

TABLE OF CONTENTS

BASIC TITLE BOUT RULE BOOK

INTRODUCTION	Page 1
GAME CONTENTS	Page 1
CHANGES AND ADDITIONS TO THE FORMAT	Page 1
THE BASIC GAME	
KEY CARDS USED IN THE GAME	Page 2
The Fighter's Card	Page 2
The Boxing Action Card	Page 3
The Boxing Action Deck as the Round Timer	Page 3
SELECTING A FIGHTER'S STYLE	
Boxer, Slugger or Either	Page 3
Understanding the EITHER Designation	Page 4
Changing from a Boxer to a Slugger	Page 5
A Word on Using the Control Factor Conversion Table	Page 5
BASIC GAME RULES	
Determining the Aggressor	Page 6
The Effect of Aggressiveness on Scoring	Page 6
GAINING CONTROL	
How to Gain Control	Page 7
Keeping and Losing Control	
Control Flow Chart	Page 9
THE ACTION SECTION	
Performing One of the Four Basic Actions	Page 10
Resolving an Action	Page 10
Main Actions Flow Chart	Page 11
UNDERSTANDING AN ACTION	
Punches Landed	Page 11
Punches Missed	Page 12
Clinching	Page 13
Ring Movement	Page 13
Pinned in the Corner or Against the Ropes	Page 14

Getting off the Ropes or Out of a Corner	Page 14
KNOCKDOWNS	
Gaining a Knockdown Opportunity	Page 15
One-Punch Power	Page 15
The KD1/2 Rating	Page 15
Knockdown and Knockout Table	Page 16
KNOCKOUTS	
Basic Procedure	Page 16
Flash Knockdown	Page 17
KD2 Rating	Page 17
CARRY-OVER EFFECTS	
Checking for Carry-Over Effects	Page 18
Two or More Knockdowns in a Single Round	Page 18
Two or More Knockdowns in Consecutive Rounds	Page 19
COUNTERPUNCHING	
Rules for Counterpunching	Page 19
KILLER INSTINCT	Page 20
TECHNICAL KNOCKOUT	
Over 1, 2 or 3 Rounds	Page 21
TKO Due to Injury	Page 21
MAKING A CONDITION CHECK	
Major Change	Page 21
The Conditions Table	Page 22
ENDURANCE	
Using Endurance	Page 22
THE FATIGUED SIDE OF THE FIGHTER CARD	
Losing Effectiveness	Page 23
CUTS AND SWELLING	
Introduction to the New Cuts and Swelling Routines	Page 24
Using the New Tables	Page 24
Determining the Outcome	Page 24
Tables and Results	Page 25

Primary Cut and Initial Swelling	Page 25
Second and All Subsequent Cuts or Incidents of Swelling	Page 26
Reopening a Cut or Worsening of Swelling	Page 26

TKO DUE TO CUTS OR SWELLING

Accumulating Damage Points	Page 26
When to Determine a Referees Action on Cuts and Swelling	Page 27
How to Determine a Referees Action on Cuts and Swelling	Page 28
Consulting the Ringside Doctor	Page 29

CORNER WORK AND CORNER MEN

Attending to cuts between rounds	Page 29
The Cut Man	Page 30
Results of Corner Work	Page 30
Working on More than a Single Injury Between Rounds	Page 30

FOULS

Determining if a Foul has been Committed	Page 31
The Referee Table	Page 32
Defining the Referee Table's Columns	Page 32
The Foul Table and Examples of Use	Page 32

INJURIES

Occurrence of Injuries	Page 33
Defining Each Type of Injury	Page 34
Unintentional/Accidental Injury	Page 34
Intentional Injury	Page 35

SCORING

In-Round Scoring	Page 35
End-of-Round Scoring	Page 35
Alternate Scoring System (Rounds)	Page 36
Effect of Knockdowns on Scoring	Page 36

POSSIBLE OUTCOMES OF A BOXING MATCH

Distance Bouts	Page 37
Inside the Distance Bouts	Page 37

ADVANCED AND OPTIONAL RULES

CONVERTING THE CONTROL FACTOR	Page 38
AGGRESSIVENESS ADVANCED RULE	Page 39
DAMAGE SUSTAINED FROM A FOUL	Page 39
FOUL TABLE HEAD BUTT	Page 39
ADVANCED TIMING	Page 40
CARD USAGE TO EXTEND THE ROUND	Page 41
ADVANCED KNOCKDOWN RULES	
Standing 8-Counts and Mandatory 8-Counts	Page 41
Saved by the Bell	Page 41
Three Knockdown Rule	Page 41
Time of Stoppage	Page 42
FIGHTING A LEFT-HANDER (SOUTHPAW)	Page 42
MISSING PUNCHES PENALTY	Page 42
KILLER INSTINCT AND ROUND TIMING	Page 42
ADVANCED CLINCHING RULE	Page 42
THE REFEREE	
Using the Referee	Page 43
Rated Referee's List	Page 43
Referee Error Tables	Page 44
STRATEGIES	
Rules for Usage (Two Player)	Page 46
General Strategy Rules	Page 47
Rules for Using Strategies Solo	Page 47
Using the Fighter's Intellect Trait	Page 48
List of Strategy Choices and Definitions	Page 48
FIGHTER TRAITS	
Fighter Traits	Page 49
List of Traits	Page 49
THROWING IN THE TOWEL	Page 51
CONCLUSION	Page 52

REVISED BASIC AND ADVANCED GAME RULE BOOK

The rules for Title Bout II have undergone as many iterations as the game itself. The intent of this set of rules is to establish “official rules” and rid the game of any ambiguities that have come into being over the last few years. The rule book is divided into two parts: **BASIC RULES** are for those who are new to the game, who are still learning it, or who enjoy a simpler, faster game. **ADVANCED RULES** are for those who like more detail and more realism but at the cost of added complexity and playing time. ***All BASIC Rules that also apply to the ADVANCED section will not be repeated.***

INTRODUCTION

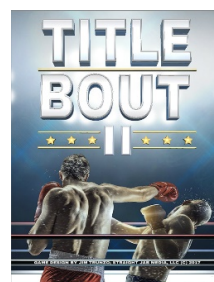
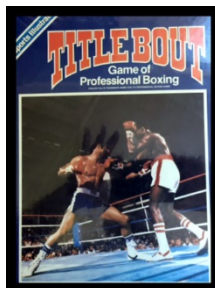
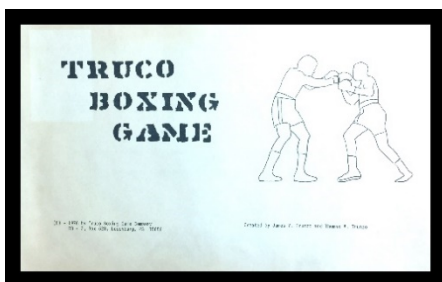
Title Bout II is the culmination of years of work; the game itself has undergone a number of iterations over its forty-year lifespan. From its formative years as Truco Boxing, a spiral bound self-made product, to the most recently printed Title Bout II boxed game, Title Bout has always strived to be the most realistic simulation of professional boxing available.

GAME CONTENTS

- All the tables needed to play the game on multiple 8.5” x 11” Card Stock Pages
- 1 Boxing Action Deck of 100 cards
- 100+ Individual Heavyweight Boxer Cards, representing the champions and contenders, as well as many fringe fighters who made up boxing’s glamour division over the last 100 years!
- New specially designed score sheet that replaces the “Player Trackers” and Counters (on website)
- 1 Set of Strategy Tables, including a Solo mode
- This Rule Book

CHANGES AND ADDITIONS TO THE FORMAT

This book contains the “official” rules for the most recent version of Title Bout II, including any changes or additions to the cards and the tables used to play the game. New or changed rules will be HIGHLIGHTED throughout the text, except for entirely rewritten procedures, where page after page would have been solid black with white letters. However, regarding the latter, these sections will be clearly indicated. Words and phrases may also be emphasized by the use of full capital letters or italicized; and essential information that falls into its own category will be boxed and highlighted.



THE BASIC GAME RULES

Key Cards used in the Game:

Central to the game are the Fighter Card and the Boxing Action Card. What follows will be a quick labeling of the segments that make up these cards. Details and examples of their use will come later, when the rules cover a specific aspect of the game.

Knowing the general segments of the **Fighter Card** and the **Boxing Action Card** will help you understand the rules. By familiarizing yourself with the terminology and function of the elements that make up both, you will have a much easier time understanding the makeup of both card sets.

The Fighter's Card (Latest Version)

Fighter's Name and Division	TITLE BOUT II												Fighter's Overall Rating and Style		
	Joe Louis – HW (10E)														
Nickname if the fighter has one and Career Dates (not found on all cards)	The Brown Bomber												A number of fighters will have a special trait listed (many will simply say NONE)		
	SPECIAL: Strong Closer														
A fighter's ratings when 'Fresh'	CFB/S	10/12	DEF	0	CFB/S	10/10	DEF	0							
	AGG	8	KD 1/2	2/3	AGG	8	KD1/2	2/4							
	KI	10	KO	1	KI	10	KO	1							
	END	90	CUT	2	END	0	CUT	2							
	FOUL	A	CP	9	FOUL	A	CP	9							
Strategies (Optional): the higher the better on a scale of 1 through 10	STRATEGIES	FI	7	FO	9	CU	6	KO	9						
	ACTION														
	Normal						Fatigued								
A fighter's ACTION ranges, when 'Fresh'	Punches Landed	1-36 (12KP)			32 (10)										
	Punches Missed	37-48 43-48			33-48 45-48										
	Clinching	49-61			49-67										
	Ring Movement	62-80			68-80										
A fighter's punch type and Points Scored ranges	Hitting Value	3 2			Prime Dates										
	Jab	1-10 11-20			1934-1942										
	Hook	21-26 27-32			Record										
	Cross	33-40 41-49			33-1-0										
	Combination	50-58 59-67			Power Stats										
	Uppercut	68-74 75-80			27 KF 1 KA										

There will either be the silhouette of a boxer or, on the newest card sets, the Primary Dates of the fighter's ENTIRE career, his record and power stats ONLY IN THE DIVISION in which he is being rated (KF=Knockouts For and KA=Knockouts Against)

Most of the categories are self-explanatory. Nicknames, divisions and career dates are not used in the game, except as informational categories. A fighter's Overall Rating is a number meant to be a general 'guide' to his ability level. It covers a range of talent resulting in high, medium and low ability levels *within* a specific number (Example: a fighter has an Overall Rating of 10, like on the card above. That could indicate a 'high' 10, a 'medium' 10, or a 'low' 10'. For the sake of comparison, 'high' 9 can often defeat a 'low' 10).

KEY CONCEPT: One of the reasons that these rules came about was to eliminate inconsistencies from the original Title Bout, as well as from Title Bout II. The number in parenthesis after Punches Landed is a fighter's "One Punch Power" or ability to knockout an opponent. One Punch Power used to be called **HP** and, on a number of early Title Bout cards, **KD**.

From now on, the format will be "Punches Landed – followed by the range – followed by the fighter's One Punch Power number (**Punches Landed: 1-36 (10KP)**)".

The number in parenthesis after Punches Missed is part of the new counter-punch routine, discussed on **Page 19**.

The Boxing Action Card (Bac)

CF: Control Factor number used to determine which fighter is in CONTROL

RING POSITION: dictates where the fighters are in the ring when you need to check for MOVEMENT

KD: Number used to determine if a knockdown has occurred.

KOR Number used to check for a knock out.

J1, J2, J3: The three judges who determine the score for each fighter per round.

TITLE BOUT II			
Boxing Action Card			
CF:	3	RN:	12
RESULT: 80			
RING POSITION: Ring Center			
KD:	11	KD2:	15
KOR:	13	KDC:	8
J1: HS	J2: HS	J3: E	
Condition: Swelling (Stage 2) around the fighter's LEFT EYE worsens noticeably. Add +2 to the Opponent's PL. Eye must have already been (Swelling: Stage 1). Otherwise, ignore.			
Injury: Fighters clash heads. Make an immediate RN check: 1-40 fighter in Control suffers a gash on forehead, above nose; 41-80 opponent suffers bad gash. Apply cut rules. THIS GASH cannot be reopened.			
Special Action: The fighter losses his mouthpiece. The ref pauses the action to rinse and reinsert it. Immediately add +5 to each fighter's Endurance.			

RN: Random Number used to provide outcomes on the fighter cards and various Tables

RESULT: not to be confused with RN, the RESULT is most often used to determine the ACTION of a fighter

KD2: Number used to check for any knockdown after the 1st in a given round and subsequent round IF there is a "carry-over" effect.

KDC: Knockdown Count Number (literally) used when a fighter is knocked down but not out. Used to determine any carry-over effects.

Condition, Injury and Special Action. Each category provides a complete description of what occurs, as well as any effects.

The Boxing Action Card Deck as the Round Timer

The BAC deck is also used as a timing device for the rounds in Title Bout II. There are 100 BAC in the game that must be divided into two decks of 50. Each deck represents a round. After playing through the cards that make up both decks, you need to thoroughly shuffle the cards back into a single deck, then divide them again into two new groups of 50 to be used for the next two rounds of the fight. Continue the procedure until the fight is completed. **NEVER MIX TWO 100-CARD Boxing Action Decks together or it will distort the percentages built in the cards.**

The emphasis on shuffling can't be exaggerated. Poor shuffling will result in 'strings' of cards remaining in the same order. This increases the chance of an identical action taking place, not due to randomness but due to clusters of Boxing Action Cards.

KEY CONCEPT: You only take **ONE** reading from each card, with the exception of the Judges line, where you use all three of the rulings given (i.e J1 HS J2 LS J3 HS)

SELECTING A FIGHTER'S STYLE: Boxer, Slugger or Either

Immediately after the fighter's overall rating is a letter: **B**, **S**, or **E**. Each letter indicates a specific style that can be used by a fighter in a specific round. A fighter's style dictates which **Control Factor** an opponent must be used against him.

TITLE BOUT II											
Henry Akinwande - HW (7/8)											
SPECIAL: Constant Clincher											
FRESH				FATIGUED							
CFB/S	8/10	DEF	0	CFB/S	8/6	DEF	0				
AGG	4	KD 1/2	1/1	AGG	4	KD 1/2	1/1				
KI	5	KO	3	KI	5	KO	3				
END	85	CUT	2	END	0	CUT	2				
FOUL	C	CP	3	FOUL	C	CP	3				
STRATEGIES				ACTION							
				Normal		Fatigued					
Punches Landed				1-30 (2 KD)		1-28 (2 KD)					
Punches Missed				31-42 (CP33)		29-40 (CP33)					
Clinching				43-65		41-68					
Ring Movement				66-76		69-76					
Hitting Value				3		2					
Jab				1-3		4-21					
Hook				22-26		27-35					
Cross				36-42		43-51					
Combination				52-56		57-66					
Uppercut				67-70		71-80					

TITLE BOUT II											
David Tua HW 8/S											
SPECIAL: Absorber											
FRESH				FATIGUED							
CFB/S	8/10	DEF	4	CFB/S	8/8	DEF	4				
AGG	9	KD 1/2	0/1	AGG	9	KD 1/2	1/1				
KI	9	KO	0	KI	8	KO	0				
END	100	CUT	1	END	0	CUT	1				
FOUL	B	CP	2	FOUL	B	CP	2				
STRATEGIES				ACTION							
				Normal		Fatigued					
Punches Landed				1-28 (8 KD)		1-26 (8 KD)					
Punches Missed				29-48 (CP35)		27-48 (CP35)					
Clinching				49-67		49-67					
Ring Movement				68-80		68-80					
Hitting Value				3		2					
Jab				1-4		5-12					
Hook				13-24		25-35					
Cross				36-45		46-53					
Combination				54-60		61-67					
Uppercut				68-74		75-80					

In most cases the decision is made for you because fighters who are designated a **(B)oxer** or **(S)lugger** have no choice about style.

For example: Henry Akinwande is a **(B)oxer** and David Tua is a **(S)lugger**. Therefore, Akinwande looks at Tua's rating against **(B)oxers** and sees that it is only an "8"; Tua looks at Akinwande's rating against **(S)luggers** and discovers it's a "10".

When a fighter is rated **(E)ither**, he must declare which of the two styles he will be using **at the start of each round**. Choosing a style doesn't obligate a fighter to maintain that style for the entire bout. The fighter may change styles either during a round or between rounds.

Understanding the (E)ither Designation

A fighter who can select the best style to use against a specific opponent clearly has an advantage. In most cases, the benefit will center around the Control Factor rating or the (One Punch) Power rating. Boxers in Title Bout II have their "power" rated on what is determined to be their maximum. When a fighter chooses to box, he emphasizes movement and accurate punching over trying to land a single punch that can end a fight. In game terms, a fighter who can use

(E)ither style must reduce his KD that is found after a fighter's Punches Landed by 2.

TITLE BOUT II											
Joe Louis HW 10/E											
The Brown Bomber											
SPECIAL: Strong Closer											
FRESH				FATIGUED							
CFB/S	10/12	DEF	0	CFB/S	10/10	DEF	0				
AGG	8	KD 1/2	3/4	AGG	8	KD 1/2	3/5				
KI	10	KO	1	KI	10	KO	1				
END	90	CUT	2	END	0	CUT	2				
FOUL	A	CP	9	FOUL	A	CP	9				
STRATEGIES				ACTION							
				Normal		Fatigued					
Punches Landed				1-36 (12 KD)		1-32 (10 KD)					
Punches Missed				37-48 (CP40)		33-48 (CP36)					
Clinching				49-61		49-67					
Ring Movement				62-80		68-80					
Hitting Value				3		2					
Jab				1-10		11-20					
Hook				21-26		27-32					
Cross				33-40		41-49					
Combination				50-58		59-67					

TITLE BOUT II											
David Tua HW 8/S											
Tuaman											
SPECIAL: Absorber											
FRESH				FATIGUED							
CFB/S	8/10	DEF	4	CFB/S	8/8	DEF	4				
AGG	9	KD 1/2	0/1	AGG	9	KD 1/2	1/1				
KI	9	KO	0	KI	8	KO	0				
END	100	CUT	1	END	0	CUT	1				
FOUL	B	CP	2	FOUL	B	CP	2				
STRATEGIES				ACTION							
				Normal		Fatigued					
Punches Landed				1-28 (8 KD)		1-26 (8 KD)					
Punches Missed				29-48 (CP35)		27-48 (CP35)					
Clinching				49-67		49-67					
Ring Movement				68-80		68-80					
Hitting Value				3		2					
Jab				1-4		5-12					
Hook				13-24		25-35					
Cross				36-45		46-53					
Combination				54-60		61-67					

Looking at the cards, Joe Louis is labeled **(E)ither** and Tua is labeled a **(S)lugger**. If Louis was fighting Tua, Louis could elect to fight as a **(B)oxer** and lower Tua's CF by 2 points. However, that *wouldn't make sense* because doing so would drop Louis' (12 KD) to a (10 KD). Louis can choose to slug and retain his CF edge of 2 (12-10) and not lose anything from his (12 KD).

Tua, on the other hand, has no choice in the matter. Louis is a CF 12 versus a Slugger and Tua's style is that of a slugger, with no chance to be a fast-moving boxer.

But if Joe Louis were to fight Joe Frazier, Louis would not benefit by boxing Frazier. As you can see, Louis as a **(B)oxer** would incur a decrease in his power rating: (1) his knockout power would drop from a 12 to a 10; and (2) indirectly, he would improve Frazier's CF from a CF 10 vs. a **(S)lugger** to a CF 12 vs. a **(B)oxer**.

Louis, fighting as a Slugger, however, would keep his power of 12, and also maintain his CF of 12. At the same time, Louis would

force Frazier to use the lower of his CFs because Frazier, as a pure slugger, would have to go with his CF of 10 against a **(S)lugger**.

Changing from a Boxer to a Slugger:

A fighter who is rated (E)ither may opt to change styles between or during rounds. Should you decide to change from a Boxer to a Slugger or from a Slugger to a Boxer, you have two areas of concern:

1. You need to see if the change has affected the Control Factor of one or both fighters.
2. You need to be sure, if changing from a Slugger to a Boxer, that you reduce the fighter's one punch power by two; and conversely, if changing from a Boxer to a Slugger, you must restore the fighters original KP, increasing it by 2.

The reason that a fighter might which to change his style usually depends upon the situation in which he finds himself:

Example: Fighter A is rated (E)ither and has a CF advantage by boxing. However, in Round 7, Fighter A scores a knockdown and decides that, at least during his Killer Instinct run where CF doesn't come into play, he should switch to (S)lugger and regain the 2 points to his power rating.

Example: Fighter A is rated (E)ither and had chosen to box, in order to gain a CF advantage. However, in the 9th round of a 10-round fight, Fighter A knows that he is losing badly. He needs a knockdown at least and more likely a knockout. He switches from (B)oxer to (S)lugger to better his chance of getting a shot at putting Fighter B on his back.

Example: Fighter A is rated (E)and had chosen to fight as a (S)lugger, because of his opponent's suspect chin, even though fighting as a (B)oxer would give him a better CF. In the last round of the fight, Fighter A believes he is well ahead on points and his opponent needs a knockout to win. Fighter A decides to play it safe and switches to a (B)oxer to gain the advantage of a superior CF.

A SPECIAL NOTE ON THE CF CONVERSION CHART

The CF Conversion Table is OPTIONAL when using only the Basic Rules. However, it is highly recommended that you use the Table in both the Basic Game and the Advanced Game.

The reason is that the CF number on a given fighter indicates how frequently that fighter will be in Control and perform an Action. Without using the CF Conversion Chart, a fighter's percentage chances of being in control vary greatly.

Here's an example:

Fighter A has an "original" CF of 11 and Fighter B has an "original" CF of 9. These ratings result in Fighter A having a 55% chance (11 out of 20) of being in Control and Fighter B having a 45% (9 out of 20) chance of being in Control. The Conversion Table changes the Control Factors to Fighter A (CF 10); and Fighter B, (CF 8). Percentagewise, Fighter A now stands at 50% and Fighter B at 40%.

At first this might appear to make no difference. In both cases there is a 10% difference between Fighter A's CF and Fighter B's CF (55% to 45% AND 50% to 40%). However, the difference is not in their relative opportunities to gain or keep CF but in the opportunity of the opponent receiving a chance to be in Control.

Prior to the Conversion, Fighter B has only a 45% chance of Fighter A relinquishing Control. In #2, Fighter B has a 50% chance of Fighter A falling out of Control. The greater the difference in CF, the greater the importance and effect of the Conversion Table.

Ultimately, whether or not to use the CF Conversion Chart is up to you.


BASIC GAME RULES

STARTING THE BOUT: Determine who is the Aggressor


When the bell rings to begin the fight in the first round and each round that follows, one of the two fighters must assume the role of the aggressor.

To determine which fighter that is, compare the fighters' Aggressiveness (AGG) ratings; the higher of the two takes the is considered the aggressor for the round.

TITLE BOUT II											
Peter Jackson - HW (10/E)											
The Black Prince 1882-1899											
SPECIAL: Ring Smarts											
FRESH				FATIGUED							
CFB/S	10/10	DEF	-4	CFB/S	10/10	DEF	-4				
AGG	8	KD 1/2	2/1	AGG	8	KD1/2	2/2				
KI	8	KO	1	KI	7	KO	2				
END	100	CUT	3	END	0	CUT	3				
FOUL	B	CP	6	FOUL	B	CP	6				
STRATEGIES FI 7 FO 9 CU 8 KO 8											
ACTION											
Normal				Fatigued							
Punches Landed				1-34 (7)				1-32 (8)			
Punches Missed				35-50 (48)				33-50 (48)			
Clinching				51-66				51-66			
Ring Movement				67-80				67-80			
Hitting Value				3 2							
Jab				1-3 4-22							
Hook				23-29 30-36							
Cross				37-43 44-53							
Combination				54-59 60-69							
Uppercut				70-74 75-80							



TITLE BOUT II											
Henry Akinwande - HW (7/B)											
SPECIAL: Constant Clincher											
FRESH				FATIGUED							
CFB/S	10/10	DEF	0	CFB/S	8/6	DEF	0				
AGG	4	KD 1/2	1/1	AGG	4	KD1/2	1/1				
KI	5	KO	3	KI	5	KO	3				
END	85	CUT	2	END	0	CUT	2				
FOUL	C	CP	3	FOUL	C	CP	3				
STRATEGIES FI 5 FO 7 CU 8 KO 3											
ACTION											
Normal				Fatigued							
Punches Landed				1-30 (2 KD)				1-28 (2 KD)			
Punches Missed				31-42 (CP33)				29-40 (CP33)			
Clinching				43-65				41-68			
Ring Movement				66-76				69-76			
Hitting Value				3 2							
Jab				1-3 4-21							
Hook				22-26 27-35							
Cross				36-42 43-51							
Combination				52-56 57-66							
Uppercut				67-70 71-80							



In a match between Peter Jackson and Henry Akinwande, checking the Aggressiveness Rating of the two boxers reveals that Jackson has an AGG of 8 and Akinwande has an AGG of 4.

Jackson will take the initiative and have the opportunity to make the first move in the round.

MAJOR CHANGE: to make the first move of the round, flip the top card on the face-down Boxing Action Card deck and check the CF to determine if it falls within Jackson's CFB/S range. If so, Jackson is in CONTROL. If the RN does not fall within Jackson's CF range, he has not established CONTROL, so his opponent – in this case Akinwande – will have an opportunity to do so. Gaining and losing CONTROL is covered in more detail, starting on Page 7.

What to do when Two Fighters have the same Aggressiveness rating:

If both fighters have the same AGG rating, one of the following steps will eventually determine which of the two boxers leads off the round:

1. If both fighters have the same AGG rating, the fighter with the highest Overall Rating will begin Round 1. Looking at Jackson and Akinwande (and pretending for the sake of this example that the two had tied when checking AGG ratings), you find that Jackson has a "10" Overall Rating and Akinwande has a "7" Overall Rating. Jackson is the "aggressor" in Round 1.
2. If both fighters have the same AGG and the same Overall Rating, obtain a Random Number (RN) for each fighter. The higher number determines who is the "aggressor" (AGG) in the first round.
3. In each succeeding round, if both fighters have the same AGG rating, the fighter who won the previous round will be the "aggressor". If neither fighter outsourced the other, then the fighter who last won a round would be considered the "aggressor".

Aggressiveness and its Effect on Scoring

Aggressiveness has one other purpose in the game. Most judges are greatly impressed by effective aggressiveness, and it is often cited when discussing what a judge should look for when scoring a boxing match. The key here is as follows:

“Effective Aggression. While being aggressive creates the impression of dominance, unless the boxer is landing shots and not constantly getting countered, the fighter’s aggressiveness is not considered ‘effective.’ Judges determine whether or not a fighter’s aggressiveness has resulted in the fighter consistently scoring points while avoiding punches from his opponent. **The effect of Aggressiveness on Scoring has resulted in a new optional rule, found under the Advanced rules of the game.**

GAINING CONTROL

For a fighter to perform an action, the fighter must be in **Control**. Each fighter has two Control Factor ratings, abbreviated on the card as **CFB/S**, meaning *Control Rating versus a Boxer* and *Control Rating versus a Slugger*. Each fighter in the game is assigned one of three styles: (B)oxer, (S)lugger or (E)ither, an “E” meaning that fighter can choose to fight as either a boxer or a slugger.

TITLE BOUT II											
Joe Louis HW 10/E											
The Brown Bomber											
SPECIAL: Strong Closer											
FRESH						FATIGUED					
CFB/S	10/12	DEF	0	CFB/S	10/10	DEF	0	CFB/S	10/10	DEF	0
AGG	8	KD	1/2	3/4	AGG	8	KD1/2	3/5	AGG	8	KD1/2
KI	10	KO	1	1	KI	10	KO	1	KI	10	KO
END	90	CUT	2	2	END	0	CUT	2	END	0	CUT
FOUL	A	CP	9	9	FOUL	A	CP	9	FOUL	A	CP
STRATEGIES	FI	7	FO	9	CU	6	KO	9	STRATEGIES	FI	7
ACTION											
Normal						Fatigued					
Punches Landed	1-36 (12 KD)					1-32 (10 KD)					
Punches Missed	37-48 (CP40)					33-48 (CP36)					
Clinching	49-61					49-67					
Ring Movement	62-80					68-80					
Hitting Value	3					2					
Jab	1-10					11-20					
Hook	21-26					27-32					
Cross	33-40					41-49					
Combination	50-58					59-67					
Uppercut	68-74					75-80					

TITLE BOUT II											
Boxing Action Card											
CF:		8		RN:		28					
RESULT: 71											
RING POSITION											
On the Near Ropes											
KD		8		KD2		12					
KOR		3		KDC		4					
J1: LS			J2: HS			J3: E					
Condition: Left eye is beginning to swell.											
Injury: Muscle pull in leg. CF -1 and fighter must fight as a Slugger only.											
Special Action: Fighter loses mouthpiece. Pause in the action. Add +5 to each fighter's Endurance.											

How a Fighter Gains CONTROL

At the beginning of each round, the Aggressor starts the action by turning up the top card on the 50-card Boxing Action Deck. The fighter then checks whether the CF number falls inside or outside the fighter’s CF range.

Example: Joe Louis will start the round and that his Opponent is a (B)oxer. Louis has a Control Factor Boxer (CFB) of 10. Had his opponent been a (S)lugger, Louis’ Control Factor versus a (S)lugger, found AFTER the slash, would have been a 12.

The Boxing Action Card revealed a CF value of 8.

1. IF THE CF value is equal to or lower than the fighter’s CF rating, that fighter is considered “In Control”.
2. IF THE CF value is higher than the fighter’s CF rating, that fighter is considered “Out of Control”.

In this case, the CF value “8” is lower than Louis’ CFB of 10. Louis is “In Control”. Had the CF# on the Boxing Action Card been an 11 or higher, Louis would not be in control.

The fighter who is IN CONTROL is on the offensive; his opponent, then is considered to be on the defensive. What 'actions' can be taken by a fighter IN CONTROL will be covered in detail in **The Action Section** found on (Page 10).

KEY CONCEPT: When making a Control Check, there can be only TWO possible outcomes: The Fighter can either be IN CONTROL or he can be OUT OF CONTROL. No Fighter is AUTOMATICALLY in Control unless a special occurrence takes place that specifically tells you that Fighter "X" is in control or receives another Control check.

Keeping and Losing Control

Checking for **CONTROL (CF)** will always be the first procedure you will do to begin a new sequence of events. For any ACTION to take place, one of the two fighters must be considered in **CONTROL (CF)**.

TITLE BOUT II											
Peter Jackson - HW (10/E)											
The Black Prince 1892-1899											
SPECIAL: Ring Smarts											
FRESH				FATIGUED							
CFB/S	10/10	DEF	-4	CFB/S	10/10	DEF	-4				
AGG	8	KD 1/2	2/1	AGG	8	KD1/2	2/2				
KI	8	KO	1	KI	7	KO	2				
END	100	CUT	3	END	0	CUT	3				
FOUL	B	CP	6	FOUL	B	CP	6				
STRATEGIES				FI	7	FO	9	CU	8	KO	8
ACTION											
Normal						Fatigued					
Punches Landed						1-34 (7)					
Punches Missed						35-50 (48)					
Clinching						51-66					
Ring Movement						67-80					
Hitting Value				3	2						
Jab				1-3	4-22						
Hook				23-29	30-36						
Cross				37-43	44-53						
Combination				54-59	60-69						
Uppercut				70-74	75-80						

TITLE BOUT II											
Anthony Joshua - HW (9/E)											
AJ 2015-2019											
SPECIAL: None											
FRESH				FATIGUED							
CFB/S	9/9	DEF	0	CFB/S	8/8	DEF	2				
AGG	8	KD 1/2	2/2	AGG	8	KD1/2	2/3				
KI	8	KO	1	KI	7	KO	2				
END	80	CUT	2	END	0	CUT	2				
FOUL	A	CP	4	FOUL	A	CP	4				
STRATEGIES				FI	5	FO	5	CU	6	KO	8
ACTION											
Normal						Fatigued					
Punches Landed						1-32 (9)					
Punches Missed						33-48 (46)					
Clinching						49-64					
Ring Movement						65-80					
Hitting Value				3	2						
Jab				1-2	3-18						
Hook				19-27	28-34						
Cross				35-41	42-50						
Combination				51-56	57-67						
Uppercut				68-71	72-80						

TITLE BOUT II											
Peter Jackson - HW (10/E)											
The Black Prince 1892-1899											
SPECIAL: Ring Smarts											
FRESH				FATIGUED							
CFB/S	10/10	DEF	-4	CFB/S	10/10	DEF	-4				
AGG	8	KD 1/2	2/1	AGG	8	KD1/2	2/2				
KI	8	KO	1	KI	7	KO	2				
END	100	CUT	3	END	0	CUT	3				
FOUL	B	CP	6	FOUL	B	CP	6				
STRATEGIES				FI	7	FO	9	CU	8	KO	8
ACTION											
Normal						Fatigued					
Punches Landed						1-34 (7)					
Punches Missed						35-50 (48)					
Clinching						51-66					
Ring Movement						67-80					
Hitting Value				3	2						
Jab				1-3	4-22						
Hook				23-29	30-36						
Cross				37-43	44-53						
Combination				54-59	60-69						
Uppercut				70-74	75-80						

TITLE BOUT II											
Anthony Joshua - HW (9/E)											
AJ 2015-2019											
SPECIAL: None											
FRESH				FATIGUED							
CFB/S	9/9	DEF	0	CFB/S	8/8	DEF	2				
AGG	8	KD 1/2	2/2	AGG	8	KD1/2	2/3				
KI	8	KO	1	KI	7	KO	2				
END	80	CUT	2	END	0	CUT	2				
FOUL	A	CP	4	FOUL	A	CP	4				
STRATEGIES				FI	5	FO	5	CU	6	KO	8
ACTION											
Normal						Fatigued					
Punches Landed						1-32 (9)					
Punches Missed						33-48 (46)					
Clinching						49-64					
Ring Movement						65-80					
Hitting Value				3	2						
Jab				1-2	3-18						
Hook				19-27	28-34						
Cross				35-41	42-50						
Combination				51-56	57-67						
Uppercut				68-71	72-80						

Peter Jackson is fighting Anthony Joshua. It's the start of Round 1.

You see that Jackson has a CONTROL FACTOR of 10 and Joshua has a CONTROL FACTOR OF 9.

Both fighters can fight as either Boxer or Slugger and both decide that with everything the same, regardless of their choices, they might as well choose Slugger. Their CONTROL FACTORS would be 10 versus 9 whether they boxed or slugged.

Peter Jackson begins the action and flips the top card off the Boxing Action Card deck. He checks the CF on the card and applies it to his CF10 to see if he is in CONTROL.

The CF on the card is a "20" so Jackson is not in CONTROL.

THE NEXT CHECK is made by Joshua, repeats the process: check the CF on the NEXT BAC and discovers that the CF on the card is a "6", well inside Joshua's CF9. Joshua is in CONTROL and moves on to check to see what ACTION occurs.

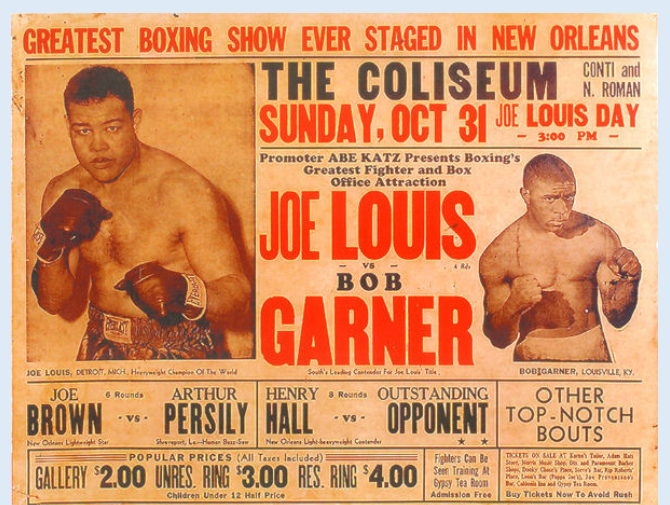
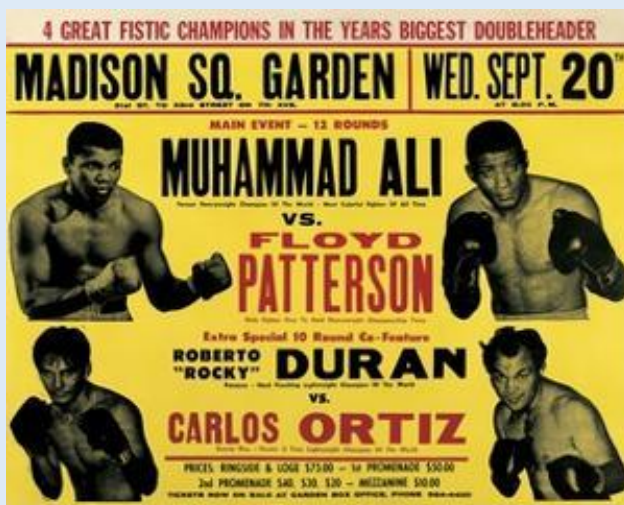
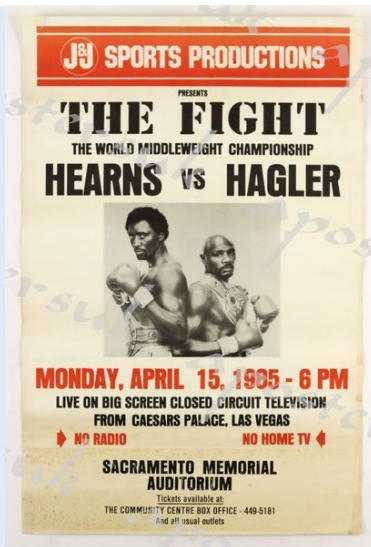
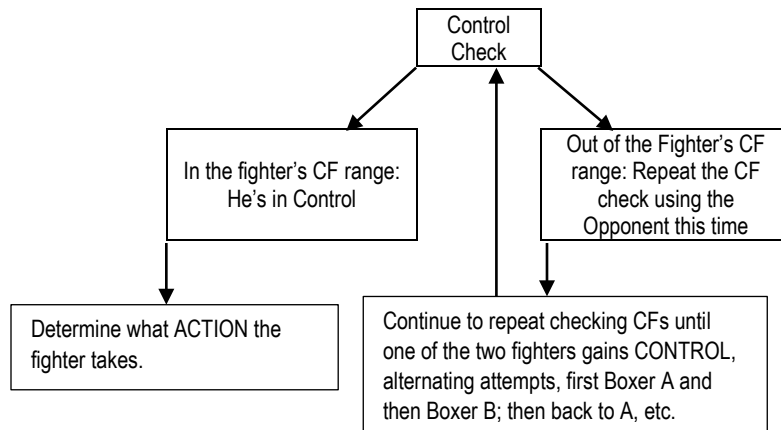
Had Joshua had a result of '16' instead of a '6', he would have been out of CONTROL and the play would revert back to Jackson, who would make yet another CONTROL CHECK.

All you have to remember is that **NOTHING** can happen until one of the fighters gains **CONTROL**. which makes perfect sense.

Sometimes you might have to go back and forth six or seven times until a CF number on a Boxing Action Card (BAC) falls into the range of the fighter being checked.

The time spent during this procedure assumes that the fighters are trying to find an opening, feinting, moving in and out, etc., doing everything but one of the four ACTIONS listed.

A flow chart follows to help visualize the process:



THE ACTION SECTION

Performing One of Four Basic Actions

A fighter who is in control can perform one of four (4) basic actions: he can LAND a punch, MISS a punch, CLINCH or MOVE about the ring.

TITLE BOUT II			
Boxing Action Card			
CF:	3	RN:	12
RESULT: 80			
RING POSITION: Ring Center			
KD:	11	KD2:	15
KOR:	13	KDC:	8
J1: HS	J2: HS	J3: E	
Condition: Swelling (Stage 2) around the fighter's LEFT EYE worsens noticeably. Add +2 to the Opponent's PL. Eye must have already been (Swelling: Stage 1). Otherwise, ignore.			
Injury: Fighters clash heads. Make an immediate RN check: 1-40 fighter in Control suffers a gash on forehead, above nose; 41-80 opponent suffers bad gash. Apply cut rules. THIS GASH cannot be reopened.			
Special Action: The fighter loses his mouthpiece. The ref pauses the action to rinse and reinsert it. Immediately add +5 to each fighter's Endurance.			

Step 1: The Random Number (RN) on the next card off the deck top determines which of the Actions take place.

On the second Boxing Action Card, we check the RN and find a 12.

That number is applied to the ACTION section of the fighter's card to determine what he does while he is in Control.

Every Fighter in the game has an ACTION section at the bottom of his card. The **ACTION** section consists of four categories, followed by a number range.

Step 2: The RN obtained from the Boxing Action Card is applied to the **ACTION** section of the Fighter's card, as previously stated, so in this case, we see that the RN 12 falls inside the Punches Landed range of 1-38. Sticking with Peter Jackson as our sample fighter, Jackson would have landed a punch.

ACTION			
	Normal		Fatigued
Punches Landed	1-36 (12KP)		32 (10)
Punches Missed	37-48	43-48	33-48 45-48
Clinching	49-61		49-67
Ring Movement	62-80		68-80

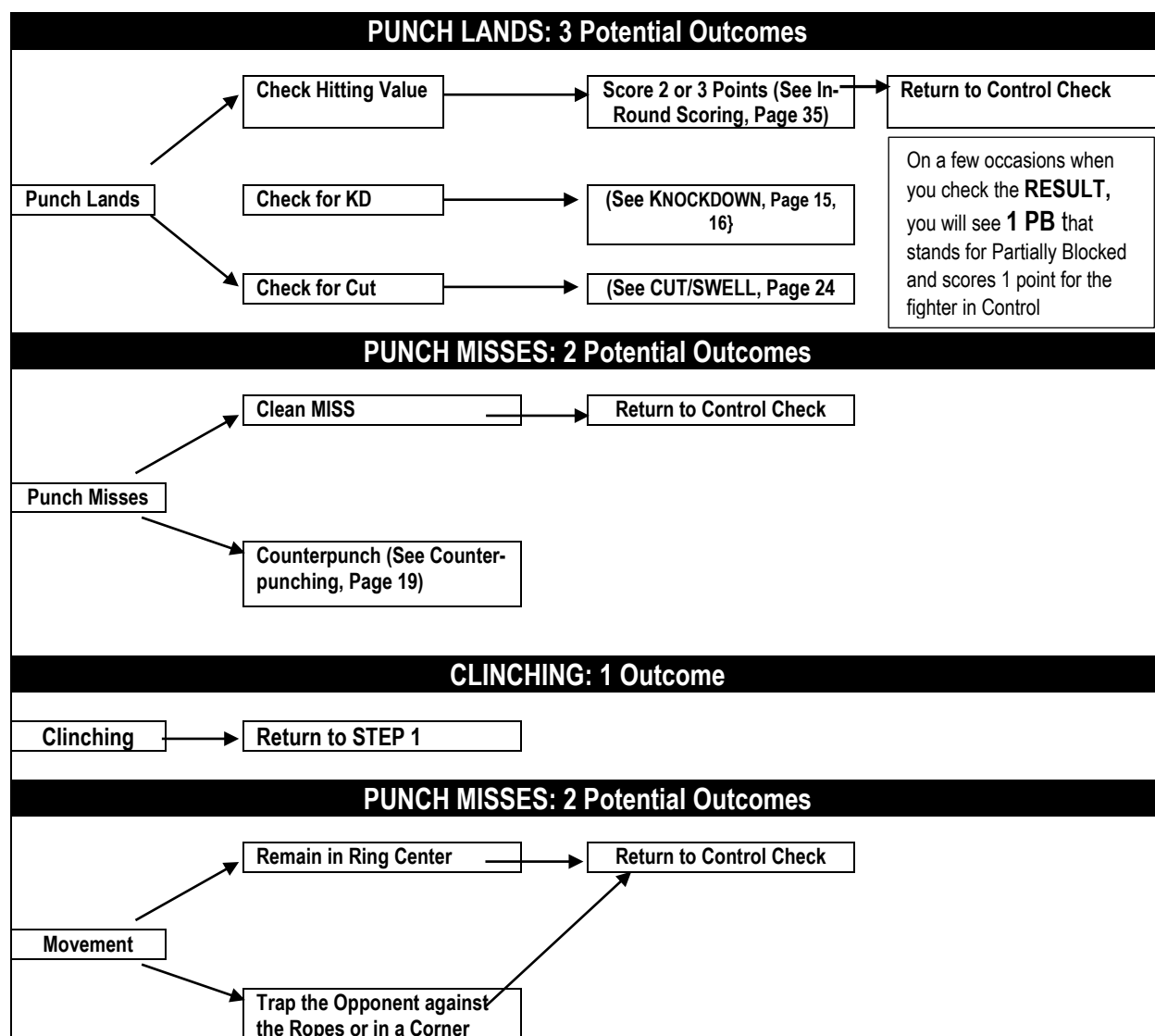
The four possible actions that can take place, after a fighter gains Control.

NOTE: the **(KD)** and the **(HP)** abbreviations have changed to KP in order to avoid confusion with the **(KD)** in the KD1/2. Likewise, the **CP** has already been calculated for you. **Punches Missed | Counterpunch** indicating the fighter's susceptibility to being countered, as opposed to CP found in the characteristics that indicate the fighter's ability TO counter.

Step 3: Resolving an Action: How the action is resolved depends on which of the four "actions" take place.

- **Punches Landed** required you to find out which punch was thrown, the punch's value in points, and possibly check for one of a number of subsequent outcomes before making a new **Control Check** and restarting the sequence.
- **Punches Missed** may require you to check for a potential counterpunch; but if not, a missed punch will end the sequence and send you back to make a new **Control Check**.
- **Clinching** is the only "action" that immediately ends the sequence and sends you back to making a new **Control Check**.
- **Ring Movement** will always require you to check the position of the fighters in the ring. To determine the position, use the Ring Position on the next Boxing Action Card; and then go back to making a new **Control Check**.

Here is a flow chart of the actions that can take place when a fighter is in Control (and ONLY when a fighter is in Control):



And those are the basics for the entire boxing match: Find out who is in Control; find out what action he performs; then find out whether the fighter in Control retains Control or loses Control to his opponent. Of course, this is a simplification of Title Bout II; there's much more to the game, just like there's much more to a real fight.

UNDERSTANDING AN ACTION

Once an **ACTION** has taken place, it sometimes branches into secondary actions. This is particular true if the Action happens to be a Punches Landed:

Punches Landed

Punches Landed leads to several possibilities that require the use of ratings on both fighters' cards.

Peter Jackson has gained Control and flips the next Boxing Action Card and checks the **RN (Random Number)** which is applied to the **ACTION** section on Jackson's card.

TITLE BOUT II																						
Boxing Action Card																						
CF:	3	RN:	12																			
RESULT: 80																						
RING POSITION: Ring Center																						
KD:	11	KD2:	15																			
KOR:	13	KDC:	8																			
J1: HS	J2: HS	J3: E																				
Condition: Swelling (Stage 2) around the fighter's LEFT EYE worsens noticeably. Add +2 to the Opponent's PL. Eye must have already been (Swelling: Stage 1). Otherwise, ignore.																						
Injury: Fighters clash heads. Make an immediate RN check: 1-40 fighter in Control suffers a gash on forehead, above nose; 41-80 opponent suffers bad gash. Apply cut rules. THIS GASH cannot be reopened.																						
Special Action: The fighter losses his mouthpiece. The ref pauses the action to rinse and reinsert it. Immediately add +5 to each fighter's Endurance.																						

TITLE BOUT II													
Peter Jackson - HW (10/E)													
The Black Prince 1892-1899													
SPECIAL: Ring Smarts													
FRESH					FATIGUED								
CFB/S	10/10	DEF	-4	CFB/S	10/10	DEF	-4						
AGG	8	KD 1/2	2/1	AGG	8	KD 1/2	2/2						
KI	8	KO	1	KI	7	KO	2						
END	100	CUT	3	END	0	CUT	3						
FOUL	B	CP	6	FOUL	B	CP	6						
STRATEGIES	FI	7	FO	9	CU	8	KO	8					
ACTION													
Normal					Fatigued								
Punches Landed	1-34 (7)				1-32 (8)								
Punches Missed	35-50 (48)				33-50 (48)								
Clinching	51-66				51-66								
Ring Movement	67-80				67-80								
Hitting Value													
Jab	1-3	4-22											
Hook	23-29	30-36											
Cross	37-43	44-53											
Combination	54-59	60-69											
Uppercut	70-74	75-80											

TITLE BOUT II													
Anthony Joshua - HW (9/E)													
AJ 2015-2019													
SPECIAL: None													
FRESH					FATIGUED								
CFB/S	9/9	DEF	0	CFB/S	8/8	DEF	2						
AGG	8	KD 1/2	2/2	AGG	8	KD 1/2	2/3						
KI	8	KO	1	KI	7	KO	2						
END	80	CUT	2	END	0	CUT	2						
FOUL	A	CP	4	FOUL	A	CP	4						
STRATEGIES	FI	5	FO	5	CU	6	KO	8					
ACTION													
Normal					Fatigued								
Punches Landed	1-32 (9)				1-30 (7)								
Punches Missed	33-48 (46)				31-48 (46)								
Clinching	49-64				49-64								
Ring Movement	65-80				65-80								
Hitting Value													
Jab	1-2	3-18											
Hook	19-27	28-34											
Cross	35-41	42-50											
Combination	51-56	57-67											
Uppercut	68-71	72-80											

The RN is a 12. Applying it to Peter Jackson's ACTION section, it falls inside Jackson's **Punches Landed** range. Jackson's PL range is a 1-34. However, every fighter can have his PL rating changed by his opponent's **DEFENSE (DEF)**.

Joshua's DEF is a +2 (the plus sign is assumed) and when applied to Jackson's **Punches Landed**, increases Jackson's PL range from 1-34 to 1-36.

When Joshua is in CONTROL and checks for a Punches Landed, his PL range diminishes due to Jackson's excellent DEF of -4P. Applying Peter Jackson's defense to Anthony Joshua's ability to land a punch results in a PL range of 1-28 (32 PL -4 DEF = 28).

All fighters have a **Punches Landed** range; the wider the range the better: 1-36, 1-34, 1-32, 1-30, 1-28, 1-26, 1-24.

All fighters have a **Defensive Rating**, the higher the negative number the better: -6, -4, -2, 0, 2, 4, 6. This number expresses a fighter's ease or difficulty avoiding a punch. If a punch doesn't land, three possibilities remain: Missing a Punch, Clinching, and Ring Movement.

Punches Missed

When a fighter misses a punch, the majority of the time, you simply return to checking the Control Factor. The only other possibility is that the opponent has the opportunity to land a **Counterpunch** (see Page 19).

TITLE BOUT II									
Joe Frazier HW 9/S									
Smokin'									
SPECIAL: Absorber									
FRESH					FATIGUED				
CFB/S	12/10	DEF	2		CFB/S	10/10	DEF	4	
AGG	10	KD 1/2	2/8		AGG	10	KD 1/2	2/8	
KI	10	KO	1		KI	9	KO	1	
END	110	CUT	1		END	0	CUT	1	
FOUL	C	CP	3		FOUL	C	CP	3	
STRATEGIES	FI	9	FO	5	CU	6	KO	8	
ACTION									
Normal					Fatigued				
Punches Landed	1-38 (9 KD)				1-30 (9 KD)				
Punches Missed	33-47 (CP37)				31-47 (CP37)				
Clinching	48-61				48-61				
Ring Movement	62-80				62-80				
Hitting Value			3	2					
Jab	1-4		5-14						
Hook	15-27		28-36						
Cross	37-46		47-51						
Combination	52-58		59-65						
Uppercut	66-75		76-80						

Joe Frazier is in Control and obtains a RN 41. It's a clean miss and Frazier will have to check to see if he stays in Control or if he loses Control.

However, if Joe Frazier's RN were 33, 34, 35, 36, or 37 his "missed punch" falls within the listed CP range and allows his opponent to attempt a **Counterpunch** (see Pages 21,22).

The complete rules for the use of Counterpunch are on Pages 19 and the flow chart on Page 11 above illustrates what happens when a fighter misses a punch.

NOTE: Only the Heavyweights that came in the game box and the first three Heavyweight add-ons (Contenders and Pretenders, Great Black Heavyweight Champions, and Gatekeepers and Trial-horses) have their CP number at the **beginning of the Punches Missed** range. For several reasons, the **CP** numbers have been moved to the **end of the Punches Missed** range for the other fighters in Title Bout II. The CP abbreviation has also been changed to CPD (Counterpunch Defense)

It was a necessary change but unfortunate because there are 163 heavyweights with their **CP** at the beginning of the **Punches Missed** and all the rest, now and in the future, will have the **CP** at the end. You have two choices in this case: (1) Remember that 90% of the heavyweights have the CP at the beginning and look for the 'range' there or (2) make a conversion and change the CP number.

The conversion requires simple math. Using Joe Frazier's card as an example, Joe's **CP** is a 37. That makes his 'range' from 33-37, five numbers. To convert Frazier's **CP** to the end of the Punches Missed, simply **count back** five numbers, beginning with the last Missed Punch number. Frazier's last Missed Punch is a 47 so: 47, 46, 45, 44, 43; so Frazier's converted CP range is 43-47.

The change to a pre-calculated counterpunch range will be standard for all upcoming card sets, starting with the **Lightweight Card Set** and use this format: **Punches Missed 35-49 | CPD 46** (making the CPD range 46, 47, 48 and 49).

Clinching

Clinching indicates that one or both fighters have pinned each other's arm or arms and are holding each other. One fighter may be maintaining the "clinch" and his opponent trying to break loose, or both fighters could be holding.

In any case, the **ONLY** action that needs to be taken if a fighter has Control and clinches is return to **Keeping or Losing Control** (on Page 8) and check to see if the fighter in control remains in control.

Ring Movement

Each round of boxing is assumed to begin in the center of the ring. Whenever a Random Number (RN) falls within a fighter's Ring Movement range, a new BAC is flipped, and the Ring Position statement is checked:

TITLE BOUT II			
Boxing Action Card			
CF:	3	RN:	12
RESULT: 80			
RING POSITION: Ring Center			
KD:	11	KD2:	15
KOR:	13	KDC:	8
J1: HS	J2: HS	J3: E	
Condition: Swelling (Stage 2) around the fighter's LEFT EYE worsens noticeably. Add +2 to the Opponent's PL. Eye must have already been (Swelling: Stage 1). Otherwise, ignore.			
Injury: Fighters clash heads. Make an immediate RN check: 1-40 fighter in Control suffers a gash on forehead, above nose; 41-80 opponent suffers bad gash. Apply cut rules. THIS GASH cannot be reopened.			
Special Action: The fighter losses his mouthpiece. The ref pauses the action to rinse and reinsert it. Immediately add +5 to each fighter's Endurance.			

TITLE BOUT II			
Boxing Action Card			
CF:	3	RN:	12
RESULT: 80			
RING POSITION: Left Neutral			
KD:	11	KD2:	15
KOR:	13	KDC:	8
J1: HS	J2: HS	J3: E	
Condition: Swelling (Stage 2) around the fighter's LEFT EYE worsens noticeably. Add +2 to the Opponent's PL. Eye must have already been (Swelling: Stage 1). Otherwise, ignore.			
Injury: Fighters clash heads. Make an immediate RN check: 1-40 fighter in Control suffers a gash on forehead, above nose; 41-80 opponent suffers bad gash. Apply cut rules. THIS GASH cannot be reopened.			
Special Action: The fighter losses his mouthpiece. The ref pauses the action to rinse and reinsert it. Immediately add +5 to each fighter's Endurance.			

- On each BAC, you will find a statement, indicating the relative position of the fighters in the ring. They may be at Ring Center, in one of the neutral corners, in their own corner, or against the near ropes or far ropes.
- When a Ring Movement check occurs, if the fighters are in Ring Center and remain there, play continues as normal.
- Any time a BAC indicates that the action is taking place elsewhere, note that the Ring Position has changed, usually marking it on the score sheet.

When the fighters move from Ring Center, the fighter in control is assumed to have cut off the ring and pinned his opponent in a corner or against the ropes.

Pinned in the Corner or Against the Ropes

Fighters are usually less effective when their movement is restricted by being against the ropes or caught in a corner. The fighter who is currently in Control when the ring position has changed from Ring Center to any other position receives the following benefits:

- +2 to CF if the fighter pinned against the ropes is a (S)lugger; +1 if the fighter pinned against the ropes is a (B)oxer.
- The Opponent trapped against the ropes has no change to his CF

Getting off the Ropes or Out of the Corner

Whenever the *fighter trapped against the ropes or in a corner* is in Control and a Random Number (RN) falls into his Ring Movement range, the fighters are **AUTOMATICALLY** moved back to ring center. **DO NOT check for a Ring Movement statement.** Make a new CF check to see if the fighter last in Control remains in Control.

If the fighter who has trapped his opponent against the ropes or in a corner has a result that indicates Ring Movement, ***make a Ring Movement check as you would normally.*** There are three possible outcomes:

1. Return to ring center
2. Remain in the same place
3. Trap the opponent in a different spot other than ring center.

The fighter on the ropes or in the corner is **not helpless**. He can assume Control and land a punch, miss with a punch, clinch, or move. If a fighter is trapped along the ropes or in a corner and lands a punch that results in a Knockdown check, the fighter is assumed to have fought his way off the ropes or out of the corner and back to Ring Center. No check for Ring Movement is made! Return the action to the center of the ring and complete the fighter's Killer Instinct run.



KNOCKDOWNS

Gaining a Knockdown Opportunity

The number in parenthesis that follows the Punches Landed range represents the fighter's **ONE-PUNCH POWER** and is now followed by a KP (7KP = Knockout Power) The KP abbreviation began with the Lightweight Division and will be the standard going forward.

In Peter Jackson's case, he is rated a '7' in the category, better than average. When checking to see if a punch has landed, if the RN is equal to or less than the number in parenthesis – the One-Punch Power rating – it means that the fighter has a chance to score a knockdown.

TITLE BOUT II									
Peter Jackson - HW (10/E)									
The Black Prince 1882-1899									
SPECIAL: Ring Smarts									
FRESH					FATIGUED				
CFB/S	10/10	DEF	-4	CFB/S	10/10	DEF	-4		
AGG	8	KD 1/2	2/1	AGG	8	KD1/2	2/2		
KI	8	KO	1	KI	7	KO	2		
END	100	CUT	3	END	0	CUT	3		
FOUL	B	CP	6	FOUL	B	CP	6		
STRATEGIES		FI	7	FO	9	CU	8	KO	8
				ACTION					
				Normal		Fatigued			
Punches Landed				1-34 (7)		1-32 (8)			
Punches Missed				35-50 (48)		33-50 (48)			
Clinching				51-66		51-66			
Ring Movement				67-80		67-80			
Hitting Value				3		2			
Jab				1-3		4-22			
Hook				23-29		30-36			
Cross				37-43		44-53			
Combination				54-59		60-69			
Uppercut				70-74		75-80			

Here's how it works: Peter Jackson is in **CONTROL** and when he checks the next Boxing Action Card, he discovers that the **RN** is a '4'. The '4' not only clearly falls into the Punch Landed range, it also falls inside the (7) representing Jackson's ability to produce a knockdown.

The KD1/2 Rating

When an opponent is in danger of being knocked down, you need to check the Opponent's KD1 (the number before the (/) slash in the **KD 1/2** rating on the Opponent's card. Looking at Jackson's Opponent, Anthony Joshua, we see his KD1 is a '2'.

Using the Knockdown/Knockout Table

Obtain a **RN** (Random Number, not Result Number) and cross check it with the **KD1 Rating** of the fighter who took the punch (in this example, Anthony Joshua). Doing so will result in one of **SEVEN** possible outcomes: a 4, 5, 5H, 5F, K 1-10, K or *, the outcome described below:

TITLE BOUT II									
Anthony Joshua - HW (9/E)									
AJ 2015-2019									
SPECIAL: None									
FRESH					FATIGUED				
CFB/S	9/9	DEF	0	CFB/S	8/8	DEF	2		
AGG	8	KD 1/2	2/2	AGG	8	KD1/2	2/3		
KI	8	KO	1	KI	7	KO	2		
END	80	CUT	2	END	0	CUT	2		
FOUL	A	CP	4	FOUL	A	CP	4		
STRATEGIES		FI	5	FO	5	CU	6	KO	8
ACTION									
Normal					Fatigued				
Punches Landed		1-32 (9)			1-30 (7)				
Punches Missed		33-48 (46)			31-48 (46)				
Clinching		49-64			49-64				
Ring Movement		65-80			65-80				
Hitting Value		3			2				
Jab		1-2			3-18				
Hook		19-27			28-34				
Cross		35-41			42-50				
Combination		51-56			57-67				
Uppercut		68-71			72-80				

Results	
4	SCORE 4 POINTS: That punch got his attention. It was a clean shot.
5	SCORE 5 POINTS: Whoa, his knee buckled. He was stunned by that punch.
5H	SCORE 5 POINTS: He's hurt by that punch! Retain CF for the next turn. Go straight to ACTION
5F	SCORE 5 POINTS plus a minimum of 6 KI opportunities. Use full KI if more than 6.
K 1-10	On a 1-10 score 6 pts +KD and Full KI; on 11-20 score 6 pts. and add KD2 for the rest of the round.
K	SCORE 6 POINTS: Oh, what a punch! He is knocked down! Check for KO. If no KO, then full KI
*	Get a KD#: on a 1, score 6 pts, a KD and full KI; on 2-20 score 6 pts.; add K2 for the rest of the round.

NOTE: The new results have been added for one purpose only: to arrive at a more realistic results, especially in the case of those iron-chinned fighters who seldom if ever get knocked off their feet. Each possible outcome is explained on the RESULTS TABLE that accompanies the KD/KO TABLE. There have been three different KD/KO tables since the advent of Title Bout II. The first one was on the game board; the second was on the 8.5" x 11" sheets; the third and final KD/KO Table is the one that follow. Note that regardless of which table is used **ALL FOLLOW THE SAME PROCEDURES.**

Example: Fighter A receives a chance to score a knockdown. He flips a **BAC** and looks at the number next to the **KD**. He sees an '11'. His Opponent, Fighter B has a **KD1 rating of '4'**. When you cross check the **KD number "11"** with Fighter B's **KD1 (red lines and circle) rating**, you arrive at a "5". Fighter A scores **5** points; however, he did not knock down Fighter B.

The Fighter's KD/KO Rating											
KD#	0	1	2	3	4	5	6	7	8	9	10
1	4	4	4	4	4	4	4	4	4	4	5
2	4	4	4	4	4	4	4	4	4	5	5
3	4	4	4	4	4	4	4	4	5	5	5
4	4	4	4	4	4	4	4	5	5	5	5
5	4	4	4	4	4	4	5	5	5	5	5
6	4	4	4	4	4	5	5	5	5	5	5H
7	4	4	4	4	5	5	5	5	5	5H	5H
8	4	4	4	5	5	5	5	5	5H	5H	5F
9	4	4	5	5	5	5	5	5H	5H	5F	5F
10	4	5	5	5	5	5	5H	5H	5F	5F	K1-10
11	5	5	5	5	5	5H	5H	5F	5F	K1-10	K1-10
12	5	5	5	5	5H	5H	5F	5F	K1-10	K1-10	K
13	5	5	5	5H	5H	5F	5F	K1-10	K1-10	K	K
14	5	5	5H	5H	5F	5F	K1-10	K1-10	K	K	K
15	5	5H	5H	5F	5F	K1-10	K1-10	K	K	K	K
16	5	5H	5F	5F	K1-10	K1-10	K	K	K	K	K
17	5H	5F	5F	K1-10	K1-10	K	K	K	K	K	K
18	5H	5F	K1-10	K1-10	K	K	K	K	K	K	K
19	5F	K1-10	K1-10	K	K	K	K	K	K	K	K
20	*	K1-10	K	K	K	K	K	K	K	K	K

Using the identical scenario as the one above, Fighter A flips a card and looks at the RN, he sees an '18'. Making a cross check this time (blue lines and circle), you arrive at a **K!** Fighter A has knocked down Fighter B. **All knockdowns Score 6 points. However, another new wrinkle has been added and a knockdown may also have more than a single effect on the fighter who scored the knockdown.**

KNOCKOUTS

If a fighter is knocked down, he can either regain his feet by beating a 10-count and continue the fight; or he can stay down for a 10-count and be "knocked out", ending the fight.

To score a **KNOCKOUT**, you follow the same procedure used to find a knockdown, except this time you use the fallen fighter's **KO Rating**.

TITLE BOUT II

Henry Akinwande - HW (7/B)

SPECIAL: Constant Clincher

FRESH				FATIGUED				
CFB/S	10/10	DEF	0	CFB/S	8/6	DEF	0	
AGG	4	KD 1/2	1/1	AGG	4	KD 1/2	1/1	
KI	5	KO	3	KI	5	KO	3	
END	85	CUT	2	END	0	CUT	2	
FOUL	C	CP	3	FOUL	C	CP	3	
STRATEGIES	FI	5	FO	7	CU	8	KO	3

ACTION

	Normal	Fatigued
Punches Landed	1-30 (2 KD)	1-28 (2 KD)
Punches Missed	31-42 (CP33)	29-40 (CP33)
Clinching	43-65	41-68
Ring Movement	66-76	69-76

Hitting Value

	3	2
Jab	1-3	4-21
Hook	22-26	27-35
Cross	36-42	43-51
Combination	52-56	57-66
Uppercut	67-70	71-80

TITLE BOUT II

Boxing Action Card

CF:	3	RN:	12
RESULT: 80			
RING POSITION: Ring Center			
KD:	11	KD2:	15
KOR:	13	KDC:	8
J1: HS	J2: HS	J3: E	

Condition: Swelling (Stage 2) around the fighter's LEFT EYE worsens noticeably. Add +2 to the Opponent's PL. Eye must have already been (Swelling: Stage 1). Otherwise, ignore.

Injury: Fighters clash heads. Make an immediate RN check: 1-40 fighter in Control suffers a gash on forehead, above nose; 41-80 opponent suffers bad gash. Apply cut rules. THIS GASH cannot be reopened.

Special Action: The fighter loses his mouthpiece. The ref pauses the action to rinse and reinsert it. Immediately add +5 to each fighter's Endurance.

Example: Henry Akinwande has suffered a rare knockdown (his KD1 rating is an outstanding "1") and Akinwande is on his back on the canvas.

Take a BAC from the top of the deck and check the **KOR** number.

Using the same **Knockdown and Knockout Table** that you consulted when checking for a knockdown, cross-check the number on the BAC with the fighter's KO rating.

The KOR number (13) cross-checked with the fighter's KO rating (3) results in a "5H". Had a "K" resulted (which would have been the case if the KOR number had been an 19 instead of a 13), Akinwande would have been knocked out!

The Fighter's KD/KO Rating											
KD#	0	1	2	3	4	5	6	7	8	9	10
1	4	4	4	4	4	4	4	4	4	4	5
2	4	4	4	4	4	4	4	4	4	5	5
3	4	4	4	4	4	4	4	4	5	5	5
4	4	4	4	4	4	4	4	5	5	5	5
5	4	4	4	4	4	4	5	5	5	5	5
6	4	4	4	4	4	5	5	5	5	5	5H
7	4	4	4	4	5	5	5	5	5	5H	5H
8	4	4	4	5	5	5	5	5	5H	5H	5F
9	4	4	5	5	5	5	5	5H	5H	5F	5F
10	4	5	5	5	5	5	5H	5H	5F	5F	K1-10
11	5	5	5	5	5	5H	5H	5F	5F	K1-10	K1-10
12	5	5	5	5	5H	5H	5F	5F	K1-10	K1-10	K
13	5	5	5	5H	5H	5F	5F	K1-10	K1-10	K	K
14	5	5	5H	5H	5F	5F	K1-10	K1-10	K	K	K
15	5	5H	5H	5F	5F	K1-10	K1-10	K	K	K	K
16	5	5H	5F	5F	K1-10	K1-10	K	K	K	K	K
17	5H	5F	5F	K1-10	K1-10	K	K	K	K	K	K
18	5H	5F	K1-10	K1-10	K	K	K	K	K	K	K
19	5F	K1-10	K1-10	K	K	K	K	K	K	K	K
20	*	K1-10	K	K	K	K	K	K	K	K	K

If a knockout doesn't occur, five brief steps must be completed:

- Score 6 points for the fighter who knocked down his opponent.
- Check to see if the knockdown triggered a TKO brought about by accumulated punishment (see Page 26).
- Flip the next card from the BAC deck and check the **KDC (which stands for Knockdown Count)** and note it, probably on the scoresheet. The "knockdown count" will become a major factor should Akinwande survive the round and necessitate a "carry-over" effect (see Page 18).
- A knockdown count of 1 is considered a **FLASH KNOCKDOWN** for the purpose of "Carry-Over" Effect
- Add the KD2 of the fighter who suffered the knockdown to his KD1 for the remainder of the round and possibly the next, depending upon any "carry-over" effect (see Page 18)
- Return the fighters to RING CENTER** and begin the KI (Killer Instinct) run of the fighter who scored the knockdown (see Page 20).

The KD2 Rating

A fighter's KD2 rating is used after a fighter suffers a knockdown. The number measures how quickly a fighter recovers from a knockdown and also how susceptible the fighter is to being knocked down again in the same round.

Joe Louis has a KD1 of 2 (see Page 18), indicating he's difficult to knock down and Louis' KO is rated a 1, signifying that if you do knock Louis down, it's likely that he'll get back up.

TITLE BOUT II									
PRIME: Joe Louis – HW (10E)									
The Brown Bomber									
SPECIAL: Strong Closer									
CFB/S	10/12	DEF	0	CFB/S	10/10	DEF	0		
AGG	8	KD 1/2	2/3	AGG	8	KD 1/2	2/4		
KI	10	KO	1	KI	10	KO	1		
END	90	CUT	2	END	0	CUT	2		
FOUL	A	CP	9	FOUL	A	CP	9		
STRATEGIES		FI	7	FO	9	CU	6	KO	9

However, Louis has a so-so KD2 of 3. That number gets added to Joe's KDR 1, meaning for the remainder of the round, Louis' **temporary** KD1 rating is a 5.

MAJOR CHANGE: If Louis survives the rest of the round and doesn't suffer another knockdown, he has a minute's rest in his corner between rounds to recover his senses and drop his KD rating back to a 2. However, if Louis suffers a "carry-over" effect into the next round, **see how the new rule affects his ratings.**

When a fighter suffers a knockdown, there is a chance that the effects of the knockdown could carry over into the following round.

Checking for Carry-Over Effects

- Between rounds obtain a RN and apply it to the **Knockdown Recovery Table**. If the number falls within the range that corresponds to the **Knockdown Count**, the fighter suffers a carry-over effect.
- A Flash Knockdown is still considered a knockdown. The chances of a "carry-over" effect, while minimal is still there and must be checked.**

KNOCKDOWN RECOVERY TABLE									
KD Count	1	2	3	4	5	6	7	8	9
	1-4	1-8	1-12	1-16	1-20	1-24	1-28	1-32	1-36
Apply a RN to the range under the KD Count. If the RN is within the range, there is a carry-over effect into the next round.									

(Example: Fighter A has been knocked down in Round 3 and was up at the count of 3. When checking if Fighter A suffers a Carry-Over effect, a RN range of 1-12 is found under KD Count 3. If the selected RN is within the range, Fighter A suffers Carry-Over effects. If the RN is 13-80, Fighter A suffers no Carry-Over effects.)

Two or More Knockdowns in a Single Round

If a fighter suffers 2 or more knockdowns in a single round:

- He must check to see if there is any carry-over effect, just the same as if he had suffered only 1 knockdown.
- If there are 2 knockdowns in a single round, add the 2 counts together to determine which "KD Count" number to check.
- If there are 3 or more knockdowns in a round and the fighter survives, there is automatically a Carry-Over effect.**
- If the combined Count Number, regardless of how many knockdowns are in the round, exceeds 9, there is an automatic Carry-Over effect.**

Example: Fighter A suffers 2 knockdowns in the 3rd round. His KD1/2 is 2/4. The first knockdown resulted in a "knockdown count" of 5. Fighter A suffered a 2nd knockdown but was up at the count of 3. When checking for a Carry-Over Effect, there is a 1-32 (5 count plus 3 count = 8 count) chance of a carry-over effect into Round 4.

Two Knockdowns in Consecutive Rounds

If a fighter suffers a knockdown in back-to-back rounds, you use the count taken for the SECOND knockdown to determine if there's been a Carry-Over effect.

Example: Fighter A is knocked down for a count of 4 in the 3rd round and a count of 6 in the 4th round. When checking for a Carry-Over effect before the start of Round 5, you would use the 6-count from round 4, not the 4-count from round 3.

Carry-Over Effects from A Knockdown

When a carry-over effect occurs, the fighter who suffered the knockdown **adds +1 to his KD1**. For example, a Fighter with a KD1/2 of 2/4 enters the next round at a 3|4 which is in effect a temporary KDR of 7 (KD1+1+KD2)


If a fighter has a 0/0 and ends up suffering a rare knockdown and fails a Knockdown Recovery Check, his temporary KD1 is automatically treated as a 1 barring another knockdown in the same round.

COUNTERPUNCHING

Most counterpunchers are fighters with an exceptionally good defense who rely on forcing an opponent into making a mistake in order to create an opening to land their own counterpunch.

In most cases, as implied by the above, the best chance to counterpunch comes after a fighter has set up an opponent positionally or after an opponent has missed a punch. The latter is how counterpunching is utilized in Title Bout II.

TITLE BOUT II												
Oscar De la Hoya - WW (11E)												
the Golden Boy 1992-2008												
SPECIAL: Strong Closer												
FRESH						FATIGUED						
CFB/S	10/10	DEF	-2	CFB/S	10/10	DEF	-2					
AGG	8	KD 1/2	2/2	AGG	7	KD 1/2	2/2					
KI	8		3	KI	6		3					
END	95	CUT	1	END	0	CUT	1					
FOUL	B	CP	10	FOUL	B	CP	10					
STRATEGIES	FI	8	FO	9	CU	7	KO	9				
ACTION												
Normal						Fatigued						
Punches Landed	1-34 HP (12)						1-32 HP (12)					
Punches Missed	35-50 CP (45)						35-50 CP (45)					
Clinching	51-60						51-60					
Ring Movement	61-80						61-80					
Hitting Value	3			2								
Jab	1-3			4-22								
Hook	23-31			32-36								
Cross	37-45			46-50								
Combination	51-59			60-69								
Uppercut	70-77			78-80								



CP Rating: This is indicative of a fighter's ability to land a counterpunch. The rating is **ADDED** to the Fighter's Punches Landed to determine the final Counterpunch range. Oscar De La Hoya has an excellent CP Rating of 10. When he has a chance to land a counterpunch, the 10 is added to his Punches Landed (34) meaning that on a RN of 1 through 44, The Golden Boy, LANDS a counterpunch. On 45 through 80, Louis misses.

Counterpunch Defense: this represents the fighter's chance of leaving himself open after missing a punch; and by doing so providing an opportunity for his opponent to throw a counterpunch. De La Hoya has a Punches Missed range of 35-50. However, on a 45-50, Oscar's Opponent has a chance to counterpunch.

NOTE: In an effort to avoid confusion, the **CP** after Punches Missed on previous card sets was changed to **CPD**. Previous divisions have used different abbreviations but the one thing all Counterpunching notations have in common is that they come **AFTER** the PUNCHES MISSED, including the most recent division, the Lightweights. From the LW division on, the CPD numbers will already be displayed. The most recent and ongoing format will be: PUNCHES MISSED 35-50|CPD 45-50.

Rules for Counterpunching

1. If the fighter misses a punch and the RN falls into the fighter's CP range, it means that the punch he missed has left an opening and his **OPPONENT** is going to attempt a counterpunch.
2. Flip the next BAC and apply the RN to the Opponent's **PL range + his CP Rating**. **No Defense Rating figures into the calculation**
3. Treat any words encountered as a "Miss" – no counterpunch attempted.
4. If the punch lands, treat it as you would any other punch, scoring points and, if indicated, checking for a cut or knockdown or any other possible occurrence.
5. When a counterpunch lands, any points found on the Boxer Card (1, 2, 3) requires a new Control Factor check. Any points found on the KD/KO Table (4, 5, 6+) indicates that Control automatically switches to the fighter who landed the counter, assuming that the bout doesn't end on the counterpunch.

KEY CONCEPT: There are only TWO direct possibilities for a Counterpunch. It either lands or it misses. All RNs aside from those that would indicate the punch landed are considered MISSES. Foul, Injury, Special. Clinching and Ring Movement don't 'exist' during a counterpunching attempt either.

6. If the counterpunch misses, return to the normal procedure; the fighter who was in Control remains in Control and makes the next CF check.

KILLER INSTINCT

Killer Instinct is a boxing term for the ability to finish an opponent when he is hurt. Some fighters are excellent finishers, knowing how to be patient and maximize openings. Others are less efficient, flailing wildly, having most of their punches blocked and tiring themselves out in the process.

1. Killer Instinct is only used after certain **5-point punches have been scored or after a knockdown** that has not led to a knockout.
2. A Flash Knockdown is still a knockdown. It is subject to the same RESULTS that appear on the KD/KO table as any other knockdown punch.
3. Each fighter has a **KI** number that is used to represent his killer instinct or ability to finish a hurt opponent.
4. From the top of the unused portion of the BAC deck, count out cards equal to the KI number of the fighter who has scored the knockdown or the 5-point punch.
5. These cards are flipped and the RN (**Random Number** not the **Result Number**) is directly applied to the **Action** section of the fighter, without reference to the Control Factor. The fighter using Killer Instinct is assumed to always be in control.
6. When the cards used to represent KI are exhausted, normal playing procedure goes into effect. Complete whatever action was taking place and begin checking to see who is in Control once again.
7. If an instance would occur during the use of Killer Instinct where KI would take place once again, ignore it. **KI is not cumulative.**
8. All possible results can occur normally during the use of KI: another knockdown/knockout check, counterpunch, cut, foul, ring movement, etc.
9. If you run out of BACs before the KI sequence is over, the round ends immediately unless a punch lands with the last card, in which case the result of that punch is found and then the round ends.
10. If the final punch results in a knockout, not only the round but also the fight ends. The only exception to this rule is if you're using the **Saved by the Bell** option (Page 42).
11. If, during a Killer Instinct "run", the Opponent scores a 5-point blow on a counterpunch, that punch ENDS the KI run and a dramatic turn-around occurs. The Opponent (who landed the counterpunch) immediately gains control. The fighters are assumed to now be in Ring Center.

NOTE: If an Opponent interrupts a KI run by scoring with a 5-point Counterpunch, IGNORE any "letter" that follows the number 5. In other words, on a Counterpunch there are no 5F or 5H results. Any 5F or 5H results are treated as just a "5".

For example: Fighter A (who has a KI Rating of 8) scores a 5-point punch and starts his Killer Instinct sequence; however, four cards, in Fighter B counterpunches and lands a 5-point punch of his own. Fighter A immediately loses Control and returns whatever KI cards he has left to the top of the BAC deck. Fighter B is now in Control and will go to the Action segment of the regular sequence of play.

TECHNICAL KNOCKOUT (TKO)

The technical knockout or TKO occurs when a fighter has, in the mind of the referee, taken so much punishment that the fight should be stopped, even though the damaged fighter is still standing. A definitive case where a TKO would result is if you are using the optional **3-Knockdown Rule (Page 41)** where the fight ends immediately upon one fighter getting knocked down three times in a single round.

Title Bout II deals with a fighter taking punishment in two ways: (1) through the sheer amount of damage taken in a single round or through the accumulated damage taken over several rounds; and (2) through physical impairment that prevents the fighter from being able to defend himself. Be especially on the alert for a TKO when Killer Instinct has been in effect one or more times because during KI, points can pile up very quickly.

The points listed on the Technical Knockout Table indicate the minimum number needed in a single round, two **consecutive rounds** or **three consecutive rounds** for the fight to be stopped. The table doesn't imply that you must hit the number EXACTLY, nor does it mean that you only check for this between rounds. The TKO is called as soon as the necessary points are scored, regardless of when in a round.

TECHNICAL KNOCKOUT TABLE	
Condition	Result
One Round: 30 pts scored against	Fight Stopped: TKO
Two Rounds: 50 pts scored against	Fight Stopped TKO
Three Rounds: 60 pts scored against	Fight Stopped TKO

Example: Fighter A took 32 points of damage, with 30 seconds remaining in the round. However, the referee stopped the fight and awarded Fighter A's opponent a win by TKO.

Example: Fighter A took 26 points of damage in the 3rd round, came out for the 4th round and took an additional 24 points of damage. The two round totals equal 50 and when that total was met, the referee stopped the fight and awarded Fighter A's opponent a win by TKO.

Other Possible Automatic Stoppages (TKO)

An automatic TKO occurs under the following circumstances:

A fight is stopped, and a fighter suffers a TKO loss (dependent upon the round and the rules of the bout) if swelling renders a fighter to near blindness and unable to protect himself.

A fight is stopped, and a fighter suffers a TKO loss (dependent upon the round and the rules of the bout) if the boxer is cut so badly that the referee fears for the fighter's safety and calls off the fight

CONDITION CHECK

OF MAJOR IMPORTANCE: Due to the major changes that have taken place when using the Official Cuts and Swelling Tables, **IGNORE references to cuts and swelling on the CONDITIONS of the Boxing Action Cards.** If you have chosen not to use the rules put forth in this manual, you will need to refer to either the rule book that came with the most recent games sold or the same set of rules that also remain as a free download on the Straight Jab Media website.

A fighter can take a terrific pounding during a round without the punishment resulting in a cut or swelling. The Conditions Table that follows (and can also, of course, be found on the new Table Set) is activated in the same way as always:

1. If a fighter scores 25 or more points in a round, he must make a Conditions Check on the Conditions Table (not the Boxing Action Card) between rounds.
2. The outcome of the round is irrelevant assuming that it doesn't end the fight.
3. Either or BOTH fighters may be subjected to a Conditions Check at the end of a round.
4. Effects can be repeated but they are never accumulative.

Using the Conditions Table requires that a Random Number (1-80) be acquired and cross-checked with a Fighter's KO (not KD1/2!) rating to determine if the punishment taken has an effect beyond a cut or swelling.

CONDITIONS TABLE				
	No Effect	-1 CF for the next round only.	-1 CF; reduce DEF by 2 for the next round only,	Lower CF by 1 for the next round only. Reduce DEF by 2 for the rest of the bout.
KO Rating 0-1	1-75	76-78	79	80
KO Rating 2-3	1-70	71-76	77-78	79-80
KO Rating 4+	1-65	66-74	75-77	78-80

ENDURANCE

A boxer's ability to fight the full three minutes of every round is an ambitious goal and few fighters can sustain that kind of effort over the course of a bout. At some point in a fight, a fighter begins to feel the effect of the punches that he's taken and becomes fatigued.

Using Endurance (END)

Each fighter has an **Endurance rating**, a number used for a **12-round fight**, which represents his endurance at peak efficiency.

1. If you are fighting a 10-round fight or a 15-round fight, you must modify the **END** number as well. Divide the original number by 10 to arrive at the average amount of **END** per round. Take that number and multiply it by 2 and subtract it from the END on the fighter's card if you're fighting a 10-round bout. If you're fighting a 15-round bout, take the average amount and multiply it times 3, then add it to the original END.

*Example: the fighter has an **END** of 85. Divide that by 10 and you get 8.5. For a 10-round fight, you would subtract 17 (8.5 * 2) from the 85 for an **END** of 68. For a 15-round bout, you would take 8.5 * 3 = 25.5, round up and add 26 to the original 85 and end up with an **END** of 111).*

2. At the end of each round, subtract the number of points scored against a fighter from his **END** rating. There are also rare occasions during the fight that may also instruct you to lower **END** by "x".
3. Once a fighter's **END rating** reaches 0, he must start using the **FATIGUED** column on the right side of his card (See Page 23).
4. Endurance **CAN NOT** run out mid-round. If you're paying strict attention to the number of points scored, you may find that a fighter's endurance reaches '0' before the end of the round. However, nothing is tallied until the round ends and that is where the current amount of Endurance is determined.
5. Endurance **CAN NOT** drop lower than '0'. If the last punch of a round, for example, scores 3-points and the fighter hit by the punch had only 1 point of Endurance left, he would have 0 Endurance, NOT -2 Endurance at the start of the next round. As the game now stands, negative Endurance has no bearing on the bout.


THE FATIGUED SIDE OF THE BOXER CARD

A fighter who tires in the ring, loses some effectiveness. How much and in what areas depends upon the fighter and how fatigued he is when his endurance is exhausted. In Title Bout II, when a fighter reaches '0' Endurance, he is considered **FATIGUED**.

Each fighter in the game has two sides to his card: one representing when he is FRESH and one when he becomes FATIGUED. Some fighters will not hit as hard; others will get hit easier; still others will suddenly become more vulnerable to getting knocked down.

Nothing is required of you, the player, other than to remember to use the numbers on the right side of the card, under **FATIGUED**.

TITLE BOUT II									
Floyd Patterson W/B/E									
SPECIAL: Self-Doubts									
FRESH					FATIGUED				
CFB/S	11/10	DEF	-2	CFB/S	10/9	DEF	0		
AGG	7	KD 1/2	5/4	AGG	7	KD 1/2	6/4		
KI	8	KO	2	KI	7	KO	3		
END	100	CUT	2	END	0	CUT	2		
FOUL	A	CP	6	FOUL	A	CP	6		
STRATEGIES	FI	7	FO	9	CU	7	KO	6	
ACTION									
Normal					Fatigued				
Punches Landed		1-34 (9 KD)			1-30 (8 KD)				
Punches Missed		35-47 (CP40)			31-44 (CP37)				
Clinching		48-61			45-59				
Ring Movement		62-80			60-80				
Hitting Value		3		2					
Jab		1-5		6-22					
Hook		23-31		32-36					
Cross		37-46		47-52					
Combination		53-63		64-68					
Uppercut		69-74		75-80					



Looking at Floyd Patterson, you can easily see the difference in him as a fighter when he's FRESH verses when he's FATIGUED. His CF drops by 1 on both sides of the slash; he loses a bit of KI; but the big change comes in his DEF, where he goes from a -2 to a 0. Making it even worse is the fact that he's a bit easier to knock out, his KO going from 2 to 3.

It isn't just ratings that can suffer when a fighter FATIGUES. He can lose accuracy with his punches, as well. Patterson, when fresh, is a very accurate puncher. Fatigued, he is only average as far as accuracy goes, dropping from 1-34 to a 1-30.

KEY CONCEPT: Any previous deduction that would be in effect on the FRESH side of the card when the fighter's END is exhausted, carries over to the FATIGUED side of the card! For example: In the 8th round, Floyd Patterson suffers a -2 CF due to a cut, making it a 9/8. He also ran out of END in the 8th. When Patterson comes out for the 9th round, the -2 CF is still in effect. Couple that with the drop in CF due to FATIGUE, and Patterson's CF is 8/7 (CF 11/10) -2 Gash (CF 9/8) -1 Fatigue (CF 8/7).

Another way to look at it, and use whatever method is easiest for you, would be: *take the -2 from the Gash off his FATIGUED CF: (CF is 10/9) when Fatigued; and -2 from the still bleeding gash and you arrive at CF 8/7.*

CUTS, SWELLING AND FOULS

As bad as being knocked down and often more serious are **facial cuts, swelling, and fouls**. Any one of the three has the potential to swing the fight one way or another; and any of the three could be the key factor in either a win or a loss.

Cuts and Swelling

Cuts are a common hazard in professional boxing. The cuts can range from little more than an abrasion to ugly gashes that require a dozen stitches. The severity and ramifications of a cut in Title Bout II depends not only on the size of the cut but also the location of the cut.

Swelling around the eyes can also result in a serious loss of efficiency on the part of the fighter and often does. If you can't see, you can't land punches with the same accuracy; nor can you defend as well against punches aimed at you. Swelling, like cuts, can range from minor swelling that hardly worsens to major swelling that closes an eye.

Introducing the new Revised Cuts and Swelling Tables

The newly revised **Cuts and Swelling Tables**, like all new tables being presented, are not intended to make you relearn the game. In most cases, there's nothing to relearn. However, there are changes in the percentage chance of a specific problem; changes in the effect a cut or facial swelling has on a fighter's ratings; and as previously implied, an easier implementation of use.

Using the Revised Cuts and Swelling Table

To begin with, possible cuts and swelling are now combined in a single table. If the table seems a bit more "generic" to users, it makes up for it in speed and simplicity of use:

The table below is 'triggered' by the word "Cut" found on a Boxing Action Card when checking for a Punch Landed. The appearance of the word indicates that not only has a punch landed but it may have had the added effect of cutting the Opponent or causing a certain amount of facial swelling.

Determining the Outcome

When checking for a cut or swelling, all you need to do with the new table is make a **single check**. The severity of the injury (be it either a cut or swelling) increases as you progress through the Random Numbers on the table illustrated below. In part, this is where the elegance and simplicity begin to show. Obviously, fighters vary in their propensity to suffer cuts or their tendency to swell. Prior tables required making cross checks. Now, just by adding the individual boxers Cut Rating to the random number drawn will allow you to arrive at a result.

What follows are COMPLETELY NEW RULES for use with the new Cuts and Swelling Tables 4.0. The entire set of new rules and table illustrations will not be highlighted. However, unless you decide to continue to use older procedures and rules to determine Cuts and Swelling, the tables below are considered official.

NOTE: Regardless of whether you use the charts and tables that came with the original game, the revised Advanced Cuts and Swelling Tables or the newest tables described in the following rules, you will find that ALL of them will work to some degree. Probably the most accurate but most difficult and tedious to use are the Advanced Cut and Swelling Tables. The least accurate but easiest to use are the original tables that came with the original TITLE BOUT (not TITLE BOUT II). The "Official" set is far more accurate than the original tables and far less convoluted and having a much shorter learning curve than the Advanced set.



TITLE BOUT II REVISED CUTS AND SWELLING TABLES

	TYPE AND LOCATION	EFFECT ON RATINGS	PTS	DESCRIPTION AND CONDITION
1-31	No Cut or Swelling Occurs	None	0	None
32	Cut on the Right Cheek	None	1	Nuisance
33	Cut on the Left Cheek	None	1	Nuisance
34	Minor Cut High on the Forehead	None	1	Nuisance
35	Major Cut High on the Forehead	-1 CF (RN 1-13 Punch; 14-20 Head Butt)	3	Nuisance (If head butt: unintentional)
36	Split Nostril	None	2	Looks bad but Just Annoying
37	Torn Lip	-1 Endurance per Round	1	Could become Serious
38-39	Cut Inside the Mouth	-2 Endurance per Round	1	Swallowed Blood can Sicken
40-42	Minor Swelling UNDER the Right Eye	Add +1 to Cut Rating	1	Some Puffiness
43-45	Minor Cut UNDER the Right Eye	Add +1 to Cut Rating	1	Trickle of Blood
46-48	Minor Swelling UNDER Left Eye	Add +1 to Cut Rating	1	Some Puffiness
49-51	Minor Cut UNDER the Left Eye	Add +1 to Cut Rating	1	Trickle of Blood
52-54	Minor Swelling OVER Right Eye	-1 from Defense	2	Swelling has minor effect on Vision
55-57	Minor Cut OVER the Right Eye	-1 Defense; -1 Punches Landed	2	Trickle of Blood; Minor Seeping into Eye
58-60	Minor Swelling OVER Left Eye	-1 from Defense	2	Swelling has minor effect on Vision
61-63	Minor Cut OVER Left Eye	-1 Defense; -1 Punches Landed	2	Trickle of Blood; Minor Seeping into Eye
64-65	Major Swelling UNDER Right Eye	-2 Def; -2 PL and Add +1 to Cut Rating	3	Interferes with Vision; Eye could Close
66-67	Major Cut UNDER the Right Eye	Add +1 to Cut Rating	3	Chance of Swelling along with Bleeding
68-69	Major Swelling UNDER Left Eye	-2 Def; -2 PL and Add +1 to Cut Rating	3	Interferes with Vision; Eye could Close
70-71	Major Cut UNDER the Left Eye	Add +1 to Cut Rating	3	Chance of Swelling along with Bleeding
72-73	Major Swelling OVER Right Eye	-1 CF; -2 Defense; -2 Punches Landed	4	Eye is Nearly Closed
74-75	Major Cut OVER the Right Eye	-1 CF; -3 Defense; -3 Punches Landed	5	Blood is Severely Impeding Vision
76-77	Major Swelling OVER Left Eye	-1 CF; -2 Defense; -2 Punches Landed	4	Eye is Nearly Closed
78-79	Major Cut OVER the Left Eye	-1 CF; -3 Defense; -3 Punches Landed	5	Blood is Severely Impeding Vision
80	Any Major Cut or Swelling Over Either Eye	-2 CF, -4 Defense; -4 Punches Landed	6	Eye Swells Shut/Bleeding Blocks Vision

Determining the Primary Cut or Initial Swelling

1. Flip the next card on the BOXING ACTION DECK and check the Random Number (1-80).
2. **ADD THE BOXER'S OPPONENT CUT RATING TO THE RANDOM NUMBER**
3. Apply the modified number to the **CUT/SWELLING TABLE** and assign the results to the Opponent.
4. If the result indicates that no cut or swelling has occurred, continue the fight as you would normally.
5. If the result indicates a cut or swelling has occurred, see #6 through #8 below.
6. Record the LOCATION and POINTS on your scoresheet or whatever you are using for notations.

7. Make the changes to the boxer's RATINGS if necessary and do so immediately. **You do not wait until the round ends to make the changes.**
8. Move on to the next turn and check who is in **CONTROL** unless the Cut/Swelling sequence requires a Referee/Doctor check.

Example:

1. Cassius Clay is fighting Henry Cooper when Clay lands a "Jab - Cut".
2. The Clay player flips the next Boxing Action Card from the top of the ROUND DECK and locates the RN
3. The Random Number is a 36.
4. Cooper's **CUT RATING** is a 6, which is added to the RN 36 for a total of 42.
5. The result that corresponds to 42 under Type and Location is "Minor Swelling UNDER Left Eye"
6. The Rating Effect(s) is "Add +1 to Cut Rating", making Cooper's new Cut Rating a 7 (6+1)
7. The Cut/Swelling Point scored is "1" **(which you must track)** against Henry Cooper.
8. A text explanation of the injury is "Some Puffiness" has appeared **(which you must notate)**.

The Second Occurrence of the SAME Cut/Swelling:

1. If the boxer who suffered the Cut or Swelling ends up with a "41-42" result for a **SECOND TIME**, the result indicates that the injury has worsened.
2. **There is NO additional penalty assigned to the injured fighter's ratings.**
3. **However, Points are scored, and location is noted**

Example: A few rounds later, Clay once more finds the word "Cut" after a number as a Result.

1. He flips the next card on the Round Deck
2. After adding Cooper's Cut Rating (now a 7, not a 6) to the Result, the total equals 41.
3. The Type and Location are the same as before: "Minor Swelling UNDER Left Eye"
4. **You DO NOT add another +1 to Cooper's Cut Rating.**
5. **You DO score 1 more Cut/Swelling Point to Cooper's Total (which now stands at 2).**
6. You **DO** indicate wherever you are keeping track of instances that this is the 2nd time Cooper has suffered swelling under the left eye.

The Third (and all subsequent) Occurrence of the SAME Cut/Swelling:

1. A Cut or Swelling that occurs in the **SAME place as the previous two**, follow the same rules as were stated for the **Same Cut or Swelling a Second Time**.
2. Simply follow the 3-step process (1, 2, 3): No additional penalty assigned; however, Points are scored, and location noted.

NOTE: A cut or swelling may continue to worsen "imperceptivity". The cut or swelling will NEVER evolve on its own to a MAJOR cut or swelling, unlike before. Again, the new table eliminates the need to track the widening of a cut or the increase in swelling.

TKO DUE TO ACCUMULATING DAMAGE POINTS

Bad gashes, especially those that bleed into a fighter's eye and blur or block his vision, can lead to a stoppage that is deemed a TKO, although technically it isn't a "knockout".

Damage Points are assigned to each cut and each indication of swelling. When the Damage Points reach a specified total, a check must be made on the **Accumulated Damage Points Table**. The more points accumulated, the greater

the chance of a stoppage. No longer will a single cut immediately end the bout with frequency. **ONLY AN "80" RESULT OF THE RANDOM NUMBER CHECK** will immediately end the fight due to the severity of the cut or swelling.

Using the Accumulated Damage Table: This Table goes into effect **ONLY once a fighter's DAMAGE reaches at least 10 points.**

ACCUMULATED DAMAGE TABLE	
10-15 Cut Points	Depending upon the referee, he may order a check be made by the Ringside Doctor.
16-20 Cut Points	The referee, regardless of his cautious or strict approach, requires a check be made by the Ringside
21+ Cut Points	No hesitation by the Referee/Ringside Physician: The Bout has been Stopped! It's a TKO!

There are three possible steps that can be taken by the referee in relationship to cuts and swelling, each one dictated by the accumulation of **Damage Points**. After accumulating 10- 15 Damage Points, the referee MAY order a check be made by the Ringside Doctor; from 16-20 the referee will automatically consult with the ringside doctor; and from 21 points on, the referee will stop the bout immediately.

1. The referee has the right to allow a fight to continue if he deems a cut or swelling insufficient to require either a temporary or permanent stoppage.
2. The referee has the right to temporarily halt a fight and call for a consultation with the ringside physician.
3. The referee has the right to stop a fight and award a TKO.

When to Determine the Referee's Action

Any time a cut or swelling occurs or worsens **Damage Points** are scored. Once Damage Points reach a total of 10, the Accumulated Damage Points Table must be consulted. **Note: this literally means that in most cases the decision will be made DURING the round. The only time the referee would examine a cut or bleeding between rounds is if one occurs on the last action of the round (meaning no cards left to apply to the table).**

Examples:

1. *George Chuvalo suffers a Major Cut Over the Right Eye in the first round (5 Damage Points). There is no action taken by the referee at this point.*
2. *Chuvalo has the cut reduced by (-2) two, thanks to good work by his corner between rounds. Chuvalo's **Damage Point Total is now 3.***
3. *In Round 4, Chuvalo suffers Minor Swelling Under his Right Eye (1 Damage Point) **upping his Total to 4.** His corner fails to reduce the swelling.*
4. *In Round 5, Chuvalo suffers a second Major Cut Over the Right Eye (reopened) and takes another **5 points of damage** added to the 4 he had when he the round started. **His total is now 9.** The referee still takes no action. Between rounds, Chuvalo's corner reduces the Damage Points by 1, from **9 to 8.***
5. *In Round 7, Chuvalo suffers a Major Cut under the Left Eye, adding 3 points to his previous 8 for a total of 11. Any time a fighter's accumulated damage reaches 10 or more, the bout is **IMMEDIATELY** paused to determine the referee's action.*
6. *If the cut or swelling reaches 10 or more Damage Points during the round, **NO CORNER WORK** may be done prior to the referee's check. However, if the check is made after the fighter has retired to his corner, the referee must wait until **AFTER THE CORNER WORKS ON THE DAMAGE.***

Examples:

1. *During a round, Chuvalo suffers a Major Cut under the Left Eye, bringing his **Damage Points to 11**, necessitating a referee check. The corner **MAY NOT** attempt to reduce the severity of the cut or swelling prior to the check.*

2. *Chuvalo suffers a Major Cut under the Left Eye that brings **his Damage Points to 11**. However, the Cut Result occurred on the last card in the round, thereby ending the stanza. Chuvalo heads to his corner where his corner men wait to try to repair some of Chuvalo's damage. The referee follows Chuvalo to his corner, in order to access the damage suffered by the fighter. The Corner **MAY WORK** on the damage prior to the referee's check.*
3. **If the Corner reduces Chuvalo's Total Damage to below 10, NO REFEREE'S CHECK IS MADE. If Chuvalo's Corner does not reduce Chuvalo's Total Damage to below 10, the referee will make a check PRIOR TO THE BEGINNING OF THE NEXT ROUND,** doing so while Chuvalo sits on his stool, awaiting the outcome.

How to determine the referee's action:

1. To determine the referee's action requires a Random Number 1-20 from a used round card pile or, if you prefer, the round card deck you are using.
2. Apply it to the Referee's Viewpoint Table, using the "table row" that corresponds to the referee's rating as Strict, Normal, Lenient or Very Lenient.
3. There are only TWO possibilities: either the referee decides to let the fight continue or he summons the ringside physician.
4. If the Referee decides to let the bout continue, return to the fight, and do a Control Factor check.
5. If the Referee decides to call in the doctor, you'll have one more step before you can determine the outcome of this instance.

Example: Midway through Round 8 of George Chuvalo's bout against Chuck Wepner, Wepner suffers major swelling that puts his Damage Total at 14. A quick look at the Accumulated Damage Table indicates that the referee is considering calling the ringside doctor to take a look at Wepner's damaged face. The Referee is rated "Normal" so there is a 1-10 chance that he'll call on the doctor, and a 11-20 chance that he'll allow the fight to continue. The Random Number is a 14 so the bout continues.

Example: It's the same scenario as above but the Random Number is 7 so the referee has decided that he wants a second opinion on the injuries accrued by Wepner. You then need to make a check on the DOCTOR TABLE.

A more lenient referee will frequently allow the fight to continue without requiring a check by the ringside physician; the stricter the referee the more likely that he'll consult the doctor in the event of an increase in bleeding or swelling.

REFEREE'S VIEWPOINT TABLE					
Random		RN	The Referee decides to:	RN	
1-16	Strict	1-14	let the Doctor take a look at the damage	15-20	allows the fighters to get back to work
17-56	Normal	1-10	let the Doctor take a look at the damage	11-20	allows the fighters to get back to work
57-68	Lenient	1-7	let the Doctor take a look at the damage	8-20	allows the fighters to get back to work
69-80	Very Lenient	1-5	let the Doctor take a look at the damage	6-20	allows the fighters to get back to work

Consulting the Ringside Doctor

The Doctor Table is only consulted when called for by the referee. Each of the three type of Doctors: cautious, balanced, and permissive, are rated differently. As you would expect, the more cautious the Doctor, the greater the chance for a bout to be stopped. Conversely the more permissive the Doctor, the greater the chance that a bout will be allowed to continue.

When instructed to “check with the ringside physician/doctor”, obtain another Random Number (1-20) and apply it to the row on the Doctor Table that matches Doctor’s description. There are three possible results:

1. **Allow the Bout to Continue:** self-explanatory; no conditions set, or changes made. The fight simply continues.
2. **Give the Fighter One More Round:** exactly as stated, rather than stop the bout immediately, the doctor indicates that he will allow the fight to continue for one more (and ONLY one more) round, after which the bout ends and a decision is rendered, assuming no stoppage has occurred in the round given.
3. **Stop the Bout:** it’s over, the bout ends, and the victor awarded a TKO.

THE DOCTOR TABLE				
Random:		Allow the Bout to Continue	Give the Fighter One Round More	Stop the Bout
1-20	Cautious	1-8	9-13	14-20
21-70	Balanced Judgement	1-11	12-16	17-20
71-80	Permissive	1-15	16-18	19-20

CORNER WORK AND CORNER MEN

The 1-minute rest a fighter receives between rounds becomes even more important if the fighter has suffered a cut or swelling. In many cases, a good cut man can stop the bleeding or reduce the swelling.

Before the bout, each player selects one person to provide instructions (and select strategies) and another to handle cuts and swelling. **NOTE: if preferred, one person can do both.**

The player can either arbitrarily choose the Corner Man’s level of expertise, randomly select a Generic Corner Man (Men) using a Random Number 1-20, shuffle the **Corner Men card deck** (if you have one) and select one or two cards arbitrarily or at random.

Attending to Cuts Between Rounds

A ‘cut man’ is exactly what he sounds like: a person whose job it is to hopefully stop the bleeding from any cut suffered by his fighter and/or reduce swelling to such a degree that his work prevents a loss via TKO. Some of the best cut men in the history of the sport did nothing but work on closing cuts. Others helped work on an injury while at the same time trying to impart advice.

In non-simulated boxing, you have a chief corner man, a cut man, a second, a bucket man, cheerleaders . . . a corner can get very crowded! Title Bout II has simplified matters by focusing on two separately rated corner men. One is designated as the chief corner man who will tend to cut and swelling; and the other (usually a Trainer assigned as the “second”) works as an Attitude adjuster/strategist/motivator unless needed to assist on an injury.

The Cut Man

1. To use a cut man, refer to the **Corner Men Table** between rounds. Obtain an RN via any procedure you choose to use and apply it to column that indicates the skill level (Excellent to Poor) of your cut man.
2. **ANY CUT or SWELLING CAN BE WORKED ON BETWEEN ROUNDS, NOT JUST GASHES OR MAJOR SWELLING**
3. If there is more than one injury, either of your corner men can be assigned to either of the injuries.
4. Two RNs must be obtained, each one applied to a specific injury.

THE CORNER MEN TABLE						
		Excellent (1-3)	Very Good (4-7)	Good (8-13)	Average (14-17)	Poor (18-20)
Major Reduction of Cuts and Swelling	-3	1-6	1-5	1-4	1-3	1-2
Good Reduction of Cuts and Swelling	-2	7-26	6-23	5-20	4-17	3-14
Average Reduction of Cuts and Swelling	-1	27-69	24-64	21-61	18-58	15-55
No Reduction of Cuts and Swelling	0	70-79	65-78	62-79	59-76	56-75
Cuts and Swelling Made WORSE by work	+1	80	79-80	78-80	77-80	76-80

Results of Corner Work

- Major Reduction of Cuts and Swelling: *Reduce the fighter's Total Damage Points by 3. A fighter cannot have a Total Damage number below "0".*
- Good Reduction of Cuts and Swelling: *Reduce the fighter's Total Damage Points by 2. A fighter cannot have a Total Damage number below "0"*
- Average Reduction of Cuts and Swelling: *Reduce the fighter's Total Damage Points by 1.*
- No Reduction of Cuts and Swelling: *There is no reduction to the fighter's Total Damage Points).*
- Cuts and Swelling Made WORSE by the Corner Work: *Rushed, inept or careless work in a corner has the potential to make a cut or swollen area worse. For example, wiping a cut too hard or inadvertently "pushing" swelling in the wrong direction can widen a cut, increase swelling, or cause swelling to bleed.*
- Just because a cut is considered "closed" or the bleeding temporarily stopped, does not mean that the cut has miraculously healed. It can still be 'reopened' and made worse. Likewise, just pressing ice on swelling doesn't necessarily reduce it or prevent it from increasing in size.

(Example: Jerry Quarry suffers a bad cut under his right eye. His assigned "cut man" is rated 'Excellent'. The "Cut Man" draws a Random Number 4 out of 1-80 and applies it to the ranges listed under the "Excellent" column on the Corner Men Table. The result is a Major Reduction and -3 deducted from Quarry's accumulated damage.)

A cut or swelling may only be reduced ONCE, with two exceptions to the rule:

- a. a cut has **reopened**, or the area of swelling has started **to swell again**.
- b. the original attempt **failed** to reduce the injury or worsened it.

Working on More than a Single Injury Between Rounds

2. Working on more than a single injury (cut or swelling) comes at a cost. The Cut Men have 60-seconds between rounds, no matter how many cuts have been suffered by the fighter; or how much swelling has taken place. If either corner man has to divide his attention and efforts between multiple problems, he can't be as efficient as he would be if he were only working on a single injury.
3. To simulate this, prior to obtaining random numbers, decide which Corner Man will work on more than a single injury. **Reduce that Corner Man's rating by one level (i.e. A "Good" corner man becomes an "Average" corner man).** Now apply the random numbers that you've acquired.
4. Should you have two Corner Men and assign one to each injury, no reduction of either Corner Man's rating takes place. **NOTE:** a cut or swollen area could hypothetically be worked on between every round IF the cut or swelling has continually either failed to be reduced or the bleeding slowed, or in the case of a #4 above.



FOULS

Every sport has its form of dirty tactics and boxing is no exception. The following description of Harry Greb's first fight against Gene Tunney basically covers all the maneuvers that are illegal in boxing:

"The 5' 8" tall Greb was not beyond fighting dirty on his way to winning a title. He used head-butts, punched on the break, jammed his thumb in Tunney's eye and landed low blows. Greb was an expert at the tactic of raking the laces of his gloves across his opponent's eyes. If he could get away with popping his opponent in the nose or eye with his elbow, he'd do that too." . . . Sam Gregory, Ringside Boxing Show."

Fouls in Title Bout II

Fouls can play a major role in a boxing match and can often result in the loss of points by the fighter committing the foul. Frequent fouling can end up costing the offender the bout; or lead to a disqualification.

When the word **FOUL** appears when making an **Action Check**, the fighter in **Control** may have committed a foul. Aside from rare special occurrences, you will only find the word following the heading **RN**:

Determining and Adjudicating Fouls

REFEREE TABLE: Dealing with Fouls	
Referee Selection if none Chosen	Description of Referee
1-10	Very Lenient
11-20	Lenient
21-65	Normal
66-80	Strict

Prior to starting a bout, determine what type of referee will officiate the fight by arbitrarily selecting Very Lenient, Lenient, Normal or Strict; by obtaining a RN from the Boxing Action Card deck, or by selecting a Rated Referee from the table found in the Appendices.

TITLE BOUT II			
Boxing Action Card			
CF:	16	RN:	Foul
RESULT: 1 PB			
RING POSITION: Ring Center			
KD:	17	KD2:	13
KOR:	5	KDC:	4
J1: HS	J2: HS	J3: HS	

When you find the word FOUL when checking for a Random Number to determine a fighter's ACTION, use the following procedure to see if a foul has been committed, what kind of foul has been committed and how severe of a foul has been committed:

Determining if a Foul has been Committed:

The Foul Table is designed to allow players to quickly identify whether or not a foul has been committed and whether or not the referee issued a warning to the offending fighter:



The Referee Table has two purposes: (1) to determine how many warnings will be tolerated by the referee before he deducts a point from the offending fighter; and (2) to determine how many warnings will the referee call on an offending fighter before he disqualifies the fighter. The tolerance of a referee will vary according to his attitude toward fouls, and will range from Very Lenient to Strict.

REFEREE'S APPROACH TO FOULS TABLE						
Referee Selection if none Chosen	Referee Tolerance Level	Modifier applied to checks	Warnings given BEFORE a Point is Deducted	Possible Point Loss or DQ on warning #:	The Referee takes the Point On	DISQUALIFIES HIM!
1-12	Very Lenient	-10	5 Warnings	6	1-75	76-80
13-20	Lenient	-5	4 Warnings	5	1-70	71-80
21-65	Normal	0	3 Warnings	4	1-65	66-80
66-80	Strict	+5	2 Warnings	3	1-60	61-80

Defining the Referee Table Columns

1. *Referee Selection if None Chosen*: This column is used to randomly select a referee (and subsequently, his tolerance level)
2. *Referee Tolerance Level*: How lenient or strict the referee is about enforcing the rules.
3. *Modifier Applied to all Checks*: A number added or subtracted from the RN when checking on a FOUL.
4. *# of Warnings*: The number of accumulated warnings that a referee will allow before either taking a point from a fighter or disqualifying him. **NOTE**: once a fighter loses his first point, he must make another check (Step 5) for each future warning received.
5. *Taking a Point or Disqualifying*: A Random Number chance of the referee either continuing to take points from a fighter or disqualifying him.

FOUL TABLE					
Fighter's Foul Rating					Reminds the Boxers
A	B	C	D	E	The Referee is gesturing. He . . .
1-66	1-64	1-62	1-57	1-52	. . . tells both fighters to keep it clean!
Fighter's Foul Rating					Warns the Boxer (Track All Warnings)
A	B	C	D	E	The Referee stops the action and issues a stern warning . . .
67-68	65-67	63-66	58-63	53-57	. . . for hitting below the belt (low blow)
69-70	68-69	67-69	64-66	58-62	. . . for leading with the head (head butt)
71-72	70-71	70	67-68	63-66	. . . for hitting behind the head (rabbit punching)
73	72	71	69	67	. . . for using an arm to push his opponent's head down
74	73	72	70	68-69	. . . for following up a punch with an elbow
75	74	73	71-72	70-72	. . . for hitting on the break
76-77	75-76	74-75	73-74	73-74	. . . for refusing to break cleanly (1969 or earlier)
78-80	77-80	76-80	75-80	74-80	. . . for eye gouging (1969 or earlier)
OR					
78-79	77-79	76-78	75-78	74-77	. . . for refusing to break cleanly (1970-Current Year)
80	80	79-80	79-80	78-80	. . . for eye gouging (1970 to Current Year)

Examples on the Use of the Foul Table

*Example 1: Harry Greb may have committed a foul. The referee in this case is NORMAL, meaning his Tolerance Level is "0". Obtain a RN. After making an adjustment to the RN if needed, apply it to the Foul Table, using Greb's Foul Rating of "E" cross-checked with a RN of, in this case 61. The result is a Warning for "Leading with the head" or intentionally head butting. A notation is made on the scoresheet or a copy of the new, free Foul Sheet (found on the StraightJabMedia website under Downloads), W1, HButt. **NOTE**: you may use whatever type of notation you want. **You also only need to***

note the NUMBER of times the fighter has been warned for fouling. The warning type is for “color” only or if you add a “Home Rule” for tracking the SAME KIND of foul a fighter has committed.

Example 2: Greb is being checked for another foul. He has NOT lost a point yet but he has received THREE (3) warnings. A referee with a tolerance rating of “Normal” will require a check to be made on the 4th warning of any type. Greb unfortunately comes up with a RN of 73. The result of RN 73 checked under Greb’s Foul Rating of “E” indicates that the referee must decide whether or not to take a point from Greb or disqualify him outright. Selecting another Random Number produces a RN of 64. Applying it to the ranges opposite the referee’s Normal Tolerance rating, the referee decides to penalize Greb a point . . .this time!

What difference does a referee’s Tolerance Rating make? In Example #2 above, had the referee had a Tolerance Rating of “Strict”, Greb would have been disqualified!

KEY CONCEPT: Throughout a fight, you will need to refer to the **RN (Random Number)** on many different occasions. Should you encounter the word **FOUL** when you **ARE NOT** trying to determine a fighter’s **ACTION**, ignore it and use the **RESULT** number instead. As long as a **RESULT** has a number, it is usable when checking for a **FOUL**, even if the number has a word after it.

NOTE: You no longer reduce a fighter’s **FOUL RATING**, depending upon the severity of the referee adjudicating the fight. A fighter whose rating is **FOUL: C** stays a **FOUL: C** regardless of the referee in use.

INJURIES

Injuries are part of any sport and boxing is especially prone to facial injuries, like cuts and swelling. Injuries that occur when prompted by a Boxing Action Card are rarer occurrences that affect the fighter as badly or worse.

NOTE: While **INJURY** is not ‘officially’ an optional rule, many players ignore it when it occurs for a number of reasons: some are fighting a tournament and don’t wish to stage a ‘rematch’; some want a cleaner ending to the fight; and some just don’t want a fight affected by special injuries because boxing matches are usually a one-off, not part of an ongoing season where injuries are more easily absorbed. *If you choose to ignore injuries, use the RESULT number on the card in place of the RN.*

TITLE BOUT II			
Boxing Action Card			
CF:	6	RN:	Injury
RESULT: 55			
RING POSITION: Ring Center			
KD:	9	KD2:	3
KOR:	6	KDC:	5
J1: HS	J2: LS	J3: E	
Condition: The fighter’s RIGHT EYE has swollen shut. Add +2 to the Opponent’s P1 and CF. Eye must have already been at (Swelling: Stage 2) Otherwise, ignore.			
Injury: No injury. Treat this as just a break in the action. No effect.			
Special Action: Nothing special occurs. Consider this just a brief pause in the action. No effect.			

An **INJURY**, aside from cuts and swelling, will appear in place of a RN on a BAC. When you encounter an **INJURY**, take the next BAC on top of the deck and check the **Injury Description**. In most cases, it will state that no injury has occurred (in which case you return to Step 1 of the regular process and make a new **Control Check**).

Injuries that can occur are described and the effect of the injury stated in the **Injury Description**.

The injury could be to the fighter’s hand, rib, nose, ankle, etc. The description in each case is quite literal; however, a number of them could use clarification:

Injury: *Fighter slips on wet canvas, twists ankle.* This requires an RN check and if it occurs then you are instructed to lower the fighters CF by 1 and any (B)oxer or (E)ither must fight as a (S)lugger for the remainder of the round. No penalty to a fighter who is already a (S)lugger. His movement isn’t affected badly enough to warrant a penalty for his already slower-moving style.

Injury: *Fighter pulls a muscle in his leg.* As above, any (B)oxer or (E)ither must fight as a (S)lugger for the remainder of the round. No penalty to a fighter who is already a (S)lugger. His movement isn't affected badly enough to warrant a penalty for his already slower-moving style.

Injury: Fighters clash heads. The directions are clear enough until you get to the end, where it states: 'THIS GASH cannot be reopened'. **What isn't clear – because it isn't stated! – is that the fighter who suffers the gash MUST REDUCE HIS CF BY -1 (10 to 9; 7-6, etc.)** No points are scored because it is an accidental injury. No TKO check needs to be made. No work by the corner man needs to be done. The cut from the clash of heads is assumed to be closed between rounds and remains that way for the rest of the bout, unless this injury reoccurs. If a clash of heads happens again, follow the same directions as above. **Any CF change that results from the clash of heads remains for the rest of the fight. The -1 CF penalty is assessed each time this injury takes place. This is the only contradiction to the rule that the same injury can't happen twice.**

Injury: *Fighter pulls a muscle in his shoulder.* This requires a RN check. If the injury IS NOT bad enough to end the fight, the fighter has his CF lowered by -1. This is for the remainder of the fight. You DO NOT check this each round. If the injury occurs again, treat it as NO INJURY.

Injury: *Fighter lands (a wicked shot; a solid jab; etc.)* Follow the directions exactly as written. If the injured hand affects 2-point punches, that's it. It DOES NOT say that it affects punches 3-points through 6-points! If the directions say ALL PUNCHES are lowered, then it means every punch that the fighter lands is lowered, including 4, 5 and 6-point punches. **Treat the latter as intended:** if a 5-point punch lands and becomes a 4-point punch, then **No Killer Instinct kicks In.** The same TYPE of hand injury CANNOT occur more than once per fight. If an injury to a hand occurs that is worse than the one already experienced, the more severe injury replaces but doesn't add to the lesser injury.

Example: The fighter hurts his hand and all 2-point punches are lowered by -1 and become 1-point punches. Then the fighter BREAKS his hand and ALL punches are lowered by -1. (For example, 2-point punches become 1-point punches, 3-point punches become 2-point punches, 6-point punches become 5-point punches! There is no accumulation of point deductions.)

Injury: *Fighter takes a huge body shot that might have broken his rib.* Due to location, this injury may or may not be bad enough and get hit often enough to end the fight. That's why this injury requires that **'Before each round, make an RN Check'** to determine if the fight continues or is stopped due to the injury. *Also, score this as a 3-point punch!*

Injury: *Fighter eats a (3 pt.) punch to the side of his jaw, breaking it.* Due to the location of this injury, there is a 50-50 chance that the fight will end when you do the RN Check. If it doesn't the fighter's CF is reduced by -2 for the remainder of the bout. You **DO NOT** check this every round.

The following description applies to injuries from not only head butts and elbows, but from any other accidental or illegal action as well.

Unintentional/Accidental Injury (and how it affects scoring)

When a boxer suffers a cut, abrasion, or excessive swelling due to an unintentional/accidental head butt, elbow, etc. **If the bout cannot continue:**

1. There will not be a point deduction.
2. The bout will be ruled a Technical Draw if the injury occurs before the start of the 5th round.
3. The bout will be ruled a Technical Decision if the injury occurs after the start of 5th round. The scorecards will determine the fighter who receives the win via Technical Decision.

If the bout continues:

1. If there is a cut or an injury caused by a legal punch and the bout can continue but is later stopped **after the fifth round begins** due to an accidental injury, it will be a technical decision as per the scorecards.
2. All rounds will be scored **even if it is partial round** (so a round of 5 points scored and -5 points scored results in an Even round).

Intentional Injury

When a boxer suffers a cut, abrasion, or excessive swelling due to an intentional head butt, elbow, etc. If the bout cannot continue:

1. The offending boxer will lose by disqualification.
2. If the bout continues but must later be stopped due to the same injury, it will be a technical decision as per the scorecards.

SCORING

In Title Bout II there are two types of scoring: in-round scoring and end-of-round scoring. In-round scoring addresses the points scored by a fighter's punch. End-of-round scoring takes those points scored in-round and the judges then score the round as they see it.

In-Round Scoring

Points are scored by landing punches. Under HITTING VALUES on the individual boxer cards are two columns of ranges, one falling under a '3' and the other under a '2'. The 3 and 2 indicate the points scored by a punch that lands within a given numerical range.

TITLE BOUT II											
Floyd Patterson HW 8/E											
SPECIAL: Self-Doubts											
FRESH						FATIGUED					
CFB/S	11/10	DEF	-2	CFB/S	10/9	DEF	0				
AGG	7	KD 1/2	5/4	AGG	7	KD1/2	6/4				
KI	8	KO	2	KI	7	KO	3				
END	100	CUT	2	END	0	CUT	2				
FOUL	A	CP	6	FOUL	A	CP	6				
STRATEGIES		F1	7	FO	9	CU	7	KO	6		
ACTION											
Normal						Fatigued					
Punches Landed		1-34 (9 KD)				1-30 (8 KD)					
Punches Missed		35-47 (CP46)				31-44 (CP37)					
Clinching		48-61				45-59					
Ring Movement		62-80				60-80					
Hitting Value		3		2							
Jab		1-5		6-22							
Hook		23-31		32-36							
Cross		37-46		47-52							
Combination		53-63		64-68							
Uppercut		69-74		75-80							

When a fighter lands a punch, flip the next BAC and check the RESULT on it. The result will be a number 1-80 and will designate the type of punch thrown and the number of points scored by the punch.

Write the number of points scored by the punch on the scoresheet. If you want a running total feel free to transcribe the points in that fashion; otherwise, write the scores down individually and tally them at the end of the round.

Be sure begin the following round with no points scored.

End-of-Round Scoring

Scoring a fight used to be a matter of choosing a system: either scoring the fight by rounds or by either a 1, 5 or 10-point system. The fight game today basically uses the 10-point or "Ten-Point Must System" to score a bout.

The Ten-Point Must system assigns 10 points to the winner of a round, with the loser receiving 9 points or less. A fighter who loses a round but was competitive is almost always given 9 points. If a fighter loses a round and is dominated or suffers a knockdown, a round is usually scored 10-8. When the loser of the round suffers more than a single knockdown in a round, you may well see a 10-7 score awarded to the winner.

Of course, rounds that are extremely competitive and too close to call are "draw" rounds and scored 10-10.

Fouls come into play when scoring and if a referee deducts a point, it comes off the penalized fighter's score. A fighter who wins the round 10-9 but is penalized a point would end up with a draw round, scored 9-9. A fighter who loses a round 10-9 but is penalized for a foul, loses the round 10-8.

If the fight goes the scheduled distance, the fighter with the most accumulated points awarded per round, wins the bout, provided that 2 out of the 3 judges agree.

ROUND-BY-ROUND SCORING TABLE		
POINT DIFFERENCE	10- POINT SYSTEM	ROUND SYSTEM
0	10-10	Even
1-6 CHECK	HS wins 10-9 LS wins 10-9 E scores 10-10	HS wins round
7-15	HS wins 10-9	HS Wins Round
16-18 CHECK	HS wins 10-8 LS or E: HS wins 10-9	HS Wins Round
19-27	HS wins 10-8	HS Wins Round
28 or higher	HS wins 10-7	HS Wins Round

The Scoring Chart used in Title Bout II makes use of the Ten-Point Must system **and** the Rounds System. At the end of each round, compare the points scored by each fighter and apply the Point Difference to the Scoring Chart. Depending upon the range of the point difference, you'll arrive at the score for the round. If the word "Check" appears along with the point range, it means that the judges potentially see the round differently. Draw a BAC at random from the cards used for the previous round and look at the bottom of the card.

TITLE BOUT II		
Boxing Action Card		
CF: 16	RN: Foul	
RESULT: 1 PB		
RING POSITION: Ring Center		
KD: 17	KD2: 13	
KOR: 5	KDC: 4	
J1: HS	J2: HS	J3: HS

You will find some variation of HS (High Scorer), LS (Low Scorer) and E (Even) on each Boxing Action Card. Award points accordingly.

Example: A round ends, and the point difference is 0. All 3 judges score the round 10-10. A round ends and the point difference is 7. All 3 judges score the round 10-9 for the high scorer. However, a round ends and the point difference is 4 and the word "Check" appears. A random BAC is drawn and the bottom shows: HS, E, HS. The first judge and third judge score the round 10-9 in favor of the fighter who scored the most points. The second

judge scored the round even or 10-10.

CHECK: These rounds are close in the eyes of the Judges. Be sure to factor Knockdowns and Point Deductions due to Fouls into the Judges' scores.

NOTE: If using the Round System, a CHECK isn't necessary. A fighter either wins the round or he doesn't

Alternate Scoring when using the ROUNDS SCORING SYSTEM: To add some variety in the ROUNDS scoring system, on a CHECK, instead of automatically giving it to the High Scorer, use the following: use the Judges row on the Boxing Action Card as you would normally. **If the point difference is 1-6 (ONLY) on any HS or EVEN, the High Scorer is given the round. However, on a LS, the Low Scorer wins the round.**

Effects of a Knockdown on Scoring

1. A fighter who scores a knockdown during a round and scores the most points automatically wins the round 10-8 on all cards.
2. A fighter who scores a knockdown during a round but scores between 6-12 points fewer points than his opponent automatically wins the round 10-9 on all cards.
3. A fighter who scores a knockdown during a round but is outscored by his opponent by a margin of 13 points or fewer than his opponent automatically loses the round 10-9 on all cards.

4. If both fighters score a knockdown during the round, use the regular rules for scoring but modify the score of each fighter by -1; therefore a 10-10 round becomes 9-9; a 10-9 round becomes 9-8; etc.
5. A fighter who scores two knockdowns in a round automatically wins the round 10-7 on all cards unless his opponent also scored two knockdowns. Use the regular rules for scoring but modify the score of each fight by -2; so a 10-10 round becomes 8-8, for example. If a fighter is knocked down twice but somehow manages to score more total points in the round, score the round 10-8 in favor of the fighter who scored the two knockdowns.
6. **REMEMBER:** A “Flash Knockdown” is still a knockdown and counts as one when scoring the round in which it occurs.

A Word on the 10-7 Round: A 3-point gap between the round scores of the two boxers in a fight is a true rarity. Normally, if the high-scoring fighter, has earned enough points for a 10-7 round, unless the referee has taken one away, a TKO or KO has occurred, making the round score moot. This being the case, the following rule has been instituted: regardless of the point spread, to score a round 10-7, the fighter with the high score must have scored at least one knockdown in the round to achieve 10-7 – otherwise, it is 10-8.

POSSIBLE OUTCOMES OF A BOXING MATCH

Fights that go the Distance

Unanimous Decision: All three judges score the fight in favor of the same fighter who is declared the winner.

Split Decision: Two of the three judges score the fight in favor of one fighter, who is declared the winner, and one judge gives the fight to the opponent.

Majority Decision: Two of the three judges score the fight in favor of one fighter, who is declared the winner, and one judge calls the fight even or a draw.

Draw: A Draw is declared if at least two of the three judges score the fight even. This is sometimes referred to as a Majority Draw. A bout also ends in a draw if one judge has the bout even, and each of the other judges give the fight to a different fighter.

Fights that End inside the Distance

Knockout: A fighter is knocked down and cannot beat the count of ten or is so obviously disabled that the referee waves off the count to come to the fighter’s aid more quickly.

Technical Knockout: This occurs anytime the referee, sometimes in concert with the ringside physician, decides that a fighter has taken too much damage and stops the fight to protect the fighter in question. A TKO can also come about due to the severity of a cut.

Disqualification: a fighter loses by disqualification if the referee determines that the fighter has committed repeated fouls, whether intentional or not, and has failed to heed warnings. Typically, a referee will warn a fighter at least once or twice, before deducting a point from the offending fighter. After repeated point deductions and only as a last resort, a referee will disqualify the fighter, ending the bout.

ADVANCED AND OPTIONAL RULES

The Advanced Rules and Optional rules add more realism to Title Bout II; however, using them increases the complexity of the bout, and how long the bout takes to play.

The majority of the Advanced Rules are listed as OPTIONAL because they are not enhancements that must be used for accurate results or enjoyable play. **The Advanced Rules, however, are now considered official if used.**

CONVERTING THE CONTROL FACTOR (Advanced Rule/Optional)

The Control Factor Conversion is the main determinant in terms of flow and realistic game play. Exceptionally high CF ratings tend to give prolonged periods of control to a single fighter and can distort the results. Very low CF ratings result in just the opposite, giving virtually no chance to any low CF fighter facing a High CF fighter.

Using the Control Factor Conversion Chart

By using the conversion chart that follows, the high CF bias is negated. The process is simple. Take the higher of the two CFs found on the fighters being used in the bout: he becomes Fighter A. Match his CF with that of his opponent, Fighter B. The Revised CFs are used for the upcoming fight.

Examples:

- *Fighter A (CF 12) is fighting Fighter B (CF 12) so both fighters' CFs are converted to 10.*
 - *Fighter A (CF 11) is fighting Fighter B (CF 10) so their CFs are converted to 10-9 respectively.*
 - *Fighter A (CF 12) is fighting Fighter B (CF 9). Both fighters use the CF listed because the 12-9 combination is not listed on the Conversion Chart.*
1. All other CF combinations remain unconverted and are used at face value.
 2. Once the CF Conversion is done prior to the start of the bout, there is only ONE other time you may have to do so: if between rounds, a fighter changes his style (see Page 5).
 3. Note that anytime a CF 10 is fighting an opponent whose CF is also 10 or lower, there is no change.
 4. There is also NO Conversion done if one or both fighters become FATIGUED. The theoretic result of a fighter fatiguing is that he will do more posing and less punching. Both fighters being fatigued should lead to more CF Checks and less action, which is what you would expect from two tired fighters.

CF Conversion Chart

Fighter A	Fighter B	Revised CFs
12	12	10-10
12	11	10-9
12	10	10-8
11	11	10-10
11	10	10-9
11	9	10-8
9	9	10-10
9	8	10-9

9	7	10-8
8	8	10-10
8	7	10-9
8	6	10-8
7	7	10-10
7	6	10-9
7	5	10-8
6	6	10-10
6	5	10-9
6	4	10-8

AGGRESSIVENESS (Advanced Rule/Optional): At the end of a round **BUT BEFORE** checking the judges' scoring of the round, if the AGGRESSOR has scored more points, add 1 to that fighter's Point Total. **HOWEVER, do not deduct that point from his Opponent's Endurance!**

Example: Fighter A is the "aggressor" and scores 12 points in the round and Fighter B scores 6. Normally, this would be a 6-point difference and require a Check by the judges. If using the Optional Aggressiveness rule, Fighter A now has 13 points and therefore a 7-point difference, which automatically gives Fighter A the round 10-9 on all judges' cards.

DAMAGE SUSTAINED FROM A FOUL (New Advanced Rule/Optional)

While called fouls can't score points, they can affect a fighter's stamina. Obviously, certain fouls are more debilitating than others. It would take still another Table and another Random Number check to break down all the types of fouls, their location and force behind them.

Instead Title Bout II penalizes a fighter's **ENDURANCE** when a foul occurs, according to the following scale: **any foul that draws a WARNING reduces the endurance of the fighter fouled by -2. Any foul that results in the loss of a point reduces the endurance of the fighter fouled by -4.**

FOUL TABLE HEAD BUTT (Advanced Rule/Optional)

The second **WARNING** on the **Foul Table** states: "Issues a warning for head butting". Because head butts often lead to severe cuts, either fighter might emerge from the head butt with a cut or there is a chance, though slim, that both could suffer damage.

Determine which fighter (or both) either escape or take damage by the following table:

Possible Cut from a Head Butt Occurring on the FOUL TABLE : Apply the RN drawn to the ranges below:		
RN	Description	Outcome
1-50	Neither fighter is cut by the Head Butt	No check needs to be made
51-65	The fighter who was Fouled suffers a possible cut	Check the fighter for a cut
66-74	The fighter who committed the Foul suffers a possible cut	Check the fighter for a cut
75-80	Both fighters suffer a possible cut	Check both fighters for a cut

Obtain a Random Number from the cards that have already been used or the unused round (if from the latter, slip it back into the stack).

ADVANCED TIMING (Optional)

There are many times during a fight when the referee halts the bout, calling 'TIME!' and stopping the clock.

Because Title Bout II uses a 50-card deck of Boxing Action Cards as the timing mechanism, the use of each card advances the 'clock' and counts down the 3-minutes allotted for a round.

However, there are a number of times when the cards making up the round **should not be discarded** because doing so means that there is less time for the fighters to score points due to the subtraction of cards from the active deck:

Time is stopped:

- Any time the referee issues a warning (not a caution)
- Any time the referee takes away a point from one or both of the fighters
- Any time a fighter loses his mouthpiece **(SA)**
- Any time the referee stops the bout to make an INJURY check
- Any time equipment needs repaired - tape on the glove coming loose, torn glove, etc. **(SA)**
- Any time there is a problem that needs fixed, dealing with the ring **(SA)**
- Any time the referee halts the bout to get rid of excessive water in a corner **(SA)**
- Any time there is fan interference of any kind, including throwing debris into the ring **(SA)**
- Any time the referee is hurt and needs attention **(SA)**

NOTE: Any statement followed by 'SA' means that you'll only find the above when checking for a SPECIAL ACTION.

The best way to handle time management when dealing with the above occurrences:

1. Any card stating one of the above, initially or through the result of a RN check, **immediately goes to the bottom of the deck instead of on the 'discard pile'.**
2. An alternative is to use the second 50-card deck to make all the checks on the above. The second deck could be either be one that has already been used or will be waiting to be used. If the cards are taken from those that represent the next round, re-shuffle the 'deck' after replacing any of the cards used.

Removing Cards from The Deck: Technically, when 'counts' are given after a knockdown, time **should** come off the clock (cards removed from the deck) because the bout **IS NOT STOPPED** when a fighter has been knocked down and the referee is issuing a count.

When a fighter is knocked down, he has 10 seconds to make it to his feet and show competence for the bout to continue. Each card in the 50-card Boxing Action Deck being used is roughly equivalent to 3.6 seconds.

If the Count is:

Count	
1	No card removal
2	Remove 1 card
3	Remove 1 card
4	Remove 2 cards
5	Remove 2 cards
6	Remove 2 cards
7	Remove 2 cards
8	Remove 3 cards
9	Remove 3 cards

CARD USAGE TO EXTEND THE ROUND (OPTIONAL)

When playing out a round, you will always have a left-over deck that represents the just-completed round or the upcoming round. All checks for the outcome of **Cuts** (after one has occurred!), **Fouls, Injuries, and Special** should be determined by selecting the top card off the deck of cards not in use at the time.

ADVANCED KNOCKDOWN RULES

Standing 8-Counts and Mandatory 8-Counts (Optional)

The Standing Eight Count and the Mandatory Eight Count are NOT the same thing, although they are often thought of as such:

- A *Standing Eight Count* is given by a referee who believes that even though a fighter has not fallen to the canvas, he has been hurt badly and should be given 8 seconds to recover. This rule is usually reserved for amateur fights and is no longer recognized in professional boxing. Title Bout II will not employ the Standing 8-count.
- A *Mandatory Eight Count*, which came into effect in 1953, is often used in both amateur and professional bouts, following a knockdown. Basically, the referee will count to 8 regardless of when the downed fighter rises from the canvas, before allowing the bout to continue.

In game terms, Title Bout II will not recognize the *Standing Eight Count*. The Mandatory Eight Count may be used as an option. If you are using the optional Timing rules, remove 3 cards from the deck in use.

NOTE: If you choose to use a Mandatory Eight Count, use the count from the card if it is under 8 when determining any knockdown carry-over effect

Saved by the Bell (Optional)

Saved by the Bell must be decided upon prior to the beginning of a bout. This rule states that if the bell rings ending the round during a knockout count, the round ends, and the fighter, even if still on the canvas, is “saved”.

Professional boxing used to permit saving by the bell, then modified it so that a fighter could only be saved by the bell in the last round of a bout. The current unified rules do not permit saving by the bell in any round, including the last.

In game terms, if you wish to use the Saved by the Bell rule, you would apply it only if the BAC deck ran out of cards before you could flip a card to complete a potential knockout sequence instead of obtaining cards to finish the knockout check.

The Three-Knockdown Rule (Optional)

This rule states that should a fighter suffer 3 knockdowns in the SAME round, the fight ends immediately and is scored as a TKO against the fighter suffering the knockdowns. This takes place even if the fighter suffering the knockdowns is on his feet and ready to continue the fight.

- The Association of Boxing Commissions Referee Rules and Guidelines state: "The Three (3) Knockdown Rule is not in effect."
- IBF, WBA, WBC and WBO title fights do not have a three-knockdown rule.
- Many STATE Commissions still use the three-knockdown rule, however.

Like so many rules in boxing, this one has changed over time. The rule was initially made to save a boxer from taking too much punishment. However, the rule caused too much controversy (i.e. that wasn't a knockdown; it was a slip) and often the losing fighter looked as if he could have certainly continued to fight.

Time of Stoppage

If a knockout or stoppage of any kind is concerned, and you enjoy details, the time of the stoppage can be found by counting the number of cards used in the round in which the stoppage occurred; then applying the number to the table found on the KD/KO Tables.

FIGHTING A LEFT-HANDER: SOUTHPAW (Optional)

Unless otherwise noted at the top of the card by the fighter's name and Overall Rating, all fighters in Title Bout II are considered "orthodox" or right-handed, meaning that they lead with their left-hand - the "jab hand". A left-handed fighter, a "southpaw", leads with his right hand, a bit of a rarity, although for some reason left-handed boxers are more prevalent in the lower divisions.

Most opponents must adjust to a degree when facing a southpaw simply because they are seldom encountered. To simulate this, reduce the **CF of the orthodox fighter facing a left-handed fighter by 1 for the first 5 rounds of a bout**, after which the assumption is that the right-handed fighter has adjusted to the lefty. At that point, increase the penalized fighter by adding 1 to whatever indicates his current CF number.

A left-hander fighting a left-hander would seem to be the same as a righty fighting a righty. Not so. Southpaws spar more often with right-handers, knowing that they will be facing an orthodox opponent far more often than a fellow lefty. However, a southpaw facing another southpaw can be a bit disconcerting at the beginning of a bout. To simulate this, add +2 to the DEFENSE of BOTH fighters for the first 3 rounds, after which the defenses return to normal.

MISSING PUNCHES PENALTY (OPTIONAL)

A long-standing hypothesis in boxing claims that missing a punch takes more out of a fighter than landing one. To simulate this supposed effect, track each punch missed by a fighter during a round and subtract the total from the fighter's endurance, along with any points scored against the fighter.

KILLER INSTINCT AND ROUND TIMING (OPTIONAL)

During a Killer Instinct "run", DO NOT check for a Foul, Cut, Injury, Movement or a Special should one result. Simply apply the next RN directly to the ACTION section of the card. HOWEVER, YOU MUST check for the CUT or INJURY AFTER Killer Instinct ends and before the next Control Check.

ADVANCED CLINCHING (OPTIONAL NEW RULE)

Clinching is not only a way to save a fighter from recovering from a big punch but also a defensive maneuver to use up the clock and negate the offense of a strong offensive opponent. The other side of the coin is that clinching for too long a time or too often can negatively influence a judge's scoring and cost a fighter points if he fails to break a clinch upon being instructed to do so by the referee.

Ref Tolerance Level					
Remove	Very Lenient	Lenient	Normal	Very Strict	
No extra cards	1-60	1-55	1-50	1-45	Referee separates the fighters with little resistance
1 Extra Card	61-75	56-70	51-65	46-60	Referee must forcefully separate the fighters
2 Extra Cards	76-79	71-78	66-77	61-76	Referee threatens a penalty for failing to break when told.
3 Extra Cards	80	79-80	78-80	77-80	Referee calls time & issues a warning to each one for excessive holding.

NOTE: The warning for excessive holding COUNTS just as it would when determining the type of foul.

REFEREES

Title Bout II recognizes that refereeing a boxing match is difficult; and dependent upon the referee's ability to work angles, exercise good judgement and maintaining control of the action in the ring. However, even the best referees have an off night occasionally; and even the weakest referees have a good night, on occasion.

Using the Referee Table

- There are a number of steps that must be taken if you are going to use a "named" referee for the fight:
- Determine the availability of the referee you would like to have officiate the bout.
- If the referee IS NOT available, repeat the "availability check" until one is available (Note: like cornermen and unlike trainers, referees have a higher availability range because they can fly into a fight one day and fly out the next. Trainers are obligated for the entire camp and the fight).

Title Bout II Rated Referees

	NAME	FOULS	STOPPAGE	OVERALL	AVAILABLE
1	Elmo Adolph	Normal	Normal	Very Good	1-40
2	Julio Alvarado	Normal	Normal	Average	1-60
3	Rudy Battle	Very Lenient	Late	Good	1-50
4	Kenny Bayless	Normal	Normal	Very Good	1-40
5	Robert Byrd	Normal	Early	Good	1-50
6	Frank Cappucino	Normal	Normal	Very Good	1-40
7	Stanley Christodoulou	Normal	Normal	Good	1-50
8	Lawrence Cole	Lenient	Late	Below Average	1-70
9	Joe Cortez	Lenient	Late	Good	1-50
10	Eddie Cotton	Strict	Early	Good	1-50
11	Joey Curtis	Lenient	Early	Good	1-50
12	Marty Denkin	Normal	Late	Very Good	1-40
13	Arthur Dovovan	Lenient	Normal	Good	1-50
14	Vic Draculich	Strict	Normal	Average	1-60
15	Benji Esteves Jr	Normal	Normal	Good	1-50
16	Lou Filippo	Normal	Normal	Good	1-50
17	Roy Francis	Lenient	Late	Average	1-60
18	Armando Garcia	Lenient	Normal	Average	1-60
19	Ruby Goldstein	Normal	Early	Very Good	1-40
20	Mitch Halpern	Normal	Late	Good	1-50
21	Larry Hazzard	Strict	Early	Below Average	1-70
22	Wayne Kelly	Strict	Normal	Good	1-50
23	Mills Lane	Normal	Normal	Very Good	1-40

24	Art Mercante Jr	Normal	Early	Average	1-60
25	Arthur Mercante Sr	Normal	Normal	Good	1-50
26	Octavio Meyran	Very Lenient	Late	Average	1-60
27	Russell Mora	Very Lenient	Late	Below Average	1-71
28	Lou Moret	Strict	Normal	Good	1-50
29	Jay Nady	Lenient	Late	Below Average	1-70
30	Randy Neumann	Lenient	Late	Average	1-60
31	John O'Brien	Normal	Late	Average	1-60
32	Terry O'Connor	Very Lenient	Late	Below Average	1-70
33	Carlos Padilla	Lenient	Late	Good	1-50
34	Dave Parris	Very Lenient	Late	Below Average	1-70
35	Davey Pearl	Strict	Normal	Very Good	1-40
36	Tony Perez	Lenient	Late	Very Good	1-40
37	Jack Reiss	Very Lenient	Late	Below Average	1-70
38	Isidro Rodriguez	Very Lenient	Late	Below Average	1-70
39	Larry Rozadilla	Strict	Normal	Very Good	1-40
40	Pat Russell	Normal	Late	Average	1-60
41	Frank Sikora	Normal	Normal	Good	1-50
42	George Siler	Lenient	Late	Good	1-50
43	Steve Smoger	Strict	Late	Very Good	1-40
44	Richard Steele	Strict	Late	Very Good	1-40
45	Paul Thomas	Normal	Normal	Average	1-60
46	Harold Valan	Normal	Normal	Below Average	1-70
47	Jersey Joe Walcott	Very Lenient	Late	Below Average	1-70
48	Waldemar Schmidt	Very Lenient	Normal	Average	1-60
49	Tony Weeks	Normal	Normal	Very Good	1-40
50	Daniel Van de Wiele	Normal	Late	Good	1-50
		Stoppage is used when checking for a TKO. Adjust the numbers as follow: Early (-3) Normal (0) Late (+3) Very Late (+5)			

REFEREE ERROR TABLE

Once you have determined the referee for the fight, you have two choices for the best way to use him:

Method 1: Before the fight begins make a SINGLE check on the referee table to determine how the referee will perform throughout the fight.

Method 2: Before EACH round make a check on the Referee Table to determine how the referee will perform that round. Of the two methods suggested, Method 2 is the more realistic.

1. Determine if the referee has made an error (apply a RN to the Table below **before the fight OR before each round**, depending upon which method you choose. Use the Referee's OVERALL RATING to determine which column to use.
2. If you chose **"Once before the Fight"**, make the RN check and whatever "Procedure" occurs applies to every round of the fight, even if the referee is "below average" and manages to pull a RN 1-80 (Clean Round).
3. If you chose **"Before each Round of the Fight"**, make a RN check before the start of each round. Follow the "Procedure" dictated for that round only. **Note: a procedure can occur more than once in a fight.**
4. The exception of any "mistake" with a (1) after it, regardless of the Method used, can only happen **ONCE** in a fight. Implement it on the first incident that it occurs and treat it as a "No Mistake" if it occurs again.

POSSIBLE MISTAKE MADE THIS ROUND	EXCELLENT (C 85)	VERY GOOD (C80)	GOOD (C75)	AVERAGE (C70)	BELOW AVERAGE (C65)	PROCEDURE
No mistakes will be made during the round.	1-75	1-72	1-64	1-56	1-48	No mistakes are made; nothing needs done.
Miss Call on the first Flash Knockdown (1)	76	73-74	65-67	57-60	49-56	Calls a flash knockdown a "slip". Score 0 points; no killer instinct; fighter who was in control remains in control.
Missed Call on a Slip (1)	77	75-76	68-70	61-64	57-61	Calls a slip a knockdown. Score 4 points but no KI goes into effect.
Misses Calls on Obvious Foul	78-80	77-80	71-73	65-68	62-66	Fails to call the majority of fouls. Use Very Lenient as the referee's rating this round.
Favors "Named" Fighter			74-75	69-71	67-71	Fails to call a foul on the fighter with the high rating. Ignore the first foul that WOULD BE called on the "named" fighter, warning him instead. Ignore this if the fighters have the same rating.
Refuses to Call Low Blows			76	72-75	72-76	The referee blames all low blows on a fighter's trunks being pulled up too far. Ignore all low blow checks this round.
Loves the Spotlight			77-78	76-78	77-78	Gives a "lecture" on every warning . Add +2 to both fighters' Endurance. If this occurs during KI, also remove one card from the KI stack. EXCEPTION: Do not remove a card if using the OPTIONAL rule that ignores fouls during KI.
Stops the Round Early (1)			79	79	79	Remove the bottom 5 cards from the round deck. Referee thinks he hears the bell.
Stops the Round Late (1)			80	80	80	Add 5 Boxing Action Cards at random to the bottom of the deck. Take these from the pile of used cards at any point before the end of the round. Shuffle the deck after you insert the cards.

NOTE: If using the Referee's Card Deck, the referee's overall rating is determined by his (C)onsistency rating:

STRATEGIES

An Introduction: Jack Johnson vs. Wladimir Klitschko

The fight had evolved just as the pundits expected: Jack Johnson playing the clown, trying to upset Klitschko, moving when outside and clinching when on the inside. For his part, Klitschko offers no response to the taunting, keeps cool, and is content to try to box with Johnson and wait for an opening for his power punches.

Ironically, it was Johnson who tried every trick in the book – legal or otherwise – and after Johnson clearly threw an elbow in the 7th round, Referee Mills Lane stopped the action and instructed the judges to take a point away from him. Lane had already warned Johnson twice for low blows and cautioned him over and over about hitting behind the head and breaking clean out of clinches.

But as the 11th round of the 12-round bout approached, it appeared that Johnson was unofficially ahead by anywhere from 2 to 4 points.

That was the situation in the Title Bout II 12-round contest between Jack Johnson and Wladimir Klitschko, going into the final stanza. There had been no knockdowns, although Klitschko had hurt Johnson twice, once in the 1st round and again in the 6th. In the 6th, Johnson – hands at his sides, mocking Klitschko - had to weather a massive assault by Klitschko when Dr. Steelhammer caught the Galveston Giant with a wicked right cross.

With Klitschko clearly winning the 6th and then benefiting by Mills Lane taking a point away from Johnson in the next round, Klitschko seemed to be gaining momentum in a bout that appeared to be very close. But the next three rounds, the 8th, 9th and 10th showed Johnson at his best, as Johnson feinted, moved and countered, stifling Klitschko's power.

Sitting on the stool in his corner before Round 12, Klitschko's corner pulled no punches and told Wladimir that they believed he was behind on the scorecards. They unanimously advised Dr. Steelhammer to try to cut off the ring and end the fight – go for the stoppage win.

So . . . **Round 12:** Jack Johnson had no intention of changing his strategy of fighting outside and using movement to avoid the powerful blows of Klitschko. Why change what was working? Klitschko had been instructed to go for it all, go for the knockout. Now it becomes a matter of who would impose his will on the opponent.

In Title Bout II which strategy prevails is handled as follows:

1. Three factors determine which of the two strategies (assuming each fighter has selected one) are used during the round: (1) the fighter's Strategy Rating found on each fighter's card: FI, FO, CU and KO; (2) his corner rating; and (3) a Random Number, using the LAST DIGIT of the RN to the subtotal. His Total Strategy Rating for the round would be (9 + 4 + 5 +1) 19.
2. The fighter's Corner Rating can be determined at random or through the use of the rating found on an actual Corner Man (Note: If the corner has more than a single occupant, use the one with the highest rating). To transition "words" into "numbers" use the following: Excellent = 4; Good = 3; Average = 2; Poor = 1
3. After determining Johnson and Klitschko's "subtotal" each corner/fighter/player draws a card to obtain a RN result.

Fighters	Strategy Chosen	Strategy Rating	Corner Rating	Subtotal
Jack Johnson	Keep Away	FO Rating 9	Excellent 4	13
Wladimir Klitschko	Go for the Knockout	KO Rating 8	Good 3	11

Example: Johnson's corner draws a RN 26 and uses only the 6 to bring Johnson's TOTAL to 19 (13+6). Klitschko's corner draws a RN of 35 and uses only the 5 to bring Klitschko's TOTAL to . . . 16 (11+5)

Jack Johnson's Total is 3 points higher than Klitschko's; therefore, all Strategy Adjustments will be taken from Jack Johnson's choice of strategies, in this case KEEP AWAY and applied to him.

Strategy Selection: KEEP AWAY (FO)						
	CF	PL	DEF	CP	HP	KD1
Countering Offense	+3	-3	-3	-4	-2	
Stick and Move	+3	-2	-4	-3	-1	
Keep Away	-4	-4	-4		-4	-1
Defensive Shell	-4	-4	-6			-2
Work the Body	+1	-1	-2			
Smothering Attack			+2			
Load Up on Punches	+1	-2	+2			
Go for the KO	+2	-3	+3			

Strategy Selection: GO ALL OUT FOR THE KO (KO)						
	CF	PL	DEF	CP	HP	KD1
Countering Offense	+1					
Stick and Move	+2					
Keep Away	+3					-1
Defensive Shell					+1	-2
Work the Body				+2	+1	
Smothering Attack				+2	-1	+1
Load Up on Punches		+2	+3		+2	+1
Go for the KO	+1		+4		+3	+2

Using a Strategy:

Prior to the beginning of any round (while you are “in the corner”), you may select a strategy from the ones provided

1. Select the strategy that you wish the fighter to perform. In a two-player game, write the strategy chosen and don't reveal it until both players have made their selections. Players reveal their selections at the same time and proceed to #2.
2. Cut the deck or flip a BAC from the discard pile and using **ONLY THE SECOND DIGIT** (unless there is only one) of the RN, apply it to the fighter's rating for the strategy selected.
3. If the RN is equal to or lower than the fighter's rating, the fighter is assumed to be able to carry out the strategy that round. Apply the modifications stated on the selected strategy card.
4. If the RN is higher than the fighter's rating, then it is assumed that he **cannot** perform the strategy that round.
5. You are not required to select a strategy each round. If you wish to 'bluff' your opponent, you may select and play the “No Strategy” card from your Strategy Deck.

General Strategy Rules

1. When a Random Number is selected that ends in “0” that numeral is treated as a “0” NOT A TEN!
2. If one fighter selects NO STRATEGY before the round starts, his opponent's choice of strategies is used to determine the OPPONENT'S rating adjustments, if any.
3. In case of a TIE: Both Strategies are negated. The round will be fought as if no strategy had been chosen by either fighter.
4. If EVER both fighters select the same strategy in a given round, BOTH fighters adjust their categories by whatever appears on the card. In some cases, like both fighters selecting KEEP AWAY, the round might quite possibly feature little or no action. On the other hand, if both fighters decide to GO FOR THE KNOCKOUT, you're more than likely going to have fireworks.

SOLO STRATEGY TABLES (FOR USE WITH EITHER THE NEW OR OLD STRATEGY SYSTEM)

To use the Solo Strategy Tables **AFTER** you have selected the strategy for “your” fighter, pick a card from a used Boxing Action Deck and use the **CF: #** to determine the strategy for the opponent.

ROUND 1: BOXER

	Choices	Random Number
	No Strategy	1-9
FO	Stick and Move	10-15
FO	Countering Offense	16-17
FO	Keep Away	18-20
FI	Work the Body	-
FI	Smothering Attack	-
KO	Load Up on Punches	-
KO	Go all Out for the KO	-
CU	Defensive Shell	-

Example: Jimmy Young (your fighter, designated as a Boxer) has decided to fight Round 1 using the Fighting Outside: Stick and Move strategy against his opponent, Oscar Bonavena, a designated Slugger.

Bonavena obtains a RN 1-20 and applies it to Round 1: SLUGGER. His RN is a 13, which corresponds to Fighting Inside: Work the Body.

Had Bonavena also been a BOXER, a RN of 13 would have resulted in Bonavena also attempting to Fight Outside: Stick and Move.

ROUND 1: SLUGGER

	Choices	Random Number
	No Strategy	1-9
FO	Stick and Move	10
FO	Countering Offense	-
FO	Keep Away	-
FI	Work the Body	11-17
FI	Smothering Attack	18-20
KO	Load Up on Punches	-
KO	Go all Out for the KO	-
CU	Defensive Shell	-

Determining which Table to Use:

1. Boxer/Slugger: The solo tables include a division determined by a fighter's style. This is determined prior to the round. If your fighter decides to change his style mid-round, you must make another RN check on the appropriate table, as determined by the round being fought.
2. Round Differentials: The upcoming round dictates which Solo Table to use. Each set of Tables indicate the applicable round or rounds governed by it.
3. Determining the Opponent's Strategy: once you, the player, have selected your Strategy Choice for the upcoming round, obtain a Random Number (1-20) and apply it to the appropriate table, based on the fighter's style and the current round.
4. All other Strategy rules apply when using the Solo Strategy rules, including which fighter's strategy will be employed, how to handle a tie in determining which fighter's strategy will be employed during the round and when one of the fighters selects "No Strategy".

Using a Fighter's "Intellect" Trait

If optional "Traits" are being used for a fight, any fighter with the INTELLECT trait gains a +1 to his Random Number when calculating the fighter's final total to determine which fighter imposes his will on his opponent by putting his strategy to use.

For example: Willie Pep has the trait "INTELLECT and he chooses to Fight Outside by using the STAY AWAY Strategy.

1. He has a 9 rating for Fighting Outside (FO).
2. His Corner man has a Strategy Rating of Excellent (which Translates to "4")
3. His Random Number is 25 (using only the 5)
4. He has the INTELLECT trait

His Total Strategy Rating for the round would be $(9 + 4 + 5 + 1)$ 19

A FINAL WORD ON STRATEGIES

The use of the new strategies and their accompanying rules will be considered "official". That said, Title Bout II is your game. If you prefer to use the original Strategy Cards that came with the game or you downloaded from the website, that's your choice; however, whatever the choice may be, both fighters must use the same "system".

Nothing prohibits you from "training a fighter" to fight your way and possibly improve his performance in the ring – or hurt it. In a baseball simulation, if you want the slugger to bunt, you can call the play. If football, if you want a passing team to run the ball more, then you incorporate more running plays into your game plan.

Following the philosophy that it's your game, Title Bout II puts no limit on how often you can use a strategy during a fight. Instead, each fighter is rated for his ability to successfully perform that strategy because telling a fighter to do something and the fighter being able to carry out those instructions in the ring are two different things. Again, this is no different than telling the slugger to bunt. He can attempt it but that doesn't mean that he's any good at it.

LIST OF STRATEGIES AND DEFINITIONS

The table below gives you an **overview** of each strategy in the current game. The **actual modifications to a fighter's card** will be found on the actual Strategy Tables (or eventually, Cards) that make up the Strategy Deck:

STRATEGY CHOICES	
Counterpunch (FO)	Use this option when you want to employ a counter-punching strategy for much of or the entire round. There is a risk of not being able to counter enough to effectively score points, especially if your opponent is an accurate puncher.

Stick and Move (FO)	Use this option when you wish to emphasize movement but still attempt to score points. It lessens the chance of your opponent landing a solid punch but also prevents you from sitting down on your punches as well.
Keep Away (FO)	Use this option when your goal is to avoid as much of your opponent's offense as possible. Be willing to lose the round because this option, while safeguarding you, eliminates much of your offense as well. Consider this strategy as a middle ground between <i>Stick and Move</i> and <i>Defensive Shell</i> .
Defensive Shell (CU)	Use this option when you wish to survive either during a round or for an entire round. You will greatly prevent any chance of being knocked down. However, you will generate little if any offense.
Work the Body (FI)	Use this option when you wish to focus your attack on the body of your opponent. This is a good strategy to sap an opponent's endurance. It comes at some risk because you open yourself up a bit more to an opponent's offense by trying to get in close.
Smothering Attack (FI)	Use this option when you want to negate your opponent's power by not allowing him to extend his arms fully when he punches. Like <i>Work the Body</i> , this attack makes you more vulnerable to getting hit but improves your chances of avoiding a big punch. However, unlike <i>Work the Body</i> , this strategy does not over-emphasize a body attack.
Tie Up (FI)	Use this option when you want to limit your opponent's offense by working the round clock. The more time you spend tying up your opponent, the less time he has to throw punches of his own. NOTE: If you are using Special Traits: CONSTANT CLINCHER, the fighter may NOT use this strategy.
Load Up (KO)	Use this option when you are willing to give up punching accuracy for an increase in power. Basically, when using <i>Load Up</i> , you are not letting your hands go as frequently but instead looking for the opportunity to land a power punch.
Go for the Knockout (KO)	Use this option when your sole intent is to go all out to stop your opponent. If you have an opponent badly hurt or you believe that you can't win the fight without a knockout, this is the strategy that you might want to consider using. Be aware, though, that you greatly increase your own chance of being knocked down and possibly out.

FIGHTER TRAITS (OPTIONAL)

Some fighters show a consistent trait that manifests itself in the ring with regularity and sometimes even outside the ring. These fighters will have this rather unique trait listed on their cards after the word 'SPECIAL'. If you wish to use this when simulating bouts with the fighter, apply the conditions or follow the instructions opposite the trait on the table below:

FIGHTER TRAIT	TRAIT EFFECTS
Strong Closer	In any fight against an opponent whose Overall Rating is within one, equal to or higher, increase this fighter's CF by 1 during the last two rounds of the bout.
Fights Down	In any fight against an opponent whose Overall Rating is 3 or less than this fighter's Overall Rating , it's likely this fighter will not fight to his ability level. Before the bout, obtain a RN: On an RN 1-35, lower this fighter's CF by 2. On a 36-80 make no changes.

Inconsistent	You don't know which fighter will show up from bout to bout. Before the bout, obtain a RN: On RN 1-30, lower this fighter's CF by 2 and his PL by 2. On 36-80 make no changes.
Freezes	Tendency to freeze against the truly big hitters. When facing a fighter who has a (10+) after his Punches Landed, drop this fighter's CF by 2 as soon as he takes a punch that scores 4 or more points. The deduction remains the rest of the fight.
Constant Clincher	The fighter's best defense is to grab and hold. If this happens 5 or more times in a single round, the referee will deduct at point from the fighter for excessive holding.
Stealth Fouler	Will fight dirty but is very slick at it and seldom caught. Any time this fighter is guilty of committing a foul, obtain a RN. On a 1-40 result, change the foul to NO FOUL.
Overly Cautious (or Safety First)	Skilled but overly cautious fighter and often somewhat boring due to refusal to take a chance. On a 1-6 scoring check, any judge who sees the round as EVEN, instead scores it for this fighter's opponent.
Plays to Crowd	Clowns around when he should be fighting, sticking his tongue out at his opponent, waving to the crowd, running around the ring, posing, etc. On a 1-6 scoring check, all judges score the round for this fighter's opponent.
Head Case	Frighteningly erratic, to his own detriment. This fighter is capable of a meltdown at any time. Prior to a bout, obtain a RN: On a 1-2 the fighter refuses to leave his dressing room and is disqualified. During a fight, if this fighter suffers a knockdown but not a knockout, obtain a RN and on 1-10 the fighter spits out his mouthpiece, goes back to his corner and refuses to continue fighting. Award the fight to the fighter's opponent via TKO.
Intellect (or Ring Smarts)	This fighter is a true student of the sport, and a believer in the art of hitting and not being hit in return. When attempting to employ a Strategy, reduce the RN result by -4 .
Anger Issues	Loses temper and self-control. If this fighter is fouled twice (NOTE: 'fouled' defined as severe enough to receive a 'warning' from the referee but does not include 'cautions') in the same round or five times over the course of the fight, he will retaliate by fouling his opponent in return. This will occur immediately after determining the results of his opponent's second foul in any single round and after a fifth foul in a fight. Obtain a RN: 1-50 the fighter hits his opponent in the groin (low blow); 51-70 the fighter intentionally head butts his opponent (Check opponent for a possible cut); 71-78 clinches his opponent and tries to use the glove's thumb in his opponent's eye; 79-80 bites his opponent. The referee stops the bout again and takes a point away from the offending fighter. Make a CF check to determine who is control and resume the fight.

	(NOTE: If ANGER ISSUES OCCUR 3 or more times during the bout, the referee stops the fight immediately after the third time and DISQUALIFIES the offending fighter.)
Self-Doubts	Fighter has confidence issues and often puts tremendous pressure on himself before a bout. Prior to Round 1, obtain a RN: on a 1-20 reduce the fighter's CF ratings by -1. If the fighter is AHEAD in the scoring after 3 rounds, restore his CF to normal.
Absorber	Soaks up punishment. TKO: 1 Round =40; 2 Rounds = 60; 3 Rounds = 75
Front Runner	This fighter shows a tendency to fight his best when he believes that he is winning the bout. However, he also tends to 'let up' if he thinks that he's losing the fight. If the fighter loses 3 rounds in a row, reduce his CF by 2. If he wins a round, add +1 to his CF; if he wins 2 rounds in a row, return the CF to what it would be normally.
Fireplug	This defines a short, pressure slugger who has difficulty getting inside an excellent outside fighter. A Fireplug suffers -2 CF against an Opponent rated BOTH 10+ One-Punch Power and 9+FO. Examples of 'fireplugs': Joe Frazier, Mike Tyson, and Rocky Marciano.
Careless	This defines a fighter with a great chin but who is susceptible to knockdown(s) against inferior competition, often due to the fighter being overconfident. Against "worthy" competition, the fighter makes sure to guard his chin. Against an Opponent with an Overall Rating of 9 or higher , lower this fighter's KD1 by (-2) and reduce his One Punch Power by (-2) UNLESS HE IS FATIGUED . The "Careless" trait is exemplified by Cassius Clay.
Second Wind	When this fighter runs out of ENDURANCE , obtain a RN and apply it to the following: 1-45 The Fighter Gets a Second Wind . Set his END to 15; 46-80 the fighter is Fatigued . All END is gone .

NOTE: SPECIAL (Trait) is not the same as Special (Action). A SPECIAL – all capital letters – trait is located on a fighter's individual card. A Special – first letter capitalized and the rest lower case – is located after the RN: on a Boxing Action Card.

THROW IN THE TOWEL (OPTIONAL)

While throwing in the towel is not a something on which a referee must act upon, it is a practice that still remains from the early days of its origin. A corner man throws in the towel to signal to the referee that they, the fighter's corner, want the bout stopped because their man is taking too much punishment.

Frequently, this action is ignored by the referee, who has the discretion to end a bout when he believes a fighter cannot continue. It's not unusual to see a referee kick the towel out of the ring to prevent one of the fighters from stepping on it.

However, there are other times when it does serve, perhaps even subconsciously, as a reminder of the amount of punishment one fighter has taken over the course of the round or the bout. If you wish to use this option, just follow the instructions on the table itself.

ADJUDICATING A TOWEL THROWN INTO THE RING BY A CORNER MAN				
With 5 or fewer points left before the bout is automatically stopped by the referee as a TKO, cross-check a RN with the referee's rating of Lenient through Strict and apply it to the following table (this may only happen ONCE per bout per corner!)				
RN	Very Lenient	Lenient	Normal	Strict
Immediately stops the bout and award a TKO to the opposing fighter.	17-20	18-20	19-20	20
Ignores the towel and allow the fight to continue.	3-16	4-17	5-18	6-19
Call time, picks up the towel and admonish the corner, warning them that doing it again will result in a Disqualification.	2	2-3	2-4	2-5
Ignores the towel. On a 1-18 the corner awaits the round's end. On a 19-20, a corner man crawls through the ropes confronting the referee. The referee immediately disqualifies the fighter whose corner entered the ring.	1	1	1	1

(example: Fighter A has taken a beating over the last two rounds, and his opponent has amassed 45 points. A TKO over two consecutive rounds is triggered when 50 points are scored against an opponent. The table above indicates that "with 5 or fewer points left. . ." the optional Throw in the Towel table can be used.

Selecting a RN 1-20, the damaged fighter's corner's RN is a 12. The referee is NORMAL and when the 12 is applied, the referee ignores the towel and the fight continues.

CONCLUSION

Hopefully, the overhaul of the rules for Title Bout II make a difference. They should read clearer, answer ambiguous questions, cover previously missing material, and clarify everything through the use of examples and flowcharts.

TESTIMONIAL

*With sincere thanks and appreciation to **Geoff Brown (alias Geoff Rey)** whose dedicated editing and suggestions have not only helped make all aspects of the new strategies and procedures work, but also made them better. My heartfelt gratitude. Likewise, I'm equally grateful to **Jerry Linscott** for adding yet another set of eyes to both the rules and the tables.*