Nintendo

GAME BOY

DMG-XB-USA

MUHAMMADALI
HEAVYWEIGHT BOXING ™

Virgin GAMES

INSTRUCTION BOOKLET

Muhammad Ali

MUHAMMAD ALI
HEAVYWEIGHT BOXING

Mr. Ali provided courtesy of Sports Placement Services, Inc.

GETTING STARTED

Insert the MUHAMMAD ALI'S HEAVYWEIGHT BOXING Game pak and turn on your Game Boy.

The credits screen will appear.

Press the A button at any time to reach the Virgin screen.

Press the A button again to reach the introduction screen.

Press the A button to reach the SELECT GAME TYPE screen.
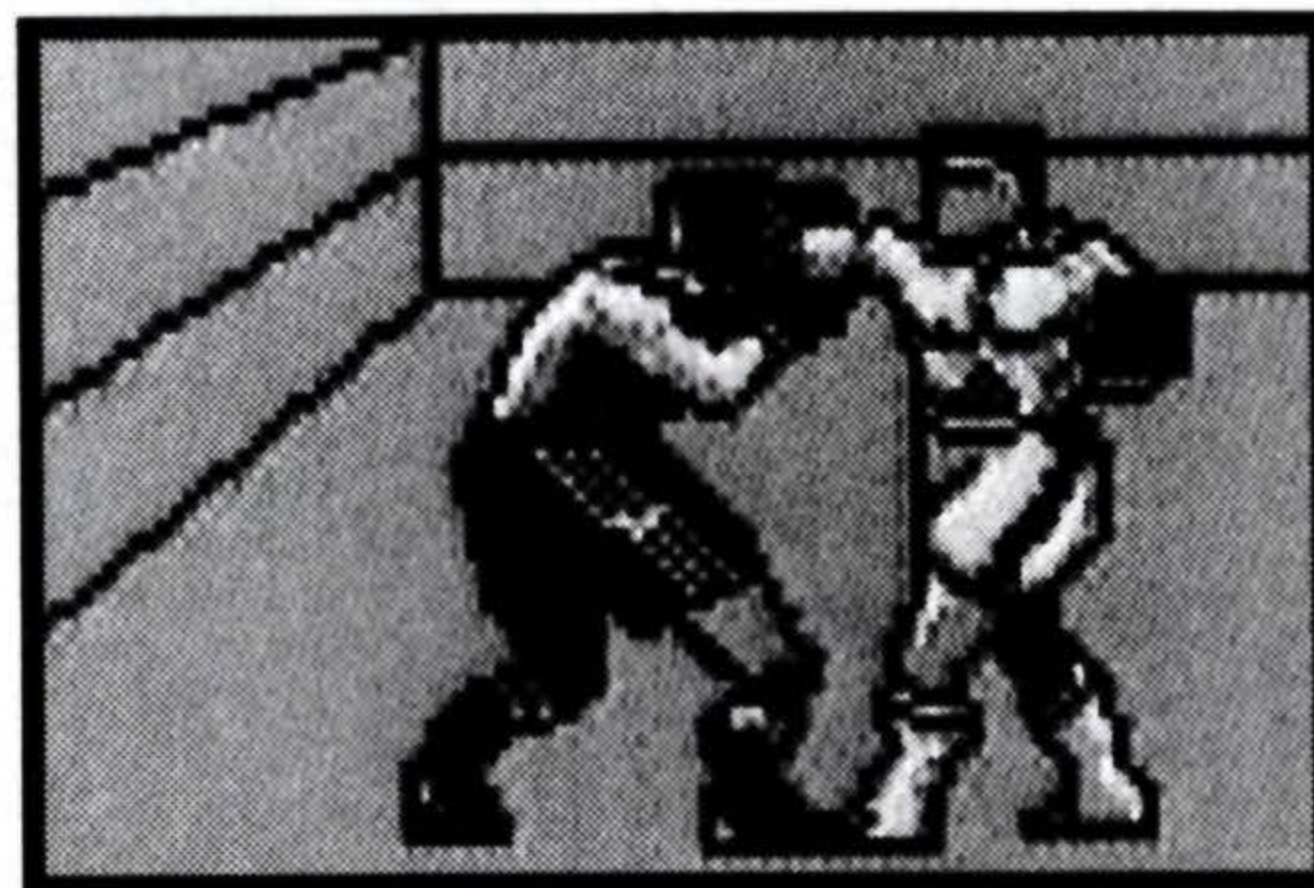
Use the control pad to highlight either: single fight, world title trail, or continue old game.

Select the highlighted option by pressing the A button.
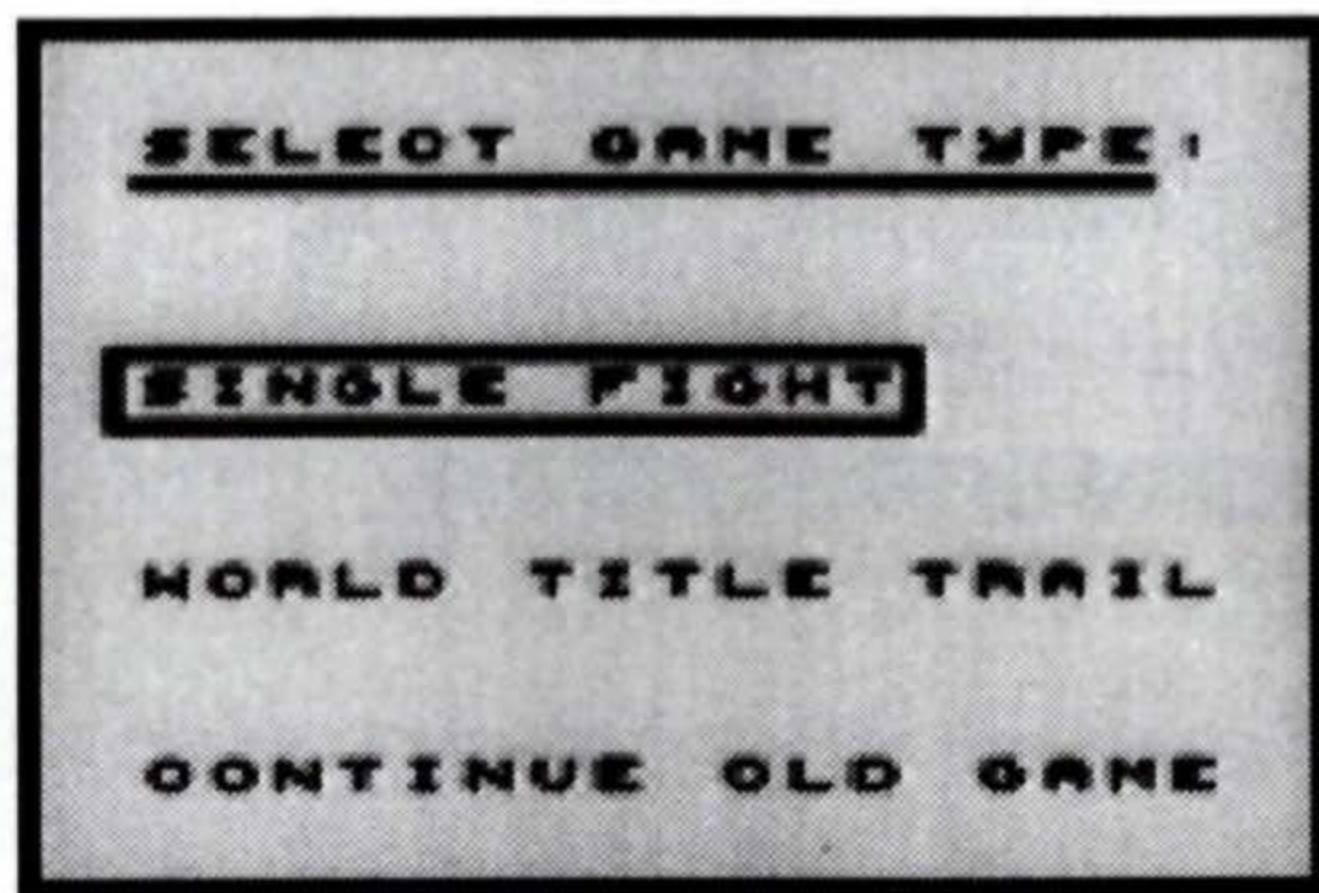
Select Game Type Screen

FIGHTING CONTROLS

Press START to pause the game.

Use the control pad to move the boxer right or left.

Press the A button to punch with your right arm.

Press the B button to punch with your left arm.

Button
A

Control Pad

Button
B

Select

Start

WHEN FIGHTING
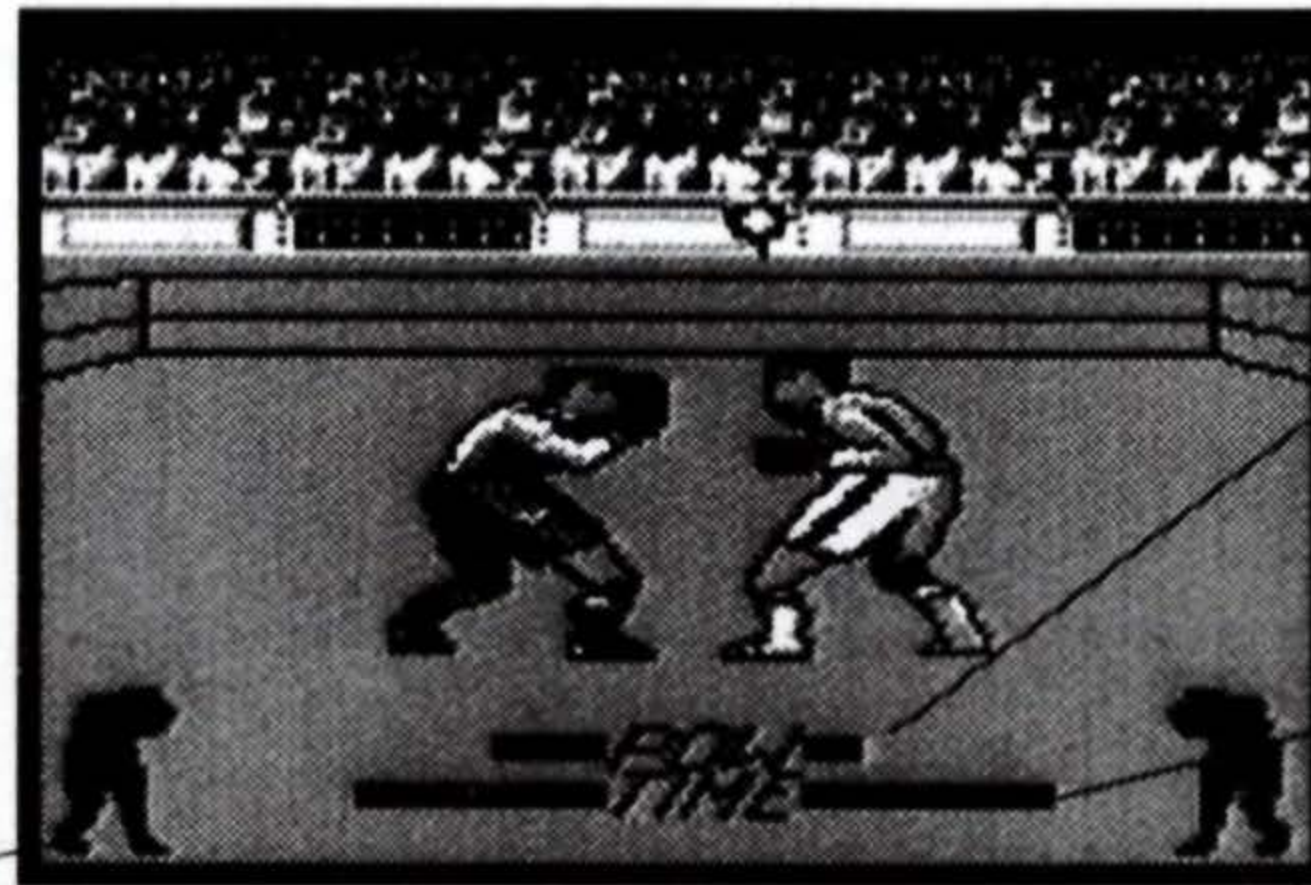
Power meter

Time left in fight

Opponent's strength remaining

Ali's strength remaining

THE SINGLE FIGHT OPTION

If chosen, a screen will appear with the number of rounds (3-8) and your opponent.
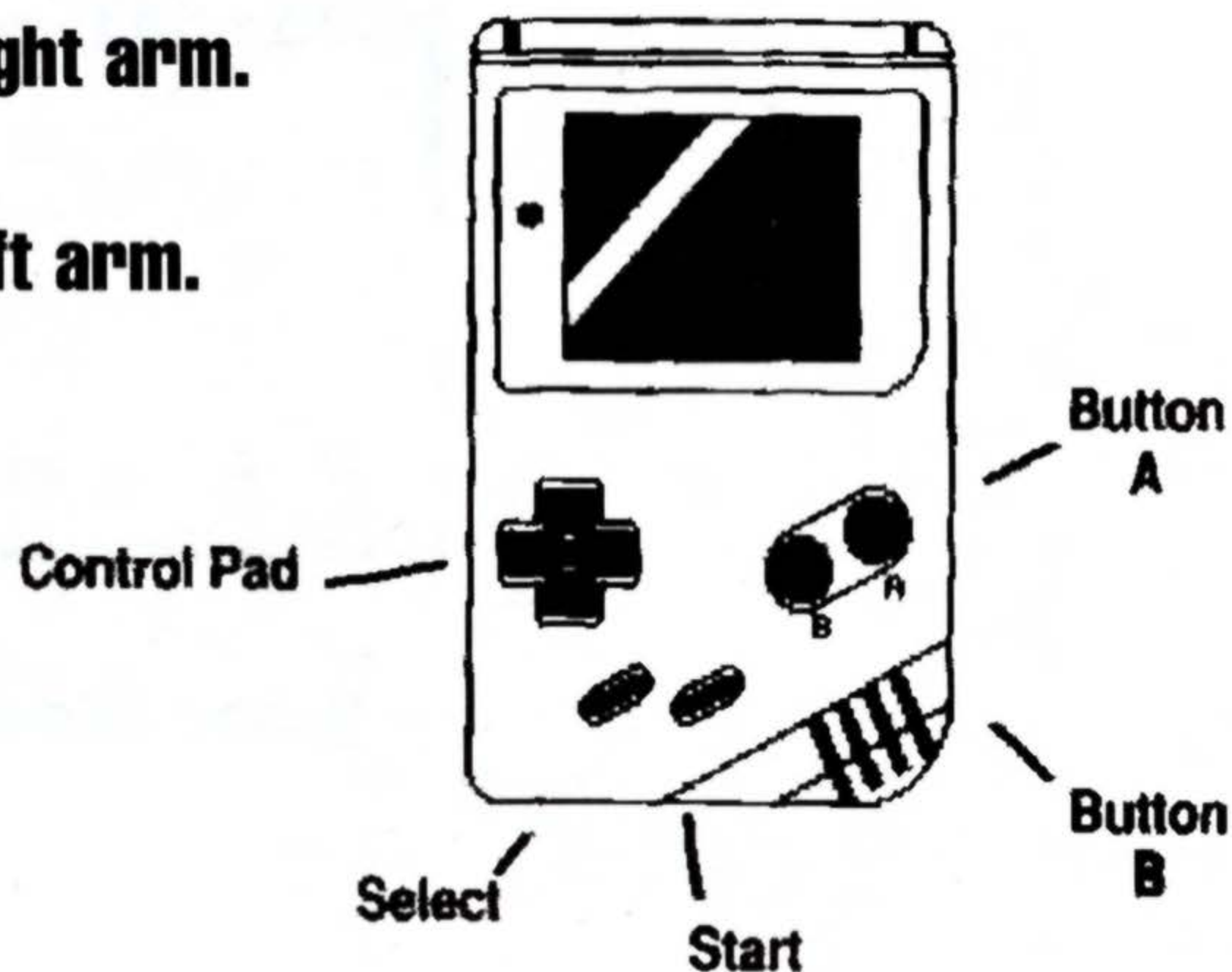
Highlight either the number of rounds or the opponent by pressing up or down on the control pad.

Press right or left to scroll through the number or rounds or opponents available.

Press the A button once you have made your choices and are ready to rumble. The Round 1 screen will appear.

Press the A button again to begin the fight.

After each round, a screen will appear showing the number of punches landed

and thrown by both you and your opponent, your scores and knock down bonuses, if any.

Check Out Those Stats

After you've gone over the stats press the A button to reach the next round screen and the A button again to start the fight.

THE WORLD TITLE TRAIL

If chosen, a screen will appear with the number of rounds and a Management Training On/Off option.

```
  ┌─────────────────────────────────┐
  │  WORLD   TITLE   TRAIL.          │
  │  ─────────────────────────────── │
  │                                  │
  │            OPTIONS               │
  │                                  │
  │                                  │
  │  ROUNDS                   ┌───┐  │
  │  ──────────────────────── │ 6 │  │
  │                           └───┘  │
  │                                  │
  │  MANAGEMENT/                     │
  │  TRAINING                   ON   │
  │  ─────────────────────────────── │
  └─────────────────────────────────┘
```
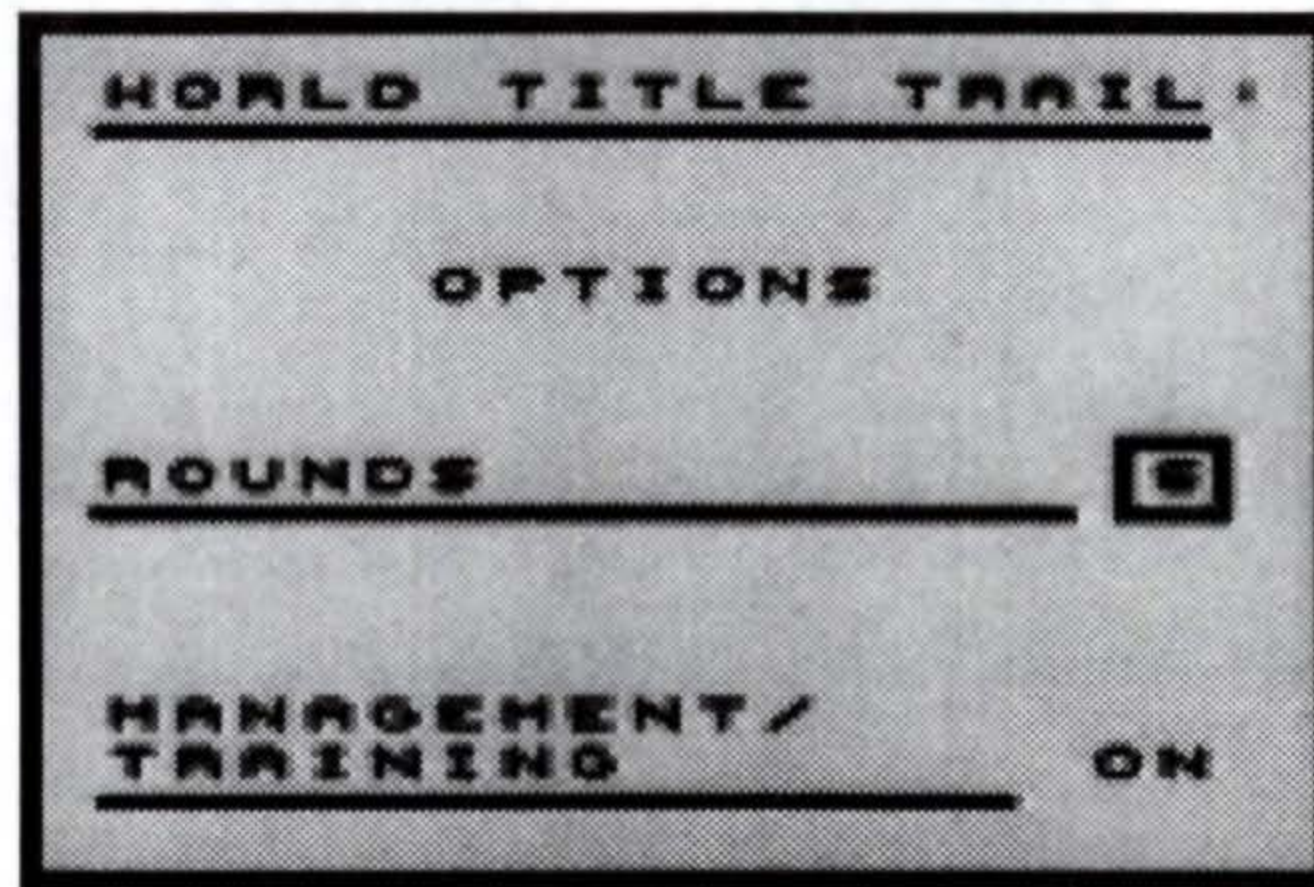
Press up or down with the control pad to highlight either option.

Press right and left to scroll through the available number of rounds and whether to turn the Management Training Option ON or OFF.

THE MANAGEMENT TRAINING OPTION
Playing With the Management Training Option OFF

Press the A button to begin the fight.

When the fight is over a screen will appear giving you the result: victory or loss by points, k.o. (knockout) or t.k.o. (technical knock out).

YOU WON BY A K.O.

Flattened by K.O.!

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Pressing the A button will bring up a screen detailing your revised ranking, earnings, injuries and recovery time.

Press the A button to scroll through a list of the top 32 boxers, in order. Your ranking will be flashing.

Press the START button to bring up your next opponent and his stats.

PLAYING WITH THE MANAGEMENT TRAINING OPTION ON

Once you have selected the number of rounds, press the A button to get to the next screen.

A screen will appear with three opponents and the word 'SEL'. The three boxers shown are the ones currently offering you a fight.

Until you have accumulated winnings, you can only challenge one of the three boxers offered. You can choose 'SEL' and scroll through the other boxers with the SELECT button, but you cannot fight them until you've got a purse to propose. That comes later.

Use the control pad to highlight a boxer and press the A button to call up his stats. (Pressing the B button will bring up your own stats.)

Press the START button if you wish to fight this boxer. Press the A button to return the last screen if you would like to choose another fighter.

Whether you win or lose the fight, a conclusion screen will appear giving you your new ranking, stats and injury details.

Press the START button when you are ready to move to your next opponent.

SELECTING AN OPPONENT

Now that you've accumulated winnings you can either: choose to fight one of the three highlighted boxers, or propose a purse to duke it out with a boxer accessed in the 'SEL' box.

Note: you will have to challenge a boxer within 1 or 2 ranks of you as any other challenge will not be taken seriously. Use the control pad to highlight one of the three pictured boxers and press the START button to fight him. Or, highlight the 'SEL' box and press the SELECT button.

New pictures of other boxers will appear. Press the A button to bring up their stats. Press A again to remove them. When you have found the boxer you would like to fight, you will have to propose a purse.

```
 ┌──── BIG MIKE CLOSECR
 │  │   RANK  : 01
 │      WON   : 33
 │      DRAWN : 00
 │      LOST  : 00
 │  │
 │      POWER : 40
 │      SPEED : 40
 │      ACCY  : 40
 │      STAM  : 40
 │  │
 │      TIME  TO  PROPOSEC
 │      FIGHT : 08
 │  │
 │      PURSE  [00230000]
 └────
```

Proposing a purse

To do so, use the control pad to alter the number in the box at the bottom of the screen. Press up on the control pad to increase the highlighted number. Press down on the control pad to decrease it. When the purse is correct, press the A button.

The boxer will either accept or decline. If you really want to fight him, you can always try upping the purse.

Once the fight has been accepted you will have to go into training.

TRAINING

If the Management Training Option is set to ON, you will be able to beef up your fighting skills between each fight.

Press the A button to use the training option. When done training, press the START button to see your final stats.

FINAL STATISTICS

COMBO
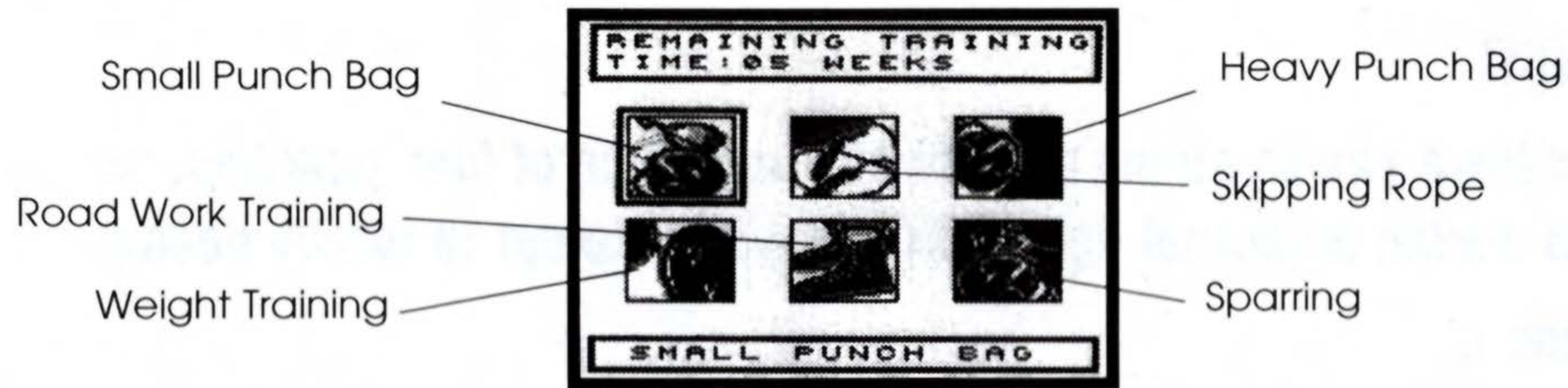
POWER MAX 16

SPEED 12

ACCURACY 14

STAMINA 07

FORM GOOD
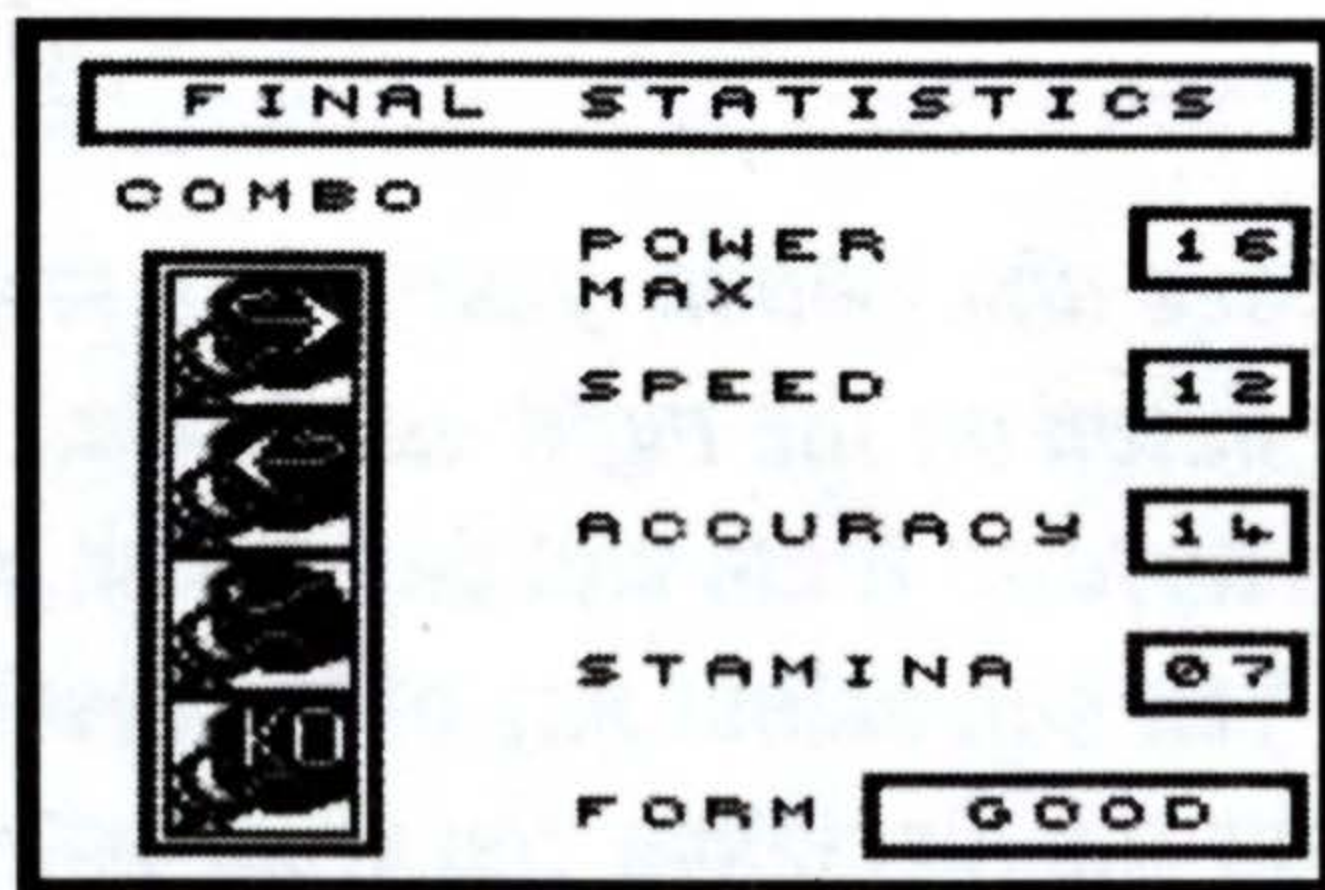
Training will give you the opportunity to work for a week at a time in five different disciplines. Each discipline will have a different effect on your abilities.

```
┌─────────────────────────────────────────┐
│ ┌──────────┐┌─────────────────┐          │
│ │ REMAINI  ││ STATISTICS      │          │
│ │ TIME :   │└─────────────────┘          │
│ └──────────┘                             │
│              POWER          ┌────┐        │
│   ┌──────┐                  │ 10 │        │
│   │      │   SPEED          └────┘        │
│   │      │                  ┌────┐        │
│   └──────┘                  │ 08 │        │
│              ACCURACY       └────┘        │
│   ┌──────┐                  ┌────┐        │
│   │      │                  │ 10 │        │
│   │      │   STAMINA        └────┘        │
│   └──────┘                  ┌────┐        │
│                             │ 07 │        │
│                             └────┘        │
│ ┌───────────────────┐ FORM ┌────────┐    │
│ └───────────────────┘      │ GOOD   │    │
│                            └────────┘    │
└─────────────────────────────────────────┘
```

If you train in these disciplines, your stats will become those
listed on the right hand side.

The number of weeks you have to train will depend on your injuries and is given at the top of the screen. You can select any of the disciplines for each training session. To do so, highlight the discipline you want with the control pad and Press the A button to select it.

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Small Punch Bag

Road Work Training

Weight Training

REMAINING TRAINING
TIME: 05 WEEKS

Heavy Punch Bag

Skipping Rope

Sparring

SMALL PUNCH BAG

A meter will appear. Use the control pad to select how many weeks you would like to train on it (you have four weeks total). The disciplines are as follows:

Small Punch Bag: Improves both your speed and accuracy.

Skipping Rope: Benefits accuracy.

Heavy Punch Bag: Increases your stamina and the power of your punch.

Weight Training: Improves your strength.

Road Work Training: Improves your stamina greatly.

SPARRING

Sparring allows you to string together a sequence of four punches, which when used during an actual fight, can help you attempt to totally devastate youropponent.

When Sparring is selected a sub-screen will appear where the Combo punches can be set. To set the sequence, highlight each punch in turn from left to right and press the A button to toggle through the available punches.
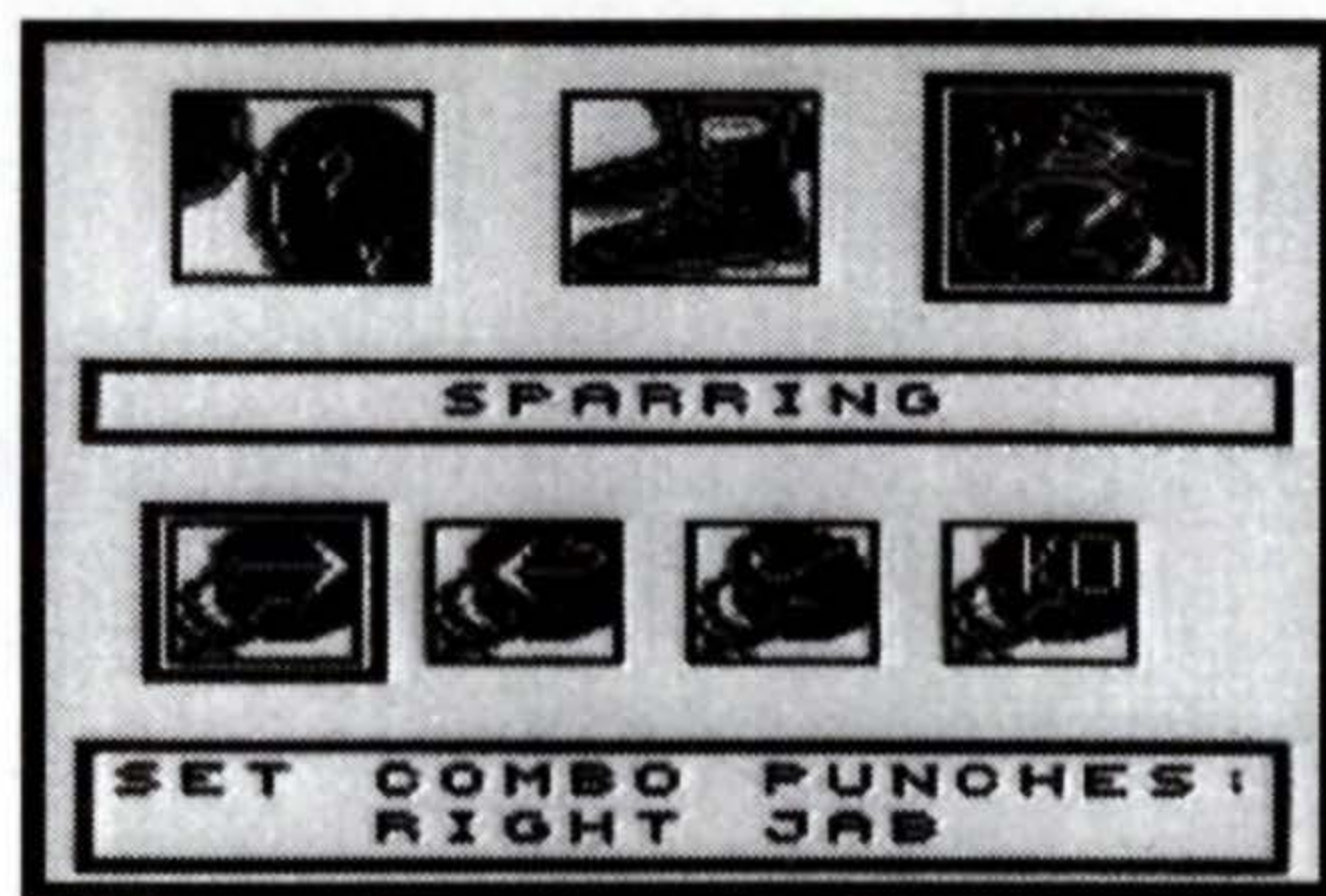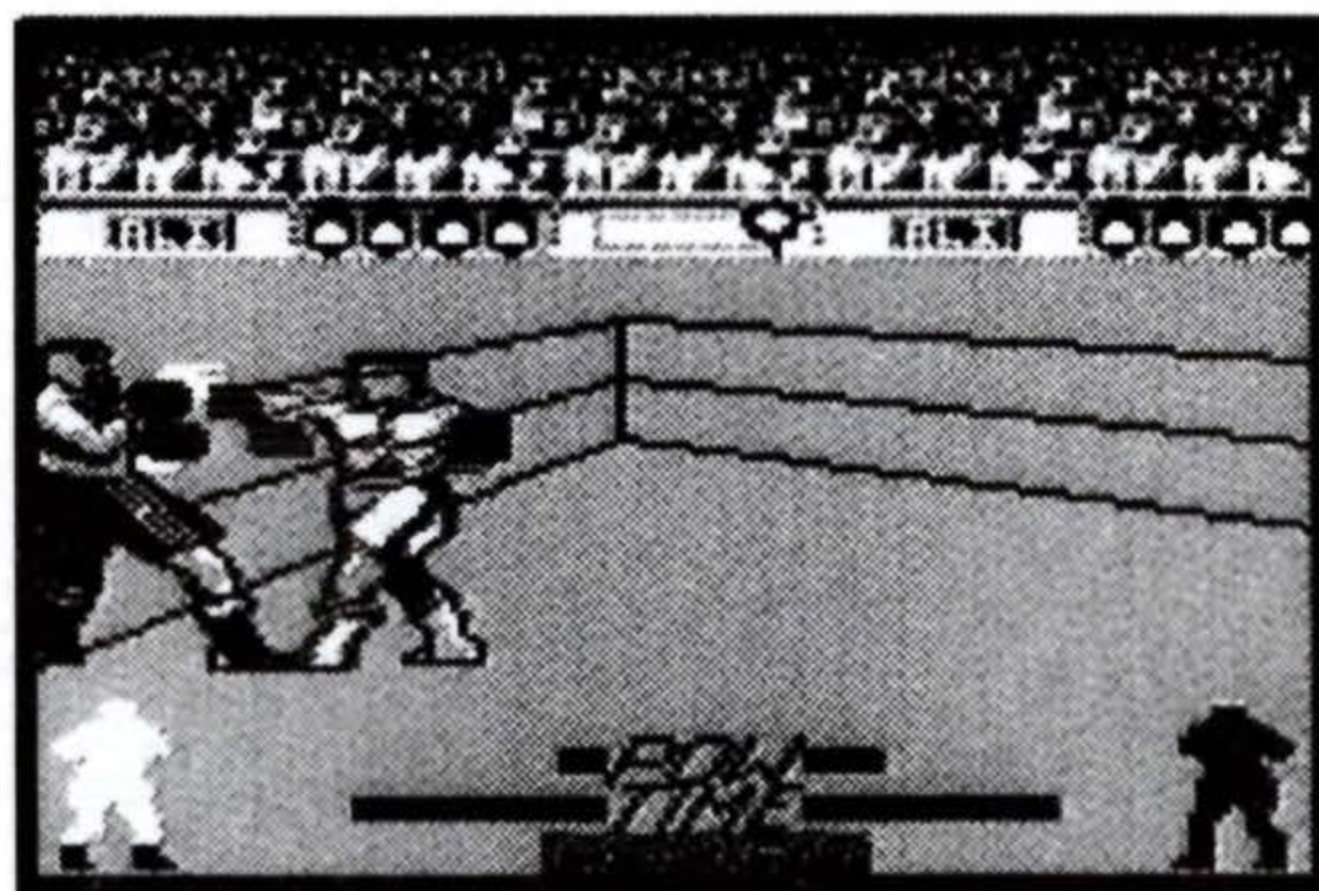

Bringing Up the Sparring Option

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Press START to return to the main training screen when you are happy with your sequence.

If you have almost exhausted the strength of your opponent, the word COMBO will flash up on the screen.

When COMBO appears, press the A & B buttons simultaneously to make Ali punch out his combo sequence.

You can slam out a COMBO when this message appears

CONTINUE OLD GAME

The continue game option allows you to pick-up a fight or world title where you left off.

Once selected you will have to enter the password given to you when you stopped playing. Use the control pad to highlight a number or letter. Press the A button to increase the highlighted number or letter. Press the B button to decrease it.

```
ENTER  YOUR  PASSWORD:




         Z!V4V000
         00000000
```
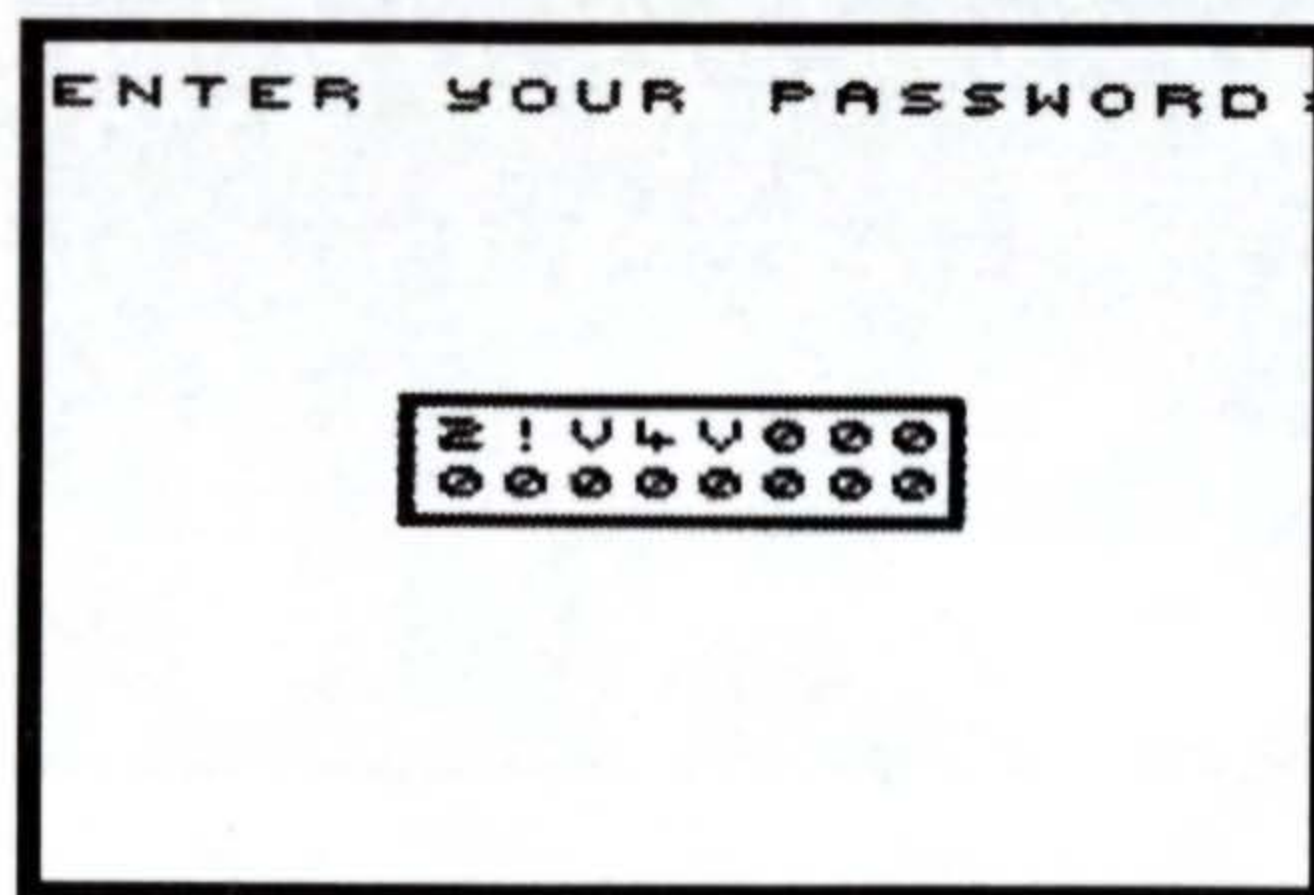
MUHAMMAD ALI
CAREER HIGHLIGHTS

- Cassius Marcellus Clay is born January 17, 1942 in Louisville, Kentucky.
- Clay is introduced to boxing by policeman Joe Martin at the age of twelve after having his bicycle stolen while attending an annual black bazaar at the Columbia Auditorium in Louisville.
- Wins the gold medal as a light heavyweight at the 1960 Olympic Games held in Rome, Italy.
- On October 29, 1960, Clay makes his professional debut in Louisville's Freedom Hall before 6,000 fans knocking out journeyman Tunney Hunsker. In December, 1960, Cassius Clay began his long association with trainer Angelo Dundes.
- Clay captures the heavyweight title for the first time on February 25, 1964 by stopping Sonny Liston, the overwhelming favorite, in the eighth round. By knocking out Liston, Clay becomes the youngest Heavyweight champion to date.
- In 1964, Clay publicly announces his allegiance to the prophet Elijah

Muhammad and his status as a minister of the Nation of Islam religious organization. Clay renounces his name in favor of Muhammad Ali.

• Muhammad Ali is drafted into the Armed Forces of the United States after a reclassification of Ali's draft status. On April 28, 1967, Muhammad Ali refuses induction into the United States Armed Forces in spite of the risk of punishment of up to five years in prison. Muhammad Ali is stripped of the World Heavyweight Championship and of state boxing licenses, and his passport is revoked.

• The charismatic Ali bides most of his time waiting for the courts to decide his future by making frequent speaking engagements at college campuses throughout the country.

• After three years in exile from boxing, Muhammad Ali secures a boxing license from the state of Georgia and defeats Jerry Quarry in his return to boxing on October 26, 1970.

• On March 8, 1971, Muhammad Ali engages in the first of three epic battles

with Heavyweight Champion Joe Frazier. Muhammad Ali loses for the first time in his career in a 15-round decision in the match between the two undefeated champions.

• On June 28, 1971, the United States Supreme court unanimously reverses the conviction against Muhammad Ali for refusing induction into the U.S. Armed Forces. Muhammad Ali is absolved of all criminal charges for his religious beliefs.

• On January 28, 1974, Muhammad Ali avenges his only loss in a 15-round decision over Joe Frazier at Madison Square Garden.

• Muhammad Ali regains the Heavyweight Championship on September 25, 1974 in Zaire, Africa by knocking out the formidable (and up to that time) undefeated Heavyweight Champion of the World, George Foreman. Ali becomes only the second man to ever regain the Heavyweight Championship.

• Ali fights the third battle with Joe Frazier in Manila on October 1, 1975. This fight, deemed "The Thrilla in Manila," was the most fearsome war ever waged between two heavyweights. Joe Frazier was unable to answer the bell for the

fifteenth round, allowing Ali to retain the Heavyweight Championship.

• On February 15, 1978, Ali shockingly loses the heavyweight title to heavy underdog, Leon Spinks. Seven months later Ali redeems himself by decisioning Spinks to become the first three-time World Heavyweight champion.

• On June 26, 1979, Muhammad Ali announces his retirement from boxing. Ali will later return to the ring to two ill-fated come backs in the 1980's.

• Muhammad Ali is still adored by millions and is considered the most recognizable name and face in the world. Ali spends over half of this time on the road away from his home in Michigan. Muhammad Ali, a very spiritual man, devotes much of his time to a number of charitable organizations and the pursuit of his religious belief.

CREDITS

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Music	Pat Phelan
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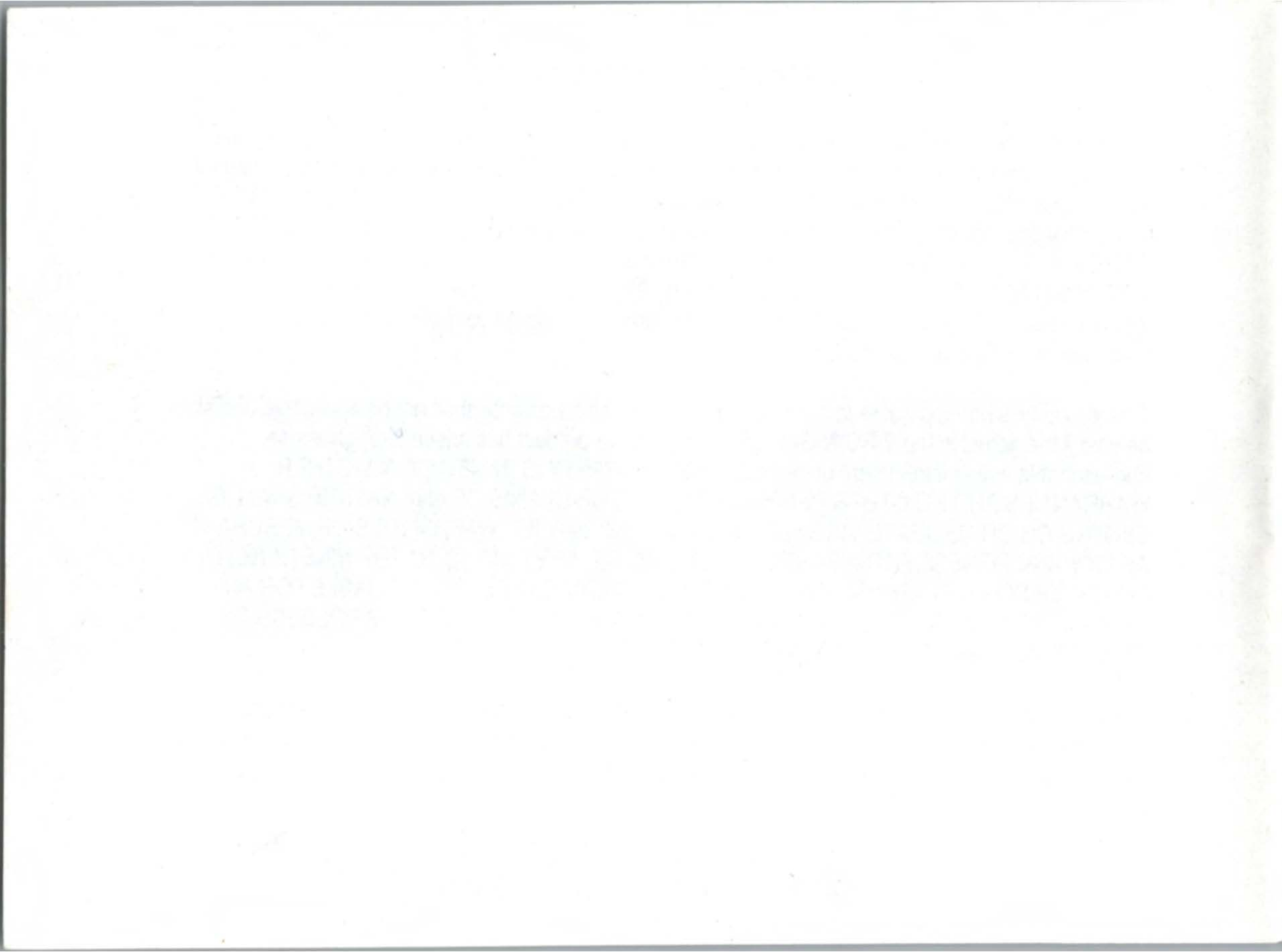
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