

Championship Boxing

Player's Manual — version 1.0.0 — Tronsoft Games

A browser career boxing simulation in the spirit of the 1985 Apple II classic. Create a 20-year-old prospect, spend sixty points across seven attributes, then spend the next fifteen years training, taking fights, climbing a twenty-man world ranking and defending a world title against a roster of fictional fighters who each have a hometown, a temperament, a form streak and up to two traits that change how they fight. Between rounds the corner slate shows the unofficial cards, both men's condition and your cornerman's advice; you pick one of five round strategies and ring the bell. Three judges score ten-point-must; fights end by knockout, stoppage, three knockdowns, doctor, corner or decision. One player, ten to forty minutes a session, career autosaved in the browser.

1. Your fighter

You start at twenty with a base of 40 in each attribute and sixty points to spend; no attribute may start above 75. The seven attributes: **Power** (damage and knockdown threat), **Hand speed** (who lands first in an exchange), **Accuracy** (landing against a good defence), **Defence** (how much you make him miss), **Chin** (taking a shot; also cut resistance), **Stamina** (pace and recovery), **Heart** (getting up, late rounds).

You also choose a hometown, a stance (southpaws land a little more on orthodox men), a temperament that decides what you say to the press, and one trait. Sluggers win by knockout and lose on points; boxers do the reverse; the corner strategy you pick each round matters as much as the build.

2. The gym

Each month you either train or fight. Training names a primary and a secondary attribute; gains shrink as an attribute rises and as you age (fast under 24, slow past 30), and are multiplied by your head trainer. Purses buy three upgrades: **Head trainer** (three levels, multiplies every camp), **Cutman** (fewer cuts, shorter lay-offs after them) and **Team doctor** (shorter lay-offs after hard fights).

Three offers sit on the table each month: normally a step up, an even match and a tune-up. Ranked #1 you are offered the champion. As champion you face the mandatory challenger or a voluntary defence. Fighting a man you have met before is a Rematch, then a Trilogy, at a higher purse.

3. In the ring

A fight is four to twelve rounds of sixty three-second exchanges. Before each round choose a strategy:

Box	Jab and move. Safe points, little damage, good defence.
Pressure	High volume, body work, wears him down; you are hit more.
Counter	Wait for his lead and punish it. Best against a man coming forward.
Go for KO	Load up on hooks and uppercuts. Hardest hitting, weakest defence, costs stamina.
Cover up	Survive the round. Almost nothing thrown, best defence, recovers stamina.

4. The corner slate

Between rounds your cornerman fills in the slate: the three judges' unofficial totals, who took the last round and by how much, both men's condition (fresh / marked up / hurt / in trouble; strong / tiring / gassed; cut), and one line of advice. The advice reads the other man's traits: a bleeder who is cut, a front-runner who is fading, a glass jaw, an iron chin, a dirty fighter.

5. Judging and endings

Three judges score ten-point-must. A knockdown round is 10-8 to the man who scored it (10-7 for two); otherwise the round goes 10-9 to the man who did more, with judges rewarding damaging blows and a small taste for ring generalship; 10-10 is rare. Fights end by **KO** (counted out or flattened), **TKO** (referee stops a defenceless man; doctor stops it on cuts after round three; corner retirement; three knockdowns in a round), or **UD / SD / MD** decision or a **draw**.

6. Traits

Iron chin hard to drop and takes less. **Glass jaw** the reverse. **Bleeder** cuts often. **Late starter** lands more from round six. **Front-runner** lands more early, less late. **Body snatcher** body shots drain stamina. **Ring general** judges lean his way in close rounds. **Showman** fame and purses come fast. **Dirty fighter** warned, then docked a point. **Counter-puncher's eye** counters hurt more. **Road warrior** steady in title fights. **Never quits** beats the count when he should not.

7. Rankings, titles and the end

Beat a man ranked above you and you take his place. Lose to a man below you and drop three. The champion defends about twice a year against the field; the field fights among itself every month and old men retire, replaced by prospects. Hard fights put you on the doctor's shelf for one to three months. Three straight stoppage losses cost your licence; at 38 the commission will not renew it. Retire from the gym at any time; the legacy verdict runs from Club fighter through Journeyman, Respected professional and World-class contender to Hall of Fame.

8. Saving

The career autosaves to browser storage under the key **tronsoft_championship_boxing_save** after every month and every fight. Resume career restores it; New career replaces it. Exhibition bouts are not saved. Older saves are migrated when loaded.

9. Controls

Mouse or touch on every control. Keyboard: Tab between controls, Space or Enter rings the bell, keys 1-5 pick Box, Pressure, Counter, Go for KO, Cover up. Playback 1x, 3x or Skip; reduced-motion browsers open on Skip.