

# **TITLEBOUT**

## **CHAMPIONSHIP BOXING**

# **Manual**

Version 2.0



ALPHA ΩMEGA  
GAMES

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## **INTRODUCTION**

*Title Bout Championship Boxing* is the latest rendition of the award-winning *Title Bout* board game that debuted over thirty years ago, and is the newest version of the computer conversion that spawned from the board game. *Alpha Omega Games* combines the talents of Andreas Raht (programmer) and Aurelio Barrios (graphic artist) to transform the designs of Jim and Tom Trunzo into the ultimate boxing simulation, one that is at least two full steps ahead of anything published to date. *Title Bout Championship Boxing 2* is, quite simply, the most detailed and accurate simulation of the sport of professional pugilism ever to reach the market. We hope that you enjoy it.

## **THE HOME SCREEN**

After installing the program and clicking on the *Title Bout* icon placed on your desktop, you will be taken to the Home Screen. From here, you will be able to access all modules that comprise the simulation. While every label on the screen is a "roll-over" that places a brief description of its purpose in the bottom frame on the screen when the mouse cursor rests on it, following is a text description of each label's function.

**Start Fight:** This will take you immediately into the setup procedures to begin a single bout.

**Fight Card:** This takes you into the Fight Card module, allowing you to set up a complete fight card, including preliminary events, support bouts and main event. The Head-to-Head Betting Game is found in this module.

**Tournament:** This leads you to the tournament setup screen, where you can conduct tournaments with up to 32 fighters. Your choices are a Round Robin Tournament, a Single Elimination Tournament or a Double Elimination Tournament.

**Scheduler:** Clicking here takes you to the automated scheduler where you can play matchmaker and arrange ten fights or ten thousand fights.

**Fighters:** Access all fighters in the existing database

**Stats:** Top Ten Lists in almost two-dozen categories

**Corner Men:** Access all trainers and cut men in the existing database

**Announcers:** Access all announcers in the existing database

**Referees:** Access all referees in the existing database

**Judges:** Access all judges in the existing database

**Titles:** View all titles in the existing database and view divisional rankings for each organization.

**Groups:** View group names of existing boxer databases

**Venues:** View all venues in the existing database

**Rules:** View all rule sets defined in the existing database.

**Nations:** View all nations in the existing database.

**Ring Card Girls:** View all ring card girls in the existing database.

**History:** A complete archive of all fights fought using Title Bout Championship Boxing.

**Divisions:** View all divisions in the existing database.

**Options:** View, Edit, Copy, Delete, Set the default global options

In addition, global buttons found on almost every screen throughout *Title Bout Championship Boxing* allow you to minimize the simulation, placing it on the Windows task bar; quit the game; toggle the music on and off; toggle the sound effects on and off.

If you rollover any item on the Home Screen or any other screen in the game a definition of the item will be shown in the scroll bar at the bottom of the screen. If the explanation is too long the definition will do a marquee type scroll to the end.

**AND FINALLY! Clicking on the TITLE BOUT CHAMPIONSHIP BOXING BELT will take you directly to our website, where you can find the latest news, downloads, patches, articles and other items about the best boxing simulation on the market! WILL CLICKING ON THE BELT OR THE ALPHA OMEGA GRAPHIC TAKE YOU TO THE FUSION WEBSITE???**

## ***STARTING A FIGHT***

Selecting the “Start Fight” button, launches the “Create Fight” screen. Running across the top of the screen are six “tabs” that can be used to set up all of the features you may wish to employ for a single fight. Some of the tabs are optional and can be skipped all together, while others are disabled until you’ve chosen the fighters. Here is an explanation of each tab:

### ***SELECT FIGHTERS TAB***

#### ***SELECT FIGHTER 1/SELECT FIGHTER 2***

The select fighter screen allows you to choose two boxers from all the fighters that exist in the database for the upcoming fight. Clicking on either “Select Fighter 1” or “Select Fighter 2” activates a pop-up window that requires you to set your selection parameters.

- The drop down menu located at the top of the pop-up window allows you to select whether you wish to select your fighters from Men, Women, Both, or from any other Group which you might have created.
- You can further define your fighter pool by choosing Active or Retired fighters, selecting from one of seventeen divisions, inputting a year or searching for a specific name.
- Clicking on the “OK” button after highlighting the fighter of your choice selects the fighter as one of the participants in the upcoming bout. You can also double click, using the left mouse button, to select a fighter.
- Repeating the process above provides you with the second participant for the upcoming bout.
- Clicking on the Cancel Button closes the pop-up window.
- Participants in the bout (as well as any other selections) can be modified at any point until you click the “Start Bout” button.

- Next to the Fighter's Name text box is a red arrow. Clicking on it, opens that fighter's record screen if you need to view his ratings and other pertinent information.

**Important Note:** The Last Name, First Name, Rk (Ranking) and Rt (Rating) columns can be sorted by the column title, on this or any other screen where it appears!

## **FIGHTER SUMMARY**

After selecting your fighters, their picture (if one is available), record, ranking, division and titles held will be displayed.

## **CAREER STAGE**

This drop down menu allows you to select a career stage for your fighter. Career stages cannot be selected for Active Fighters! They are already rated at their current career stage. Retired Fighters, who are rated on their overall career -- with a concentration on their prime -- may be set to one of five career stages: beginning, pre-prime, prime, post-prime and end. The inclusion of this feature allows the gamer to recreate historic bouts if he so chooses. For example: Both Joe Louis and Rocky Marciano are rated in their primes and you may fight them this way to see who would prevail on an even playing field. However, if you wished to recreate the actual match between Louis and Marciano, you would need to set Marciano at his Prime and Louis at the End of his career.

## **CONDITION**

Each fighter has been assigned an individual Conditioning Rating which can greatly affect the condition in which the fighter enters the ring. The ratings assigned can result in anything from entering the ring in perfect shape, both physically and mentally, to entering the ring a total wreck, grossly out of shape and mentally defeated before the first punch. *Title Bout Championship Boxing* gives you complete flexibility by allowing you to make one of three choices:

- Skip Conditioning Check - and the fighter will come into the ring in perfect condition for the fight. This option should be used when you wish to determine the outcome of a bout with no extraneous circumstances. With both fighters coming into the ring in peak condition, you'll get the truest read on which fighter would be most likely to win a bout between the two combatants that you have selected.
- Conduct Conditioning Check - and the computer will cross-check the fighter's "Condition Rating" with an internal table to determine the fighter's condition for the upcoming fight. Using this option, there is a chance that the fighter will exhibit his true tendencies when it comes time to fight. A fighter who has a reputation for constantly battling the scales as well as an opponent stand a good chance of coming into the ring overweight. A fighter with a career-long reputation for partying, even during training, might suffer a lack of endurance. Checking a Fighter's Condition **does not** mean that he will never come into the ring in great shape, however. It simply allows for the possibility of an adverse affect on his condition.
- Select a Condition - choose one of twelve pre-set conditions to assign the condition the fighter enters the ring. Why assign a negative to a fighter? If you want to be sure to recreate conditions as they were for a given fight. An excellent example of this would be if you were trying to recreate the Buster Douglas versus Evander Holyfield bout, in which Douglas defended the heavyweight title he had won from Mike Tyson. Holyfield came into that fight (as he always does) in perfect shape; Douglas came in badly overweight. By setting Holyfield to "Top Condition" and Douglas to "Overweight", you guarantee that the fighters will be in the condition that most closely mirrors their actual physical state in their real life fight.

## **TRAINER**

*Title Bout Championship Boxing* allows you to select a fighter's Trainer. A fighter's trainer can have an affect on the fighter prior to the fight (during the actual training stage) and during the fight, while working the fighter's corner. Again you have a number of choices which you can make:

- Select a "Generic" trainer: This trainer's ratings are average all around. However, even here there is some diversity. Your generic trainer may be "Generic", with no bias; "Generic Offense", with a bias toward training offensive skills; or "Generic Defensive", with a bias toward training defensive skills.
- Select a "Pure" Trainer (T): This active or retired trainer has been rated according to research and reputation.
- Select an "All Purpose" Trainer (B): This active or retired trainer has been rated according to research and reputation but he will also serve as his own cut man while working the corner during a fight.
- The Red Arrow allows you to look at all available trainers and their ratings.

## **CUT MAN**

*Title Bout Championship Boxing* allows you to select a fighter's Cut Man. A fighter's cut man can have a profound affect on the fighter during the fight, while working the fighter's corner. Again you have a number of choices which you can make:

- Select a "Generic" cut man: The cut man's ratings are average all around.
- Select a "Pure" Cut Man (C): This active or retired cut man has been rated according to research and reputation.
- Select an "All Purpose" Cut Man (B): This active or retired cut man has been rated according to research and reputation but he will also serve as the fighter's trainer prior to the fight and while working the corner during a fight.
- The Red Arrow allows you to look at all available cut men and their ratings.

## **DESIGNATE**

You may designate one of the fighters in the bout as either the "Hometown Favorite" or "Defending Champion". This is simply an option and by doing so, you have labeled him as the hometown fighter or as a defending champion and any judge who has a bias for one of those labels will have a tendency to score close rounds in favor of the fighter toward whom he has the bias.

## **START BOUT**

Theoretically, you can start a fight the minute that you select the two fighters who will comprise the bout. It's unlikely that you would wish to do so, however, unless you have pre-set all the global options and have no desire to change any of them or use any of the other Pre-Fight modules available.

## **CANCEL**

Selecting the Cancel button takes you back to the previous screen, in this case, the main menu on the Home Screen

## **TITLE FIGHT TAB**

### **FIGHTING FOR AN VACANT OR EXISTING TITLE**

Selecting the Title Fight Tab presents you with a window that lists all the available vacant titles. Select a title or titles for which the boxers are competing and your choices will be confirmed with a text message stating that the fight is for whatever title or titles you chose. You may fight for multiple titles.

If one of the fighters in the contest already holds a title, he may fight for a different one or you may choose the "Select" box to place that title on the line. If both fighters hold titles, you can decide if one, both or neither are being contested.

Additionally, both fighters may be holding titles and still fight for a vacant title, without putting the titles that they currently hold up for grabs.

### **FIGHT OPTIONS**

There are many options under which a fight can be fought and selecting this tab allows you to decide the parameters for a given fight.

#### **APPLY RULE SET**

*Title Bout Championship Boxing* has made things easy for you by pre-programming rule sets used by the major boxing organizations. Selecting any of the programmed sets automatically makes all other choices for you.

You may also select the "Custom" rule set, which allows you to select customized rules, selected and saved under the Rules Tab (explained later in the documentation).

#### **THREE KNOCKDOWN RULE**

Selecting this option means that if a fighter is knocked down three times in a single round, the bout will automatically be stopped, and the fighter suffering the knockdowns will be declared the loser. Leaving this unselected means that there is no limit to the number of knockdowns that may occur in a round without the bout being stopped, unless by knockout or technical knockout.

#### **MANDATORY "8" COUNT**

Selecting the Mandatory 8 Count option will force a fighter who has suffered a knockdown to wait until the count reaches "8" before being allowed to continue to fight. When the Mandatory 8 is in effect, both fighters gain a small amount of Endurance back. By not selecting this option, the fight continues immediately upon the knocked down fighter regaining his feet.

#### **CAN BE SAVED BY THE BELL**

Probably nothing is more dramatic than a badly hurt fighter who is trying to make it through a round. There are three options from which to choose when it comes to deciding if and when a fighter can be saved by the bell:

- **Never:** Self-explanatory, this option literally means that under no circumstances can a fighter be saved from being counted out by the end of a round.
- **In Any Round:** The exact opposite of the previous option, this selection means that in any round of the fight, a fighter being counted out is given a reprieve if the bell sounds ending the round.

- **Only in the Last Round:** Here a fighter can be counted out after the bell, in any round but the final round of the fight. If the bell sounds ending the fight, any knockdown count ends and the bout goes to the scorecards.

### **WHO MAY STOP THE FIGHT**

You may empower either the referee or both the referee and the ringside doctor with the ability to stop the fight. If you allow the referee to do so, he can end a bout without checking with the attending physician. If you select both the referee and the doctor, either one has the power to decide that a fighter may not continue due to injuries suffered during the bout.

### **WHO SCORES THE FIGHT**

*Title Bout Championship Boxing* not only uses the current system of 3 judges to score a fight but also provides the option to use older methods and alternate methods in which 2 judges and the referee score the fight or only the referee scores the bout.

### **FIGHT STOPPED DUE TO ACCIDENTAL HEAD BUTT**

There are nine different rules in existence that may be applied when an accidental head butt occurs. In *Title Bout Championship Boxing*, you may select which of the nine you wish to employ for a given bout.

### **SCORING SYSTEM**

Four different scoring systems are available for application. While the 10-Point Must system is almost universally employed today, various systems have been used in the past.

- **10-Point Must:** The winner of the round is given 10 points and the loser of the round receives 9 points or fewer.
- **1-Point Must:** The winner of the round is given 1 point and the loser 0 points.
- **5-Point Must:** The winner of the round is given 5 points and the loser is given 4 points or fewer.
- **Rounds:** The winner of the round is awarded the round but no points are assigned. Unlike the 10-point Must or 5-point Must systems, it doesn't matter how dominant the fighter given the round because no distinction is made. A fighter who might win a round by a two or even three point margin in a Points System, receives no such cushion in a Rounds System.

### **NUMBER OF ROUNDS**

Fights may be 3, 4, 6, 8, 10, 12 or 15 rounds in length. Future versions of *Title Bout Championship Boxing* will allow for the length of rounds to exceed fifteen after the implementation of Bare Knuckles Rules.

- 3 and 4 Round Bouts: Length used for beginning fighters.
- 6 and 8 Round Bouts: Length used for pre-prime fighters with some.
- 10 Round Bouts: Standard length of a men's professional bout.
- 12 Round Bouts: Length of current men's title fights and title elimination bouts.

- 15 Round Bouts: Length of “modern era” title fights.

*(Notes: The WBC changed the length of title fights from 15 rounds to 12 rounds in 1983, the WBA in 1986 and the IBF in 1988. Women bouts vary so much that no convenient rules encompass the length of their fights. For example, some women’s title fights are only 4 rounds long, while others go 8 rounds and still others go 10 rounds. As a rule of thumb, most women’s bouts are 4 rounds in length, with title fights being 6, 8 and occasionally 10 rounds long.)*

## **TWO-MINUTE ROUNDS**

Women’s bouts are typically two minutes in length, unlike men’s bouts, which run three minutes in length. It is recommended that you select “two minute rounds” when fighting bouts involving women.

## **COMPUTER SELECTS STRATEGIES FOR**

Part of the interaction afforded the gamer is the opportunity to control one of the fighters during a bout by selecting round-by-round strategies.

- Leaving both boxes unchecked means that no strategies will be selected for either fighter, the purest way to conduct a strict simulation.
- Selecting one of the two fighters puts the computer in charge of selecting the strategies for that fighter and makes the assumption that the gamer will select strategies for the other fighter during the bout.
- Selecting both fighters puts the computer in charge of both boxers and will automatically select strategies for each fighter during the bout.

Using strategies (each of which will be defined and discussed elsewhere in the documentation) can greatly alter the outcome of a fight. Selecting a strategy for a fighter affects multiple ratings and can, depending upon how and when a strategy is used, have either a beneficial or negative affect on the boxer and, therefore, on the fight itself.

## **CHECK FOR INJURIES**

As in a real fight, injuries can occur during a bout conducted by *Title Bout Championship Boxing*. This is above and beyond the cuts and swelling that are considered normal wear and tear of a fight. Injuries, in this case, mean broken bones, muscle tears, and other debilitating incidents that can either greatly impair a fighter’s ability to perform or force the end of a contest.

Selecting the “check for injuries” option means that the above can occur. If you wish to assure that a bout is not stopped due to a rare and extraordinary occurrence, leave this box unchecked.

## **ADJUST FOR WEIGHT CLASS DIFFERENCE**

Selecting this option will result in the computer determining the difference made when a fighter moves up in weight. The programming that determines the affect has been reworked and is much more sophisticated than in past versions of the boxing simulation.

It now takes into account the amount of weight a fighter must put on to move up a single division or multiple divisions, while also taking into account what division the fighter is moving from and what division the fighter is moving into. For example, a strawweight moving up to junior flyweight will not be affected by the move nearly as much (if at all) as a middleweight trying to move to light-heavyweight.

Select this option if you wish to fight a fighter outside of his assigned division and wish the move to potentially affect a fighter's ratings. Leaving this option unchecked means that both fighters will fight according to their assigned ratings, regardless of weight class.

If you wished to see who would win a bout between Joe Louis and Sugar Ray Robinson, if both were the same weight, for example, you would leave this box unchecked. If you wished to see if a prime Sugar Ray Robinson, fighting as a welterweight, could have beaten the current Roy Jones, Jr. at light-heavyweight, you would select the box to adjust Robinson's ratings for the move from welterweight to light-heavyweight.

### ***FIGHT DATE***

Again, the date that you designate for the bout has no functional affect on the fight. It can be considered functional, however, if you choose to use it as a chronology for your bouts, if you choose to use it in a role-playing mode to determine length of time between a fighter's bouts, or if you wish to use it to input the actual historical date of a bout.

### ***VENUE***

You may select the venue or location at which your bout is to be held. This has no functional affect on the fight but adds a nice touch of color to the bout. Note that while logically there should be a connection between naming a fighter as the hometown fighter and the venue, there really isn't. It makes sense, of course, that if you want Paul Spadafora to be the hometown fighter, the fight should take place in Pittsburgh or near by. However, you could designate Roberto Duran the hometown fighter and hold the bout at York Hall in England. Would that make him an adopted hometown favorite?

The Red Arrow allows you to look at all available venues and their ratings.

### ***ANNOUNCER***

Select a real-life announcer's name to appear whenever the announcer comes into play (i.e. during the introduction of the fight, when announcing the decision at the end of a bout).

The Red Arrow allows you to look at all available announcers and their ratings.

### ***REFEREE***

Title Bout Championship Boxing rates over six dozen actual referees as to their propensity to call fouls, their tendency to stop a fight early or late and their likelihood to make an error on a call. You may select a generic referee, an active referee, or a retired referee to officiate your bout. A complete explanation of a referee's rating will be presented later in the documentation.

The Red Arrow allows you to look at all available referees and their ratings.

### ***JUDGE***

Depending upon the choice made as to Who Scores the Fight, you may select from one to three judges to score the upcoming bout. Judges may be generic, active or retired. Judges are rated based on their actual score cards for their tendency to score even rounds and 10-8 rounds.

The Red Arrow allows you to look at all available judges and their ratings.

## ***JUDGES BIAS***

Judges may be assigned, either manually or randomly, a bias, if the player so chooses. The choices under Judges Bias are as follows:

- **None:** Self-explanatory. The judge does not lean in any direction and simply scores each round on face value.
- **Use Bias Rating:** This setting checks to see if a specific judge has a pre-set bias in favor of a hometown fighter, defending champion, slugger or boxer, or any combination of the four. No judge in the database has been assigned a bias because of potential problems in labeling a real person with a bias. However, it is a simple matter to assign one via the Judges Record screen.
- **Random:** The computer will assign a bias at random to each of the judges.

When a bias is assigned, regardless of how, scoring may be affected in any given round. For example, assume that a judge has a bias in favor of a hometown fighter. That judge will give the hometown fighter the benefit of the doubt in a close round and have a tendency to either score the round in favor of the hometown fighter or at least call the round even. In a round in which the hometown fighter is badly beaten, the biased judge might score the round 10-9 in favor of the hometown fighter's opponent rather than 10-8.

## ***RING CARD GIRLS***

Select a ring card girl to appear whenever she comes into play, although it is strictly for color.

The Red Arrow allows you to look at all available announcers and their ratings.

## ***ANALYSIS OF STYLES TAB***

Selecting this tab allows you to decide which style a fighter will use when facing a given opponent during each round of the fight. If a fighter is rated as predominantly a boxer or a slugger, he will have no option. However, a fighter who is deemed equally proficient at using either style will have the chance to select which way he wishes to fight. This option will be available when you go into the Corner between rounds.

By analyzing the text in the opponent's Style box, fighters who have a choice can fight the fight as either a boxer or a slugger. For example, if the opponent has a Control Factor of 9 versus a Boxer and a Control Factor of 8 versus a slugger, you will -- in most cases -- want to fight as a slugger in order to reduce your opponent's Control Factor rating.

Choosing a style comes with a small price. If you decide to fight the fighter as a boxer, he'll receive a minor reduction to his hitting power; if you decide to fight the fighter as a slugger, he'll receive a minor reduction to his defensive prowess.

There are times where you may wish to sacrifice the advantage you might receive by selecting a style that is not advantageous to your opponent. For example, if your opponent has a poor chin and not much of a punch, you might wish to accept a lower Control Factor in order to maintain your best hitting power so that you can enhance your chances of knocking out your opponent.

## **TRAINING TAB**

Training a fighter is completely optional and an option that should be used judiciously. A fighter may select to train in any one of five areas. Color bars under each training area clearly show the difference between the two fighter's abilities in each category.

- **Power:** Most fighters are born with power and it is one of the most difficult areas to improve through training. However, concentrated attention to areas like leverage, balance, and overall strength can help a fighter hit harder. Learning to throw punches correctly, using legs, shoulders and back -- instead of just arms -- also aid in developing power. Improving this area helps a fighter's one punch hitting power and his ability to score more three point punches.
- **Endurance:** All fighters can improve their endurance via extensive road work, sit-ups, and other cardio-vascular exercises. A strong abdomen, for example, reduces fatigue because it carries the weight of the upper body more effectively. Improving a fighter's endurance can make a big difference late in a bout. Many fighter ratings are adversely affected once a fighter fatigues and loses all of his endurance, so anything that prolongs the loss of all endurance is a benefit.
- **Defense:** This is an underrated area. It is one of those categories which create a trickle effect. If you don't get hit, you can't get knockdown; if you can't get knocked down, you can't get knocked out; if you don't get hit, you can't get cut; if you don't get cut, you can't have your vision obscured and your defense worsen. Also, by having a better defense, you'll create more opportunities to counter-punch.
- **Hand Speed:** Fast hands translate into punching accuracy in *Title Bout Championship Boxing*. The faster your hand speed, the better chance of landing punches. Working on your hand-eye coordination and improving your reflexes can improve your hand speed, although, like power, this is a tougher area to improve than areas like endurance or defense.
- **Tactical Skills:** Improving your tactical skills in the ring encompasses a wide range of abilities - cutting off the ring, giving an opponent angles, making an opponent fight your fight rather than his, among others. In game terms, this means a better Control Factor; and Control Factor may be the single most important category in the boxing simulation. It's definitely one of the top three factors.

When selecting an area, if any (remember that this is optional!), there are different approaches. You can train in an area to narrow the gap between you and your opponent in that specific category; or you can train in an area to widen the gap between you and your opponent in that specific area. It's up to you.

Why wouldn't you use the Training Option? Well, to really improve in a single area, you have to give it an inordinate amount of attention during camp, and the way you spend your time in the months prior to a fight must be done judiciously. Training in a specific area can result in one of three outcomes:

- The specialized training worked, improving the area of choice at no detriment to other skills.
- The specialized training failed to make a significant difference but at no detriment to other skills.

- The specialized training worked, improving the area of choice but in doing so, one or more other skills suffered a minor decline due to neglect.

A fighter's chances of successfully training in a specific area without hurting any other area is determined by the fighter's Intelligence Rating and his trainer's Training Rating, plus a random factor. No adjustment, good or bad, is made to a fighter's ratings if the optional training module is not used prior to a fight.

The results of using the Training Option for one or both fighters is not revealed until you click on the "Start Bout" button and advance to the Pre-Fight Conditioning report screen.

## ***SIDE TABS***

Special Side Tabs exist on all screens discussed so far. These global tabs provide, in many cases, a huge improvement over prior versions of *Title Bout Championship Boxing*. The tabs allow for more flexibility and important access of needed information.

## ***MENU***

Selecting this Side Tab allows you to Save, Load, Copy, Rename, Delete settings that you have selected, either part way through the process or after its completion. It does not save statistics or results, however. Still, if you are almost done with the Create Fight options and are called away, you can save your work to that point and will not have to redo it when you return to the game.

You can save and load four types of files:

- **Single Fights:** Saves all fight settings like which fighters you selected, venue, date, rules and so on.
- **Fight Cards:** Save fight settings of the six bouts on the fight card.
- **Tournament:** Saves the tournament settings, and the selected fighters.
- **Scheduler:** Saves all lines from the scheduler grid, i.e. the settings of all scheduled bouts.

## ***RECORDS***

The Records Side Tab fulfills the wish of many long-time *Title Bout* players. It permits you to access, at any time, complete ratings for any fighter, corner man, judge, or referee currently in the respective databases. Knowledge is power and you'll have the knowledge at your fingertips, in order to select the right trainer and cut man for your fighter; so that you know, going in, the tendencies of the referee assigned to fight, and on and on. Also available to view from this tab are all the other databases in the game, Titles, Groups, Venues, Rules, Nations, Ring Card Girls, History, and Divisions.

## ***GENERIC***

- **X:** Closes all windows and exits Title Bout. You will receive a confirmation pop-up before the command is executed.
- **Dash:** Minimizes the screen and allows access to other programs or the desktop. Again, this is a much requested feature. You can now have a fight paused behind the scenes while you work on a spreadsheet or use the word processor. This handy function is a great way to fool your boss!
- **Music Note:** Toggles the program's music on and off
- **Speaker Icon:** Toggles the program's speech on and off

## **FIGHTING THE BOUT**

### **PRE-FIGHT CONDITIONING SCREEN**

Once you have worked your way through the various pre-fight options, you are only moments away from conducting the fight itself. Clicking on the “Start Bout” button on any of the prior screens, advances you to the Pre-Fight -Conditioning report screen, made up of the following elements:

- **Fighter Profile Summary:** The fighter’s name, any attached image, his record, ranking, and other pertinent information (division, titles, style, career stage) are displayed.
- **Text Report:** Here you will find out essential information regarding the fighter’s condition and the results of any training that may have taken place.

*Example of a Text Report: Joey Archer enters the ring in perfect shape; he appears to be finely tuned for this fight. Reports out of Archer’s training camp indicate that Archer worked long and hard on the heavy bag, lifting weights and attempting to build strength. From the thudding sounds being made on the bags by the end of camp, Archer apparently is hitting a bit harder than after previous training regimens.*

### **THE FIGHT IS ON**

One of the best features about Title Bout Championship Boxing is the fact that once you begin the actual fight, every facet of the bout is at your fingertips. Even better, you seldom have to leave the fight screen itself to access that information.

### **THE FIGHT SCREEN**

The Fight Screen is virtually self-contained and if you have no wish to access statistics and other information, you could literally stay on the screen from the beginning of the fight until its conclusion.

The top of the screen displays the fighters’ names, birthdates, records and country flags. The majority of the screen is taken up by two center panels, the top used to display the pseudo animation used in *Title Bout Championship Boxing* and the bottom used to display the scrolling text commentary that describes the action in the ring. The two panels are split by the Round indicators. A text row in the top panel also provides data: the venue, the round clock and the current round being fought.

The right and left sides of the Fight Screen are reserved for the combatants. Each fighter has a vertical panel, topped by his image (if one is available) or his wire-mesh face. Four tabs give you instant access to the fighter’s Traits, Fight Stats, Current Condition, or Corner data.

The bottom of the screen features all the controls needed to run the fight, including the ability to select the speed of the commentary, access the unofficial scorecard, automate the current fight, advance to the next round or cancel the bout.

As always, the side Records Tab provides easy access to either fighters complete set of data, including his ratings, statistics, history and biography.

## ***THE ANIMATION PANEL***

The Animation Panel mimics the action in the dialogue, although not blow-for-blow. It depicts punches and misses and knockdowns. This feature that is both enjoyable to watch and exciting in its possibilities.

## ***THE COMMENTARY PANEL***

This is the core of the simulation, describing all action that takes place in the ring. The commentary has been completely reworked and the window size greatly increased, allowing more text to be shown and in a larger, easier-to-read font. Another enhancement that makes the action easier to follow than ever before is the use of dimming and highlighting. Dialogue dims as he progresses up the window, turning into a still-readable shade of grey, while the current dialogue is a vivid white.

The Commentary Panel is controlled by a variety of buttons, immediately below the panel. The labeled buttons are roll-overs and their function described in a separate text area at the bottom of the screen.

- **Proceed/Next/Pause:** Begin the fight/proceed to the next round/pause the action taking place
- **Cancel:** Stops the bout and returns you to the Main Menu
- **Scorecard:** Takes you to an unofficial scorecard, maintained by a ringside expert. This scorecard has a margin of error built into it to maintain the suspense of the bout and prevent any temptation to “cheat” by knowing the exact scoring if you are using strategies.
- **Right Arrow/Minus Key:** Slows the scroll speed of the commentary
- **Right Arrow/Plus Key:** Increases the scroll speed of the commentary
- **Auto:** Toggles the auto-scroll feature on and off. When on, the scrolling will advance at the speed selected; when off, clicking in the textbox will trigger the next commentary.
- **Right Arrow/Vertical Line:** Runs the simulation, without pauses, to the end of the round.
- **Double Right Arrow/Vertical Line:** Runs the simulation, without pauses, to the end of the fight.

## ***ROUND POINTS***

Points being scored by the fighters as the round progresses can be viewed at the bottom of the screen (actually in each fighter’s “box”). For those who prefer NOT to see the actual points scored by punches, an option exists in the Global Options Menu to toggle this feature on or off.

## ***THE FIGHTER’S VERTICAL SIDE PANEL***

At the top of each Fighters Panel is a generic, blurred picture of a fighter, bordered by two labels: Fighter and Condition.

Fighter: Clicking on this label places the generic, blurred image in the fighter’s picture window. However, if you have imported pictures of the fighter, they will be displayed here and you can cycle through them one at a time, like a slide show.

Condition: Clicking on this label replaces the fighter's image with a wire-mesh, full-frontal facial image. As the fighter takes damage during the fight, the image will depict the damage, the severity and the location by "coloring" an area on the fighter's face.

## **THE FIGHTER TABS**

Beneath the Fighter's image, there are four tabs. These tabs provide you with all the information that you need on the fighter involved in the current contest.

- **Traits:** Traits are displayed by color bars. At a glance, one can compare one fighter's traits with the other's, simply by viewing the relative length of the bar. All major traits have a bar, including Control Factor, Hitting Power, Defense, Endurance, etc. Each bar is also divided into colored segments, ranging from "green" (indicating at or near the traits peak) to "red" (indicating that this trait is has degraded during the fight to an almost non-existent level. For example, if the fighter's Hitting Power shows "green", he's hitting as hard as he can; if it has dwindled to "red", it means that his power is almost spent and he's tapping with his punches, for the most part.
- **Stats:** Each rounds statistics can be found by clicking on the Stats Tab. Statistics for the given round are displayed, as are the cumulative statistics for the fight as it progresses. Each type of punch is tracked, as well as knockdowns for and against, knockdowns in a round (that could lead to a 3-knockdown TKO and fouls.
- **Condition:** Toggling the Condition Tab gives a complete report of the fighter's current damage or lack of same. It will show the amount of swelling around each eye, the status of cuts, and any special condition that might occur. For example, if a fighter has fought a particularly grueling round, he might be temporarily fatigued, even though he has Endurance left on his Traits Bar.
- **Corner:** Before the beginning of any round, you may enter the corner of each fighter. Here you can interact with the fight by assuming the role of the fighter's corner men. You can select strategies, select the fighting style, or assign tasks such as working on swelling, cuts, motivation and tactics.

## **THE STRATEGIES**

You may manually select a strategy for either fighter or both fighters. This is an option unless you have previously selected to allow the computer A.I. to use strategies for one or both fighters.

- **Normal:** No specific strategy is selected and no boxer ratings are modified.
- **Cover Up:** The fighter goes into a complete defensive shell and while he'll become very difficult to hit cleanly in this posture, his offense will be greatly affected and may be almost non-existent.
- **Fighting Inside:** The fighter attempts to get inside and focus on a prolonged body attack. Doing so effectively will sap the opponent's endurance at a faster rate than normal. However, against many fighters, attempting to work your way inside and staying there opens you up to your opponent's attack.
- **Fighting Outside (Offensively):** The fighter attempts to stay out of harm's way by boxing from the outside exclusively. It is a posture that attempts to improve a fighter's chance of avoiding being hit while still allowing him to score with his own punches. However, punching power is reduced when using this strategy.

- **Fighting Outside (Defensively):** The fighter goes into a defense-first posture, concentrating almost solely on avoiding blows at the expense of offense. Power is greatly reduced as is punch-rate but defense is improved in a number of ways.
- **Go for KO:** This is a semi-controlled attack mode in which the fighter attempts to score a knockdown but still has some semblance of defense. The fighter will concentrate on scoring with power shots, sitting down on his punches at the risk of being more open to his opponent's shots. Power goes up and defense goes down.
- **Go all out for KO:** Caution is thrown to the wind. No thoughts of defense enter the picture as the fighter mounts an all-out attempt to stop his opponent. Every punch thrown is with bad intentions but if the opponent is still hanging in and punching back, there's a good chance he could land big punches of his own.
- **Protect a Cut:** The fighter is altering his style in order to avoid having a cut either re-open or worsen or both. Therefore, he will be less effective offensively but also no better overall defensively. The latter occurs because his emphasis on protecting the side where the cut has occurred is off-set by not concentrating on his "good" side – if you see what I mean.
- **Take a Round Off:** The fighter is basically attempting to either regain his stamina or preserve his stamina. However, in exchange, he is basically conceding the round. While this might sound like "Fighting Outside Defensively", and they are similar to some extent, the emphasis here is to do as little as possible in the way of physical exertion. He should, when in control, either clinch or move, punching occasionally and missing occasionally. Counter-punching will remain the same!

## **USING THE STRATEGIES**

To select a strategy use the drop down menu and click on the strategy you wish your fighter to attempt during the next round. Once the round begins, a selected strategy cannot be changed. The exception is the chance of the automatic use of "Cover Up" after a knockdown. When a knockdown occurs, a pop-up window will give you the chance to select whether or not you wish to employ a "Cover Up" strategy.

- Strategies **can greatly affect** the outcome of a fight. The fighter's ratings are based upon his norm. Slight deviations in ratings can have a profound affect upon the fighter's performance because so many of the ratings are interrelated.
- There is no carry-over from round to round unless, of course, the same strategy is selected again.
- All fighters will not be able to carry out the selected strategy all the time. The chance of a fighter following a selected strategy will be calculated upon his base ability to perform the strategy selected, his own "ring intelligence" rating and the tactical/strategic ability of his corner man. For example, Muhammad Ali (with Angelo Dundee in his corner) would be far more likely to successfully box "Outside Offensively" than Chuck Wepner (with a generic corner man).
- No fighter will necessarily follow instructions 100 percent of the time.
- There is no indication other than hints in the commentary about whether or not the fighter is successfully employing the strategy, although the strategy selected will be in view during the round.

## **SETTING THE FIGHTING STYLE**

As previously described in the *Analysis of Style* section some fighters have the ability to fight either as a boxer or a slugger. If this option is available to your fighter, use the drop down menu across from the Select a Style label and click on Boxer or Slugger.

## **CORNERWORK**

Another feature in *Title Bout Championship Boxing* is the ability to interact with the game via corner men. Typically up to three individuals work a fighter's corner but one of the three is basically used to do the menial tasks and is not incorporated in this simulation. *Title Bout* employs a trainer and a cut man. The default selections are "generic"; however, you can assign a fighter both a trainer and a cut man or simply one corner man who can do both tasks.

I believe that this might be the best way to achieve my goals for both interaction on the part of the gamer and yet mirror the accuracy of what takes place in the corner between rounds.

### **Philosophy of Corner Work**

1. Basically, the corner work requires little more than encouragement if a fighter is uninjured and winning. The pace is leisurely and without stress. Reminders of what the fighter needs to do, rinsing out the mouth, applying Vaseline – just basic corner work takes place.
2. If the fighter is uninjured and losing, more emphatic instructions are given, perhaps a change of styles is recommended and whatever type of motivation is required is supplied.
3. It's when a fighter gets hurt via a cut or swelling that matters become a bit more complicated. In addition to the typical care given in a corner, now a cut must be closed and or swelling controlled. Depending upon the severity of the injury, a sense of urgency becomes tangible.

### **System for Implementing Corner Work**

Everything works off the ratings of the corner man or corner men. Each corner man is rated in eight areas, only four of which apply while working in the corner between rounds: Motivate, Strategy, Reduce Swelling, Close Cuts.

<b>Name</b>	<b>Motivate</b>	<b>Strategy</b>	<b>Reduce Swelling</b>	<b>Close Cut</b>
Corner Man A	7	8	7	7
Chief Second A	8	7	5	5
Corner Man B	8	8	6	6
Chief Second B	0	0	9	9

Above are two possible combinations of a primary corner man and a chief second. A third corner man is nothing more than a "gopher" – as in "go for this, go for that". He handles the spit bucket and hands things to the men working inside the ropes. For the sake of simplicity, we ignore the third corner man's existence.

1. The main concept is that between rounds, each corner man can allocate a number from 1 to his maximum rating in a category toward one of the four possible functions of a corner man.

2. Two corner men cannot allocate points to the same function during the same between rounds period.
3. A single corner man cannot allocate more than 15 total points in a given round.
4. Each point allocated to a task will affect the possible outcome of the function.
5. A corner man cannot work on Reduce Swelling and Close Cut in the same round.
6. If a corner man is working on more than one cut or swelling in more than one place, he must select the number of points that he wishes to allocate to each incident. For example, if a fighter is cut above the right eye and under the left eye and the Corner Man has a rating of "Close Cut: 8", he can put all 8 into working on one cut, 4 into each cut, 7 into one and 2 into the other, etc.
7. Each Rating "Point" allocated to one of the four categories available adds 3% to the success chance of that category. Therefore, a Corner Man who allocates 7 points toward Close Cut ups the chance of success by 21%. A Corner Man who allocates 4 points toward Close Cut improves the chance of success by only 12%.
8. If NO POINTS (0) are allocated to a category, no benefit can be derived.
9. A Corner Man has all his points restored prior to the next round.

**Example A:**

Corner Man A and his Chief Second are working on their uninjured fighter between rounds. Their fighter is either winning or even on the cards, in the opinion of the corner man. The best scenario here is for the Corner Man to invest 8 points into Strategy, while his Chief Second invests 8 points into Motivate.

**Example B:**

Corner Man A and his Chief Second are working on their fighter who has suffered a cut over his eye during the previous round. The best combination here would be for Corner Man A to commit 7 points toward closing the cut and 8 into Strategy (for a total of 15!); the Chief Second would once again put 8 points into Motivate.

**Example C:**

Same two corner men. However, the situation is now much more complicated. Corner Man A will have to choose which situation is worse, the cut or the swelling, and apply 7 points to it. He should then put his other 8 points into Strategy. Meanwhile, his Chief Second will apply 5 points toward Reduce Swelling and 8 points into Motivate.

**Example D:**

The second set of corner men differs in that the Chief Second is an outstanding Cut Man but does nothing when it comes to Strategy or Motivate. The cut man will be invaluable when a cut or swelling occurs but basically useless otherwise. Also, Corner Man B is rated as 8/8 in Strategy/Motivate, which means he'll not be able to do both in a given round because the total would exceed the 15 maximum. A lot of tactical choices will have to be made when using a combination like these two.

## ***CLOSING A CUT BETWEEN ROUNDS***

Now let's focus on a corner man's affect on cuts. Between rounds, a corner man can attempt to prevent close a cut through the use of various techniques. If a corner man, regardless of his rating, works on closing a cut by allocating 1 Rating Point to it, he has a base chance of succeeding. His chances of success increase for every Rating Point invested into closing a cut.

### **Example A:**

A fighter is "Bleeding" under his right eye. The Corner Man has a Close Cut Rating of 5. The Corner Man allocates all 5 points toward Close Cut. His chance of successfully closing the cut is 55%.

### **Example B:**

A fighter is "Bleeding" under his right eye and there is a "Trickle" of blood under his left eye. The Corner Man's Close Cut Rating is 5. The Corner Man chooses to allocate all 5 points toward working on the more severe of the two cuts and 0 points to the "Trickle". His chance of success is 0% on the "Trickle" because it is "ignored" completely but he improves his chance of closing the "Bleeding" from the other cut.

Had the Corner Man above chosen to put 1 point into the "Trickle" and 4 points into the "Bleeding" cut, the results would have differed greatly. His chance of closing the "Trickle" would be high but the chance of stopping the more severe "Bleeding" cut would be reduced.

## ***SWELLING***

Swelling is a problem that affects two areas of a fighter: his punching accuracy and his defense. It is the latter that is most affected by swelling. Both areas are, of course, affected by the degree of swelling: the greater the swelling, the greater the affect it has.

Swelling doesn't result in a referee/physician stoppage nearly as often as do cuts; yet swelling frequently contributes to a loss, either by knockout/tko or decision because the fighter suffering from swelling doesn't land as often and gets hit much more frequently.

Swelling can occur, literally at any time. In reality a single punch can cause swelling to begin; however, in game terms this would be very hard to simulate and more important to regulate. Swelling is also frequently the result of a head butt.

Once swelling begins to take place, it never goes away. It can be controlled, however, and sometimes very effectively if the swelling is minor. Major swelling, conversely, is something about which little can be done.

Finally a swollen eye often "breaks open" and a cut occurs.

### **Once an Eye is Swollen**

Once an eye begins to swell, there are three obvious possibilities: the eye can remain the same, the swelling can actually be reduced somewhat, the swelling can worsen. The two factors that determine what happens to the swelling are how much more damage the eye takes and how effectively the corner men handle the swelling.

### **Controlling the Swelling Between Rounds**

Between rounds, a corner man can attempt to prevent further swelling or actually reduce it through the use of various techniques. If a corner man, regardless of his rating, works on

reducing swelling by allocating 1 Rating Point to it, he has a base chance of reducing swelling. His chances of success increase for every Rating Point invested into reducing swelling, just like it did when attempting to close a cut.

**Any bout stopped due to swelling will be ruled a TKO loss to the fighter forced to stop fighting.**

The result of corner work will be shown in a number of ways. The opening text of the next round might contain a hint, the graphic on the wire-mesh face may change, and the information under the Condition Tab could reveal it.

This module introduces yet another attempt to allow the gamer to immerse himself in the actual bout. It is also a module that will be overhauled in future versions to provide an even more visceral experience via an independent screen, more options and more precise outcomes of your work in the corner.

## ***THE END OF THE FIGHT***

When the fight has finish, you may access any of the Fighter Tabs, the unofficial scorecard, etc. Selecting "Proceed" advances you to the Result Screen and the fight's aftermath.

## ***VERDICT SCREEN***

The Verdict Screen does exactly what you would expect - it announces the result. If the bout has gone to a decision, you will have the choice of either watching the drama of each judge's scoring displayed or hitting the "Show" button and having all the results show up at once. After the official outcome of the fight has been rendered, hitting the "Continue" button takes you to the "Title Belt Screen" if any titles were on the line , if not you go directly to the "Post Fight Wrap-Up" screen.

## ***THE POST FIGHT WRAP-UP SCREEN***

The final screen in a bout consists of a number of informational and functional features. At the top of the screen are three tabs, each one providing a different form of information:

- **Records & Statistics:** This screen shows each fighters cumulative statistics, updated with those accumulated during the just completed bout.
- **Trait Comparison:** Compares each fighter's primary traits using a "before and after" approach, displaying via bar graphs, pre-fight ratings and post-fight ratings.
- **Punch Totals:** Provides a complete statistical breakdown of punches thrown and missed by type, overall accuracy, knockdowns suffered, cuts suffered, and final Performance Points (which are used to help determine Divisional Rankings).

Along the bottom of the Post Fight Wrap-Up screen is a row of buttons, all functional and very important when deciding how to complete the aftermath of the fight.

- **Update Fighter Records:** Select this button to automatically update each fighter's record. If for some reason you do not wish to do so, then do not activate this button.
- **Save Bout Log:** Originally this button is inactive. However, once you choose to save the just completed bout, it activates. Saving the bout log creates a complete text file of every action that took place in every round.

- **Open Bout Log:** Permits you to look at the bout log prior to or after saving it. A new screen opens when this selection is made which must be closed in order to return to the Post Fight Wrap-Up screen.
- **Scorecards:** This button reveals the official scorecards of all officials who have scored the bout.
- **Rematch:** This time-saving tool allows you to fight an instant rematch between the two fighters who have just completed their bout. Note that all the original choices made for the prior match are in effect if you choose to fight an immediate rematch.
- **Close:** Returns you to the Opening Screen: Main Menu

## ***THE FIGHT CARD***

The Fight Card is a comprehensive module that allows you to set up and fight a two, four or six-fight card, from preliminary bouts to main event. Within the Fight Card, you can also wager on bouts (single player or a competitive Head-to-Head Betting Game), participate in one or all the bouts, or simply allow the computer to take over. Behind the scenes, the Fight Card module will look at the card you've constructed, decide whether or not it's worthy of being a Pay-Per-View event and calculate purses for the fighters.

After selecting the Fight Card option, the player is taken to the actual Fight Card screen, which consists of four tabs: Fight Card, Purse, Wagers, and Bouts.

### ***FIGHT CARD TAB***

- **Scheduling Bouts:** The fight card allows you to schedule two to six bouts in order to make up your card. This can be done manually for each bout or by using the autoscheduler. Each bout is labeled as to its importance (i.e. Opening Bout, Main Support, Main Event, etc.); which affects the amount of the purse for each of the fighters. A Main Event fighter will get a higher percentage of the purse as compared to a fighter in the Opening Bout.
- **Bout Settings:** Clicking on any of the bout boxes allows you to select the fighters for that bout. You will immediately be taken through the regular process of selecting settings for the bout, just as you would for a single fight
- **Location:** Unlike other setting, the Venue (or Location) for the bout needs to be selected only once. If you attempt to select a different location for more than one of the bouts on the card, the Venue that will be displayed will be the last one chosen.
- **Update Fighter Records:** This box must be checked if you wish the results of your fight card to be saved to the fighters' individual records. Unlike doing so with the scheduler where you might have 100 repeats per fight, updating fighter records from the Fight Card Module brings with it no warnings. Each fight is only fought once per card.
- **Auto Scheduler:** To auto schedule a fight card, use this button. It will take you through the auto scheduling process described in the "Scheduler" section below.
- **Different Bouts:** If you have autoscheduled the fight card and do not like the matchups clicking on this button will give you new fight cards to choose from.

- **Change # of Bouts:** This can be done before or after scheduling the matches. Clicking this button will rotate you through 6, 4 or 2 fights on the card.
- **Main Event Options To:** This button will set all the options (Announcer, Referee, Judges, etc.) of the Main Event to each of the other fights on the card.
- **Drop Down Betting Options:** You have the choice of No Betting, Single Player Betting, or Head-to-Head Betting against another player.
- **Start Event:** Clicking on the “Start Event” button lists the bouts and the Odds for each fight and allows you the option to interact with one or more fights by clicking in the “i.a.” box, which places a check mark inside the box, indicating that you wish to participate in that particular fight.
- **Cancel:** Choosing this button at any time takes you back to the Opening Screen/Main Menu

## ***THE PURSE SCREEN TAB***

The “Purse Screen” is, at this time, informational-only and used simply to add “color” to the Fight Card. Here you will see the purses guaranteed to each fighter, generated by the computer and based on such factors as the fighter’s star quality and media appeal, the division in which he fights, and his overall rating. You will also be told whether or not the card is being televised and by whom. This computer-generated information is based upon the quality of the overall card.

This is the forerunner, however, to a future version where fighters’ purses will be compiled and career earnings reported. It will be a major component of next year’s role-playing addition.

## ***WAGERS TAB***

If you selected “No Betting” this tab will not be available to you.

## ***SINGLE PLAYER BETTING***

If you wish to bet on one or all of the fights, you can do so from the “Place Your Wagers” screen, accessed by the “Wagers” Tab:

- **Player Add/Remove:** Add the name of the player placing the wagers on the fight or fights or Remove the name of a player.
- **Bankroll:** This is the amount of money with which you have to bet. It will increase if you win and decrease if you lose. All players begin with a bankroll of \$100,000.
- **Take Debt:** Allows you to “borrow” \$10,000 dollars from the Title Bout Bank. Doing so places you that much in debt until you pay it back.
- **Pay Back Debt:** Allows you to take from your winnings and pay back the loans you took out.
- **Place Your Bets:** Bouts and Odds are listed in the “Betting Window” and you can place bets on one or more bouts. As you do, your total bets will be tallied and the amount of money you have left to bet will be calculated.

- Start Event: Takes you to the Fight Card activation screen.
- Cancel: Takes you to the Opening Screen/Main Menu

## **HEAD-TO-HEAD BETTING**

This option allows you to compete against another player in a Betting Game.

- Add Bet Game/Delete Bet Game: Add the name of Player 1, Player 2 and the Title of This Game. These items can also be deleted from this screen.
- You will also be asked to determine the length of the game. One choice will be to enter "0" which means the game will be played until one player reaches \$1,000,000 bankroll (the winner) or one player goes bankrupt (the loser). The second option will be to enter a set number of fight cards to be bet on with the winner being the player with the highest bankroll at the conclusion of the number of fight cards selected. If a player goes bankrupt at any time, he is declared the loser.
- Place Your Bets: Bouts and Odds are listed in the "Betting Window" and each player will place their bets. All fights on the card must be bet with a minimum bet of \$100. The exception is if a player does not have enough money to cover all the fights. As you do, your total bets will be tallied and the amount of money you have left to bet will be calculated.
- Start Event: Takes you to the Fight Card activation screen.
- Cancel: Takes you to the Opening Screen/Main Menu

## **BOUTS TAB**

- **Simulate Next:** Selecting this button allows the computer to simulate the first bout or the next un-fought bout that is not flagged for interaction (i.a).
- **Simulate All:** Selecting this button allows the computer to simulate all bouts on the card, stopping only if it encounters a bout that has been selected for interaction (i.a).
- **Results:** A detailed summary of the bout appears as each bout is completed, including the winner's name, how the bout was won, number of rounds initially scheduled and how much money you won or lost on the fight if you placed a wager on it. If you are playing Head-to-Head Betting the winner of the game will also be announced.
- **Open Report:** Initially inactive, this button becomes functional as soon as the Fight Card is completed. Clicking on it will take you to a Summary of Results screen and clicking on any of the fights that comprised the card will take you to a round-by-round report of the fight.
- **Rematch:** Selecting this option fights the entire card over, using the original parameters chosen when creating the card.
- **Cancel:** Takes you to the Opening Screen/Main Menu

## **THE TOURNAMENT**

*Title Bout Championship Boxing's* Tournament Module allows you to fight a 32, 16, 8 or 4 bracket single or double-elimination tournament or a Round Robin tournament. While the user can still manually select the fighters for each bout, the tournament can be auto-scheduled using user-set parameters!

### **THE SETUP SCREEN**

- **Name:** Select a name for the tournament if you so choose
- **Event Date:** Input the date of the event (the default is the current date)
- **Days between Brackets:** This allows you have the tournament recorded on different dates by selecting a set number of days between rounds.
- **Single Elimination:** Checking this box means that a fighter is eliminated from the tournament after a single loss.
- **Double Elimination:** Checking this box means that a fighter is eliminated from the tournament after he has incurred two losses.
- **Round Robin:** Checking this box means that each fighter in the tournament will fight all the other fighter once with the winner being the fighter with the most victories.
- **Number of Fighters:** Select the number of fighters who will participate in the tournament: 4, 8, 16 or 32.
- **Rounds (# Bracket):** Select the number of rounds to be fought for each bracket in the tournament.
- **Click to Set up Fight #:** Select the fighters for each bracket in the tournament. You will be taken through the normal fight setup for each fighter selected. SKIP THIS STEP if you wish to Auto Schedule the tournament.
- **Auto Scheduler:** Clicking this button advances you to the "Tournament Auto Schedule Screen".
- **Update Fighter Records:** Toggle this box on if you wish to have the results of each fight saved to the respective fighter's record. Toggle it off if you do not wish the results to be added to individual fighter records.
- **Title Selection:** Check the box by any of the organizations if you wish the tournament winner to be awarded a title. You can also open the Title Record information from this screen.
- **Open Bout:** Click this when manually scheduling the tournament.
- **Mix Fighters:** Once you have set up your tournaments, if you wish to change the matchups click this button. If you autoscheduled all available fighters will be included in the mix.

## ***SCHEDULING A TOURNAMENT***

### ***MANUAL SCHEDULING***

When selecting fighters manually:

- Highlight the box for each bout listed in the right hand column on the screen, with each box representing the branches in the tournament from top to bottom (i.e. the winner of Fight #1 will fight the winner of Fight #2; the winner of Fight #8 will fight the winner of Fight #7) and click Open Bout.
- The process of selecting the fighters for each pair is identical to selecting a fighter for a single match (see “Select Fighter Tabs” under STARTING A FIGHT, page 1).
- After selecting the fighter himself, adjust the optional settings as you wish. These include: Career Stage, Condition, Trainer, Cut Man, and Designate.
- Repeat the process for each pair of fighters whom you wish to schedule for participation in the tournament.

The advantage of scheduling a tournament manually is that you choose the match-ups and the brackets in which to place each fighter. The disadvantage is that the process can be time-consuming.

### ***SCHEDULING USING THE AUTO SCHEDULER***

To collect all the fighters for the tournament, you can also use the auto scheduler. To learn how it works, read the section “Auto Scheduler” below.

## ***RUNNING THE TOURNAMENT***

Clicking the “Start” button takes you to the Tournament Screen from which you will actually conduct the Tourney.

### ***TOURNAMENT SCREEN***

The Tournament Screen lists all the pairings for the First Round of the tournament and lists the bout numbers and who will fill the slots (W1, W2, L4, etc.) as the tournament progresses. It also has columns for the name of the winning fighter in each bracket, the result of the fight, round the fight ended, and a check box that allows you to interact with any bout scheduled. In a Round Robin tournament all matchups will be listed. Following is a list of functional buttons and how they are used:

- **I.A.:** Click in this box to place a check mark in it. Doing so indicates that you wish to interact with this bout. You may choose to do this with one or all of the bouts scheduled. Interacting with a bout allows you to do all the things you can do when fighting a single bout, limited only by the options you have chosen. You can select strategies, follow the commentary, check the scorecard, etc. The Tournament Module will pause for any bout marked I.A. and then continue auto-fighting bouts until it either encounters another check IA box or completes the tournament.
- **Simulate Next Bout:** This allows you to have the computer simulate each fight in the tournament, one at a time.

- **Simulate All Bouts:** This allows you to have the computer simulate all the fights in the tournament at once.
- **Open Log File:** Dimmed at first, this option becomes active after the completion of a bout or bouts that have been saved to a fighter's record.
- **Open Fighter 1/2:** Highlight any match listed in the Tournament and these buttons will conveniently take you to the given fighter's individual record page.
- **Restart:** Either takes you back to the previous selection screen, allowing you to correct mistakes or make changes or allows you to fight the same tournament over again without having to go through the entire selection process.
- **Cancel:** This button cancels the Tournament Module and takes you back to the Home Screen/Main Menu

At the conclusion of the Tournament, the winner will be announced and the winner of each match will be highlighted.

## ***THE SCHEDULER***

The Scheduler is a versatile tool that allows you to fight thousands of fights in just minutes. The fights that you schedule may be made up of any combination of fighters that you wish. You could fight Fighter A vs. Fighter B a thousand times and then receive a complete and detailed compilation of the fights. You could fight Fighter A vs. 1000 different fighters, once each. You could fight 500 different fighters against 500 opponents. The combinations are endless. However, in every case, the bouts will be fought quickly and the result reported in detail

## ***USING THE SCHEDULER***

- **Add:** To manually schedule a bout, click on the "Add" button. This will take you through the standard process of setting up a bout. When you've finished arranging the fight, you will be taken back to the Scheduling Screen. You may adjust the number of times you want the bout fought or accept the default. If you wish to add more bouts to the schedule, repeat the process.
- **Auto Scheduler:** To auto scheduled a bout or bouts, use this button. It will take you through the auto scheduling process described in the section "Auto Scheduling" below.
- **Open Bout:** If you wish to change any of the settings on a scheduled fight, click this button.
- **Open Fighter 1/2:** Highlighting a bout and selecting one of these buttons quickly and conveniently takes you to the appropriate fighter's individual records screen.
- **Remove:** To remove a Scheduled Bout, highlight it and click on the "Remove" button.
- **Start:** Clicking on the "start" button activates the scheduled bouts.
- **Open Summary:** Immediately upon completion of the scheduled fights, a new screen opens and you are taken to a Result Summary screen that breaks down the fights in tremendous detail. However, after closing that screen and returning to the Scheduler screen, you can return to view the detailed results by using the Open Summary button.

- **Reset Lists:** This button automatically resets all counters to “0” and allows you to start the bout again.
- **Close:** Returns you to the Home Screen/Main Menu.
- **Repeats:** Input the number of times that you wish a particular bout to be repeated.
- **Save:** Saves the results of the bout to an HTML file for later viewing.
- **Up.R:** This button means Update Fighters Records. Clicking in this box places a check mark in it and indicates that it will save all bouts scheduled for this fight to the fighter’s record. You should think carefully about doing this as it can play havoc with the fighter’s statistics, rankings, etc. if you have chosen 100 (or 1000) repeats against the same fighter! Saving thousands of scheduled bouts will also be a time-consuming process and require hard drive space, too.

## ***THE AUTO SCHEDULER***

The Auto Scheduling Screen consists of four tabs: General Setting, Red Corner, Blue Corner and Fight Options.

It works in two steps: First you define which fighters shall be collected in the tabs “Red Corner” and “Blue Corner”. Then you set the options which determine how to combine the two groups of fighters. For example if you want to let all active HW fighters from United States fight against all active HW fighters from United Kingdom, open the Red Corner tab and click on Active, HW, and enter “United States” into the field Nationality. Then open the Blue Corner tab and click on Active, HW, and enter “United Kingdom” into the field Nationality.

Click on “Schedule”. The program will build the two groups. Then in the second step the program will randomly combine the two groups and build as much bouts as possible. You can also set a maximal number of bouts which shall be generated.

You will probably find that fighters rated 1 will be scheduled against fighters rated 15, which might not make much sense. To prevent this, you can set a “Max. rating difference” in the Auto Scheduler’s General Settings:

### ***GENERAL SETTINGS TAB***

The general settings create the general parameters around which you’ll auto schedule the tournament.

- **Allow Fighter to Fight Against Himself:** If this block is checked, the fighter is permitted to be scheduled in a bout against himself. It’s actually much more useful to assure that this doesn’t happen by leaving the block blank but Title Bout Championship Boxing is all about giving options!
- **Schedule Each Fighter Only One Time:** Checking this box assures you that a fighter will not be scheduled in more than one bout. If unchecked, the fighter could be placed in two or more brackets in a tournament for example.
- **Year of Event:** Putting a year in this spot will make the auto scheduler use only fighters from a pool of fighters who were fighting in the that year. The new fields Career Start and Career End in the fighter records will be used to determine which fighters will be used. If the Field Career Start of any fighter is empty, he will not be used of course.
- **Maximum Rating Difference:** This determines the gap in ratings difference that is permissible between the fighters being scheduled. If, for example, you place the number

5 here, original match-ups will be within 5 overall rating points of one another (i.e. A fighter rated 10 will not be placed against a fighter rated 1).

- **Gender:** Simply determines if the pool of fighters will be men, women or both.
- **Combine Divisions:** Your choices are Combine All, Combine Only Identical, Combine only Similar. For example if you want to build a tourney with fighters having been active in 1964, you select no divisions on the Red Corner and Blue Corner tabs, just the buttons "Active". Then you set the year "1964". Now the game will find fighters of all divisions of course. It makes not much sense to let a HW fight against a BW. To prevent this, select "Combine Only Identical" before you start the scheduler. If you want to allow fights between vicinal divisions like CW and HW or LW and JWW, select "Combine similar".

## **RED CORNER/BLUE CORNER TABS**

- Check the box marked: Let the Scheduler Select Fighters by clicking in the box.
- Select the Settings to be used for Fighter 1 (Career Stage, Condition, Trainer, Cut Man, and Designate). Note that these selections become Global for all scheduled bouts. All Fighter 1's will be subjected to the same settings.
- Select the parameters for the pool of fighters to be used by the Auto Scheduling process.
  - **Group:** Select All, Men, Women (or any group that you have created on your own). *It is important to note that you MUST select the same Group Type as you did Gender under "General Settings". The need to repeat this selection is brought about due to the fact that the Scheduling Module is used both within and outside the Tournament Module.*
  - **Era:** Select All, Active, Retired to dictate the pool of fighters available to be auto scheduled.
  - **Nationality:** Use this if you want to schedule bouts based only on the nationality of the fighters in the fighter pool. Please understand that certain nationalities may occur in an insufficient number to fill the slots in your tournament, in which case you will need to modify other selections (i.e. Reduce the size of the tournament from 16 fighters to 8).
  - **Rank Min:** You may set the minimum ranking that a fighter must be to be entered into the schedule. This setting should only be used after you have established a significant amount of fights for all fighters in the Group that you have chosen!
  - **Rank Max:** You may set the maximum ranking that a fighter must be to be entered into the schedule. This setting should only be used after you have established a significant amount of fights for all fighters in the Group that you have chosen!
  - **Rating Min:** You may set the minimum rating that a fighter must have to be entered into the schedule.
  - **Rating Max:** You may set the maximum rating that a fighter must have to be entered into the schedule.
  - **Bouts Min:** You may set the minimum number of bouts a fighter must have fought to be entered into the schedule.

- **Bouts Max:** You may set the maximum number of bouts a fighter must have fought to be entered into the schedule.
- **Style:** You may limit the participants in the schedule to only boxers or sluggers.
- **Southpaw:** You may limit the participants in the schedule to be only left handed or right handed.

## ***IMPORTANT NOTES ON AUTO SCHEDULING BOUTS***

- A word about selecting parameters: Common sense needs to be applied unless you enjoy seeing no fighters or too few fighters displayed after using the auto scheduler. If you define your pool of fighters from which the auto scheduler can choose as “Only southpaw women from Ghana with a minimum rating of 10 and a maximum rating of 11” don’t expect to fill a 4 person tournament, let alone a 16 person tournament (unless you’ve gone back and added 60 fighters that fit that definition!).
- Likewise, don’t be surprised if you choose “females” under the “Gender” setting in General Setting but select “men” as your Group under the Red/Blue Corner Tabs.
- Also, if you set “Schedule each fighter only one time” to YES and set a specific fighter in the Red Corner, and “All Active HW” in the Blue Corner, you’ll get exactly . . . ONE fight. If you want to let Muhammad Ali, for example, fight against all active heavyweights, set “Schedule each fighter only one time” to NO, select Ali for the Red Corner and “All Active Heavyweights” in the Blue Corner!
- The parameters allow for tremendous flexibility and fine-tuning prior to putting the auto scheduler to work; however, they do not allow for illogical groupings. You can, however, ask the tourney scheduler to select all retired male heavyweights with a min/max rating of 10 and produce outstanding results.

## ***FIGHTERS DATABASE***

The blood and guts of *Title Bout* are the fighters. The better and more accurate the ratings of the fighter are, the better and more accurate the results. All fighters in the game are listed alphabetically but can be sorted by any column by clicking on it. The last 2 columns on the fighter list can be changed to display any of the fighter ratings. To change the columns use the Menu on the Side Bar. The next to the last column is labeled Column 1 and the last column is labeled Column 2.

## ***ACCESSING FIGHTERS***

- **Initial Selection:** At the top of the window, the user may select from All, Active, or Retired.
- **Divisions:** Groups can be narrowed even further by selecting a specific division.
- **Selecting a Fighter Group:** At the top of the window, the user may select from All, Men, Women or user created group.
- **Search:** You can search for a specific fighter by typing in their first or last name. It will pick out all occurrences for example if you type in Ali without any other criteria you will also get fighters such as Victor Galindez, because of the ali in his last name.

- **Display Window:** Inside the display window, a list of fighters will be shown as a result of your previous selections. The fighter's name, rank and rating are displayed. Highlighting the name of a fighter in the Display Window places all of the fighter's data on the right side of the screen.

## **FIGHTER DATA**

Fighter data consists of a plethora of information. Some of this is already available from within the program itself; other material may be imported from the Out of the Park Development's website (in the months to come), or entered by the individual.

- **Fighter Tab:** The Fighter screen displays the fighter's personal data. His name, nickname, sex, status, division, style, nationality, career stage career dates can all be found here. It is also on this tab that the user may assign a specific trainer and/or cut man to the fighter. Simply drop down the list under the correct heading and click on the SAVE Button and your choices will now be associated with a given fighter until you decide to change them.
- **Biography Tab:** Here a user may access a fighter's complete record from the incredible database compiled and maintained at [www.boxrec.com](http://www.boxrec.com) simply by clicking on the red arrow next to the boxrec label. If a fighter has his own website, that address may also be entered in the space provided next to the label "Website" and also be accessed via clicking on the red arrow. Finally, a biography of the fighter can be accessed by clicking either clicking on the red arrow next to the biography label or in the open window. Doing so activates Note Pad and allows you to input biographical data or retrieve it a source exists. At the bottom of the Biography Tab window you will also find the fighter's Date of Birth and Date of Death, if appropriate.
- **Ratings Tab:** All individual fighter ratings are found here. These are "official" ratings but they are not etched in stone. If you disagree with a rating or have found the fighter to be over or under achieving and wish to make changes, you can do it easily via this screen. A complete description of each rating and how it is used in game terms can be found in Appendix A. Two special factors of note: (1) two and three point punches must equal 100; and (2) a fighter's Overall Rating will now be calculated automatically.
- **Stats Tab:** Sports fans love statistics and boxing fans are no exception. However, unlike some sports, statistics can be hard to come by. *Title Bout Championship Boxing* has made a concentrated effort to provide more statistics per fighter than ever before. In addition to basic boxing statistics, the Stats Tab lists such esoteric statistics as Avg. Round per Bout, Avg. Round per Stoppage, Titles held, Complete Record, Record over Last 10 Bouts, Record in Title Bouts. Even more impressive is the fact that *Title Bout* tracks, on a ROUND-BY-ROUND basis, Knockdowns For and Against, Knockouts For and Against, Punches Landed and Missed For and Against and Punching Accuracy For and Against. It then totals these categories to give overall statistics by which you can evaluate and compare one fighter to another or even a fighter to his ratings.
- **History Tab:** Once a fighter has fought a bout and saved the results, it will be listed under his History Tab. The date, opponent's name, location, result and Performance Points will be displayed on a fight-by-fight basis. If a Bout Log has been saved, containing a blow-by-blow description of the bout, it can be accessed by the "Open Bout Log" button. Like wise, highlighting a given bout and clicking on the "Open Opponent's Record" button will immediately take you to that opponent's Fighter Record.
- **Titles Tab:** This will list all titles currently held by the fighter being viewed.

- **Title History Tab:** This will display the title fights the fighter has been involved in during his career.

## ***FIGHTER UTILITY FUNCTIONS***

The fighter utilities are versatile and may be capable of performing functions that might not be obvious at first glance. The four principal utilities are as follows:

- **New:** Selecting this button creates a new, empty record, allowing you to add fighters quickly and easily. Fighters will be added to whatever division is assigned to them, regardless of what division you might have been in when you selected the “New” button.
- **Copy:** Choosing this option allows you to create an exact duplicate of the fighter highlighted at the time of selection. This will copy all existing data for the fighter. Use this option if you wish to move a fighter to another division and carry all his data from his previous division with him. To do so, simply select the fighter’s new division prior to saving. Please note that the fighter’s record will continue to be updated in his new division but the data will be added in with his existing statistics.
- **Copy With Out Statistics:** Choosing this option allows you to create an exact duplicate of the fighter highlighted at the time of selection but WITHOUT any statistics. There are several reasons why you might wish to do this: (1) this would allow you to move a fighter to another division and compile statistics apropos to that division only, while leaving the fighter in his former division with his statistics there intact. NOTE: Future versions of the game or possibly an upcoming patch will allow you to combined records, showing a fighter’s sub-totals for each division in which he fought, as well as his total record; (2) you might wish to copy the fighter because he resembles a New Fighter you wish to add, and can do so by simply editing the name of the fighter and a few other pieces of data. It can, on occasion, be a quick and easy way to create a new fighter.
- **Delete:** Be very careful using this button. It does exactly what it says it does. Choosing this button deletes all traces of the fighter highlighted when the button is selected. A pop-up window will ask for confirmation, however, before the command is executed. You might wish to delete a fighter whom you’ve created who isn’t performing as you had hoped; you might wish to delete a fighter whom you have moved to a new division (with his stats) to remove him from his old division.
- **Reset Stats:** A failsafe device the Reset Stats button allows you to restore a fighter to his original state in the event that you have made an error while editing or have changed your mind about what the changes you’ve made. However, this must be done prior to SAVING any changes that you might have made.
- **Include in Auto Schedules:** This box is automatically checked for all fighters in the current databases. However, you can uncheck it if for any reason you do not want the highlighted fighter to be included whenever auto scheduling is down. Perhaps you created a fictional boxer like Rocky or Joe Palooka or you and don’t want them included in a serious tournament, for example. By removing the check mark, the given fighter will not be chosen by the auto scheduler.
- **Prev/Next:** These will advance you to the next fighter in the list or back to the previous fighter when selected.
- **Select All:** If you wish to select all fighters to move to a new group or to apply any other option to this button will allow that.
- **Unselect All:** Click this button to unselect any fighters you currently have selected.

- **Inverse Selection:** Clicking this button will select all fighters currently unselected and unselect all fighters currently selected.

**The opportunity to select multiple fighters is beneficial when making mass changes to new groups or any other option that you may choose to exercise.**

## ***STATS (TOP TEN LISTS) DATABASE***

One of the most enjoyable and fascinating additions to *Title Bout Championship Boxing* is the inclusion of Top Ten lists. Lists can be generated in twenty-two categories, including such illuminating ones like “Lowest Average Opponent Connect % Per Fight.” Would you like to know who your top defensive fighters are at a glance? Check the just referenced Top Ten list!

Simple to use yet featuring incredible depth, you can generate Top Ten lists by Division, by Active/All/Retired, and even by Nationality. If you want to know the Top Ten list of Most Wins by retired Italian fighters who fought as heavyweights, just select your search criteria and see it generated and displayed in just seconds!

And as always, you can jump to any listed fighter’s individual record, simply by highlighting his name and clicking on the “Open Fighter Record” button.

Over 1100 different lists can be generated, and that’s not including Nationalities as a delimiter. Through those in and the variety soars into the tens of thousands!

## ***CORNER MEN, REFEREES AND JUDGES DATABASES***

These categories are grouped together because all of them are subject to the same editing procedures. Corner Men, Referees, and Judges can be added, edited, or deleted as the user sees fit. The tabs List, Record, and Personal History are the same for these databases also. The List always shows a complete list of people included in this category along with their ratings. Record is the editing screen for each person and Personal History records what fights he or she have been involved in while playing Title Bout.

### ***CORNER MEN***

Corner Men are the unsung heroes of the fight game. While three corner men typically work a corner between rounds, Title Bout has opted to use only the two main figures, the Trainer and the Cut Man. Following is a description of the categories that make up Corner Men:

- **Era:** Active or Retired
- **Specialty:** Cut Man, Trainer or Both
- **Discipline:** The ability to make a fighter train correctly and consistently
- **Motivation:** The ability to get the most of a fighter, especially in pressure situations
- **Strategy:** The ability to devise effective strategies, both before and during a fight, to exploit weaknesses in an opponent.
- **Reduce Swelling** - The ability to reduce swelling around the eyes during a fight
- **Close Cuts** - The ability to close cuts and control bleeding during a fight

- **Training Defense** - Excels in improving a fighter's defense
- **Training Offense** - Excels in improving a fighter's offense
- **Training Average** - Overall ability as a trainer

#### **Corner Man Notes:**

- A corner man who is rated only as a cut man should have a "0" in all training areas, including Overall.
- To move an Active Corner Man to the Retired List, simply select the corner man whom you wish to move and change his "Era" setting.
- To add a new Corner Man to the database, select the "New" button and a blank form will appear. Enter all necessary data and click "Save" and you're set to go.
- Lists can be sorted by any column heading
- Typing in a name in the Search for Name box will immediately access the Corner Man and his ratings if he is currently in the database.

### ***REFEREES***

A referee is rated in three areas - his tendency to call fouls, his tendency to stop a fight and his ability to use good judgment and techniques. Following is a description of the categories that make up Referees:

- **Fouls:** This category may be set to Lenient (seldom calls fouls or deducts points); Normal (calls fouls and deducts points with average frequency); Strict (calls fouls and deducts points with higher than average frequency)
- **Stoppage:** This category may be set to Early (stops fights at the first sign of trouble and sometimes too soon), Normal (stops fights at the right time, for the most part), Late (stops fights only when it is obvious to all that a fighter cannot continue, and sometimes allows fighters to go on when they probably shouldn't)
- **Judgment:** This category is based upon a percentage (1-100%), the lower the rating the better. The number placed in this category reflects the percentage of time that the referee will blow a call, be confused on the rules, be out of position, etc.
- **Era:** Active or Retired

#### **Referee Notes:**

- To move an Active Referee to the Retired List, simply select the corner man whom you wish to move and change his "Era" setting.
- To add a new Referee to the database, select the "New" button and a blank form will appear. Enter all necessary data and click "Save" and you have a new referee ready to call a knockdown a slip.
- Lists can be sorted by any column heading

- Typing in a name in the Search for Name box will immediately access a Referee and his ratings if he is currently in the database.

## **JUDGES**

Judges have come under a lot of heat lately but controversial decisions have been part of boxing since men began throwing punches at each other in "sport". Judges are rated in several categories. All judges can be assigned up to two (2) biases. Originally, no judge has been assigned a bias due to various real life possibilities. You may, however, assign a judge a bias in one of five categories: hometown, champion, boxer, slugger, reputation.

### **Bias Descriptions:**

- **Hometown:** will have a tendency to give a close round to the fighter designated as the hometown fighter and will often score detrimental 10-8 rounds 10-9 and 10-7 rounds 10-8 in favor of the hometown fighter.
- **Champion:** will have a tendency to give a close round to the fighter designated as the champion and will often score detrimental 10-8 rounds 10-9 and 10-7 rounds 10-8 in favor of the champion.
- **Boxer:** will have a tendency to give a close round to the fighter whose style is that of a boxer and will often score detrimental 10-8 rounds 10-9 and 10-7 rounds 10-8 in favor of a boxer.
- **Slugger:** will have a tendency to give a close round to the fighter whose style is that of a slugger and will often score detrimental 10-8 rounds 10-9 and 10-7 rounds 10-8 in favor of a slugger.
- **Reputation:** will have a tendency to give a close round to the fighter whose reputation (overall rating) is the higher and will often score detrimental 10-8 rounds 10-9 and 10-7 rounds 10-8 in favor of the higher profile fighter.

### **Judges Scoring Tendencies**

New in this version of the boxing simulation is the ability to assign a judge a percentage representing his tendency to give the benefit of the doubt to the high scorer in a close round, to call a close round even, or to give the benefit of the doubt to the low scorer in a close round.

Assume a judge has the following ratings: High Scores: 85; Even Scores: 3; and Low Scores: 12. These number mean that in a close round, this judge will score the round 10-9 in favor of the High Scorer 85% of the time; will score the round 10-10 only 3% of the time; and will score the round in favor of the Low Scorer 12% of the time.

These percentages are based upon data compiled from actual official score cards. When rating a new judge or editing an existing judge, the three scoring percentage **MUST** add up to 100%.

### **Judges Notes:**

- To move an Active Judge to the Retired List, simply select the corner man whom you wish to move and change his "Era" setting.
- To add a new Judge to the database, select the "New" button and a blank form will appear. Enter all necessary data and click "Save" and you have successfully created another nearly blind official, ready to score a fight.

- Lists can be sorted by any column heading
- Typing in a name in the Search for Name box will immediately access a Judge and his ratings if he is currently in the database.

## ***ANNOUNCERS DATABASE***

The use of real life announcers is for “color” only and has no functional affect on the simulation.

### **Announcer Notes:**

- To move an Active Announcer to the Retired List, simply select the corner man whom you wish to move and change his “Era” setting.
- To add a new Announcer to the database, select the “New” button and a blank form will appear. Enter all necessary data and click “Save” and another melodious voice is set to introduce the fighters and announce the official outcome of a bout.
- Lists can be sorted by any column heading
- Typing in a name in the Search for Name box will immediately access an Announcer if he or she is currently in the database.

## ***GROUPS DATABASE***

This screen lists the data files containing your fighters. Originally, two groups should be present: Men and Women. As you create new groups of your own, you can confirm their presence from this screen.

You might wish to create your own organizations for example. If you wanted created an organization called “My Fantasy HW” and add your top 20 heavyweights from all the various data files you have, you would create the organization here, and then switch to the Fighters Database and copy the fighters you wish from their original data file to your new one.

## ***VENUES DATABASE***

The Venues database contains all the locations that a fight can currently be held in *Title Bout Championship Boxing*. Venues are not included just for the sake of color or the recreation of an historic bout. The ratings of each venue are used as a factor when calculating a fighter’s purse and when determining whether a Fight Card will be televised (and if so, by whom - local, cable, premium or PPV). Expect Venues to play an even more important role in the 2005 edition of *Title Bout*, when an entire role-playing segment will be added to the simulation.

### ***SELECTING A VENUE***

A list of existing venues may be display by selecting the All, Current, or Historical button on the Venue Screen. Highlighting a venue displays its pertinent data and ratings, as well as a picture if one exists in the database (if not, a blurred generic image appears).

### ***VENUE DATA TAB***

- **Name:** The official name of the venue
- **City/State:** The location of the venue

- **Address:** The street address of the venue
- **Country:** The country in which the venue is located
- **Era:** The designation used to indicate a Current Venue that is still being used or an Historic Venue that either no longer exists or is no longer used to house boxing.
- **Website:** The address of the venue's website, if one exists
- **Price Index:** A numeric rating of 1 through 5, with the numeral "5" representing a venue with the highest ticket prices for an event. This number is used when calculating a fighter's purse.
- **Site Rating:** A numeric rating of 1 through 5, with the numeral "5" representing a venue with the highest status/best reputation. This number is used when determining if a Fight Card is good enough to be held in a prestigious locale or a converted beer garden!
- **Seating Capacity:** This is the number of seats that the venue supplies for a boxing event. The size of the venue also enters into the calculating of a fighter's purse.

#### **Venue Notes:**

- To move a Venue from Current to Historical status, simply select the corner man whom you wish to move and change his "Era" setting.
- To add a new Venue to the database, select the "New" button and a blank form will appear. Enter all necessary data and click "Save" and you've got a new place to hold a fight.
- Lists can be sorted by any column heading
- Typing in a name in the Search for Name box will immediately access a Venue and its ratings if it is currently in the database.

## ***RULES DATABASE***

Boxing is ruled by the "alphabet organizations" and each organization runs fights by its own set of rules. *Title Bout Championship Boxing* has included a number of major organizations and the rules under which boxers must fight if the bout is being sanctioned by a specific organization.

To view the rules of an existing organization, simply highlight its abbreviation from the list that appears under the "Name" column on the Rules Screen.

## ***CREATING A NEW RULE SET***

- **Name:** Enter the name of the organization that you wish to create. It can be an real organization or a fictitious one of your own making.
- **Three Knockdowns:** A check in the box means that if a fighter suffers 3 knockdowns in a single round, the fight will be stopped and the fighter who was knocked down declared the loser via TKO.
- **Mandatory "8" Count:** A check in this box indicates that if a fighter suffers a knockdown, he cannot continue to fight until he is given an "8" count, even if he rises sooner.

- **Scoring System 10 Point Must:** A check here means that the organization uses only the 10 Point Must system of scoring. If the box is blank, then a different scoring system must be chosen under the Fight Options when setting up a bout.
- **Can be Saved by the Bell:** Select the rule by which the organization abides when determining if a fighter can be saved by the bell while being counted out.
- **Who May Stop the Fight:** Select whether only the referee can stop a bout or whether both the doctor and the referee may halt a contest due to injuries suffered by a fighter.
- **Fight Stopped Due to Accidental Head Butt:** There are a number of possible rules that an organization can sanction in the event of an accidental head butt when brings about the stoppage of a fight. Select one from the choices provided.
- **Who Scores the Bout:** Throughout the history of boxing, various scoring systems have been used to score a fight. Select the scoring system that you wish sanctioned by your new organization.

Once you have created your new organization and set up its rules, you may either Save it or Discard it, as you choose.

## **TITLES/RANKINGS DATABASE**

For each organization you may check the champions and rankings here. Fighters will only be ranked after a given number of bouts, which can be determined in the Game Options. The major organizations will rank fighters differently. The rankings are calculated each time you open this screen. The following tabs are available:

- **Organization Lists:** This is a current list of the organizations that are available in Title Bout.
- **Record:** This tab allows you to edit the organizations.
- **Rankings:** This will give you the current rankings for each division for this organization. It is currently set to eliminate any fighter from the rankings that has fought less than 10 fights. You can also Declare Title Vacant if you wish to remove the current champion or Assign Title to a Fighter if the slot is currently vacant.
- **Title Bouts:** A complete lists of the title fights that have been fought in each organization can be found using this tab.
- **Title History:** This will give a chronological listing of the organization's title fights.

## **OPTIONS**

### **GAME OPTIONS TAB**

#### **New commentary display mode**

Choose how the commentary text box on the fight screen shall display the commentary.

#### **Show fighter's points during fight**

Checking this option will allow you to see the points the fighters are scoring during each round. If you do not wish to see the points during the fight be sure this is not checked.

**Rankings only for active fighters**

Does what it says. You can toggle this anytime, because the rankings are calculated each time when you open the rankings list.

**External data source name**

Determines only which name is displayed for the external data source. No functional effect.

**External data source link**

Here you can define any web address as an URL which links to a boxing database on the internet. The URL may contain the token \$\$ID\$\$ This token will be replaced with the fighter's ID, which you edit in the fighter record screen. Title Bout Championship Boxing features the boxrec.com ID for most fighters in the database.

**Minimum number of bouts in Top 10 List**

This allows you to set the minimum bouts a fighter would have to compete in before being eligible to be included in the Top 10 Lists.

**Minimum number of bouts to get ranked**

This allows you to set the minimum bouts a fighter would have to compete in before being eligible to be included in the current rankings (the minimum is 10 but you can go higher if you want).

**Play Music**

Determines if the music will be played during the game.

**Play Sounds**

Determines if the sounds will be played during the game.

**Play Crowd Noises**

Determines if the crowd noises will be played during the game.

**Database**

Determine which folder contains the database, which you want to use. You can create a new database with the button described below.

**Skin**

Determine which folder contains the skin, which you want to use.

**Sound Scheme**

Determine which folder contains the sound scheme, which you want to use.

**Language**

Allows you to choose what language the game will be shown in when you play.

**Ask for a date at startup**

Choose a date that you wish to start your record keeping for the game on.

***IMPORT/EXPORT TAB***

This tab allows you to Export Fighter Database in HTML or CSV, Export History Database to CSV, or Export Multiple Fighters into tbdx files. Explanations are provided on the screen.

## **DATABASES TAB**

In this section you can create a new database, it will be a fresh copy of the original database! You can Resets all Fighter records and stats, and delete all the bout history records and files. You can also do a Years Offset and set all fighters in the database to a Retired status from this tab. Explanations of each of these choices are provided on the screen.

## **APPENDIX A: HOW TO RATE YOUR OWN FIGHTERS**

### **UNDERSTANDING THE RATING CATEGORIES**

There is probably nothing more difficult to rate in the world of sports simulations than a boxer. To begin with, the best that one can do is to base a fighter's ratings on what we term "intelligent speculation." There are no hard, fast statistics to dictate skills, no unadulterated numbers that provide a researcher with absolutes.

As a matter of fact, boxing statistics (what few there are) can be highly misleading. A major league pitcher who strikes out 750 major league batters in 900 innings pitched can accurately be deemed a strikeout pitcher, one who averaged 7.5 batters per 9-inning game. However, a professional boxer who knocks out 15 of 17 professional opponents may not be the big puncher that his numbers indicate. As a matter of fact, he may not be much of a puncher at all. The legitimacy of those 15 knockouts would depend greatly upon the level of competition provided by the opponents who he stopped.

In the face of the obstacles presented by the lack of statistics and the lack of veracity in those that exist, someone who wishes to rate a boxer must speculate; and the accuracy of those ratings will depend upon just how intelligently he does so.

Once significant research has been done on a fighter, ratings can be derived. But those ratings serve only as the foundation for the final ratings needed to accurately portray a fighter in a simulation. To take the raw data and form it into "playable" ratings, it becomes paramount that one understands the rating categories and how they interact.

To gain a better understanding of the categories and the symbiotic relationship they have with one another in *Title Bout Championship Boxing* presents an in-depth look at each rating area:

### **THE CORE CATEGORIES**

These categories make up the main aspects of the fighter being created. Many of them are integrated with each other, one enhancing another, to define the basic skills and attributes of the fighter in question.

<b>Category</b>	<b>Definition and Examples</b>
<b>Style</b>	Boxer, Slugger, Either. This is more than just a "color" category. Because some fighters have difficulty against a certain style, determining if a boxer is mainly a boxer, slugger or both a boxer/slugger is important. The temptation is to make most fighters "Either." To achieve an "Either" rating, a fighter should be equally adept at both styles and frequently employ both styles. If a fighter can fight both ways but strongly leans toward boxing or slugging, assign him one of the latter. Arturo Gatti can box . . . but he won't, for example, and should be labeled as a Slugger.
<b>Control Factor</b>	This is all encompassing category that is one of the most important if not the

<b>vs Boxer or Slugger</b>	most important in the simulation. It represents a fighter's ability to control the tempo of a fight, and to carry out his fight plan at the expense of his opponent's. Never lose sight of the fact that virtually nothing can be done offensively if a fighter isn't in control. That being the case, it is also the prime category for tweaking a fighter who is either over or under-performing. Trial and error have shown that fighters with both high CF ratings and above average punching power can't be beaten by exceptional boxers with little power unless the latter's CFs are bumped upward - sometimes as high as 15. An average CF is 8. A CF of 9 or 10 usually indicates a serious contender, while CFs of 11 or higher usually indicate championship caliber fighters. Low CF ratings like 5 or 6 will typically result in journeyman fighters or indicate a very young fighter who is still far from his prime. CF ratings should not dip below 4.
<b>Hitting Power</b>	This category indicates one-punch power: the ability to take out an opponent with a single shot or turn the course of the fight around with one punch. It's pure concussive power, not accumulative blows, not wear-them-down power. Keep in mind that this category, while obviously important, requires two other ratings to reach its maximum efficiency: CF and Punching Accuracy. A fighter with a CF 7, HP 10 and PA 38 fighting fifty opponents with chins of 3 will not score as many stoppages as a fighter with a CF 10, HP 8 and PA 38, fighting the same fifty opponents. Likewise the fighter with CF 10, HP 8 and PA 38 will not score as many stoppages as a fighter with a CF 10, HP 7 and PA 42. This is also one of the prime categories that must be subjected to a thorough analysis of the competition. A general formula that we can recommend would be to divide (stoppages) by (total bouts) minus a percentage for the (competition factor)/10 rounded up and add +2. So a fighter with 100 fights and 50 stoppages has a .50 knockout factor, has fought weak competition (-20%) = 30, divided by 10 = 3, plus 2 = HP 5.
<b>Chin vs. Knockdown</b>	A fighter's chin is a funny thing. So much of it is mental as well as physical. Often you'll see a fighter "lose" his chin, just like that. You can't hurt him with a wrecking ball and then he runs into the perfect punch and gets dropped. After that he seems to go down every fight. A fighter like a Jake LaMotta may be one of the rare "0" chins. A fighter who has gone down early in his career and proven to have a great chin thereafter, like Ali, might be the prototype for a 1. Most fighters who have "good" chins are a "2". When you start giving a fighter a "3" chin, expect him to be dropped on occasion. A "4" indicates a weak chin and much worse indicates a real glass jaw.
<b>Recovery</b>	Fighters who hit the canvas and bounce right back up and take the fight to the opponent (Felix Trinidad comes to mind) are usually the victims of poor balance or a lucky shot. Their KD2 (recovery) rating should be a 0 or 1. This number is literally added to the KD1 so tread carefully. The typical rating in this category is a 2. A fighter who normally goes down a second time after being dropped once should be given a 3 or even a 4. Anything higher than a 5 is overkill. The KD2 (or Recovery) rating lasts the remainder of the round and may carry over into the next round. The chances of the effects lasting into the next round are dependent upon a fighter's TKO rating, how long he was down from the previous knockdown and a random factor.
<b>Chin vs. Knockout</b>	This category is a logical extension of "Chin vs. Knockdown." It's a fighter's susceptibility to going down and staying down. A good rule of thumb is to make this number at least one lower than "Chin vs. Knockdown." There are exceptions. A rare number of fighters where extremely difficult to knockdown

	but once down, didn't get back up. To rate a fighter in that fashion requires intimate knowledge of the boxer. There are a goodly number of fighters, however, who were knocked down with some regularity during their prime but seldom, if ever, stopped for the count. A KD1 of 3 and a KO of 1 is not an anomaly.
<b>Killer Instinct</b>	When looking at this category, ask yourself "How good of a finisher was/is this guy?" Joe Louis, possibly the best at ending a fight once he had an opponent hurt, clearly deserves a 10. Some fighters, however, either don't know how to end a fight or don't particularly want to end the fight. Emile Griffith was a deadly finisher before his bout against Benny "Kid" Paret that resulted in Paret's death; likewise, Ezzard Charles wasn't the same after killing an opponent in the ring. Both of these fighters either consciously or subconsciously held back at times. Killer Instinct ratings of 6 or 7 would be suitable for them. Other fighters get overly excited when they have an opponent hurt and simply flail away ineffectively. Finally, you have those fighters who have no power to speak of and land a lucky shot to hurt an opponent but, logically, don't have the tools to follow up effectively.
<b>Punching Accuracy</b>	This category speaks for itself. Ratings are in increments of 2, ranging from a low of 26 to a high of 46. Common sense dictates that you can win a fight without hitting an opponent, and you can't hurt a fighter with hitting him. The more accurate a puncher, the better the chance of scoring points and possibly a knockdown/knockout. Another direct effect of punching accuracy is the likelihood of inflicting a cut or causing swelling around an opponent's eyes, inducing damage to the body and causing arms to lower, etc. Punching accuracy is enhanced by a high Control Factor; conversely, Punching Accuracy enhances Power. It simply makes sense: the more that you are in control, the better the chance you'll throw a punch. If you throw a punch, the higher your punching accuracy, the better the chance you'll land the punch; and the more often you land a punch, the better the chance you'll have of doing more serious damage, like knocking down an opponent.
<b>Counter-Punching</b>	The most important thing to understand is that counter-punching does not directly correlate to punching accuracy because the number of times counter-punching comes into play is much less. Because <i>Title Bout Championship Boxing</i> must in some ways be presented as an abstraction of the real sport, counter-punching comes into play after an opponent misses with a punch. The basic theory is that the fighter has feinted his opponent into missing with the blow in order to counter-punch. Each time a fighter misses with a blow, his opponent has the opportunity to counter. This category does not completely take into account a fighter's true ability to land counters. The aspect of counter-punching that entails beating an opponent to the punch, etc. is built into punching accuracy.
<b>Endurance</b>	It is impossible to overemphasize how important this category. The Endurance number directly correlates to rounds. An Endurance rating of "8" would indicate that under if a fighter takes a normal amount of punishment during a fight, he'll begin to tire after the 8 <sup>th</sup> round. The key to understanding Endurance is the phrase "normal amount of punishment." After thousands of fights being tracked, we have arrived at a formula that multiplies the average points scored by the Endurance rating to achieve a final endurance number. The points scored by an opponent reduce that number until it reaches "0" at which time a fighter's endurance is gone. If a fighter normally begins to tire after eight rounds but takes much less damage than normal, he may well stay

	<p>fresh for the entire fight. If he takes more damage than normal, he'll lose his endurance sooner. Once Endurance is gone, control factor, power, chin, punching accuracy, and defense are all negatively affected at varying rates. Obviously, then, the Endurance rating affects more areas than any other single category. Several other important notes on Endurance are required for one to thoroughly understand the category: (1) Rate all fighters as if they were going to fight a ten round bout because the program automatically pro-rates the number for 12 and 15 round bouts to simulate pacing; (2) There is a small chance, depending upon the Pre-Fight Conditioning of the fighter, that he might catch a "second wind" and have some endurance restored. If you are rating a fighter and plan to fight him in bouts under ten rounds, give him an Endurance rating of "5" for bouts scheduled between 3 and 6 rounds and "6 or 7" for bouts scheduled for 8 rounds.</p>
<b>Defense</b>	<p>This is the dominant non-offensive category and can't be underestimated in importance. While a fighter's chin is certainly a major factor, it only comes into play when a potential knockdown/knockout punch has landed. Defense is factored in on every punch thrown by an opponent, including counter-punches. Considering the fact that a punch has to land to score points, produce knockdowns, cuts, etc., the ability to avoid punches becomes extremely important. The Defense category takes into consideration many factors. It can be based upon a fighter's quickness and reactions, his strong fundamentals, his ability to block punches, slip punches, roll with punches, smother blows, or any combination of the preceding. A fighter's defense rating might also be predicated on his overwhelming offense. Some fighters have horrible defenses but don't get hit much because their offense is so potent that the other fighter is seldom in control. A fighter with a Defense of +2 but CF's of 12 will not take the damage of a fighter with a Defense of +2 and CF's of 8, for example. Defense ratings range from -6 (Best) to +6 (Worse) in increments of two. True defensive wizards are -6; excellent defensive fighters are -4; good defensive fighters are -2; average defensive fighters are 0; below average defensive fighters are +2; poor defensive fighters are +4; and horrible defensive fighters are +6.</p>
<b>Aggressiveness</b>	<p>The Aggressiveness rating determines who presses the action and always give the fighter with the higher aggressiveness rating the first opportunity to gain control of the round. Considering that landing even one more two point punch can be the difference between winning a round outright or having the computer judges possibly give the round to the opponent, every opportunity to gain control is highly important. If using a "Bias" in which a judge or judges favor an aggressive slugger over a slick boxer, this rating takes on added significance.</p>
<b>Resistance to Cuts</b>	<p>This rating indicates a fighter's susceptibility to being cut from either a punch or a head-butt. The range here is only 1-4, with a 1 indicating that the fighter seldom bleeds and a 4 indicating that he opens up almost every fight. No cut is good but the severity of the cut and its location are major factors in just how detrimental a cut is or becomes.</p>
<b>Absorb Punishment</b>	<p>Here is another rating that is often misunderstood and overlooked. Again, the range is only 1 through 4 but this rating should be very carefully assigned. It indicates a fighter's willingness to take punishment in order to win a fight. Some fighters have a high threshold for pain; others are front-runners and quit as soon as they are hurt. A fighter with a TKO rating of 1 will take an incredible amount of punishment before he'll stop fighting back. A fighter with</p>

	a TKO rating of 4 will look for a soft spot on the canvas the minute he takes a few hard shots in a row.
<b>Fast Starter</b>	The number assigned to this category is literally the number of rounds it takes a fighter to hit his stride. Some fighters need a round or two to warm up; others are ready to fight from the opening bell but choose to measure an opponent for a round or two. Of course, others come out with "guns blazing" from the get-go. The range for this category is 1-4 and indicates the round in which the fighter will be at his full CF. For each round prior to this number, the fighter will fight at 1 CF lower than his assigned rating. For example, a fighter with a F/S of 3 and a CF of 10/10 will fight as a 9/9 for rounds 1 and 2. A F/S of 4 should only be assigned to notoriously slow starters. This rating is not pro-rated based upon rounds! If you are fighting less than 10 round bouts, you may wish to adjust this number downwards, assuming that your fighter will recognize that he has less time to get started.
<b>Fight on Ropes</b>	The In Corner/On Ropes category indicates just how well a fighter fights off the ropes or when trapped in a corner. Typically these are very dangerous positions in which to be caught. The range here is, again, 1 through 4. The assigned number is added to the opponent's CF! If you assign a fighter a Corner/Ropes rating of 3 and his opponent has a CF of 9 for the fight, that opponent will become a CF12 for as long as he has your fighter trapped against the ropes or caught in a corner. The minute that a fighter "escapes," the opponent's CF returns to normal. A typical rating is a 2. Good defensive fighters and slick movers should be given a 1. Inexperienced fighters or slow footed fighters might well receive a 3. A 4 rating should be used rarely. There are rare fighters who do excellent work off the ropes and sometimes, intentionally go to the ropes in an attempt to lure an opponent inside. These fighters would still receive a 1 rating.
<b>Fouls</b>	A fighter is assigned a foul rating of Seldom, Normal, or Frequent. This indicates the fighter's propensity to commit an act outside the rules. The reason for that act is moot. It could be a case of being overly aggressive, being clumsy, or being dirty. Regardless of why, fighters with a reputation for committing fouls should be tagged with a Frequent label. Some fighters, especially defensive boxers, foul less because stylistically, they are not in the position to commit as many fouls as a fighter who makes war inside, where elbows and shoulders and head become potential weapons. You might wish to assign a fighter like that with a Seldom rating. All others would be assigned a Normal label.
<b>Punching Effectiveness (3 point punches)</b>	A fighter's 2-point and 3-point punches must add up to 100. The key factor is not how you assign the points by category (Jab, Hook, Cross, etc.) but rather how many 3-point punches are assigned. Again, the program uses a rather comprehensive formula determine how many 3-point punches are assigned. Here is a simplified but fairly accurate table to use as a guideline: HP 1: 0 - 3 HP 2: 3 - 5 HP 3: 6 - 9 HP 4: 10-12 HP 5: 13-15 HP 6: 16-20 HP 7: 21-25 HP 8: 26-30 HP 9: 31-36

	<p>HP 10: 37-42  HP 11: 42-44  HP 12: 45-47  HP 13: 48-50  HP 15: 51-54</p> <p>The way that you assign the number of punches the various punch types is, in practicality, for cosmetic purposes only. If you have done your research and know that a particular fighter throws a deadly right cross and throws a lot of combinations, then you'll want to emphasize those punch types so that your fighter will more strongly represent his actual style and preferences.</p>
<b>Punches Missed</b>	<p>Here is yet another under-estimated area. It's simple: the greater the range of numbers comprising the Punches Missed category, the greater the opportunity for an opponent to counter punch. A fighter whose Punches Missed Range goes from 45 to 59 provides an opponent with a range of 15 numbers that can result in a miss, not factoring in the opponent's defense. A fighter whose Punches Missed Range goes from 42 to 63 gives the same opponent a range of 22 numbers that can result in a miss. That's 7 more potential chances each time the program checks for a fighter's action to miss a punch and 7 more opportunities for a counter punch to land. Multiply that times the number of times a fighter is in control, times the number of rounds in a fight, times the percentage of counter-punches that an opponent can reasonably land and you see the potential for a lot of points being scored off missed punches. The range of numbers assigned for Punches Missed should be between 57 and 64.</p>
<b>Clinching and Ring Movement</b>	<p>These two areas should be considered together. The number range allotted to these categories will vary and can be calculated by determining how many numbers are available between the number assigned to Punches Missed and 78. For example, if 57 has been assigned to Punches Missed, 21 numbers are left; if 64 has been assigned to Punches Missed, only 14 numbers are available. Split the remaining numbers between Clinching (which is an exposed category) and Ring Movement (which is a behind-the-scenes category). If your fighter has 14 numbers left, doesn't clinch much and moves well in the ring, you might assign him 5 numbers in his Clinching category, leaving 9 numbers for Ring Movement. If the opposite is true, you might reverse matters. In extreme cases, you might want to create a fighter who is very economical with his punches, avoids clinching at all costs and has a reputation as a runner. To simulate this, you might reduce his Punches Missed to 54, leaving 24 numbers, set his Clinching to 59 and leave the remaining 18 numbers (60 to 78) for Movement. If you aren't certain about how to divide the numbers, the safest and best procedure is simply to split them between the two categories. In very rare cases, too much movement or too much clinching over the course of a bout can result in a slight points penalty for a round or rounds, deducted before the judges score the given round.</p>

## **STRATEGIES**

The use of strategies is the most direct way of interacting with a fighter. By selecting a specific strategy, you are attempting to either take advantage of your fighter's strengths or your opponent's weaknesses. However, using a strategy can drastically alter the expected outcome of a fight. Many regulated categories are affected once a strategy is applied so if outcomes vary from the expected, don't be surprised. Using strategies allows you to try different approaches

with a fighter and perhaps spring an upset or at least perform better than the fighter did in real life.

Strategies have taken on much more sophistication in *Title Bout Championship Boxing*. To begin with, any fighter can be ordered to follow any strategy in any round. Whether or not that strategy is followed and how well it is followed will depend upon (1) the fighter's physical ability to perform the chosen strategy; (2) the fighter's ring intelligence, his ability to make in-fight adjustments; and (3) the ability of his corner man.

If a selected strategy stays visible during a round, that strategy is being followed. If a selected strategy returns to "Normal" for the round, the strategy is not being followed.

Note that for Fighting Outside and Knockout strategies, one number for each type of strategy covers both aspects of that strategy (i.e. the number assigned for Fighting Outside is used whether you fight outside offensively or defensively):

Category	Definition and Examples
<b>Fighting Inside</b>	Fighting Inside is a strategy used to attempt to wear down an opponent and sap his endurance. While the points scored are computed at face value for the purpose of scoring the fight, they take away 50% more endurance points than normal. For example, if your fighter scores 10 points, 15 points will be deducted from the opponent's endurance, provided that the fighter followed the Fighting Inside strategy. The downside of Fighting Inside is that the fighter employing this strategy is more likely to be hit as he works his way inside and may even be outworked once he's there, if his opponent is better than he is on the inside. Assuming that your fighter, is adept at fighting on the inside, it can be a good strategy to use early and often, especially if you wish to sap an opponent's accuracy and power. Make sure your fighter has the chin and or defense to make it work, however.
<b>Fighting Outside Offensively</b>	This strategy maintains a bit of a defensive posture without sacrificing a lot of offense. It increases the fighter's ability to control the action during the round and make use of punching accuracy but sacrifices some power in return. The fighter who fights outside offensively may be attempting to minimize his opponent's offensive firepower. It's also a sound strategy to use if one know that he probably has a fight won on points and wants to reduce the chances of his opponent getting back into the fight via a knockdown or stealing the fight with a desperation knockout. Fighting outside offensively still provides a decent chance of winning a round.
<b>Fighting Outside Defensively</b>	This strategy sacrifices almost any chance of scoring a damaging blow but greatly decreases the chance of being hit with a knockdown or knockout shot. Using this strategy, there is only a minimal chance of winning the round but it is a good choice if the fight is clearly won. This is also a strategy that can be used in place of an all-out Cover Up. If there appears to be a good chance, for example, that there will be a knockdown effect carry-over, Fighting Outside Defensively will help reduce the chances of getting hurt again before you are fully recovered.
<b>Cover Up</b>	This is the only strategy that will automatically go into effect if possible. If a fighter has been knocked down, there is a chance based upon his Cover Up rating that he will go into a complete defensive shell to weather his opponent's Killer Instinct phase. The strategy can also be selected prior to any round. However, it negates almost any semblance of offense while increasing defense greatly.

<b>Going for a Controlled Knockout</b>	By attempting to score a knockout while still maintaining some control, a fighter basically loads up on every punch but is still aware that he can be hit and hurt. It's a strong strategy if an opponent has a weak or weakened chin and not much of a punch to begin with and can produce early knockouts or add the finishing touch when an opponent is still hurting from a pounding taken in the previous round. Some defense is ignored in favor of emphasizing the offense, which needs to be considered when selecting this strategy.
<b>Going All-Out for a Knockout</b>	The "throw caution to the wind" all-out attempt to score a knockout is feasible in two diametrically opposite situations. It's the strategy of choice when the only way to win is by a knockout. However, it can also be a great choice in the early rounds if your opponent is a "tune up" or a sacrificial lamb. When you are going against an opponent with a bad chin, no defense and no punch, Going All-Out for a Knockout carries little risk and greatly increases your chance for a first or second round knockout. No regard is given to defense when you choose to go all-out for a knockout so it's often a case where a fighter is willing to be carried out of the ring on his shield if it means getting a chance at landing one big shot.
<b>Protect a Cut:</b>	The fighter is altering his style in order to avoid having a cut either re-open or worsen or both. Therefore, he will be less effective offensively but also no better overall defensively. The latter occurs because his emphasis on protecting the side where the cut has occurred is off-set by not concentrating on his "good" side – if you see what I mean.
<b>Take a Round Off</b>	The fighter is basically attempting to either regain his stamina or preserve his stamina. However, in exchange, he is basically conceding the round. While this might sound like "Fighting Outside Defensively", and they are similar to some extent, the emphasis here is to do as little as possible in the way of physical exertion. He should, when in control, either clinch or move, punching occasionally and missing occasionally. Counter-punching will remain the same!

## **OTHER RATINGS**

A number of other ratings go into polishing a fighter's profile. Four new categories were added in *Title Bout Championship Boxing*, as a matter of fact, and the others either useful for commentary purposes or necessary for the functionality of other modules.

<b>Category</b>	<b>Definition and Examples</b>
<b>Left Handed</b>	If a fighter is a left-handed fighter or a southpaw provides him with an advantage over an orthodox fighter. A left-handed fighter gains a CF advantage over a right-handed fighter and punching accuracy is also affected. A left-hander fighting another left-hander is also a bit unusual and both fighters receive a minor ratings penalty.
<b>Male/Female</b>	In reality this affects only the pronouns displayed in the commentary and has no affect on the outcome of a bout.
<b>Overall Rating</b>	This presents a real dilemma. The Overall Rating is calculated, using a very complex algorithm that weights each category and produces a single number that represents the totality of all the categories. That number is then subjected to yet another formula to produce the final Overall Rating.

	Because the actual formulas used in the simulation are proprietary, they cannot be released. The best way to arrive at this number is to check out some of the thousands of rated fighters and find those who are similar, statistically, and assign the fighter that rating.
<b>Draw Power</b>	This rating (1 through 10 with 10 the best) indicates what kind of money the fighter generates at the gate. It doesn't always correlate to talent. Weight class has much to do with it and charisma has much to do with it. A charismatic heavyweight is an incredible draw but even a decent heavyweight contender would probably have more drawing power than a champion strawweight. Occasionally, there's a flamboyant fighter in the lower weights (i.e. Oscar De la Hoya, Naseem Hamed) who rise above his weight class and turn into a major money maker. More often there are excellent fighters who simply don't capture the public's attention: Bernard Hopkins and even Roy Jones come to mind. This rating affects the amount of the purse in the Fight Card Module (which has no affect on the outcome of the fight), and can affect the Judges scoring if he is assigned a Popularity Bias (which can have a major affect on the outcome of a bout).
<b>Intellect</b>	A fighter's intelligence inside the ring does not, in terms of this simulation, have any correlation to the fighter's intelligence outside the ring. A fighter's Intellect rating (1 through 10 with 10 being the best) indicates how well he follows his pre-fight plan, follows instructions from his corner, and adapts to what is taking place in the ring. It only becomes a factor when Strategies are used.
<b>Proficiency</b>	This category indicates whether a fighter is a 4 round, 6 round, 8 round or 10+ round fighter. It is meant to be used as a guideline and does not directly affect the outcome of a bout unless it is specifically used in conjunction with the fighter's assigned Endurance Rating.
<b>Conditioning</b>	Previously, Conditioning was a global variable that was extremely simplistic in its application and generic in its approach. There are 12 possible conditions that can be assigned to a given fighter. For details, see the following section dedicated to this category.

## **CONDITIONING RATINGS**

The following table lists the twelve possible conditions that can be assigned to a fighter and explains their general function within the boxing simulation. While OOTP Developments does not make public its official algorithms, this table also provides an approximate percentage of the time when no ratings will be affected to give a better feel for the ramifications of each condition assigned. Be aware that the attributes affected will differ, depending upon the problem being experienced by the fighter. For example, a fighter who has weight problems may be penalized in the area of Endurance, where a fighter who is having managerial problems, might be penalized via his CF rating because mentally, he simply isn't ready to fight.

<b>Condition #</b>	<b>Description</b>	<b>% Chance of Negative Effects</b>
<b>1</b>	Near Perfect: Mentally and physically, this fighter almost always comes into the ring at his peak.	10%
<b>2</b>	Well Conditioned: Mentally and physically, this fighter comes into the	20%

	ring in peak shape the majority of the time.	
<b>3</b>	Borderline Condition: Mentally and physically, this fighter comes into ring in peak shape more often than not.	30%
<b>4</b>	Weight Problems: This fighter often has to battle weight problems, either because he is trying to fight in a division too low for him or simply has control problems or issues that affect his weight.	35%
<b>5</b>	Party Animal: This fighter loves the nightlife and all that it implies. He may have a reputation for breaking training or really letting go between fights.	30%
<b>6</b>	Aging, Inconsistent Veteran: Self-explanatory for the most part, this fighter has bouts where he is very close to his peak and other bouts where he looks like he should seriously consider retirement. Physically, he usually looks fine but often he discovers that his body simply can't do what it used to.	35%
<b>7</b>	Inactive Fighter: This is the fighter who fights once a year or three times in two years. He usually needs three or four rounds to shake off the ring rust and often performs below expectations and reputation.	35%
<b>8</b>	Fights Too Frequently: Don't use this rating for a fighter who, early in his career, is fighting every other month. Usually those fights only last a few rounds and are against easy opposition. This rating is best applied to trial horses who take bouts on short notice, often serve as fill-ins, etc.	35%
<b>9</b>	Head Case: Often this fighter is bothered by real or imaginary problems that have little to do with his physical state. He may be a fighter who freezes against a certain type of opponent, or one who allows minor disruptions to upset him and throw him off his game.	40%
<b>10</b>	Malcontent: This fighter is frequently overly sensitive and his usual demeanor is one of dissatisfaction. It could be that he is having managerial problems; it could be that he is unhappy over the size of his purse or maybe just over the fact that his opponent's name is bigger than his on the publicity posters. Be aware that some fighters (like Bernard Hopkins) are motivated by what they consider disrespect and it improves their performance. Fighter of that ilk should not be assigned this rating.	30%
<b>11</b>	Physical and Mental Problems: The fighter has a physical problem that could be anything from weight to minor injuries suffered during training to wear and tear. However, these problems are compounded by some form of anxiety as well. The mental problems could be concern over the physical or something unrelated but additional	50%
<b>12</b>	Seldom if Ever Trains: Boxing is this guys second -- or third -- job. He takes fights for the sake of the money only and even if he has (or had) some innate skills, they are wasted because of attitude and disinterest.	70%

## **APPENDIX B: ASSIGNING PICTURES TO FIGHTERS AND VENUES**

Images for fighters have to be saved in the folder /images/fighters in your Title Bout program folder. They have to have the same name as the fighter has in the TB database, using this format:

LastName\_Firstname\_AnyIndividualCode.Extension

That's all! Pictures which are found in this folder will be used whenever you open the appropriate fighter.

The file type (and extension) may be BMP, PNG, or JPG. The individual code is needed to make the files shareable. For example, if you're having three images for Muhammad Ali, and they would be named Ali\_Muhammad\_01.bmp, Ali\_Muhammad\_02.bmp and so on, and I'd have two different pictures named Ali\_Muhammad\_01.bmp, Ali\_Muhammad\_02.bmp, we couldn't merge our image collections them easily, because I would overwrite two of your files.

If you call your images Ali\_Muhammad\_XY01.bmp, Ali\_Muhammad\_XY02.bmp and so on, and I call mine Ali\_Muhammad\_AR01.bmp, Ali\_Muhammad\_AR02.bmp, then we could merge them without problems.

If the name has spaces in it like "Oscar De La Hoya", they will be removed: "DeLaHoya\_Oscar\_XYZ.bmp" would be correct.

The image size has to be 140x140 pixel.

Flags: Size is 30x20 pixel. The name must be like "flag\_Nationality.Extension". Spaces will be removed. "Nationality" must be identical with the value in the field "Nationality" of the fighter. The game will contain a flag for each country which we use in the fighter database.  
Examples: flag\_UnitedStates.bmp, flag\_UnitedKingdom.bmp, flag\_Germany.bmp

Venues: The name must be like "Venuename\_AnyIndividualCode.Extension". Spaces will be removed. "Venuename" must be identical with the value in the field "Name" of the venue.  
Example: "DortmunderWestfahlenhalle\_AR01.bmp"

If there are special characters like & in the venue name, replace them with a underline \_ in the filename.

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