

= Super Punch @-@ Out !! =

Super Punch @-@ Out !! ( ?????????? ? ? , S?p? Panchi @-@ Auto !! ) is a boxing video game developed and published by Nintendo for the SNES . It was released on September 14 , 1994 in North America and again in the same region in 1996 . It was released in Europe on January 26 , 1995 for the same console and in Japan in 1998 for the Nintendo Power flash RAM cartridge series and the Super Famicom . The game was released for the Wii 's Virtual Console in Europe on March 20 , 2009 , in North America on March 30 , 2009 , and in Japan on July 7 , 2009 . The game was also released on the New Nintendo 3ds eShop on May 5 , 2016 . It is the fourth game in the Punch @-@ Out !! series , taking place after the Punch @-@ Out !! game for the NES .

In Super Punch @-@ Out !! the player controls Little Mac , as he fights his way to become the World Video Boxing Association champion . Players , fighting from a " behind the back " perspective , must knockout their opponent in three minutes to win . Players can launch jabs , hooks , and uppercuts against their opponents as well as block , dodge , and duck opponents ' attacks . Nintendo Integrated Research and Development , led by Genyo Takeda , Minoru Arakawa and Makoto Wada , developed the game . It also featured voice acting by Charles Martinet .

The game received praise from reviewers for its cartoon @-@ like style , its colorful , outlandish opponents , simple gameplay controls , and replay value . The game also featured colorful , detailed graphics , which included the usage of transparency that facilitates the game 's " behind the back " perspective . Other reviewers had said that this game lacked the overall appeal , gameplay , or audience of its predecessor .

= = Gameplay = =

The gameplay in Super Punch @-@ Out !! is similar to that of its arcade and NES / FC predecessors . The player controls a nameable boxer as he fights his way to become W.V.B.A. Champion . The player controls the boxer from a third @-@ person perspective , with him being translucent on the screen . Players can attack their opponents with jabs to the face or with body blows from either hand . The opponent can deflect punches , so players must aim at the opponent 's open spot ( where the gloves are not ) to connect . Depending on the opponents ' stances , they will guard themselves differently , so players need to use the correct punches .

As in the first two arcade games of the series , players have a power meter , located on the bottom of the screen . The meter fills up as the player lands punches against the opponent , and it goes down as the player gets hit . When the power meter fills up completely , the player will be able to launch knockout punches such as uppercuts , hooks , and rapid punches . These punches have a slight delay in execution , but they cause more damage to the opponent . Players can also build power as the match progresses , as indicated by the background color behind the player 's face on the upper left corner of the screen , which goes from blue to green to yellow to red . The player reaches " Power @-@ Up " status when the background color reaches red . During this status , the player 's punch speed and power increase . They lose their Power @-@ Up status if they are knocked down .

Players can avoid attacks from their opponents by dodging to the left or right or by ducking , but players cannot punch while dodging or ducking , nor can they duck body blows . They can also block attacks to either the head or the body , but they cannot block strong punches ; strong punches must be avoided by dodging or ducking . Depending on the situation , the player must strategically block , dodge , or duck in order to avoid an opponent 's attack . Players can also capitalize on the opponent 's attacks by launching counter @-@ punches immediately after avoiding an attack .

Both the player and the opponent have stamina meters , both displayed on the top of the screen . The meters decrease when either boxer gets hit by a punch . Boxers will get knocked down if their stamina meter runs out . Faster knockdowns will cause that boxer to recover less stamina upon getting up ; the same happens if a boxer is knocked down by a knockout punch . Either boxer will lose if they cannot stand up before the count of ten after being knocked down ( resulting in a knockout or KO ) or if they are knocked down three times in the match ( resulting in a technical

knockout or TKO ) . The player can also recover some stamina while the opponent is down by pressing the buttons on the controller .

The player has three minutes to knock out the opponent . After three minutes , the match ends , and the player loses ; the player cannot win by a decision . After losing , the player can use a continue and fight a rematch . The game ends after all continues have been used ; the player must fight all opponents in the current circuit again . The game consists of four circuits in which the player must become the champion . The player can retry any circuit that has already been beaten . The game has a battery backed memory in which players can save their data and records for future play .

= = Development = =

Super Punch Out !! was released in North America October 1994 and in Europe on January 26 , 1995 ( 1995 @-@ 01 @-@ 26 ) . It was rereleased in North America in 1996 , and it was released in Japan as part of the Nintendo Power flash RAM cartridge series on March 1 , 1998 . In addition , Electronic Arts included the game as an unlockable bonus item along with its protagonist as an unlockable boxer in the Nintendo GameCube version of Fight Night Round 2 as part of Nintendo 's deal of featuring Nintendo characters in the Nintendo GameCube versions of some EA Sports titles . The game was later released for the Wii 's Virtual Console service in Europe and Australia on March 20 , 2009 ( 2009 @-@ 03 @-@ 20 ) , in North America on March 30 , 2009 ( 2009 @-@ 03 @-@ 30 ) and in Japan on March 30 , 2009 ( 2009 @-@ 03 @-@ 30 ) . Super Punch Out !! is the fourth game in the Punch Out !! series and was developed by Nintendo Integrated Research and Development and was produced by Minoru Arakawa , Genyo Takeda and Makoto Wada . Voice actor Charles Martinet was credited for providing the voices of the boxers , the referee and the announcer . Nintendo IRD was developing this game simultaneously with Zoda 's Revenge : StarTropics II . The game is the closest arcade @-@ to @-@ home console translation of the Punch Out !! and Super Punch Out !! arcades ; however , like the NES titles , the SNES title is not a direct port . Shortly before the game was finished and released , some screenshots and video footage of the prototype were shown in a video preview of the game , as well as in an issue of Nintendo Power magazine and two official television commercials , which all showed the protagonist of the game with a different look as well as the announcer having a different voice compared to the ones in the final version seen in the finished and released version .

= = Reception = =

Super Punch Out !! received a rave review in GamePro . The reviewer praised the game 's good controls , " deceptive challenge " , sprite layouts , animations , and sounds which " juice the game 's intensity level " . He stated the game 's one flaw was " the lack of an easy @-@ to @-@ use two @-@ player mode . " The magazine ran alternate reviews by Fred Doughty and Mark Guinane , winners of the 1994 Blockbuster Video World Game Championship . They also gave the game positive assessments , praising the easy @-@ to @-@ learn controls , high challenge level , and artistic design of the characters . Electronic Gaming Monthly 's two sports game reviewers criticized the game 's unrealistic style , but nonetheless acknowledged that " it still has fantastic game play . "

Several reviewers praised Super Punch Out !! overall for not trying to be realistic , for the originality of its different opponents , and for its simple controls . Chris Scullion from Official Nintendo Magazine praises the game for its outlandish characters , addictive gameplay , and simple controls . He adds that Super Punch Out !! is " superb way to prepare for the upcoming Wii [ Punch Out !! ] title " . Scullion states that " the thing that makes Super Punch Out !! interesting ( along with the rest of the games in the series ) is that it 's not a realistic boxing game " . He adds that the opponents in the game are " the real stars of the show " , with each opponent having a unique personality , traits , and boxing styles . Skyler Miller from Allgame , like Scullion , praised the game for its simple , responsive controls , for its colorful , detailed opponents , and for its

usage of the Super NES 's transparent color palette for the fighter , which facilitates the " behind the back " perspective . He also appreciates the game 's sound and music , in particular the usage of real voice for the announcer . Game Players magazine applauded the game 's " large , colorful graphics and easy @-@ to @-@ learn controls " .

Reviewers have praised Super Punch @-@ Out ! ! for its other unique features and for its rewarding difficulty . Game Informer magazine praised the game for its time attack mode , which recorded and kept track of the fastest knockouts for each opponent . Miller also commended the time attack mode , adding to the game 's replay value . Another review from VideoGames & Computer Entertainment magazine lauded the game for a fair difficulty curve , stating that it " is a really tough game , but it 's one in which repeated playing ( and you will be playing it a lot ) really pays off " . Lucas Thomas from IGN , while praising the game overall , says that the game lacks the overall appeal that the NES version had and that he recommends the NES version over this version . He notes that the sound is " Not as memorable as the music from the NES game , but [ is ] more varied " . He says that many people who are familiar with the NES version have to relearn new attack patterns from different opponents . Thomas also notes that the game did not have as large an audience as the NES version enjoyed .