**Additional House Rules**

**By David Ring**

**HITTING POWER**

To limit the number of excessive knockdowns among superior fighters, who make up the bulk of the recreated fights, as well as the scoring advantage conferred on Sluggers in particular against “Superior Defensive Boxers” (i.e., those with negative DEF ratings), HP is limited to a maximum of 10, per the original Title Bout game, under these conditions:

* The HP 11/12 fighter’s overall rating is lower than, equal to, or a maximum of two points higher than his opponent’s rating.

*Example:* George Foreman (10/S) with an HP12 fights Ezzard Charles (9/B): The maximum HP10 rule applies since Charles’ overall rating is within one of Foreman’s. George Foreman fights Ron Lyle (7/S): The HP10 rule *does not* apply since Lyle’s overall rating is three below Foreman’s; the HP12 remains.

In fights where the rule applies, any HP *above* 10 is a “Points Scored” rather than   
a KD check as follows:

* 4 points against opponents whose DEF rating is 0 or higher; no Result check.
* 3 points against opponents whose DEF rating is *minus* 1, 2 or 3; no Result check.
* Result check against opponents whose DEF rating is *minus* 4, 5 or 6; 1, 2 or 3 points are possible.

**Defense vs. Hitting Power**

Applying the above HP KD and HP Points Scored rules, a Superior Defensive Boxer *(“Superior DEF”)* can lower an opponent’s HP KD rating as follows while in *Boxer* mode *only*:

* DEF *minus* 1, 2 or 3 = HP KD *minus* 1
* DEF *minus* 4, 5 or6 = HP KD *minus* 2 (*minus* 2 being the maximum)

If a *Superior DEF* (E)-rated fighter is in *Slugger* mode or is a pure *Slugger*, the following rules apply to the opponent’s HP KD:

* DEF *minus* 1 *= original* HP KD
* DEF *minus* 2, 3 or 4 = HP KD *minus* 1
* DEF *minus* 5 or 6 *=* HP KD *minus* 2.

**Scoring Rules for HP10 or Below**

The same Points Scored rule noted in “Hitting Power” holds true for fighters with HPs 10 or below whose rating is lowered by a *Superior DEF*. *Example:* An original HP of 7 lowered by 1 (DEF *minus* 2) changes to HP 6/7, the first number for a KD check, the second for Points Scored. *See* ***NOTE*** *No. 3 on page 2 for amendment to the 4 point scoring rule for Boxer* mode.

**Strategies:** An HP KD rating and HP Points Scored can be further lowered by a Strategy choice impacting the HP rating (i.e., Stick and Move) to a **maximum** total of *minus* 4. Conversely, certain strategies can improve a Slugger’s lowered HP rating to a **maximum** of 2.

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**NOTE:** All these adjustments must be recalibrated for both fighters to account for HP and DEF changes once they have have reached the END rating of zero or seen their DEF ratings increased by Cuts, etc.

**Boxer Mode Advantage Examples**

*Example:* Bernard Hopkins is rated (11/E) with a DEF *minus* 4. He is fighting Ray Robinson   
(11/E) with an HP10. In *Boxer mode,* Hopkins lowers Robinson’s *Slugger* HP by *minus* 2 to 8. However, for Points Scored Robinson retains the HP10 (Points = 9 & 10). If Hopkins remains in *Boxer* mode and Robinson switches to *Boxer* mode, Robinson’s HP KD is lowered by another two to 6 per TB II rule on (E)-rated fighters; Robinson’s HP Points Scored also drops by two to 8. *Reminder:* 4 is the maximum an HP may be reduced.

In *Boxer* mode, Hopkins’ HP is reduced by two from 9 to 7 plus *minus* 1 from Ray Robinson’s DEF *minus* 2 rating, giving him 6/7 KD-to-Points Scored. However, since Hopkins in *Boxer* mode cannot have an HP equal to or higher than Robinson *(see* ***NOTES*** *1 and 2),* if Robinson is also in *Boxer* mode Hopkins’ HP must go down to 5/7, the maximum decline of 4.

In *Slugger* mode, Hopkins would reduce Robinson’s *Slugger* HP by *minus* 1 to HP KD-to-HP Points Scored 9/10 while Hopkins would drop to 8/9, reflecting both Robinson’s DEF *minus 2 rating* and the fact that Hopkins’ HP cannot be higher than Robinson’s while the latter is in *Slugger* mode *(see* ***NOTES*** *1 and 2 below)*.

If Robinson switches to *Boxer* while Hopkins is in *Slugger* mode, Robinson’s HP KD would drop to 7 (*minus* 1 from Hopkins being in *Slugger* mode and *minus* 2 for Robinson being in *Boxer* mode for a total of *minus* 3). Robinson’s *Boxer* HP Points Scored would also drop by 2 points from 10 to 8. **Important:** In this scenario, Hopkins’ HP could be higher at 8/9 than Robinson’s since he is in *Slugger* mode while Robinson is in *Boxer*.

**NOTES:**

1. A *Superior DEF* who is a pure *Boxer*, in *(E)* *Boxer* mode or *Slugger* mode can never have an HP higher than or equal to a *Slugger or (E) Slugger* mode whose:

a) Original HP rating is higher than, equal to, or within one below that of the *Superior DEF; and*

b) Overall Ratingis higher than, equal to or within two of the *Superior DEF*.

In the higher than or equal to scenario under “a)”, *Superior DEF* HP must be at least one below the *Slugger* HP. In the “within one below” scenario, the *Superior DEF* HP may be equal to or one below the *Slugger* HP on a discretionary basis.

1. *However*, the the *Superior DEF* HP Points Scored rating can remain at the original HP level, or the level dictated in an (E) fighter by the HP *minus* 2 TB II (E)-rated fighter rule.
2. If the *Boxer* or *Slugger* opponent of a *Superior DEF in Boxer* mode hasa DEF rating of 0 or *plus 2* and an overall rating higher than, equal to, or within 2 of the *Superior DEF*, the *Superior DEF* **scores 3 points** on an HP Points Scored; no Result check. Otherwise, the *Boxer* scores 4 points. *See Frazier-Ali example on p. 3.*

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*Note No. 1 Example:* Ray Robinson (11/E) in *Slugger* mode is fighting Carlos Monzon (12/E) in *Slugger* mode. Robinson has a DEF *minus 2* and lowers Monzon’s *Slugger* HP11 to HP9/11 (KD/Points Scored), the highest HP in this matchup being 10 minus the HP DEF *minus 1*. Monzon’s DEF is zero and Robinson’s *Slugger* HP is 10, but Robinson’s HP KD must still be lowered to 8/10 (KD/Points Scored) to be lower than Monzon’s in *Slugger* mode.

*Example:* Muhammad Ali (10/B) is fighting Joe Frazier (9/S). Ali’s *DEF minus 4* lowers Frazier’s HP to 7/9 (KD/Points Scored), on par with Ali’s HP7. To maintain parity, Ali must lower his HP KD to 5 while his HP Points Scored will be 7. If Ali’s original HP had been within one of Frazier’s, then Ali’s HP could have been lowered to 6, on a discretionary basis. These adjustments can be more art than science based on an individual assessment of the fighters involved. Adjustments can be made to both fighters’ HPs once an END has reached zero.

*NOTE*: If a card check for Ali delivers an HP 6 or 7 he scores 3 points since Frazier’s DEF is *plus 2 (****NOTE*** *3, page 2)*. However, if Frazier reaches his END of 0 and his DEF increases to 4 or he suffers a Cut, etc. that brings his DEF *above 2*, then Ali’s HP Points Scored increases to 4 points.

**CUTS & SWELLINGS**

To better reflect the impact of Cuts and Swellings on fighters who are susceptible, if there is a *Minor* Injury above *and* below the *same eye* and of the same type (i.e., Swelling or Cut), a penalty should be assigned to those with Cut Ratings 3 and above. The penalty cannot be negated by corner work. These rules do not apply to fighters with Cut Ratings of 1 or 2.   
The rule, applicable to the original TB II Advanced Rules and chart, is as follows:

* Fighters with Cut Ratings of 3 to 5 apply the lowest penalty.
* Fighters with Cut Ratings of 6 to 8 apply the highest penalty.

**Swelling Rules for Ratings 3 to 8**

*Example:* Fighter “A” has a *Cut Rating of 3 to 5* and receives a Minor Swelling Under Right Eye. Later, Fighter “A” receives a Minor Swelling Above Right Eye. Fighter A then assumes the *lesser* “Worsens (1st Recurrence)” as reflected in Minor Swelling Under Right Eye (DEF +1) and not the worse Over Right Eye. A third Swelling occurrence Under/Over the Right Eye would then move to Major Swelling Over or Under the appropriate eye dictated by the Result. The corner cannot lower the Major Swelling to Minor at this point.

A Minor Swelling that reoccurs in the same location (i.e., Under Right Eye) cannot be reduced.

*Example:* Fighter “A” has a *Cut Rating of 6 to 8* and receives a Minor Swelling Under Right Eye. Later, Fighter “A” receives a Minor Swelling Above Right Eye. Fighter A then assumes the *higher* “Worsens (1st Recurrence)” as reflected in Minor Swelling Above Right Eye (DEF +1/Cut Rating + 1). The corner cannot lower the Swelling at this point. A third Swelling *or* Cut on the Right Eye would then move to Major Swelling or Cut (depending on the result) Over or Under the appropriate eye dictated by the Result. The corner cannot lower the Swelling or Cut at this point.

**NOTE:** Swelling penalties are cumulative.

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*Example:* Fighter “A” has a *Cut Rating of 3 to 5* and receives a Major Swelling of any type. The corner may reduce that successfully once to Minor. However, if a Major Swelling occurs again around any eye the penalty may not be reduced.

*Example:* Fighter “A” has a *Cut Rating of 6 to 8* and receives a Major Swelling of any type. The corner may only reduce it to a Minor Swelling (1st Recurrence). Later, Fighter “A” receives a Major Swelling of any type. The corner cannot reduce the Swelling and penalties are assessed.

**Cut Rules for Ratings 3 to 8**

For Fighters with Cut Ratings of 3 to 5, a Major Cut can only be reduced once but there must be a penalty of some sort. Minor Cuts cannot be reduced at all. If a fighter receives a minor cut Over or Under the same eye a second time the next Cut to those eyes becomes a Major Cut dictated by the Result. It cannot be reduced.

*Example:* Fighter “A” has a Cut Rating of 3 and receives a Major Cut Under Right Eye. That cannot be reduced to a Minor Cut Under Right Eye (no penalty), but if the corner reduces the Cut it instead becomes a Minor Cut Over Right Eye (DEF + 1). He then receives another Minor Cut Under Right Eye. It becomes a Major Cut Under Right Eye (CF *minus* 1) and cannot be reduced.

For fighters with Cut Ratings of 6 to 8, any Minor Cut *Over* or *Under* any eye on second occurrence becomes a Major Cut dictated by the Result. There is no reduction.

For fighters with Cut Ratings of 6 to 8, any Major Cut *Over* the Right/Left Eye can only be reduced to a Major Cut *Below* Right/Left Eye. On a second occurrence, a Major Cut *Over* cannot be reduced even if it is on a different eye.

*Example:* Fighter “A” has a Cut Rating of 6 and receives a Major Cut Over Right Eye. The corner reduces the cut to a less serious Major Cut Under Right Eye (CF *minus* 1). A second Major Cut occurs Over the Left Eye (DEF +2; CF *minus* 1; Cut Rating *minus* 1); this cannot be reduced.

**NOTE:** Cut penalties are cumulative.