

TO JK HQ	WEEK 1
ALAN SO MINZ	BEAT
DAVE BERNETT	END @ K.O.
FRED MCMAHON	BEAT
JAY MORRIS	END
RICHARD PEK	END 3 K.O.
SONNY FRANKS	BEAT
SONNY FAULKNER	END @ K.O.
	END 10 PTS

THE FOLLOWING LETTER WAS JUST RECEIVED

WORLD CHAMPIONSHIP BOXING MANAGER has taken the popular theme of heavyweight championship boxing creating a new addictiveness in strategy.

Without skill levels, computer trickery or hidden pitfalls you will compete against **17 COMPUTER OPERATED MANAGERS** each with their own stable of **BOXERS TOTALLING 100.**

There are AREA, NATIONAL as well as WORLD titles each with their individual rankings which are continually updated.

Its time now to put on your suit and get to the office as the World of Championship Boxing awaits you . . . good luck.

THIS IS SO ORIGINAL
(in-depth gameplay)

(artificial intelligence)
INVOLVED
(authentic detailed records,
rankings, etc)

Check out our other products by writing to . . .

**GOLIATH GAMES
THE SCIENCE PARK
ABERYSTWYTH
DYFED**

BOXING MANAGER

**IN-DEPTH MANAGEMENT WITH ARTIFICIAL INTELLIGENCE FOR
100 COMPUTER OPERATED BOXERS AND 17 MANAGERS... PLUS**

TELEPHONE... FLOFAX... FILING CABINET... PHYSIO... SCOUTS... MAIL...
CALENDAR... GYMNASIUM... TRAINING... RETIREMENTS... FIGHT BILL...
FIGHT... CORNER... TACTICS... BOXING BOARDS... RECORDS...
CHAMPIONSHIPS

ING CABINET . . . PHYSIO . . . SCOUTS . . . MAIL . . .
TRAINING . . . RETIREMENTS . . . FIGHT BILL . . .
CTICS . . . BOXING BOARDS . . . RECORDS . . .
CHAMPIONSHIPS

2

STOP PRESS

STOP! ONE IS MECA

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SCREENS
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VERSION



5"017126"000116

The GIANTS amongst software

World Championship

World Championship
BOXING
MANAGER

YES YOU CAN HAVE
GREAT GAME GRAPHICS
WITH GREAT GRAPHICS

The GIANTS amongst software

World Championship BOXING MANAGER

INTRODUCTION

WORLD CHAMPIONSHIP BOXING MANAGER is our latest complex game following the huge success of **TRACKSUIT MANAGER** the award winning football strategy game.

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YOU ARE NOW STARTING THE GAME PLEASE READ CAREFULLY

THE OFFICE (MAIN MENU)

FILING CABINET

The filing cabinet contains your boxers contracts, your boxers fight record and the current fight rankings.

HINT: First year contracts are considerably lenient, but do not expect any favours from there on. False promises may end up with your brightest protege moving elsewhere with years of hard work down the drain.

TELEPHONE The telephone allows you to contact other **FIGHT MANAGERS**, the **TWO BOXING BOARDS** plus the **SCOUTS LIMPY** and **WINMPY**.

FIGHT MANAGERS

HINTS: Negotiate carefully . . . a low purse in one bout must be recovered elsewhere during the year to keep boxer happy.

BOXING BOARDS

The **FEDERATION** of **WORLD BOXING (FWB)**

1. The referee only scores on points decision.
2. No compulsory count of eight on a knock down.

3. Unlimited knock down rule.

The **WORLD COUNCIL** of **INTERNATIONAL BOXING (WCIB)**

1. Three judges score on points decision on the unanimous or majority rule.
2. Mandatory eight count on all knock downs.

3. Three knock downs in same round stops contest.

SCOUTS

There are **TWO** scouts available called **Limpy** and **Wimpy**. They may be **SENT** either to a fight night and **REPORT BACK** WITH **DETAILED RESULTS** of a specific fight or **SENT ON A SPYING MISSION**.

The scout will contact if he hears that another boxer is unhappy with his present manager.

MAIL

The mail arrives each morning. The mail consists of either **APPROVAL OF BOUTS** from the governing bodies, **FIGHT FIXTURES** or **FIGHT RESULTS**

FILOFAX

The filofax (on desk) keeps all your personal information. Obtainable are **BOXERS NOTES**, **FIGHT DIARY** and the **100 BOXERS RECORDS**.

CALENDAR

The calendar on the desk allows you to forward the date at will.

CORRIDOR

Allows you to enter the **GYMNASIUM**, **PHYSIO** or **OFFICE**. The **EXIT** allows you to **SAVE** the game or **LEAVE THE BUILDING** (see **FIGHT NIGHT**).

PHYSIO

Here allows you to assess whether your boxer has recovered from injuries sufficiently to go back into training.

GYMNASIUM

Here is where you prepare your boxers for their forthcoming fights. Options range from sparring to weights etc affecting abilities such as defence and strength etc.

BOXER RETIREMENTS

A Boxer retires at the age of 31. Upon his retirement the **RANKINGS** will **AUTOMATICALLY BE UPDATED** and the boxer will **REAPPEAR WITH NEW ABILITIES**. You will be given the **OPPORTUNITY TO RENAME** him before he **RETURNS TO THE SAME STABLE** as a raw youngster.

THE FIGHT BILL

Friday night is **FIGHT NIGHT**. Each fight night consists of **FOUR CONTESTS**. You do **NOT** have to go to every event. If you don't the **RESULTS** will be **POSTED TO YOU ON SATURDAY MORNING**. If you go to the event you are **NOT** compelled to watch every fight.

THE FIGHT

EACH FIGHT IS CONTESTED BY EACH BOXER USING A FORM OF ARTIFICIAL INTELLIGENCE DURING EACH ROUND. THE COMPUTER CORNER MEN WILL INSTRUCT EACH BOXER ON HOW TO FIGHT EACH FORTHCOMING ROUND DEPENDING UPON HOW THE COMPUTER JUDGES THE SUCCESS OF HIS FIGHTER. THE COMPUTER CORNER WILL ALSO TRY TO REPAIR HIS BOXER DURING ROUNDS ACCORDING TO HIS DAMAGE AND TIREDNESS.

KEN THE COMMENTATOR will keep you informed round by round as the contestants do battle. **THE JUDGES WILL BE AWARDING POINTS ACCORDING TO THE SUCCESS OF THE BOXERS.**

HINT: In the three judges ruling, each judge, sitting separately around the ring, has his individual personality. Each judge only scores what he sees.

THE CORNER

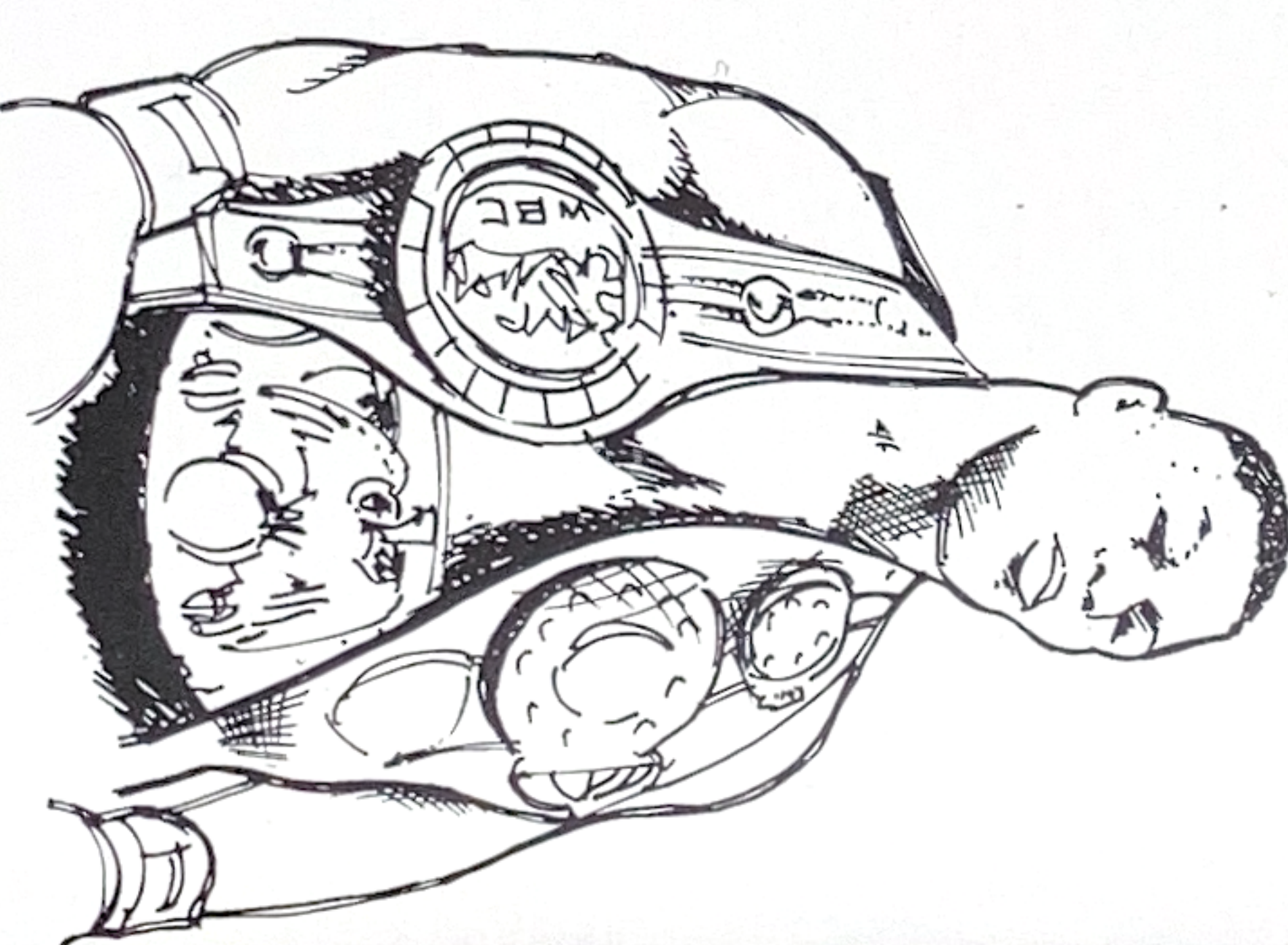
In between rounds you will have the opportunity to **WORK IN THE BOXERS CORNER**. At your disposal you will have: —

1. **COLD IRON** for ironing out slight bruises.
2. **WATER BOTTLE** for refreshing.
3. **SPONGE** for removing blood and reviving boxer.
4. **SWAB STICK** for working on cuts.

You can also **ADVISE HIM ON TACTICS** for the next round. The boxer will try to follow your instructions but remember his opponent will also have instructions updated and both fighters cannot always get their own way.

HINT: Study your boxers abilities before selecting his tactics (it would be pretty silly to ask Joe Frazier type boxer to behave like Sugar Ray Leonard).

GOOD LUCK IN THE FIGHT GAME AND MAY YOU PRODUCE MANY CHAMPIONS . . .



... OR AT LEAST ONE

LOADING INSTRUCTIONS

Loading A New Game

Tape

- 1 Insert Cassette
- 2 Type **LOAD** " " and press **RETURN**
- 3 Press **PLAY** on recorder

Disk

- 1 Insert Disk
- 2 Select **LOADER** option from menu

Loading A Previously Saved Game

Tape

- 1 Insert Cassette
- 2 Select **LOAD** option
- 3 Press **PLAY** on recorder

Disk

- 1 Insert Disk
- 2 Select **LOAD** option

Saving A Current Game

Tape

- 1 Insert Cassette
- 2 Go to **EXIT** sign in hall
- 3 Select **SAVE** option
- 4 Press **PLAY** and **RECORD** on recorder

Disk

- 1 Insert Blank Disk
- 2 Go to **EXIT** sign in hall
- 3 Select **SAVE** option

Game Controls

The **CURSOR** keys control the pointer **RETURN** — select
Or use joystick



WARNING: Disk Drives must be disconnected when loading or saving to tape.

