

Controls and your first fight



Box against the computer or a second player on ZX Spectrum Next. Start in the gym: practise punches, dodging and passing the heavy bag.

Keyboard and controllers

Action	OPQA	CURSORS	Joystick / MD pad
Walk left / right	O / P	← / →	← / →
Guard	Q	↑	↑
Dodge	A	↓	↓
Jab · FIRE 1	SPACE	0	FIRE 1 / B
Cross · FIRE 2	M	SYMBOL SHIFT	FIRE 2 / C
Hook	Q + SPACE / L	↑ + 0	↑ + FIRE / A
Body punch	A + SPACE / K	↓ + 0	↓ + FIRE / X, Y, Z
Direct jab	N	—	—
Start / exit	ENTER	ENTER	START
Main menu	BREAK	BREAK	—

Cursors read keys 5/6/7/8, with or without CAPS SHIFT. SPACE also acts as FIRE 1 for cursors unless a second human player uses it with OPQA. X/Y/Z require a six-button MD pad. BREAK = CAPS SHIFT + SPACE, with no arrow held.

From the menu to the ring

- **SETTINGS:** choose PLAYERS (1/2), P1/P2 controllers, rounds, round time, CPU and MUSIC. Up/down selects a row; left/right changes its value.
- **FIGHT!:** left/right selects a style; up changes skin tone; FIRE confirms; down cancels confirmation. In solo play, select yourself first, then your opponent.
- **TRAINING:** practise with the bag. **CONTROLS:** in-game help. **BACK:** return from a submenu.
- Use FIRE to confirm menus. Start a fight or training with your selected controller. ENTER does not confirm menu entries.

One press = one punch. Release and press again to punch again. Hold ↑/↓ when pressing FIRE for a hook/body punch. Then release the direction before using it for guard or dodge. Left/right always mean screen directions.

Punches and defence



Jab · lead straight

SPACE / 0 / FIRE 1

A quick scoring punch that disrupts the opponent's rhythm. Does not reduce their stamina.

cost: 0 · hit: 0 · blocked: 0



Cross · rear straight

M / SYMBOL SHIFT / FIRE 2

A straight punch with more impact. Reaches farther than a hook or body punch.

cost: 1 · hit: 2 · blocked: 1



Hook

↑ + FIRE · L · MD A

A stronger punch at shorter range. The green style spends less stamina on it.

cost: 2 · hit: 3 · blocked: 2



Body punch

↓ + FIRE · K · MD X/Y/Z

Also reduces the opponent's maximum stamina, limiting their recovery. Requires close range.

cost: 1 · hit: 2 · blocked: 0



Guard

↑ · Q

A timed guard prevents a scoring hit. Strong punches may still cost you stamina. Holding up does not keep renewing the guard.



Dodge

↓ · A

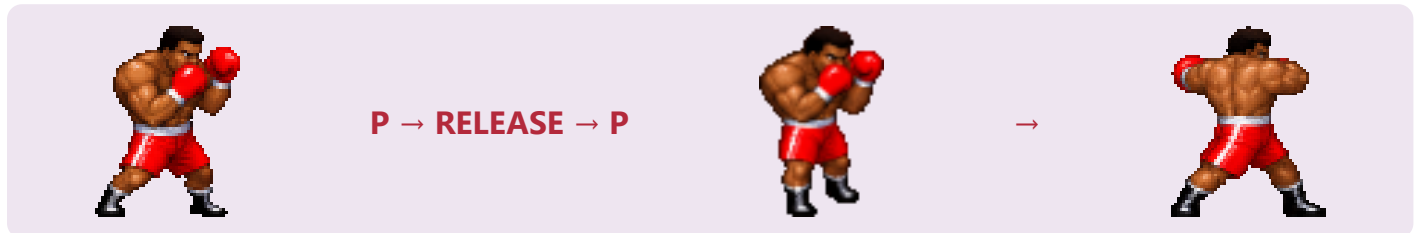
Briefly prevents hits after startup and costs 1 stamina. Does not pass through opponents. Pressing down early during punch startup may cancel the punch instead: a feint.

Numbers are stamina points, not score. Every clean hit on a boxer earns **2 score points**, including a jab. Blocked hits and bag hits earn none. Cards show base values; style exceptions are on page 4.

Getting past a boxer or the bag

Double-tap the same direction — skip

1. Walk right up to the boxer or bag. A skip from farther away may not carry you past.
2. Tap towards the target, **release**, then press the same direction again **within 0.2 seconds**. For example **P** → **release** → **P** to the right, or **O** → **release** → **O** to the left.
3. You can hold the second press. During the skip (about **0.4 s**), the boxer or bag will not stop you. Your boxer turns to face the target after passing.



If it fails: make two quick presses with a real release between them. Wait for stun, dodge, turning or the previous skip to end. During a punch, its blocking phase must end first. Skipping removes body collision; it does not itself protect against hits. Ring walls still stop you.

The gym



- **Heavy bag:** practise range and timing with all four punches. It does not fight back and earns no score.
- **Magazines on the left:** stand beside them and press ↑ to read the next tip.
- **Hanging gloves to the right of the bag:** press ↑ beside them to change boxer style.
- **Water cooler on the right:** press ↑ beside it to refill stamina to its current maximum.
- **Leaving:** ENTER / START ends training; BREAK returns to the main menu.

First drill: hit the bag with a jab, then a cross. Step away, pass to the other side with a double-tap and repeat. Finally walk to the water cooler and press ↑.

Matches, stamina and tactics

Rounds and winning

- The default match is **5 rounds of 30 seconds**. SETTINGS offers 1/3/5/7/9 rounds and 30/45/60/90 seconds per round.
- At the time limit, the higher punch score wins the round. A round win adds one match point; a draw adds none. Both boxers recover their stamina for the next round.
- Win the match by winning more rounds, or by KO. ROUND shows the current round; the match SCORE shows rounds won.
- ENTER / START cancels the current fight. BREAK returns to the main menu.

On the canvas: beat the count



A knockdown freezes the clock and the opponent. Repeatedly press ← **and** → (**O and P** on OPQA), releasing between presses. The first knockdown requires **15 presses**, the second **30**; the game shows progress. You rise with half stamina, then one third. Failing to rise before ten loses the match by KO. **A third knockdown across the match is an immediate loss.**

Stamina is also your health

Punches, dodges and skips spend stamina. Rest restores it up to its current maximum; clean body punches reduce that maximum. Step back and recover. Low stamina puts you at risk of a knockdown.

Three styles, two skin tones

Red	Recovery starts sooner; guard lasts longer. The jab is slower but stuns longer. Skipping costs 1 stamina.
Green	Faster, longer dodge; a hook costs 1 instead of 2. Punches stun longer and a body punch drains 1 stamina even when blocked. Skipping costs 2.
Blue	Faster stamina recovery, turning and longer skips. Jab and cross reach farther. Skipping costs 1.

Skin tone does not alter style properties. Each boxer keeps the chosen skin tone even when both use the same style. CPU EASY/NORMAL/HARD uses the same punches and rules as human players.

Start with jabs to score, add crosses or hooks to drain stamina. Use body punches up close to limit recovery. Time a guard or dodge, then step back. If a punch fails at point-blank range, take a step away: being too close during startup can stop your attack.