

Power Punch II FAQ/Walkthrough

by Daniel T

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****POWER PUNCH II FAQ/Walkthrough**** Version 10.0
(For play on the Nintendo Entertainment System)

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POWER PUNCH II FAQ/Walkthrough History:

Version 10.0 (June 22,2005)

- Added some information in the strategies for Alpha Bonehead and Lex Lumpblocker (II).
- Altered and deleted some information in the strategy for Fly-Mo.
- Added two new challenges to THE CHALLENGE ZONE section.
- Updated times in THE CHALLENGE ZONE and PERFECT TIMING sections.

Version 9.0 (May 25,2005)

- Added some information in the TRAINING SHIPS section.
- Changed some information in the strategy for Alpha Bonehead.
- Updated times in THE CHALLENGE ZONE and PERFECT TIMING sections.

Version 8.0 (Jan 17,2004)

- Added information in the strategy for Fly-Mo.
- Changed some text in THE CHALLENGE ZONE section and also updated my record times in this section.
- Added two new sections (PERFECT TIMING and BEHIND THE RING).
- Changed some text in the CONCLUSION section.

Version 7.0 (Jul 25,2003)

- Changed some information in the (CONTROLS) section.
- Updated or changed text in the strategies for the following opponents: 9763 Borg, Derec Nodden, Alpha Bonehead, Lex Lumpblocker, Grathnox 4, Erec Nodden, Pugly Positronic, Super Borg DLX, Grathnox 4B, Hammerhand, Lex Lumpblocker (II) and Fly-Mo.
- Reformatted the PASSWORDS section and added two new passwords.
- Added four new challenges to the THE CHALLENGE ZONE section.
- Updated my record times in THE CHALLENGE ZONE section.
- Changed some text in the CONCLUSION section.

Version 6.0 (Feb 26,2003)

- Added some information for 9763 Borg.
- Updated a record time in the CHALLENGE ZONE section.

Version 5.0 (Feb 22,2003)

- Changed some text in the TRAINING SHIPS section.
- Added a new strategy for 9763 Borg.
- Added a new tip for Lex Lumpblocker.
- Added a new password in the PASSWORDS section.
- Added three new challenges in THE CHALLENGE ZONE section.
- Updated my record times in THE CHALLENGE ZONE section.

Version 4.0 (Feb 2,2003)

- Added some more information in the TRAINING SHIPS section.
- Added a new strategy for Derec Nodden, Alpha Bonehead and Lex Lumpblocker.
- Added three more passwords in the PASSWORDS section.

- Added five new challenges in THE CHALLENGE ZONE section.
- Updated my record times in THE CHALLENGE ZONE section.
- Corrected minor spelling mistake.

Version 3.0 (Jan 22,2003)

- Added new information in the TRAINING SHIPS section.
- Changed some text in the Derec Nodden strategy.
- Added new PASSWORDS section.
- Updated THE CHALLENGE ZONE with my new world records.
- Added special thank you message in the CONCLUSION section.
- Corrected minor spelling mistakes.

Version 2.0 (Jan 11,2003)

- Added two new sections (HISTORY and THE CHALLENGE ZONE).
- Added new strategies for Alpha Bonehead, Helmut Skull and Grathnox 4.
- Corrected minor spelling mistakes.
- Changed some text in TRAINING SHIPS section and THE FINAL CONFLICT.

Version 1.0 (Jan 7, 2003)

- Submitted original FAQ to gamefaqs.com

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(1) INTRODUCTION

This FAQ is the very first I have ever written and hopefully not the last. It covers the supposed sequel to the classic game that is Mike Tyson's Punch-Out!!. Power Punch II is not respected by many for its difficulty. For this reason only, I have decided to help people out in this game and perhaps most of you will see Power Punch II in a different light after reading this. It is a fun game, but not as addictive as MTPO!! of course. It is my hope that everyone who has been frustrated by this game, finally defeats it. With determination and the help of this new FAQ, Power Punch II does not stand a chance.

*I would like to dedicate this FAQ to my great aunt Helene, I know she is now in heaven. No one will ever forget the joy you brought to people, you will never be forgotten. I will always love you.

(2) HISTORY

Power Punch II's history dates back to early 1991. Mike Tyson and Don King had agreed on a sequel to the classic Mike Tyson's Punch-Out!!. By June 1991 the sequel was set for a release in 1992. The game then called Mike Tyson's

Intergalactic Power Punch, was supposed to have Tyson taking on aliens and other creatures, since humans could not touch him (what about Douglas?). But of course, 1991 would prove to be a terrible year for Mike Tyson. Just as he was preparing for his upcoming fight with the undisputed heavyweight champion Evander Holyfield, controversy arose. He had been accused of raping a Miss Black America beauty contestant. Tyson continued training despite the powerful accusation placed upon him. It looked as though he would get the chance to regain "his" belts, however a rib injury forced him to miss the fight. Soon afterwards, Mike was sentenced to three years in prison for rape in 1992.

Nintendo's dream of a second Tyson game was tarnished. James "Buster" Douglas had been the cause of Mike Tyson being replaced by Mr. Dream in Punch-Out!!. Now however, it was a rape conviction that cancelled the release of Mike Tyson's Intergalactic Power Punch. Never a company to back down from making money however, Nintendo decided to keep the game alive by calling it Power Punch II. A few changes would have to be implemented into the game. Instead of controlling "Iron" Mike Tyson, a new fighter called Mark "Tough Guy" Tyler took his place. Tyson's facial features had to be toned down slightly, thus Nintendo removed Tyson's trademark shaved line in his hair. His menace was also taken away, in order to make Tyler seem more humble to fellow gamers. Of course the major change was the switch in Tyson's boxing trunks colour. Instead of black, Tyler wears pink (again to give him more of a friendly image). Finally, Tyson's promoter Don King had his lightning bolted hair removed completely.

Without Mike Tyson in the title, gamers rarely picked up this game and Nintendo had failed miserably. Power Punch II absolutely bombed as a sequel to one of the greatest games ever made. Tyson fans like me still tried it out though and played it for no other reason than to control Tyson in pink.

(3) GAME STORY

Mark "Tough Guy" Tyler is the undisputed heavyweight champion of the world in the year 2006. He is viewed as the best ever (step aside Tyson). He has won the gold medal at the Olympics and has dominated the division with a spectacular 33-0 record with 30 wins coming by way of knock out. After his ninth successful title defense, Tyler arrogantly makes a bold statement that will change his life as he knows it. "Tough Guy" states that he can beat "anyone, anywhere, anytime". Such a profound statement has not been heard of since Mike Tyson said the same and was then tamed by James "Buster" Douglas in his tenth defense of the title. Tyler's promoter Don King (who finally lost his electric hair after getting struck by lightning on one fateful night, how ironic), backs up his fighter in saying that absolutely no one on the face of the earth stands a chance against his man.

Meanwhile, an alien Don King reading these quotes in a Ring magazine article, has a sudden idea. He sees the confidence in Tyler and wants to give him a worthy challenge for once. Alien Don invites Mark to join the IGBF, the Intergalactic Boxing Federation which comprises of super alien, mutant and cyborg boxers. Mark and Don agree on the deal and are ready to prove that Tyler is in fact the best fighter in the entire Universe. Will Tyler succeed in becoming "the baddest man in the Universe"? Only you can help him reach his ultimate goal and seal his status as the greatest of all time.

(4) RULES/CONTROLS

(RULES)

The IGBF rules differ greatly from the official boxing rules. There are only

three rounds per fight which is exactly like the amateur level of boxing. The major difference lies in the timing of each round. There are only 60 seconds per round in the IGBF. The rules have simply changed in order to make things harder for Mark Tyler, who is used to fighting for three minutes per round on earth. This does not matter much though, because once Mark learns of each of his opponents' weaknesses, 60 seconds per round will seem quite reasonable. When an opponent is knocked down three times in a round, Tyler will win by TKO. If an opponent is knocked down a maximum of four times, he will be KNOCKED OUT. The same applies for Mark Tyler.

(CONTROLS)

There are many different kinds of punches that Tyler can execute. Here is the list of his fighting arsenal with instructions as to how to perform each move:

Left uppercut= Up and (B)

Right uppercut= Up and (A)

Left body hook= (B)

Right body hook= (A)

Low left body blow= Down and (B)

Low right body blow= Down and (A)

POWER PUNCH= Select (only once Mark receives one or more)

-Here are some other moves that can be performed at anytime during the game:

Block= Hold down

Dodge= Press Left or Right, in the direction you want Mark to move

Getting back up= Rapidly tap (B) and (A) simultaneously

Tired?= Press Start (only when a break is needed)

(5) TRAINING SHIPS

Here is what determines how a player will fare in this hard game. It is the training ships that can either give Mark much needed boxing attributes or leave him out of shape with no real chance for long-term success. I once struggled in the training ships, however eventually figured them out. First of all it is important to know how the training robot operates. On his Left hand is a Red blocking glove and on his right, a Pink one. Mr. Robotto's blocking gloves will glow during the training ships, one at a time of course. Here is the trick, when Robotto's Red glove glows, the (A) button must always be used along with up or down depending on where the glove is glowing. Now, with the pink glove, it is the (B) button that must be used at all times.

Here is a list of when to use a certain punch on Robboto in order to connect with the glowing glove:

High Red glove= Up and (A)

High Pink glove= Up and (B)

Middle Red glove= (A)

Middle Pink glove= (B)

Low Red glove= Down and (A)

Low Pink glove= Down and (B)

In order to hit a glowing glove, anticipation must be used. Those who have faced and defeated Mike Tyson in Punch-Out!! definitely have an edge. Tyson would flash before throwing an uppercut and in this game one of Robotto's gloves will flash for a longer period of time. The key to gaining energy points for stamina (heart), power (fist) and speed (boots) is to hit Robotto's glowing glove five times in a row without missing. This combination will stun Robotto and his entire body will glow purple. At this point Mark must punch Robotto and his head will pop up. That sixth punch is very significant, because it will give Tyler extra energy for his next fight. On average Mark must score four or five six punch combinations in order to have any kind of chance of winning. The best I have done was scoring ten six-punch combinations (Feb 22). The maximum amount of six-punch combinations that can be scored is 10 in most cases. Keep your eyes peeled for the glowing glove and then pounce on it with the appropriate controls. With practice your reflexes should improve and the training ships will become the least of your worries.

Remember that if you are tired and want a break you can actually press start to pause the game while training. Also if you have achieved a reasonable amount of success in a particular training ship, you can skip the rest of the training time by pressing select and then choosing skip training. I recommend skipping the rest of a training ship only when all three boxing attributes are completely full. I found out about all of this today (Jan 21) after receiving the game from an e-bay seller and it included the box and instruction manual. The information was obviously found in the manual. Also if Tyler has missed a glowing glove early on, try correcting the mistake with the proper punch immediately and you may be able to recover the supposed miss, before Robotto attempts his next glowing glove sequence.

(+)If Tyler has full energy in all three of his boxing attributes by the third training ship, his opponents will drop like lemmings with very few punches. Almost all will lose in the very first round alone! Sweet!!

(6) OPPONENT STRATEGIES

(((((SOLAR CHAMPIONSHIP))))))

9763 BORG

This human cyborg boxer is the first opponent and obviously the easiest. When the fight begins let him come down and don't move a muscle. Borg will now throw a fast jab followed by a swinging hook, remain standing, don't worry about Tyler getting damaged. After throwing the swinging punch, Borg's back will be turned towards Tyler and as soon as his body turns back to a vertical position, hit him with a left or right body hook (B) or (A). If done correctly Tyler will be awarded a power punch. At this point Borg may throw one or two swinging punches, but continue standing in front of him while blocking those one or two punches. Borg will repeat his opening routine with the fast jab and swinging punch and you must again wait until he turns back to a vertical position. Now you can hit him with a body hook in order to get a second power punch. Borg will throw one or two more swinging punches afterwards which you must block. Finally Borg will once again throw a quick jab followed by a swinging punch, wait for him to turn back into a vertical position and then punch him with a body hook for a third power punch. It is here where Borg will move back and tilt his head from side to side. As he is

coming back down, nail him with a power punch. This will make him glow and he will be considered knocked down.

When Borg gets back up he will come back down towards you and as he does, hit him with 8 body hooks. This will make him move back up and tilt his head from side to side like before, as he comes back down, smash him with a power punch. He will once again glow and be considered knocked down. Once he gets back up again wait for him to come down and then hit him with 8 body hooks in order to make him move back and once again tilt his head. As he comes back down deliver the third and final power punch to beat 9763 BORG by TKO in the first round.

(+)It does not often occur that there is a strategy that enables everyone to reach the same time. Fortunately, today (Feb 22) I was able to discover a way of beating 9763 Borg at 39 Round 1. When Borg comes down to fight, give him seven uppercuts to the head (fast, but not too fast or he will block). Now as usual, place Tyler in a blocking position in order to block 9763 Borg's fast jab and swinging hook. When he turns around after throwing the swinging hook, nail him immediately with a body hook to get a power punch. Borg will now back up and tilt his head from side to side. As he comes down, deliver the power punch to knock him down at 53.

Now as Borg comes back down to resume the contest, give him six uppercuts (a little bit before he has completely made his way back down). Place Tyler in a blocking position and block the fast jab and swinging punch. Once Borg has turned around into a vertical position, connect with a body hook. As a second power punch is received, 9763 Borg will move back up and tilt his head. Wait for him to come back down a bit and unleash the power punch to knock him down for a second time at 46.

Repeat the same strategy used for the second knockdown and 9763 Borg will be toast at 39 of Round 1, TKO. If your are just a bit faster with the punches and deliver the power punches perfectly on time, it is possible to reach 40. Keep trying and you will succeed!

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

DEREC NODDEN

This guy is dangerous and therefore the best way to defeat him is to avoid standing toe to toe with him. As Derec comes down to fight, move from side to side to make him follow Tyler. Now as Derec is approaching from the left or right, make Tyler move to the left corner of the screen if Nodden is coming that way. This way, when Mark is on the left he can throw a body hook and when he is on the right side with Derec coming moving from left to right, he can throw another body hook. Continue this technique for the entire fight, moving from right to left, left to right and punching Derec to the body everytime he approaches. This will keep Derec at bay and he will not be able to catch up to you and throw his massive punches. A TKO in the second or KNOCK OUT in the third is possible with this technique. Never stay in one spot and all will work out just fine. Hit and move, hit and move!

(+)It is possible to obtain power punches on this opponent and fortunately I I just figured this out today by accident (Jan 29). This strategy is very precise and difficult to execute at times, however it is the key for a first round TKO victory. Before the fight begins, place Tyler in the left corner of the screen and hold the left button to keep him there. Once Derec moves to the left and is lined up with Tyler, continue holding left and unleash a body hook. Now, proceed to the right corner and keep on holding right until Nodden is lined up with Tyler and then unleash another body hook. If this

was done correctly, a power punch will appear. If not, you might not have been completely lined up with Nodden before throwing the body hook.

Now, proceed to the left corner again, however do this while nailing Nodden with some punches, this will pave the way for a quicker finish and should be repeated often. Once Tyler is in the left corner, hold left until Nodden is lined up, then connect with a body hook. Proceed back to the right corner while landing some punches and then holding right to stay in the corner. When Derec is lined up with Tyler, nail him with a body hook to obtain a second power punch. Repeat the above strategy twice more in order to get a total of four power punches. Now, the only way the power punches have an effect on Nodden is in the right corner of the screen, for some reason. Thus, move to the right corner and hold right until Derec is just about lined up with Mark, then nail him with a power punch (he will glow). Whenever you want to use a power punch it must be done in the right corner when Nodden is lined up for the punch. All four power punches can be used for the first knockdown at around 43 (fastest) or less. Or as I prefer, it is best to use one for the first knockdown, two for the second and another one for the TKO.

A Round 1 victory is not easy, however if you really want it, it can be done. Avoid rushing your punches too much or Derec may backoff. Performing well in training is also a huge benefit.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

ALPHA BONEHEAD

To begin, watch Bonehead as he makes his way down. Remain in the middle and land four uppercuts in order to get a power punch. Not too fast though or he will block. Alpha will lose an extra energy point if he is hit just before his feet are planted in front of Tyler. Thus, always watch Bonehead as he makes his way down and start punching him a little bit before he stops moving. After the four uppercuts have landed, place Tyler into a blocking position in order to block Alpha's first wild punch. Alpha will throw a second punch, however instead of blocking it, dodge it slightly to the left in order to avoid it. Right after Alpha has thrown the second high punch, line up with him and unleash the power punch as soon as Bonehead is back into a vertical position. Once the power punch connects, Alpha must glow and then Tyler must land four uppercuts to his head (fast but not too fast as usual). If the combination was well executed, a second power punch will be awarded. Now, stay in the center while blocking Alpha's first punch, then dodge his second and come back with a power punch like before. Bonehead will glow and you must once again hit him with four uppercuts while remaining in the middle, in order to get a third power punch. Place Tyler into a blocking position and block his first high punch and then dodge his second one. Come back with a power punch at the appropriate time, followed by four uppercuts as always to get a final power punch. At this point, stay to the right as Bonehead is temporarily stunned and then come back to the center and hit him with three uppercuts. Repeat this over and over again, going from the right to the left to create an opening in order to fire three uppercuts. Always look to see that Alpha's hands have dropped when doing so, otherwise he will block the punches. Moving from the right to the left, a little bit past the center area of the ring, drops his guard everytime. Alpha will eventually go down to the mat for the first time.

As Mr. Bonehead gets off the canvas and walks down towards Tyler, remain in the center and land four uppercuts before he stops moving down. Now, block Alpha's first wild punch and dodge his second one slightly to the left.

Follow this with a power punch as soon as Alpha has turned around, then land four uppercuts as usual. At this point, stay at the right until Alpha is no longer stunned and then come back to the center landing three uppercuts. Move from the right to the left and connect with three uppercuts each time. Repeat this until he is down again and remember to look for Bonehead's guard to be dropped in order for this to work.

All that has to be done for the remainder of the fight, is to continue using the same strategy used in Round number 1, if Alpha has not been defeated in that round. It will only take two power punches most of the time to knock him down the third time and two more to knock him down the fourth time. In this way, Bonehead will be beat in the second round by KO, or if not, by TKO. Remember, if Alpha is blocking a lot, keep moving from the right corner to the left of the ring and he will open up.

(+)Although a Round 1 victory is possible, it requires having trained well for the Solar Championship. Tyler must score at least 8 or 9 six-punch combinations in training, in order to have the necessary power to rock Mr. Bonehead.

Now, the regular strategy can still be followed up until the second knockdown which should take place at 25, 24, 23 or 22. The first knockdown must occur at 39, 38 or 37 to have a shot at a first round TKO. Once Alpha gets back up from the second knockdown and starts making his way down (count two of his steps and then punch), land four uppercuts. Wait a little bit at the right corner as Bonehead recovers and then go back into the center and land another four uppercuts. From here on out, travel from the right to the left until Alpha drops his guard, keep moving until he does so. Land three uppercuts each time and then go back right and back to the left landing another three uppercuts. After about six sets of the above strategy, Alpha will fall for the final time. Beat him in Round 1 and you will become a true Power Punch II champion.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

~~~~~GALACTIC CHAMPIONSHIP~~~~~

#### HELMUT SKULL

The biker skeleton is all about defense, but there is a way to open him up. As he comes down to fight, wait until he is positioned in front of Tyler. Now, throw a body hook that must hit him and then block his swing punch and connect with another body hook. If this was successful, a power punch will be earned. Now remain in front of Helmut Skull and land a body hook. Helmut will throw a swinging punch like before which you must block. Prevent his jab by giving him a body hook after blocking his swing punch. A second power punch will be earned. Give Helmut a body hook once again and block the swinging punch. Follow this with another body hook. A third power punch will be earned. At this point, land a body hook and block Helmut's swing punch and then unleash the power punch as soon as Helmut turns around after throwing his swinging punch (into a vertical position, this is done very quickly). If the power punch connects correctly, Helmut Skull will glow. Now, give Helmut a body hook and then block his swing punch and as soon as he turns back into a vertical position, nail him with another power punch. Helmut Skull will glow for a second time and now you must land a body hook, then block his swing punch and land the power punch as he turns around. This will make him glow and will knock him out cold at around the 48 second range or lower of Round 1.



If this seems tricky, the hit and move technique can be used to win by decision or late knock out. If you want the fastest finish though, the above strategy is your best bet.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

LEX LUMPBLOCKER

Lex is very defensive as his namesake suggests. However there is a clever way to open up the barbaric bastard. As the bell rings and Lumpblocker shows movement in his legs, proceed to the left corner and wait there for him. Nail him with an uppercut followed by a body hook, a power punch should be earned. Continuously body hook Lex in the left corner at a somewhat fast pace until he throws a wild punch. After doing so, he will seem stuck in the left corner and Tyler must capitalize. Land left and right body hooks at will, alternating between the two at a fast, but not ultra fast rate or Lex will snap out of his trance. Eventually Lex's seizure will fade and he will try slugging it out. Try to land quick body hooks regardless until he falls, or move out of the corner a bit if he is blocking too much. Then go back and punch him again. An uppercut followed by a body hook leads to a power punch each time, so do this whenever you want a power punch. Only do so if Tyler's boxing attributes are not close to being full by the end of the second Training Ship. If Mark is fully powered or near to it, expect Lumpblocker to get knocked down at one of the following times 43 to 39. If he has less power 38 to 35 will most likely be the result, meaning that Tyler should acquire two power punches for good measure.

Once Lex gets back up, get back into the left corner and use the same strategy as for the first knockdown, trying to trap Lex in the corner. With great body hook precision, Lumpblocker will fall in ten seconds, but usually twelve or thirteen.

Depending on when he went down, you might just have enough time to finish him off before the ten second mark, repeating the same method used for the first two knockdowns. If not, at the 10 second mark Lex will move back and come back down. Tyler must now be in a blocking position in the middle of the screen. Lumpblocker will throw two quick bombs and immediately after the second, you must throw a power punch. This will make Lex glow and his eyes will be crossed with his arms stretched out in the air. As soon as Lumpblocker is back in a normal standing position, throw another power punch if he did not go down already. This will do the same as before and should knock him down. If he is still standing, wait for him to come back into his normal position and throw a third power punch, he will glow and definitely should be on the canvas at this point.

If Lex survived the round, that is fine. Simply repeat the same strategy used in Round 1 and he will not get past two rounds.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

GRATHNOX 4

Grathnox is a bit weak in the belly, therefore it is in this fight where the low body blow punch is first used. When the bell rings place Mark in a blocking position as Grath moves down. He will throw two shaking hand punches with a delay between the two. Both must be blocked and as soon as the second one has been blocked, land a low right body blow to Grath's belly to get a power punch. Block Grath's swing punch and then remain in a blocking position.

Grathnox 4 will once again throw two shaking hand punches. Block them both and then as the second one is blocked, connect with a low body blow to the belly to get a second power punch. Block Grath's swing punch like before and he will now move back. As Grath is in the upper portion of the screen, get ready to block his assault. Grath will come back down and unleash an 8 punch combination. Block this onslaught and as soon as the last punch has been blocked, nail him with a power punch to make him glow and then dodge his second eight punch barrage. When the second combination has been completely avoided, get back into the middle of the ring in a blocking position. Grath will throw two shaking hand punches, block them both and then after the second has been blocked, connect with a low body blow to the belly to obtain a power punch. Now, block Grath's swing punch and then block his second set of shaking hand punches and fire a low body blow after his second one as usual. Another power punch should have been earned. At this point, move slightly aside and unleash a series of uppercuts to the head to push Grath back up. When he comes back down, Tyler must be in a blocking position. Block the first set of eight punches and unload the power punch. Avoid the second combination by dodging and then line up with Grathnox and connect with as many uppercuts to send him back up (or knock him down in some cases). As he comes down, avoid both of his combinations and nail him with uppercuts to knock him down.

As he gets back up he will try to come back down towards Tyler, but do not let him do so. Push him back with uppercuts. Now, place Tyler into a blocking position. Block the first eight punch combination and then nail Grath with the power punch. Quickly dodge his second combination and nail him with as many uppercuts to knock him down for a second time. Once he is back up he will try to come back down obviously, but prevent him from achieving so by throwing uppercuts as usual. These will place him back at the top of the screen. Tyler must now be in a blocking position and block the first combination. Once the combination is blocked connect with the power punch and then dodge the second set of eight punches. Line up with Grathnox and nail him with uppercuts in order to hopefully send him down for a third time, TKO.

With near to full boxing attributes Grath will fall much quicker using this strategy, so don't be surprised of this.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

EREC NODDEN

He is the younger brother of Derec and fights in a similar way. As he makes his way down to fight, make sure Tyler is in a blocking position. Block Erec's first punch and then give him a body hook to get a power punch, followed by another body hook to speed up his combination. At this point Erec's eyes will bulge and this is the sign that he is going to throw his deadly combination. The combination consists of three two-fisted punches followed by a final smashing punch. In order to avoid this, dodge left and right until all four of those punches have been thrown (only do this if Tyler has not performed well in training). If Mark is nearly full on his boxing attributes, blocking the combination will be good enough. Now, while in the center of the ring nail Nodden with the power punch a little bit after Nodden threw his final smashing punch. If timed properly Erec will glow and will immediately throw a punch. Tyler must block this punch and then unleash a body hook of his own to gain a second power punch, which must be followed by another body hook. Erec's eyes will once again bulge, thus prepare to block his four punch combination and then use a power punch not long after Nodden's fourth punch in the middle of the screen to make him glow. Repeat this strategy once more and Erec will go down after being hit with the third power punch, at around 49 (if Tyler has a good percentage of boxing attributes that is).

Once Erec is back on his feet use the hit and move technique landing body hooks and uppercuts, in order to knock him down a second time. As he gets back up continue using the hit and move technique to end the round and send Erec on his goblin azz most likely.

If not, repeat the same power punch strategy used at the beginning of the fight for Round 2 and Nodden will be KNOCKED OUT.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

////////////////////////////////////THE FINAL LEAGUE////////////////////////////////////

PUGLY POSITRONIC

This opponent has no legs! That is great for Mark Tyler. As soon as the fight begins, place Tyler in a blocking position. Allow Pugly to throw three awkward punches which you must all block of course. They are awkward, because he uses one arm to hold his body up in a horizontal position, while using the other arm to throw a punch. After the third punch has been blocked, Pugly will place one of his hands over his face, this signals to stop blocking and to get ready to punch him with a body hook (it looks like a face hook on him, because he is so small). Now move to the right, Pugly will let go of his face and this is where you must go from right to left and land a body hook. Then go from left to right and land a second body hook, this will give Tyler a power punch. At this point, use the hit and move technique until the timer reads that there are 10 seconds left in the round (Watch out! When Pugly is hit five times, he will throw a massive two fisted punch, simply avoid this after every fifth punch). At the 10 second mark, Positronic will stop fighting and pause to unleash a spinning punch. Dodge this and then come back and use the power punch on Pugly to knock him down flat on his chest. Once he gets back up, use the hit and move technique to end the round.

The second round should begin in the same way as the first. Use the above strategy to get the power punch and then do it again for a second power punch. Then hit and move until the timer reads 30. Pugly will pause and throw his spinning punch, dodge it and connect with a power punch to knock him down. Hit and move again until the clock reads 15. Pugly will slow down and throw another trademark spinning punch, which you must dodge of course and counter with a power punch to knock him down for a third time.

In the third round, finish him off with the hit and move technique to win by KNOCK OUT.

With full boxing attributes Pugly will not last a round.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

SUPER BORG DLX

Guess who's back! It's the new and improved 9763 Borg and he has not really improved from his last fight, as the hype suggests. Borg has become more of a defensive fighter and has received a demon's brain (he now has the exorcist head spinning going on). Anyway, when the bell rings, his comeback bid should end. Wait for him to come down and then use the hit and move technique, going

from left to right and right to left while throwing uppercuts or body hooks. At the 41 second mark stand in front of Borg and prepare to land an uppercut to his head as it spins around completely at 40, a power punch will be obtained. Go back to using the hit and move technique until the timer reads 26. At this point, stand in front of Borg and throw an uppercut when his head spins at 25 to gain another power punch. Continue using the hit and move technique until the clock is at 07. Now stand in front of DLX once again and use a power punch this time, as his head spins at 06. This will technically knock him down. Finish off the round using the hit and move technique along with a final power punch.

For the second round, start off using the hit and move technique until the timer reads 41. This is where Tyler must be positioned in front of Borg and connect with an uppercut as DLX's head spins around at 40, to receive a power punch. Now continue using the hit and move technique until the 26 second mark. Tyler should be lined up with Borg and smash him with the power punch as his head spins at 25 to gain another power punch and knock DLX down. When he gets back up, the hit and move technique must be used until the 07 second mark. Now, at 06 Tyler must land the power punch as Borg's head is spinning to knock him down for a third time. Hit and move to end the round.

In the third round use the hit and move technique to knock down DLX for the fourth and final time or the power punch technique if his energy is still quite high. KNOCK OUT.

Super Borg will not last fifteen seconds with full boxing attributes.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

GRATHNOX 4B

Tank man is back for more, better stop his charge to the top of the IGBF. His belly is even more of a major weakness in this battle. Let Grath come down and throw a shaking hand punch followed by a swinging punch, which you must both block. Now let him throw the same two punches again while blocking them. At this point, Grath will begin backing up and this is where Tyler must use a low body blow to the belly to send him back up. As he tries coming back down, send him back with another low body blow. Grathnox will come back down again, so keep throwing low body blows to the air until one hits his belly for a third time and pushes him back. He will come back down for a final time and when a fourth low body blow connects with his belly, he will be sent back and Tyler will be awarded a power punch. Now, Grath will be backed up and begin to bounce around in the same spot. This means that he is about to execute his charging attack. Thus, get Tyler into a blocking position as Grath charges into him. As soon as the charge has been blocked, unload the power punch to his face to make Grath glow and then immediately throw a low body blow to his belly to send him back up. Grath will now make his way back down, so punch the air with low body blows until one hits his belly and pushes him back up. Grath will come back down and you must once again push him back with a third low body blow.

^^^(+) A variation can be used here if Tyler has full boxing attributes. Instead of using body blows to push him back after the power punch has been thrown, land uppercuts. Then as he tries coming back down nail him with one perfectly timed low body blow, followed by uppercuts to knock him down at around 41. This can be very difficult to perform, since Grath always seems to block the attempted low body blow. I recommend moving from side to side a bit as he tries to come down, this slows him down and opens him up for the low body blow. If you are successful it makes matters much easier. This is because for

the second and third knockdowns all Tyler must do, is block both sets of Grathnox's shaking fist/swinging punch combination and then give him a low body blow to back him up and then land three more sets of low body blows to get a power punch, like before. Then as he comes back down with the charge, block it and quickly release the power punch followed by an uppercut to knock him down the second time. Repeat the same strategy for the third knockdown and it is lights out for the tank man.

(Back to the regular strategy)

Grathnox will now remain at the top and prepare for his charging attack. However this time instead of making Mark block the attack, simply dodge the charge and then move to the left or right corner and fire a low body blow to Grath's belly to send him back. If he blocks it, try moving around from left to right in order to open him up to attack and then use a low body blow. Grath will come back down so punch him to the belly with a low body blow to send him back. He will of course come back down again and must be hit with yet another low body blow to send him back again. When he comes back down for a fourth time, connect with a fourth body blow to the belly in order to receive a power punch. Grath will now stay up and prepare for his charging attack. Put Tyler into a blocking position, then block the attack and use the power punch right after to make Grath glow. Then hit him with a low body blow to send him back. Send him back with body blows twice more and he will again prepare for a charging attack. Dodge it and then open him up as before with a successful shot to the belly to push him back. Repeat this three more times while connecting with a low body blow each time and a power punch will be awarded.

At this point, get Mark into a blocking position, block the charge and then use the power punch to knock Grath down. Grath will now be in the same pattern he was when beginning the fight. Thus, let him come down and throw two sets of his two punch combination while avoiding every punch. Grath will move back like before and come back down. As he is doing this, hit him with a low body blow. Repeat this three more times in order to get a power punch like before. Grath will stay up and come back down with his charging move. Block it and then use a power punch to make him glow, followed by a low body blow to back him up. Then back him up with as many low body blows before the round ends. He might have gone down for his second time.

The second round begins differently from the first. Grath will immediately use his charging attack to begin the round, therefore dodge it and then counter with a low body blow to back him up. Back him up three more times using a low body blow each time and a power punch will appear. Grathnox will now prepare to charge back down. Block the charge and then use the power punch to knock Grath down (if he did not go down twice in the first round).

Once Grath gets back up let him throw his two sets of double punches, while dodging them. Like in the first round, Grath will now move back and come back down. This is where he must be hit in the belly with a low body blow to push him back. Repeat this three more times, pushing him back with low body blows as he comes back down to get another power punch. Grath will charge, so block it and then use the power punch like always, followed by a low body blow to push him back. Move him back with two more body blows and he will execute his charge specialty, dodge it and push him back with a low body blow. Repeat this three more times and a power punch will be earned. Block the charge and then use the power punch to knock Grath down.

Grathnox will repeat the same technique when getting up. So avoid his two sets of combinations and then push him back with a low body blow. Repeat this three more times and a power punch will be earned. Block Grath's charge as always and release a power punch to his face. Give him a few more low body blows to end the round.

Round 3 begins the same way as Round 2. All that is left to do is avoid the charge, push Grath back four times and then use the power punch after blocking, in order to win by KNOCK OUT in the third.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

#### HAMMERHAND

This little guy is very fast and the only way to beat him is to follow him at all times. Have no fear the strategy is here. When the fight begins, Hammer will move towards Tyler and as soon as he jumps towards Mark, hit him with three body hooks (he is small so they reach his neck, not his body). Now, quickly follow him to the right corner of the screen and land a total of three body hooks as Hammer is approaching. Hammerhand will now proceed to the left corner of the ring and since you know this, quickly advance there and throw body hooks as he approaches, three must land. Now proceed back to the middle and nail Hammer with three body hooks. A power punch should have been earned and Hammer will smile and grab his legs to start growing taller. As soon as his legs get longer (not long after he is finished smiling), nail him with the power punch to knock him down (he will glow).

Hammer will begin in the middle of the ring when he gets back up. Throw some uppercuts towards him and then one will hit him. Keep on throwing those uppercuts into the air until three more have hit him. Hammer will now move to the right corner, catch him and connect with four body hooks. Go to the left corner and hit him with four body hooks. Hammer will now move to the middle, so follow him and connect with four body hooks to his neck. A power punch will be earned and now you must dodge Hammer's first two-fisted punch, going from right to left in order to do so. Then come back to the middle and nail him with the power punch (he will not glow), followed by three body hooks. Now, dodge his second two-fisted attack by moving from the right to the left and line up with him again and land four body hooks once again.

Hammerhand will now go to the right corner. Get there before him as usual and land four body hooks as he approaches. Follow him to the left corner and once again connect with four body hooks. Go to the middle and hit him with four body hooks to get a power punch. Dodge his two-fisted attack from right to left and come back with a power punch to his head, followed by three body hooks. As before, dodge his second two-fisted punch from right to left and line up with Hammer and catch him with four body hooks. Move to the right corner and connect with four body hooks and then move to the left corner and land another set of four body hooks. Return to the middle and hit Hammer with four more body hooks to get a power punch. Dodge his first two-fisted attack from right to left and then land the power punch to his head, followed by three body hooks. Now, dodge his second attack by going from right to left and come back with four body hooks to his neck as always. Follow Hammer to the right corner and land four body hooks and then go to the left corner and land another set of four body hooks. Go back to the middle and land four body hooks. Continue the same routine as before, dodging his first two-fisted attack and then connect with four body hooks. Then dodge his second attack and line up with him and land four body hooks. Follow him to the right and land four body hooks. This should mark the end of the first round.

The second round begins like the first. So repeat the same opening technique used in Round 1. Hit Hammer with three body hooks in the middle of the ring, three body hooks in the right corner, three body hooks in the left corner and then three body hooks in the middle. A power punch will be earned like in the first round. Hammerhand will smile madly and begin to grow like before. When

he is finished smiling and you see that his legs have elongated from their true size, nail him with the power punch to knock him down.

He will begin in the middle once he gets up like before, so throw uppercuts at his way, one will connect. Now, keep on throwing uppercuts into the air until two more have connected. This is so that the total for the middle is three punches. Hammer will now go to the right corner, follow him and nail him with three body hooks. Proceed to the left corner and connect with three body hooks and then go to the middle and hit Hammer with three body hooks in order to get a power punch. Hammerhand will smile and a little bit after he stops smiling, use the power punch to his head to knock him down for the third time.

Throw uppercuts into the air when Hammer gets back up, four should connect. Now go back to the same routine of four body hooks in the right corner, four body hooks in the left corner and four body hooks in the middle. A power punch will appear. Dodge Hammer's first two-fisted attack and then come back with the power punch to his head, followed by three body hooks. His second attack must be dodged in the same way and then countered with four body hooks as usual. Repeat this method of four body hooks in the middle, four in the right corner, four in the left corner, four in the middle and so on, twice more. The round should end with Hammer's energy nearly at the end.

Round 3 is exactly like Round 2, thus use the same strategy for the entire round. Hammer only needs to go down once more and when he does, it's all over. Remember, if your shots are not connecting with Hammerhand, it is most likely because you are punching him when he is too far away. Hammer must be in close range for the punches to find their mark (except when he gets back up from a knock down). If a KNOCK OUT is too difficult, take the easy route by winning a decision. Hammer must be knocked down at least once and Tyler not at all, in order for the judges to give you the win.

Hammerhand will get absolutely hammered with full boxing attributes. Use uppercuts on him to make it easier. Uh oh Uh oh Uh oh Uh oh you got the hammer.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

#### LEX LUMPBLOCKER

Remember this guy? Well he is yet another opponent who wants to defeat Tyler in a rematch. Lex is more powerful and wilder this time around, but still slow of course. The previous combination that worked so well on him in the first fight (uppercut to the face followed by a body hook), has now been reversed. This time around it is the Mike Tyson combination that comes into use. A hook to the body followed by an uppercut to the face, grants Tyler a power punch. Thus, when Lex comes down to begin the fight, bring him over to the left corner and then move right as he is punching. Come back to the left corner and nail him with a body hook. Go back to the right and then come back to the left corner and land an uppercut, a power punch should appear. Remember if the power punches are not appearing, it is because Lex is blocking one of the punches or is throwing a punch at the same time. He must be open to attack. Both punches must hit him cleanly, without him blocking. Repeat the above strategy going from right to left, left to right throwing a hook to the body followed by an uppercut to the head. Once four power punches are picked up, use the hit and move technique until Lumpblocker moves back to prepare for his deadly combination. This will sometimes occur at the 31 second mark, however he usually moves back when the timer reads 23. When he does move back, you know that his special combination is coming up. As Lex comes back down, put Tyler into a blocking position. Block his first punch and then counter with a

power punch to make him glow. Now, immediately block his second punch and counter with a second power punch, which will make him glow again. Quickly block his third punch and come back with another power punch to make him glow for a third time. At this point Lex will be in a standing position and this is where Tyler must deliver the fourth power punch to knock him down. Once Lex gets back up, use the hit and move technique to finish off the round.

Repeat the power punch strategy for the start of the second round, in order to get four power punches like in the first. Depending on how low Lex's energy was at the end of the previous round, he might be knocked down early in Round 2 before Tyler has four power punches. This is no problem however, because once Lumpblocker is back up, you can resume your quest for the remaining power punches needed. When you have received four power punches, hit and move until the 20 second mark. Lumpblocker will move back and come back down to execute his combination. Place Tyler in a blocking position and block the first punch, now counter with a power punch to make Lex glow. Block the second punch and come back with a second power punch. Lex will throw a third punch of course which you must block and counter with a power punch. Lumpblocker will now stand in one place, therefore unleash the fourth power punch to knock him down. Hit and move to close the second round.

In the third round, repeat the same strategy as in the previous two rounds in order to get four power punches. Now hit and move until the timer reads 29. Lex may have already gone down at this point, if so the fight will be over. If not, wait until he comes back down and put Tyler in a blocking position. Block his punch then fire a power punch, block another and counter with a second power punch. If necessary, block a third punch and then hit him with a power punch and then finally, while he is standing knock him down with a final power punch. KNOCK OUT.

(+)Lex can once again be beaten in the first round. It is essential to first have all three of the boxing attributes full before fighting him. As the fight begins, wait for the bell to ring and then as Lex is walking down, go from the left corner to the middle to avoid his wild punch. Then, try landing a body hook followed by an uppercut to get a power punch. Lex is very aggressive at this stage, but the quicker you can get four power punches, the better the finish. Once Tyler has received four power punches as quickly as possible, place him in a blocking position. Block all of Lumpblocker's wild punches and eventually he will move back up in preparation for his deadly combination. The fastest time that he will back up at is 43. However, 40 is still good enough. When Lex comes back down block his first punch and then counter with a power punch, then quickly dodge his second and land another power punch. Finally, block his third punch and then throw a power punch followed by another power punch once he is standing. If he went down at 37, 36 or 35 it is more likely that he will lose in the first round. A knockdown at 32 is fine though, since it takes thirteen seconds on average to floor Lex Lumpblocker for a second time.

When he gets back up, use the hit and move technique while throwing uppercuts. Lex will generally be standing still after throwing a combination, thus line up with him and land four uppercuts, repeat this as many times as possible. He could be sent down again at 20, but 17 is just fine. The hit and move strategy must be used once again for the final knockdown. Remember, always land as many uppercuts as possible (four) when Lex is standing completely still after finishing his regular combination. He can be beat with a few seconds left in the round. Tyler might get knocked down once while using this strategy, but it is well worth it.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"





key for a first round victory over Fly-Mo. With practice one will get into a groove and Mo will become much less of a frustrating opponent.)

Fly-Mo will now lunge at you with two uppercuts one after the other, so be prepared and dodge them. At this point it is best to waste time again like before. Move back and forth avoiding Fly-Mo until the timer reads 21, while landing body hooks when Tyler is in a good position to do so (usually in the corners). Move into Fly-Mo's face and start throwing body hooks. If one connects at the 20 second mark another power punch will be awarded, but again do not use it. Dodge Mo's uppercuts as he comes back down. Use the moving strategy once again to avoid Fly-Mo and waste valuable time, until the timer reads 06. Line up again with Mo and throw body hooks until one hopefully connects at the 05 second mark, while his glove is flashing. Another power punch will be earned if timed properly. Avoid Fly-Mo's uppercuts and assault and the round will soon end.

Depending on how many power punches you received in the first round, you might be able to finish off Fly-Mo in the second round. If Tyler got three power punches in the first round, you are in excellent shape and only need to get one more power punch, in order to make Fly-Mo perform his special spinning move that leads to his demise. If you managed to collect two, you are still in very good shape. However, if you only managed to get one power punch, a third round win is more likely. As long as you got one in the first round, all will be just fine.

Now something changes at the start of Round 2. Unlike the first round, Fly-Mo will now sometimes allow you to obtain a power punch on him immediately if he is hit appropriately. The most successful way of doing so is to move left as Mo comes down and then quickly move to the right and back to where Fly-Mo is lurking while unleashing a body hook. It is very rare that a power punch will be earned, but it can happen as opposed to the first round. If Tyler has 3 power punches at the end of Round 1, your chances are much greater.

Apply the exact same strategy as in Round 1, because every round is the same. Dodge Mo's uppercuts after his glove stops flashing and waste time until the timer reads 41. At this point, line up with Fly-Mo and try connecting with a body hook, as his glove is just beginning to flash at the 40 second mark. A power punch will be earned if the hit was successful. Dodge the uppercuts and waste time until the clock reads 21. Get in front of Fly-Mo and throw body hooks until one hits him at 20, in order to receive a power punch.

If your total of power punches is now at four, Mo will perform his spinning attack, which he previews before the start of each round. If not, wait until 06 and continue the exact same strategy as before, trying to connect with a body hook at the appropriate time for a power punch to appear. Use the same techniques discussed for Rounds 1 and 2 in the third and final round (if you go that far). As soon as Tyler has four power punches, Fly-Mo will start spinning towards him. As soon as he spins in front of Mark, unload a power punch that will make Mo glow. Fly-Mo will now move slightly back and perform another spin move, use a second power punch to make him glow once again. Mo will come back down spinning for a third time and you must counter this with another power punch to make him glow. At this point, Fly-Mo will be out on his feet with a glassy eye and clinched lips. As he tilts his head forward, nail him with the fourth and final power punch (or connect with an uppercut. Thanks to Eric Feliciano for this information!). Fly-Mo will have a surprised look on his face and sink back into his ship with a flag waving in surrender.  
1.2.3.4.5.6.7.8.9.10....KNOCK OUT.

"I KNEW I COULD WIN. I CAME HERE TO FIGHT. WHO'S NEXT?"

\*\*CONGRATULATIONS! THE IGBF BELT IS YOURS. YOU ARE THE BOXING CHAMPION OF THE UNIVERSE.\*\*

\*\*\*\*\*  
(7) PASSWORDS

I have decided to list my passwords, so that every gamer has a chance to explore the game. Also, I wanted my records to at least be tested. Now you can experience the game the way I do with near to full boxing attributes. Here are my Power Punch II passwords:

REGULAR PASSWORDS

1-HMKLBDHLJJKLJC =GALACTIC CHAMPIONSHIP

2-LNKPJFSBNFTSFN =THE FINAL LEAGUE

3-LFFPGTWBFNTFPN =THE FINAL CONFLICT

PERFECT PASSWORDS

4-FLFMBDTLGJGNNB =GALACTIC CHAMPIONSHIP (no punches ever missed from 60 to 00)

5-LCKFJFSLRDTHSN =THE FINAL LEAGUE (no punches ever missed from 60 to 00)

CHALLENGING PASSWORDS

6-HGFRGTDBGSFGSS =THE FINAL CONFLICT (no energy)

\*\*\*\*\*  
(8) THE CHALLENGE ZONE

This section consists of various challenges to determine how great of a Power Punch II player you truly are. I have accomplished all of these challenges obviously and used no cheating methods, just pure talent. Remember that no cheating is allowed when trying to accomplish a challenge.

Without further to do here they are:

\*Challenge#1-Try scoring 6 or more six-punch combinations in a row during a training ship.

\*Challenge#2-Try tying my record of ten six-punch combinations scored in a training ship, while never missing a punch from 60 to 00.

\*Challenge#3-Finish the game all in one shot (without using passwords).

\*Challenge#4-Finish the game all in one shot (without using passwords) with a 13-0 13 KO record, without getting knocked down.

\*Challenge#5-Finish the game without training (choose skip workout).

\*Challenge#6-Finish the game without training (choose skip workout) with a 13-0 13KO record.

\*Challenge#7-Finish the game without any energy (choose workout, however do not throw any punches for the entire 60 seconds).

- \*Challenge#8-Finish the game without any energy (" ") with a 13-0 13KO record.
- \*Challenge#9-Finish the game using one hand (either your left or your right hand only, the training ships must also be done while using one hand).
- \*Challenge#10-Finish the game using one hand (" ") with a 13-0 record with 12 KOs (I could not KO Lex Lumpblocker II using one hand, way too hard. However, perhaps one of you can).
- \*Challenge#11-Beat or tie my record of finishing the game with a Final Rating of 199.
- \*Challenge#12-Beat all thirteen opponents in the first round.
- \*Challenge#13-Beat all thirteen opponents all in on shot in the first round.
- \*Challenge#14-Beat FLY-MO by JUDGES DECISION. [This can only be accomplished when FLY-MO is knocked down while using regular punches and if Tyler manages to remain on his feet until the bout's end. If Tyler is knocked down even once, FLY-MO will be awarded the victory.]
- \*Challenge#15-Break or tie some or all of my fastest victory time records:

| Opponent           | KO or TKO Time          | Date           |
|--------------------|-------------------------|----------------|
| 1-9763 BORG        | 40 Round 1 by TKO       | (Feb 25, 2003) |
| 2-DEREC NODDEN     | 18 Round 1 by TKO       | (Jul 24, 2003) |
| 3-ALPHA BONEHEAD   | 06 Round 1 by TKO       | (Jul 23, 2003) |
| 4-HELMUT SKULL     | 48 Round 1 by KNOCK OUT | (Jan 10, 2003) |
| 5-LEX LUMPBLOCKER  | 21 Round 1 by TKO       | (Jul 20, 2003) |
| 6-GRATHNOX 4       | 21 Round 1 by TKO       | (Jun 11, 2005) |
| 7-EREC NODDEN      | 26 Round 1 by TKO       | (Feb 2, 2003)  |
| 8-PUGLY POSITRONIC | 42 Round 1 by TKO       | (May 25, 2005) |
| 9-SUPER BORG DLX   | 51 Round 1 by TKO       | (Jan 16, 2004) |
| 10-GRATHNOX 4B     | 19 Round 1 by TKO       | (May 19, 2005) |
| 11-HAMMERHAND      | 41 Round 1 by TKO       | (Jan 22, 2003) |
| 12-LEX LUMPBLOCKER | 10 Round 1 by TKO       | (May 29, 2005) |
| 13-FLY-MO          | 28 Round 1 by KNOCK OUT | (Jan 16, 2004) |

Good Luck!!

\*\*\*\*\*  
 (9) PERFECT TIMING

The following section features the fastest possible victory times that can be achieved against each opponent. Thanks to emulation, I was able to determine some of these times while using save states. Not even I can match some of these clockings.

| Opponent          | Time                    |
|-------------------|-------------------------|
| 1-9763 BORG       | 40 Round 1 by TKO       |
| 2-DEREC NODDEN    | 20 Round 1 by TKO       |
| 3-ALPHA BONEHEAD  | 07 Round 1 by TKO       |
| 4-HELMUT SKULL    | 48 Round 1 by KNOCK OUT |
| 5-LEX LUMPBLOCKER | 24 Round 1 by TKO       |
| 6-GRATHNOX 4      | 21 Round 1 by TKO       |
| 7-EREC NODDEN     | 28 Round 1 by TKO       |

8-PUGLY POSITRONIC            43 Round 1 by TKO  
9-SUPER BORG DLX                51 Round 1 by TKO  
10-GRATHNOX 4B                19 Round 1 by TKO  
11-HAMMERHAND                 41 Round 1 by TKO  
12-LEX LUMPBLOCKER            14 Round 1 by TKO  
  
13-FLY-MO                        28 Round 1 by KNOCK OUT

\*\*\*\*\*  
(10) BEHIND THE RING

Ever wonder who the four mysterious characters watching every Tyler fight are? At first they appear to be the judges, but upon further inspection they have more meaning to the hero of this game. When Mike Tyson's Intergalactic Power Punch was being promoted, a screenshot was shown of the game in an Electronic Gaming Monthly issue. It was clear when observing the image, that Don King was the third character in the audience with his infamous lightning bolted hair. In POWER PUNCH II he is still seated in third place, however his hair has been cut off. This leads me to believe that the other characters have some connection to Tyson/Tyler. The fourth character on the right is Mark Tyler's droid training partner, who I like to call Mr. Robotto. The very first character does not seem to be alive and is quite pale. He has to be none other than the spirit of Tyson's legendary boxing mentor and surrogate father Cus D'Amato. This leaves the woman. Which woman was involved with Mike during his greatest boxing years? Robin Givens. She was there with her diamonds and pearls watching her husband fight, never having the misfortune of seeing him lose. In this game however, the programmers took delight in making her cry out a river whenever Tyler is knocked down or loses.

\*\*\*\*\*  
(11) CONCLUSION

I am very proud of being the first person to write a FAQ on this game. I hope it serves its purpose and helps all of those in need. POWER PUNCH II is a game that I have grown to like. Since Mark Tyler resembles Mike Tyson, this game was successful in winning me over. The fact that it is also the sequel to my favorite game of all time (Mike Tyson's Punch-Out!!), does not hurt its chances either. Sure it is a hard game, but when a gamer becomes talented at a certain game, he or she begins to like it. The road to glory was tough (FLY-MO!), but now none of you will have to go through the stress I did. All the answers to your most desired questions are hopefully all here in this FAQ. If not, contact me and state what I could add to the FAQ. Any opinions are much appreciated, just send me an e-mail at dancartex@hotmail.com.

This FAQ will forever be a tribute to Power Punch II. Thank you Nintendo for making a worthy sequel to Mike Tyson's Punch-Out!!. All the people who worked on this game have my respect.

\*\*\*\*\*  
12) LEGAL MATTERS

I would like to thank [www.vgmuseum.com](http://www.vgmuseum.com) for giving me more information on the game's story in the SCANS section under NES. There was a scan available for the back of the POWER PUNCH II box with some information that I used in the GAME STORY section of this FAQ. Also a big thanks goes out to [grandnestral.com](http://grandnestral.com) which provided me with much needed information of the game's origin. This was found in the Unreleased Games section. Thanks to [simplynes.com](http://simplynes.com) as well for providing more pictures of the prototype in the unreleased section.

A special thanks also goes out to Timmy, the e-bay seller who sold me Power Punch II complete in box on January 13, 2003. I received it today (Jan 21) and love it. I noticed that the game clearly frustrated you by the huge dent seen at the top of the cartridge (nice knee!). I kneed a couple of games myself (Blades of Steel, Ghosts 'N Goblins to name a few). Of course you had already informed me that the game was cracked and it was no concern to me. I have the complete game now and find it ten times easier on the NES than it is on an emulator. The manual brought some new information to my knowledge. Thank you so very much again.

The quotes and characters mentioned in this FAQ (except for Mike Tyson, James "Buster" Douglas, Evander Holyfield, Don King, Cus D'Amato and Robin Givens) are all fictional and were taken from the actual game screens, while playing. All POWER PUNCH II characters are licensed by the Nintendo Entertainment System and were produced by Beam Software and may not be reproduced in other games, without Nintendo's consent.

All strategies (and passwords) listed in this FAQ were created and discovered by me only. I have never seen the instruction manual before (now I have) or read of any strategies in magazines from years past, since I only played this game for my first time in October of 2001. This being the case, I would like for those interested in using this FAQ, to contact me by e-mail at dancartex@hotmail.com before doing so. Over 90% of this FAQ comes from my own mind, so please do not steal anything. Be polite and ask me for permission to post this FAQ on your website and I will gladly oblige. There is no need to worry as I will not bite. I may like Mike Tyson, but I will not bite. Trust me.

Only Gamefaqs.com has permission at this point to post the following FAQ. What can I say, they specialize in FAQs and deserve to be first in line.

Thank you for your understanding.

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