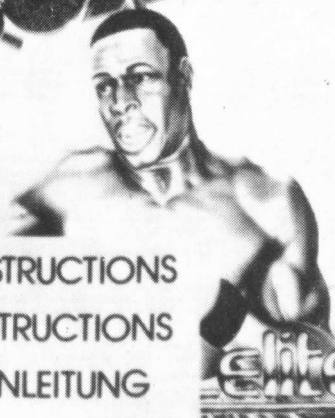


Frank Bruno's BOXING



INSTRUCTIONS
INSTRUCTIONS
ANLEITUNG

elite



PLAY THE BIG FIST

Now, meet eight of the world's most unlikely heavyweight contenders in the boxing simulation to beat 'em all!

**FRANK BRUNO
GREAT BRITAIN**

(THE CHALLENGER)



**3 ANDRA PUNCHEREDOV
USSR**

Andra is a fast, dancing Russian who goes to your head faster than a neat glass of Vodka.



**6 RAVIOLI MAFIOSI
ITALY**

Ravioli is not a man to mess with. He knows all the dirty tricks, and uses them without a care in the world.



**1 CANADIAN CRUSHER
CANADA**

The big, plodding, lumberjack from Canada, with the beauty of a grizzly bear and the speed of an elephant.



**4 TRIBAL TROUBLE
AFRICA**

Tribal means trouble for anyone, he has a temper that gets the better of you! Landing the punches with unnerving accuracy.



**7 ANTIPODEAN ANDY
AUSTRALIA**

Fed on a diet of empty lager cans, this man feels no pain. Pure un-interrupted punch power.



**2 FLING LONG CHOP
JAPAN**

All the way from the land of the rising Hi-Fi is Fling Long Chop, a martial arts master of No-Can-Do.



**5 FRENCHIE
FRANCE**

Frenchie may appear to be cool, suave and sophisticated, but this deceptive façade hides a rather menacing individual, ready to make you see stars.



**8 PETER PERFECT
USA**

World Famous, World Champion Peter Perfect. The most neat and accurate boxer in history is set to drive his engine of glory all over you. Could anyone be a match for macho man?

Frank Bruno's **BOXING**

Introduction

The sport of boxing is probably the most fearsome contact sport practised today. It holds a strange, almost sadistic fascination with sports fans around the world. Boxing has been the subject of films, documentaries, and controversy. It combines physical skills such as stamina, strength, courage and endurance to produce an immensely exciting sport. Now you can experience the fast and furious sport without risking life or limb, because Frank Bruno, one of the World's greatest ever boxers, presents the World's Greatest Boxing Game.

AMSTRAD/SCHNEIDER

Instructions

1. Ensure Side A is fully rewound.
2. Hold down CTRL and press the small Enter key. (On numeric pad).
3. Press Play on cassette player.
4. Press Enter key.

COMMODORE

Instructions

On the first side of the cassette is the game program. To load this:

1. Ensure Side A is fully rewound.
2. Press Shift and Run/Stop.
3. Press Play on the cassette recorder.

Sp. 48K

Instructions

On the first side of the cassette is the game program. To load this:

1. Ensure side A is fully rewound.
2. Press LOAD "" (Enter).
3. Press play on the cassette player.

AMSTRAD DISC

Type RUN "BOXING" (Enter).

COMMODORE 64 DISC

On the first side of the disc is the game program. To load this:
LOAD "",8,1

The Game

After pressing the R key from the Options page, you will be asked to input a three letter name. Once you have pressed enter then the game will start.

Sp. 48K

Controls

Guard Up	1	Dodge Left	U
Duck	Q	Left Punch	I
Guard Down	A	Right Punch	O
Right Hook/Uppercut	BOTTOM ROW	Dodge Right	P
Game Abort = Caps Shift/Space			

COMMODORE

Controls

Playing System 1: requires one joystick in Port 2.

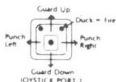
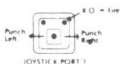
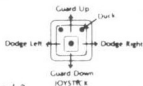
KEYBOARD

Punch Left = 1

Punch Right = 2

K.O. = Space Bar

Playing System 2: requires joysticks in both Ports 1 and 2.



AMSTRAD/SCHNIEDER

Keyboard Controls

Guard Up	= 1	Left Punch	= I
Duck	= Q	Right Punch	= O
Guard Down	= A	Dodge Left	= K
		Dodge Right	= L

Right Hook/Uppercut = Space Bar

Game Abort = ● (on Cursor Control Pad)

Body Blows are made by punching while Bruno's guards are down.

Head Blows are made by punching while Bruno's guards are up.

Uppercuts can be thrown while Bruno's guards are down.

Right Hooks can be thrown while Bruno's guards are up.

Right Hooks and Uppercuts can only be thrown when the K.O. indicator is flashing. See below.

Object

The object of the game is to defeat eight boxers in succession in pursuit of the Heavyweight Championship of the World. Fighting styles of each of the boxers are different, each one more intelligent than the last. To defeat an opponent 'Bruno' must achieve a 'Knock Out' by knocking him down three times during a single three minute round, to do this Bruno must reduce his opponent's 'Status' to zero, by avoiding the blows made by the opponent and punching the opponent when his body or head is unprotected. By making repeated successful blows, Bruno's Punch Power increases. The KO indicator flashes when 100% punch power is achieved, this allows you to use the Right Hook/Uppercut.

The game screen is divided in two, the top half is the score and information board, the bottom half is a perspective view of the ring.

If you win the bout!

If you win the bout then you are issued with your own personal 'Elite Video Boxing Association' Membership Code. You will notice in the inlay that we have provided you with a EVBA Membership card for your own use. Write the code in Pencil, alongside the name of the next boxer. So if you have just beaten the first boxer, write the code in the space next to 'Fling Long Chop'. You may use the code to load the next boxer off tape/disc now, or at a later date. To load a boxer:

1. Ensure the cassette/disc is on side B.
2. Press 'L' on the options page.
3. Enter your three letter name.
4. Enter your Membership Code (just press enter without typing anything if you wish to load the first boxer back in).
5. Press play on the cassette player.

The program will tell you what boxer it has found on the tape. If it finds a boxer comes before the one it is searching for, then you should fast forward the tape a little bit. Conversely, if it finds a boxer that comes after the one it is searching for, then you should rewind the tape a little bit.

Your Membership Code is valid for all versions of Frank Bruno's Boxing provided it is used with the same three letter name that you have used.

If you lose the bout!

You can rebut the current boxer whether you have won, lost or just loaded the game. Press 'R' on the options page to do this.

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Guarantee: This software tape
has been carefully developed
and manufactured to the
highest quality standards.
Please read carefully the
instructions for loading which
are included. If for any reason
you have difficulty in running
the program, and believe that
the tape is defective, please
return it *directly to the*
following address:

Customer Services Dept.,
Elite Systems Ltd.,
Anchor House,
Anchor Road,
Aldridge, Walsall,
England.

Consumer Hot line:
(0922) 59165
Telex: 335622
SPETEL G

Our Quality Control
Department will test the
product, and supply an
immediate replacement, at no
charge. Please note that this
does not effect your statutory
rights.