



W A L K T H R O U G H

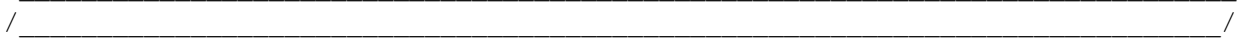
- iv. Minor Circuit
- v. Major Circuit
- vi. World Circuit
- vii. Special Circuit

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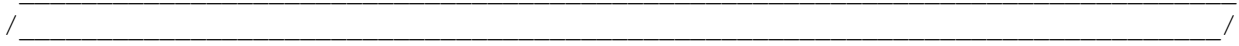
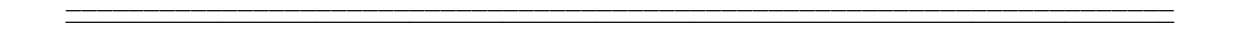
M I S C E L L A N E O U S

- viii. Cheats and Secrets
- ix. Credits

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I n t r o d u c t i o n

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Super Punch-Out!! is easily the best boxing game to be released on the Super Nintendo platform, and many would argue that it is the best of its kind EVER MADE! Opinions aside, though, it is definitely a game worth having in your collection, due to the immensely fun game-play and top notch replay value.

Your goal in Super Punch-Out!! is to enter the cut-throat World of Professional Boxing, fighting your way through the ranks until you become the World Circuit champion! It doesn't end there, though, as true SNES purists will no doubt want to dabble in the game's legendary "Time Attack" mode, where they have to beat a specific opponent in a set amount of time. The term "Hardcore Gamer" could have been invented for this mode, considering the sheer difficulty of playing a near-perfect match against the tougher characters of the World Circuit bracket.

There are four circuits in Championship Mode: Minor Circuit, Major Circuit, World Circuit and a hidden "Special" Circuit when all other circuits have been completed. Within each circuit you will have to face four opponents (back-to-back) with only three continues should you be defeated during your progression through the contest. Once you have successfully defeated all four opponents in your circuit, the next one becomes available. This might not sound like much, but once you've made your way up to the later stages of the Championship Mode, you'll realise quite how taxing this "Pro Boxing" lark really is!

The bouts themselves are fairly faithful to the mechanics of a real professional match, which are explained later on

Before embarking on our valiant journey into the realm of SNES domination, however, we thought it only good and proper to first say a few words to introduce this project, and our goals therein...

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Brian

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Well, well, well... Writing with a dude from England. Good to know those Commonwealther connections still run deep and true!

Regardless of this little aside, Super Punch-Out!! is a fabulous game that is the official follow-up to Mike Tyson's Punch-Out!!/Punch-Out!! for the Nintendo Entertainment System. It ultimately does not live up to the name of it's predecessor, but it does deliver a slightly different style of game that is highly enjoyable. Inside a few favourites from the previous game will appear to challenge you, though they seem to have lost a step for the most part.

Your job is to first master the punches your opponent's use, squeaking out some victories. Then, your job is to get proficient enough to win without getting knocked down. Finally, the speed strategies contained within this FAQ will allow you to floor any of these guys in 20 seconds or less!

So, get your mouth guard in, tape up your fists, and lace up the gloves to go take on the most colourful opponents you have ever seen!

BRIANSULPHER [AT] HOTMAIL.COM

There is my e-mail, so send me a message if you have anything to add, questions you need rectified, or if you wish to send me money and whores! Well, the third one is not true, but feel free to take part in the first two suggested!

\* \* \* \* \*

Rich

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For those of you unfamiliar with the ins-and-outs of FAQ writing, Brian Sulpher is an icon of GameFAQs.com, and writes guides (for a living) on IGN.com. And so, when the opportunity arose to co-write a guide for one of my all-time favourite games, with one of the big hitters of FAQ writing, only a fool would have declined!

Hence, here is the fruition of our labours: a concise, tightly written piece of literature, that hopefully will improve the gaming ability of all who read it. Of course, nobody (not even Brian) is perfect, so if you have any issues with the information presented in this document, do not hesitate to contact me via this e-mail address:

RICHARD.ARNATT [AT] TALK21.COM

Righty-oh! I have a bit of a reputation for being long-winded in my introductory passages, so before I get lost in a stream of self-indulgence, I will simply state that I hope you will find this guide both enjoyable and informative in equal measures. Have fun!

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## C o n t r o l s

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Due to the first-person perspective utilised in Super Punch-Out!!, the controls for this game are surprisingly intuitive when compared to more recent attempts at this genre, for example the "Knockout Kings" or "Ready 2 Rumble" series of games. There are two main aspects to controlling your character, which I will deal with separately. These two aspects are entitled "Punching" and "Guarding".

NOTE: The controls listed here reflect the default controller configuration, Which can be easily modified using the "Button Setting" screen.

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### / PUNCHING ////////////////

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The following controls listed show how to perform all of the various offensive manoeuvres available to you in the game. Separate button presses are separated by a comma, while simultaneous joy-pad commands are denoted with a "+" sign:

- [Y] button - Left body-blow. Fairly damaging but easily blocked.
- [B] button - Right body-blow. Again, fairly damaging, and very useful against fighters like Piston Hurricane and Bald Bull.
- Up + [Y] button - Left jab. Fast, but deals very little damage and Is easily anticipated (or possibly countered) by Stronger opposition.
- Up + [B] button - Right jab. Fast and effective, delivering slightly more "oomph!" value than its left-handed counterpart.

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### ===== SUPER PUNCHES =====

These moves can only be performed when the Special (or "S") gauge on the bottom of your screen is filled and flashing. To fill your "S" gauge, simply connect with a flurry of punches without receiving damage from your opponent. The "Super Punches" are extremely powerful, but if blocked (or \*shudders\* countered) then you are in BIG trouble, mister!

Here are the various "Super Attacks" that are available to you:

- [A] button - Right hook. A devastating blow to the opponent's mid-section. By far the most physically damaging move in your artillery.
- [A], [A] - Rapid hook. A flurry of crushing body-blows that continues until the opponent backs away or falls down to the canvas.

- Up + [A] button                    - Uppercut. A piercing blow to your foe's chin. Because of it's sheer pace and precision, you can easily stun your opponent, allowing for some tasty unguarded blows to score big damage without retaliation.
  
- Up + [A], [A]                    - Rapid uppercut. A gamble of sorts, as if you time this well then the ensuing series of hits will almost certainly put your opponent out for the count. Mistime it, however, and you'll pay dearly as the opponent has bags of time to counter with one of his own special attacking combo.

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... and that's it for the attacking aspect of the game. Next up, guarding and evading your adversary's attacks. Hold on to your hats!

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 / GUARDING ///////////////////////////////////  
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Good defence is the sign of a great fighter, and without it you will never progress beyond even the least able of competitors. It's all very well going in their all gung-ho about things, but if you can't withstand their (understandably) aggressive response, you might as well lie down on the mat right now before you get yourself REALLY hurt.

You have three choices when it comes to defending yourself: blocking, dodging and counterattacking...

BLOCKING

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There are two types of block available to you, one of which defends against attacks to the body and another which protects the face of your fighter. For obvious reasons, these are referred to as the "high guard" and "low guard" techniques.

To perform a low guard, press nothing... that's right, NOTHING! Low attacks are guarded by default, provided no other action is being performed. To raise your guard and protect your face, hold UP on the directional button. When low-guarding, you are vulnerable high attacks, and vice versa, hence knowing when to use each particular technique is vitally important.

When it comes to deciding which one to use, the only advice I can give you is to familiarise yourself with the various fighters' moves, enabling you to predict whether their next punch is going to be a body-blow or a jab. This sounds rather complicated, but hopefully a quick peruse of Brian's marvellous strategies will tell you all you need to know :)

DODGING

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If blocking your opponent's onslaught is a little too much for you to handle, your next best option is to simply evade his attack altogether. Of course, from a tactical perspective, dodging is undesirable, as it leaves no opportunity for

you to respond with an attack of your own, but as a beginner it will be the defensive manoeuvre that you will become most immediately familiar with.

To dodge an attack, press LEFT, RIGHT or DOWN on the directional button to bob and weave in the corresponding direction. The effectiveness of dodging depends on the nature of the punch you are trying to evade. Luckily, Brian's strategies should come to the rescue. God bye thee, Brian, you're a special one :P

#### COUNTERATTACKING

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Your opponents will throw punches at your boxer, often in a continual flurry until you dodge and throw some punches afterwards to stun them, right? Well, you can in fact intercept their punches, stunning them a little bit quicker as well as damaging them a fair bit (because of their vulnerability) of when the punch lands. If the action is properly performed, your opponent will be stunned by this, or they may even fall down if it is an especially nasty attack that gets intercepted. If they use their right hand to punch, a left handed punch is required to counter their punch, and the same holds true for their left hand punch requiring the use of a right hand punch. The following are the basic punches that can be countered, including the required punch to do so:

Opponent		You
Jab		Jab
Body Blow		Body Blow
Hook		Body Blow
Uppercut		Body Blow
Cross		Jab

Remember that some opponents have specific attacks that can be countered, but those same attacks will be covered within their own section in the walkthrough portion of the guide.

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#### S c o r i n g

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At the end of each bout, your performance is assessed and you are awarded points based upon this assessment. Here is a detailed breakdown of how points are allocated in Super Punch-Out!!

Normal Punch = 30 Points

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This constitutes any old Jab or Body Blow that you successfully land on an opponent that just hurts them (no stun) or after they have been stunned (continues stun till they break out of it).

Counter Punch = 100 Points

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This is a punch that stuns an opponent just as they begin to throw a punch of their own (see the definition of Counter Punching in a previous section for exact details on how to counter specific punches).

Uppercut/Hook = 150 Points  
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Once your Power Meter is filled, you will be able to toss a hard hitting punch (either a Left Hook or a Right Uppercut). When they successfully penetrate an opponent's defense, they will score a high point value.

Rapid Punch = 80 Points X # Of Punches Landed  
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Once your Power Meter is filled, you will be able to toss Rapid Hooks/Uppercuts that damage the opponent repeatedly as well as score 80 points per punch that connect.

Knockdown = 500 Points  
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Use a Body Blow or a Jab to knock an opponent down to receive this score.

Super Knockdown = 1500 Points  
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Use an Uppercut, Hook, or Rapid Punches to knock an opponent down to receive this score.

Special Prize = Various  
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This score is awarded for performing some action that is not covered by other scoring areas. The list below are all of the known special scoring opportunities that are known (please e-mail any others you know of, including strategies for getting them):

ACTION	BONUS
Dizzy An Opponent	3000 Points
Knock Down A Dizzy Opponent	3000 Points
Dodge Gabby Jay Tricolore Smash	500 Points
Counter Gabby Jay Tricolore Smash	3000 Points
Duck Bear Clapper	250 Points
Survive Hurricane Rush	500 Points
Dodge Bull Charge	300 Points
Counter Bull Charge	3000 Points
Dodge the Shuck and Jive Uppercut	400 Points
Counter the Shuck and Jive Uppercut	3000 Points
Duck Shanghai Special	350 Points
Dodge Spit to the Eyes	250 Points
Dodge Dreamland Express Uppercuts	150 Points
Survive Irish Jig	300 Points
Nail Heike during Mirage Dance	500 Points
Duck Mad Clown Somersault	300 Points
Duck Super Macho Man Spin Punch	300 Points
Tag Narcis' Face	500 Points
Dodge Four Iron	150 Points





should be able to anticipate when he is going to launch a fist in your direction. Even if he does land a hit on you, his attacks are far from damaging, and the amount of time allowed to you if he misses is plenty long enough to open a king-sized can of whoop-ass on him.

SPECIAL MOVES	
RETREAT	About one minute into proceedings, Gabby's coach will yell "Back off.. Catch your breath!!" Gabby Jay will then adopt a defensive strategy, raising his guard and doing his best to dodge any of your attacks. He will maintain this defensive mentality for around 30 seconds and if he manages to evade your punches during this time, he will shout, "Yay" in that oh-so-annoying manner and regain some stamina (around a third of his health bar).  Of course, because Gabby does not attempt to strike you during this time, you have the opportunity to deal some punishing attacks to Mr. Jay. Throw a couple of uppercuts when he drops his guard and you'll put him on the mat for a quick snooze!
TRICOLORE SMASH	Despite his age, Monsieur Jay has a particularly delightful little trick up his gallic sleeve. On occasion, Gabby will hop back and raise his fist in the air. He then leaps forward and delivers the mother of all right hooks to your ugly mug. If he connects -- and given the warning, he really SHOULDN'T do - you will be stripped of around a third of your health bar. Either dodge to the side to avoid this, or if you're feeling brave, carefully time a right jab to counter him and send him crashing to the floor in one punch.

Now, beating our froggy-munching adversary is by no means a challenge, but the show-offs among you will be wanting to beat this sucker in the swiftest time possible. Step forward, one Brian P. Sulpher, who will show you exactly how it's done...

===== SPEED STRATEGY =====

Use five Left Jabs as soon as the Frenchman drops his guard, followed by pausing briefly before throwing two Right Jabs. Now that your Power Meter is full, immediately follow with an Uppercut to dizzy Gabby. He will stumble to one side, before he begins traveling to the left again (towards your boxer), which is when a Hook should be thrown to hit Gabby Jay in the stomach. If timed properly, Gabby Jay will fall to the canvas and he will remain down for the KO!

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Pull that off, and it will be you, my friend, who will be uttering "Yay!" when you see your best time drop to around thirteen seconds. With Gabby Jay despatched, it's time we move on to our next opponent, the lumbering Bear Hugger, of Brian's mother-land...

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/ MATCH TWO /  Fighter Info

Name: Bear Hugger  
Age: 32  
Weight: 440 lbs  
Nationality: Canadian

Pre-match Quote: "Watch out! I am a killer -  
I am the Bear Hugger!"

Victory Quote: "You've come back for another spanking, eh?"

Difficulty: Easy (when you know how!)

Time to beat: 17.47s [set by Rich]

Unlike your previous fight, where you probably just mashed the controller until Gabby stopped getting back up, fighting Bear Hugger takes an iota of strategic thinking. Prior to reading this, your first few efforts against him would probably have ended dismally, with nearly all of your hits being blocked or countered. Once you know how he behaves, however, you'll have no trouble in applying a fairly simple strategy to outfox him and claim a relatively simple victory.

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ATTACK PATTERNS  
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Chest Taunts are what the well insulated Canadian will do until you take action. You will need to either punch him once in the face or punch him in the stomach to stun him while he taps his chest, otherwise he will block your attack, giving him a golden opportunity to him start throwing punches around at will.

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Due to his rather portly frame, body blows take no effect on Bear Hugger, and he will poke his tongue out as a taunt every time you attempt one. To make matters worse, he will counter most jabs with a devastating "Bear Clap" manoeuvre, which saps almost a quarter of your stamina bar. The only time you can successfully hit him is directly before or affect he launches an attack, or during the taunts he delivers in the early stages of the match.

Despite the fact he looks more like Zoopster than any Canadian I've ever seen, there's more to him than maple syrup and a penchant for the mounted police. Here are some of the moves which you should be on the lookout for...

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SPECIAL MOVES

BEAR CLAP		Despite its bizarre nomenclature, this ISN'T some	
		form of aggressive STI, but rather a very nasty	
		counterattack when you hit him with a jab while	
		his guard is raised.	
		The easy way to determine whether he is about to do	
		this move is to examine his blocking style as you	
		punch. If he covers his face with both hands, get	
		ready to duck! Bear Hugger will outstretch both	
		of his arms and crash them, cymbal-stylee, on	
		either side of your coiffured noggin. You cannot	
		counter this attack, so pressing DOWN to duck is	
		your only option. If you successfully manage to	
		evade this attack, he will leave himself wide open	
		for a deftly-timed jab (or Uppercut, if you have a	
		full "Special" gauge.	
DANCING BEAR		This usually occurs after Bear Hugger gets knocked	
		down for the first time. His coach will yell out,	
		"Go! Attack him now!" at which point Bear Hugger	
		goes crazy and lays into you ferociously with a	
		series of jabs and body blows.	
		Depending on your ability, you should either dodge	
		his attacks (which couldn't be easier to read, as	
		he takes about half a second priming himself) or	
		counter him with a deft jab to gradually drain his	
		stamina away completely.	

In a particularly un-patriotic manner, Brian has once again devised a strategy to finish off Bear Hugger without having to incur any damage at all...

===== SPEED STRATEGY =====

Throw a Left Jab immediately to force him to block, which is followed by his Overhead Bear Clap (duck to dodge). Throw five Left Jabs to his face after the punch, then wait for him to start his Chest Tap, signalling that you should throw a Body Blow (either hand) to stun him.

Now Left Jab his face twice, Left Jab at his face again to make him block and respond with an Overhead Bear Clap, which you should promptly duck to avoid. Respond with two Left Jabs, followed by an Uppercut.

Now use a Left Jab to aggravate the huge Canadian into another Overhead Bear Clap that should be ducked, followed up by Rapid Uppercuts to make Bear Hugger back off. When he returns, wait for a half second, followed by throwing two consecutive Uppercuts to knock him down for the 10 count!

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This might take you a few goes to pull off, but following this method should net you a time close to seventeen seconds! Right, now that we've sorted out this goon, it's time to move on to someone altogether more challenging.

/ MATCH THREE / Fighter Info

Name: Piston Hurricane  
Age: 25  
Weight: 170 lbs  
Nationality: Cuban

Pre-match Quote: "Can you ride out the storm or be caught in my 'Hurricane Rush'?"

Victory Quote: "Hmph!! Don't you know when to give up?"

Difficulty: Easy

Time to beat: 6.12s [set by Brian and soon after by Rich]

Piston Hurricane seems to be a bugbear for many newer players of Super Punch-Out!! This is probably due to the fact that the button-bashing method that is somewhat effective against the likes of Gabby Jay will do you no favours. You will need to be familiar with how to block both high and low attacks (if you don't, scroll up the page NOW!)

Provided you know how to block properly, Piston's attacks should not bother you in the slightest; his movements are a dead giveaway as to whether he delivers a jab or body blow, and you have half a second to either block (preferably) or duck out of the way. His "Hurricane Rush" combo is a block-by-numbers type affair, and his defence is practically non-existent.

SPECIAL MOVES	
HURRICANE RUSH	Piston hops to the side and makes a growling noise before hitting you with alternate jabs and body blows. To defend against this, simply hold up to deflect the first jab, then release the directional button to guard against the ensuing body blow. Do this for the next four hits, then dodge to the side to avoid his uppercut. After this, he will be wide open for a couple of cheeky jabs, allowing you to deplete his stamina bar a little further.
HAVANA SHUFFLE	During the latter stages of your bout, Piston's towel-holder will shout "Show him your fancy footwork." He will then deliver a series of jabs, body blows and taunts, interspersed with a dainty hop to the side. If you are confident enough, feel free to counterattack his punches, although the more conservative fighters should just wait until he taunts before delivering a couple of left jabs or an uppercut if you have the capability.



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ATTACK PATTERNS  
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He throws two Left Jabs together, so after seeing one, expect the next one.

Around the following times into the match you can expect Bull Charges: 0:30, 1:15, 2:00, 2:30, 2:50.

Around the following times into the match you can expect to be on the receiving end of a Triple Crouch Uppercut: 0:45, 1:45, 2:15, 2:45.

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I'm guessing Bald Bull has some kind of intestinal problem, seeing as your right body blow deals an abnormally high amount of damage to the Turk. Here are his special moves...

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SPECIAL MOVES \	
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BULL CHARGE	Bald Bull will growl, then take two or three short hops backwards to the far side of the ring. He will immediately proceed to hop back towards you (making the same number of hops forward as he did going backwards) before unleashing the mother of all uppercuts on your chiselled chin. If he connects with this, you will hit the mat, regardless of the state of your stamina bar.
	Fortunately for you (well, the more brave ones out there) performing an attack this potent means that any counterattack you manage to pull off will be exceptionally powerful. Pull a right jab the instant that Bald Bull lands his final forward hop to put this follically-challenged pugilist out for the count!
HOLY COW!	Herr Bull will bob from side to side, then perform two jabs and an uppercut in rapid succession. You can counterpunch the first two jabs, but be sure to hastily duck out of the way of his final sledge -hammer blow or you'll lose a considerable amount of your stamina.

Also note that on occasion Bald Bull's coach will shout "Counter Attack", sending him crazy. He will perform several Bull Charges in succession, and he will take advantage of any missed punches that you commit.

Of course, not even Bald Bull is immune to the "mad skillz" of the mighty Brian, who has devised yet another sub twenty-second strategy for beating this round flawlessly...

Throw two left Jabs as soon as he drops his guard, followed by using a Right Body Blow to counter Bald Bull's Left Body Blow, and then use two more Right Body Blows. Next up is a Left Jab counter on Bald Bull's Right Cross, followed by one more Left Jab and then an Uppercut to make him dizzy.

Watch him as he spins away from Little Mac, noting that when he moves out he "moves around the clock" (so to speak), requiring you to throw a Hook just as he starts to come to "3 o'clock" to knock him down:

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09 03 <-- press [A] when Bald Bull reaches this position.  
06

When he returns, throw two Left Jabs when he drops his guard, followed by countering Bald Bull's Left Jab with a Right Jab of your own. Now while he is stunned, throw an Uppercut to knock him down for a second time.

Immediately upon resuming the fight, Bald Bull will back up two steps for a Short Bull Charge, so throw a Body Blow (either hand) just before he unleashes his Uppercut to knock him down for the TKO.

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HOORAY!! You're the Minor Circuit Champeen :) Next, onto the altogether more taxing arena of the Major Circuit... Hold on tight now!

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M a j o r C i r c u i t

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So, those first four matches weren't tough enough for you, eh?! Well, your luck's in, buddy, cause now it's time to take off your training wheels and make your way over to the Major Circuit for some big game action! By now, you should have mastered controlling your fighter, and should have a firm grasp of counterattacking techniques. From now on, your opponents are faster, more powerful and much more subtle in their attacks.

Another thing to bear in mind here is that there is an element of randomness to each adversary's fighting strategy, rather than simply follow a set pattern in the manner of, say, Piston Hurricane or Bear Hugger. Because of this, the "Speed Strategies" prepared for each fighter are sometimes dependant on your opponent behaving in a specific way, usually involving their actions immediately after getting knocked down.

Let's get it on! Touch gloves, no punching below the belt and all that...

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/ MATCH ONE / Fighter Info  
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Name: Bob Charlie

Age: 26  
Weight: 140 lbs  
Nationality: Jamaican

Pre-match Quote: "People who can't feel the rhythm are so lost. Do you have the rhythm?"

Victory Quote: "Hey you! You don't seem to have the rhythm"

Difficulty: Easy  
Time to beat:

The lawsuit-baiting Bob Charlie shouldn't serve as any problem to you, provided you know your stuff when it comes to blocking, dodging and countering...

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#### ATTACK PATTERNS

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Around the following times into the match you can expect a Twist And Shout! OR a Sitting Duck: 0:30, 1:00, 1:30, 2:20.

Around the following times into the match you can expect a Gut Buster: 0:55, 1:15, 1:45, 2:15, 2:30, 2:45.

Shuck And Jive will come into play after the first knockdown suffered by Bob Charlie, and it will continue till one of the two competitors kiss the canvas. During this time frame Bob can use of any of his attacks at any point, so the time may not indicate when a possible Gut Buster or Twist And Shout is about to occur.

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The fact that you got through Minor Circuit should be sufficient for dispatching Bob Mar... I mean, err, Charlie! That said, his fighting style is not exactly conventional, and some of his attacks might take you by surprise. That's where the following list might come in handy, then...

#### ,-----, | SPECIAL MOVES \

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TWIST AND SHOUT!	At fairly regular intervals, Bob will hop to the back of the ring and make a funky "Ooh!" sound to taunt you. He follows this taunt with a whirling triple uppercut, the third blow being the only one that is in range to hit you. Ignore the first two swings and duck before he executes the final blow. If he does manage to hit you, you'll be out for the count regardless of your current energy level.
	As with many of the fighters from here onwards, the more opportunistic among you should be able to time a swift body blow a split-second before he hits you which will KO him outright. Of course, this requires immaculate timing, and should only be



		utilised by the experts, unless you're feeling	
		lucky!	
GUT BUSTER		If at any time Charlie quickly covers and uncovers	
		his dreadlocked cranium, immediately lower your	
		guard (press nothing) to block a pair of crushing	
		blows to the stomach. These two shots are so quick	
		and powerful that counterattacking is nigh-on	
		impossible. Simply block him and respond with a	
		firm left jab when he finished this attack.	
SITTING DUCK		This isn't an attack, but a taunt. Bob jumps to the	
		side, shuffles around a little and yells "ooh!" a	
		few times. What a showman, eh?!	
		The reason I mention this here is because directly	
		after doing his little piece of showboating he is	
		especially prone to attacks. Indeed, time an	
		uppercut to strike him the instant he jumps back	
		into range and he will be down and out! Serves the	
		cocky so-and-so right, I say.	
SHUCK AND JIVE		If Bob's coach shouts out "Bob, it's time to shuck	
		and jive!" brace yourself for a rather annoying	
		series of events. Bob will become an awful lot more	
		mobile, throwing punches left, right and centre.	
		He will also pull his punches on occasion, enabling	
		you to batter him if you're in an appropriate	
		position. There's no real way to predict what his	
		next move will be, so be prepared to get knocked	
		down every so often.	

Depending on your luck, you'll either find this remarkably easy or intensely frustrating. If, however, seeing his attacks does interest you one bit, Brian has once again devised a strategy whereby he won't hit you once. What's more, you can end the fight in around 10 seconds! Not bad, huh? ;)

===== SPEED STRATEGY =====

As soon as Bob Charlie drops his guard, lambaste his dreadlocked head with seven consecutive Left Jabs (if he moves at all, then this strategy will not work as listed) to dizzy him. He will back off, regain his composure, and then just as he starts to hop back down to the fight, throw an Uppercut to send him to the mat.

When the mellow fellow returns, throw two straight Hooks to knock the Jamaican down for the KO!

So, now you've sent Bob Charlie back to the West Indies in disgrace, it's time to take on another Major Circuit goon, who once again bears a slight resemblance to a posthumous star of stage and screen...

/ MATCH TWO /  Fighter Info

Name: Dragon Chan  
Age: 22  
Weight: 130 lbs  
Nationality: British (Hong Kong)

Pre-match Quote: "You will find yourself face down... when you wake up!"

Victory Quote: "Same results every time. The world of fighting is a harsh one, isn't it?"

Difficulty: Moderate  
Time to beat: 9.31s [set by Brian]

Bruce Lee likeness aside, Dragon Chan is one tough Mother Hubbard! His attacks are initially hard to read, although after a while you will begin to spot a very distinct pattern to his attacks. He also dishes out some seriously hazardous kung-fu tomfoolery, most of which results in an instant knockdown on your part. What's more, these attacks are virtually impossible to counter, meaning that your defence and guarding needs to be at their very best.

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ATTACK PATTERNS

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He will always throw his punches in specific sets. These will arrive in the following sets:

- Two Left Jabs/One Right Body Blow
- One Right Body Blow/One Left Body Blow
- One Right Jab/Two Left Body Blows
- One Left Body Blow/One Right Jab/One Left Jab

as you can see, each set begins with a different punch, meaning you can predict the follow-up punches in the set, allowing for a much easier time avoiding/countering the incoming punches.

After Dragon Chan suffers a knockdown, he will either use the Triple Kick or the White Wind healing move.

After Dragon Chan has been felled at least once, he will then be able to mix in Triple Kicks and White Winds in addition to his regular punching patterns.

Around the following times into the match you can expect a Shanghai Special:  
0:30, 1:00, 1:45, 2:30.

-----

Chan's first two attack combos will ALWAYS consist of two left jabs, followed by a right body blow. If you can counter his first jab, he will become stunned, enabling you to punish him with a couple of body blows to score some cheap damage. Do it for both of his initial attacks and your "Special" gauge will be

completely filled, and then the party really begins.

As a rule, Dragon Chan only uses his special moves after he has been knocked down once, which is just as well, because they're very potent...

SPECIAL MOVES	
SHANGHAI SPECIAL	Looks ridiculous, but deals an instant knockdown if it connects. Dragon Chan will jump atop one of the turnbuckles, then hop over to the other before leaping towards you with a flying kick to the face. Timing when to duck to avoid this is difficult at first, but you simply MUST find a way to evade this attack, for the simple reason that he uses it with such profligacy.
TRIPLE KICK	Chan's coach in the corner will bark an instruction in Chinese, which (I am reliably informed) means "Dragon Brother Triple Circular Dance". Dragon will oblige, jumping to the side and delivering a flying kick. You will need to keep your wits about you and press the opposite direction to dodge this assault, which equates to around a third of your stamina. He follows this kick with two more kicks, which you will also have to dodge. The direction he chooses is completely random, so you're just going to have to rely on your reflexes to a certain extent.
WHITE WIND	As above, the guy in the corner will yell another instruction at Chan, which translates to "Cast your wounds into the wind." Chan will then retreat and become translucent as he regains roughly a quarter of his health. Unless you can time a really powerful Hook to his stomach the instant he begins healing (which will KO him) do not attack him during this state as he will respond with a triple kick.

Naturally, we wouldn't allow you to do any thinking for yourself, so here's another strategy which you can employ without an Iota of tactical knowledge! Pull it off as intended and you'll get under the 10 second mark easily... woo!

===== SPEED STRATEGY =====

As soon as he drops his guard, land two Left Jabs, followed by countering Chan's Left Jab with a Right Jab of your own. Now follow that up with two Right Body Blows, and then repeat the counter on the Dragon's Left Jab with a Right Jab on your own, but this time you will only throw one Right Body Blow before tossing a Hook to dizzy Chan. He will move and up to the left, where he will pause, and then he will slide back down towards your boxer. Throw the Hook as he starts to slide towards your boxer, which will knock him down if you connect properly (if

you miss, he will give you a second shot when he starts back from the right).

When he gets up, you will have to hope that he tries to use his healing move, or else the strategy will fail (he will start a Triple Kick if he Does not use a heal, which can be dodged and then knock him down, but it is a far slower method of winning). Your job is to time your Hook/Uppercut that you throw so it connects just as Dragon Chan solidifies himself, not only stopping the healing process, but actually removing his remaining energy to earn the knockdown for the KO (if you are too late, he will retain some energy still.)

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A lot of people seem to struggle against Dragon Chan, so don't be disheartened if it takes you a few goes to defeat him. As long as you have fairly good reflexes, it shouldn't take too long to get the measure of his Kung-Fu madness!

\* \* \* \* \*

/ MATCH THREE /  Fighter Info

Name: Masked Muscle

Age: 29

Weight: 240 lbs

Nationality: Mexican

Pre-match Quote: "You should give up now señor."

Victory Quote: "Cheater? I don't know what you're talking about, amigo."

Difficulty: Moderate

Time to beat: 9.65s [set by Brian]

He's big, he's Mexican and he wears spandex shorts... and if that doesn't scare you, wait until you get in the ring with him! Masked Muscle is a very daunting prospect to fight against, and he'll probably give you an utter pasting the first three or four times you take him on. His standard punches are fairly blatant, so you have no excuse for not counterpunching him each and every time. One thing to bear in mind, though, is that you need to counter Masked Muscle's punches on the same side that he punches, due to the excessive amount of leaning he does before striking you. In other words, if he winds up a right body blow, you need to respond with a left body blow, and a left body blow only. Anything else will result in double damage for the failed counter attempt.

To make matters somewhat more straightforward, Masked Muscle follows a set attack pattern at the start of each bout. What follows is anybody's guess, but here is what to expect immediately after the bell goes "DING... "

- Left Body Blow (counter with Right Body Blow)
- Right Body Blow (counter with Left Body Blow)
- Uppercut (duck to avoid)
- Left Jab (counter with Right Jab)
- Right Jab (counter with Left Jab)
- Left Body Blow (counter with Right Body Blow)
- Right Body Blow (counter with Left Body Blow)

- Uppercut (duck to avoid)
- Double Reagan (block high, block low)

-----

ATTACK PATTERNS

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The Masked one will throw Right Jabs in sets of two, usually followed by two Hooks (one with each hand).

If he throw two Hooks (alternate hands), an Uppercut will frequently be the next punch.

Around the following times into the match you can expect a Spit To The Eyes: 0:15, 0:30, 0:45, 1:15, 1:30, 1:45, 2:15, 2:30, 2:45, 2:55.

Around the following times into the match you can expect a Gringo 'Butt: 0:45, 1:15, 1:30, 1:45, 2:00, 2:15, 2:30, 2:45.

Note that if the Spit To The Eyes connects, Masked Muscle will throw the following set of punches to get you: Right Jab, Gringo 'Butt, Uppercut, Double Reagan, and then two Hooks as the impaired version wears off.

-----

Señor Muscle does, however, possess some pretty unpleasant special attacks, knowledge of which is vital before going head-to-head with him. You see, Masked Muscle doesn't exactly do things "by the book", as you shall soon find out!

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SPECIAL MOVES	\
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GRINGO 'BUTT	Masked Muscle leans back and curls into a foetal ball before springing forward to unleash a devastating double head-butt move. If both hits connect, you'll most likely hit the ground like a sack of potatoes, so be sure to dodge left or right the second he winds up for this.
	Like most powerful moves, it IS possible to counter this with a <u>perfectly</u> timed body blow, but timing it correctly is more reliant on luck than skill, so my advice would be to act the shrinking violet and get out of the way.
DIRTY SANCHEZ	Don't know what one of these is..? Go and ask your da... actually, don't! All you need to know is that Masked Muscle's coach will, on occasion, instruct his lumbering ally to spit in your eyes. Masked Muscle will then do just that, partially blinding you and immobilising your attacks. You can still barely see him through the phlegm, so do your best to avoid the next six attacks he throws at you, after which you will be fully-sighted and able to punch again.



Pre-match Quote: "Had your goodnight kiss? 'Cause I'm about to put you down for the night."

Victory Quote: "I hate holding back. This time I won't hesitate to use all my power on you."

Difficulty: Tough

Time to beat: 16.71s [set by Brian]

Now we're talking! I admit, Mr. Sandman gave me \*real\* problems when I first took him on. The brute is vicious in his attacks, and he just will not relent until you put him down for a TKO. He's not the quickest, but once he gets into his stride its hard to stop his momentum. On top of this, he goes into a frenzy after two knockdowns, at which stage all but the more seasoned combatants will fall foul of his "Dreamland Express" combo. He's a tough cookie, but then you hardly thought the final bout would provide any less of a challenge, did you?

-----

#### ATTACK PATTERNS

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Sandman is notoriously predictable for the first two knockdowns, always using two sets of the following pattern right at the beginning of the fight as well as once he returns from the first knockdown: two Right Crosses, one Left Body Blow, and one Right Uppercut.

After two knockdowns, Sandman's ring man will get him going full power. He will use a Left Cross and then a Dreamland Express combo twice to start with, followed by a Peek-A-Boo Jab set.

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As with every character, up next is a brief description of some of Mr. Sandman's more vigorous attacks...

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SPECIAL MOVES   \	_____
PEEK-A-BOO!	Sandman will cover and uncover face, hit you with two jabs and launch a shattering, unblockable punch in your direction. You can counter the initial jab if you wish, but make sure you dodge to the side before he connects with his final blow, unless you fancy making your own "Kodak Moment!"
DREAMLAND EXPRESS	After Sandman has been knocked down twice, his coach will holler, "Give him full power now, Champ!" He will then stamp his feet before delivering three coma-inducing uppercuts to you with the sort of speed that would alarm Maurice Green! Dodge left and right to avoid each one in turn. Timing here is crucial, as this attack is more than enough to finish you off.

What's that, Brian?! You've devised yet ANOTHER strategy to help the readers beat this guy too?! Well, come on then, spit it out boy..!

===== SPEED STRATEGY =====

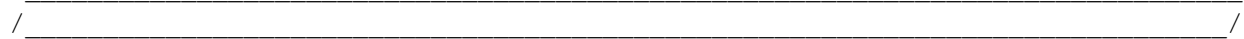
As soon as he drops his guard, land two Left Jabs, followed by countering Sandman's Left Cross. Throw two more Left Jabs, then counter another Left Cross with a Right Jab, which is then followed up by one more Left Jab and a Hook combo to dizzy Sandman. Sandman will twirl up to the right, then up to the left, and then he will begin to spin back down to the fight while dizzy, so throw your Uppercut just as he starts to twirl back to the fight to knock him down (timing is important.)

Time your Uppercut so it will intercept the incoming Left Cross from Sandman, knocking him back down to the mat once again.

Time your Uppercut so it will intercept the incoming Right Cross from Sandman, followed by dodging his Dreamland Express Uppercuts, Right Jab him to stun him, and then throw an Uppercut. Now pause for a brief second before unleashing another Uppercut, this one intercepting the next Right Cross that Mr. Sandman throws, flooring the big, bad man for the TKO!

=====

Well I never, you've only gone and completed the Major Circuit! Whatever shall you do now?! Oh, right...



W o r l d C i r c u i t  
=====  
\* \* \* \* \*

So here we are, then, your boxing talents have made it onto the World's stage. Only four fighters stand between you and global domination. Don't start growing that dictatorial moustache just yet, though... it'll be a while before you're punching your wait against these geezers!

        
/ MATCH ONE / Fighter Info

Name: Aran Ryan  
Age: 23  
Weight: 160 lbs  
Nationality: Irish

Pre-match Quote: "Your wimpy little punches won't even Faze me."

Victory Quote: "All I have to do is stop your KO Punches and this match will easily be mine."



Difficulty: Moderate  
Time to beat: 13.12s [set by Brian]

He's the face that broke a thousand mirrors, and he's by far the staunchest opponent you have faced so far. Aran Ryan is a peculiar fighter, due to the fact that ordinary punches deal him next to no damage. Luckily for you, however, your Hooks and other "Special" punches are extremely potent, and it is using these that will allow you to triumph over the plucky Irish fellow.

[NOTE: Rapid Specials are not particularly effective against Aran Ryan.]

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ATTACK PATTERNS  
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Aran Ryan will continually use a two Left Jab, two Right Jab, two Body Blows (Left then Right), and finally an Uppercut, unless he takes a Hook/Uppercut, or he starts into an Irish Jig.

In the last minute, he will mix in a Right Cross to the patterns mentioned above, usually situated after a Left Body Blow but before an Uppercut.

Around the following times into the match you can expect an Irish Jig: 0:30, 1:15, 2:00, 2:50.

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There are two attacks that require your special attention when duelling with the Gaelic one, and neither are too difficult to deal with once you know how...

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| SPECIAL MOVES \

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|  
| IRISH JIG

| Anyone feeling a strong sense of déjà vu at this |  
| stage will be forgiven, as this manoeuvre bears |  
| a strong resemblance to Piston Hurricane's "Rush" |  
| combo. Ryan will hop to the back of the ring and |  
| make a growling sound, then spring forward on the |  
| attack. |

| Unlike the "Hurricane Rush" combo, however, Ryan |  
| commences with a body blow, followed by a jab, then |  
| alternates between body blow and jab. These punches |  
| are much more potent than Señor Hurricane's, so |  
| blocking them is essential. Due to the sheer pace |  
| of this flurry, if you fail to block his first |  
| shot you will not recover in time to block any |  
| subsequent attacks, and therefore you will end up |  
| on the floor. |

| After you have deflected several of these punches |  
| in succession, Aran Ryan will back off before |  
| launching a nasty-looking uppercut. You need to |  
| dodge left or right very quickly to avoid this, so |



a while if you hadn't read this) he really isn't that hard to polish off in some style.

\* \* \* \* \*

/ MATCH TWO /  Fighter Info

Name: Heike Kagero  
Age: 19  
Weight: 120 lbs  
Nationality: Japanese

Pre-match Quote: "Be gentle with me, please.  
Hoo, hoo, hoo, hooo!"

Victory Quote: "Uh oh! Is it you again?"

Difficulty: Moderate (well, more annoying than anything)  
Time to beat: 12.89 [set by Brian]

Oh boy! You are going to HATE playing this fight, simply because Kagero-san is easily the most annoying person to play against in the game. Basically, this guy is a wuss, plain and simple. He will do anything to avoid your attacks, and his blistering speed will completely outfox you for the first few times you take him on. Thankfully, once you've sussed his attack patterns, the KO will be yours for the taking!

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ATTACK PATTERNS  
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Around the following times into the match you can expect a L'Oreal Flick:  
0:30, 1:00, 1:30, 2:15, 2:45.

After a knockdown, Heike will always throw a Right Uppercut as soon as the fight resumes.

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Heike's specials are, like his dress sense, a touch on the unconventional side of things. His hair also seems to be lead-lined...

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| SPECIAL MOVES \

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L'OREAL FLICK	The slitty-eyed sap will crouch down and cover his
	face, then rotate his head around twice, flinging
	his white mane in your direction. Each of these
	lashings deal heavy damage, costing you a little
	less than a third of your stamina.

	To dodge this attack, hop left to evade the first swing, then immediately duck to avoid the second, slightly more powerful strike, because you're worth it!
ONE-TWO HONSHU	Like above, Heike crouches down and covers his face. This time, however, the mental Oriental does not bear his usual, pained expression, but instead grins like a Cheshire Cat! Make sure you can distinguish between the two faces, as the ensuing attacks are vastly different.
	Kagero will rise again to deliver a pair of body blows, followed by an almighty uppercut. Simply block low (press nothing) for the first two lunges then dodge to the side to avoid the final hammer-blow. You can counterpunch this uppercut with a correct-sided body blow, or simply wait until after the swipe and attack while he is prone.
NIPPON KNOCKDOWN	Kagero gets a little jiggy with it and shimmies to his left, samba stylee, then dishes out three straight jabs, followed by a tasty uppercut. Block high (by pressing up) to deflect the jabs, then dodge or counter the final thump.
MIRAGE DANCE	On his coach's command, Heike will move rapidly from one side of the ring to the other, making it virtually impossible to hit him. Try throwing a few left jabs at him with a hope of making contact but you'll have to wait until he finishes dashing about before you can begin attacking as normal.

Somehow, Brian could stomach playing a filthy amount of matches against Heike Kagero, and he has devised a strategy to down him efficiently and effectively...

===== SPEED STRATEGY =====

Six Left Jabs to start, followed by one Right Jab and then two more Left Jabs to dizzy the pretty boy. Throw your Hook to intercept the Japanese teenager as he moves back into the fight, causing the knockdown.

Immediately use a Left Body Blow to counter his Right Uppercut, which leads into two Left Body Blows and an Uppercut. Next is a Left Body Blow counter on a Right Body Blow, followed by an Uppercut to get the second knockdown.

Immediately use a Left Body Blow to counter his Right Uppercut, to which you should return the favour and Uppercut the long haired pugilist to the mat for the TKO.

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... and with that, I hope never to have to contend with the freakish stylings of this utter, utter nutcase. Next up, Brian's least favourite character. Gor Blimey, Guv'nor... this has to be the most tedious section of any FAQ I've ever



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BACKHANDER	This is a punch that Mad Clown relies upon more and more as the fight progresses. He will take a step back, followed by moving back towards you with his arm swinging towards the side he is stepping to. Tough to deal with, so time your dodge correctly, or throw a Jab to intercept him as he starts to move back down to the fight.
CLOWN CLAMP	Mad Clown will rock back and forth before putting a vice grip onto your head, allowing him to shake your boxer, throw you to the side, and then give one helluva uppercut. Duck this attack or wave good bye to about three-fifths of your stamina bar.
TOSS AND 'SAULT	The first portion of the attack begins with the Pennywise-a-like backing up while juggling. Once he has you mesmerised with his party piece, he will hurl pairs of balls to the left, right, or straight at you (which you need to dodge.) After he has dispatched the third and final set of bolas, Mad Clown will leap into the air and perform a flying somersault. Obviously, if the 390lb maniac manages to land on you, you're gonna get knocked down, so be sure to duck the face-painted lardo as he plummets.
SHOW TIME!	After he has been knocked down twice, Clown's coach will squeal, "Show Time!" which sends him into a frenzy. The guy is a nightmare! He throws jabs, body blows, uppercuts and the occasional Backhander without respite. My only advice is to block the jabs, dodge everything else and wait until he calms down a bit before attempting to attack him again.
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Struggling? I'm hardly surprised if you are, Mad Clown is a tough opponent, and even seasoned veterans of Super Punch-Out!! will have problems beating Mad Clown without sustaining heavy damage in the process. Oh, wait, of course... You can always count on the legendary Brian Sulpher to mock mortals like you and I with his gaming prowess, and he has once again delivered another little strategy to wipe that silly, painted-on smile off the rotund Italian's chops!

===== SPEED STRATEGY =====

Note that for this boxer, if he uses his Chest Tap at all, this strategy will no longer lead to the absolute minimum time offered by it.

Start with two Left Jabs, then counter his Right Jab with a Left Jab of his own, and then throw two more Left Jabs. Now counter his Left Cross with a Right Jab, which leads to two more Right Jabs to dizzy the big man. As he puts his first foot down and he starts to approach the central area in front of your boxer, throw an Uppercut to floor him (note that if you whiff, he gives you a second opportunity as he will walk to the left and then come back again).

Use a Right Jab to counter his incoming Left Body Blow, allowing the use of the

Uppercut. Next up he will rear back and start his Right Backhand Punch, so throw a Left Jab to counter it just as he starts to come forward, which should immediately be followed by another Uppercut to get the second knockdown.

Use a Right Jab immediately to intercept his Left Jab, then throw one final Uppercut to get the TKO!

=====  
Ooh, get you! Only one opponent left in the World Circuit, and fear of having to face Heike Kagero and Mad Clown again should be enough motivation for to want to polish him off first time around. Read on, if you dare...

\* \* \* \* \*

/ MATCH FOUR /  Fighter Info

Name: Super Machoman  
Age: 27  
Weight: 242 lbs  
Nationality: American

Pre-match Quote: "Make sure to stand clear while I pose  
for my fans."

Victory Quote: "Fighting hurts my gorgeous body, but  
trashing wimps makes it all worthwhile."

Difficulty: Hard

Time to beat: 15.69s [set by Brian, again!]

Closely modelled on Masked Muscle, Super Machoman is another one of those opponents that are annoying and challenging in equal parts. His attacks are pretty readable, but mistiming your blocking and/or countering could prove very costly against this strapping fellow.

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ATTACK PATTERNS  
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Around the following times into the match you can expect a Spin Punch/Super Spin Punch: 0:15, 0:45, 1:15, 1:30, 2:00, 2:15, 2:30, 2:45.

Whenever the tanned one throws a Left Jab, a second will always follow, accompanied by a Left Body Blow.

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The well-toned fitness freak has a handful of nasty little attacks to hinder your progress, although the "Exercise Program" attacks are signposted nicely by his coach/personal trainer...

SPECIAL MOVES	
SPIN PUNCH	<p>Machoman raises his guard, and his left fist shivers in anticipation. He then unleashes a demonic spinning lariat at your face, which takes off nearly three-quarters of your stamina. It's not possible to counter, and sideways dodging doesn't work either, so duck as soon as he stops shaking his fist to get out of the way in time.</p> <p>After performing this manoeuvre, Super Machoman will have his back to you, allowing you to quite literally "tap that ass" with a deft Hook!</p>
SUPER SPIN PUNCH	<p>The Buffed One poses for the crowd and flexes his biceps, then proceeds to deliver as many as four Spin Punches in a row. Time your taps of down to avoid each one individually. This is by far his nastiest attack, because once you are hit by one blow, all subsequent Spin Punches will smash into you also. Not nice at all.</p>
EXERCISE PROGRAM A	<p>On his coach's instructions, Machoman will launch into this attack pattern, which consists of four jabs to the face. Simply guard high until he has carried them out (they're too fast to dodge or counter) then paste him with a nice punch to the gut.</p>
EXERCISE PROGRAM B	<p>This time, Super Machoman will hurl three body blows in your general direction. Guard low, then throw a jab to stun him after the program finishes.</p>
EXERCISE PROGRAM C	<p>Basically the same as Mr. Sandman's Dreamland Express combo, consisting of three swift and very powerful uppercuts in sequence. Dodge to avoid these then hit him with a body blow to buy yourself half a second to throw a Special attack.</p>

If you're anything like me, you'll take great delight in blasting this arrogant gimp into next Tuesday. Once again, Brian has prepared another flawless piece of strategy for you...

===== SPEED STRATEGY =====

Note that if he hops to one side or another, this strategy may still work, but the time will not be as low as possible.

Use a Left Jab when he drops his guard, then use a Right Jab to counter Macho's Left Jab and follow up with two more Right Jabs (repeat the same counter and punches on the second Left Jab). Next is a Right Cross to be countered by a Left Body Blow, which leaves a single Left Jab and then an Uppercut to dizzy the



beach bum. He will stumble backwards, then he will start to stagger back towards your fighter, so time your Hook/Uppercut (either one) correctly to send Macho Man to the mat for the knockdown.

When he returns, he will use one of his three "Exercise Program" routines, so dodge/block accordingly, stun him with a Jab (either hand), and then throw an Uppercut. Now counter his upcoming Right Cross with a Left Body Blow and then an Uppercut that will knock him down for a second time.

When he returns, duck his Spin Punch, at which point Rapid Uppercuts should be enough to floor the tanned man for the TKO!

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Wahey!! You have conquered the Boxing World... Muahahahahahahahah! Bask a while in your magnificence, why don't you? But wait... If you've managed to get a perfect record (i.e. 4 wins, no losses) in each of the Circuits, you'll have a little surprise for you waiting on the "Championship" screen.

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S p e c i a l C i r c u i t  
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/ MATCH ONE / Fighter Info

Name: Narcis Prince  
Age: 20  
Weight: 150 lbs  
Nationality: British

Pre-match Quote: "I will not let you touch my beautiful,  
beautiful face."

Victory Quote: "I won't forgive you if you hurt my face.  
I just won't do it."

Difficulty: Moderate  
Time to beat: 12.54s [set -- predictably -- by Brian]

The term "Prima Donna" could have been invented for this egotistical so-and-so, due to the fact that he is COMPLETELY obsessed with his beautiful visage. Makes one wonder why he ever became a boxer really...

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ATTACK PATTERNS

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- Narcis will throw Jabs in sets of two.
- Narcis will throw Body Blows in sets of two.
- Narcis will throw Uppercuts in sets of two.

However, the order upon which he uses these patterns is random, so he can string together four Jabs (not four Body Blows or four Uppercuts). The positioning of his London Lashings seem to come about once every 20-30 seconds, though he has been known to position them closer together.

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As you might imagine, this excessive vanity proves to be Narcis' downfall. Being so hell-bent on protecting his face, the slightest contact on his shapely nose will send him into a blind rage, enabling you to inflict all sorts of damage on his sorry ass... [should that be "mush"? ;P]

SPECIAL MOVES	
LONDON LASHINGS	This combo of punches is quite deadly, draining about two-thirds of your total stamina bar. Narcis will flash very briefly before delivering a triplet of quick, powerful and accurately-placed jabs. Use your high guard to block these, then blast him low with a body blow in the split-second he leaves himself open. This will momentarily stun him, allowing you to take a cheeky pop at his mug.
COCKNEY COUNTER	Often when a jab at the face of Narcis Prince fails, he will conduct a small side-step and throw a stern counterpunch which drains a sixth of your total stamina. If you fail to connect and see him roll to the side, dodge immediately to avoid the ensuing lunge.
VANITY RUSH	After he gets his face punched, be prepared to face [no pun intended!] the big bombing fists of the British bruiser. He will throw punches recklessly, leaving him especially prone to further facial attacks (his major weakness.) Just be sure to be ready to dodge or he will take you down with his flurry of vicious blows in your direction.

As mentioned earlier, Narcis Prince is really rather protective about his face, so we thought it necessary to show you the best way to get the beefy Brit riled up as quickly as possible...

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#### TAGGING HIS FACE

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Use the following methods to tag his face:



Difficulty: Hard  
Time to beat: 29.27s [set by Brian.]

He may be an old geezer, but Hoy Quarlow is certainly no pushover! He's still got both of his original hips, and he's still as lithe and nimble as any fighter you've come across so far. What's more, he carries with him a dirty-great walking stick, which he is quite partial to flailing around like a maniac. Here are his attack patterns...

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ATTACK PATTERNS  
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A Low Cane is often followed by a Pinwheel kick.

A Backhand Spin will follow a solo Left Jab.

Around the following times into the match you can expect a Four Iron attack:  
0:30, 1:00, 2:00, 2:30.

After passing through the first minute of the fight, Hoy will begin to use his Crunchin' Cane Strikes. Though they do not appear at regular intervals, he will usually use them once every 20-30 seconds till the fight ends.

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Hoy's Special attacks are quite different from anything else you've dealt with before, mainly because of the fact that he softly spoken and carrying a big stick...

SPECIAL MOVES	
TRIPLE CANE PLUS ONE	Hoy will use this attack fairly frequently, throwing three high/low strikes (it varies) followed by a final strike which is the opposite of the first three. For example, if he thwacks you in the gut three times, guard high to avoid the ensuing jab, while you should dodge the final low swipe if his three primary strikes were to the face. Follow this up with a right jab and a left body blow (he guards against almost everything else.)
LOW CANE	Quarlow will also make use of the second portion of the previous attack, so dodge it as it comes
PINWHEEL KICK	Hoy will unleash a deadly kick without prior warning. If you're quick, you might be able to duck or dodge this attack, but you will most take a bruising from this nasty little assault.
BACKHAND SPIN	The crafty Chinaman will perform a dainty pirouette, leaving his left arm extended as a vicious little present that drains roughly a

		quarter of your energy. Duck to avoid, but don't	
		crouch too early or you'll just spring back into	
		range for a knuckle sandwich.	
	FOUR IRON	Hoy likes to sporadically jump between the two	
		corners, randomly hopping down and swinging his	
		cane in a golfer's fashion at your head. He will	
		do this four times before reverting to his default	
		fighting stance, although a well-placed jab will	
		stop him in his tracks.	
	LEGACY OF CANE	This attack will occur during the last two minutes	
		of the fight, and it is signified by Hoy swinging	
		his cane while muttering a brief grunt. He will	
		then dish out four sets of three cane strikes, all	
		of which are random (he will strike high twice and	
		low twice, but not in any particular order.) Block	
		the incoming attacks as best you can before	
		returning fire with some punches of your own.	

Of course, all this is helpful, but what you're looking for is the real meat of the walkthrough, provided in impressive style by Brian once again...

===== SPEED STRATEGY =====

Open with two left jabs (tough to do, as he dodges and blocks well), followed by blocking high on a Triple Cane attack, followed by a Low Cane shot that should be countered with a Right Body Blow (use Left Body Blow to end his stun). Now repeat the Right Body Blow counter on a Low Cane, followed by a Left Body Blow on his low cane. Then it will be a Left Body Blow to counter his High Kick, which leads to Left Jab, Right Jab, Left Jab on the ensuing stun. Block low on the Triple Cane (stand there), counter his Left Jab with a Right Jab, followed by a Hook. Now counter his next Left Jab with a Right Jab, followed by another Hook for the knockdown.

Open with one Left Jab, then a Left Body Blow to counter his Low Cane, which leaves him open for an Uppercut. How use a Right Jab to counter his Left Jab, leaving him open for a Hook to getthe second knockdown.

Block high on the Triple Cane attack, use a Right Body Blow to counter his Low Cane, and then use a Hook to get the knockdown (if this fails, try throwing a Left Body Blow before the Hook) and the TKO!

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Well, I hope you're proud of yourself, bludgeoning a senior citizen like that!! Honestly, the youth of today, eh?!

\* \* \* \* \*

Name: Rick Bruiser  
Age: Unknown  
Weight: 210 lbs  
Nationality: Unknown

Pre-match Quote: "My brother may be Champ, but only 'cause I let him win. Really I am the best!"

Victory Quote: "Having a rough day, buddy? I'll tell my brother that you said 'Hi.'"

Difficulty: Hard  
Time to beat: 13.48 [set by Brian]

Mention Rick Bruiser to your local retro gaming lover, as he will most likely turn a funny colour and his palms will start to sweat a little. Y'see, folks, if you thought the opposition you had faced so far was pretty staunch, you'll be forgiven for collapsing in a fit of tears after your first match with Rick (who has an excellent name, by the way!)

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ATTACK PATTERNS  
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This bald bad boy throws Left Jabs in sets of two, followed by a Right Body Blow.

A Right Jab will be followed by a Left Cross.

If he takes hit that results in a non-stun situation (end of stun hitting is the exception), he will rear back and throw a Jab immediately (thus you better be ready to dodge).

Around the following times into the match you can expect an Earthquaker: 0:30, 1:00, 1:30, 2:00, 2:30, 2:55.

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Rick sure is one tricky customer, and his special attacks are overwhelmingly powerful at first, so it'd probably be useful to know in advance what to expect from the big fella'. Oh! Whaddya' know?! Look what I've got here for you... how thoughtful of me ;)

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SPECIAL MOVES	
TRIPLE REAGAN	Rick pinches one of Masked Muscle's ideas and expands upon it, except he throws a body blow (block low), a jab (block high) and then an horrific uppercut (dodge.) He telegraphs it by shaking slightly and becoming slightly translucent in his appearance, so there's no reason why this one should be a problem.







	punches remove about a fifth of your stamina each, and they cannot be blocked.
DASHING FOREARM	Nick will suddenly jump to the back of the ring, then lunge at you at terrific speed in an attempt to cave in your cranium. If you manage to dodge this (and avoid being knocked down outright) he will immediately use a double set of crosses, which you should duck to avoid any unnecessary damage.
HANDBREAKER	When Nick blocks one of your attacks, he will sometimes raise his arm into the air, followed by smashing it down onto one of your hands. This immobilises your hand just like Rick's attack, except Nick is not shy to do this twice in a row to leave you totally incapacitated.
DANCIN' DOUBLE CUT	Not a jovial fellow in the slightest, but Nick still seems to feel the need to indulge himself in a dainty tap-dancing routine before unleashing two very lethal uppercuts. Dodge his fists of fury quickly and precisely, or face almost certain re-acquaintance with the floor.
CRUSHING COMBO	Nick will stand still as he moves his fists around briefly before unleashing six sets of body blows or jabs that will damage you even if you guard correctly. Dodge these if you can, before evading the uppercut that follows. This is where most people come unstuck against lil' Nicky, so play around with your dodge timing until you get it just right.

Finding this final battle just a little on the tough side? Don't worry, you're certainly not the only one. Fortunately, our man Sulpher is here to lend one final helping hand...

===== SPEED STRATEGY =====

Something to note with the champ is that he will throw either a powerful Jab or a powerful Body Blow with either hand for the first 25 seconds (punches that are all you have to deal with if you fight properly). So, the punches will not be referred to by name unless they have some sort of relevance at that point in the fight (one instance of this).

Begin with two left Jabs, dodge the incoming punch, and return fire with three punches on the stun (use Body Blows if he goes low, jabs he goes high, remembering that he is a boxer requiring the alternating shots). Now use two more Left Jabs, dodging the incoming punch, throwing three alternating answers, then do two more Left Jabs. Now dodge the next punch, throwing one punch to stun him, followed by a Hook to dizzy the behemoth. Throw an Uppercut as he starts to return to the fight with his nonchalant trot, knocking him down.

Throw 2 left jabs when he returns, dodging his next punch, praying it is a Jab punch (Body Blows tend to lead to getting blocked), to which you dodge and then throw Rapid Uppercuts. Provided he does not block them too early, he will get

dizzy and stumble backwards, which means you Uppercut him as he returns to the fight for the second knockdown.

Wait for his first punch, dodging it as he throws it, punching him to stun him, and then use a Hook to gain the TKO!

=====  
Congratulations!! You've scrapped your way through the whole game. Now all that's left is to sit back, relax and watch the credits roll!

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C h e a t s & S e c r e t s  
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Somewhat surprisingly, there aren't really any cheats in this game, although there are one or little things that might be of note...

JAPANESE CHARACTERS IN NAME ENTRY

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Highlight "New Game" and press [X] and [A] simultaneously.

SOUND TEST MODE

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When the Nintendo logo appears, hold the [L] + [R] buttons on Controller 2 and listen to the sound effects and music using Controller 1.

SPECIAL ENDING SCENES

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To see these special ending scenes, simply beat the Special Circuit without suffering a defeat. It'll show new scenes pieced together with the frames normally shown.

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C r e d i t s

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Rich would like to thank...

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- Brian, for being a tremendous co-writer and near-deity when it comes to all things Nintendo!
- CJayC, for running the best damned gaming website out there, and for hosting this lovely piece of work so that you could read it.
- Steven Ng, for putting my stuff on IGN, and providing me with invaluable help and support throughout the time I've been writing these things.
- My other friends on GameFAQs, such as Devin Morgan, Colin Moriarty, Zoop, Trace, Crazyreyn, Deflux, Snow Dragon, Adrenaline SL, AggroSk8er, BurningFox, Andrew Schultz, Falsehead, Gobicamel, SinirothX, Tom Hayes and AlaskaFox.

If I've missed someone out, come on AIM and verbally kick my arse about it!

\* \* \* \* \*

Brian would like to thank...

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- Rich, for working with me on this excellent guide.
- Jennifer Dixon, for all her support in my writing, school and our relationship, and for inspiring me in everything that I do.

\* \* \* \* \*

THAT'S ALL, FOLKS!!

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