

# Panza KICK BOXING

## LOADING INSTRUCTIONS

### ATARI ST

Insert disk A in the internal drive and switch on your computer.  
Follow the prompts as they appear on the screen.

### AMIGA

Insert the disk in the driver and switch on your computer. Follow the prompts on the screen.

### PC & COMPATIBLES

Insert disk A in drive A and type: KICK. Follow the prompts on the screen.

For the following versions: PC & COMPATIBLES, ATARI ST, AMIGA, we advise you to play with the original disk A and one back-up copy of disk B without write-protecting this one.

## COMMANDS

### MOVING IN A MENU

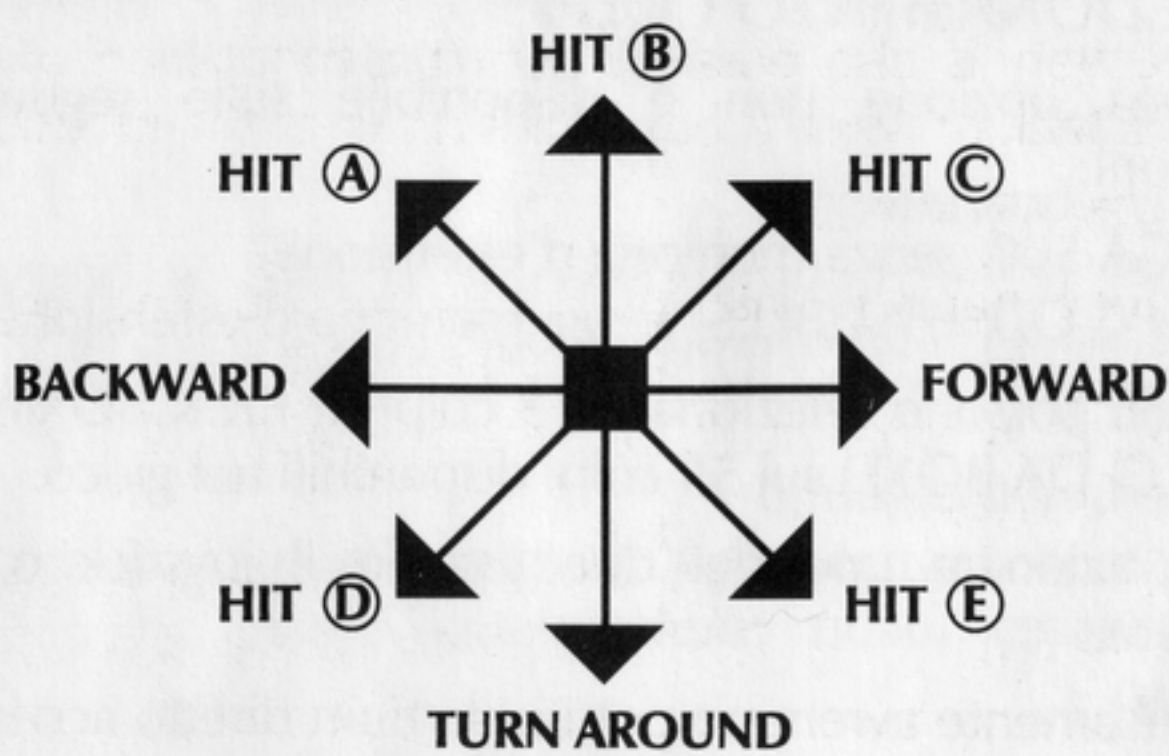
You have 2 ways of moving in a menu.

- Use the joystick + the fire button to validate your choice.
- Use the keyboard (the keys of the numeric keypad) + the RETURN key or the space bar to validate your choice.

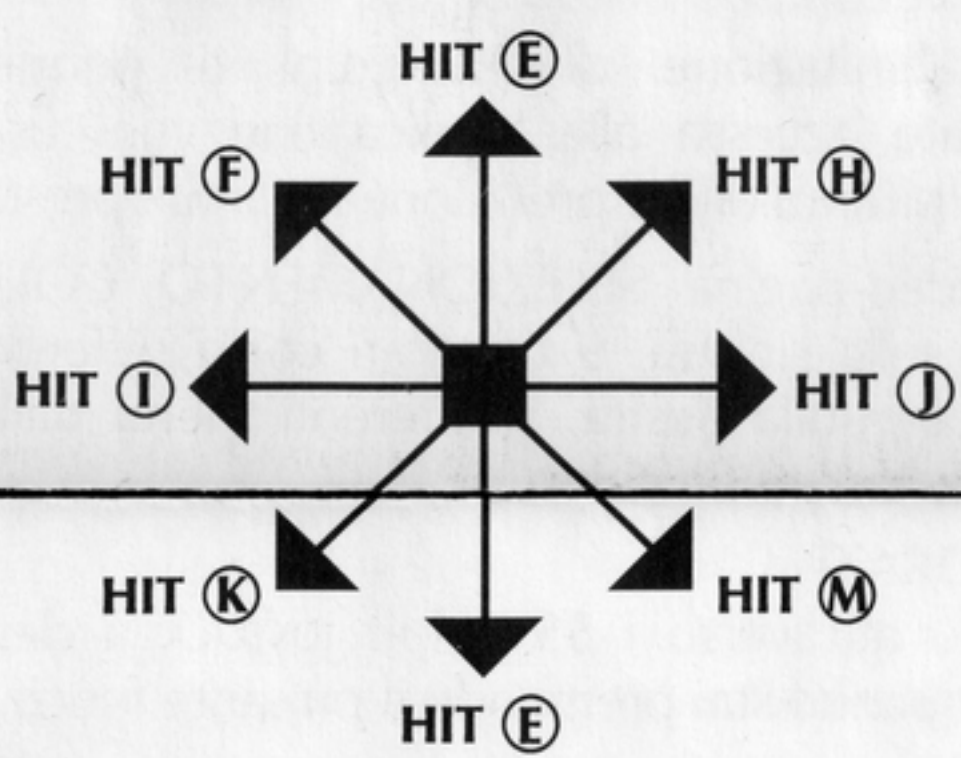
### MOVING DURING A FIGHT

During a fight, the joystick allows you to hit 13 different blows and to move in different directions: forward, backwards, turn around and parry position. You just have to move the joystick in the corresponding position.

### AVAILABLE POSITIONS WITHOUT HOLDING THE FIRE BUTTON:



### AVAILABLE POSITIONS WHEN HOLDING THE FIRE BUTTON:



## FUNCTION KEYS

- F2** : Pause  
**F3** : Run the game again  
**F4** : Activate on / off the analog joystick on PC version\*  
**F5** : Activate on / off the sound on **PC version\***  
**ESC** : QUIT

To make the directions easier to follow, we mainly mention the Joystick function, but all the manipulations are possible with the keyboard.

In case a second joystick is plugged to the mouse port (ATARI & AMIGA versions), this one is not mentioned in the menus.

## TO PLAY RIGHT AWAY

- Load the game into your computer (see LOADING INSTRUCTIONS)
- After loading, the main menu appears on the screen.
- To start the fight, press the fire button: this will select the COMBAT icon by default.  
If you do not press any key or do not start any action, a preview will automatically begin after a few seconds.
- After some advice from the referee, the fight begins.  
You are the boxer on the left side. To strike a blow at your opponent, move the joystick: each movement you give to the joystick corresponds to a blow or a position (refer to SELECT HITS to see all the possibilities).
- If a boxer is knocked out, it is the end of the fight and you go back to the main menu.  
If you go through the first round, you have 2 rounds left till the end of the fight. If you wish to stop the fight or the preview, just press the ESC key.

## MENU

### PREVIEW

The preview gives you a demonstration of a Round. This can help you to evaluate the strength of a boxer before confronting him. The preview starts automatically after a few seconds of inaction while the main menu is still on the screen.

### SELECTING YOUR COMMAND MODE

This option allows you to define the configuration of the commands available to you during the game. With the joystick or the keyboard, you can play against a human opponent or against the computer. In both cases, several commands exist.

### EXAMPLES:

JOY 2     ATARI = One player against the computer.

JOY 2     JOY 1 = One player against another player.  
CLAVIER JOY 1 = One player against another player.  
CLAVIER ATARI = One player against the computer.

### NOTE:

On the ATARI and AMIGA versions, joystick 1 is plugged on the mouse port and you cannot use it to select your choices.

### PHYSICAL SHAPE

Each boxer has a "physical shape" capital. At the beginning of the game, the 8 boxers reserved to the player benefit of the same capital. This capital consists of 3 rubrics that define a boxer's characteristics. The more value a rubric has, the better your boxer is. These rubrics are:

**STRENGTH:** The stronger a boxer is, the more efficient his blows are.

**RESISTANCE:** The more resistant a boxer is, the tougher it is to knock him out.

**REFLEX:** The more reflexes a boxer has, the better his parry positions are.

All the boxers are professional. Each of them has a value estimated in DOLLARS.

### OTHER BOXER

Each time you press the fire button of the joystick, the program proposes to you a different boxer. If you press and HOLD the fire button, the physical qualities of this new boxer appear on the screen.

To memorise a boxer's characteristics, you must position the cursor on "other boxer" and press the "V" key. As long as you press that key, a string of characters appears on the screen; note them down. When you press the "L" key, the program asks you to enter a string previously registered. This allows you to keep in memory, from one game to another, your boxers' evolution.

To enter the boxer's name, use the joystick: UP/DOWN to change a letter, RIGHT/LEFT to modify the cursor position in the word. Then validate with the RETURN key or the SPACE BAR.

To move in the menu, use the joystick and the fire button.

### CHARACTERISTICS OF THE BOXER ON THE RIGHT SIDE:

PHYSICAL SHAPE  
RESISTANCE  
REFLEX

### CHARACTERISTICS OF THE BOXER ON THE LEFT SIDE:

PHYSICAL SHAPE  
RESISTANCE  
REFLEX

**NUMBER OF ROUNDS:** defines in how many rounds (usually between 3 and 12) a fight will be played.

**SAVE FIGHTERS CHARACTERISTICS:** You can keep in memory the name and characteristics of your boxer so that you can use them later on.

**NOW:** Allows you to immediately save on disk the boxers' characteristics.

**NEVER:** Prevents you from saving on disk the data as well as the boxers' characteristics when they are modified in case of defeat or victory.

**IF PROGRESSING:** Allows you to save the data only when:

- you improve your fighting skills
- you win a trophy
- you change your blow selection.

**ALWAYS:** Allows you to save a data as soon as you modify it.

**BACK TO A BOXER'S CHARACTERISTICS:** Allows you to get back to the initial characteristics of your boxer: his starting percentage, his trophies, and his name.

**CHANGE THE NAME OF A BOXER:** Select the name you want to change with the joystick then, validate your choice with the fire button.

To enter a new name, use the joystick: UP/DOWN to modify a letter, RIGHT/LEFT to change the cursor position in the word.

To quit, press the ESC key, or type the name on your keyboard and press RETURN to quit.

**BACK TO MENU:** Return to the boxers' menu.

### TRAINING SESSION

The training sessions help a boxer to better his physical capacities. You are going to improve your RESISTANCE by practicing skipping-rope, your STRENGTH with weight lifting and your REFLEX by kicking on moving targets. Thanks to those exercises you are going to be the best.

To practice skipping-rope, use the joystick. Move it from right to left, several times per second and hold on to that rhythm for 30 seconds.

To practice weight lifting, use the joystick. Move it in every direction as fast as possible.

To practice kicking on mobile targets, use the joystick to hit the upper target, the middle target and the lower target.

If your training session has been efficient, your physical shape percentages will increase.

### MATCH

To start the fight, just select the MATCH option with your joystick and press the fire button. After a few seconds the fight begins.

If there is too much difference between two boxers' levels, the program will automatically refuse the fight.

Before the fight, a POM POM GIRL indicates the round number. To erase her from the screen, just press the fire button.

## SELECT HITS

This option is not available on the following versions:

ATARI 520  
AMIGA 500  
IBM PC COMPATIBLES } without memory extension

The boxers can select 13 KICK BOXING blows among 55 blows available in the game. You can action either one by using the joystick or the keyboard.

Technically, we could have given you direct access to the 55 blows but that would mean very complex combinations of the positions of the joystick. So to make things easy, we chose the simple and easy to use solution.

This limitation to 13 blows allows an immediate access to the technique you want to use, that means more rapidity and precision in your performances.

### On the SELECT HITS you can see:

On the left, 9 squares with the different available blows.

On the right, different menus from which you can select a blow.

### THE 9 SQUARES

Scrolling through the 55 blows: Joystick to the left or to the right when pressing the fire button.

Select a hit: With the joystick (and without pressing the fire button), position the boxer in the red pants in the square of your choice and press the key corresponding to the position of the joystick.

**Example of a position:** Key B corresponds to the upper position of the joystick without pressing the fire button.

### MENU 1

The menu including the A.B.C.D.E. keys shows the positions of the joystick when the fire button is not pressed.

### MENU 2

The menu including the F.G.H.I.J.K.L.M. keys shows the positions of the joystick when the fire button is pressed.

### OPTIONS

The X option allows you to see all the selected blows. As long as you press the X key, you see the MENU 1 positions and the message F0 appears in the central square. When you release the X key, the MENU 2 positions appear on the screen the F1 message in the central square. No change occurs on the screen until you press another key.

The Y option allows you to quit the selection without any modification.

The Z option allows you to validate your selection.

**NOTE:** You cannot modify the selection of the boxer's blows run by the computer.

Some of the positions are not available: RIGHT, LEFT, DOWN. These are moving and parry positions already determined by the computer.

### EXAMPLE OF A SELECTION

**EXAMPLE:** You wish to assign blow #10 to the upper position of the joystick, without pressing the fire button.

Move the joystick to the RIGHT when pressing the fire button. The second screen of blows appears. Move the boxer in the red pants to the square number 10 without pressing the fire button. Now that you have selected your blow, press the B key corresponding to the upper position of the joystick. Blow number 10 is now assigned to the upper position of the joystick.

Proceed the same way for each blow you wish to modify.

To get some training and become familiar with your new selection, you can fight a boxer who doesn't defend himself. Just follow the example:

If you have boxer A with joystick 1, choose to fight boxer B (using the keyboard) and don't touch the keyboard.

Boxer B will be your Sparring Partner.

### GRADING

There are two ways of grading:

- One in DOLLARS, reflecting the strength level of a boxer. It is determined according to the value in DOLLARS, which is itself calculated according to the boxer's STRENGTH, RESISTANCE and REFLEX.
- The other, according to the trophies. If you have one or several trophies you automatically appear in the trophies classification.

## MATCH

### INFORMATION DISPLAY

It consists of a chronometer and two light ramps located above the ring.

The CHRONOMETER indicates how long you have to fight before the end of the round. We reduced the time of a round to 1 minute, but in reality, a round lasts 2 minutes.

Each light ramp is placed above a boxer. The lit one indicates which boxer is leading the game. This is why the luminosity will vary according to the blows hit during the fight. There are 4 projectors on each ramp, and each projector has 3 different intensities of lighting:

**YELLOW:**  
maximum lighting = maximum physical shape

**ORANGE:**  
medium lighting = medium physical shape

**BLACK:**  
null lighting = null physical shape

When the 4 projectors above a boxer are black, it means that this boxer is knocked out and loses the fight.

### MATCH

#### STRIKING A BLOW

To strike a blow, just move the joystick in one of the 13 available positions. The blow corresponding to the chosen position is automatically stricken. To see the

different available positions, refer to the COMMANDS and SELECT HITS chapters.

### HITTING YOUR OPPONENT

To make sure that your blow hits your opponent, one of your attacking zones (fists, feet, tibias) must touch a non-protected and sensitive part of your opponent's body (head, torso, thigh).

A circular kick will hit your opponent if he stands in the trajectory of the blow. For example: you are behind your opponent (closer to the ropes than he is) and you strike a circular kick aiming to the back of the ring: your circular kick will have few chances to touch your opponent. On the other hand, if your circular kick is aimed at your opponent (to the front of the ring) the chances are your kick will hit him. So, for your blow to hit your opponent, you must stand in the right position when you start your blow (not too close, not too far), and your blow must hit a non-protected and sensitive part of your opponent's body.

### BLOW

When you strike a blow, some parameters will define its quality:

**STRENGTH** of the attacker

**RESISTANCE** of the opponent

**POWER** of the blow

**HEIGHT** of the blow

Scores are precisely kept according to those parameters.

The variations in the projectors lightings reflect a boxer's vitality. When the projectors of a boxer are off, this boxer loses the fight. It is also possible that after a blow on the head, a boxer falls to the ground and loses some vitality.

### RECOVERY

It happens automatically at the end of each round. In the game, recovery time is 30 seconds and it allows the boxers to regain strength.

Recovery is also possible during a fight when there is no attack or when a boxer falls down to the ground.

### TURN AROUND

It may happen that after a blow you find yourself turning back to your opponent; it is essential to turn around in order to go on fighting. You have two ways of executing this turn:

The first one is to totally loosen the joystick which will automatically get back to its neutral position and this will give to the program the instant order to make a turn. The second way is to move the joystick in the down position without pressing the fire button: the turn is immediately performed.

### UMPIRING

The referee's office is to oversee the proper behavior of the two fighters.

He stops the fight when one of the boxers strikes the same blow in succession. Varying your blows is one of the essential conditions for a quality fight.

When, after a sweep, a boxer falls down to the ground without being hurt, the referee stops the fight to allow him to get up.

If a boxer is knocked out, the referee counts up to 8 to give him time to regain consciousness; if the boxer is not able to fight again within the required time, the referee counts up to 10 and proclaims the other fighter winner.

### END OF THE MATCH

At the end of the last round, the boxer with the more lit projectors wins the fight. If the loser has one or several trophies, the winner gets the smaller of these trophies. If the fight was not that easy to win (too much difference between the 2 fighters), the STRENGTH, RESISTANCE, REFLEX parameters of the winner will be increased. This way he is progressing in the classification and another title is added to his prize-list.

A Pom Pom girl shows his trophy to the winner.

The loser's parameters automatically decrease.

### HOW TO SELECT YOUR BOXER'S BLOWS SO THAT HE IS CORRECTLY DRIVEN BY THE COMPUTER IN THE PREVIEW MODE.

When the computer drives a boxer (its boxer or one of yours in the preview mode), it needs to know his selection.

Let's take the selection menu. The joystick positions can be identified by letters going from A to M.

These are the positions the computer can identify:

- A** Corresponds to a long stretched blow.  
**B,C,D** Correspond to a direct blow hit with the front arm or the front leg, or to a round kick, coming from the end of the screen.  
**E,F,G** Correspond to a direct blow hit with the rear arm or the rear leg, or to a round kick, coming from the end of the screen.  
**H,I,J** Correspond to a direct blow hit with the front arm or the front leg, or to a round kick, aiming at the end of the screen.  
**K,L,M** Correspond to a direct blow hit with the rear arm or the rear leg, or to a round kick, aiming at the end of the screen.

## CHAMPIONSHIP ORGANIZATION

Some clubs, stores or groups of friends like to organize competitions with several players. The following details are for them:

- In the OPTIONS MENU, select the saving mode "NEVER".
- To fight, choose boxer A (joystick 0) against boxer B (joystick 1).

Boxers A and B have the same characteristics and the "NEVER" option guarantees they will not change at the end of the game in case of victory or defeat.

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