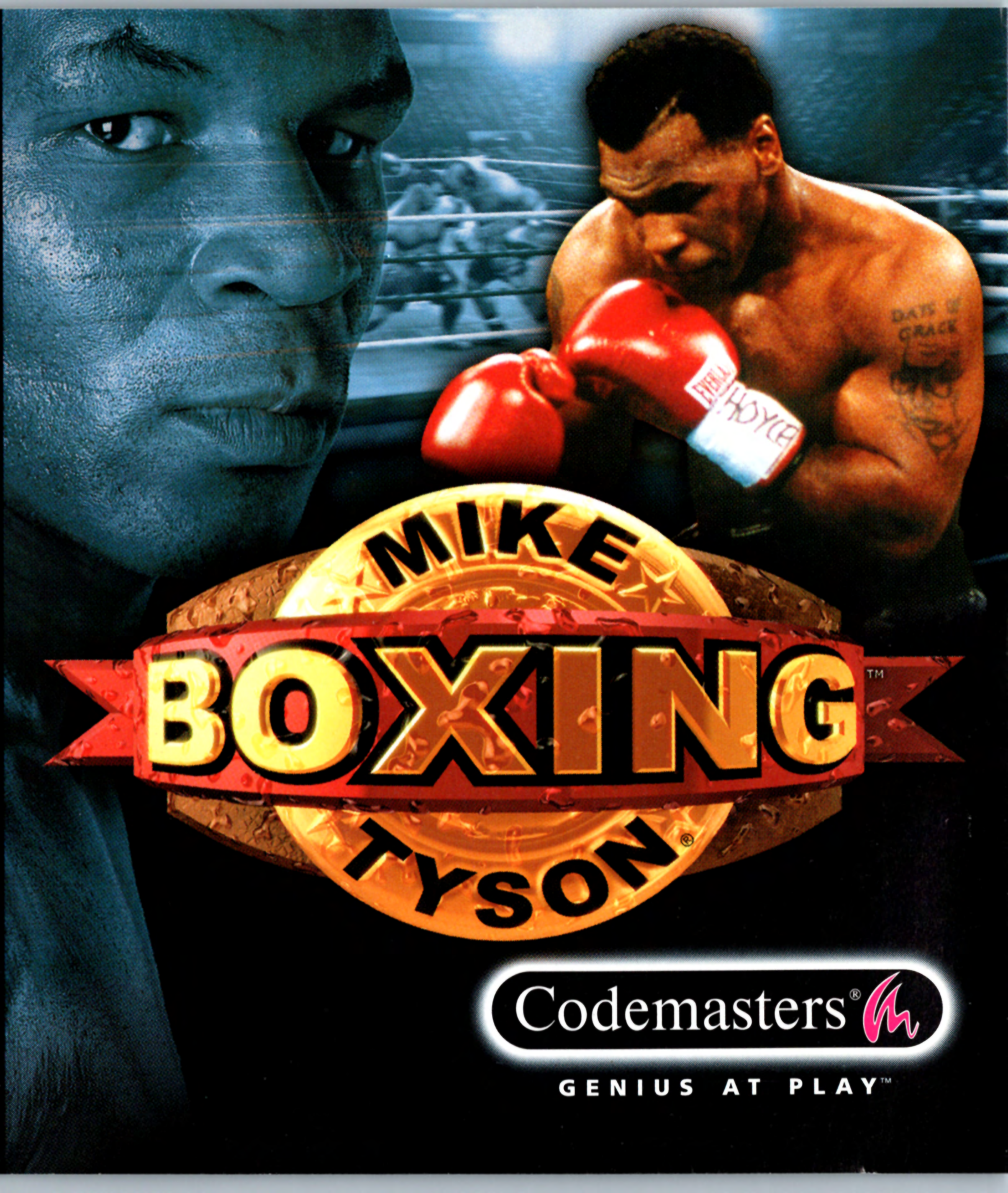




PlayStation

NTSC U/C

PlayStation®



TEEN



CONTENT RATED BY  
ESRB

SLUS-01162  
40004

Codemasters® 

GENIUS AT PLAY™

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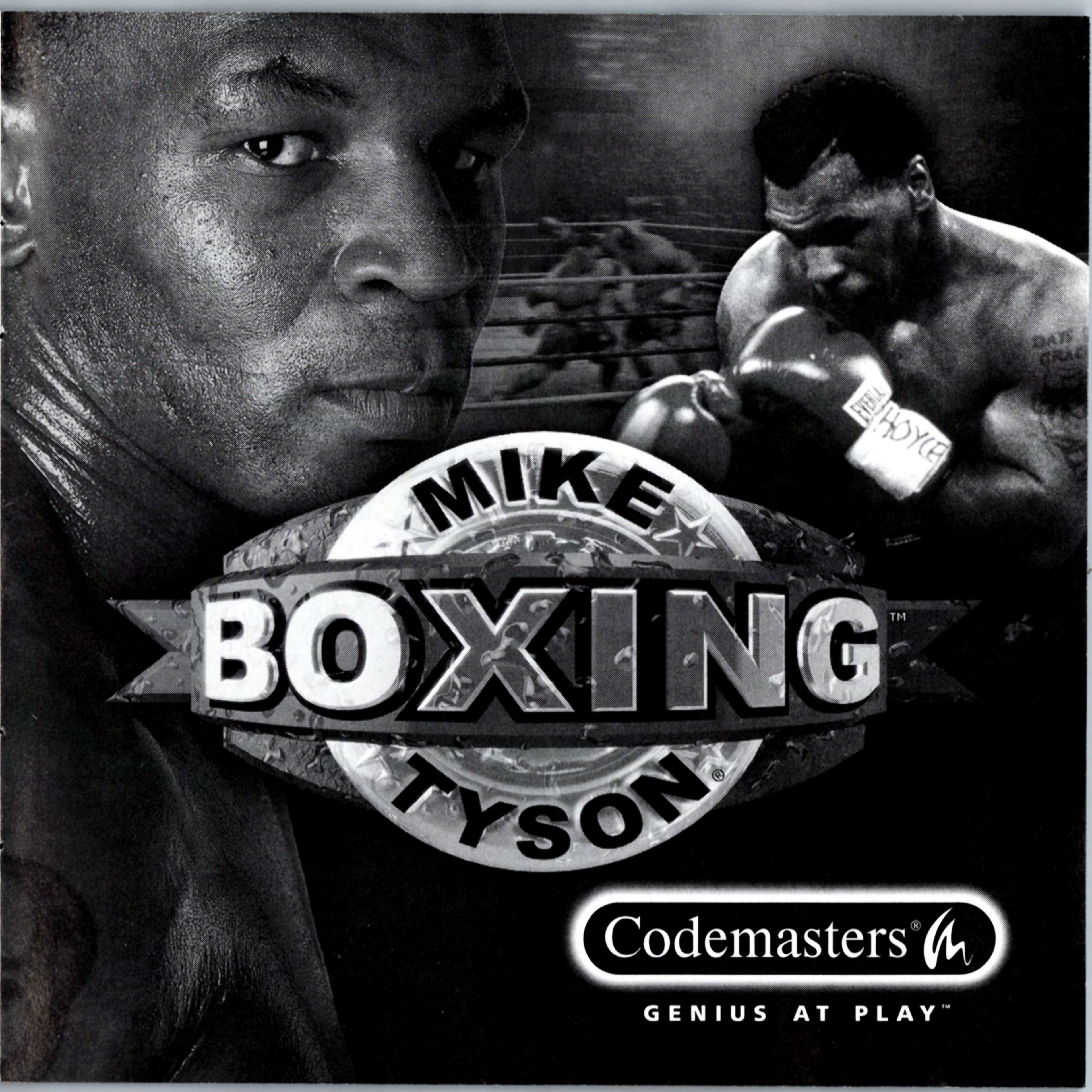
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- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# ***THE CHAMP***

**Name:** Mike Tyson

**Date of Birth:** June 30th 1966

**Nationality:** American

**Titles:** Former WBC  
Heavyweight Champion

Former WBA  
Heavyweight Champion

Former Undisputed  
Heavyweight Champion

**Boxing Record:** Fights: 48. KO s: 42.

## **GETTING STARTED**

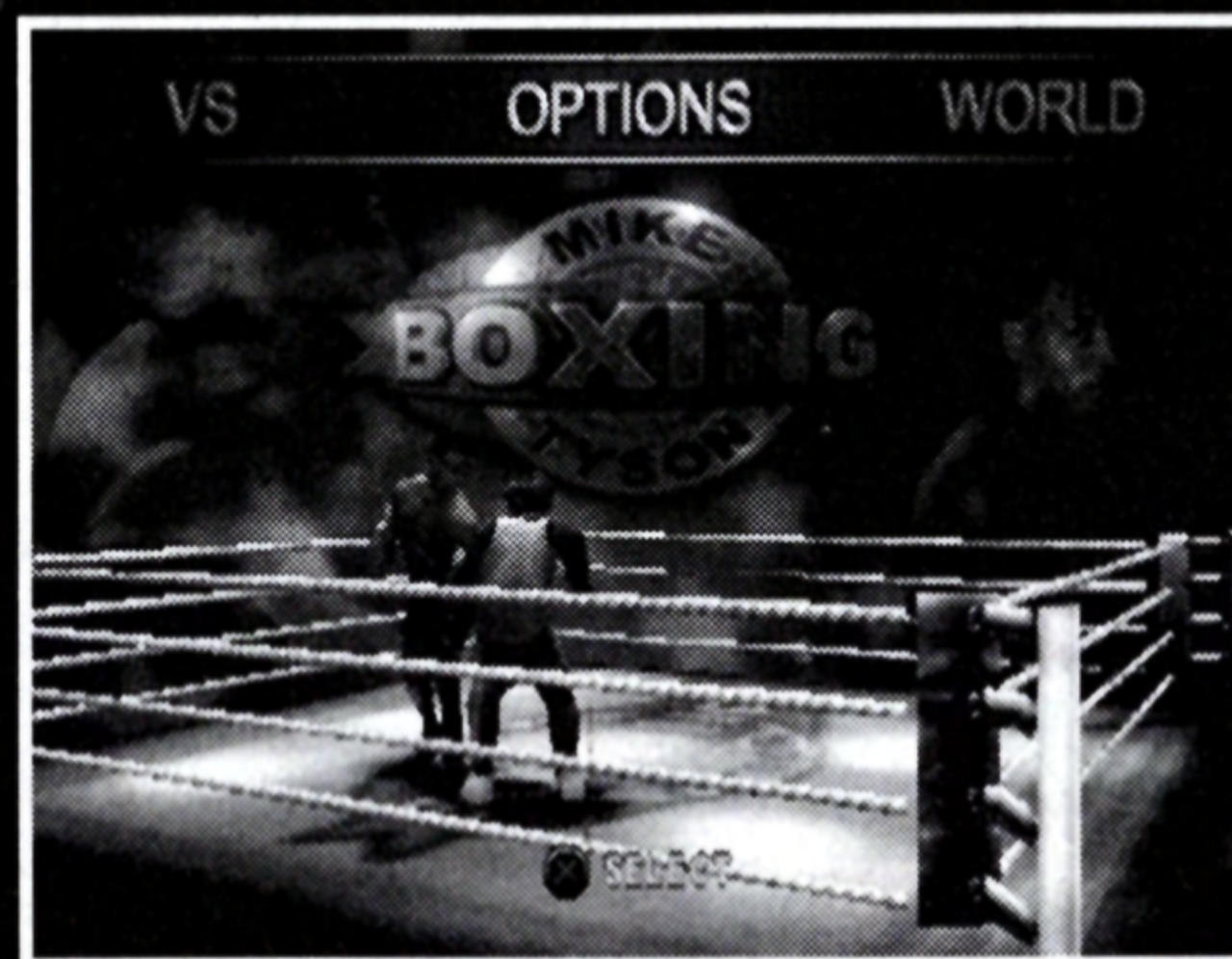
1. Set up your PlayStation game console according to its Instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the "Mike Tyson Boxing" disc and close the Disc Cover. Follow on-screen instructions to start a game.
2. If you wish to load or save information during play insert a MEMORY CARD, with at least 3 free MEMORY CARD blocks, into MEMORY CARD slot 1 or MEMORY CARD slot 2 before commencing play. (See the MEMORY CARD section later in this manual for more details.)
3. Insert game Controllers and close the disc cover before turning the power on.

It is advised that you do not insert or remove Peripherals or MEMORY CARDS once the POWER button is turned on.

## **QUICK START**

### **Menu Screen Navigation**

You can use either Controller for single player games. Use the directional buttons to change your selection. The X button will confirm your choice or cycle through the various options. The Δ button will return to the previous menu or de-select an option.



## ***Game Mode Overview***

### ***VS***

(1 - 6 players)

A single bout between two boxers,  
or with 3 to 6 players in a  
winner-stays-on tournament

### ***SHOWCASE***

(1 - 8 players, depending on unlock status)

A knockout tournament to become the  
undisputed champion

### ***WORLD***

(1 Player)

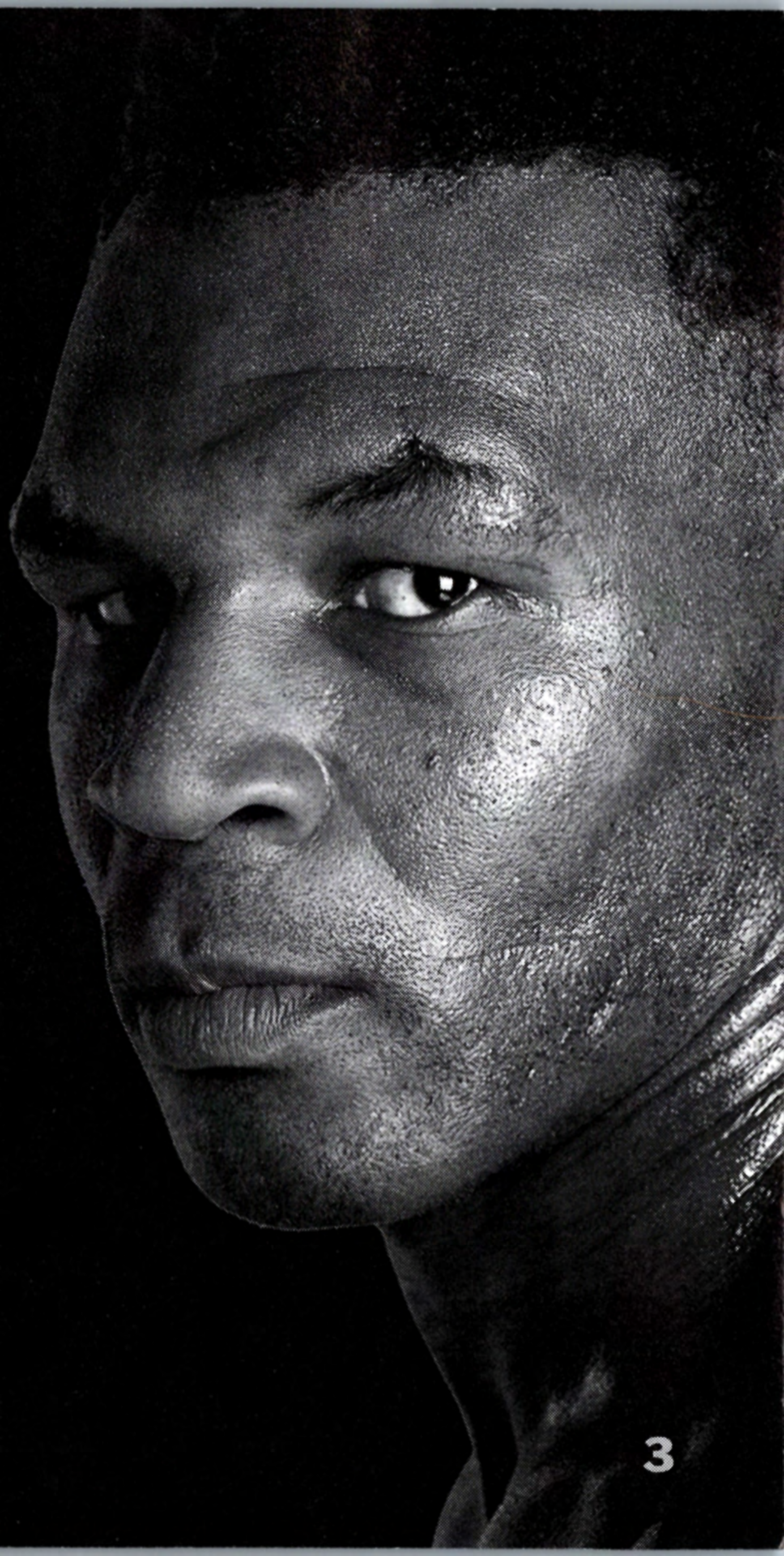
Take a boxer through an entire boxing career

### ***PRACTICE***

Take on sparring partners in the gym

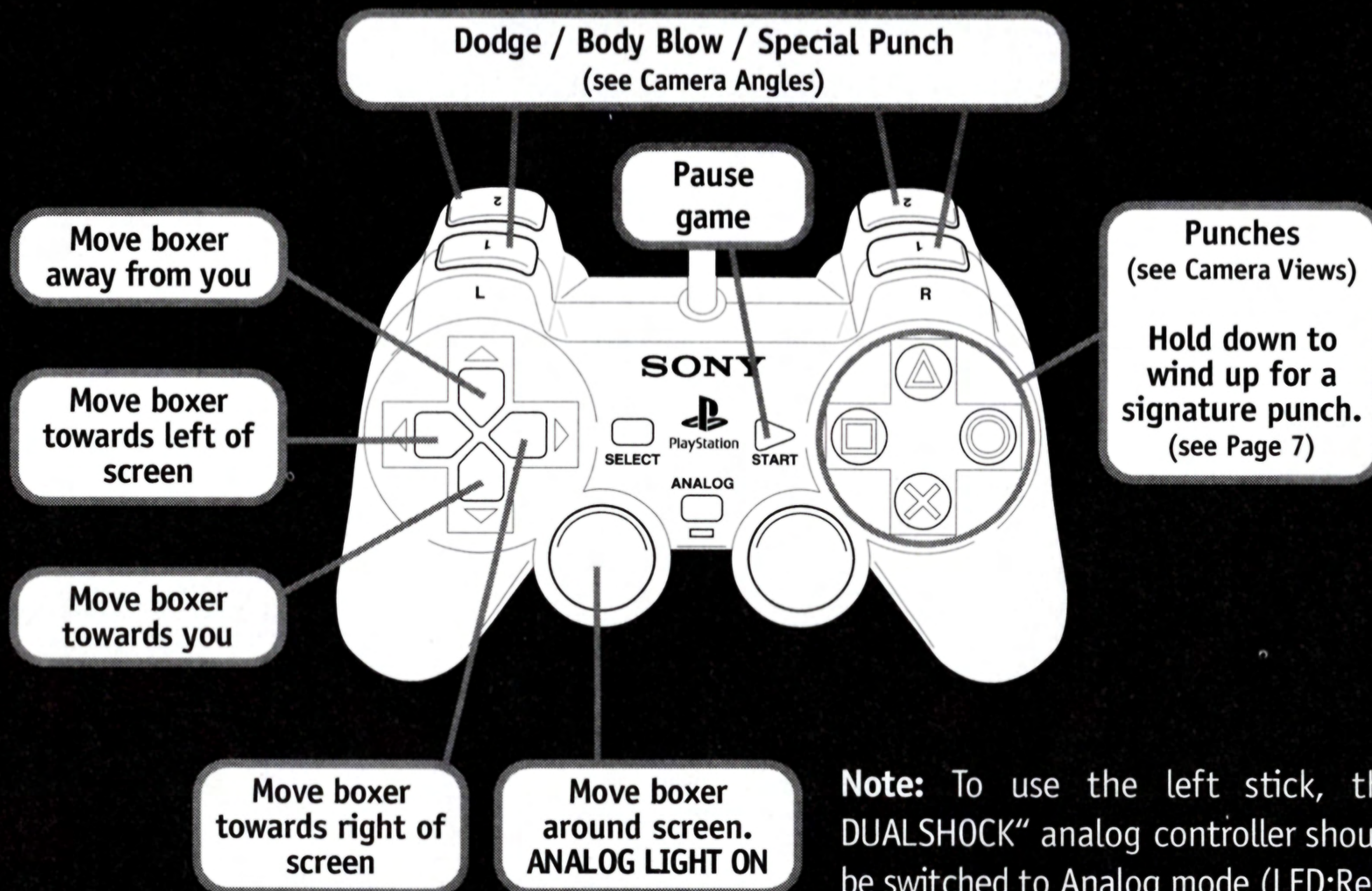
### ***OPTIONS***

Customize the game options



# CONTROLLING A BOXER

The controls described below show which buttons perform which basic actions. However, the controls change with each camera angle you choose. Check out the diagrams on the right to see specifically how to control your boxer for each camera angle. The boxers are illustrated as they appear on screen.



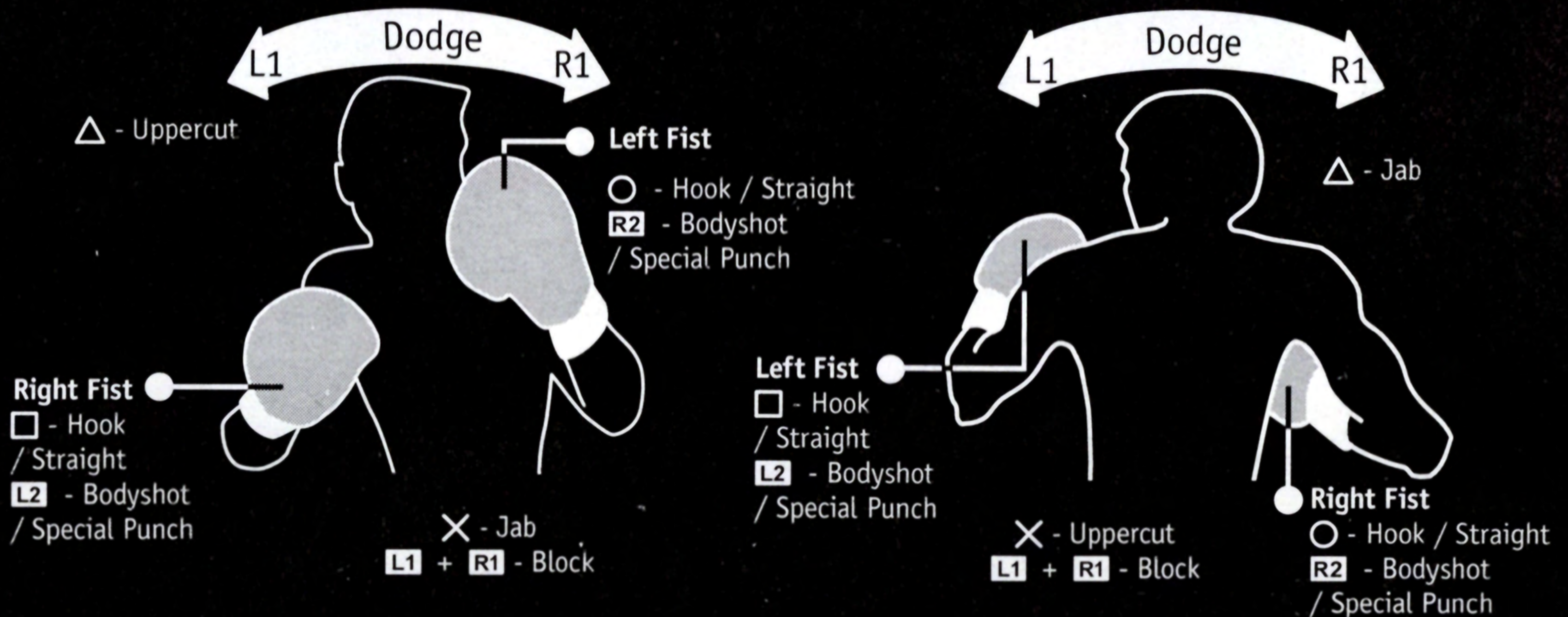
**Note:** To use the left stick, the DUALSHOCK™ analog controller should be switched to Analog mode (LED:Red) using the Analog mode switch.



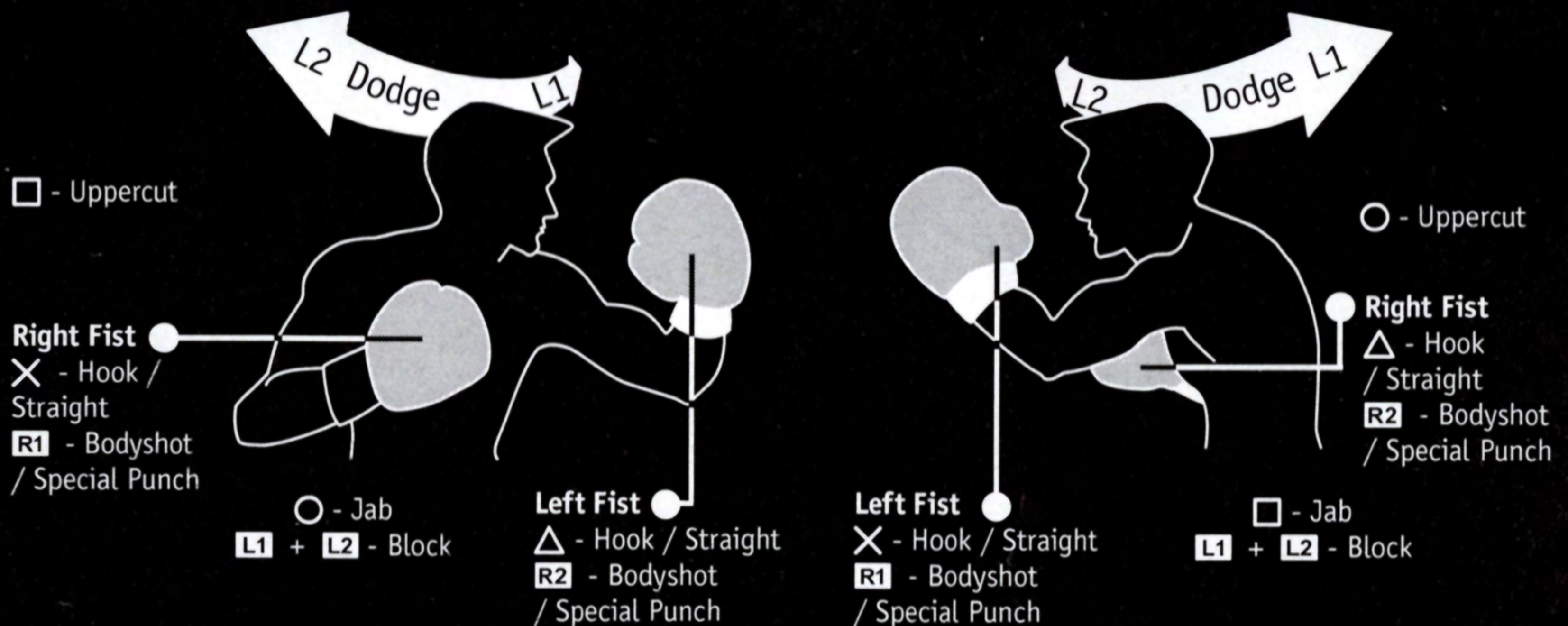
# CAMERA VIEWS

## Controls A

(see In-Game Menu)

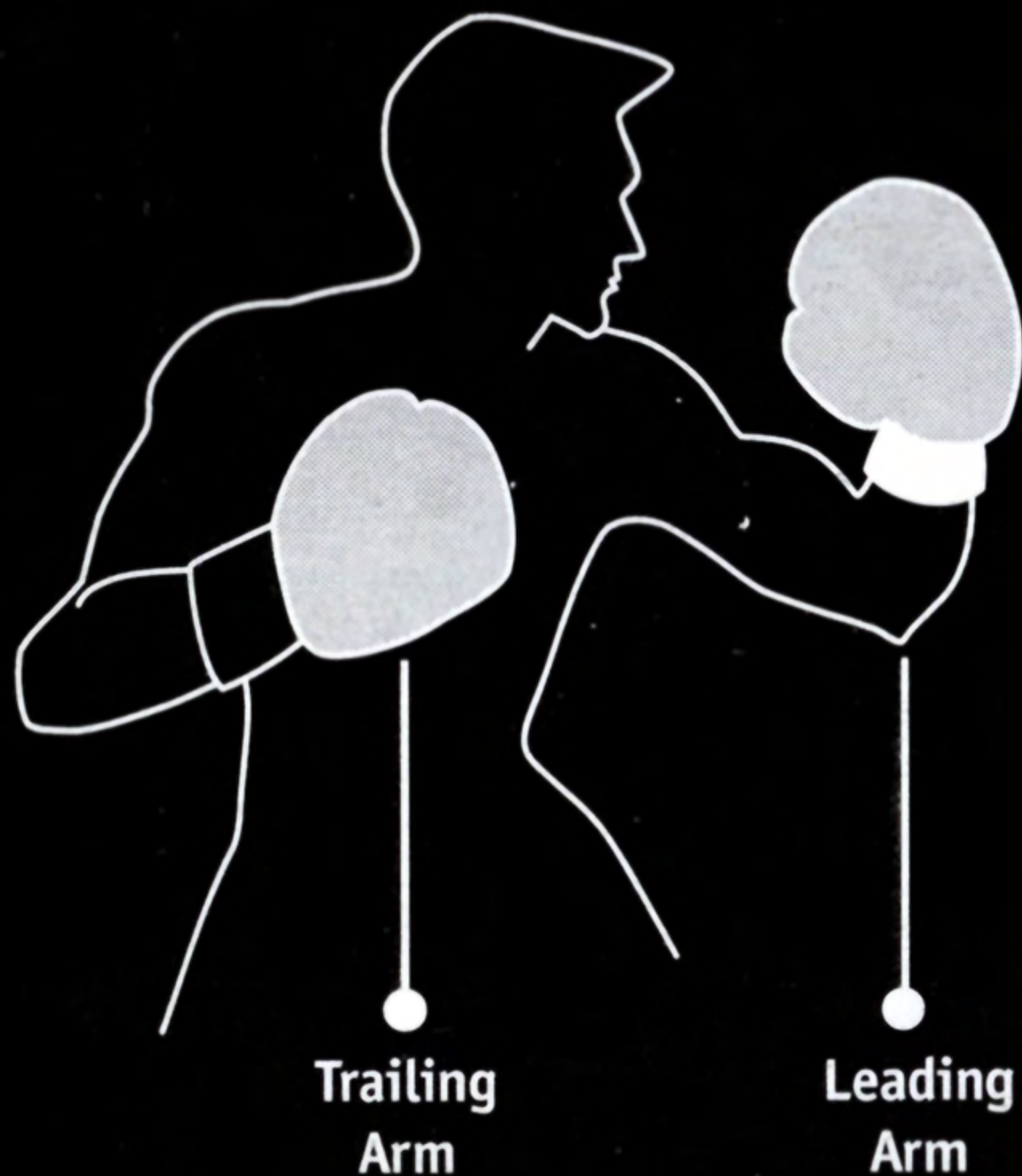


## Controls B



## ***Punching***

There are four basic types of punch. With which arm they are thrown depends on the boxing stance of the boxer in question - 'Orthodox' boxers lead with their left hand, 'Southpaw' boxers their right.



### ***Jab - Leading Arm***

The Jab does little damage to an opponent. It is quick and used to test range, open up defenses and generally annoy.

### ***Straight - Trailing Arm***

The Straight has as long a reach as a jab and is

the most damaging punch because the puncher's whole body is swung into it. It is also the slowest, for the same reason. A Straight punch is far less effective at close range.

### ***Hook - Leading Arm***

The Hook is a quick punch that has its maximum effect at medium range. It is often very effective because its circular, rather than straight, trajectory makes it more likely to connect.

### ***Uppercut - Trailing Arm***

The uppercut has its greatest effect close in. It derives its power from the fact that it is close to the body, and is ineffective from long range.

### ***Winding Up for a Signature Punch***

Each boxer has a set of signature punches. Hold down one of the punch buttons (see Camera View control diagrams) to wind up the punch. When you release, your boxer will throw one of his signature punches, depending on the punch button you use.

Time your signature punches carefully, as you won't be able to move while throwing them. If you get hit winding up, or hold down the punch

button for too long, you'll lose the Signature Punch and have to wind up again.

The Signature Punches vary in power and trajectory from boxer to boxer. But, if missed, they can leave you vulnerable.

Enter Practice mode to hone your signature punch. You'll see a time bar to help you get your wind up to perfection. In Vs, World or Showcase mode, you don't see the time bar, so you'll just have to rely on your sense of timing.

### **Special Punches**

Each boxer has two devastating Special Punches - a left and a right. They are more powerful and so take more time to get ready to be thrown. Unlike normal punches, Special Punches cannot be blocked.

Special Punches are only available when powered up. The power meter (bottom corners of the screen) is powered up by successfully dodging punches. When the meter is filled up, the nearby glove starts flashing.

Once powered up, you have 10 seconds to throw your Special Punch using the buttons detailed on the Camera Views control diagrams. The

timer will count down, if it reaches 0 you'll lose your Special Punch.

*NOTE: All punches have a recovery time - the time it takes before you can throw another punch. For further details, see Stun and Recovery Times in the Fighting Technique - Hints and Tips section of this manual.*

### **Blocking**

See Camera View diagrams on Page 5 for how to block. Your boxer will automatically use the best block for the incoming punch. However, it does take a little time to get your guard up and you generally have to see a punch coming to be able to block it.

### **Dodging**

Pressing one of the Dodge buttons (see Camera View control diagrams) will make the boxer dodge either to his left or his right. Unlike the block, the dodge cannot be held and is a one-shot deal. If timed properly, you will avoid a punch thrown by an opponent and be able to counter attack faster than by blocking. Dodging is only effective against head punches.

## ***THE BOUT***

The bout can be changed in the GAME SETUP screen within the OPTIONS menu.

The fight will be of 1 to 12 rounds, each of either 1, 2 or 3 minutes or infinite length, depending on the selection. Selecting Infinite means the fight will be one round decided by Knockout or Technical Knockout only.

## ***ON SCREEN DISPLAY***

This screen is taken from in-game. It displays the following information:

### **1 Round Time**

The time remaining until the end of the round is displayed top center.

### **2 Scorebar**

The scorebar works in a tug-o-war manner. The Red side represents player 1, the Blue player 2. When you land a punch, you turn more of the bar your color - making your

opponent's part of the bar smaller. If you are winning and you miss, you will sacrifice some of your scorebar to your opponent.

At the beginning of a round, the bar is split exactly in half, and the score (shown at the ends of the bar) is 10:10. The taller center section of the scorebar represents a buffer zone. If the dividing line between the two colors moves inside this buffer zone, the overall score will not change.

Each boxer's score for the current round is determined by the amount of the bar that is their color and the number of times they have knocked down their opponent. Once the dividing line between the two colors moves outside the buffer zone, the score changes to 10:9 in favor of the successful boxer. If a boxer manages to fill the whole bar with their color, their opponent will be knocked down.

When a boxer is knocked down they lose a point, one of their knockdown lights is lit up and the score bar resets to the middle with the new score. The boxer who is losing on points can now only gain a point back by knocking down their opponent.

### 3 **Knockdown Lights**

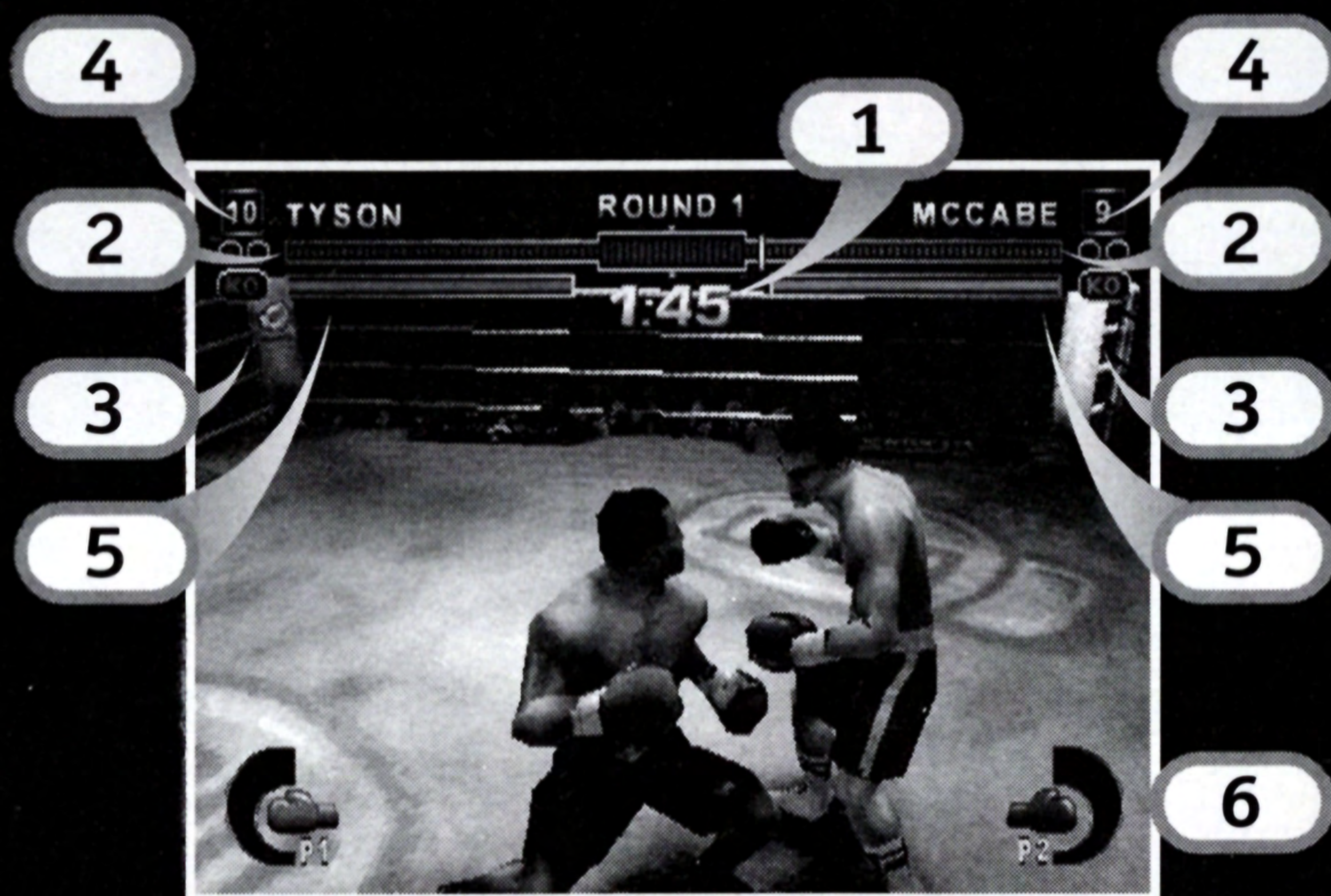
Every time a boxer is knocked down in a round, a light is lit. A Technical Knockout (TKO) is achieved by illuminating all three of your opponents lights. The TKO rule can be switched off in the game options menu.

### 4 **Current Round Points**

These display the points score of the red / blue players at the corresponding ends of the scorebar.

### 5 **KO Bars**

Every time you hit your opponent, you decrease their KO Bar - if it is emptied they are knocked out. If you're on the receiving end, don't worry - the KO Bar slowly refills to its maximum over time. If the bar is below maximum, its maximum level is shown dark grey rather than its normal color.



Since the bar recovers over time, a sustained attack is necessary to KO your opponent. But every time you are knocked down you will lose part of your KO Bar, making it that little bit easier to knock you out.

## 6 Power Meter

This shows the status of the Special Punches. When the curved bar by the glove is filled, the glove will begin to flash and you can throw a Special Punch. This is explained fully in the Controlling Your Boxer section earlier in this manual.

## Getting Back Up

If you are knocked down, you will always get up by the count of 8 unless:

- 1) Your KO Bar is empty - in which case you are knocked out.
- 2) The TKO rule is switched on and it is your 3rd knockdown in the same round.
- 3) You are knocked down at the end of the round and you have the saved by the bell option on.

While you are down, your KO Bar will not increase by itself because you will be playing The Get Up Game.

## The Get Up Game

To gain energy you have to press the button shown on the Get Up swing bar when it lights up. The button lights up when the moving line is nearly touching the end of the bar.

Each time you do this successfully you will gain a unit back on your KO Bar. But if you press the wrong button (or mis-time it), the moving line will switch direction and you will have to wait for it to go to the opposite end - and start to come back - before you get another chance to press the correct button.

This game stops either when you manage to fill your KO Bar to its maximum level, or when you reach the count of 8.



MIKE TYSON VS CHRISTIAN MUTAMBA

1 0

THE WINNER IS MIKE TYSON

FIGHT 1	1	2	3	SCORE
TYSON	10	10	10	30
MUTAMBA	9	10	10	29

CONTINUE

## **Winning**

You can win a bout:

### **1. On Points**

Each round is scored as it is fought. The points for all rounds are added up and the boxer with the highest total is declared the winner.

### **2. By Technical Knockout**

(if TKO rule is on in Game Options)

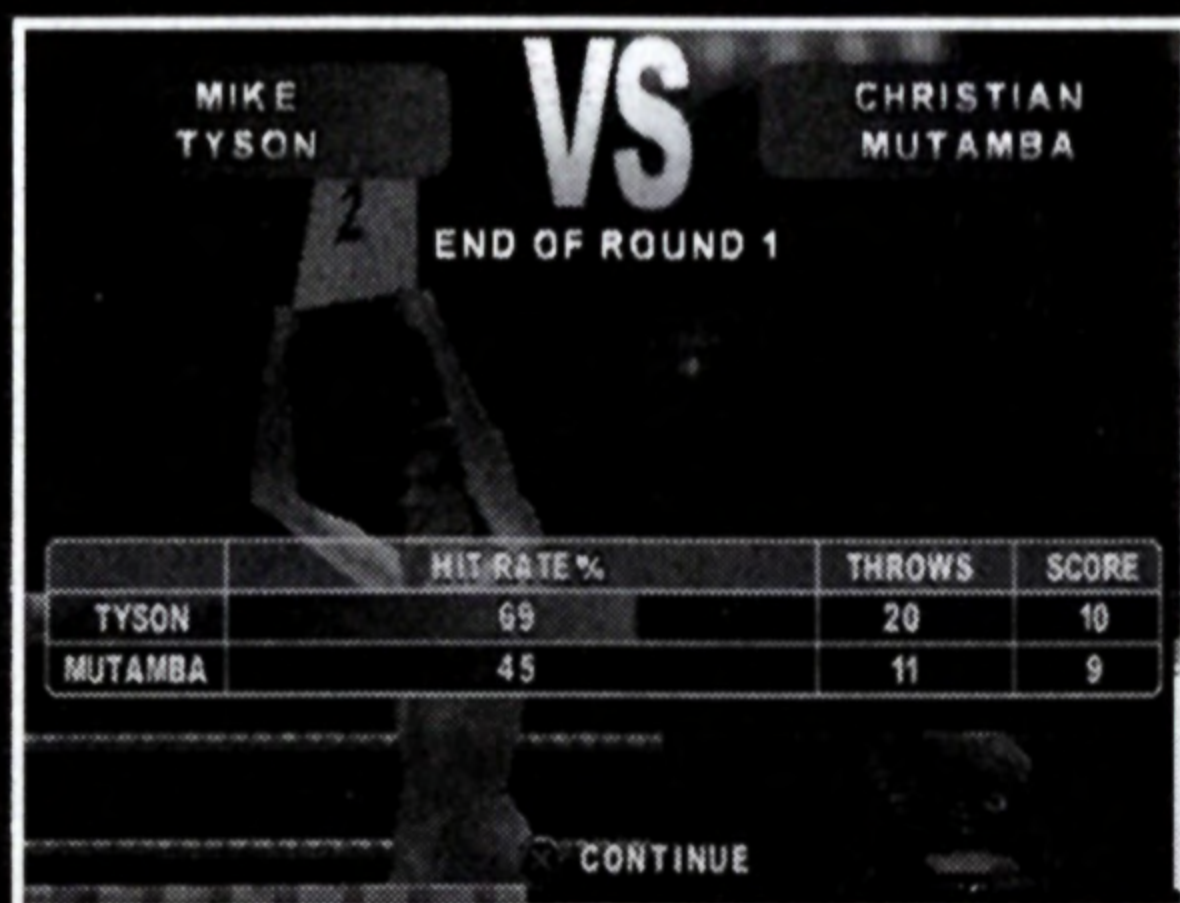
If a boxer knocks his opponent down 3 times in one round he is declared the winner.

### **3. By Knockout**

If a boxer's KO Bar is emptied then he will be knocked out.

## **Between Rounds Screen**

At the end of each round, and after the final bout decision, the stats screens are displayed. They show points per round, total points and the percentage of punches landed.

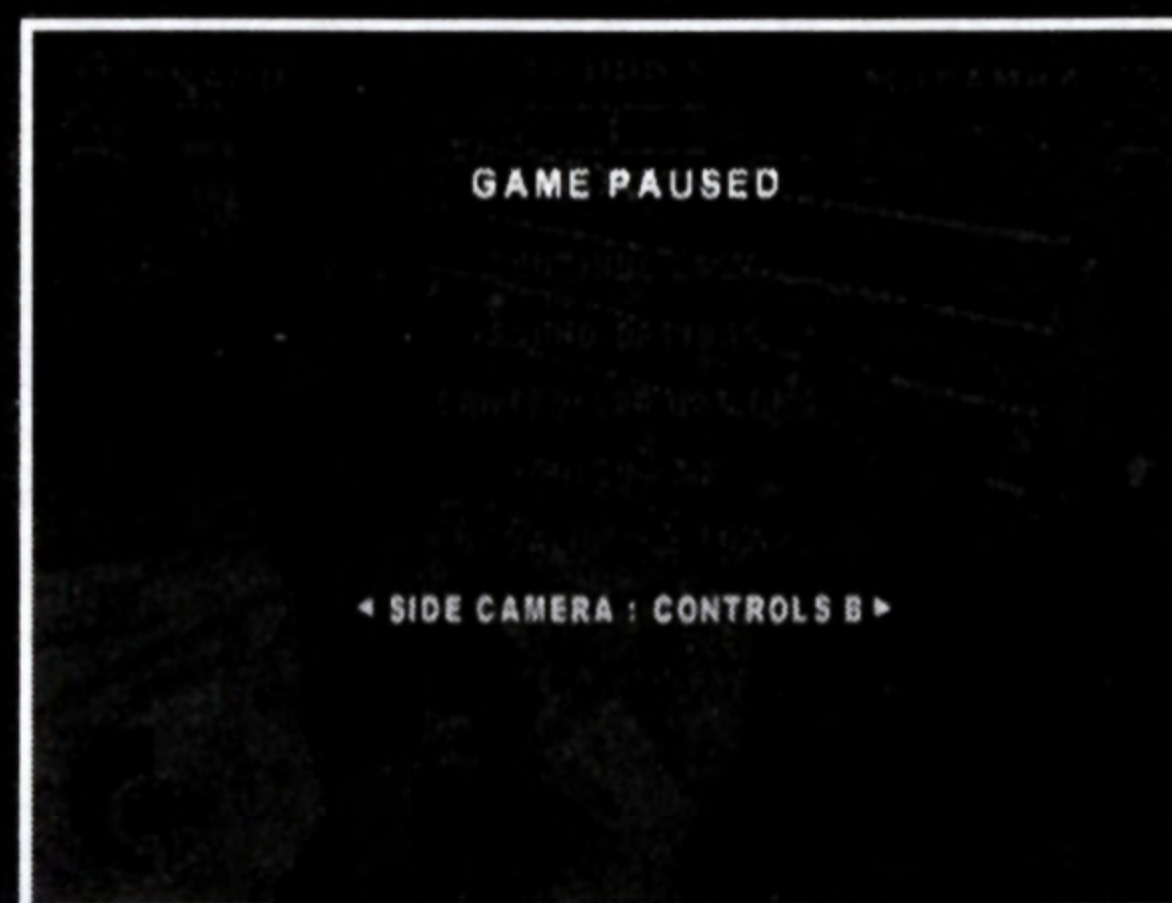


	HIT RATE %	THROWS	SCORE
TYSON	69	20	10
MUTAMBA	45	11	9

MIKE TYSON VS CHRISTIAN MUTAMBA  
END OF ROUND 1  
CONTINUE

## **In Game Pause Screen**

This can be reached in all modes by pressing the START button.



### **Continue Game**

Return to the game

### **Sound Options**

Change sound effects / crowd volume

### **Controller Options**

Turn Vibration on / off for either Controller

### **Quit Game**

Quit game and return to main menu

### **Throw in the towel**

End the fight and skip to the decision

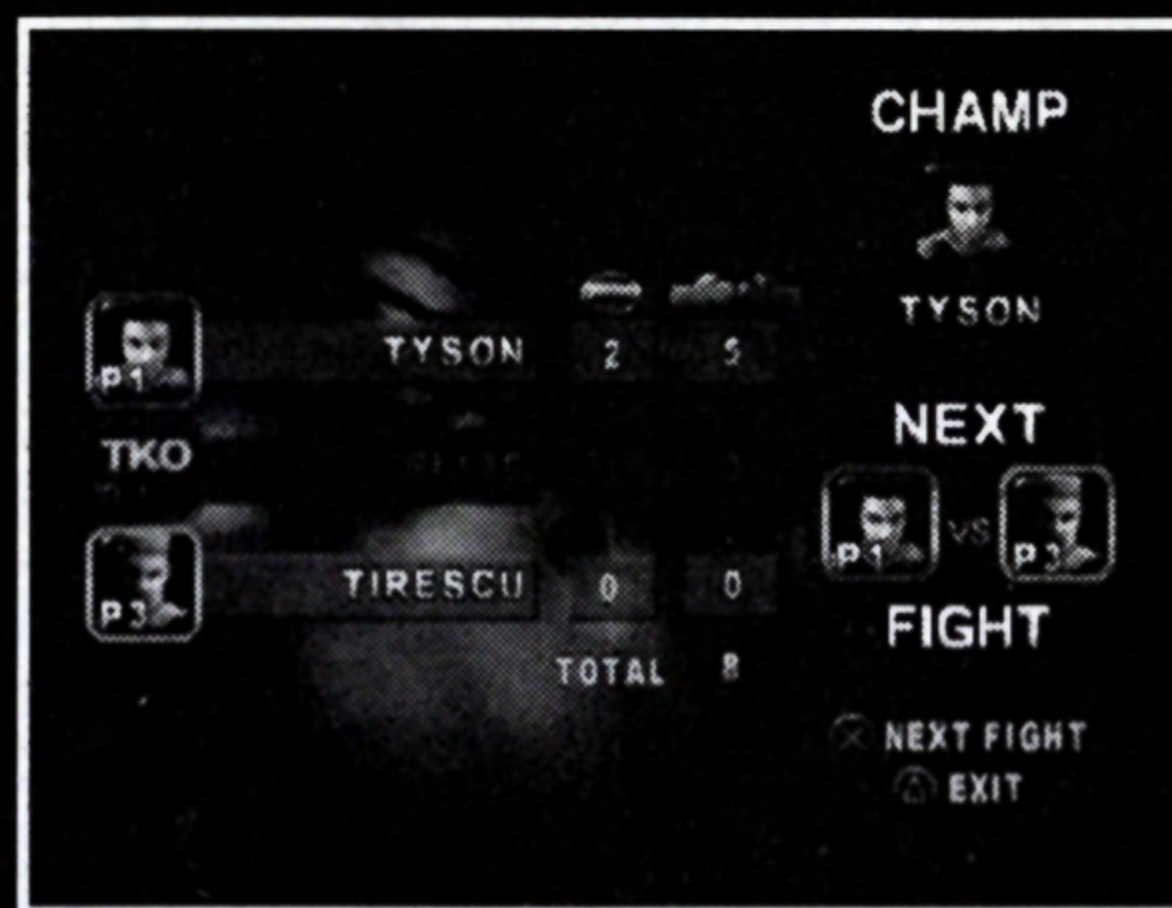
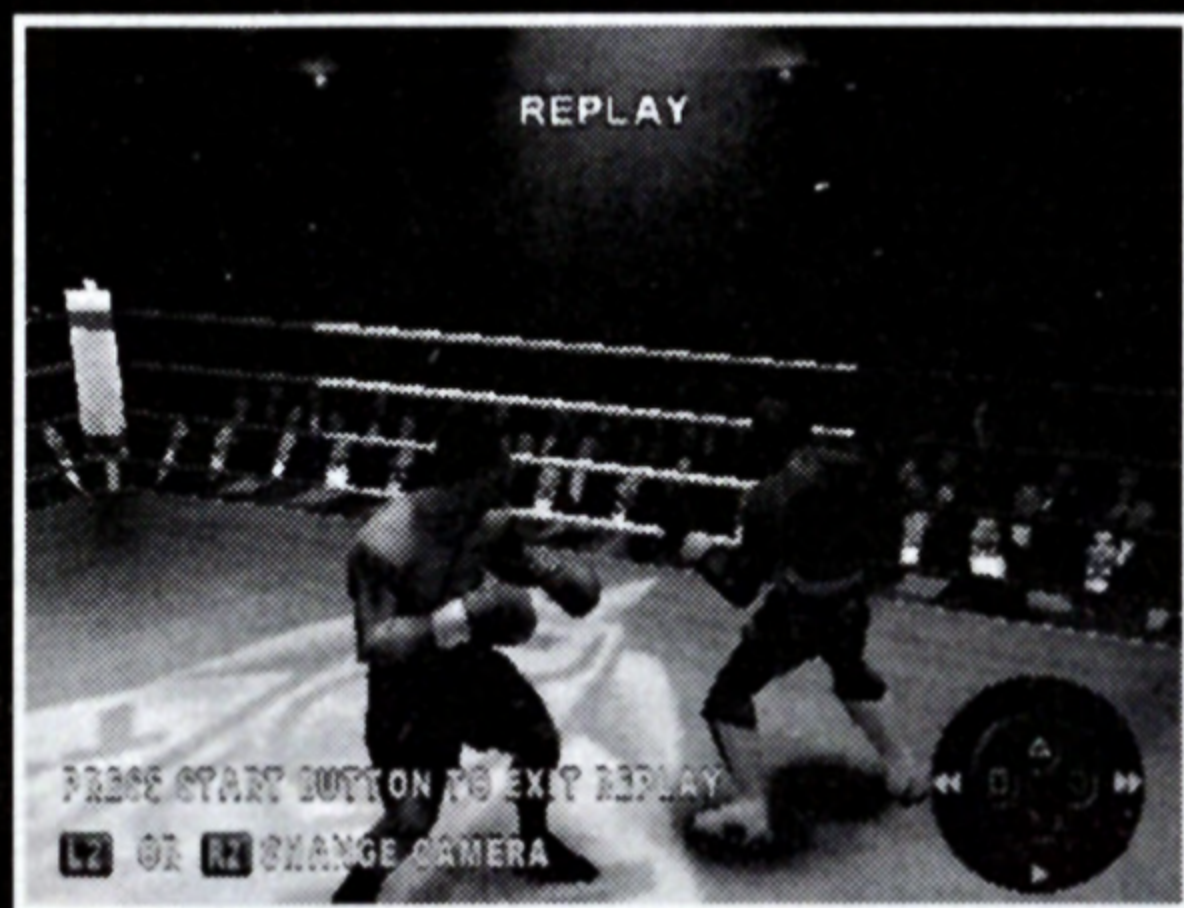
## Camera

Press the left and right directional buttons to change camera view. The boxer controls change to suit the camera view - check out the Camera View Controls on Page 5.

## View replay

View a replay of the last 10 seconds of the fight. Controls for the replay function are: (◀◀ ◻ button, ▶× button, ▶▶ ○ button) Press the START button to end a replay.

These controls are also shown on-screen during the replays.



Game winner  
(when you've beaten  
all your friends)



Fight winner  
(when you've won  
a single bout)

## MAIN MENU -VS MODE

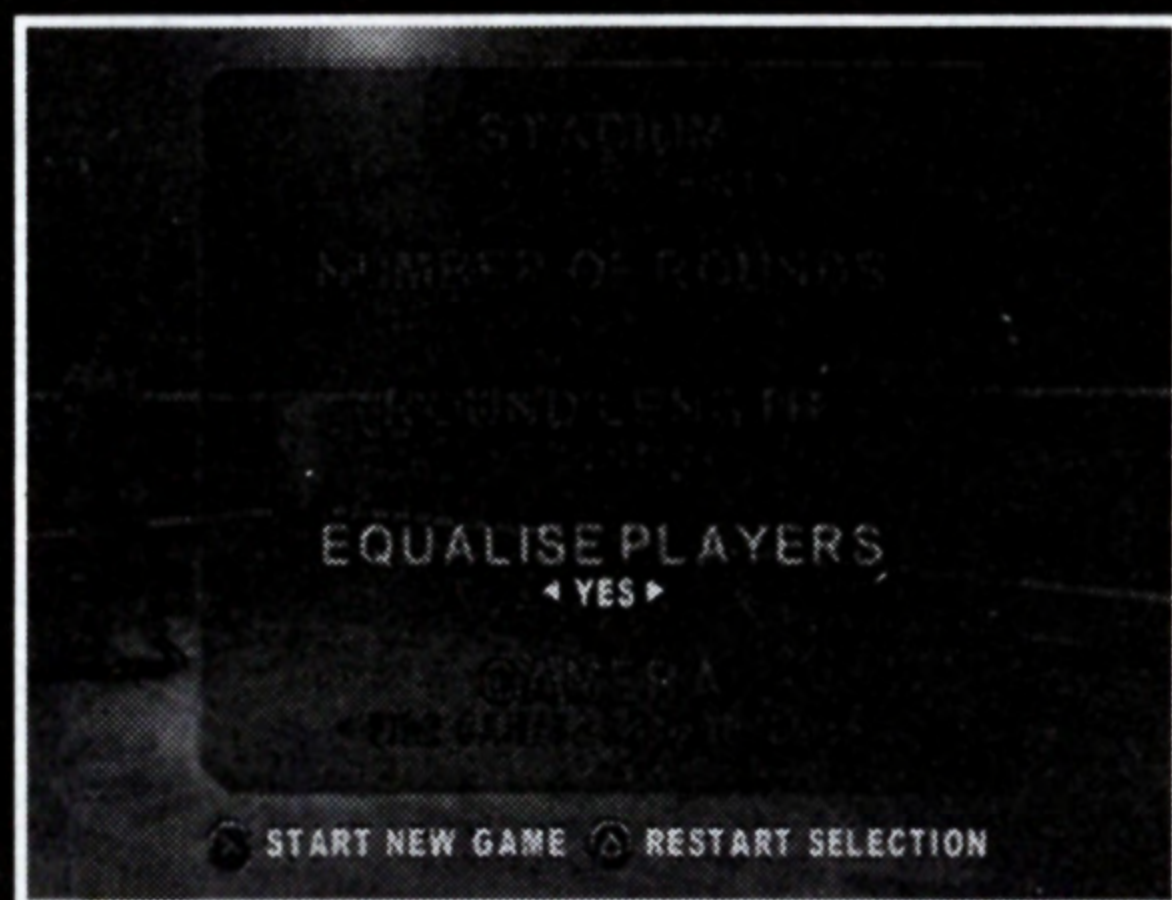
First choose the number of players from 1 - 6. Then use the left or right directional buttons to choose a boxer. Pressing the ◻ button will show a brief history of the boxer, pressing the × button will select him.

The boxers run from left to right, lightest to heaviest. Once you have selected your boxer, pick a CPU opponent (in Single Player) or boxers for players 2 - 6 in the same way.



This will then take you to the Start Fight screen where you can start the bout with the default settings or change the venue, number of rounds, round length, AI difficulty and the camera view.

If you are playing with **3 or more** players, instead of Difficulty you have the option to Equalize Boxers which will give all players the same stats. On pressing the **X** button you are taken to the VS Summary screen which gives you a run-down of your tournament.



### ***Hidden or Locked Boxers***

New boxers become available after single player SHOWCASE games. Hidden boxers yet to be found will be represented by a silhouetted figure at the far right of the selection list.

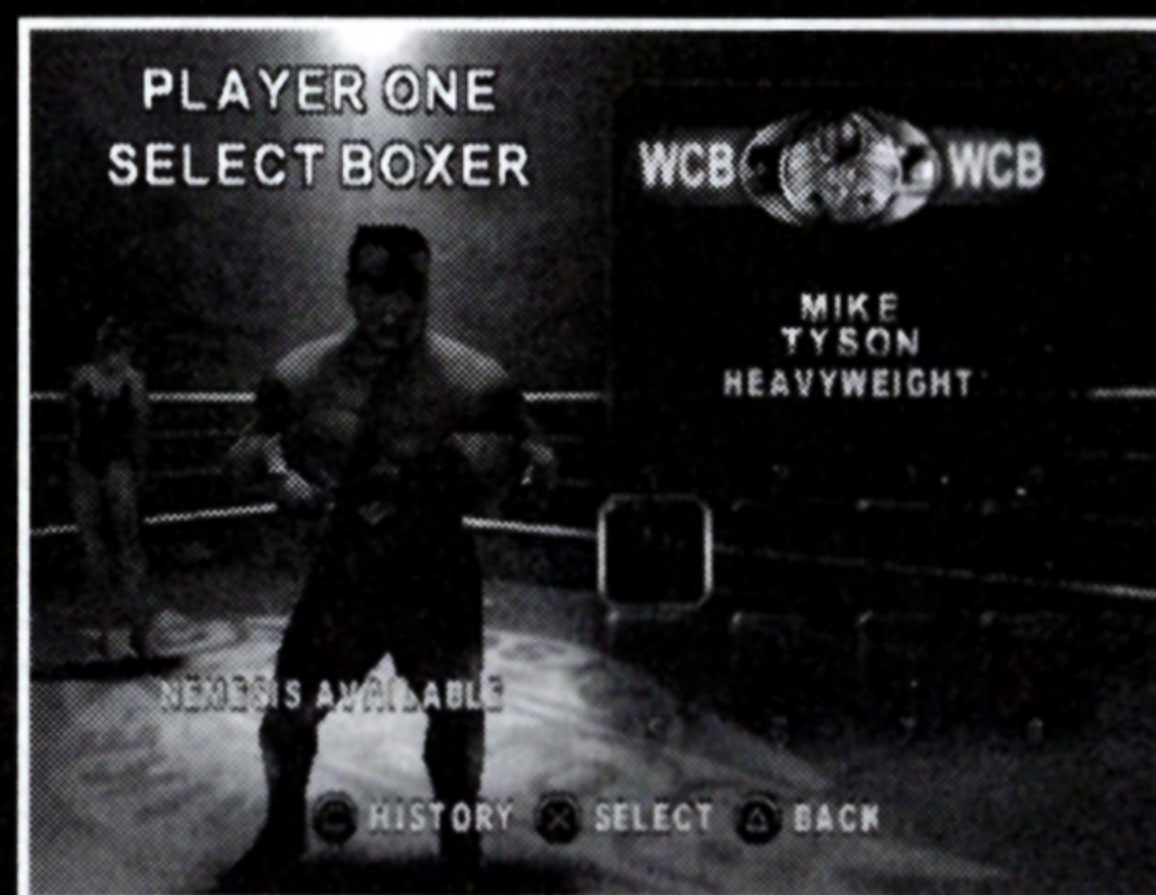
## **MEMORY CARD**

The MEMORY CARD icon allows you to load a boxer saved previously in the WORLD mode and fight them against the available boxers, or another WORLD mode boxer.

### ***Random Selection***

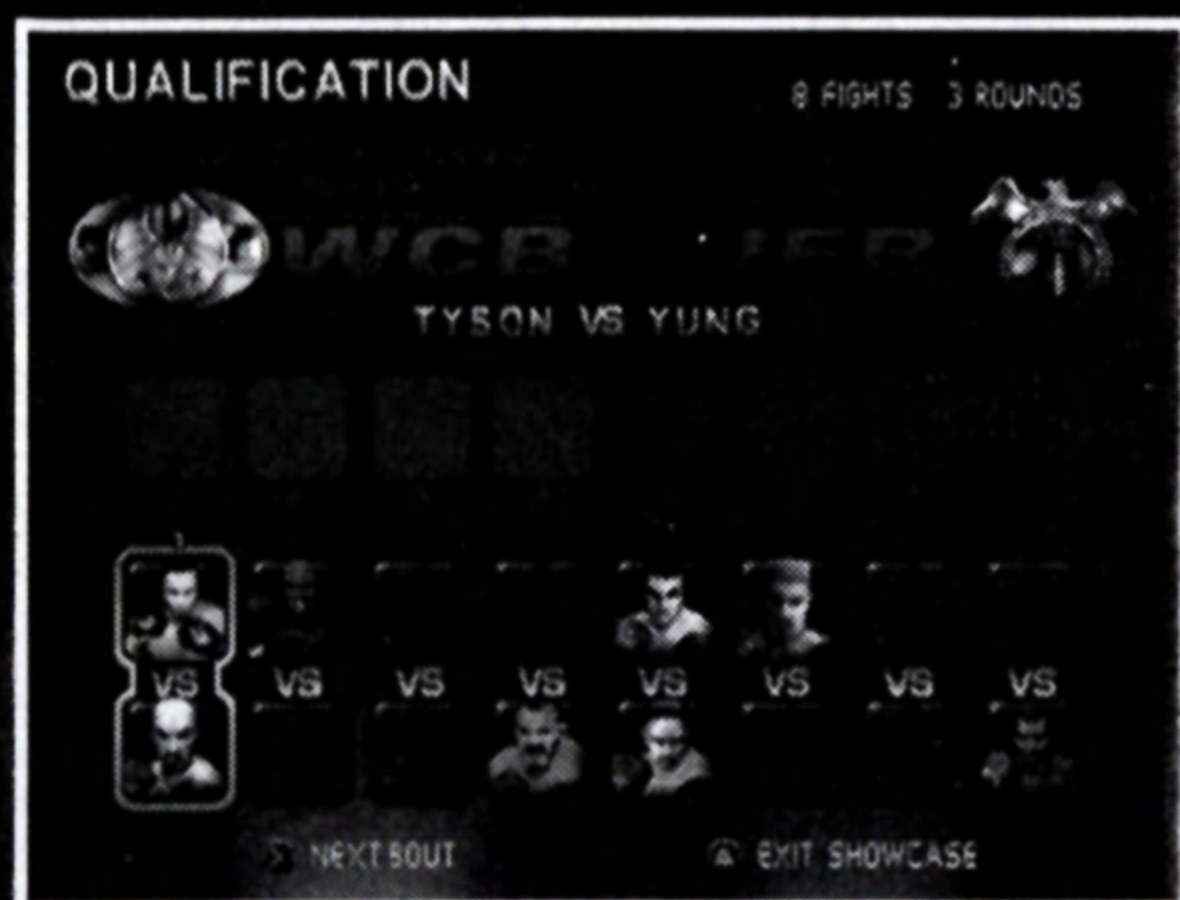
The question mark will give you a random choice from the boxers currently available.

## **SHOWCASE MODE**



The SHOWCASE mode is a 4-bout knockout tournament between the best boxers in the world to see who is the greatest, regardless of weight.

SHOWCASE involves the world title belts of the WCB (World Championship Boxing) and the IFB (International Federation of Boxing). Initially, boxers will only fight opponents from the same organization. Once a winner has been decided from each belt, the two fight to see who'll become the undisputed champion of the world.



Up to 8 human players can take part in a SHOWCASE game, but only if enough boxers have been unlocked by playing through the SHOWCASE as a single player. Initially, the maximum number of players is 2.

### ***Single Player Showcase***

Human controlled players are shown with a number on them to signify each player.

In the first round there are 8 fights, 4 in each belt. Only the winners move on, so the second round has 4 fights, 2 in each belt.

This process continues until the final round determines the undisputed SHOWCASE world champion.

### ***Unlocking Characters***

Completing a single player SHOWCASE game with any of the characters initially available will unlock a new character. To keep characters unlocked, you must save your game in the MEMORY CARD menu accessed from the OPTIONS menu. Alternatively, activate the Autosave function in the OPTIONS menu before you play.

### ***Multi-player Showcase***

The multi-player version of the game is the same as the single player mode, but with human players taking control of their characters.

If there is only one human player, use the Controller in Controller port 1. If there is more than one human player, the character on the left (Red scorebar) will use the Controller in Controller port 1 and the one on the right (Blue scorebar) will use the Controller in Controller port 2.



## **WORLD MODE**

The WORLD game lets you take a new pro through their career, with the aim of becoming World Champion.

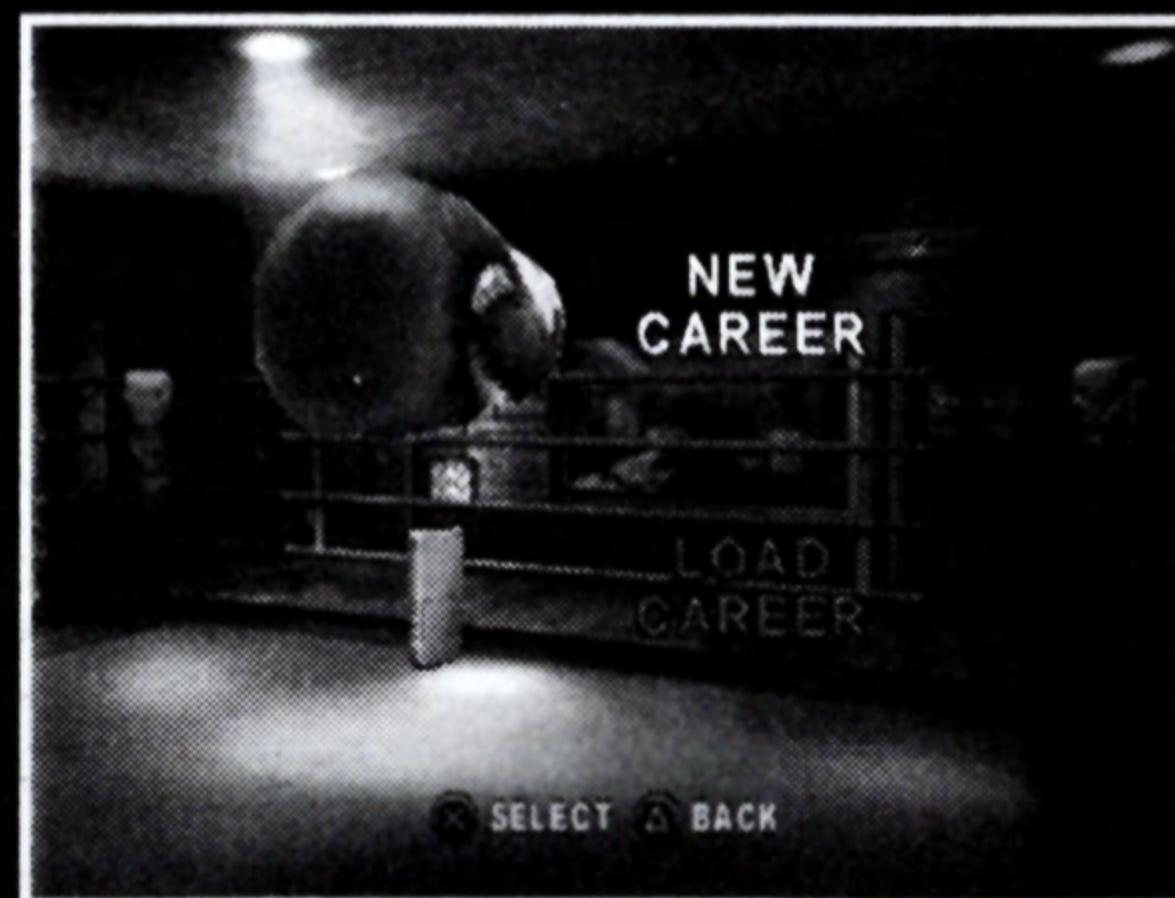
The WORLD game is teeming with other boxers, all with their own attributes and peculiarities and all with the same goal as you - to be the World Champion.

You set the training regime, pick your opponents and control the boxer in fights. You must find a balance between building up your boxer's health stats quickly and not burning yourself out. Your main goal is to become World Champion. However there are other goals - youngest champion, oldest champion, most fights

undefeated, most championship defenses, highest career earnings etc.

The game only ends when you retire your boxer - so it's your choice whether to retire on a high note as world champion or after a long run of humiliating and debilitating defeats.

You can also train and manage a boxer without controlling him in the ring. To activate management only, turn Management on in the Options menu of the Game Controls screen.



### **Starting a New Game**

If you have a previously saved character, you can select 'LOAD GAME' or start a new game by selecting 'NEW GAME'.

When you start a new game you first have to choose your weight category - Light, Middle or Heavy.

You then get to pick one of 8 boxers in that weight category to play with and you can also change their name (up to 15 characters, their first or last name no more than 8 characters long). A space denotes separation between first and last names.

### **Main WORLD Screen**

Pressing the left or right directional buttons or the **L1** button or the **R1** button will show you the various menu pages of the World game: Gym, Challenge, Stats, Control.

To select Time Advance Press the **O** button, then move left or right to select the time period you want to advance. Press the **X** button to confirm.



This screen shows you the date. Time stands still in WORLD mode until you advance it in the top right corner. Beneath this is the time to your next fight, if you have one arranged.

To the left are your stats: strength, speed, etc, shown blue. In Gym and Challenge screens, your weight, condition, etc are shown on the right. Your career stats (wins, losses, KO s etc.) which initially will all be zero, are shown top right in Stats and Control screens. Your opponent's stats are shown in orange if you have a fight arranged or when Challenge is selected.

Choose Challenge to show the WORLD rankings, including your own. Any boxers who currently have a fight arranged have a boxing glove icon to the left of their name, and the date of the fight to the right.

Any boxers who have recently moved in the rankings will have an arrow instead of a boxing glove, the direction of the arrow indicating their movement up or down the rankings.

*NOTE: By pressing the **□** button you can get help on most things in the world game.*

The WORLD game screens are:

## Challenge

Use this screen to arrange a fight. This screen also allows you to see who's fighting who and to check on the current world rankings.

Any boxers with fights arranged have a boxing glove icon next to their name. When you highlight such a boxer, the glove near his and his opponent's name will change to a vs icon. To arrange a fight you must challenge another boxer. You can only challenge a boxer who is three places either side of you in the rankings.



Sometimes you will be challenged by other boxers, including those of a lower status looking to increase their own rankings.

Refuse a challenge 3 times and the third challenge will be automatically accepted.

## The Gym

### Training Regime Screen

If you press the  button, Tyson will explain the different training types. You can also get him to set up a recommended training regime.

Use the ASK button for advice. Depending on the help level you select in the options, Tyson will either set your regime for you or advise you on your current regime.



Use the Practice button to go for a sparring session. As in Practice mode (described later on page 20), you can choose Defensive, Neutral or Aggressive sparring partners.

## ***Training***

You only have a certain amount of time to spend each week on training. Initially, this will all be shown as rest time. Choose the proportion of this time to spend on training activities and what's left remains as rest time.

Shown below is the effect for each of the training activities:

<b><i>Activity</i></b>	<b><i>Improvement</i></b>
<b>SKIPPING</b>	Balance/Endurance
<b>SPEEDBALL</b>	Speed
<b>CIRCUITS</b>	Endurance
<b>PUNCHBAG</b>	Strength/Speed/Balance
<b>WEIGHTS</b>	Strength/Resilience
<b>SPARRING</b>	Resilience

To select an activity, use the up and down directional buttons. To add or remove training time spent on each activity, use the left and right directional buttons.

## ***Food Intake***

You must balance food intake with exercise to keep your weight stable. Lightweight or Middleweight boxers must be within upper and lower weight limits at the time of a fight. If not,

Tyson will order last minute training and put you on a crash diet to meet the weight limits. This can damage your stats and shorten your career.

## ***Resting***

You need to spend at least 25% to 30% of your time resting, otherwise you will get fatigue and may damage your career. After a fight, your health stats will be reduced by the stress of the bout so rest completely for a couple of weeks.

## ***Changing Stats***

You won't be able to see how your stats have changed until the next week. So if you are advancing more than one week at a time, you should ensure your training regime is balanced and isn't having any adverse effects.

## ***Next Week***

Time stands still in the WORLD game until you use this button. It can also be changed to next month if you wish to progress time faster. If you are really keen you can even choose next fight if you currently have a fight arranged (only with Training Advice set to Auto, see Control - Option menu) — though advancing time by a large amount can damage your long-term health if your training regime is not very carefully planned.

## **Trainer Advice**

**(available from the Game Controls Options menu)**

This can be set to one of 3 levels:

**Auto** - Tyson will automatically correct any problems with your regime when advancing time over long periods (eg: next month and particularly next fight ).

**Interrupt** - Tyson will warn you if you are doing yourself damage and will set a regime when you press the ASK button.

**Minimum** - Tyson will only offer advice when asked explicitly using the ASK button.

## **Controls**

This screen allows you to control the WORLD mode.

## **Save Career**

Choose this option to save the current game to MEMORY CARD. This data can be loaded into the VS game to allow you to use WORLD boxers in VS mode.

## **Retire**

Retire your boxer and exit. This option shows your fight career records, world records and your retiring headline in the newspaper before exiting to the main menu.

## **Load Career**

Allows you to load a saved game from MEMORY CARD.

## **Options**

**Newspapers** - all/some/none.

**Auto Trainer's Advice** - auto/interrupt/minimum.

**Fight Posters** - all/some/none.

**Management** - on/off.

## **Stats**

### **View Stats**

Allows you to view your all-time fight career records and the world records for the current game. Graphs of your fighter's health statistics in scales of weeks, months or years can also be accessed from here.

# PRACTICE



Practice enables you to choose any available boxer, then fight against a sparring partner in a completely free form with no knockdowns or time restraints.

You can set the opponent behavior as:

## **Defensive -**

Opponent blocks and dodges attacks

## **Offensive -**

Opponent throws punches and attacks

## **Neutral -**

Opponent just stands there and takes whatever you throw at them

While in PRACTICE, the buttons you have used appear along the bottom of the screen in the

order you pressed them. Any punches that made up an unblocked combination will remain lit. To reset the on-screen display, stop punching for a couple of seconds. When you start again it will be reset.

Also on screen are two power bars: WU - Wind Up (see Special Punches) and SS - Sweetspot; how accurate the punch is in range and angle.

# OPTIONS

## **Sound Setup**

This screen allows you to set your preferences for sound in the game:

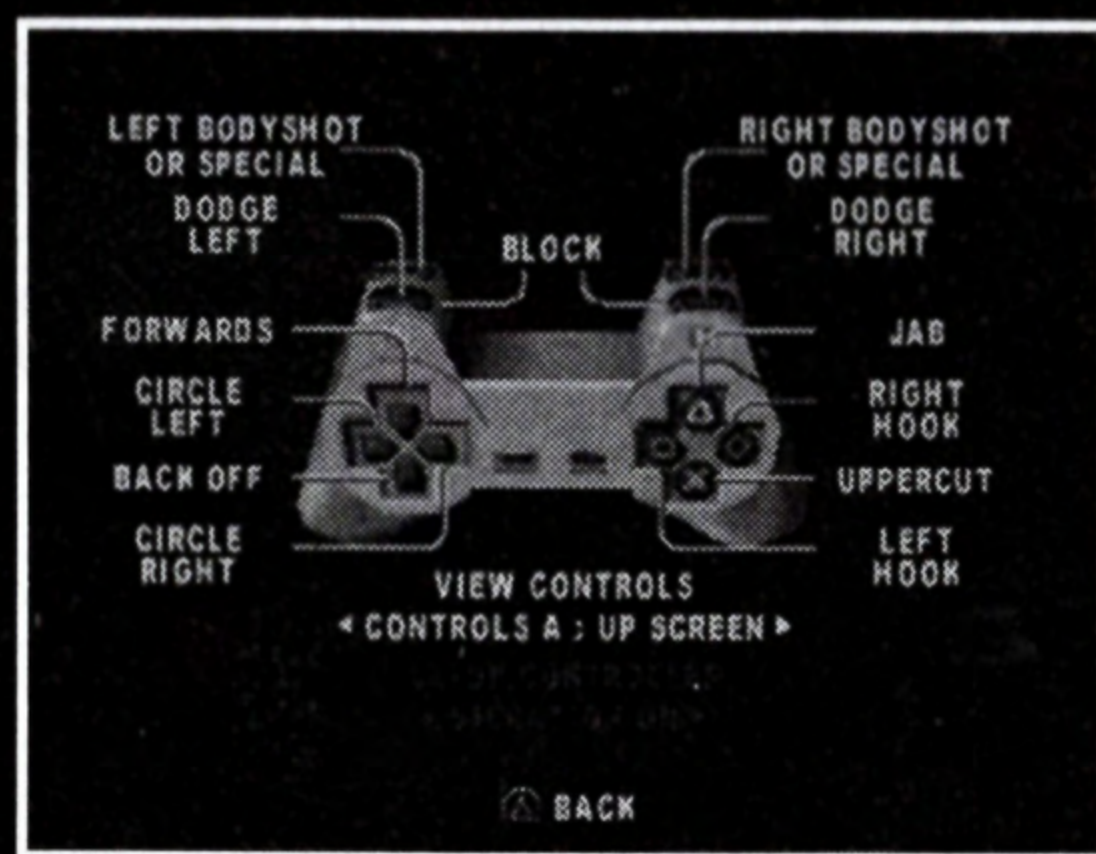


**Music volume** (off to maximum)  
**Sound effects volume** (off to maximum)  
**Crowd noise volume** (off to maximum)



## **Control Setup**

The Control Setup screen is a view only screen, unless you wish to turn vibration ON or OFF. You can view a variety of Controller presets in this screen, but selecting a preset must be done by choosing a Camera Angle from the In-Game Pause Menu or in the Pre-Fight Menu Screen (see Pages 4, 5 & 12).

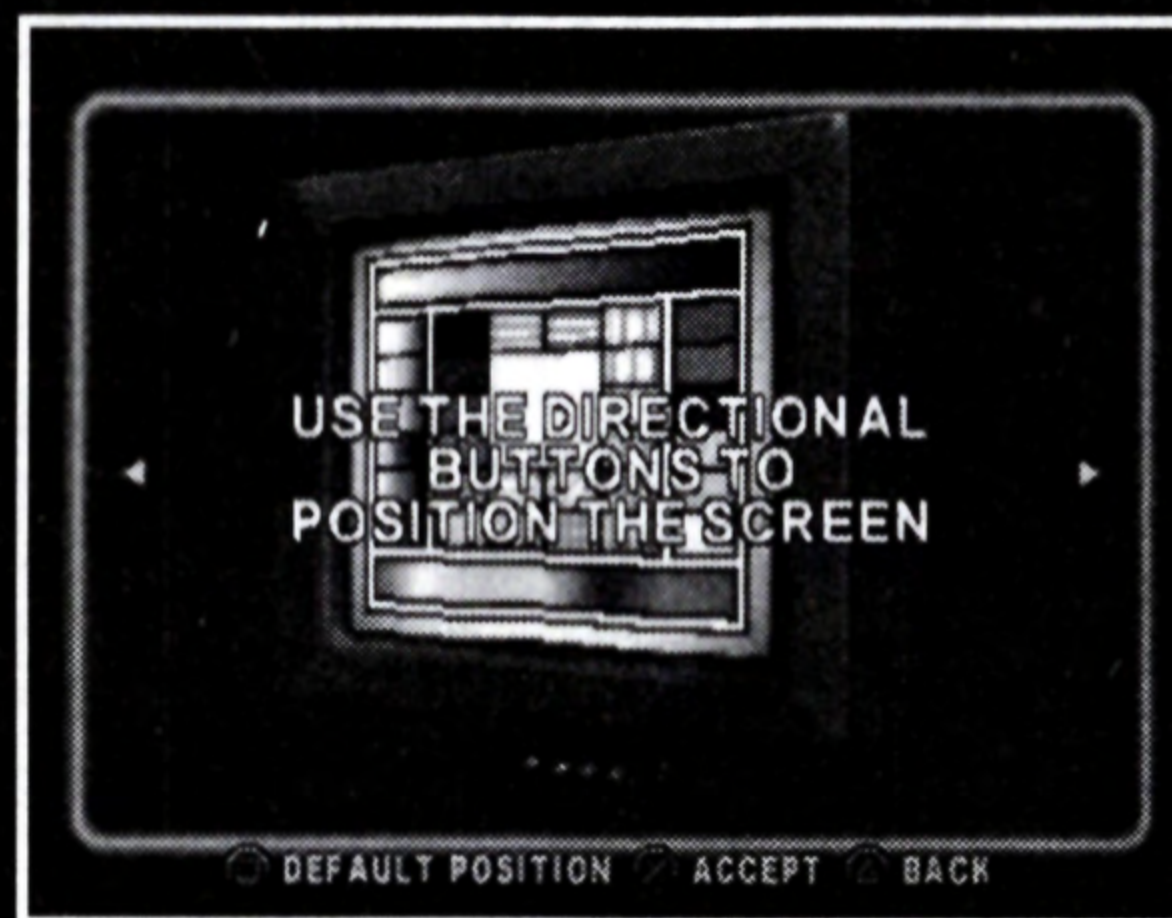


## **MEMORY CARD**

Load and save the game settings chosen in the options menus and turn Autosave on/off. Autosave automatically updates your saved preferences whenever you change them, and keeps a record of all your unlocked boxers. Preferences are loaded automatically from MEMORY CARD if present when loading the game (if two MEMORYCARDS are present, the data will be loaded from the MEMORY CARD in MEMORY CARD slot 1).

## **Screen Setup**

Position the picture in the center of your screen using the directional buttons.



## **Game Setup**

Number of rounds per fight (1 to 12 rounds).

### **Round Length**

(1,2 or 3 minutes, or infinite).

### **Saved by the Bell**

Turn on/off Saved by the Bell option.

### **Language**

Choose from English, French or Spanish.

### **3 Knockdowns Rule**

Turns on/off the Technical Knockout rule; 3 knockdowns in one round will be considered a knockout if this rule is on.

# **FIGHTING TECHNIQUE**

## **Hints and Tips**

### **Introduction**

Mike Tyson Boxing" is a realistic representation of the sport of boxing, and in this game - just like in real life - if you plunge in and start a slugfest, the fight will be over before you know what's hit you. You need to use tactical judgement and skill as well as raw power to succeed.

### **Same Stance**

Ignoring differences in reach, whenever a particular punch by a boxer connects, the same punch will also be able to connect for their opponent in the same stance.

Use different punches, and different angles of attack, to hit your opponent and not get hit yourself.

### **Different Stances**

When two boxers have different stances, the Same Stance rule ceases to apply. Instead of being in danger from the same punch, you are instead in danger from your opponent's other arm.

The difference in ranges and punch speed of the two arms means that a fight between boxers of different stances relies heavily on the Jab and Hook. The Straight, and especially the Uppercut, should be used only when your opponent has made a mistake. Using different angles of attack also becomes very important.

### **Combination Attacks**

Mike Tyson Boxing" uses an open combination system. This means that rather than having pre-set sequences of buttons that produce a guaranteed combination attack, each punch has several attributes that control how easily a punch can be used in a combination.

### **Stun and Recovery Times**

When you hit an opponent, they will be stunned and unable to punch back for a certain length of time. Similarly, when you throw a punch, the recovery time is the time it takes before you can throw the next punch.

If an opponent is skilled at avoiding punches, you can only be sure of the first 3 or 4 punches of even a very well timed combination connecting.

## ***Ring Position***

The edges are often a dangerous place to be but this can be used to your advantage. As long as your back is not facing the ropes or the corner, you are not actually trapped. Keep a little space to circle around your opponent and there is always somewhere to escape to.

It is also possible, with practice, to lure your opponent towards a corner, then hit him. While he's recovering, quickly circle around him and trap him in the corner.

## ***Tactics***

### ***Straight Boxing***

This uses the most appropriate reaction to the opponent's behavior in any given situation - viewing the fight as more of a battle of wits than a brawl.

Point scoring is the foremost concern - this means being clever and picking away at your opponent, forcing them to make mistakes and then capitalizing on them.

### ***Counter Punching***

A counter puncher specializes in using an opponent's mistakes to win. They rarely take

the offensive - instead they hover in and out of reach, trying to make their opponent miss. When that happens, the counter puncher will take advantage of their opponent's recovery time to do as much damage as possible.

The counter puncher needs to move about in order to be effective, staying away from corners and the ropes as much as possible.

### ***Fighting Outside***

Fighting Outside means keeping out of your opponent's range whenever possible. This is a good option for boxers with long reach and/or who are fairly quick on their feet.

Someone fighting outside will tend to use their lead arm a lot, because to throw trailing arm punches generally involves being closer in than they like. This is a good tactic for boxers who have a low KO bar.

### ***Fighting Inside***

The in-fighter will harass their opponent, moving so as to be hard to hit. They relentlessly close in on their opponent and try to cause serious damage.

In-fighters tend to be good at absorbing damage, as they often have to get hit a few times to get close to their opponent. In-fighting generally suits slower boxers with hard-hitting uppercuts, hooks and body blows.

## ***Using the Space***

This means making sure you always have somewhere to run. Boxers using the space generally back off, dodging and avoiding punches while waiting for their attacker to get frustrated.

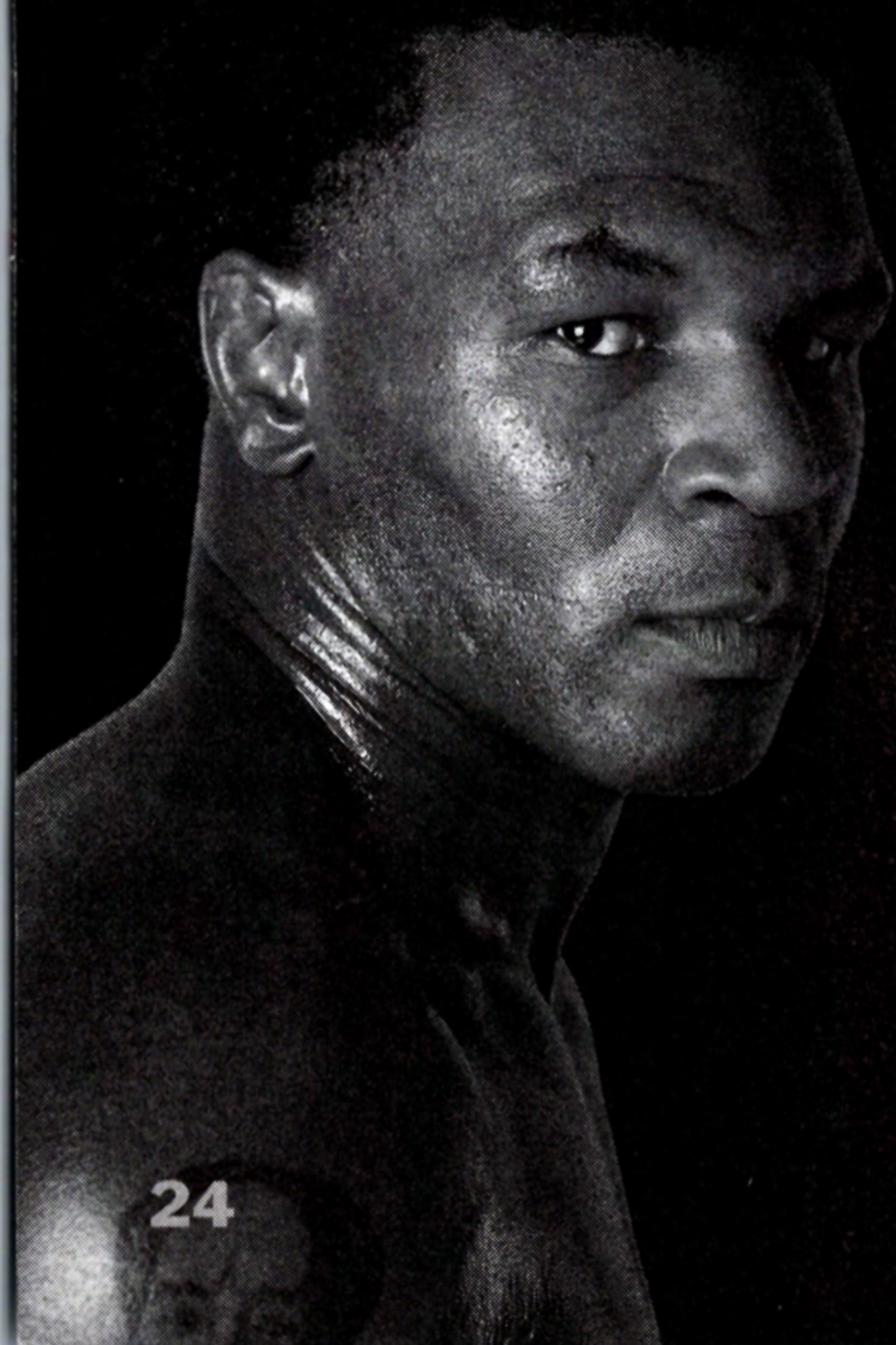
This requires a well-developed ability to predict your opponent's next move, getting out of their way and into the space. Seeming to be defensive can give an experienced boxer the advantage.

For example, they might back towards a corner then just before their attacker has them trapped, they change direction, attack and turn the tables.

## ***Closing off the Ring***

Closing off the ring, like using the space, requires good intuition about your opponent's behavior. The basic tactic involves maneuvering your opponent by closing off their options. The boxer tries to position himself so that he is blocking the path towards the middle of the ring, thereby effectively forcing his opponent to move towards the ropes or corners.

This tactic tends to suit aggressive fighters, and boxers who can do this well have an instant advantage.



## **HALL OF FAME**

If you have access to the Internet, you can see whether your World Mode boxer really is king of the ring. Choose the North American Codemasters website at....

**[www.codemasters.com](http://www.codemasters.com)**

Click on the Hall of Fame button on the North American Codemasters homepage, then select the Mike Tyson Boxing" Hall of Fame. If you have been given an in-game code - available when you enter the World mode (before choosing new career or load career) and when you go to the World Records button in the stats screen of the World mode, write it down! You can use it to register your boxer at the Hall of Fame for the world to see - now that's boxing clever!

## **CREDITS**



Intro music by DJ Rocs.

DJ Rocs. making some of the baddest crossover hip hop junglist sounds to come out of London, England.

The long-awaited album release, mixing some of the trax from the game, will be announced on [www.livinginvenus.com](http://www.livinginvenus.com)

Also coming soon from DJ Rocs.  
the soundtrack to the film La Comitive.

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