FIGHT NIGHT

For Atari 800 Series

ACCOLADE

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Strap on your Everlast boxing gloves & prepare yourself for the most whimsical and entertaining computer boxing game ever produced. The tension mounts in the smoke-filled arena as the champion & challenger step into the ring . . .

GAME PLAY

Overview

Fight Night is a multi-featured sports simulation.

1. **Main Event.** Test your pugilistic prowess against five of the world's toughest fighters.
2. **Boxing Construction.** Create your own boxers and pit them against other fighters in . . .
3. **Training.** Train your constructed boxer, sharpen his punching skills, practice footwork.
4. **Sparring.** Practice what you learned in training; tune up for the real thing.
5. **Tournament.** Be a fight promoter and have your stable of stars take on your opponent's boxers.

Loading

1. Insert the disk, label side up, into the disk drive.
2. Hold down the Option key while turning on your Atari Computer until the cursor appears on the screen.

Controls

ESC	pauses game	Control P	music on/off
		Control R	restart game
Player 1	use joystick controller 1		
Player 2	use joystick controller 2		

Menu Selections

Using the joystick select the menu topic (displayed at the top of the screen) which you wish to review. By pressing the fire button, a window displaying the choices related to this category will appear. To select a specific item from this detailed menu, while still pressing the fire button, select the desired item with the joystick and release the fire button.

Select Screen

The start screen will appear after the game has loaded. This is the part of the game where you get to choose between the five major options under the category "Fight Night".
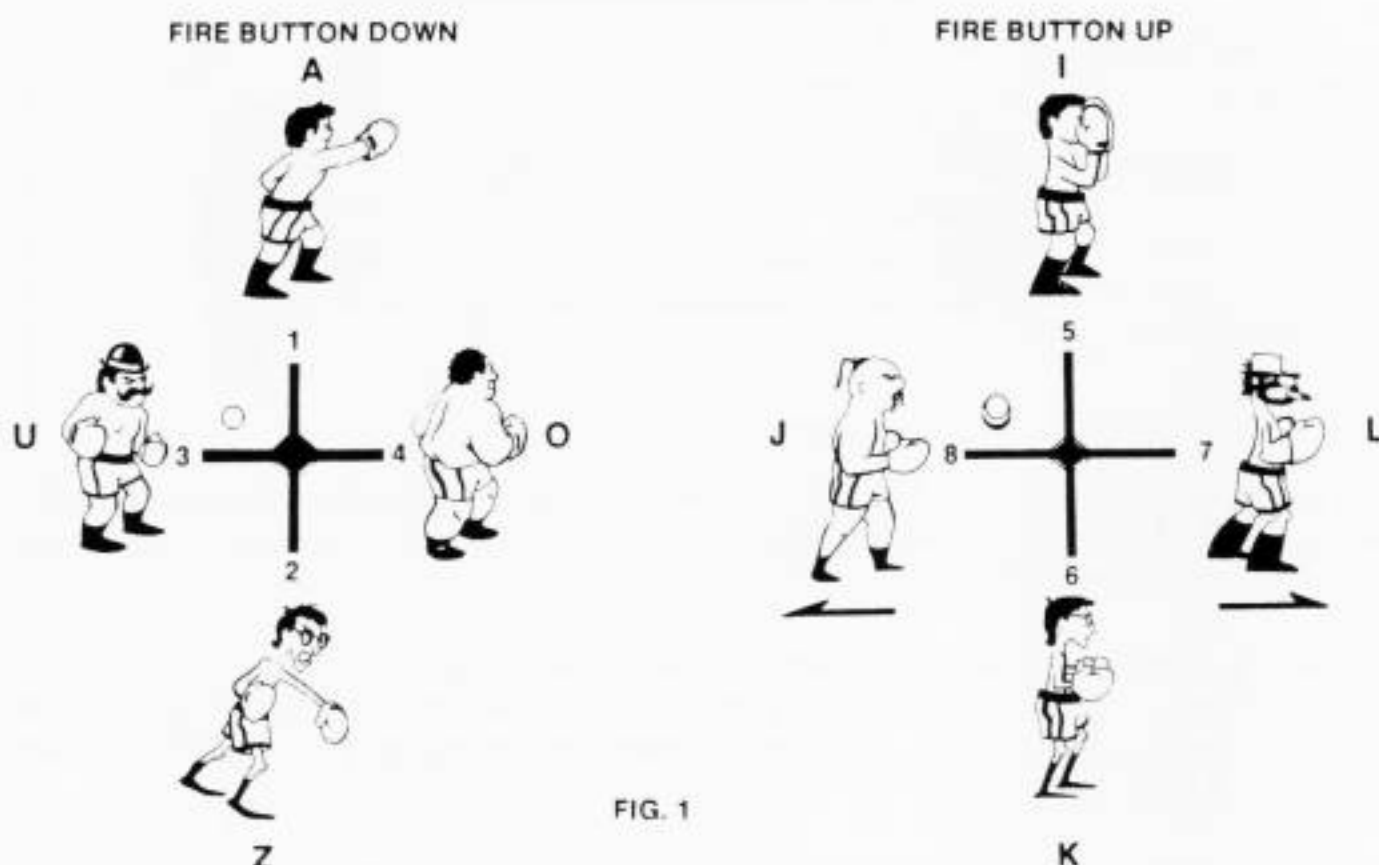
1. Boxing is the arcade style part of this package. You fight against a series of 5 contenders, each one more powerful than the last.

2. Construct option allows you to create your own boxers. Boxers can have different appearances and qualities. They can be player or computer controlled, offensive or defensive, brick headed or glass jawed.

3. Training allows you to practice your joystick control with one of the constructed boxers. *Practice the essential aspects of combinations and timing.*

4. In sparring you can have a match between two constructed boxers, player against player, player against computer, or even computer against computer.

5. In tournament you and a friend can set up a tournament. As a manager you must try to get the "right" fight schedule, to make your man the champ.

To select an option just press one of the numbers 1 to 5 on the keyboard. Each option is explained below, but first here is a description of how the game actually works and how you can control a boxer:

Joystick Control

The action in Fight Night consists of eight different commands using the joystick positions described below.

FIRE BUTTON DOWN
A

FIRE BUTTON UP
I

U   1   O
 3   4
    2

Z

J   5   L
 8   7
    6

K

FIG. 1

	JOYSTICK	FIREBUTTON
1) throw a jab	up	down
2) throw a body blow	down	down
3) fake a jab	left	down
4) fake a body blow	right	down
5) put your guard up	up	up
6) put your guard down	down	up
7) move right	right	up
8) move left	left	up

Boxing

If you select Boxing mode there will be a short pause while the first contender is loaded from the disk. After the contender makes his entrance the fight begins. On the score board at the top of the screen there are several important indicators:

1. Clock.   2. Score for each boxer.   3. KO bar for each boxer.   4. Round number.

FIG. 2

ROUND NO.

BOXER'S NAME

BOXER'S
PICTURE

BOXER'S
SCORE

BOXER'S K.O.
BAR

CLOCK
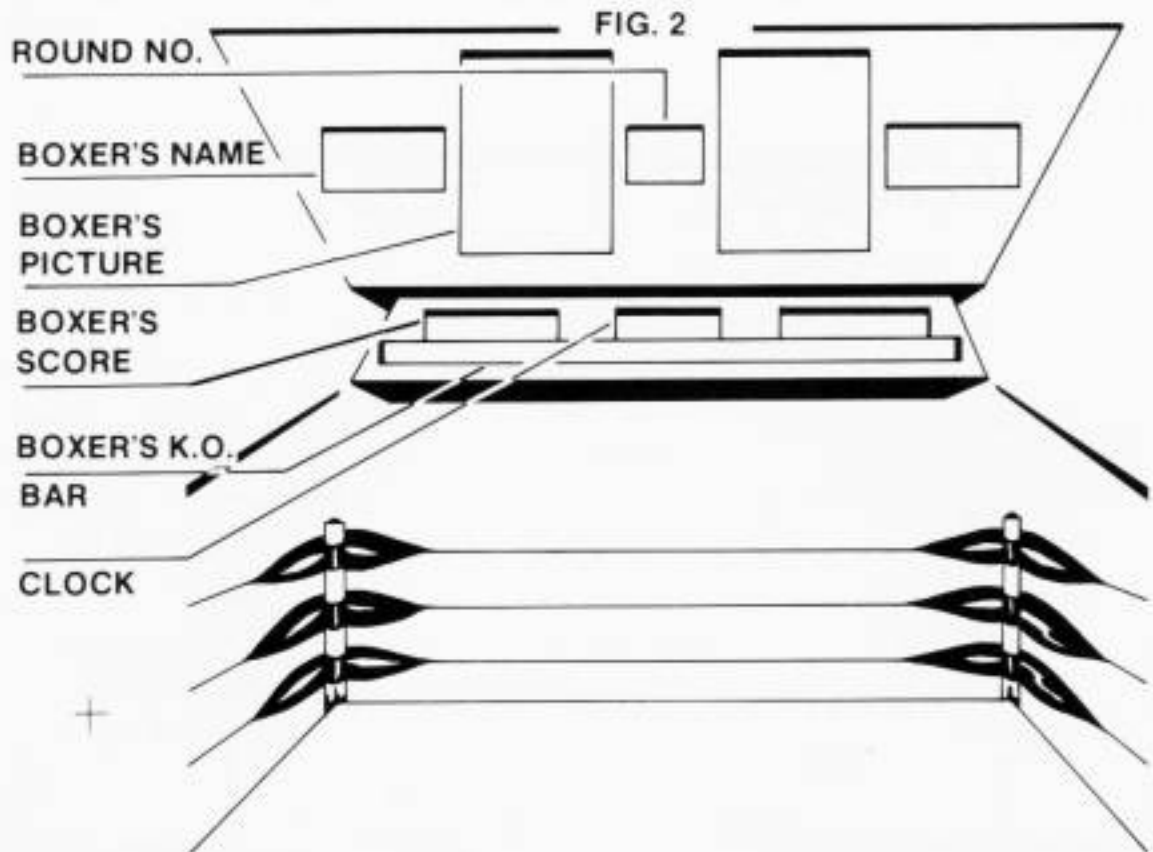
The object of the game is to KO the contender, by landing blows to the body and to the head while avoiding similar blows. Each time you land a blow your score goes up and the contenders KO bar increases.

There are 3 rounds in a match, each lasting 3 minutes. If you cannot KO your opponent you might be able to win by decision. Your points accumulate through each round. If there is no KO, then at the end of the third round the player with the most points wins by decision.

The section below on training will explain how the joystick works, and give you an explanation of performance and strategy.
If you plan to beat any but the wimpiest of the contenders we suggest you read this section and train carefully.
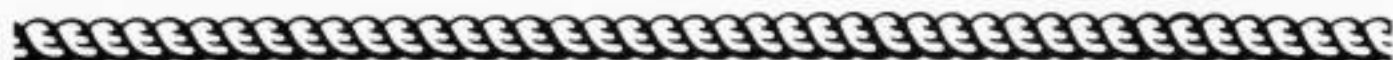
Scoring

When you score points and *how many* points you score depends on the boxer you are fighting. The contenders and the constructed boxers have various strengths and weaknesses. The KO bars will go up as follows:

Each boxer has a certain "point" value for each punch (jab, body blow, or super blow), and a different "resistance" value for each blow. When a punch is landed the 'punchee's' resistance value and the 'puncher's' point value are considered. The actual damage caused is further adjusted by the guard position. If the guard is up when a jab is landed, or down when a body blow is landed then the amount of damage caused by a punch is zero. It is important to MOVE YOUR GUARD IN ORDER TO PROTECT YOURSELF. In addition, extra points are awarded for stepping into a punch, and similarly fewer points are awarded for stepping out of a punch, so PRACTICE STEPPING INTO AND OUT OF PUNCHES.
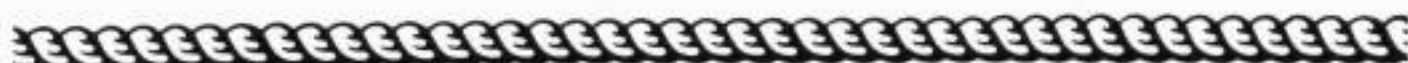
"In This Corner . . . " (Profiles of the contenders).

Dip Stick (Ranked #4).

Small but slow . . . a mouth breather . . . aka 'Banjo Eyes' . . . got his start as a washroom attendant but quickly rose through the ranks — product of fixed fights and anorexic training methods . . . specializes in kidney shots, low blows . . . will also bite and scratch.

Strengths: Light on his feet . . . watch for his sucker punch.

Weaknesses: light in the head . . . get him on the ropes.

Kid Kastro (Ranked #3.)

Former lead accordianist with Julio Inglesias band . . . weakness for cigars and wines (favors "El Ropos" and "Vino Redo") . . . one tough hombre . . . Caribbean champ since '59 when he took out 'Bob' Batista with six rounds.

Strengths: Super Blow known as the "Castinet Crusher" Fancy footwork. Throws lots of punches.

Weaknesses: Punches lack pop. Work on his cigar.

Hu Him (Ranked #2).

Famous as brother of Odd Job, actor/proctologist (starred in "Boldfinger") . . . charter member of the Gang of Four Billion . . . whipped Bruce Lee and Chuck Norris for Far East Crown.

Strengths: Cement head. Vicious Superblow.

Weaknesses: Backs away from body-blows.

Tip: Fakes confuse Hu. Fake a body blow or jab and when he steps back, step into a punch.

British Bulldog (Ranked #1).

Former lamp post . . . upon learning to walk erect, resigned as Dean of Oxford to pursue pugilism full time . . . defeated Frank Bruno for British computer game championship in epic duel of wits between two unarmed men.

Strengths: Courageous. Takes incredible punishment. Outpunched 3:1 in the Bruno brawl (Frank burned out two joysticks by the time Bulldog found "*" on the C64 keyboard). Never been killed in any of his previous 46 bouts. Watch out for his Super Punch, the British Rail Roundhouse. Heavy puncher.

Weaknesses: Thick as a brick. Bulldog's ponderous style leaves him vulnerable to quick jabs and feints. Keep moving, tire him out. Use Fakes.

Bronx Bomber (The Champ).

A combination of all the features of his idols, the Bomber has the legs of Louis, the arms of Ali, the body of Braddock and trunks by Frederick's of Hollywood . . . won title by creaming Darth Vader . . . Nobel Prize Winner for Literature . . . accomplished musician and vocalist — lead tenor with Mormon Tabernacle Choir.

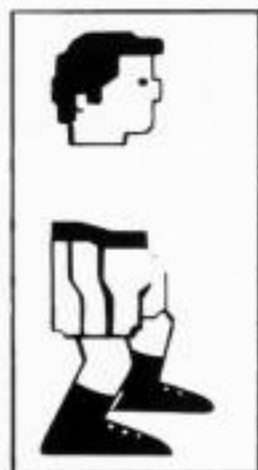**Strengths:** Everything.

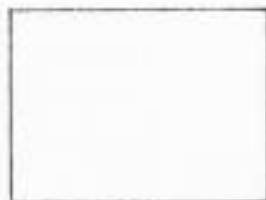**Weaknesses:** None.

Strategy: Phone Lloyd's of London . . . pray.

Construction

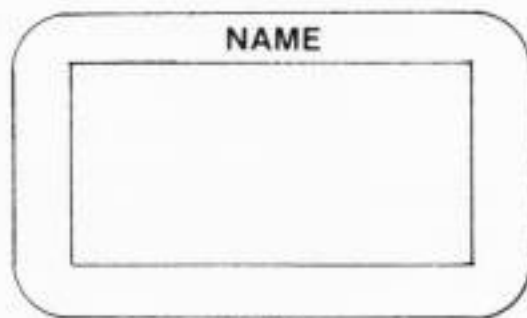Construction mode allows the player to build up to 24 custom boxers by combining a variety of body parts and attributes.

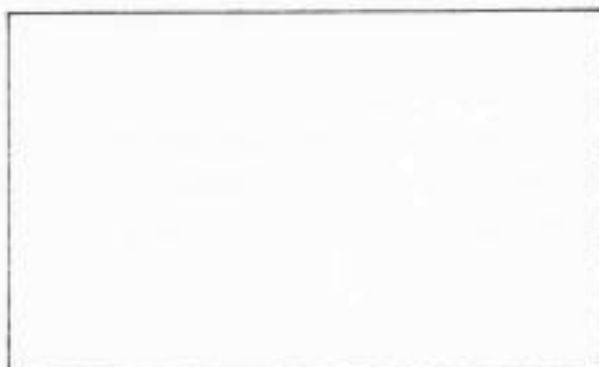*   **Boxing**   *   **Edit**   *   **Parts**   *   **Statistics**   *
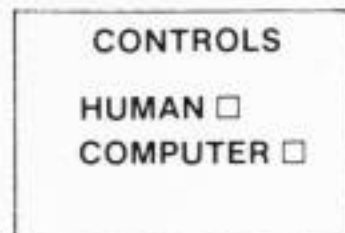

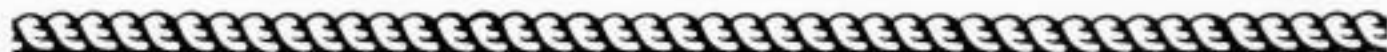
BOX 1

BOX 2

NAME

BOX 3

BOX 4

CONTROLS

HUMAN ☐
COMPUTER ☐

BOX 5

The following describes the functions associated with each main menu category:

Edit: This defines the type of construction functions to be performed as follows:

> **New:** Initiates construction of a new boxer.
>
> **Load:** Allows the player to identify an existing boxer to be modified. A small box will appear under Box 3 which prompts the player to scroll through the names of existing boxers by moving the joystick left or right, then pressing the fire button to select the desired one.
>
> **Save:** Saves a newly defined or modified boxer image to the disk for later use in sparring and tournament modes.
>
> **Revert:** Cancels changes made to an existing boxer in the process of being modified and reverts back to his characteristics when loaded.
>
> **Delete:** Prompts the user for the name of a boxer (similar to method described above under "Load") to be removed from the disk.

Parts: When one of the body parts is selected for definition, the first one of the six possible choices will be displayed in Box 2 and in its proper full figure context in Box 1. A small box will appear below Box 2 which prompts the player to examine and select body parts as described above under "Load" for selecting names. The four types of body parts are head, body, shorts and feet.

Statistics: This enables the player to define the fighting characteristics of the constructed boxer. The following are the four categories in which the player can balance relative percentages of parameters by using the joystick fire button:

• Power for blow to:	Head%	Body%
• Resistance for blow to:	Head%	Body%
• Actions - time spent on:	Offense%	Defense%
• Intelligence:	Brains%	Action%

Note: The last two categories can only be defined if the boxer is computer controlled (see "Controls" below).

Other: This will allow the player to define name, controls or exit construction mode.

> **Name:** A square prompt character will appear in Box 3, type the boxer's name using the keyboard, terminating each of the two lines by pressing the RETURN key.

Controls: To specify whether the boxer will be human (player) controlled or computer controlled, press the fire button to alternate between control types as indicated in Box 5. This should be done prior to defining the statistics (as defined above) in order to allow specificaiton of actions and intelligence if the boxer is computer controlled.

Exit: Quit construction mode.

Train

This section allows you to practice your joystick control and gives you the opportunity to evaluate a created boxer's punching power. There are four "boxes" at the top of the training screen. They allow you to:

1. select a boxer to train with (or exit)
2. select the speed at which you train.
3. select a mode to train with.
4. observe the joystick movements.

The joystick will alter the selection inside a "box." The fire button will make a selection, and move control to the "next" box. The two modes are "follow and lead." In "follow" the computer uses the joystick chart to "ask" you to make a joystick move. When you make the correct move it asks for the next one. Observe the requested moves; they are valuable combinations. In "lead" mode you will be able to move the joystick at will. This mode should be used to practice your timing. Note when you can and cannot actually make a move, learn how the pulses (see below) work. Practice. **To end a practice section and practice a different boxer or to change the mode or speed type control R.**
To exit practice mode altogether, press Control R.

Spar

Spar allows you to call up any two created boxers and fight with them or watch them fight. Again, use the joystick to change the selection and the fire button to actually make the selection of which boxer. Note that the second player must use the other joystick.

Tournament

Tournament allows two players to pit various boxers against each other in a small round robin. Both players should try to have one of their boxers be champ.

Action Timing

Think of your joystick as having two independent aspects: with and without the fire button. Those moves made with the fire button depressed are directly affected by pulses. When you throw a jab the following happens:

pulse 1   you select joystick up with fire button.
pulse 2   your boxer does his wind up for a jab.
pulse 3   your boxer throws a jab.
pulse 4   your boxer does a follow through.

When you throw a body blow the same thing happens. A fake jab or body blow is similar in that pulse 1 is the same as above but you can hold the boxer in his wind up for as many pulses as you want. If you follow a fake jab by a real jab, or a fake body blow by a body blow, then there will be no delay, the boxer will immediately throw the punch. Once you have made a "fire button depressed" move (pulse 1 above) YOU CANNOT MAKE ANOTHER ("fire button depressed") MOVE UNTIL AFTER THE FOLLOW THROUGH. However you can make "fire button up" moves. This is very important when you consider scoring.

You can "hit" your opponent (or be hit by your opponent) ONLY during a jab or body blow pulse (not during the wind up or follow throw). (Note: in the "Boxing" mode contenders have a special Super Blow, see below). If you get hit by a jab while you guard is up:

1. you will have any current punch aborted.
2. you will be "penalized" by a one pulse reaction during which time you will not be able to throw another punch.

If you get hit by a jab while your guard is down:

1. you will have any current punch aborted.
2. you will be "penalized" by a two pulse reaction during which time you will not be able to throw another punch.

The same thing is true of body blow only with the guard positions reversed. If you get hit by a Super Blow:

1. you will have any current punch aborted.
2. you will be "penalized" by a three pulse reaction.

It is important to read through scoring and training. If you thoroughly understand the importance of certain combinations and how they are scored, you will be able to defeat any opponent.

Great (And Not So Great) Moments in Boxing

Historians may never decide who first punched whom in the nose. But stone carvings found in the Mid-East and dating back to 5000 B.C. clearly show pugilists with bandaged hands squaring off against one another.

The first record of boxing as a major sport comes from around 686 B.C. when the Greeks included it in the Olympic Games.

Early boxing was often a fight to the finish, and one early combatant, Theagenes of Tasos, reportedly dispatched 1,425 opponents in a row.

The Romans held boxing contests at burial services in the belief that the spirit of the departed would be so absorbed in the contest that he would forget to haunt the living. The Romans also introduced the cestus, or iron-studded gauntlet, to the "sport", and boxing and burials became almost synonymous. (Pacific explorers of a much later day would find the natives of the Mortlock Islands pummeling each other with gloves imbedded with sharks' teeth.) Eventually, even the Romans saw fit to ban boxing.

Boxing as a sport was not formally revived until 17th century England. In January 1681, the Duke of Albermarle organized the first bareknuckle fight in Britain, setting his footman on the local butcher.

The first generally recognized bareknuckle champion of Britain was Jim Figg in 1719. Jonathan Swift and Alexander Pope were among Figg's supporters, as was Captain Godfrey, the author of the first textbook on boxing. Godfrey wrote of Figg: "Strength, resolution, and unparalleled judgment, conspired to form a matchless master. There was a majesty shone in his countenance, and blazed in all his actions, beyond all I ever saw. His right leg bold and firm and his left, which could hardly ever be disturbed, gave him the surprising advantage already proved, and struck his adversary with despair and panic."

In 1733, Figg was deposed as champion by Jack Broughton, who was to become known as "the father of boxing." In 1741, after killing an opponent, Broughton set out to introduce "science and humanity" into the sport. He invented the boxing glove (then called a "muffler") and he created the raised "ring." (Why is a boxing square called a ring? The original ring was probably a circular area in Hyde Park, London, fenced off for impromptu bouts and the name persisted.)

A boxing match in Broughton's day featured as much wrestling as punching. A round had no time limit. It lasted until a fighter was knocked or thrown over, whereupon he had 30 seconds "to come up to scratch," that is, a scratch mark in the centre of the ring. If the fighter couldn't continue, he was declared "knocked out of time."

Broughton's reign as champion ended in 1751. When he died in 1789, he was buried in Westminster Abbey.

The first major international bout was staged in 1810 when the British champ Tom Cribb defeated the black American Tom Molineaux. Molineaux died penniless eight years later at the age of 34; 118 years after his death, his descendant, John Henry Lewis, won the world light heavyweight title.

The only boxer ever to be knighted was the Irish champion (ca. 1815) Sir Dan Donnelly.

The longest bareknuckle boxing match on record — 6 hours, 15 minutes — was recorded in Melbourne, Australia, October 19, 1856, between James Kelly and Jack Smith.

It was visiting British boxers who popularized the sport in the United States in the 1850s and '60s, but boxing remained illegal in most American jurisdictions.

In 1867, the Marquis of Queensberry scrutinized boxing in Britain and drew up his 12 famous rules. His innovations included the use of padded gloves during bouts, canvas, and three-minute rounds with one-minute intervals.

Between August 10, 1938, and November 28, 1949, an unheralded boxer from Gloucester, England, Hal Bagwell, compiled a record of 178 wins, no losses, and five draws.

Future heavyweight champ Ingemar Johannson of Sweden was disqualified in the 1952 Olympic final for not throwing any punches. Seven years later Johansson knocked out Floyd Patterson to win the world title.
Professional boxing is outlawed in Sweden.

When Muhammad Ali (then Cassius Clay) KO'd Sonny Liston in Lewiston, Maine, May 25, 1965, to retain his heavyweight title, there were only 2,434 fans in attendance. The 22-year-old Clay had won the title the previous year from Liston.

Howard "John John" Davis, a former drummer for the Godfather of Soul, Mr. James Brown, won the Olympic lightweight title in Montreal in 1976.

At the 1977 Saginaw Golden Gloves in Michigan, Harvey Gartley came out of his corner, danced around a bit, threw one punch at his opponent, missed, and fell down exhausted. He was counted out at 47 seconds, the victim of the quickest self-knockout in history.

The first women's boxing match in the United States was held March 16, 1876. Nell Saunders defeated Rose Harland and won a silver butter dish.

Despite the Marquis, it was bareknuckle boxing that remained the standard in the United States. In 1880, Paddy Ryan defeated Joe Goss of Great Britain in 87 rounds to become the first generally recognized U. S. bareknuckle champion. In 1882, Ryan lost to John L. Sullivan, who was probably the last of the bareknuckle champs and the first under the new Queensberry rules.

Said Sullivan in describing the transition: "(The old rules) allow too much leeway for the rowdy element to indulge in their practices. Such mean tricks as spiking, biting, gouging, strangling, butting with the head, falling down without being struck, scratching with the nails, kicking, falling on an antagonist with the knees are impossible under the Queensberry Rules. Fighting under the new rules before gentlemen is a pleasure."

The last bareknuckle prizefight in the United States took place in Richburg, Mississippi, July 8, 1889. (By that time, barefist fighting was illegal in all 38 states.) more than 3000 fans, mostly from New Orleans, travelled to Richburg in 100-degree heat to watch Sullivan, who'd eliminated his previous 59 opponents before the fourth round, take on Jake Kilrain of Baltimore, who had been declared champion by the influential Police Gazette. The purse was $10,000 winner take all.

Bettors not only tried to pick a winner in those days, but also determined who would draw first blood and who would be credited with the first knockdown.

Kilrain drew first blood, but finally tossed in the sponge in the 75th round. The fight had lasted two hours, 16 minutes.

At the end of the bout, both boxers were arrested and charged with assault and battery. Kilrain was sentenced to two months in jail, while Sullivan was ordered to serve one year, a sentence that was later reduced to a $1000 fine.

Sullivan, who preferred drinking his bourbon out of a stein, retained his title until 1892 when he lost in a gloved fight to James J. "Gentleman Jim" Corbett. Kilrain was a pallbearer at Sullivan's funeral in 1918. Corbett, the first officially recognized heavyweight boxing champ of the United States, fought for 18 years, allegedly without sustaining as much as a black eye or bleeding nose.

On April 6, 1893, Andy Bowen and Jack Burke fought the longest gloved match in history — 110 three-minute rounds. Both fighters refused to come out for the 111th and the bout was declared "no contest."

After leaving his post as marshall of Tombstone, Arizona, Wyatt Earp headed for San Francisco, where he became a boxing official. On December 2, 1896, Earp refereed a match between the superb British-born New Zealand boxer Bob Fitzsimmons and a lesser fighter named Tom Sharkey. Fitzsimmons pounded Sharkey for seven rounds, but in the eighth, with Sharkey dead on his feet, Earp stopped the fight and awarded it to the American on a foul. The irate Fitzsimmons started after Earp, but the ex-marshall pulled a loaded revolver and Fitzsimmons decided to withdraw his protest over the decision.

A year later, Fitzsimmons, not having to contend with Earp's refereeing, defeated Corbett for the heavyweight title. Fitzsimmons weighted 156 lbs. at the time. He eventually lost the title to Jim Jeffries, but continued boxing until 1914 when he was 52 years old.

Beginning in 1900 a fighter from Philadelphia named Joe Grim was a major gate attraction, despite the fact that he rarely won a contest. Grim's claim to fame was that he refused to be knocked out. His career as a human punching bag lasted two decades before he was finally KO'd by Sailor Burke in 1920.

In a bout between Oscar Nelson and Christy Williams in Hot Springs, South Dakota, December 26, 1902, Nelson knocked Williams down 42 times.

Between 1905 and 1918, Abe "The Newsboy" Hollandersky fought 1,309 boxing matches and 387 wrestling matches.
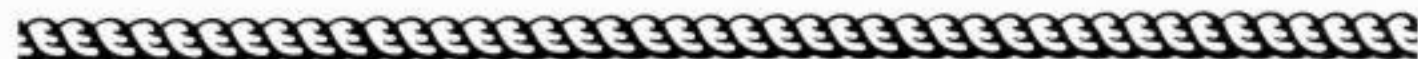
The smallest heavyweight champ in history was the 5-feet, 7-inch, 180-lb. Canadian Tommy Burns. Burns won the title in 1906 and on March 28 of that year defended it against Jim O'Brien in San Diego. Burns knocked out O'Brien in the first round and, still raring to go, he challenged heavyweight Jim Walker, who was in attendance, to a title fight the same night. Burns KO'd Walker in the first round.

Burns lost his crown to the first black heavyweight champion, Jack Johnson, in Sydney, Australia, on December 26, 1908. Johnson was to hold the heavyweight crown longer than any other fighter except Joe Louis.

Between 1897 and 1928, Jack Johnson lost only seven of 114 bouts. In a fight October 16, 1909, Johnson hit challenger Stanley Ketchel so hard that several of Ketchel's teeth were afterwards found lodged in Johnson's glove.

In 1910 in Reno, Nevada, Johnson faced former champion Jim Jeffries, who had come off a five-year retirement. Johnson's victory, which made him the first officially recognized black champion, sparked race riots acrosss the United States.

On December 9, 1913, in Paris, Jack Johnson defeated Jim Johnson in the first all-black heavyweight title fight.

Johnson eventually lost his crown to 6-foot, 6½-inch Jess Willard in Havana in 1915, in a famous fight many observers accused Johnson of throwing.

In a match between Sam McVey and Joe Jeanette in Paris in 1909, there was a total of 40 knockdowns. Jeanette won when McVey collapsed answering the bell for the 49th round.

During a heavyweight bout at the Manhattan Opera House in 1916, Charles Weinert knocked his opponent Andre Anderson out of the ring. Anderson rolled off the stage and into the orchestra pit. Reported Ring magazine publisher Nat Fleischer: "He landed set first in the wide, inviting mouth of the big bass horn. Tightly wedged into the horn, Anderson strove in vain to extricate himself while the referee reached through the ropes and tolled off the fatal ten."

Jess Willard held the heavyweight title until he lost to Jack Dempsey, July 7, 1919.

Someone once calculated that Dempsey's 8-10-inch punches traveled at 135 miles per hour.

The first title fight broadcast on radio was the Dempsey-Georges Carpentier bout at Boyle's Thirty Acres, Jersey City, New Jersey, July 2, 1921. The fight was also boxing's first million-dollar gate.

Dempsey once hired the young J. Paul Getty as a sparring partner.

During his reign as heavyweight champ, Dempsey fought a total of 138 minutes, during which time he earned $2,137,000.

In 1927, Dempsey lost to Gene Tunney, who became the only heavyweight boxing champion ever to lecture on Shakespeare at Yale University, although, years later, Muhammad Ali was invited to lecture on poetry at Oxford.

Joe Louis, the Brown Bomber, defeated James J. Braddock for the heavyweight title in 1937. Louis was only 23. He went on to defend his title a record 25 times.

In 1938, Henry Armstrong of Columbus, Mississippi, held the world featherweight, lightweight, and welterweight championships simultaneously.

Lou Nova KO'd Max Baer in the first ever televised fight. It took place at Yankee Stadium, New York, June 1, 1939. Max Baer Jr. starred in televisions' The Beverly Hillbillies.

Despite an all-time record crowd of 135,132 that watched Tony Zale knock out Billy Prior in Milwaukee, Wisconsin, August 8, 1941, the promoters did not make a profit. The bout was a free exhibition staged by the local Fraternal Order of Eagles.

The quickest knockout on record occurred September 24, 1946, at Lewiston, Maine, when Al Couture decked Ralph Walton while Walton was still adjusting his mouthpiece. Total time of the fight: 10½ seconds.

In his career, Rocky Marciano (born Rocco Francis Marchegiano) won 49 professional bouts — 43 by knockout (11 of those in the first round) — without a loss. Marciano defended his title six times before retiring in 1955, the only undefeated heavyweight champ in history.

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