

OFFICIAL RULE BOOK: Basic and Advanced

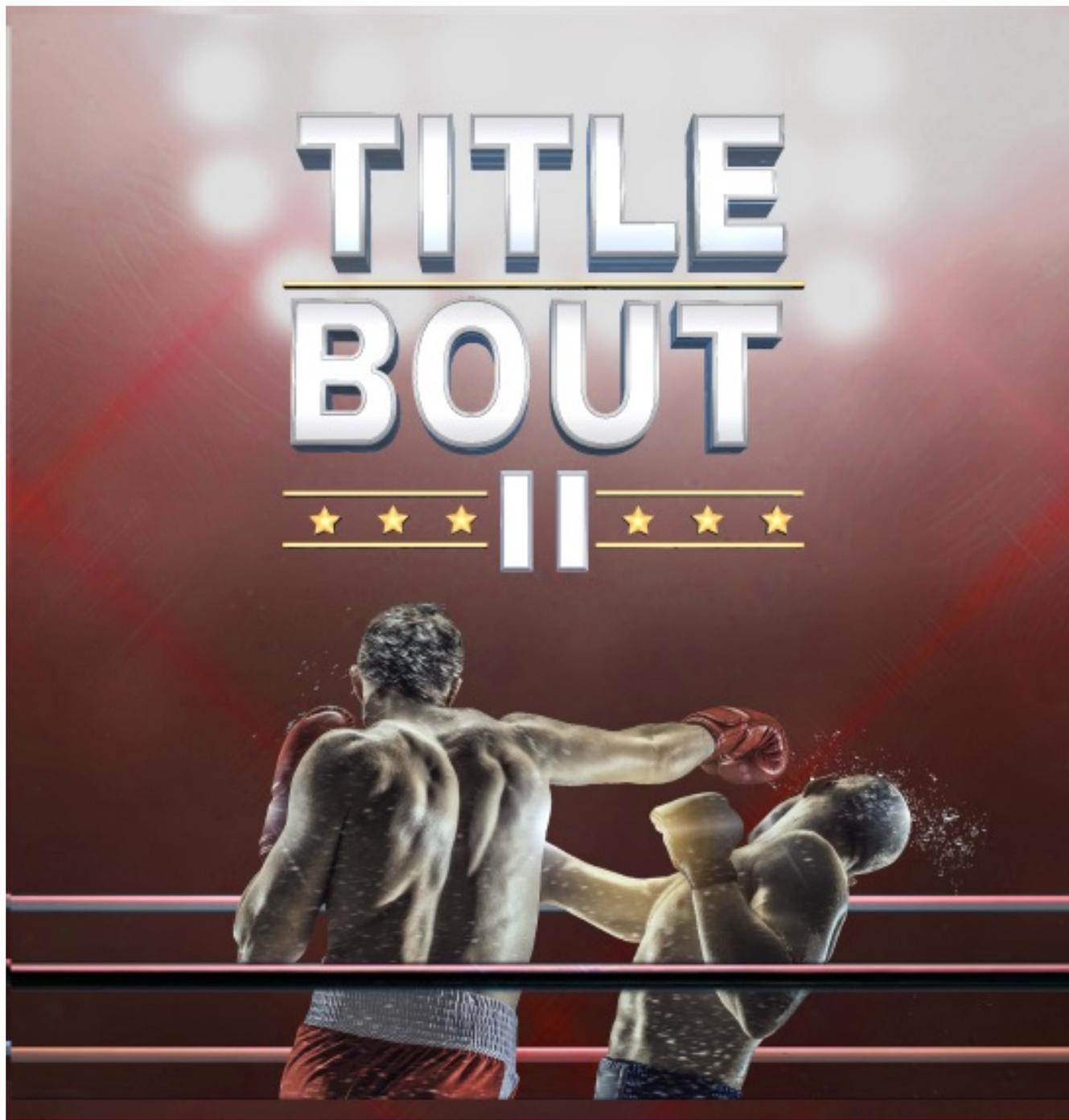


TABLE OF CONTENTS

BASIC TITLE BOUT RULE BOOK

INTRODUCTION	Page 1
GAME CONTENTS	Page 1
CHANGES AND ADDITIONS TO THE FORMAT	Page 1
THE BASIC GAME	Page 2
ELEMENTS OF THE 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	Page 3
THE PLAYER TRACKER	Page 5
BASIC GAME RULES	Page 6
Determining the Aggressor	Page 6
The Effect of Aggressiveness on Scoring	Page 7
GAINING CONTROL	Page 7
How to Gain Control	Page 7
Keeping Control	Page 8
Losing Control	Page 8
Control Flow Chart	Page 9
THE ACTION SECTION	Page 10
Performing an Action	Page 10
Resolving an Action	Page 10
Main Actions Flow Chart	Page 11
DETERMINING A SPECIFIC ACTION	Page 11
Punches Landed	Page 11
Punches Missed	Page 13
Clinching	Page 13
Ring Movement	Page 14
Pinned in the Corner or Against the Ropes	Page 14
Getting off the Ropes or Out of a Corner	Page 14

KNOCKDOWNS	Page 15
Gaining a Knockdown Opportunity	Page 15
One-Punch Power	Page 15
The KD1/2 Rating	Page 15
Knockdown and Knockout Table	Page 16
KNOCKOUTS	Page 16
Flash Knockdown	Page 17
KD2 Rating	Page 17
CARRY OVER EFFECTS	Page 18
Two or More Knockdowns in a Single Round	Page 19
Two or More Knockdowns in Consecutive Rounds	Page 19
PUNCHES LANDED FLOW CHART	Page 20
COUNTER PUNCHING	Page 21
KILLER INSTINCT	Page 22
TECHNICAL KNOCKOUT	Page 23
MAKING A CONDITION CHECK	Page 23
ENDURANCE	Page 24
THE FATIGUED SIDE OF THE FIGHTER CARD	Page 24
CUTS	Page 26
Primary Cut	Page 26
Second and All Subsequent Cuts	Page 28
Reopening a Cut	Page 28
TKO Due to Cuts	Page 29
CUTS AND SWELLING AROUND THE EYES	Page 29
Corner Work	Page 29
Corner Men	Page 29
ATTENDING TO CUTS BETWEEN ROUNDS	Page 30
The Cut Man	Page 30
Results of Working on Cuts	Page 30
Working on More than a Single Injury Between Rounds	Page 31

SWELLING	Page 32
Reducing Swelling	Page 33
TKO Due to Swelling	Page 34
Swelling Flow Chart	Page 33
FOULS	Page 34
Determining if a Foul has been Committed	Page 35
Determining the Result of a Foul	Page 35
The Referee and Fouls	Page 38
INJURIES	Page 36
Defining Each Type of Injury	Page 36
Unintentional/Accidental Injury	Page 38
Intentional Injury	Page 38
SCORING	Page 38
In-Round Scoring	Page 38
End-of-Round Scoring	Page 38
Alternate Scoring System (Rounds)	Page 39
Effect of Knockdowns on Scoring	Page 39
POSSIBLE FIGHT RESULTS	Page 40
PRE-FIGHT CHECKLIST	Page 41
ADVANCED AND OPTIONAL RULES	
INTRODUCTION	Page 41
CONVERTING THE CONTROL FACTOR	Page 41
FOUL TABLE HEAD BUTT	Page 43
ADVANCED TIMING	Page 43
CARD USAGE TO EXTEND THE ROUND	Page 44
ADVANCED KNOCKOUT RULES	Page 44
Standing 8-Counts and Mandatory 8-Counts	Page 44
Saved by the Bell	Page 45
Three Knockdown Rule	Page 45
Time of Stoppage	Page 45

FIGHTING A LEFT-HANDER (SOUTHPAW)	Page 46
MISSING PUNCHES PENALTY	Page 46
KILLER INSTINCT USAGE AND ROUND TIMING	Page 46
KNOCKDOWN/KNOCKOUT TABLE (ADVANCED)	Page 47
CUTS AND SWELLING (ADVANCED)	Page 48
New Rules for Use with the Advanced Cut/Swelling Table	Page 49
Examples of the Rules in Use	Page 49
MAKING A DOCTOR’S CHECK	Page 51
Doctor’s Table and Cuts	Page 51
Possible Outcomes	Page 51
Adding Points	Page 52
Frequently Asked Questions on Cuts and Swelling	Page 53
USING STRATEGIES	Page 55
Plusses of Using Strategies	Page 55
Minuses of Using Strategies	Page 55
List of Strategy Choices and Definitions	Page 55
Rules for Using Strategies	Page 56
FIGHTER TRAITS	Page 56
CONCLUSION	Page 58
INDEX	Page 59
TABLES	Page 60

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To these gentlemen, all I can say is “Thank you!”



BASIC AND ADVANCED GAME RULE BOOK (Version 1.5)

This rule book provides more detailed instructions on how to play Title Bout II and to update the rules to cover all additions that have been added since the game's inception. The rule book is divided into two parts: **BASIC RULES** for those new to the game or still learning it; and **ADVANCED RULES** for those who like more detail and more realism but at the cost of added complexity and playing time. Rules in the Basic section that apply to the Advanced section will not be repeated.

INTRODUCTION:

It has been almost 40 years since the debut of Avalon Hill's board game *Title Bout: The Game of Professional Boxing* created by Jim and Tom Trunzo. The classic boxing simulation had a 19-year run with Avalon Hill and is still being played by avid sports game players today, with tournaments still being held at various conventions.

Now the designer of the original Title Bout has produced a new and improved version Title Bout II, Version 1.5. Like its predecessor, Title Bout II, Version 1.5 is a simulation of the sport of professional boxing; and like the original game, Title Bout II provides the speed, unpredictability and excitement exhibited by real boxing.

Title Bout II boasts meticulous research and innovation, making the rated fighters the most accurate rendition to date. A completely new redesign also goes a long way to improving on the games origin.

GAME CONTENTS

- 1 Game Board, containing almost all the tables needed to play the game
- 1 Boxing Action Deck of 100 cards
- 103 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!
- 2 Player Trackers to track cuts, swelling, fouls, injuries and rating changes
- 140 counters used in conjunction with other components in the game
- 1 Pad of score sheets
- 2 Rulebooks
- 2 sets of Strategy Cards

CHANGES AND ADDITIONS TO THE FORMAT

Added to these rules are aids designed to more fully and more clearly explain and demonstrate the procedures of a boxing match, using Title Bout II. To that end, the rules now contain both a Table of Contents and an Index, as well as internal referencing when some aspect of the game needs further explanation (*i.e. see Page #*). New rules that are now considered "official" will be in blue and boldfaced.

THE BASIC GAME RULES

Elements of the Key Cards used in the Game:

The two key cards in the game are the actual Fighter Card and the Boxing Action Card. What follows will be a quick labeling of the parts that make up these cards. Details and examples of their use will come later, when the rules cover a specific aspect of the game.

However, knowing the general segments of the **Fighter Card** and the **Boxing Action Card** will help you understand the rules as we proceed. By familiarizing yourself with the terminology and function of the elements that make up both, you will have a much easier time understanding what is under discussion.

THE FIGHTER'S CARD

Fighter's Name and Division: Anthony Joshua - HW (9/E)

Nickname if the fighter has one and Career Dates (not found on all cards): AJ 2015-2019

A fighter's ratings when 'Fresh':

FRESH						FATIGUED					
CFB/S	9/9	DEF	0	CFB/S	8/8	DEF	2	AGG	8	KD1/2	2/3
AGG	8	KD 1/2	2/2	AGG	8	KD1/2	2/3	KI	8	KO	1
END	80	CUT	2	END	0	CUT	2	FOUL	A	CP	4

Strategies (Optional): the higher the better on a scale of 1 through 10

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							

A fighter's ACTION ranges, when 'Fresh'

A fighter's ACTION ranges, when 'Fatigued'

A fighter's punch type and Points Scored ranges

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

Fighter's Overall Rating and Style: Anthony Joshua - HW (9/E)

A number of fighters will have a special trait listed (many will simply say NONE): SPECIAL: None

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 9, like Anthony Joshua's on the card above. That could possibly be a 'high' 9, a 'medium 9, or a 'low' 9'. A 'high' 8 can often defeat a 'low' 9).

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 1.0. 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 2 cards, One Punch Power number that follows Punches Landed was preceded by KD (Punches Landed: 1-34 (KD 7)). From now on, the format will be Punches Landed – followed by the range – followed by the fighter's One Punch Power number (Punches Landed: 1-30 (4).

The number in parenthesis after Punches Missed is a number that's part of the new counter-punch routine, discussed on **Page 21**.

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 loses 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" affect

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 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 representing a round. After using 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.

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 Judge results when you check to see how each judge scored the round.

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

Immediately after the fighter's overall rating is a letter: **B**, **S**, or **E**. These letters identify the style which the fighter employs during a bout. A fighter's style dictates which **Control Factor** an opponent must use against him.

TITLE BOUT II																	
Henry Akinwande - HW (7(B))																	
SPECIAL: Constant Clincher																	
FRESH					FATIGUED												
CFB/S	10/12	DEF	0	CFB/S	8/6	DEF	0	CFB/S	10/12	DEF	0						
AGG	4	KD 1/2	1/1	AGG	4	KD1/2	1/1	AGG	4	KD1/2	1/1						
KI	5	KO	3	KI	5	KO	3	KI	5	KO	3						
END	85	CUT	2	END	0	CUT	2	END	85	CUT	2						
FOUL	C	CP	3	FOUL	C	CP	3	FOUL	C	CP	3						
STRATEGIES	FI	5	FO	7	CU	8	KO	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																	
Jab				1-3				4-21									
Hook				22-28				27-35									
Cross				36-42				43-51									
Combination				52-56				57-66									
Uppercut				67-70				71-80									

TITLE BOUT II																	
David Tua HW 6/S																	
SPECIAL: Absorber																	
FRESH					FATIGUED												
CFB/S	8/10	DEF	4	CFB/S	8/8	DEF	4	CFB/S	8/10	DEF	4						
AGG	9	KD 1/2	0/1	AGG	9	KD1/2	1/1	AGG	9	KD1/2	1/1						
KI	9	KO	0	KI	6	KO	0	KI	9	KO	0						
END	100	CUT	1	END	0	CUT	1	END	100	CUT	1						
FOUL	B	CP	2	FOUL	B	CP	2	FOUL	B	CP	2						
STRATEGIES	FI	9	FO	5	CU	6	KO	7	STRATEGIES	FI	9	FO	5	CU	6	KO	7
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																	
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". Cut and dry.

But what if a fighter is rated (E)ither? A choice must be made between being a boxer or a slugger. Before choosing, make sure you're aware of the benefits and the drawbacks.

Pros and Cons of being rated (E)ither

1. A fighter who is rated (E)ither, has an advantage in that he can employ whichever style he wishes.
2. He may make a different choice between or during a round.
3. This choice can give the fighter the (CF) advantage against his opponent.
4. A fighter rated (E)ither **pays a penalty** if he decides to fight as a (B)oxer instead of as a (S)lugger; his **one punch power is lowered by 2** at the start of any round in which he chooses the (B)oxer style.

Looking at the cards, Joe Louis is (E)ither and Tua is 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).

TITLE BOUT II																	
Joe Louis HW 10/E																	
SPECIAL: Strong Closer																	
FRESH					FATIGUED												
CFB/S	10/12	DEF	0	CFB/S	10/10	DEF	0	CFB/S	10/12	DEF	0						
AGG	8	KD 1/2	3/4	AGG	8	KD1/2	3/5	AGG	8	KD1/2	3/5						
KI	10	KO	1	KI	10	KO	1	KI	10	KO	1						
END	90	CUT	2	END	0	CUT	2	END	90	CUT	2						
FOUL	A	CP	9	FOUL	A	CP	9	FOUL	A	CP	9						
STRATEGIES	FI	7	FO	9	CU	6	KO	9	STRATEGIES	FI	7	FO	9	CU	6	KO	9
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																	
Jab				3				2									

TITLE BOUT II																	
David Tua HW 6/S																	
SPECIAL: Absorber																	
FRESH					FATIGUED												
CFB/S	8/10	DEF	4	CFB/S	8/8	DEF	4	CFB/S	8/10	DEF	4						
AGG	9	KD 1/2	0/1	AGG	9	KD1/2	1/1	AGG	9	KD1/2	1/1						
KI	9	KO	0	KI	6	KO	0	KI	9	KO	0						
END	100	CUT	1	END	0	CUT	1	END	100	CUT	1						
FOUL	B	CP	2	FOUL	B	CP	2	FOUL	B	CP	2						
STRATEGIES	FI	9	FO	5	CU	6	KO	7	STRATEGIES	FI	9	FO	5	CU	6	KO	7
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																	
Jab				3				2									

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.

TITLE BOUT II																	
Joe Louis HW 10/E																	
SPECIAL: Strong Closer																	
FRESH					FATIGUED												
CFB/S	10/12	DEF	0	CFB/S	10/10	DEF	0	CFB/S	10/12	DEF	0						
AGG	8	KD 1/2	3/4	AGG	8	KD1/2	3/5	AGG	8	KD1/2	3/5						
KI	10	KO	1	KI	10	KO	1	KI	10	KO	1						
END	90	CUT	2	END	0	CUT	2	END	90	CUT	2						
FOUL	A	CP	9	FOUL	A	CP	9	FOUL	A	CP	9						
STRATEGIES	FI	7	FO	9	CU	6	KO	9	STRATEGIES	FI	7	FO	9	CU	6	KO	9
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																	
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																	
Joe Frazier HW 9/S																	
SPECIAL: Absorber																	
FRESH					FATIGUED												
CFB/S	12/10	DEF	2	CFB/S	10/10	DEF	4	CFB/S	12/10	DEF	4						
AGG	10	KD 1/2	2/8	AGG	10	KD1/2	2/8	AGG	10	KD1/2	2/8						
KI	10	KO	1	KI	9	KO	1	KI	10	KO	1						
END	110	CUT	1	END	0	CUT	1	END	110	CUT	1						
FOUL	C	CP	3	FOUL	C	CP	3	FOUL	C	CP	3						
STRATEGIES	FI	9	FO	5	CU	6	KO	8	STRATEGIES	FI	9	FO	5	CU	6	KO	8
ACTION																	
Normal						Fatigued											
Punches Landed						1-32 (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																	
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									

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:

As previously mentioned, 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 tasks to perform:

- You need to check and, in most cases, change the Control Factor of the fighters.
- You need to be sure, if changing from a Boxer to a Slugger that you restore the fighter’s one punch power to its original status (see No. 4 on the previous page, under Pros and Cons of being Rated (E)ither).

Why a fighter would wish to change his style, especially during a round, depends upon the situation in which he finds himself. Consider the following:

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 power points to his 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.

CONTROL FACTOR CONVERSION TABLE: In the Basic Game Rules, there is no use of the **Conversion Table**. In the Advanced Rules, it will be optional; and while making the conversion will prove to be a viable choice for some match-ups, it won’t necessarily be for all.

THE PLAYER TRACKER

TITLE BOUT II										IN THE BLUE CORNER...		
CUTS					COMMON INJURY							
Right Eye Above	Slight Cut	Left Eye Above			Bloody Nose							
Right Eye Below		Left Eye Below			Broken Nose							
On Nose		Torn Lip			Broken Rib							
SWELLING					RARE INJURIES							
Right Eye			2		Other							
Left Eye					Other							
FOULS COMMITTED												
	Low Blow	Holding & Hitting	Head Butt	Rabbit Punch	Elbowing	Pulling Head	Using Laces	Total	# to Lose Point	# to be DQ		
Warning	Warn 2								4			
Point Deducted												

Throughout the rules, you will see references to **THE PLAYER TRACKER**.

When used in conjunction with corresponding counters found in the game, the Player Aid has been designed to easily update changes that take place during the bout, track both the type and frequency of fouls and notate injuries.

And using the Tracker is simple. When a cut or injury occurs, place a counter over the corresponding square.

Looking at the Tracker above, you can tell at a glance that the ‘Fighter’ has suffered a slight cut above the right eye, has already received 2 warnings for low blows, and that whoever is refereeing the bout will take away a point from the fighter if the fighter receives 4 warnings.

Using the Player Tracker in conjunction with cuts, swelling, injuries and fouls will be explained in more detail in sections pertaining to those occurrences.

KEY CONCEPT: You do **NOT** have to use the Player Trackers if you would rather not. You can use the score sheet to make notations or any other method you find effective. However, whatever method you use, you must keep track of cuts, swelling and other occurrences that take place throughout the fight.

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 has to be the aggressor.

To determine which fighter that is, all you have to do is compare the fighters' Aggressiveness (AGG) ratings; the higher of the two takes the initiative.

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, when you check the Aggressiveness Rating, you see 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 this round.

CHANGE IN THE OLD RULE: To make the first move of the round, flip the top card on the face-down BAC deck and check the CF to see if it falls within Jackson's CFB/S range, which would put him in CONTROL. If Jackson doesn't take CONTROL, Akinwande will have an opportunity to do so. How a fighter can "gain CONTROL" or lose it will be covered in detail (see Pages 7 and 8). The Aggressor at the start of a round NO LONGER bypasses the Control check before applying an RN (Random Number) to the ACTION section of his card.

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.

- 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 he “aggressor” (AGG) in the first round.
- 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 outscored 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 – Being aggressive creates the impression of dominance, but unless the boxer is landing shots and not constantly getting countered, it’s 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.

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																	
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	KD1/2	2/1						
AGG	8	KD1/2	2/1	AGG	8	KD1/2	2/2	KI	8	KO	1						
KI	8	KO	1	KI	7	KO	2	END	100	CUT	3						
END	100	CUT	3	END	0	CUT	3	FOUL	B	CP	6						
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											
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. He then checks whether the CF number falls inside or outside the fighter’s CF range.

Example: We'll assume that Peter Jackson will start the round and that his Opponent is also a (B)oxer. Peter Jackson has a Control Factor Boxer (CFB) of 10. Had his opponent been a (S)lugger, Jackson's 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.

- IF THE CF value is equal to or lower than the fighter’s CF rating, that fighter is considered “In Control”.
- 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 Jackson’s CFB of 10. Jackson is “In Control”. Had the CF# on the Boxing Action Card been an 11 or higher, Jackson 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? You’ll find the answer to that **The Action Section** (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.

KEEPING OR LOSING CONTROL

Let’s assume that you failed to gain CONTROL in the example above. 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)			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											
Anthony Joshua - HW (9/E)											
AJ 2015-2019											
SPECIAL: None											
FRESH				FATIGUED							
CFB/S	9/9	DEF	0	CFB/S	R/R	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								

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 Deck. He checks the CF on the card and applies it to his CFS (10) to see if he is in CONTROL.

The CF on the card is a “20” and he is not in CONTROL.

THE NEXT CHECK is made by Joshua, who does the same thing: checks the CF on the NEXT card and discovers that the CF on the card is a “6”, well inside Joshua’s CFS 9. Joshua is in CONTROL and moves on to check to see what ACTION occurs.

What if Joshua had found a ‘16’ as a result 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.

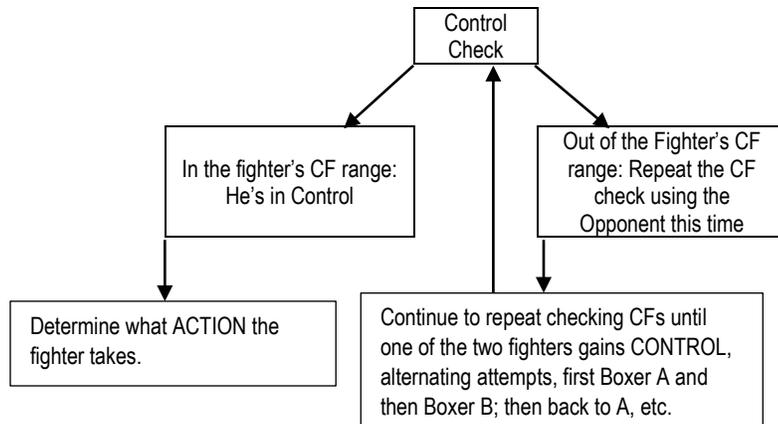
TITLE BOUT II											
Peter Jackson - HW (10/E)											
The Black Prince 1892-1899											
SPECIAL: Ring Smarts											
FRESH				FATIGUED							
CFB/S	10/10	DEF	-4	CFB/S	10/10	DEF	-4				
AGG	8	KD 1/2	2/1	AGG	8	KD1/2	2/2				
KI	8	KO	1	KI	7	KO	2				
END	100	CUT	3	END	0	CUT	3				
FOUL	B	CP	6	FOUL	B	CP	6				
STRATEGIES	FI	7	FO	9	CU	8	KO	8			
ACTION											
Normal				Fatigued							
Punches Landed	1-34 (7)			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											
Anthony Joshua - HW (9/E)											
AJ 2015-2019											
SPECIAL: None											
FRESH				FATIGUED							
CFB/S	9/9	DEF	0	CFB/S	R/R	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								

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

The Fighter in Control Performs an ACTION

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 arrive at a result of 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.

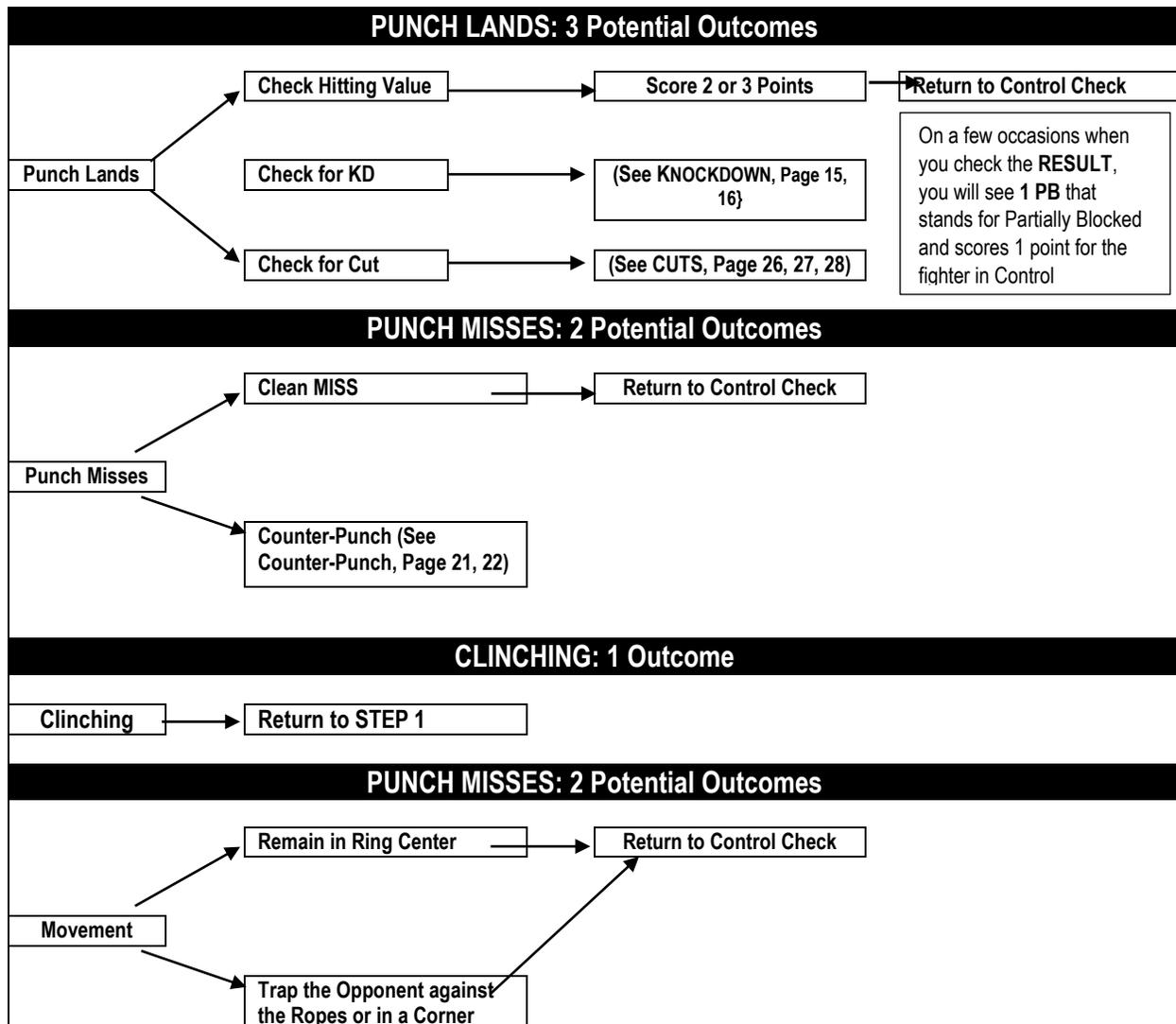
ACTION	
Normal	
Punches Landed	1-38 (4KD)
Punches Missed	42-50 (2CP)
Clinching	63 - 70
Ring Movement	71 - 78

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

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 counter-punch but if not, a missed punch will end the sequence and send you back to making 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. After positioning the fighters in a part of the ring if necessary, 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.

DETERMINE AN ACTION

Now that we know how to determine what **ACTION** took place, let's take a closer look at each **ACTION** and how it sometimes branches into secondary actions.

Punches Landed

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

Assume that Peter Jackson has gained Control and flips the next Boxing Action Card and checks the **RN (Random Number)** which as explained before, 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 loses 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 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 Landed	1-32 (8)
Punches Missed	35-50 (48)	Punches Missed	33-50 (48)
Clinching	51-66	Clinching	51-66
Ring Movement	67-80	Ring Movement	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 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 Landed	1-30 (7)
Punches Missed	33-48 (46)	Punches Missed	31-48 (46)
Clinching	49-64	Clinching	49-64
Ring Movement	65-80	Ring Movement	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, we see that 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**, increasing Jackson's PL range from 1-34 to 1-36.

However, if Joshua is in CONTROL and tries to land a punch, his PL range diminishes due to Jackson's excellent DEF of -4 (the minus sign will always be used to express a negative value). 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.

These ratings are specifically assigned to each fighter. That means that every time you create a match, the number ranges are likely to be different.

If a punch doesn't land, you are now down to three possibilities (Missing a Punch, Clinching, and Ring Movement), all far simpler in their ramifications than Punch Landed!

Punches Missed

When a fighter misses a punch, the great 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 **Counter Punch** (see Pages 21,22).

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										
Punches Landed	1-32 (9 KD)			Fatigued						
Punches Missed	33-47 (CP37)			31-47 (CP37)						
Clinching	48-61			48-61						
Ring Movement	62-80			62-80						
Hitting Value										
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 **Counter Punch** (see Pages 21,22).

The complete rules for the use of Counter Punch are on Page 9, 10 and the flow chart above clarifies what happens when a fighter misses a punch.

KEY CONCEPT: 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**. For a number of reasons, the **CP** numbers have been moved to the end of the **Punches Missed**. The change began with the release of the Middleweight Card Set and continued with the Supplemental Heavyweight Card Set and will be the standard for all upcoming card sets.

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:

- Remember that 90% of the heavyweights have the CP at the beginning and look for the 'range' there.
- Make a conversion and change the CP number.

The conversion only requires some 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. Frazier's converted CP range is 43-47.

Clinching

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

In any case, the **ONLY** action that needs to be taken if a fighter has Control and clinches is return to Step 1 (on the very next card) and check to see if your fighter 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 loses 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 loses 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, move the "Ring Position" counter to the new location.

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 opponent is a (S)lugger; +1 if the opponent 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. Here are the 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 or miss with a punch, clinch or move. As a matter of fact, if a fighter is trapped along the ropes or in a corner and lands a punch that leads to KI

(Killer Instinct) going into effect, 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**.

In Peter Jackson's case, he is rated a '7' in the category, better than average. When checking to see if a punch has

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	9	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						

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. There aren't too many instances that are more exciting (or depressing) than seeing a fighter knocked to the canvas!

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'.

Now that we have the rating we need, it's time to consult the appropriate table:

Using the Knockdown/Knockout Table

TITLE BOUT II									
Anthony Joshua - HW (9/E)									
AJ 2015-2019									
SPECIAL: None									
FRESH					FATIGUED				
CFB/S	9/9	DEF	2	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						

Obtain a **RN** (Random Number, not Result Number) and cross check it with the **KD1 Rating** of the fighter who took the punch. Doing so will result in one of four possible outcomes: a 4, 5, K or #. (Anthony Joshua's KD1/2)

- If a '4' results from the cross check, a hard punch worth 4 points staggers the fighter who was hit.
- If a '5' results from the cross check, the punch scores 5 points and the fighter is knocked into the ropes. The fighter who threw the punch will immediately begin using his **KILLER INSTINCT (KI)** (see *Killer Instinct*, Page 22).
- If the result is a 'K' then a knockdown has been scored and you will have to check to see if the fighter beats the count or is knocked out. If he beats the count, the fighter who scored the knockdown will begin using his **KI** (see Page 22). If the downed fighter fails to beat the count, the fight is over and the fighter who was knocked down loses by a knockout.
- The # symbol will only appear in two places: at Number 19 and 20 on the Knockdown/Knockout Table, and on a fighter who has a '0' KD1 rating. The appearance of an '#' means that the fighter has one of the all-time best chins. You must draw another card and apply the RN to the table a second

time. The purpose of the # is to make sure that a fighter who never or very rarely goes down isn't too susceptible to knockdowns in the game.

Example: Fighter A receives a chance to score a knockdown. He flips a **BAC** and looks at the number next to the **KD**. He

KNOCKDOWN AND KNOCKOUT TABLE																				
Boxing Action Card Number																				
KD1/KO	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	#	#
1	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K
2	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	K
3	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	K
4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	K
5	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K
6	4	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K	K
7	4	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K	K	K
8	4	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K	K	K	K
9	4	4	4	4	5	5	5	5	5	5	5	K	K	K	K	K	K	K	K	K
10	4	4	4	4	5	5	5	5	5	5	K	K	K	K	K	K	K	K	K	K

PUNCH RESULTS:
 4 = Hard punch that staggers the opponent 5 = Punch knocks opponent into the ropes / Killer instinct goes into effect.
 K = Knockdown or Knockout / if Knockdown, use Killer Instinct and add KD2 to KD1 for the remainder of the round.

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 and his Killer Instinct kicks in; however, he did not knock down Fighter B.

Assume the identical scenario as the one above; however, this time when 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 in the BASIC game score 6 points.

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 exactly 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	CFB/S	8/6	DEF	0		
AGG	4	KD1/2	1/1	AGG	4	KD1/2	1/1	AGG	4	KD1/2	1/1		
KI	5	KO	3	KI	5	KO	3	KI	5	KO	3		
END	85	CUT	2	END	0	CUT	2	END	0	CUT	2		
FOUL	C	CP	3	FOUL	C	CP	3	FOUL	C	CP	3		
STRATEGIES	FI	5	FO	7	CU	8	KO	3	STRATEGIES	FI	5		
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	CF:	3	RN:	12	CF:	3
RESULT: 80									
RING POSITION: Ring Center									
KD:	11	KD2:	15	KD:	11	KD2:	15	KD:	11
KOR:	13	KDC:	8	KOR:	13	KDC:	8	KOR:	13
J1:	HS	J2:	HS	J3:	E	J1:	HS	J2:	HS
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.									

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

You 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 "5". Had a "K" resulted (which would have been the case if the KOR number had been an 18 instead of a 13), Akinwande would have been knocked out!

KNOCKDOWN AND KNOCKOUT TABLE																				
Boxing Action Card Number																				
KD1/KO	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	#
1	4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	K
2	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K
3	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K
4	4	4	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	K
5	4	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	K
6	4	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	K
7	4	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	K
8	4	4	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	5	K
9	4	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	K
10	4	4	4	4	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	K

PUNCH RESULTS:

4 = Hard punch that staggers the opponent 5 = Punch knocks opponent into the ropes / Killer instinct goes into effect.
 K = Knockdown or Knockout / if Knockdown, use Killer Instinct and add KD2 to KD1 for the remainder of the round.

If a knockout doesn't occur, five steps must be completed (and they literally only take a few seconds each):

1. Score 6 points for the fighter who knocked down his opponent.
2. Check to see if the knockdown triggered a TKO brought about by accumulated punishment (see Page 23).
3. Flip the next card (because you are only allowed ONE reading from each card) from the BAC deck and check the **KDC (which stands for Knockdown Count)** and note it, perhaps on the score sheet. It will become a major factor should Akinwande survive the round and you have to check for a "carry-over" effect (see Pages 18.19).
4. A knockdown count of 1 or 2 is considered a **FLASH KNOCKDOWN**.
5. Add the KD2 of the fighter who suffered the knockdown to his KD1 for at least the remainder of the round.
6. Begin the KI (Killer Instinct) run of the fighter who scored the knockdown (see Page 22).

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. Let's take a look at two fighters and how each reacts after suffering a knockdown.

Joe Frazier has a KD1 of 2, indicating the he’s difficult to knock down and Frazier’s KO is even better, being rated a 1, which shows that if you do knock Frazier down, don’t count on knocking him out.

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	KD1/2	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	1-32 (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						

However, Frazier has a very bad KD2. If you knock Joe down once in a round, you have a good shot at knocking him down a second time . . . and maybe a third!

Frazier’s KD2 is an 8. That number gets added to Joe’s KD1, a 2, which means that for the remainder of the round, Frazier’s **temporary** KD1 rating is a 10. That’s as bad as the rating can possibly be.

If Frazier 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 Frazier suffers a “carry-over” effect into the next round, that number remains what it was at the end of the previous round (KD1+KD2).

CARRY-OVER EFFECTS

When a fighter suffers a knockdown, especially in the last 30-seconds of the round, there is a chance that some of the effects of the knockdown carry over into the next round. To find out if that’s the case, 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.

KNOCKDOWN RECOVERY TABLE									
KD Count	1	2	3	4	5	6	7	8	9
	Flash	Flash	1-12	1-16	1-20	1-24	1-28	1-32	1-40
Apply a RN to the range under the KD Count.									
If the # is within the range, there is a carry-over effect into the next round.									

Effects of a Carry-Over

- When a carry-over effect occurs, the fighter who suffered the knockdown uses the result of his KD2 divided by 2 (rounded up) added to his KD1. **NOTE:** This is a change in the old rule.
- If the calculation for the carry-over effect would ever result in a number **equal to or less than the fighter’s original KD1**, add +1 to the fighter’s original KD1 for the next round.
- The carry-over effect lasts only one round unless the fighter suffers another knockdown.
- If a fighter has a 0/0 and ends up suffering a rare knockdown, his KDR1 is treated as a 1, not a 0 (It increased to a 1 when making the second # check).
- There is **NO** carry-over effect from a **Flash Knockdown!** No check needs to be made.

(Example: Fighter A has been knocked down in Round 3 and suffers a “carry-over” effect. His KD1/KD2 are 2/4 so his temporary KD1 for Round 4 will be 4 (KD1 2 + (KD2 4/2 = 2) so 2 + 2 = 4. Fighter A’s KD1 will return to a 2 in Round 5 if he doesn’t suffer another knockdown with a carry-over result during the round.

(Example: Fighter A has been knocked down in Round 3. His KD1/KD2 are 1/2 so his temporary KD1 for Round 4 will be 2 because $(KD1 = 1 + (KD2 = 2 \text{ divided in half or } +1) = 2$).

Two or More Knockdowns in a Single Round

If a fighter suffers 2 or more knockdowns in a single round or in back-to-back rounds:

- He must check to see if there is any carry-over effect, just the same as if he had suffered only 1 knockdown.
- The Knockdown Recover Table is based upon the knockdown count. If there are 2 or more knockdowns in a single round, add the 2 counts together to determine which “KD Count” number to check (if the sum exceeds 9, ignore the remainder).

(Example): Fighter A suffers 2 knockdowns in the 3rd round. His KD1/2 are 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.

KNOCKDOWN RECOVERY TABLE									
KD Count	1	2	3	4	5	6	7	8	9
	Flash	Flash	1-12	1-16	1-20	1-24	1-28	1-32	1-40
Apply a RN to the range under the KD Count. If the # is within the range, there is a carry-over effect into the next round.									

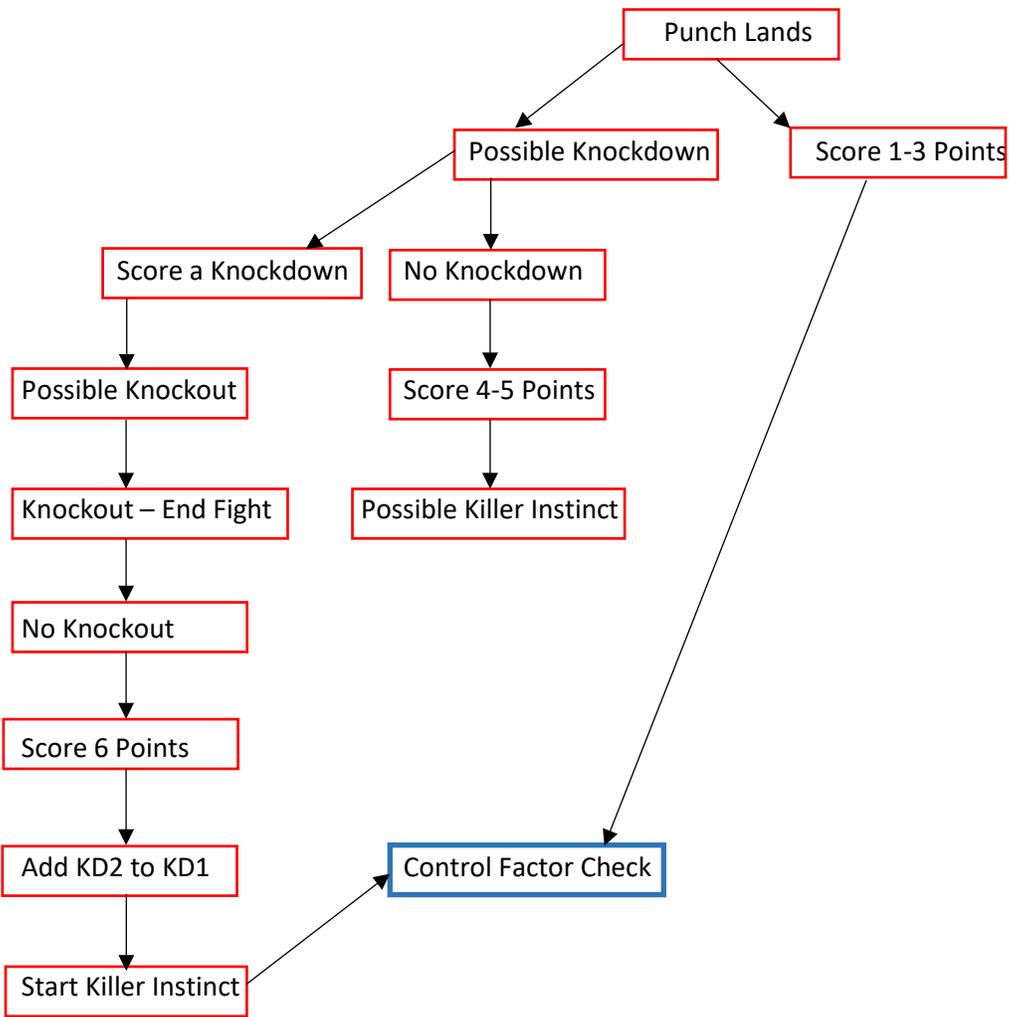
Two or More Knockdowns in Back-to-Back Rounds

If a fighter suffers a knockdown in back-to-back rounds, increase the count of the MOST RECENT knockdown by +2. If the fighter gets knocked down again in the round, you automatically use “9/1-40”



PUNCHES LANDED FLOW CHART

Here is what the entire Punches Landed routine looks like, considering everything that could possibly result from a punch that lands:



COUNTER PUNCHING

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

In most cases, as implied by the above, the best chance to counter punch comes after an opponent has missed a punch and that is the way counter punching is utilized in Title Bout II.

A word of clarification is warranted here. Each fighter's card has **two CP ratings**. One CP is among the fighter's ratings at the top of the card and represents the fighter's counter punching ability; the other is following a fighters **Punches Missed** in the Action section of the card. This CP represent the fighter's susceptibility to being countered.

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	KD1/2	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	1-32 (9 KD)				1-30 (9 KD)					
Punches Missed	33-47 (CP37)				31-47 (CP27)					
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							

CP Rating: This is indicative of a fighter's ability to land a counter punch. The rating is added to the fighter's **Punches Landed** to determine the final Counter Punch range. Joe Frazier has a below average CP Rating of "3". When he has a chance to land a counter punch, the 3 is added to his Punches Landed (32), meaning that on a RN of 1 through 35, Frazier LANDS a counter punch. On 36 through 80, Frazier misses.

Action CP: the fighter's chance of leaving himself open after missing a punch, providing an opportunity for his opponent to throw a counter punch. Frazier's range of (33-37) is just a bit below average.

Rules for Countering (Counter Punch)

1. If the fighter misses a punch and the RN is falls into the fighter's CP range it, it means that his missed punch has left an opening and the OPPONENT is going to attempt a counter-punch.
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. Treat any words encountered as a "Miss – no counter punch attempted."

Example: Fighter A has a Punches Missed: 42-52 (CP 45). A Result: 44 comes up which falls into the 42-45 CP range of the fighter in Control. Now Fighter B has a chance to land a counter-punch. Fighter B has a PL of 1-35 and a CP Rating of 10. Fighter B will score with a counter-punch on a result of 1-45 (35PL + 10CP).
3. 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.
4. If a 1, 2 or 3-point punch is scored by the counter punch, the fighter who was in control remains in control and makes his next CF check. However, if the counter-punch results in a **knockdown check** (which means a 4, 5 or K has resulted from the counter-punch), control automatically switches to the fighter who landed the counter.
5. If the counter punch misses, return to the normal procedure, meaning that the fighter who was in Control remains in Control and makes the next CF check.

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

KILLER INSTINCT

Killer Instinct is boxing slang 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 a **5-point punch has been scored or after a knockdown** that has not led to a knockout.
2. The exception to using Killer Instinct after a knockdown occurs when the knockdown is considered a **“flash knockdown”**, where the fighter going down is not hurt and pops right back up at the **count of 1 or 2**.
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 up 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. While using KI, the fighter 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. This rule becomes moot if you are using the 'saved by the bell' option.
11. If, during a Killer Instinct “run”, the Opponent scores a 5-point shot on a counter punch, that punch ENDS the KI run and a dramatic turn-around occurs. The Opponent (who landed the counter-punch) immediately gains control and begins his own KI run.

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 (with a KI of 6) gets a counter-punch opportunity 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 now counts out his 6-card KI and starts his own sequence.

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, or if the 3 Knockdown Rule is in effect.

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 Points scored against	Fight stopped - TKO!
Two Rounds: 50 Points scored against	Fight stopped - TKO!
Three Rounds: 50 Points scored against	Fight stopped - TKO!
Either eye swollen shut	RN 1-32 fight stopped - TKO!
Both eyes are swollen shut	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:

1. A fight is stopped and a fighter suffers a TKO loss (dependent upon the round and the rules of the bout) if both his eyes are swollen shut. (See Pages 32, 33 on Swelling and Page 38 on Scoring)
2. 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 (See Pages 26, 27, 28 on Cuts and Page 38 on Scoring)

CONDITION CHECK

A fighter can become impaired in some way (either temporarily or for the remainder of the bout) whenever 25 points or more are scored by his opponent **in a single round**, a **Condition Check MUST** be made between rounds. Do not confuse this with the rule for 1, 2 or 3 round TKOs.

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.			

To make a Condition Check obtain a **Boxing Action Card (BAC)** and read the result that appears on the card after the word "Condition: "Immediately apply any indicated adjustments to the damaged fighter.

Example: Here the 'Conditions' section on the BAC states that swelling around the fighter's left eye "worsens noticeably." It instructs you to add +2 to your opponent's PL (Punches Landed). However, it also states – logically – that the left eye should have already been swelling or ignore what's been stated. Obviously, if no swelling had existed, specifically around the left eye, it couldn't have worsened – it wasn't there to begin with!

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.

- 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 $8.5 * 3 = 25.6$, round up and add 26 to the original 85 and end up with an **END** of 111).*
- At the end of each round, subtract the number of points scored against a fighter from his **END** rating. There may also be occasions during the fight that would instruct you to lower END by "x".
- Once a fighter's **END rating** reaches 0, he must start using the **FATIGUED** column on the right side of his card (see Page 24, 25).
- Endurance **CAN NOT** run out mid-round simply as a matter of convenience and logic. If you're paying strict attention to the number of points scored, you could realize 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.
- 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.

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 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	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, "comes over" to the FATIGUED side of the card! For example: In the 8th round, Floyd Patterson had suffered a -2 CF due to a cut, making it a 9/8. He also ran out of END in the 8th. Between rounds, Patterson's corner could not stem the flow of blood, not even a little. 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; -2 from the still bleeding gash and you've got (8/7)

CUTS, SWELLING AND FOULS

One of the oldest and definitely truest maxims in the sport is that the goal of boxing is "The essence of boxing is to hit and don't get hit in return".

However, hitting an opponent doesn't come down to just scoring points. There are serious ramifications when a fighter takes a punch or fifty. Two have already been discussed at length: the knockdown and the knockout.

Just 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

Cuts are relatively common in boxing. They can range from little more than an abrasion to ugly gashes that require a dozen stitches. There are three major factors when dealing with a cut in Title Bout II: the kind of cut, the location of the cut, and the effect of the cut.

A Cut and its Location

PRIMARY CUT TABLE								Randomly Determine Man	(1-10) Excellent	(11-35) Good	(36-70) Average	(71-80) Fair	Remove	
Boxer Cut Rating								CORNER CUT MAN TABLE (Use Between Rounds on Gashes Only)						
RN	1	2	3	4	5	6	7	8	CORNER MAN TABLE (Dealing with Swelling)					
1-20									Temporarily Stops All Bleeding	1-40	1-35	1-30	1-25	ALL CF-1
21-25								A	Controls Bleeding	41-60	36-55	31-50	26-45	ONE CF-1
26-30							A	B	Blood is Still Seeping	61-75	55-70	51-65	46-60	
31-35						A	B	C	Cut is Still Noticeably Bleeding	76-80	71-80	66-80	61-80	
36-40					A	B	C	D	CORNER MAN TABLE (Dealing with Swelling)					
41-45				A	B	C	D	E	SWELLING (Possible Stage 1)	Ex.	Good	Avg.	Fair	Outcome
46-49			A	B	C	D	E	F	Greatly Reduces	1-30	1-25	1-20	1-15	No Swelling
49-52		A	B	C	D	E	F	G	Does Not Reduce	31-80	26-80	21-80	16-80	Puffiness (Stage 1)
53-56	A	B	C	D	E	F	G	I	SWELLING (Stage 1 or 2)	Ex.	Good	Avg.	Fair	Outcome
57-60	B	C	D	E	F	G	I	H	Prevents Worsening	1-25	1-20	1-15	1-10	Stays the Same
61-64	C	D	E	F	G	I	H	I	Does Not Affect	26-80	21-80	16-80	11-80	Advances (2 or 3)
65-68	D	E	F	G	I	H	I	H	CUT DESCRIPTIONS			TKO DUE TO CUT		
69-72	E	F	G	I	H	I	H	I	A	Bloody Nose	Rnd	Original	Re-Opened	Re-Opened Twice
73-76	F	G	I	H	I	H	I	H	B	Slight Cut under the left eye	1-3	1-4	1-10	1-16
77-78	G	I	H	I	H	I	H	I	C	Slight Cut under the right eye	4-6	1-8	1-14	1-20
79	H	H	I	H	I	H	I	H	D	Slight Cut over the left eye	7-9	1-12	1-18	1-24
80	I	I	H	I	H	I	H	I	E	Slight Cut over the right eye	10	1-16/1-4	1-22/1-6	1-28/1-8
RE-OPEN PREVIOUS CUT								F	Cut on the bridge of the nose	11	1-20	1-26	1-32	
1- 50	Previous cut has re-opened							G	Badly torn lip	12	1-24/1-4	1-30/1-6	1-36/1-8	
51- 80	Possible NEW CUT; check Primary Cut Table							H	Bad gash over the left eye: -1CF	13-14	1-28	1-34	1-40	
NOTE: If H and I re-open, lower the CF a second time. However, the CF cannot be lowered more than twice for any type of cut.								I	Bad gash over the right eye: -1CF	15	1-4	1-6	1-8	

TITLE BOUT II			
Boxing Action Card			
CF:	10	RN:	39
RESULT: 18 Cut			
RING POSITION: Ring Center			
KD:	14	KD2:	13
KDR:	7	KDC:	8
J1:	E	J2:	LS
J3:	LS		
Condition: Swelling (Stage 2) around the fighter's RIGHT EYE worsens noticeably. Add 12 to the Opponent's P.L. Eye must have already been (Swelling: Stage 1). 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.			

A potential **CUT** will normally appear on the Result line on a BAC, although rare and isolated incidents could also result in cut.

When the word **CUT** appears:

- Step 1:** Flip the next BAC. On the Primary Cut Table, cross-check that RN with the Cut rating of the fighter who was hit on the Primary Cut Table. The result will be either a blank box or a letter from 'A' to 'I', with the cut getting worse in descending order.

TITLE BOUT II															
Peter Jackson - HW (10/E)															
The Black Prince 1892-1899															
SPECIAL: Ring Smarts															
FRESH						FATIGUED									
CFBS	10/10	DEF	-4	CFBS	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)			
Clinching		51-66				51-66				Ring Movement		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									

PRIMARY CUT TABLE									
Boxer Cut Rating									
RN	1	2	3	4	5	6	7	8	
1-20									
21-25									A
26-30									A B
31-35									A B C
36-40									A B C D
41-45									A B C D E
46-49				A	B	C	D	E	F
49-52		A	B	C	D	E	F	G	
53-56	A	B	C	D	E	F	G	I	
57-60	B	C	D	E	F	G	I	H	
61-64	C	D	E	F	G	I	H	I	
65-68	D	E	F	G	I	H	I	H	

TITLE BOUT II			
Boxing Action Card			
CF:	10	RN:	39
RESULT: 18 Cut			
RING POSITION: Ring Center			
KD:	14	KD2:	13
KOR:	7	KDC:	8
J1: E	J2: LS	J3: LS	

TITLE BOUT II			
Boxing Action Card			
CF:	2	RN:	67
RESULT: 33			
RING POSITION: Ring Center			
KD:	17	KD2:	18
KOR:	12	KDC:	4
J1: HS	J2: HS	J3: HS	

Example: Peter Jackson's opponent has landed a punch (Result: 18 Cut). Mark the Points Scored by the '18' on the 'Points Per Round' area on the game board. The 'Cut' requires the process indicated in **Step 1**. On the **PRIMARY CUT TABLE**, cross-check the fighter's **Cut Rating** with the **RN** on the next BAC (Boxing Action Card). Peter Jackson's Cut Rating is a '3' and the RN is '67'. The result is an 'F' which is a "Cut on the bridge of the nose" on the Cut Description Table. Had the RN been any number between 1 and 45 – the blue arrows – the cross-check would have yielded a Blank Box and 'No Cut' would have occurred.

- **Step 2:** If the cross-check results in a blank box, no cut has occurred. If a letter appears, apply it to the **Cut Descriptions** section, next to the **Primary Cut Table**. This will determine the kind of cut that has occurred and where the cut is located.
- **Step 3:** Make a notation of the cut type and its location, placing the corresponding **counter** on the **Player Tracker** (see Counters and Player Tracker, Page 5), if you are using them; or on an easily seen location on the scoresheet. It is essential that you mark both type and location, regardless of severity, because the information might be needed later in the bout (See Reopened Cuts, Page 28).
- **Step 4:** A cut that results from letters **A** through **G** will not require any action beyond being notated, as indicated in Step 3. However, if a Bad Gash has occurred as the result of letters **H** or **I**, two actions are required:
 1. First, check to see if the cut is so bad that a Technical Knockout has occurred (TKO) by drawing another BAC and cross-checking the RN and the ROUND on the **TKO DUE TO CUTS** table.
 2. If a TKO results, no other action is necessary because the fight is over. However, if the fight is allowed to continue, the injured fighter has his CF immediately reduced by -1 (CF 10, for example, becomes CF 9). Note that the CF change remains for the rest of the fight unless it is specifically removed by the Corner Cut Man (see Corner Man Cut Table, Page)

(NOTE: If the fighter suffers a bad gash over the opposite eye, his CF will be reduced by -1 for a second and final time due to a cut. A fighter's CF can only be lowered by a collective -4 as a result of cuts. If you are instructed to drop the fighter's CF again and it is due to a cut, ignore the deduction. A different type of injury may drop the fighter's CF, however. A cut resulting from a head-butt is still a cut and is subject to the same restrictions.)

After making the necessary change to the fighter's CF, continue the fight as normal, starting with a new CF check.

NEW: a fighter’s CF may NEVER be reduced to less than half, rounded UP, regardless of how the reductions came about.

Example: Fighter A has a CF of 8. He suffers 2 gash-related problems over his right eye and 2 gashes over his left eye. Fighter A has his CF lowered by 4 (1 for each original gash and 1 for each reopening). Later, Fighter A suffers an injury that states “Lower CF by 1 and Punches Landed by -2”. You would NOT reduce Fighter A’s CF by 1 because that would drop him to more than half his original CF. You WOULD reduce Fighter A’s Punches Landed by 2.

NOTE: When you check for a cut, use the **Random Number**. If a word is encountered instead of number when doing so, use the **Result Number**. If you happened to encounter another word, select a card from those already used or unused round cards. If the card is chosen from the latter, reinsert it and remix the round.

SECOND AND ALL SUBSEQUENT CUTS SUFFERED BY A GIVEN FIGHTER

Anytime a fighter who has already suffered a cut, encounters another **Result: Cut** again, he must make a check whether the prior cut has reopened or if the fighter has suffered a new cut. Flip a BAC card and apply the Random Number to the Re-Open Cut section at the bottom of the Primary Cut Chart:

RE-OPEN PREVIOUS CUT

1- 50	Previous cut has re-opened
51- 80	Possible NEW CUT; check Primary Cut Table

NOTE: If H and I re-open, lower the CF a second time. However, the CF cannot be lowered more then twice for any type of cut.

TITLE BOUT II		
Boxing Action Card		
CF:	2	RN:
	67	
RESULT: 33		
RING POSITION: Ring Center		
KD:	17	KD2:
	18	
KOR:	12	KDC:
	4	
J1:	HS	J2: HS
		J3: HS

TITLE BOUT II		
Boxing Action Card		
CF:	12	RN:
	34	
RESULT: 29		
RING POSITION: Ring Center		
KD:	3	KD2:
	12	
KOR:	13	KDC:
	4	
J1:	LS	J2: LS
		J3: E

1. If the result indicates that a possible “new cut” has opened, follow the procedures as you would above, under **CUTS** (see Page 26, 27, 28)
2. **IMPORTANT:** When checking for a **new cut**, if the result indicates a location of a previous cut, ignore the result and NO cut occurs. You have already checked to see if a prior cut was reopened. This would be the equivalent of having an unfair second chance at reopening a previous cut.
3. If the result indicates that a cut has **reopened**, note it by placing the correct counter in the location square provided on the **Player Tracker** or elsewhere if you are not using the Tracking component.
4. If the fighter has more than one cut, determine the most severe cut to be the one that has reopened.
5. If the fighter has several cuts of the same severity, draw as many cards are needed from any deck and apply one to each cut. The cut whose card has the highest RN is the cut that has reopened.
6. Cuts that have been ‘closed’ can be reopened; cuts that are bleeding can also be reopened, but while they technically did not reopen, they were ‘made worse’ (see Pages 28, 28).
7. In the case of a reopened gash, check the **TKO Due to Cut** Chart, making sure to use the correct column.
8. Any ‘Slight Cut’ that is **OVER** the eye and reopened twice during a fight, turns into a **GASH** and is subject to a TKO check and any other conditions that affect the fighter suffering the cut, including the -1 CF.
9. If a fighter suffers **both** a badly torn lip and a bloody nose, during the fight, begin reducing his Endurance by -5 at the start of each subsequent round, a result of swallowing blood.

10. Cuts under the eye, a cut on the bridge of the nose, a bloody nose or torn lip can be 'reopened' but, except for #9 above, they carry no additional penalty with them.

TKO DUE TO CUTS

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". The game board has a **TKO DUE TO CUTS** table that covers this possibility, while also considering how a cut worsens each time it gets reopened.

TKO DUE TO CUT			
Rnd	Original	Re-Opened	Re-Opened Twice
1-3	1-4	1-10	1-16
4-6	1-8	1-14	1-20
7-9	1-12	1-18	1-24
10	1-16/1-4	1-22/1-6	1-28/1-8
11	1-20	1-26	1-32

Using the TKO Due to Cut section is simply a matter of applying an RN to the range where the round and the stage of the gash intersect.

For example, Fighter A suffers a gash, his first cut, in Round 4. Checking under the Original heading, there is a 1-8 chance that it is bad enough for the fight to be stopped.

TKO DUE TO CUT			
Rnd	Original	Re-Opened	Re-Opened Twice
1-3	1-4	1-10	1-16
4-6	1-8	1-14	1-20
7-9	1-12	1-18	1-24
10	1-16/1-4	1-22/1-6	1-28/1-8
11	1-20	1-26	1-32
12	1-24/1-4	1-30/1-6	1-36/1-8
13-14	1-28	1-34	1-40
15	1-4	1-6	1-8

In Round 10, Fighter A's gash is reopened. The chance would have been 1-22 because you're checking under the **Reopened** heading.

When checking for a possible TKO from a cut, you will find several places where there is a "split" range. The range **after** the slash is used only **if it is the last round of the bout**.

Otherwise, you use the range **before** the slash.

Most referees, especially those pre-1990's, were very aware of the round and it would take something drastic to wave off a fight in its final minute of the last round. An alternate way to use the (# / #) is to ignore what's after the slash unless the referee is rated LENIENT or VERY LENIENT.

CUTS AND SWELLING AROUND THE EYES

Swelling around the eyes can result in a serious loss of efficiency on the part of the fighter. 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 can be more difficult to control between rounds than cuts.

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 corner man and cut man can stop the bleeding or reduce the swelling.

Before the bout, each player selects either one person to handle cuts and one to handle swelling; or one person who can do both (see Corner Men, Page 30).

If the player prefers, he can either arbitrarily choose the Corner Man's level of expertise, or he can arrive at a Corner Man's rating randomly by obtaining a RN and applying it to the appropriate section of the **Corner Cut Man Table (Use between Rounds on Gashes Only)** and the **Corner Man Table**. (NOTE: if you are arbitrarily or randomly determining your corner's ability level, you must select TWO men, one from each table).

Choosing Corner Men at Random

Arbitrary Choices: Excellent, Good, Average, Fair

Randomly Determine Man	(1-10) Excellent	(11-35) Good	(36-70) Average	(71-80) Fair	Remove
CORNER CUT MAN TABLE (Use Between Rounds on Gashes Only)					
Temporarily Stops All Bleeding	1-40	1-35	1-30	1-25	ALL CF-1
Controls Bleeding	41-60	36-55	31-50	26-45	ONE CF-1
Blood is Still Seeping	61-75	55-70	51-65	46-60	
Cut is Still Noticeably Bleeding	76-80	71-80	66-80	61-80	

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 prevent a loss via TKO due to one or more cuts. Some of the best cut men in the history of the sport did nothing but work on closing cuts. Others, just as skilled, not only worked on cuts but also trained and advised fighters.

These days, you don't see just one man working a corner. Now you have the chief corner man, the cut man, the second, the bucket man, the cheerleader . . . a corner can get very crowded! Title Bout II has simplified matters by focusing on a single corner man, unless you prefer to have separately rated aides tending to cuts and swelling.

The Cut Man

1. To use a cut man, refer to the **Corner Cut Man Chart** between rounds. Obtain an RN via any procedure you choose to use and apply it to the skill level (Excellent to Poor) of your cut man.
2. **ANY CUT CAN BE worked on between rounds, not just GASHES.**

NOTE: Just because a cut is considered "closed" or the bleeding has been stopped completely for the time being, does not mean that the cut has miraculously healed. It can still be 'reopened' and made worse.

Results from Corner Work

Randomly Determine Man	(1-10) Excellent	(11-35) Good	(36-70) Average	(71-80) Fair	Remove
CORNER CUT MAN TABLE (Use Between Rounds on Gashes Only)					
Temporarily Stops All Bleeding	1-40	1-35	1-30	1-25	ALL CF-1
Controls Bleeding	41-60	36-55	31-50	26-45	ONE CF-1
Blood is Still Seeping	61-75	55-70	51-65	46-60	
Cut is Still Noticeably Bleeding	76-80	71-80	66-80	61-80	

- **Temporarily Stops All Bleeding:** Remove ALL CF-1 refers to the counters used on the Player Tracker. If you aren't using the Player Tracker, remove any notation or notations that you made indicating a CF reduction due to a cut.
- **Controls Bleeding:** Remove ONE CF-1 refers again to the counters used. In any case, remove only 1 CF-1 counter **from each cut** (of course, if the fighter only has a single cut, then this is the same as 'Remove All CF-1')

- **Blood is Still Seeping:** Increase the Fighter’s CUT Rating **by +1** UNTIL that CUT becomes either “Temporarily Stops All Bleeding” or “Controls Bleeding”. If and when that occurs, return the Fighter’s CUT Rating to whatever it was at the time of the increase. **THE PENALTY IS NOT CUMULATIVE PER CUT.**
- **Cut is Still Noticeably Bleeding:** Increase the Fighter’s CUT Rating **by +2** UNTIL that CUT becomes either “Temporarily Stops All Bleeding” or “Controls Bleeding”. If and when that occurs, return the Fighter’s CUT Rating to whatever it was at the time of the increase. **THE PENALTY IS NOT CUMULATIVE PER CUT.**
- Handle each cut individually. If Fighter A has a gash over his right eye that is still noticeably bleeding at the beginning of the next round after his corner works on it, Fighter A’s Cut Rating increases by +1 or +2. If Fighter A HAS a gash over his left eye, as well, and it is still noticeably bleeding at the beginning of the next round, Fighter A’s Cut Rating increases ANOTHER 1 or 2.

***Example:** Fighter A has a Cut Rating of 4. He receives a gash over his right eye. Between rounds, Fighter A’s corner works on the eye, but **the cut is “still noticeably bleeding”** at the start of the next round. Fighter A’s Cut Rating increases to 6 (4+2)*

*At the conclusion of the next round, Fighter A’s corner once again works on the gash over Fighter A’s right eye. This time **they succeed** in “temporarily stopping all bleeding”. Fighter A’s Cut Rating returns to a 4. Had they failed, Fighter A’s Cut Rating would have remained a 6. It would not have increased from a 6 to an 8. The “penalty” is NOT cumulative per cut.*

Working on More than One Injury (Cut or Swelling) Between Rounds

A corner man can CHOOSE to work on more than one ‘injury’ between rounds, but he must declare what he’s going to do prior to obtaining Random Numbers (one for each problem on which he is working).

1. Working on more than one problem (cut or swelling) comes at a cost, however. For each ADDITIONAL cut or swelling worked on, the Cut Man’s Rating moves one (1) to the RIGHT.
2. If the Cut Man was rated Excellent and decides to work on a cut over the fighter’s eye AND the swelling around it, the Cut Man’s rating is now GOOD. If the CUT MAN was rated Excellent and decides to work on two cuts and one incident of swelling, his rating would go from Excellent to Average because the Cut Man is working on not one, not two, but three problems.
3. The reduction is made because the time between rounds is not increased by the number of cuts or the amount of swelling suffered by the fighter. The Cut Man has 60-seconds, no matter what. If he 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.

A complete, re-imagined set of “real” corner men is being developed that will involve the corner men more realistically. The new list will also identify specific areas of expertise. It will be announced as a free download on the website.

SWELLING

Swelling progresses from Stage 1 (slight puffiness around the eyes) to Stage 2 (increased swelling that affects a fighter's vision) to Stage 3 (eye swollen shut that greatly handicaps a fighter).

Aside from a rare occurrence, potential or worsening swelling will only be found under the **Condition Heading** on a **BAC**.

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.					

Each time potential swelling occurs due to a **Condition check**, the **'Stage'** and any penalty will be noted.

IMPORTANT: Swelling cannot worsen if there is NO swelling with which to begin! When potential swelling occurs (and this is why it starts out as 'potential' swelling), a notation will alert you to this factor (For example: "Eye must already have been (Swelling: Stage 1) Otherwise, ignore.")

Note: Unless specifically stated, swelling must progress from Stage 1 to Stage 2 to Stage 3.

Dealing with Swelling

- You only check **corner work** once between rounds for each instance of swelling. This does **NOT** mean that you will **ONLY** have 3 checks for swelling: once after each stage, although you might; but it could be more, it could be fewer. It depends on whether or not your corner is able to reduce the swelling when the check is made (see Corner Man, Page)
- Likewise, if an eye swells shut and your fighter is allowed to continue, you **DO NOT** check each subsequent round for a reduction because an eye that has completely swollen shut cannot be reduced or improved in any way.
- Penalties** are assessed when a swollen eye begins to limit the fighter's vision.
 - Stage 1:** Puffiness about the eye: No penalty
 - Stage 2:** Swelling worsens: +2 to the Opponent's Punches Landed
 - Stage 3:** Eye is closed: +2 to the Opponent's PL and a +2 to the Opponent's CF is added
- If the fighter's eye is closed and he suffers another Condition Check that indicates the eye is **swollen shut**, he takes no further penalty; however, he must still make a **TKO check** on the **Technical Knockout Table** found on the game board.

CORNER MAN TABLE (Dealing with Swelling)					
SWELLING (Possible Stage 1)	Ex.	Good	Avg.	Fair	Outcome
Greatly Reduces	1-30	1-25	1-20	1-15	No Swelling
Does Not Reduce	31-80	26-80	21-80	16-80	Puffiness (Stage 1)
SWELLING (Stage 1 or 2)	Ex.	Good	Avg.	Fair	Outcome
Prevents Worsening	1-25	1-20	1-15	1-10	Stays the Same
Does Not Affect	26-80	21-80	16-80	11-80	Advances (2 or 3)

Example: Fighter A is forced to make a Condition Check in Round 1. He learns that his eye has begun to swell (Stage 1). By Round 9 of a 12-round bout, Fighter A's eye has swollen shut. His corner was unable to reduce the swelling at Stage 1 or Stage 2, but Fighter A passed the TKO checks. When the eye reached Stage 2, Fighter A was penalized by adding +2 to the Opponent's PL. At Stage 3, the fighter was penalized an ADDITIONAL +2 to the Opponent's PL AND a +2 to the Opponent's CF.

In Round 11, the unlucky Fighter A is subjected to yet another Condition Check and once again the Condition on the card states that Fighter A's swollen eye is Stage 3. Because his eye is already at Stage 3, no penalty is accessed (you do not add +2 to the Opponent's CF and PL). Nevertheless, Fighter A must still make a TKO check on the **Technical Knockout Table** found on the game board.

TKO Due to Swelling

TECHNICAL KNOCKOUT TABLE	
Condition	Result
One Round: 30 Points scored against	Fight stopped - TKO!
Two Rounds: 50 Points scored against	Fight stopped - TKO!
Three Rounds: 60 Points scored against	Fight stopped - TKO!
Either eye swollen shut	RN 1-32 fight stopped - TKO!
Both eyes are swollen shut	Fight stopped - TKO!

TKO

If a fighter's eye swells shut, he must make a TKO check between rounds. The check on the Technical Knockout Table **AFTER** the **Corner Man** works on the swelling between rounds (see Pages 29, 30). n the **Technical Knockout Table**. There is a 1-32 chance that the bout will be stopped due to one eye being completely shut.

If a fighter has **BOTH** eyes swollen shut, the bout is automatically ended and the fighter loses by **TKO**.

IMPORTANT POINTS TO REMEMBER:

1. Be sure to differentiate between **RIGHT EYE** and **LEFT EYE**.
2. Penalties apply separately to each eye.
3. Penalties are **NOT** applied until after the corner has worked on the eye; in other words, the penalty should be relative to the amount of swelling a fighter has at the start of the round **AFTER** the corner has attended to the swelling.
4. An eye that has swollen shut may not have the swelling reduced nor be penalized anymore; however, a **TKO check** must still be made, according to the rules.

The following description of the 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.

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 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

Prior to starting a bout, determine what type of referee will officiate the fight by either 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.

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:

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.

1. After the word **FOUL** occurs when checking for a fighter's **ACTION**, obtain the top card from the **BAC** deck and apply the **RN** to the column corresponding to the offending fighter's rating.

- Track all warnings and apply the number of warnings to the Referee type to determine possible point deductions and disqualifications.

FOUL TABLE					
Fighter's Foul Rating					The Referee...
A	B	C	D	E	
1-50	1-45	1-40	1-35	1-30	Indicates no foul - keep fighting
51-60	46-55	41-50	36-45	31-40	Motions to keep the punches up
61-62	56-57	51-52	46-47	41-42	Motions to stop hitting behind the head
63	58	53	48	43	Taps his elbow, cautioning against its use
64-68	59-63	54-58	49-53	44-48	Admonishes both fighters to keep it clean
69-72	64-67	59-62	54-57	49-52	Gestures to his forehead - watch the butting
The Referee stops the action and...					
73	68-71	63-67	58-64	53-60	Issues a warning for a low blow
74	72	68	65-66	61-62	Issues a warning for head butting
75	73-74	69-70	67-70	63-69	Issues a warning for hitting behind the head (rabbit punching)
76	75-76	71-76	71-76	70-76	Issues a warning for holding and hitting
77	77	77	77	77	Issues a warning for pulling the opponent's head down
78	78	78	78	78	Issues a warning for hitting with the elbow
79	79	79	79	79	Issues a warning for using the glove laces or tape
80: The fighter in Control pushes his opponent as the referee separates them, drawing a warning. Add 1 to his Total					
REFEREE TABLE					
Referee is...	Very Lenient 1-10	Lenient 11-30	Normal 31-80	Strict 81-100	
Deducts a Point	5th warning of same Foul	4th warning of same Foul	3rd warning of same Foul	3rd warning of same Foul	
Deducts a 2nd Point	6th warning of same Foul	5th warning of same Foul	4th warning of same Foul	4th Foul of any type	
Deducts a 3rd Point	7th Foul of any type	6th Foul of any type	5th Foul of any type	N/A	
Deducts a 4th Point	8th Foul of any type	7th Foul of any type	N/A	N/A	
Disqualification	9th Foul of any type	8th Foul of any type	6th Foul of any type	6th Foul of any type	

Fighter's Foul Rating

The descriptive text is for 'color' only. NOTHING occurs, other than the referee motioning to "keep it clean". **THESE DO NOT COUNT AND DO NOT NEED TRACKED.** Just remember that it is only when the Referee stops the action and "Issues a Warning" that must be tracked.

These are all WARNINGS and must be tracked.

Clarification: It is the fighter in CONTROL who draws the foul.

ERROR: this should be 5th Foul of any type

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 the referees varies according to his attitude toward fouls severe enough to draw a warning. Referee attitudes range from Very Lenient to Strict. **NOTE:** a list of Rated Referees can be found in the original rules that came with the game. An improved and more detailed list is being prepared. **EXAMPLE OF THE ABOVE TABLE:** Fighter A receives his third warning for hitting below the belt (Low Blows). A **Normal Referee** would deduct a point from Fighter A, while a **Lenient Referee** would not penalize the fighter.

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 and, in some cases, are worse.

NOTE: Referencing a previous rule: 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**

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**.



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 the deck and check the **Injury Description**. In most cases, it will state that no injury has occurred (in which case you return to Stage 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. Then follow these directions again. 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 accurately: 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 (doesn't 'add to') the lesser injury. 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!)

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. Technical draw if before the start of the 5th round.
3. Technical decision, as per the scorecards, if after the start of 5th round.
4. If the bout continues:
5. 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.
6. All rounds will be scored even if it is partial 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 address the points scored by a fighter's punch. End-of-round scoring takes those point 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
AGG	7	KD 1/2	5/4	AGG	7
KI	8	KO	2	KI	7
END	100	CUT	2	END	0
FOUL	A	CP	6	FOUL	A
STRATEGIES			FI	7	FO
			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	49-51		45-59		
Ring Movement	52-80		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.

Move the "Pts Counter" on the "Points Per Round" section of the game board the number of points scored by the punch, adding them to whatever total already exists.

Be sure to reset the counters to indicate no points scored at the beginning of each new round.

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 AND TIMING		
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
19-25	HS wins 10-8	HS wins Round
26 or more	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.

You will find some variation of HS (High Scorer), LS (Low Scorer) and E (Even). 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 very 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

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	

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 scores 13-? 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. A "Flash Knockdown" can negate some or all of the above (See Flash Knockdown, Page 17)

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, 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 a knockdown in the round to achieve 10-7 – otherwise, it is 10-8.

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.

Other Possible Fight Results:

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.

PRE-FIGHT CHECKLIST

Before starting a bout, make sure that you've done the following:

1. Select two fighters from those in your possession
2. Fill out the necessary information on one of the score sheets provided.
3. Decide what scoring system you wish to use.
4. Place a counter representing the fighters in the middle of the ring on the game board.
5. Place counters on the Points per Round tracks for both Fighter A and Fighter B, if you are using the Player Tracker to keep points scored for each fighter during the round.
6. Place numbered counters on the Tracking Aids in the # to Lose Point and the # to be DQ squares.
7. Take the Boxing Action Cards, 100 in all, and shuffle them thoroughly in any manner you wish. Divide the cards into two equal decks of 50 cards. These decks serve as the timing device for the bout, as well as dictating the results. After you have fought two rounds (used all 50 cards in both "decks"), shuffle all 100 cards together again and repeat the process until the bout comes to an end.

ADVANCED AND OPTIONAL RULES

The Advanced Rules and Optional rules add quite a bit of realism to Title Bout II; however, you pay a price in time and complexity.

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. Advanced Rules, however, are now considered official. Some of these, many of you are familiar with and already use; others may be new to you.

CONVERTING THE CONTROL FACTOR (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.

Why is the Control Factor Conversion Chart Optional?

Converting CF's was always mandatory in all versions of Title Bout. However, analysis of hundreds of fights indicates that using the CF Conversion Chart can create a bias as much as not using it. When two fighters have the same CF ratings or only a difference of 1, making the conversion can lead to a better and fairer fight.

What became obvious after parsing the outcome of many fights was the fact that the further apart the two fighters were, the better the LOW CF fighter performed when facing a fighter with a significantly higher CF.

An indicator of the above can be seen by the fact that the table does not go beyond a difference of 2 in the boxers' CF ratings.

Because of that, Converting CF should be by choice instead of by rule.

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

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 take damage.

Which fighter suffers the cut, should one take place, will be determined 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
51-75	The fighter who was Fouled suffers a possible cut	Check the fighter for a cut
76-95	The fighter who committed the Foul suffers a possible cut	Check the fighter for a cut
96-00	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 later, slip it back into the stack).

ADVANCED TIMING (Optional)

There are many times during a fight that 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 USED BECAUSE** it means that, in general, 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 mouth-piece **(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 is 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, literally or through the result of a RN check, immediately go 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 will either have been used or will be waiting to be used. If the cards represent the next round, shuffle them after replacing any 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 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.

AGGRESIVENESS EFFECT (OPTIONAL)

If the Aggressor scores more points in a round than his opponent, award him **ONE (1)** bonus point (i.e. the aggressor in the round scored 8 points, and his opponent 7. Give the aggressor a bonus point, making it 9). **Do this at the end of a round and before checking for how the judges score the round!**

While it may not seem like much, a single point **might** allow the fighter to avoid a “check” by the judges when they score, move the point difference from a 10-9 round to a 10-8 round, and in a very rare and extreme case, might lead to a stoppage in the corner between rounds! (See SCORING, Page 38)

ADDITIONAL RULES INVOLVING KNOCKDOWNS (ADVANCED)

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

The Standing Eight Count and the Mandatory Eight Count are NOT the same thing, even though some fight fans and even some so-called boxing experts confuse the two.

- *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, although truth be told, a number of referees, for whatever reason, HAVE used this. To facilitate matters, 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.

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.

Using the Three-Knockdown Rule is completely up to you, especially if you are fighting match-ups between fighters who were subjected to it.

TIME OF STOPPAGE (Optional)

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.
- Applying the number to the table found on the game board.

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 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 remove the -1 CF penalty for the remainder of the bout.

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 99 out of 100 times, 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 but hard to prove hypothesis in boxing claims that missing a punch takes more out of a fighter than landing one. If you wish to implement this belief, 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.



KNOCKDOWN/KNOCKOUT TABLE (ADVANCED/OPTIONAL)

After over 100 fights conducted by both Title Bout II players and the game's designer, the **ADVANCED KNOCKDOWN/KNOCKOUT TABLE** has been deemed much more realistic and provides more variety and accuracy.

It's a truism that even boxing fanatics don't realize how difficult it is to knock a fighter down and keep him on the canvas when the opponent is prepared and has no intention of suffering a knockdown or knockout. Consider all of the high echelon fights that you've either watched or read about: how many featured a knockdown? A knockout?

Research has shown that over 40% of bouts ending in a TKO did NOT feature a knockdown, but rather a systematic beating over the course of the fight.

In bouts that you've staged with Title Bout II, how many times were you disappointed because an unexpected knockdown or knockout led to a major upset? The new KD/KO Table diminishes knockdowns and knockouts by an average of just about 10%.

The variety comes from the new 5H, where the fighter is badly hurt but stays upright; **and the split KD/KO, the K 1-10**, where a fighter has a 50/50 chance of staying on his feet. However, in the case of the latter, his opponent's full Killer Instinct still comes into play, whether the fighter stays on his feet or ends up with his back on the canvas.

NOTE: The Table reads differently from the one on the board. On the game board, the fighter's rating runs down the left side of the table, and the random numbers (1-10) run horizontally across the top. The indicated preference was just the opposite, so the Table was built accordingly.

ADVANCED KNOCKDOWN & KNOCKOUT TABLES											
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	4
2	4	4	4	4	4	4	4	4	4	4	4
3	4	4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4	4	4
5	4	4	4	4	4	4	4	4	4	4	4
6	4	4	4	4	4	4	4	4	4	4	5H
7	4	4	4	4	4	4	4	4	4	5H	5H
8	4	4	4	4	4	4	4	4	5H	5H	5F
9	4	4	4	4	4	4	4	5H	5H	5F	5F
10	4	4	4	4	4	5	5H	5H	5F	5F	K 1-10
11	4	4	4	4	5	5H	5H	5F	5F	K 1-10	K 1-10
12	4	4	4	5	5H	5H	5F	5F	K 1-10	K 1-10	K
13	4	4	5	5H	5H	5F	5F	K 1-10	K 1-10	K	K
14	4	5	5	5H	5F	5F	K 1-10	K 1-10	K	K	K
15	5	5	5H	5F	5F	K 1-10	K 1-10	K	K	K	K
16	5	5H	5F	5F	K 1-10	K 1-10	K	K	K	K	K
17	5H	5F	5F	K 1-10	K 1-10	K	K	K	K	K	K
18	5F	5F	K 1-10	K	K	K	K	K	K	K	K
19	K+1	K	K	K	K	K	K	K	K	K	K
20	K+1	K+1	K	K	K	K	K	K	K	K	K
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 hurt by that punch.										
5H	SCORE 5 POINTS: That punch clearly stunned him. Half KI rounded up is applied to this result.										
5F	SCORE 5 POINTS: He's hurt, no question! Full KI is applied to this result.										
K 1-10	SCORE 5/6 POINTS: On 1-10 He's down! Can he get up? On 11-20 Score 5 Points; Full KI										
K	SCORE 6 POINTS: Oh, what a punch! He's dropped to the canvas!										
K+1	Make another Kd/Ko check at +1 to the fighter's current Kd/Ko rating (0 becomes 1, 1 becomes 2)										

NOTE: If the Mandatory 8 rule is in effect, you still use the original knockdown count (KDC) to determine the effect of the knockdown when determining Carry Over Effect.

CUTS (ADVANCED/OPTIONAL)

The **Advanced Cut and Swelling Table** is very realistic. However, it is a bit more challenging. If you don't want to put in the effort, please use the **BASIC Cut Table and instructions**.

CUT AND SWELLING TABLE (ACTIVATES ON CUT)								
TABLE 1								
RN	INJURY TYPE		EFFECTS					
1-42	No cut or swelling takes place							
43	Split lip		First occurrence results in No Penalty. On a recurrence reduce END by an additional 2 each round.					
44	Cut Inside the Mouth		Reduce END by an additional 2 each round; on a recurrence by 3 each rd.					
On RN 44-80 Cross-Check the Fighter's Cut Rating with the RN								
	1	2	3	4	5	6	7	8
Swelling	45-75	45-73	45-71	45-69	45-66	45-63	45-60	45-57
Cut	76-80	74-80	72-80	70-80	67-80	64-80	61-80	58-80
TABLE 2: Swelling								
Swelling (Assign Penalty AFTER CORNER WORK)			Recurrence (1)		Recurrence (2)			
	Injury	Starts As	Worsens (1 st Recurrence)		Becomes (2 nd Recurrence)			
1-15	Minor Swelling UNDER Right Eye	No effect.	DEF +1		Major Swelling Under Right Eye			
16-30	Minor Swelling UNDER Left Eye	No effect.	DEF +1		Major Swelling Under Left Eye			
31-45	Minor Swelling OVER Right Eye	No effect.	DEF +1; Cut Rating +1		Major Swelling Over Right Eye			
46-60	Minor Swelling OVER Left Eye	No effect.	DEF +1; Cut Rating +1		Major Swelling Over Left Eye			
61-65	Major Swelling UNDER Right Eye	DEF+1; Cut Rating +1	DEF +2; Cut Rating +1		Shut; See Doctor's Table			
66-70	Major Swelling UNDER Left Eye	DEF+1; Cut Rating +1	DEF +2; Cut Rating +1		Shut; See Doctor's Table			
71-75	Major Swelling OVER Right Eye	DEF+1; Cut Rating +1; CF -1	DEF+2; Cut Rating +1; CF -1		Shut; See Doctor's Table			
76-80	Major Swelling OVER Left Eye	DEF+1; Cut Rating +1; CF -1	DEF+2; Cut Rating +1; CF -1		Shut; See Doctor's Table			
TABLE 3: Cuts								
Cuts (Assign Penalty AFTER CORNER WORK)								
	Injury	Starts As	Worsens (1 st Recurrence)		Becomes (2 nd Recurrence)			
1-15	Minor cut under right eye	No Effect	DEF +1		Major Cut Under Right Eye			
16-30	Minor cut under left eye	No Effect	DEF +1		Major Cut Under Left Eye			
31-45	Minor cut over right eye	DEF +1	DEF +2		Major Cut Over Right Eye			
46-60	Minor cut over left eye	DEF +1	DEF +2		Major Cut Over Left Eye			
61-65	Major cut under right eye	CF -1	CF -1; DEF +2		Wide Gash: See Doctor			
66-70	Major cut under left eye	CF -1	CF -1; DEF +2		Wide Gash: See Doctor			
71-75	Major cut over right eye	DEF +2; CF -1; Cut Rating +1	DEF +2; CF -2; Cut Rating +2		Wide Gash: See Doctor			
76-80	Major cut over left eye	DEF +2; CF -1; Cut Rating +1	DEF +2; CF -2; Cut Rating +2		Wide Gash: See Doctor			
TABLE 4: Corner Work On Swelling (+5 to RN on 1 st Recurrence; +10 to RN on 2 nd Recurrence)								
	CORNER RATING	Treat Minor Swelling	Treat Major Swelling		Avoid a Ring Doctor Swelling Check			
1-15	Excellent	1-70 No Effect	1-60 Reduce to Minor Swelling		1-40 Doctor isn't Called			
16-40	Good	1-65 No Effect	1-55 Reduce to Minor Swelling		1-35 Doctor isn't Called			
41-70	Average	1-60 No Effect	1-45 Reduce to Minor Swelling		1-30 Doctor isn't Called			
71-80	Poor	1-55 No Effect	1-35 Reduce to Minor Swelling		1-25 Doctor isn't Called			
TABLE 5: Corner Work On A Cut (+5 to RN on 1 st Recurrence; +10 to RN on 2 nd Recurrence)								
RND	CORNER RATING	Treat a Minor Cut	Treat a Major Cut		Avoid a Ring Doctor Cut Check			
	Excellent	1-65 No Effect	1-55 Reduce to Minor Cut		1-35 Doctor isn't Called			
	Good	1-60 No Effect	1-45 Reduce to Minor Cut		1-30 Doctor isn't Called			
	Average	1-55 No Effect	1-35 Reduce to Minor Cut		1-25 Doctor isn't Called			
	Poor	1-50 No Effect	1-25 Reduce to Minor Cut		1-20 Doctor isn't Called			

RING DOCTOR TABLE (Check ONLY BETWEEN ROUNDS)							
First Visit							
Random or Choice		Allow the Bout to Continue		Give 1 More FULL Round		Stop the Bout	
		Under Eye	Over Eye	Under Eye	Over Eye	Under Eye	Over Eye
1-10	Overly Cautious	1-55	1-50	56-70	51-65	71-80	66-80
11-20	Cautious	1-60	1-55	61-72	56-70	73-80	71-80
21-60	Balanced Judgement	1-65	1-60	66-73	61-72	74-80	73-80
61-70	Lenient	1-70	1-65	71-75	66-74	76-80	75-80
71-80	Permissive	1-75	1-70	76-78	71-76	79-80	77-80
Second and All Subsequent Visits							
Random or Choice		Allow the Bout to Continue		Give 1 More FULL Round		Stop the Bout	
		Under	Over	Under	Over	Under	Over
	Overly Cautious	1-50	1-45	51-65	46-60	66-76	61-80
	Cautious	1-55	1-50	56-67	51-65	68-80	66-80
	Balanced Judgement	1-60	1-55	61-68	56-67	69-80	68-80
	Lenient	1-65	1-60	66-70	61-69	71-80	70-80
	Permissive	1-70	1-65	71-77	66-75	78-80	76-80

NEW RULES FOR THE ADVANCED CUT TABLE AND RING DOCTOR'S TABLE (ADVANCED/OPTIONAL)

DO NOT USE CARDS FROM THE CURRENT ROUND. SELECT THEM FROM THE DISCARD PILE OR FROM THE UPCOMING ROUND, MAKING SURE TO RESHUFFLE IN THE CASE OF THE LATTER.

STEP 1: When a "Cut" is designated on a Boxing Action Card, obtain a Random Number (RN), add the opponent's Cut Rating to it and apply the revised number to Table 1 to determine if an injury occurs. Only one RN+Cut rating is used to make the determination. RN 1-44+Cut 1-42 will yield no injury or a mouth related injury. RN+Cut 45-80 cross-checked with the fighter's Cut Rating will determine the TYPE OF INJURY that has occurred: a cut or swelling.

The addition of SWELLING to the CUTS routine is something new. It differentiates between a fighter who seldom cuts but is susceptible to swelling, and a fighter who cuts easily "bleeds" out of the swelling. It does not eliminate the chance that both can occur, however, even in the same location.

STEP 2: Obtain a second RN and apply it to either the Swelling Table or Cuts Table, as dictated by Step 1 (RN 45-80). This will determine the extent and location of the swelling or cut. **IMPORTANT! DO NOT make any changes** to a fighter's ratings at this time, but make sure you notate the injury and its location.

The first time a specific injury occurs, use the STARTS AS column. The second time the same injury occurs, use the WORSENS (Recurrence 1) column, and the third time and subsequent times the same injury occurs, use the BECOMES (Recurrence 2) column to determine the ORIGINAL INJURY, if any.

STEP 3: THIS STEP TAKES PLACE BETWEEN ROUNDS! Using the Corner Work Table, cross-check the injury sustained in Step 2 with the ability of your corner to determine **THE ACTUAL EXTENT OF THE INJURY!** Obtain an RN: if it falls within the given range, follow the instructions in the large orange box above. If it falls outside the range, the original injury occurs. In most cases, a good corner will reduce the penalty that comes with the injury, or will lessen the chance of having the Ringside Doctor making a possible bout-ending check.

EXAMPLES:

Fighter A (Cut Rating 6) suffers a "Cut" result on a Boxing Action Card:

1. You draw a Random Number (RN) 36. Adding the Cut rating of "6" makes it 42. The INJURY TYPE is "No cut or swelling takes place". Continue the fight and make no adjustments.

2. You draw a RN 38. Add the fighter's Cut rating of 6. The revised RN is 44. The INJURY TYPE is "Cut inside the Mouth". The consequence of this injury states: First occurrence results in No Penalty. On a recurrence reduce END by an additional 2 each round." Assuming this is the first time this result has occurred; no changes are made to the fighter's ratings and the fight continues with no adjustments made. However, each time after the first occurrence, a penalty results: the fighter's Endurance is reduced by an extra 2 points at the beginning or end of the next round and all succeeding rounds.
3. You draw a RN 57. Add the Fighter's Cut Rating (6) to the RN (57) resulting in a 63. Cross-check the cut rating with the revised RN. The injury type is SWELLING. To determine the severity of the swelling, draw a new RN and apply it to TABLE 2: Swelling. The RN is 71 and results in "Major Swelling" over Fighter A's right eye. Penalties are present but **NOT APPLIED** at this time. The fight continues.

DEFINING THE POSSIBLE RESULTS OF CORNER WORK

Corner work can produce one of four possible outcomes:

If the RN falls outside the given range:

- The ORIGINAL injury occurs.

If the RN falls inside the given range:

- Minor injuries can be reduced enough that they have NO EFFECT on the fighter.
- Major injuries can be reduced enough that they become Minor injuries.
- A Doctor's Check can be changed to No Check.

STEP 4: Assign the rating changes, if any, from **Step 3** and continue the fight.

Examples:

1. Fighter A has a "GOOD" corner. Between rounds, his corner works on the "Major Swelling over the Right Eye" that occurred in Step3, Example 3 above. Locate **TABLE 4: Treat Major Swelling** and obtain a RN. Cross-check the RN with the Corner Rating (Good). The RN is 23, which falls inside the 1-55 range. The corner men have been successful: the result of their work states: "Reduce to Minor Swelling". **NOW adjust the fighter's ratings.** The **FINAL RESULT** is "Minor Swelling over the Right Eye", not Major Swelling. Going back to Table 2, this swelling is reduced to the **Starts As column**, as though it were a first occurrence. The outcome is "**No Effect**"! Great job by the corner men.
2. Fighter A has a "GOOD" corner. Between rounds, his corner works on the "Major Swelling over the Right Eye" that occurred in Step 3, Example 3 above. Locate **TABLE 4: Treat Major Swelling** and obtain a RN. Cross-check the RN with the Corner Rating (Good). The RN is 63, which falls outside the 1-55 range. The corner has been unsuccessful, which means the ORIGINAL result stands: **NOW adjust the fighter's ratings.** The **FINAL RESULT** is "Major Swelling over the Right Eye". Going back to Table 2, first occurrence, the outcome is DEF+1; Cut Rating +1; CF -1.
3. Fighter A has a "GOOD" corner. Between rounds, his corner works on a SECOND Recurrence of the same injury "Major swelling over the Right Eye" and third check overall. The result is "Shut; See Doctor's Table" (**BUT DO NOT SEE THE DOCTOR'S TABLE UNTIL** the Corner gets a chance to work on the swelling!). Obtain a RN and cross-check it with the "Good Corner" and the **Avoid a Ring Doctor Swelling Check** orange block. There are two

possible results: the Corner does a good job, the RN falls within the range (in this case 1-35 and the fighter regains some vision from the previously shut eye **AND THE DOCTOR CHECK IS AVOIDED**; or the RN falls outside the range and the Corner fails to reduce the swelling much if at all and the result is **TO MAKE A DOCTOR'S CHECK!**

MAKING A DOCTOR'S CHECK

There are two Doctor's Check Tables, one for checking swelling and one for checking cuts. Cuts are deemed a bit more dangerous, so a doctor will be less likely to allow the fight to continue if he or she is checking a cut rather than swelling.

Using the Doctor's Check Table is simply a matter of obtaining another RN number and cross-checking it with the attitude of the doctor (ranging from Overly Cautious to Permissive).

The check will result in one of three possible outcomes:

- **Allow the Bout to Continue:** the fight goes on until a stoppage or the end of the last round.
- **Give 1 More FULL Round:** the injury is severe but the fighter and corner plead for a last shot and the doctor says "One more round and then I'm stopping the fight". Basically, this means the injured fighter must end the fight by stoppage in the next 3 minutes or his opponent will win by TKO.
- **Stop the Bout:** the doctor takes a close look at the injury, shakes his head and indicates to the referee that the fight is over. He won't let the fighter come out of his corner for the next round. His opponent is awarded a TKO (the designated round is the last completed round).

DEFINING CORNER WORK RESULTS

Randomly Determine Man	(1-10) Excellent	(11-35) Good	(36-70) Average	(71-80) Fair	Remove
CORNER CUT MAN TABLE (Use Between Rounds on Gashes Only)					
Temporarily Stops All Bleeding	1-40	1-35	1-30	1-25	ALL CF-1
Controls Bleeding	41-60	36-55	31-50	26-45	ONE CF-1
Blood is Still Seeping	61-75	55-70	51-65	46-60	
Cut is Still Noticeably Bleeding	76-80	71-80	66-80	61-80	

- **Temporarily Stops All Bleeding:** Remove ALL CF-1 refers to the counters used on the Player Tracker. If you aren't using the Player Tracker, remove any notation or notations that you made indicating a CF reduction due to a cut.
- **Controls Bleeding:** Remove ONE CF-1 refers again to the counters used. In any case, remove only 1 CF-1 counter **from each cut** (of course, if the fighter only has a single cut, then this is the same as 'Remove All CF-1')
- **Blood is Still Seeping:** Even though it might not be true, a judge seeing a fighter bleeding is affected. At the END OF THE NEXT ROUND, add 1 point to the Opponent's final point tally for the round.
- **Cut is Still Noticeably Bleeding:** The more noticeable the bleeding, the more the judge is affected. At the END OF THE NEXT ROUND, add 2 points to the Opponent's final point tally for the round.

When dealing with points added to the fighter's totals, it is very important to understand the following:

1. Every round in which a fighter is bleeding **AFTER** the round in which the cut occurred, his Opponent adds either 1 or 2 points to their points total **BEFORE** you apply the points to the Round-By Round Scoring table. These points do **NOT** count against a fighter's END.
2. When dealing with points added to the fighter's total, the points added to the Opponent's in-round point total are **NOT** cumulative. You will **NEVER** add 2 points if 'blood is still seeping' and you will **NEVER** add 3 points if 'cut is still noticeably bleeding'.
3. Bleeding from a cut doesn't have to be in **consecutive rounds** to affect the fighter's point total.
4. **AND MOST IMPORTANT**, be sure you understand that you are adding points to the points scored DURING the round, NOT the numbers put on the judges' score card!
5. Adding a single point to a fighter's point total can have a **major effect on scoring (see Scoring a Fight, Page 38)**: Fighter A scores 10 points in Round 2 and Fighter B scores 16 points. Normally, the difference in the points scored would be 6 (16-10) and necessitate a **CHECK** to see to whom each judge awarded the round. However, Fighter A **CAME INTO** the round with blood 'seeping' from a prior cut. All judges add 1 point to Fighter B's total point, which increase from 16 points to 17 points and now does **NOT** require a **CHECK**, and Fighter B wins the round 10-9 on all three judges' cards.

Examples:

- *Fighter A receives a slight cut under his right eye in Round 3. Between rounds his cut man closes the cut. He is NOT bleeding when Round 4 begins. **NO POINTS** added to the Opponent's point total.*
- *Fighter A receives a slight cut under his right eye in Round 3. Between rounds his cut man cannot get the cut to stop bleeding. **ADD 1 point** if the is "seeping". **Add 2 points** if the cut is "noticeably bleeding. These points are added to the **OPPONENT'S** point total.*
- *Fighter A receives a slight cut under his right eye in Round 3. Between rounds his cut man stops the bleeding. In Round 6, the cut is reopened. Between rounds, the cut man cannot stop the bleeding. At the end of Round 7, the Opponent will once again **ADD 1 or 2 points** to his point total.*
- *Fighter A receives a slight cut under his left eye in Round 8. Between rounds the cut isn't closed. In Round 9, with the slight cut still bleeding, Fighter A is **GASHED** over his left eye. Between rounds, the cut man successfully closes the **GASH** (restoring the CF that had been reduced due to the Gash) **BUT THE OPPONENT will still ADD 1 or 2 points** to their point total because the slight cut was not worked on between rounds and therefore is still bleeding.*

FREQUENTLY ASKED QUESTIONS ON CUTS AND SWELLING

Question: Is the damage assessed cumulative?

Answer: YES and NO: If two injuries end up being identical, the damage is NOT cumulative. For example, the fighter suffers a minor cut over his eye and his DEF(ense) is reduced by +1, then suffers a recurrence of the same injury and the Corner succeeds in preventing the injury from worsening, then the penalty is NOT cumulative. However, if the Corner fails to reduce it, the +2 DEF penalty is assessed, and the fighter is now at his original DEF+3. In essence the rule is if the same injury reoccurs but the FINAL RESULT (after the Corner work is completed) gets no worse, no extra penalty is assessed.

However, if the fighter suffers two different injuries and both carry a penalty, both penalties are assessed. For example, the fighter suffers a minor cut over his right eye and his DEF is reduced by +1; and then suffers a minor cut over his left eye, his DEF is reduced by +1 again.

Question: What if there are two different injuries in the same place, for example, a Major Cut over the right eye and then a Minor Cut over the right eye? Is that a “recurrence”?

Answer: No. It should be assumed that the second cut is near but not “on” the same location. Maybe the Major Cut is in the eyebrow, for example, and the minor cut is above and to the right of the Major Cut.

Question: What happens if the fighter has more than one cut or swelling or a combination of the two. How does the corner handle that?

Answer: The corner has two options – and this adds to the player’s involvement and strategy: (1) Choose which of the two you wish to work on; or decide to work on both but at a 50% success chance on each one. If I have a Major Cut and Minor Swelling, I’d work solely on the Major Cut, for example. However, if I have a Major Cut and Major Swelling, depending upon how good of a corner I have, I might well try to work on both!

Question: It appears as if a result requires a “See Doctor” check, regardless of the outcome, the fighter is assessed no extra damage.

Answer: That is CORRECT. First of all, there are enough opportunities for cumulative damage to be done through different injuries and first recurrences. Second, it’s assumed that if the possibility of a doctor’s examination might be necessary, the injury is as severe as it can get.

Question: The use of +1 (and eventually other uneven numbers) has never occurred before; is this a new feature?

Answer: Yes. It’s part of the attempt to introduce more gradual effects of injuries.

Question: Why change the table – again!

Answer: I’ve always stated that I wouldn’t stop looking for ways to improve Title Bout II. I think this table has a number of advantages over the previous ones: (1) there is more variety; (2) there is very little chance that a first cut or first bit of swelling will end up in a fight being stopped; (3) the table is even more strongly geared toward a gradual worsening of an injury than any of the others; (4) there is a very real chance that an injury gets no worse during a fight, but remains in its first state.

Question: Are there any other benefits to using this table?

Answer: Yes, but you could apply this to ANY of the previous tables as well. You are instructed NOT to draw cards from the round deck being used, but from a previously used round or the discard pile or even the round waiting to be used next. That means there will be potentially more cards that result in punches landed and higher point totals per round, something that's been debated since the release of Title Bout II: the need for more points being scored.

Question: Isn't this more difficult than the chart on the game board?

Answer: Again, Yes and No. There are a few more steps with the new system. However, like the original, it becomes second nature after using it three or four times; and the gain in realism is worth it.

Question: Do I have to use these tables?

Answer: No, of course not. If you prefer the tables on the game board, by all means, use those. The ones introduced here are considered ADVANCED.

Question: Does the use of these tables negate the TKO results that deal with "One eye swollen shut" and "Two eyes swollen shut"?

Answer: Yes, only the round points listed on the board are in play if you use these tables.

Question: Adding +1 to some ratings is a plus, while adding +1 to other ratings is a negative.

Answer: Correct! Adding a +1 or +2 or +3 to ratings like Punches Landed, Control Factor, etc. are great improvements. However, adding +1 or +2 or +3 to ratings like Defense, KD, or KO rating are very detrimental. For example, +2 to Punches Landed would take a 32 to a 34; but adding +2 to Defense means instead of having a -2 rating, the rating is now 0.

USING STRATEGIES

The Pluses of Using Strategies

The use of the various strategies during a fight brings with it two major pluses: (1) interaction that can make the player feel like he is a more integral part of the simulation; and (2) recreation of an historical match in which the conditions and strategies were clearly exhibited. It essentially places the player in the role of the boxing trainer who works a fighter's corner during the bout.

The Minuses of Using Strategies

However, using strategies can greatly affect the ratings assigned to a given fighter. The fighter ratings are based on his overall performance, analyzed over the course of a fighter's career. It is a given that the strategies the fighter used are indirectly built into the ratings.

. . . and Now onto the Strategies

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. In 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.

NOTE: New procedures for the use of Strategies is forthcoming. They are in the pre-test stage and upon completion will be placed on the Title Bout II website for free download. If once you see them, you prefer what follows no harm, no foul. Using Strategies will be both more involved, more realistic and more individualized.

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 Cards that make up the Strategy Deck:

STRATEGY CHOICES	
Counter Punch (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 this strategy. Be aware, though, that you greatly increase your own chance of being knocked down and possibly out.

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, place the strategy card face down 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. Title Bout II allows you to attempt to institute any Strategy during a round, as well as between rounds.
6. 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.

It is quite possible that one strategy might cancel out all or most of the effects of another strategy (*Example: one fighter wants to Stick and Move and the opponent wants to Attack the Body*). Strategies have the potential to turn a round into either a slugfest or a snooze-fest (*both fighters decide to Load Up or attempt to Keep Away in the same round!*)

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 this 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 35-80 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 35-80 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	Best defense is grab and hold. Whenever this fighter clinches, discard an extra BAC. If this happens 5 or more times in a single

	round, the referee will deduct a point from the fighter for excessive holding.
Stealth Foul	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.

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.

Guidelines

- If you use a STRATEGY **that in some way conflicts** with one of the Traits listed above, the STRATEGY takes precedent over the TRAIT.
- Minor wording changes in the Trait's description are not marked in blue. However, any procedural change or addition is highlighted in blue.
- The three new traits, Front Runner, Fireplug and Careless, must be – for now – assigned by you. An "official" list will be forthcoming. Two of three were provided by a customer and I have no desire to take credit for the person's creative ideas.

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.

INDEX

The following index is arranged in alphabetical order. Page Numbers in **RED** indicate Advanced/Optional rules.

CONTENT	PAGE	CONTENT	PAGE
Action Section, The	10, 11	Fouls (Results)	35, 36
Action (Resolving)	10, 11	Game contents	1
Advanced and Optional Rules	41-58	Head butt outcomes	43
Advanced Cut/Swelling Table	48	Injuries	37, 38, 39, 40
Advanced Knockdown/Knockout Table	47	Keeping/Losing Control	8,9
Advanced rules for cuts and swelling	49, 50, 51	Killer Instinct	22
Advanced timing	43, 44	Knockdowns	15, 16
Aggressiveness	6, 7	Knockouts	16, 17, 18
Basic Game Rules of Play	1	Making a doctor's check	51
Boxing Action Card, The	3	Missing a Punch	13
Boxing Action Deck as Round Timer	3	Missing punches penalty	46
Card Usage to Extend Rounds	44	Movement	14
Carry-over effects	18, 19	Performing an Action	10
Changes and additions to the format	1	Pinned in corner/on ropes	14
Changing from a boxer to a slugger	5	Player Tracker, The	5, 6
Clinching	13	Pre-fight checklist	41
Conclusion	58	Punches Landed	11, 12
Condition check	23, 24	Punches Landed Flowchart	20
Control Factor conversion	41, 42	Ring Doctor table	49
Control (Gaining Control)	7, 8	Saved by the bell	45
Control (Keeping or Losing Control)	8, 9	Scoring the fight (During the Round)	38
Corner/On Ropes: Caught and Escaping	14	Scoring the fight (End of Round: Judges)	38, 39
Corner Work	29, 30	Scoring (Effect of a knockdown or several)	39, 40
Counter Punching	21, 22	Scoring the intentional injury	38
Cut man, The	30, 31	Scoring the unintentional/accidental injury	38
Cuts (Primary)	26, 27, 28	Selecting a fighter's style	3, 4
Cuts (Secondary and Subsequent)	28, 29	Standing 8/Mandatory 8-counts	44
Cuts and Swelling around the eyes	29	Strategies	54, 55, 56
Dealing with two or more knockdowns	17	Swelling and its progression	32, 33
Effect of Aggressiveness on Scoring	7	Swelling Flow Chart	34
Endurance	24	Time of Stoppage	45
FAQ for Advanced Cut/Swelling	53, 54	TKO (due to damage)	23
Fatigue	24, 25	TKO (due to cuts)	29
Fight Results	40	TKO (due to swelling)	33
Fighter's card, The	2	Traits (Fighter)	56, 57, 58
Fighting a left-handed opponent	46	Using the Knockdown/Knockout Table	15
Flow Charts for Actions	11	Working on multiple injuries at the same	
Fouls (Determining if and what)	34, 35		

ADVANCED TABLES: Permissible to Photocopy

ADVANCED KNOCKDOWN & KNOCKOUT TABLES											
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	4
2	4	4	4	4	4	4	4	4	4	4	4
3	4	4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4	4	4
5	4	4	4	4	4	4	4	4	4	4	4
6	4	4	4	4	4	4	4	4	4	4	5H
7	4	4	4	4	4	4	4	4	4	5H	5H
8	4	4	4	4	4	4	4	4	5H	5H	5F
9	4	4	4	4	4	4	4	5H	5H	5F	5F
10	4	4	4	4	4	5	5H	5H	5F	5F	K 1-10
11	4	4	4	4	5	5H	5H	5F	5F	K 1-10	K 1-10
12	4	4	4	5	5H	5H	5F	5F	K 1-10	K 1-10	K
13	4	4	5	5H	5H	5F	5F	K 1-10	K 1-10	K	K
14	4	5	5	5H	5F	5F	K 1-10	K 1-10	K	K	K
15	5	5	5H	5F	5F	K 1-10	K 1-10	K	K	K	K
16	5	5H	5F	5F	K 1-10	K 1-10	K	K	K	K	K
17	5H	5F	5F	K 1-10	K 1-10	K	K	K	K	K	K
18	5F	5F	K 1-10	K	K	K	K	K	K	K	K
19	K+1	K	K	K	K	K	K	K	K	K	K
20	K+1	K+1	K	K	K	K	K	K	K	K	K

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 hurt by that punch.
5H	SCORE 5 POINTS: That punch clearly stunned him. Half KI rounded up is applied to this result.
5F	SCORE 5 POINTS: He's hurt, no question! Full KI is applied to this result.
K 1-10	SCORE 5/6 POINTS: On 1-10 He's down! Can he get up? On 11-20 Score 5 Points; Full KI
K	SCORE 6 POINTS: Oh, what a punch! He's dropped to the canvas!
K+1	Make another Kd/Ko check at +1 to the fighter's current Kd/Ko rating (0 becomes 1, 1 becomes 2)

RING DOCTOR TABLE (Check ONLY BETWEEN ROUNDS)							
First Visit							
Random or Choice		Allow the Bout to Continue		Give 1 More FULL Round		Stop the Bout	
		Under Eye	Over Eye	Under Eye	Over Eye	Under Eye	Over Eye
1-10	Overly Cautious	1-55	1-50	56-70	51-65	71-80	66-80
11-20	Cautious	1-60	1-55	61-72	56-70	73-80	71-80
21-60	Balanced Judgement	1-65	1-60	66-73	61-72	74-80	73-80
61-70	Lenient	1-70	1-65	71-75	66-74	76-80	75-80
71-80	Permissive	1-75	1-70	76-78	71-76	79-80	77-80

Second and All Subsequent Visits							
Random or Choice		Allow the Bout to Continue		Give 1 More FULL Round		Stop the Bout	
		Under	Over	Under	Over	Under	Over
	Overly Cautious	1-50	1-45	51-65	46-60	66-76	61-80
	Cautious	1-55	1-50	56-67	51-65	68-80	66-80
	Balanced Judgement	1-60	1-55	61-68	56-67	69-80	68-80
	Lenient	1-65	1-60	66-70	61-69	71-80	70-80
	Permissive	1-70	1-65	71-77	66-75	78-80	76-80

CUT AND SWELLING TABLE (ACTIVATES ON CUT)

TABLE 1

RN	INJURY TYPE	EFFECTS
1-42	No cut or swelling takes place	
43	Split lip	First occurrence results in No Penalty. On a recurrence reduce END by an additional 2 each round.
44	Cut Inside the Mouth	Reduce END by an additional 2 each round; on a recurrence by 3 each rd.

On RN 44-80 Cross-Check the Fighter's Cut Rating with the RN

	1	2	3	4	5	6	7	8
Swelling	45-75	45-73	45-71	45-69	45-66	45-63	45-60	45-57
Cut	76-80	74-80	72-80	70-80	67-80	64-80	61-80	58-80

TABLE 2: Swelling

Swelling (Assign Penalty AFTER CORNER WORK)		Recurrence (1)		Recurrence (2)	
	Injury	Starts As	Worsens (1 st Recurrence)	Becomes (2 nd Recurrence)	
1-15	Minor Swelling UNDER Right Eye	No effect.	DEF +1	Major Swelling Under Right Eye	
16-30	Minor Swelling UNDER Left Eye	No effect.	DEF +1	Major Swelling Under Left Eye	
31-45	Minor Swelling OVER Right Eye	No effect.	DEF +1; Cut Rating +1	Major Swelling Over Right Eye	
46-60	Minor Swelling OVER Left Eye	No effect.	DEF +1; Cut Rating +1	Major Swelling Over Left Eye	
61-65	Major Swelling UNDER Right Eye	DEF+1; Cut Rating +1	DEF +2; Cut Rating +1	Shut; See Doctor's Table	
66-70	Major Swelling UNDER Left Eye	DEF+1; Cut Rating +1	DEF +2; Cut Rating +1	Shut; See Doctor's Table	
71-75	Major Swelling OVER Right Eye	DEF+1; Cut Rating +1; CF -1	DEF+2; Cut Rating +1; CF -1	Shut; See Doctor's Table	
76-80	Major Swelling OVER Left Eye	DEF+1; Cut Rating +1; CF -1	DEF+2; Cut Rating +1; CF -1	Shut; See Doctor's Table	

TABLE 3: Cuts

Cuts (Assign Penalty AFTER CORNER WORK)				
	Injury	Starts As	Worsens (1 st Recurrence)	Becomes (2 nd Recurrence)
1-15	Minor cut under right eye	No Effect	DEF +1	Major Cut Under Right Eye
16-30	Minor cut under left eye	No Effect	DEF +1	Major Cut Under Left Eye
31-45	Minor cut over right eye	DEF +1	DEF +2	Major Cut Over Right Eye
46-60	Minor cut over left eye	DEF +1	DEF +2	Major Cut Over Left Eye
61-65	Major cut under right eye	CF -1	CF -1; DEF +2	Wide Gash: See Doctor
66-70	Major cut under left eye	CF -1	CF -1; DEF +2	Wide Gash: See Doctor
71-75	Major cut over right eye	DEF +2; CF -1; Cut Rating +1	DEF +2; CF -2; Cut Rating +2	Wide Gash: See Doctor
76-80	Major cut over left eye	DEF +2; CF -1; Cut Rating +1	DEF +2; CF -2; Cut Rating +2	Wide Gash: See Doctor

TABLE 4: Corner Work On Swelling (+5 to RN on 1st Recurrence; +10 to RN on 2nd Recurrence)

	CORNER RATING	Treat Minor Swelling	Treat Major Swelling	Avoid a Ring Doctor Swelling Check
1-15	Excellent	1-70 No Effect	1-60 Reduce to Minor Swelling	1-40 Doctor isn't Called
16-40	Good	1-65 No Effect	1-55 Reduce to Minor Swelling	1-35 Doctor isn't Called
41-70	Average	1-60 No Effect	1-45 Reduce to Minor Swelling	1-30 Doctor isn't Called
71-80	Poor	1-55 No Effect	1-35 Reduce to Minor Swelling	1-25 Doctor isn't Called

TABLE 5: Corner Work On A Cut (+5 to RN on 1st Recurrence; +10 to RN on 2nd Recurrence)

RND	CORNER RATING	Treat a Minor Cut	Treat a Major Cut	Avoid a Ring Doctor Cut Check
	Excellent	1-65 No Effect	1-55 Reduce to Minor Cut	1-35 Doctor isn't Called
	Good	1-60 No Effect	1-45 Reduce to Minor Cut	1-30 Doctor isn't Called
	Average	1-55 No Effect	1-35 Reduce to Minor Cut	1-25 Doctor isn't Called
	Poor	1-50 No Effect	1-25 Reduce to Minor Cut	1-20 Doctor isn't Called