the judges is announced. But whenever you're trading blows, you take on your own point of view.

### Ring View



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## Throwing Punches

There you are, looking straight at your opponent, with only your gloves, your strength, and your skill to take him out. This is the **Boxer View**, and you can tell where you are by the dotted outline of your head. When he hits you, the whole screen flashes. And when you hit him, he rocks back, seeing stars!

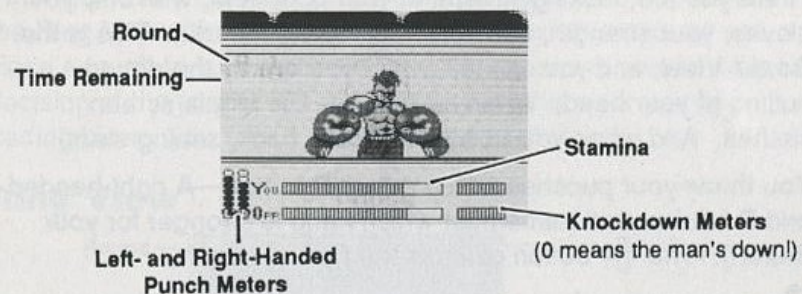
You throw your punches with the **A** or **B** button—**A** right-handed and **B** left-handed (remember which hand is stronger for your Boxer!). The **+** button controls the type of punch.

- +** up—uppercut!
- +** left or right—hook!
- +** down—straight to the body!
- no **+** —straight to the head!

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## Boxer View



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## Protection

Defend yourself with the button alone.

- up and left or up and right—sway!
- down and left or down and right—duck!
- left—shift left!
- right—shift right!
- up—guard your head!
- down—guard your bod!

If you're knocked down, you switch back to the Ring View—where you can regain a little strength by pressing **A** rapidly and getting up. (But if your Stamina Meter registers 8 or less, you won't be able to get up.)

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Three knockdowns in a round end the fight in a **Technical Knock Out!**

Also in the Ring View—if you close with your opponent, you clinch automatically (gaining back a little of your strength if you press **A**). You can push him off and get back to throwing punches by pressing **B**.

You also regain a little strength between rounds.

## **The Decision!**

After each round, the three judges post their verdicts. Each is looking at a different aspect of the boxers' performance, so their judgments won't always be the same. If the fight doesn't end in a KO or a TKO, the Judges' totals over all rounds are posted. If the verdict is not unanimous, 2 out of 3 judges decide the winner.

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## **Championship Strategy**

- Your career as a boxer will run more smoothly if you start out as the Champ. Starting as Lightning Lou and trying to fight your way up is not for beginners!
- Be sure to use your weaker hand (so you can set up the other one for the KO!)
- Timing your punches to use a high Punch Meter is key!
- Your Knockout Punches work best when your gloves are flashing.
- If you're about to get KO'd, get away from the guy! Dodge to one side or the other and get back to the Ring View, where you can clinch or keep on backpedaling!
- Adjusting the Punch Power, Speed, and Stamina levels can give you the edge you need!

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3. Enclose a brief note describing the problem(s) you encountered with the software.
4. Write the name of the product and the type of video game system you have on the front of the package.

Send to:

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