Activision Classics Boxing FAQ

by mike tru

Updated to v1.00 on Feb 23, 2002

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                                  Boxing
                                Atari 2600
                                    FAQ
                               Version 1.00
                                Mike Truitt
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I                      ABOUT THIS FAQ
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game / FAQ to mat2810@cs.com with the subject line  "Boxing for Atari 2600"
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II                     VERSION HISTORY
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Version 1.00       Started as well as completed the whole FAQ, odds are there
ツツツツツツツツツツツツ     will be no more updates added on to this FAQ unless my
                   e-mail changes alltogether.


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Last Updated:      Sunday, February 3, 2002
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III                    GAME MODES
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One Player         As the name implies, this mode is only used when you are
ツツツツツツツツツツ       playing with only one player. It is you verses the computer
                   in an old fashioned boxing match. Whomever gets the most
                   hits in 2 minutes wins, as well as the bragging rights.
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Two Player
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Two Player mode is used whenever you want to completly thrash one of your friends. If you happen to get more hits in, then you better watch out. You never know when your "friend" has one more swing left....

IV MOVE LIST

In order to be a great boxer, you must first know all of your moves, and how you can use them.

The Jab
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The jab is the most basic of all of the punches, so basic in fact, that it is your boxers only punch. It is performed by hitting your action button. All it appears to be is your boxer extending his arm.

The Beserker
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Beserkers were a group of Vikings that were so agressive that they were put on their own ship, then to keep them from chopping each other up, they were periodically docked so they could chop down trees, which were then used to make more boats. Similarly, it is a good idea to go "beserk" on your opponent and just throw punches non stop. This is performed by simply hitting the action button over and over and over again.

The "I Think My Mom is Calling"
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Whenever you are getting your ass handed you in a nightmare that you will never awake from simply say "I think my mom is calling me" and run away as fast as possible. This is often supplemented, or even replaced by the "Punch to the Groin" which is equally effective.

V STRATEGY

So you want to be great at Boxing, eh? Well you better get your head skrewed on strait and learn some tricks of the trade, otherwise you'll be picking up your teeth for weeks, ya see?

Rope a Dope
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The basic strategy behind "Rope a Dope" is to sit back and let your oppenent wail on you for the first few rounds, then when they get tired, you can knock them out. Unfortunatly, there is only one round, and your oppenent, he does not tire. So, "Rope a Dope" is not for those of you who actually want to win the game.

Your Reach
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You always want to keep your reach into consitteration while you are boxing. If you get too close, then you will not be able to hit your oppenent well, if you get too far away, then you can not reach him to even hit him. So, you need to stay just about an arms length away from your fellow competitor to be most efficient.

Defense

It is often said that the best offense in a good defense. Keeping this in mind will help you out quite a bit in Boxing. If your opponent is completely wailling on you, then you will need to back yourself out of there quickly. Or if he is getting some good solid shots in every few seconds, try tieing up with him.

The Tie Up

Unlike some of the more advanced boxing games, the Tie Up in Boxing is nothing more than running both of your hands into both of the hands of your oppenents. This will give you enough time to recouperate from any hits you have taken, as well as giving you time to think of some good strategy. If you are tied up with the computer, then odds are the computer will be making short trips up and down to try to get you to move. When they do this. Move in the opposite direction that they are going, and then as soon as you can punch.

Can of Whoop Ass

Without a doubt, opening up a can of Whoop Ass on your enemy is the most effective move in the game. Other than the sheer intimidation factor that you get from seeing it, it deals more damage than is recoverable in such a short period of time. For those who are still wondering what a can of Whoop Ass is and how it is performed, well just be patient you little people. A can of "Whoop Ass" is when you get your oppenent to bounch back and fourth between your right jab and your left jab. This pattern can repeat itself forever, or until you get 100 punches in, whichever comes first. To perform the openning of the can, you must be charging your oppening with full speed, and they must have their back on their rope. Then when you punch them, they should bounch towards your other fist. As long as you keep hitting punch, they should take hit after hit.

VI CHARACTERS

#	Plane Name	Reach	Speed	Visual Description
1	Whitey	One Arm	7/10	This character is the white one. Hence the name "Whitey"
2	Blacky	One Arm	7/10	This character is the black one. Hence the name "Blacky"

Note: The character names are simply made by looking at the color of the skin, the names are not meant to offend anybody. So if you are offended, do not read the rest of the FAQ.

VII NOTES AND THANKS

A large thank you goes out to every person who has read this FAQ and helped them out. Another thanks goes out to all of the webmasters that host this FAQ on their site.

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