

OFFICIAL TITLE BOUT II STRATEGIES

. . . including A.I. Tables for Solo Play

Jack Johnson vs. Wladimir Klitschko

The fight had evolved just as the pundits expected: Jack Johnson playing the clown, trying to upset Klitschko, moving and boxing and clinching. Klitschko offering no response to the taunting, keeping cool, content to try to box with Johnson and wait for an opening for his power punches.

Ironically, it was Jackson 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 bout 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 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 handle 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.
2. The fighter's Corner Rating can be determined at random or through the rating of 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

In case of a TIE:

Both Strategies are negated. The round will be fought as if no strategy had been chosen by either fighter.

ADDITIONAL RULES

- Unlike previous strategy rules, a fighter can no longer change his choice of strategies during the round. Even if the fighter is knocked down and wants to switch from Work the Body to Defensive Shell, the fighter can no longer do so.
- 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.
- 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.
- When a Random Number is selected that ends in "0" that numeral is treated as a "0" NOT A TEN!
- **SOME MINUS NUMBERS ARE ACTUALLY IMPROVEMENTS, IN EFFECT:** minus numbers IMPROVE defense. So, a -2 added to a fighter whose DEF is a "0" would be -2 NOT +2.

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

The use of the new strategies and their accompanying rules will be considered "official" in the sense that these will be used when, months from now, a new rulebook is revised by adding all the changes to it and reprinted. 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".

TESTIMONIAL

With sincere thanks and appreciation to Geoff Brown (alias Geoff Ray) 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.