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Note: The screen shots in this help file are 16 color graphic images while all of the screens in Title Fight Pro Boxing use high resolution backgrounds. Textured backgrounds and high resolution 256 color graphics were removed from the screens in order to keep the information clear and concise as well as reduce the overall size of this help file.

Introduction

Title Fight Pro Boxing is the ultimate simulation of the sport of boxing. What it isn't is a game, although there are certainly gaming elements to it. The intent of this product is to allow the user to recreate actual fights that have taken place, to stage "dream fights" that could never take place, and to preview fights that are scheduled to take place. By using the many options available, the user can simulate just about any conditions that did, might have, or will take place. Hometown favoritism, championship bias, fighters approaching, in or past their prime, lenient or strict referees, rules, and more can all be tailored to produce the circumstance under which you wish the combatants to fight.

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History of Title Fight Pro Boxing

This product is the progeny of a pride line of boxing products. Its origin lies in an obscure endeavor entitled Truco Boxing, a mail order only product sold by Jim Barnes (Statis-Pro Games) that consisted of 60 heavyweight fighters and a deck of "fast action" playing cards. That "game" evolved into a 220 fighter, spiral bound version sold by Jim and Tom Trunzo. When Avalon Hill expanded its wargame line to include sports games, the classic boxing board game Title Bout came into being. The game was highly successful and enjoyed a ten year run before sales began to drop off. Though officially discontinued five years ago, Title Bout is still enjoyed by many hardcore board gamers and can still be purchased as back stock from Avalon Hill Game Company.

When the board game was discontinued, the Trunzo brothers had already designed something that was going to be called Advanced Title Bout. Using the new and more sophisticated design as a bases, the Trunzo's contacted Lance Haffner Games and through the efforts of Shannon Lynn, Haffner's programmer, the computer game TKO Pro Boxing became a reality. This DOS based game is about to undergo a facelift and revision and will still be sold by Lance Haffner Games.

Wanting to bring the game into the '90s and wishing to develop a small company of their own, the Trunzo's took on Chris Swisher as a partner and obtained the services of a highly talented programmer named Mark Gamble. A new company Comp-U-Sports was formed and its first major product is now in your hands, Title Fight Pro Boxing for Windows.

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New Features

Actually, to list all the new features would be not only exhausting but redundant. All you have to do is boot the program and you'll see at a glance the improvements that have been made from the DOS version of the game. However, besides the obvious ease of use and streamlined appearance inherent in the Windows environment, here are several other features that should excite both old fans and new:

- **Cornermen have been rated and will affect the fight with their skill (or lack of same) at closing cuts and reducing swelling.**
- **An enhanced autoscheduler that can be more speedily programmed and that reports results immediately**
- **Print routines that allow almost segment of the game to be transferred to hard copy.**
- **A newly revised Rankings system that allow the user to name from 1 to 3 champions per division**
- **Graphics and sound to enhance the verisimilitude of the product**
- **Dynamic and graphic "Help" routines that make printed documentation superfluous**
- **Specialized "color" commentary, geared to a fighter's style as well as color coded to a particular fighter**
- **Completely revised fighters, making up the "Archive" file of retired greats, near-greats, and not-so-greats!**

And these are just a few of the many enhancements that you'll discover as you explore and experience Title Fight Pro Boxing for Windows.

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Installing Title Fight Pro Boxing

To install, or reinstall, Title Fight Pro Boxing, insert Disk #1 into diskette drive A or B. Goto Windows Program Manager and Choose File, then Run and type

drive:setup

where drive is the letter of the diskette drive you placed Disk #1.

Follow the on screen prompts.

See Also

[System Requirements](#)

[Files Used by Title Fight Pro Boxing](#)

[Questions & Answers](#)

System Requirements

Required

- DOS 3.3 or higher (DOS 5.0 or higher recommended)
- Windows 3.1x or Windows for Workgroups 3.1x
- A hard drive with at least 2 megabyte of free space
- 256 color VGA graphics card and monitor

Note: You can run title Fight Pro Boxing on a system that does not have a 256 color display and it will operate just fine. However, graphics displayed in will not look correct

Optional (but highly recommended)

- A mouse
- A printer
- An interest in boxing

See Also

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Files Used By Title Fight Pro Boxing

The following files make up the Title Fight Pro Boxing program. They are listed under the default directories in which they are installed

TFIGHT

- Tfight.Exe
- Tfight.Hlp
- Tfight.Ini
- Tfight1.Rsc
- Tfight1a.Rsc
- Fight16.Ccb
- Fight256.Ccb

WINDOWS\SYSTEM

- Anibuton.Vbx
- Cfcurs.Dll
- Dwspydll.Dll
- MhAn200.Vbx
- MhgCmd.Vbx
- MhgLbx.Vbx
- Mhrun400.Dll
- SubEZ.Vbx
- Threed.Vbx
- VbCtl3d.Vbx
- Vbrun300.Dll
- VsVbx.Vbx
- VsVbx.Lic

Other Files

The following files are the boxer data files that currently ship with Title Fight Pro Boxing.

- 1994.Dat
- 1994.Ndx
- Archive.Dat
- Archive.Ndx
- T_Horse.Dat
- T_Horse.Ndx

The following files are created by Title Fight Pro Boxing during its use.

- *.Sta Statistics files for individual boxers
- *.Sch Auto-schedule file(s) for each scheduled bout. If the Schedule is saved, this file remains on your drive. If the scheduled fight is not saved, this file is deleted when you close the Auto-scheduler.
- *.Shd Saved Auto-schedule file(s).

Questions & Answers

How do I...

[Add a Fighter](#)

[Add a Cornerman](#)

[Add a Referee](#)

[Add a Location](#)

[Delete a Fighter](#)

[Delete a Fighter's Statistics File](#)

[Carry Over Record information from DOS versions of the game](#)

[Add notes about a specific bout](#)

What are...

... all those files doing in the TFIGHT directory?

Title Fight Pro Boxing creates a number of files as you use the program. Files that end in .STA are fighter statistics files. One file will be created for each fighter the first time you choose Save Fight Results from the Post [Fight screen](#). Files will only be created for the fighters you choose to track. You can delete the .STA files at any time by using Windows' File Manager, or you can delete individual files from the [View Records](#) screen. When you delete a fighter's .STA file his career effectively starts over.

The [Autoscheduler](#) creates a .SCH file anytime you save an Autoscheduled fight. This file points to one or more .SHD files. SHD files contain information about each autoscheduled. There is a .SHD file created for each scheduled fight displayed in the Autoscheduler's list box.

Occasionally you may find files that end in .AUT or .TMP. These are temporary files created by Title Fight Pro Boxing. Usually they are deleted when the game is finished with them or when the program exits. However, if your system crashes or there is a power failure, these files may not be deleted properly. You can safely delete them using Windows' File Manager or other utility program.

See Also

[Files Installed](#)

Limits in Title Fight Pro Boxing

- **2,147,483,647 Fighter Records in a single .DAT file**
- **.NDX file size limited by available memory**
- **Display limit of approximately 1400 fight histories**

Note: This is a limitation of Windows List Box control and not of the game. Title Fight Pro Boxing can manage a statistics file of a size limited only by available hard drive space.

If a fighter has fought more than 1400 fights, a message will display when you try to view that fighter's record indicating that you will not be able to see all of the fight history. However, the entire history will print and the fighters [Compiled Statistics](#) will reflect all fights.

- **Limited support for systems without 256 color capability**

You can run Title Fight Pro Boxing on a system without 256 color support, but many of the graphics will not display, or if they do, the result will either be psychedelic or muddy. See below for a solution to one of the possible problems resulting from this.

- **Autoscheduler: Approximately 1500 separate fights may be scheduled, each repeating up**

to 999 times.

Note: This is a theoretical limit based on the number of bouts that the Autoscheduler list box can hold. Actually fighting 1500 fights that repeat for 999 times each would take several days with the fastest Pentium™ system available!

You probably don't want to tie your computer up this long with a game.

Troubleshooting

The following is a list of things to check if Title Fight Pro Boxing does not run correctly or begins behaving erratically.

- **I have a 386 processor and the ring card girl graphic that displays at the beginning of a new round takes forever to load.**

Look in the TFIGHT directory for a file named TFIGHT.INI. Open this file in Notepad and look for the following lines:

```
[Display]
ForceLowRez=1
```

If you don't see these lines, add them to the end of the file and save it. If you see the line ForceLowRez=0, change it so that it matches the above. Restart Title Fight Pro Boxing. The ring card girl should display much faster now, although the image will be at a much lower resolution.

- **Make sure that there is a corresponding .NDX file for every .DAT in the TFIGHT directory**
- **Although Windows is a multitasking environment, you may find that Title Fight Pro Boxing runs best when there are no other programs running**
- **If some of the windows in the game move offscreen, or you are unable to resize them, or somehow options seem to have been set that you did not choose, delete the file TFIGHT.INI from the TFIGHT directory. Title Fight Pro Boxing will recreate this file the next time you run the game**
- **Incompatibility with Plug-In for Windows**

Title Fight Pro Boxing appears to be incompatible with the current release of the popular shareware program Plug-In for Windows version 2.5. The game operates fine with previous versions, however, if you use Plug-In and have configured Plug-In to display a clock or resource monitor on the title bar of your programs, you will probably find that Title Fight locks up occasionally. The system may also lock up when you access Title Fight Pro Boxing's help file and jump to a secondary popup window if Plug-In is displaying a clock or resource monitor on the title bar.

As yet we have been unable to isolate the cause of the lockups. However there is an easy workaround. Plug-In 2.5 allows you to set up an exclusion list of programs for which it will not attempt to display clocks or resource monitors on their title bars. Please see your Plug-In manual or the Plug-In help file for more details on setting up an exclusion list.

Note: If you are not using Plug-In 2.5, or you are using an earlier version of Plug-In, you may disregard this information.

See Also

[Contents](#)

[Installation](#)

Adding A New Fighter

To Enter A New Fighter

- Open the [View Fighter](#) window
- Select the Year and Division you wish the new fighter to belong to using the following toolbar lists:

Click on the Add New Fighter button

- All of the category fields on the View Fighters window will clear and become blank.
- Enter information about the new fighter.
See [Rating Your Own Fighter](#) for more information.



When you have entered all the information for the new fighter, click on the Save button.

The new fighter has been added to the database and is ready for use.

Note:



You can click the cancel button at any time to cancel the addition of a new fighter. You will be returned to your previous location in the data file.

- You can also use the Records menu and various short cut keys to accomplish the same tasks as clicking buttons on the toolbar.

Adding A New Cornerman

The following dialog box appears when you select the Add Cornerman button on the Cornermen Tab.

Add Cornerman

Enter Cornerman

OK

Cancel

Status:

Active

Retired Modern

Old Time Retired

Endurance Bonus 2

Reduce Swelling 3

Reduce Cuts 2

To Enter A New Cornerman

- 1 Enter a name for the cornerman in the text box
- 2 Select whether the cornerman will be Active, Retired Modern, or Old Time Retired
- 3 Select an Endurance Bonus, a Reduce Swelling amount, and a Reduce Cuts amount.
- 4 Click on OK. The new cornerman will appear in the Cornerman List

Adding A New Referee

The following dialog box appears when you select the Add Referee button on the Officials Tab.

Add Referee

Enter Referee

OK

Cancel

Status	Fouls	Stoppage
<input checked="" type="radio"/> Active	<input type="radio"/> Lenient	<input type="radio"/> Early
<input type="radio"/> Retired	<input checked="" type="radio"/> Normal	<input checked="" type="radio"/> Normal
	<input type="radio"/> Strict	<input type="radio"/> Late

To Enter A New Referee

- 1 Enter a name for the referee in the text box
- 2 Select whether the referee will be Active or Retired
- 3 Select how the referee will handle fouls: Lenient, Normal, Strict
- 4 Select how the referee will handle stoppages: Early, Normal, Late
- 5 Click on OK. The new referee will appear in the Referees List

Adding A New Location

The following dialog box appears when you select the Add Location button on the Location Tab.



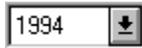
To Enter A New Location

- 1 Enter a name for the location in the text box
- 2 Click on OK. The new location will appear in the Location List

Deleting a Fighter

To Delete a Fighter

- Open the [View Fighter](#) window
- Select the Year and Division that the new fighter you wish to delete belongs to. You can use the following toolbar buttons to accomplish this task:



- Use these buttons to navigate through the database:



Or, click on the Find Record button and type in the name of the fighter you want to delete.



When you find the fighter you want to delete, click on the Delete Fighter button, choose Delete Fighter from the Records menu, or press Ctrl+D.

The selected fighter has been removed from the database and his statistics file has been deleted as well.

Deleting Statistics Files

To Delete a Fighter's Statistics File

- Bullet
- Open the View Fighter window
- Select the Year and Division that the new fighter whose statistics file you wish to delete belongs to. You can use the following toolbar buttons to accomplish this task:

- Use these buttons to navigate through the database:



Or, click on the Find Record button and type in the name of the fighter whose statistics file you want to delete.

- Once you have found the correct fighter, click on the Career Tab.
- Click on the Delete Statistics File button.

The fighter's statistics file is deleted.

Enter Beginning Stats

Owners of TKO Pro Boxing for DOS may wish to carry over statistics that they've accumulated for a particular fighter. While a direct conversion isn't possible, Title Fight Pro Boxing gives you the opportunity to enter beginning statistics in a number of major categories.

You can carry over Wins, Losses, Draws, KOs, TKOs and Performance Points. The latter should only be used if you're going to do it for all fighters. By doing so, you'll keep the points on a relative basis and Title Fight's method for determining Performance Points will still be valid. However, if you only enter Performance Points for a few fighters, your rankings may well be skewed.

Edit Fight History

This option is available when viewing a fighter under the Edit Fighter screen, or when viewing a fighter's Compiled Statistics.

- 1 On the View Fighter screen or the Compiled Statistics screen, select the "Career" tab to view the fighter's history.
- 2 Highlight the individual fight you wish to edit by clicking anywhere on its line.
- 3 Select the Edit Fight History button, or double-click on the highlighted line, to open this dialog.

You to change the date of the fight (which defaults to the current calendar date on which you staged the computer fight) or add or change any special comments or notation you might wish to make or have made about the contest.

- 4 Click OK to commit the changes.

Running a Fight

Paragraph

- 1 Press the F2 key or choose New Fight from the Fight menu.
- 2 When the Prefight Window opens, select two fighters for the upcoming bout.

If you want, click on any of the tabs on the Prefight Window to set additional options for the bout.

- 3 When you have set all the options you wish on the Prefight Window, click on the Continue button at the top of the window.
- 4 The Analysis of Styles window appears for the two fighters you have selected.

This window indicates whether a fighter is a boxer or a slugger, and their rating against other fighters who are boxers or sluggers.

If a fighter can fight as either a boxer or slugger you will have the option of deciding which style the fighter will use in the upcoming bout.

Click Continue when you have finished with this window.

- 5 The "Dressing Rooms" Window is displayed along with information on both fighter's condition, ie. what shape they are in. Unless you selected the Prefight Conditioning option for one or both fighters, this window will always tell you that both fighters are in top condition.

Click OK to continue.

- 6 The Fight window, Scorecard, In the Fighter's Corner and Infight Statistics windows are all displayed.

If you deselected Interaction on the Options Tab of the Prefight Window, the fight will begin automatically and run without further action on your part.

If Interaction was selected the following events will occur:

- A. A New Round Window will appear at the beginning of each round
- B. If you elected to use strategies, the Select Strategies window will appear allowing you to select the strategies for Fighter.
- C. A button Label Continue appears at the bottom of the Fight Screen under the Boxing Ring.

You must click on the Continue button or press the Enter key to advance the action.

- 7 Once the fight has ended, an Announce Results Window will be displayed with the fight results.

Click on OK to continue.

- 8 The PostFight Window displays. From here you may select options that allow you to review the previous fight, rematch the two selected fighters under the same conditions, or select a new fight altogether.

Menu Bar

Title Fight Pro Boxing's menu bar is simple and straightforward, offering three top-level choices: Fight, Records, and Help.

Each one can be accessed via the mouse or by hitting the ALT key + the underlined letter of the menu you wish to see. When one of the items is selected from the menu bar, a sub-menu will appear from which further selections can be made.



The following is a summary of Title Fight Pro Boxing's menu structure:

Fight

New Fight...

Takes you to the Prefight Screen to begin a new bout.

End Fight

Terminates a fight in progress

Autoscheduler...

Takes you to the Autoscheduler Screen to create or run autoscheduled bouts

Exit

Ends Title Fight Pro Boxing

Records

View Fighters...

Places you in the View Fighter module where you can access complete data on each fighter, including his ratings, fight history and detailed statistics. It is here where you can edit all aspects of the fighter, changing ratings or adding notations to his fights, for example

Add Record...

Allows you to add a new fighter not currently in the game

Delete Record...

Deletes the currently selected fighter in the View Fighter module

Save Record

Allows you to save any changes made to a fighter's record, or saves any new fighter records in the View Fighter module

Find Fighter...

Allows you to quickly locate any fighter in the game. Type in a last name and answer the prompts as they appear

Move to New Division...

Allows you to change the division in which a fighter campaigns

Rankings...

Opens the Rankings module and displays the current Rankings of all fighters in a particular division for a particular year

Compiled Stats...

Displays the detailed compiled statistics for the currently selected fighter in the View Fighter module

Help**Contents...**

Opens this help file to the contents page

Search...

Opens a dialog box that allows you to search for topics in this help file

About...

Displays a dialog with information on the game designers, company, programmer, and version number

This dialog also indicates the amount of free memory and system resources currently available on your system

See Also

[Rating a Fighter From Scratch](#)

[Compiled Statistics](#)

Rating Your Own Fighters

Rating fighters is an inexact science, to say the least. There are few sports in which statistics are as meaningless and often blatantly misleading as the sport of boxing. A fighter can be 15 and 0 with 13 knockouts and not be able to fight a lick or punch at all. Conversely, a fighter can be 10-5 with 6 stoppages on his record and be a rugged, tough to beat opponent. To really rate a fighter accurately, you not only need to know his record but also the names that make up his record. Personal observation, reading the opinion of the "experts", and watching films of the fighter all help.

However, even being knowledgeable in all of the above doesn't necessarily mean that you'll turn out a perfect "computer" fighter. You also have to have some understanding of how the various categories in Title Fight Pro Boxing interact. Last year in our boxing newsletter, *The Fistic Scene*, we did a 4 part series on the philosophy behind the categories and the ratings. What follows is a highly condensed yet, hopefully, highly useful version of that material. Reading the material below will provide you with the high and low parameters for the various categories, along with brief explanations and hints on how best to use a particular rating in relationship to other categories:

The Categories (Low to High; * equals The Best!)

- **Hitting Power (0 - 13*)**

The object of boxing is to hit as hard as you can as often as you can. Obviously, then, Hitting Power is a crucial category. We arrive at a fighter's hitting power by using a formula that takes the boxer's knockout percentage, modifies it by both career stage and competition level, and then convert it to a single digit rating. The easiest way for a player to rate HP is to find an already rated fighter at a similar career stage who has faced similar competition and has comparable or equal power and use his rating.

Hitting Power is one category that is greatly affected by other categories. As a rule of thumb, you'll find that the higher the hitting power the lower the Control Factors, for example. Only the truly greats have high numbers in both categories. Likewise Punches Landed strongly impacts on the HP rating. Again, it's logical when you think about it. A fighter who has a tremendous punch but seldom lands it carries the threat of a knockout with him at all times; a fighter with the same power who lands with frequency is that much more deadly. You may need to juggle these categories several times when play-testing a fighter you've created in order to achieve proper balance. If your fighter is beating guys he shouldn't, he's probably landing too often in relationship to his power. If he isn't stopping guys that he should, even though, his HP is high, he probably isn't landing often enough.

- **3 Point and 2 Point Punches**

There is no "range" here. The 3 Point and 2 Point categories must, regardless of breakdown, equal 100%. The most important factor here is the total number of 3 point punches assigned versus the total number of 2 point punches assigned. Again, we use algorithms to determine the exact percentage of 3 and 2 point punches. Your best bet is simply to find a rated fighter with the same hitting power as you've given your fighter and use the pre-rated fighter's 3 and 2 point totals.

You don't have to assign the same numbers to each of your fighter's categories. You only need to be sure that the "total" number of 3 point punches and the "total" number of 2 point punches are the same. How you break those two totals down is, actually, irrelevant. For example, let's say that your fighter has an HP of 5 with 12% 3 point punches and 88% 2 point punches. You could place a 12 in the 3 Pt. Jab category and an 88 in the 2 Pt. Jab category and place 0 in all other punch type categories. The type of distribution would not affect the outcome of the bout. Your fighter would throw nothing but jabs, of course, but otherwise would be unaffected. For the sake of realism, you'll want to spread the numbers around, making a guy a big hooker or giving him a deadly cross. The key is simply to be sure the total of all punches equals 100 and that you are cognizant of the importance of 3 and 2 point punches respectively.

- **Control Factor (2-15*)**

Control Factor is best thought of as a number indicating a fighter's ability to implement his fight plan, the ability to control the action in the ring, and the ability to maximize his strengths and minimize his opponent's. A high control factor will give a fighter more opportunities to perform an "action", be it punching, missing a punch, moving or clinching. Two Control Factors are assigned to simulate a fighter's ability to deal with each of two basic styles: boxer and slugger. Rocky Marciano, a great fighter against any opponent, is a good illustration of the use of the CF rating. Marciano was at his best against a fighter who would stand and slug it out with him. Fighters who boxed and move (like Roland LaStarza) gave him trouble. You'll see that Marciano's CF's are 11 against a slugger but only 8 against a boxer.

A fighter with a high CF can minimize a weakness like defense. If he's doing something, he won't be subjected to his opponent's punches as much and therefore his defense won't come into play as often (Harry Greb and Henry Armstrong are good examples of this). Low CF's detract from a fighter's strengths. Marciano's great hitting power won't be as big a factor against a skilled boxer simply because he won't be in control as much and thus will throw fewer punches.

Is CF important? Ask Julio Cesar Chavez if he wants to go against a boxer like Pernell Whitaker or against a less mobile, walk-in opponent like Tony Lopez!

- **Punches Landed/Counterpunch (26-46* in increments of 2)**

Be stingy with the 46's! An average PL would be 38. A 40 is a good, accurate puncher and the quality increases dramatically each step. PL receives more emphasis in the game than CP, not that CP isn't important. However, from a frequency standpoint, PL will be checked more often than CP. Keep that in mind when rating these categories. A fighter who is a noted counterpuncher might be given a 38PL/42 CP instead of a more standard 38/40 to emphasize his CP ability.

It is also very important to understand that PL/CP affect every aspect of the simulation. Cuts, fouls, knockdowns, a fighter's power, his chin, etc. - none of this comes into play unless a punch is landed. A fighter with an HP of 5 and a PL of 42 is, all other ratings being equal, superior to a fighter with an HP of 8 and a PL of 36, for example. Here is a very general descriptive equivalent for the numbers: 46 very accurate; 42-44 accurate; 38-40 average accuracy; 36 slightly below average, 32-34 poor accuracy; 28-30 very poor; under 30 for Trial Horses only!

- **Knockdown and Knockout Ratings (0*-5)**

While all three categories are used differently in the simulation, the numerical ratings are applicable to all of them. Knockdown Rating 1 indicates the relative strength of a fighter's chin. This number will determine the frequency with which a fighter will be knocked down if hit "just right". The Knockdown Rating 2 is best thought of as a fighter's ability to recuperate from the first knockdown. Whatever number is assigned here will be added to a fighter's KD1 rating for the remainder of the round and possibly the next round, too. The Knockout Rating is self-explanatory. If a fighter fails this internal "check", he's out for the count.

When evaluating KD1, a fighter with a granite chin like LaMotta, Chivalo, Chavez in his prime are "0" chins. That doesn't mean that they might not suffer a knockdown at the hands of an all-time great but it's not going to be easy for the best of fighters to put a "0" on the deck. Ordinary fighters have virtually no chance at all of dropping a "0". A fighter who has a great chin but sometimes gets careless and can go down if hit just right warrants a "1" rating. Ali fits this definition nicely. A "2" rating indicates a good chin and should be the rating used most often. A fighter with a "2" chin won't necessarily be dropped frequently but if a big hitter knocks him down, it wouldn't come as a big surprise. Suspects chins earn a "3" rating. Rafael Ruelas, maybe Felix Trinidad or Oscar De La Hoya, for example, are fighters who seem prone to knockdowns. Fighters given "4" and "5" ratings are fighters who simply don't take a punch well. Junior Jones looks like his chin's gone. He's a good example of a "4"; Tommy Morrison's glass jaw is well documented - he's a "5".

The KD1 rating won't just affect a fighter's ability to stay vertical. It also affects how often he's hurt by

punches and forced to go into a survival mode to weather an opponent's "killer instinct" attack.

The KD2 rating shouldn't be overlooked when evaluating a fighter. Don't automatically put the same number here that you did in KD1. Felix Trinidad has tremendous recuperative powers and is will be, at worst, a "1 KD2" in the 1995 ratings. Ali is a "0"; his chances of being knockdown should never go above "1" (remember, KD2 get added on to KD1!). Some fighters, however, like Terry Norris seldom recover from the first knockdown in a fight. They are the fighters who deserve a 3 or 4 or 5 in the KD2 category.

The Knockdown Rating should be based on the same basically the same premise as the Knockdown Rating 1. There are exceptions to this. Occasionally, you come across a fighter who seldom hits the canvas but when he does, he just doesn't get back up! If you know that a particular fighter has this tendency, rate him accordingly.

- **Cut Rating (1* to 4)**

Here's another category where lower is better. This category uses a basic sliding scale. A fighter who seldom cuts should be given a 1. Many fighters will be in this category so don't hesitate to use a "1" rating. Fighters, especially older ones who have some scar tissue, who suffer an occasional cut make good candidates for a "2" rating. Giving a fighter a "3" rating will result in a frequent cuts; a "4" rating should evoke memories of guys like Chuck Wepner and Henry Cooper at their worst.

- **Aggressiveness (5-10*)**

The more aggressive the fighter, the higher the rating should be. Aggressive fighters sometimes receive the benefit of the doubt in close rounds and often will begin the action in a round.

- **Killer Instinct (4-10*)**

Be careful with this rating. It can be deadly. The Killer Instinct number is the exact number of times that a fighter using KI will take an action without having the computer check to see if he remains in control. It's like free turns. Killer Instinct goes into affect whenever a 5 point punch or knockdown occurs. In theory a fighter with a KI of 10 could conceivable score between 20 and 50 points! The average points scored by a fighter using his KI is, coincidentally, the same as his KI (a fighter with a KI of 6 usually scores about 6 points while killer instinct is in effect). The average KI rating is 6 or 7.

- **Endurance (5-10*)**

Use a number here that would best indicate the round that a fighter starts to lose his effectiveness. Your average fighter (assuming that he's in shape) can usually go 8 rounds before his skills begin to diminish due to fatigue. Fighters with above average stamina should be given 9's and 10's. Fighters with below average stamina should be assigned 6's and 7's. Even a fighter with a 10 rating can tire before a fight is completed, however, depending upon how much punishment he takes during the fight and how good his cornermen are if that option is being used. Fighters will gain a random number of endurance points back between each round unless all endurance has been exhausted. Incidentally, any number of bad things begin to happen when a fighter loses all endurance.

Don't be concerned about how many rounds are to be fought in a given fight. The computer takes the Endurance number and applies it to a formula that factors in the selected length of the bout.

- **TKO Rating (*0-3)**

This rating is indicative of how much damage a fighter can take before succumbing. A fighter with a 0 or 1 TKO rating can absorb a lot of punishment in a single round or even over several rounds before the referee will feel compelled to stop the carnage. A fighter with a 2 can take an average amount of damage and this is the rating most fighters should have. A TKO Rating of 3 indicates a low pain threshold and will lead to earlier stoppages for that fighter.

- **Defense (+6 to -6* in increments of 2)**

When you consider what rating to give a fighter on defense, keep in mind that sometimes a poor defense can be partially negated by a strong offense. A fighter like Greb or Armstrong paid little attention to defense but their offense was so overwhelming that their defensive rating isn't a +6 or +4, instead being a less damaging +2. Obviously, defensive wizards like Willie Pep, Muhammad Ali, Jack Johnson, etc. are -6 on defense. Average defense is a 0. Defense is directly added to or subtracted from an opponent's punches landed and counter punch.

- **In Corner/On Ropes (*0-4)**

This measures a fighter's ability to fight when trapped on the corner or on the ropes. Some fighters actually fight as well or better in that position while others are nearly helpless. The number assigned is added to the opponent's Control Factor while your fighter is in the corner or on the ropes.

- **Fast/Slow Starter (*1-3)**

This number signifies the round when the fighter's original CF goes into affect. A "1" means that his CF number is operating from Round 1 on. A "2" means that the fighter will not hit peak efficiency until the 2nd round (CF is lowered temporarily by 1), a "3" means it isn't until the 3rd round of the fight that the fighter is "warmed up" or had found his rhythm (CF is lowered temporarily by 1 for the first two rounds).

- **Punches Missed, Clinching, and Ring Movement**

We rate each fighter individually in these categories. To try to explain how would be time consuming and of little benefit. Simply use one of the standard number groups below:

Fighter moves and clinches equally:

Punches Missed - 62, Clinching 70, Ring Movement 78

Fighter moves more than he clinches:

Punches Missed - 62, Clinching 67, Ring Movement 78

Fighter clinches more than he moves:

Punches Missed - 62, Clinching 73, Ring Movement 78

- **Foul Rating (*A-C)**

Most fighters receive an "A" foul rating; fighters who have a tendency to unintentionally foul due to style - body attack, very aggressive, etc. - should be given a "B". Fighters who have the reputation of being "dirty" fighters or frequent foulers receive a "C".

- **Strategies (0-4*)**

There are four major strategies, two of which are subdivided to make a total of six. Each of the 4 major strategies can be assigned a number from 0 to 4, indicating how many times that particular strategy can be used during a fight. A fighter who is an excellent outside fighter but does poorly when forced to fight in close might have a 4 at Fighting Outside and a 0 at Fighting Inside.

Fighting Outside Offensively:

The fighter keeps his distance, sacrifices some power but remains capable of scoring points while still emphasizing defense.

Fighting Outside Defensively:

The fighter concentrates almost entirely on defense, sacrifices almost all power and will score fewer points than normal but get hit much less. Good strategy to use when you know you're way ahead on points or when you want to nullify your opponent's power.

Fighting Inside:

You'll get hit more but your punches will sap an opponent's Endurance at almost double the normal rate

during the round this strategy is employed. Ultimately, effective use of this strategy can weaken a fighter's defense in the late rounds.

Cover Up:

This strategy is crucial for survival. Fighters who are good at covering up when hurt can weather an opponent's "killer instinct" attack. NOTE: Do not give any fighter more than 3 of these and do that rarely. The vast majority of fighters should be given 2 here. Fighters, even good ones like Mike Tyson, who don't really know what to do when hurt, should be assigned a 0 or 1 at Cover Up.

Going for the Knockout (Safe):

Your defense will suffer, your chin will be exposed but almost every punch you throw will be with "wicked intentions". This strategy increases the chance of scoring a damaging blow but leaves you somewhat vulnerable at the same time.

Going for the Knockout (All-Out):

This strategy is very dangerous. You're basically throwing caution to the wind and concentrating on nothing but a power offense. This strategy can get you a knockout or get you knocked out. It's a good one to use if you have no chance to win except by scoring a knockout or against a fighter who has no punch or if you have a great punch and a great chin and your opponent is on the ropes.

- **Boxer Rating (1-15*)**

This number represents the total characteristics of the fighter. It is used when determining "Performance Points" for the Rankings module. While Title Fight uses a weighted formula to calculate each rating, your best bet is to find a similar fighter already rated and assign your fighter the same number.

See Also

[View Fighters](#)

[Adding a New Fighter](#)

View or Edit Fighters

The Edit/View Fighter Screen is one of the most important screens in the game. Here you can view a fighter's data as well as his "Title Fight" career. This screen also allows you to change fighters or modify their records.

Note: Please see [Rating Your Own Fighters](#) for a complete discription of all of the categories of ratings associated with each fighter.



[Find Fighter](#)

[The Toolbar](#)

[Adding a New Fighter](#)

[Rating Your Own Fighter](#)

Find Fighter

When the View Fighters Window is open you can find any fighter by using the hot key combination of Ctrl-F, clicking on the binoculars icon, or selecting Find Fighters from the Records menu.

The easiest way is to use either Ctrl-F or the binoculars icon.

When the Find Fighter dialog opens, you may type in a partial and Title Fight will search through all the fighters, coming up with those that come closest to matching your request.

A "Yes/No" box will appear, asking you if the fighter that you want is "name"? Clicking on "Yes" will bring the fighter to the screen. Clicking on "No" will bring the next possibility to the box.

The more letters you type, the better the chance of hitting the fighter you want on the first shot, especially if the fighter's last name is common. Typing "Jones", for example, will bring up a goodly number of fighters from which to choose. Typing "Jones r" will bring up Ralph "Tiger" Jones. Typing "Jones j" will bring up Roy Jones Jr.

The Toolbar

To find out the function of any of the buttons on the toolbar while you are using the program, simply place your cursor over a button and a descriptive label will appear.



Close the View/Edit Fighters window.



Move to First Record.



Move to Previous Record.



Move to Next Record.



Move to Last Record.



Add Fighter. Click to add a new fighter to the current data file. The fighter will be stored in the current Year and the currently selected Division. See [Adding A New Fighter](#).



Delete Fighter. Click to remove the current record from the database. This action is irreversible.



Save Record/Save Changes. Click to save a new fighter record that you have added, or click to save any changes you have made to an existing record.



Find Fighter button. Lets you search through all records for a specific fighter.



Move To New Division button. Allows you to move the fighter to another division in the same year.



Cancel Button. Cancels the addition of a record or any changes you have made to a record before saving it.



Clicking on the Year box will display a drop menu listing all the different "years" from which you can access your fighters. Title Fight originally comes with the 1994 fighters, Archive (retired) fighters, and Trial Horse (generic) fighters. Other data disks representing 3 year spans in boxing's history are currently available. A new data disk will be released each year, adding new fighters to the game and updating existing fighters.



Used in conjunction with the Year Box, the Division box will determine which fighters appear in the Name segment of this screen. Fighters are arranged alphabetically.

Compiled Statistics

Each fighter's composite record and [compiled statistics](#) can be accessed from various points in the game. A quick way to get to them is from the [view fighter](#) screen where the Ctrl-T combination will pull up the information on the fighter currently displaced.

The Compiled Statistics screen gives individual results for each contest in which the fighter of choice has engaged. In addition, the fighter's cumulative record, including won/lost percentage, knockout percentage, breakdown of stoppages by kayos and technical knockouts, and current Performance Rating are shown.

Also available for viewing are the fighter's compiled knockdowns for and against, his punching accuracy percentage as well as that of his opponent's, the total number of rounds that the fighter's fought as well as the average number of rounds he fights per fight.

See Also

[Viewing a Fighter's Record](#)

[Editing a Fight History](#)

Ranking Screen

The Rankings Screen shows the current ranking for every fighter in a given division for the respective year. To view selected rankings, choose the "year" and the "division" and the rankings will appear in order of Performance Points. Fighters who have no record will be marked as "Unranked (UR)" and listed in alphabetical order under all ranked fighters. Note that fighters without records will follow fighters with records even if the latter have negative Performance Points.

The Rankings Screen is also where you can designate your champions for each division --or pretend you're one of boxing's egomaniacal organizational presidents and strip a fighter of a title and award it to someone else!

Designate Title

To designate a title, all you need to do is click on the fighter's name in the rankings, click on the Designate Title button and select which titles you wish to bestow upon him.

Designate Titles Screen

Fighters designated as "champions" will be listed at the top of the divisional rankings, regardless of Performance Points. They will hold that spot until defeated in a title fight, at which point they will enter the rankings at whatever spot their Performance Points put them.

Strip Title

You might, for whatever reason, wish to take the title away from one of the fighters so designated. To do so, highlight the current champion and click on the Strip Title button. The Trophy Icon and the title listing will disappear and the fighter will immediately be re-ranked. You may then leave the title or titles vacant or designate a new champion or champions.

Designate Titles

Title Fight Pro Boxing allows you to assign the WBA, WBC and IBF crowns to from 1 to 3 fighters per division. This allows unification bouts to take place, if you so choose, or simulate current conditions in a division.

You may have up to three title holders per division. Whether you assign more than one title to a particular fighter is completely up to you. Three fighters can have 1 title apiece, one fighter can have 2 titles and another fighter 1, or one fighter can hold the undisputed title by holding all 3 titles. Two fighters cannot hold the same crown at the same time, obviously.

To designate a title:

- 1 Select Records from the Menu Bar.
- 2 Then select Rankings.
- 3 Select the Year and Division with which you wish to work. A list of fighters will appear. Select a fighter by clicking on his name.
- 4 Click on the Designate Title button. The Designate Titles window will open.
- 5 Choose the title, or titles, you want the fighter to have.

Note: If you select a title that is currently held by another fighter, it will be assigned to the fighter you are working with and stripped from the previous fighter.

[Click OK to apply the titles.](#)

A "trophy" icon will appear to the left of the name of any fighter who holds a title, and the title or titles which he holds will be listed to the right of the fighter's name.

The Prefight Screen

The Prefight Screen is where you get to play matchmaker, promoter, and decision maker. It's enough to make even Don King envious. This screen is dominated by five "Index Tabs", each one pertaining to a different aspect of a fight. By working your way through one or all of the Tabs, you can access every option available to you in Title Fight Pro Boxing.

Click on any area below to get more information

Prefight

Current Bout: Michael Bentt vs Frank Bruno
Refereed by: Rudy Battle
in: London

Continue
Cancel

Fighters | **Cornermen** | **Officials** | **Location** | **Options**

Year	Division	Year	Division
1994	Heavyweight	1994	Heavyweight

Fighters vs **Fighters**

Michael Bentt	vs	Michael Bentt
Frans Botha		Frans Botha
Riddick Bowe		Riddick Bowe
Shannon Briggs		Shannon Briggs
Frank Bruno		Frank Bruno
Lionel Butler		Lionel Butler

Career Stage Prime | **Career Stage** Prime

Record 23-8-1	2 KO's	Record 20-1-0	12 KO's
Rank 14	Rating 4	Rank 2	Rating 6

Title Fight

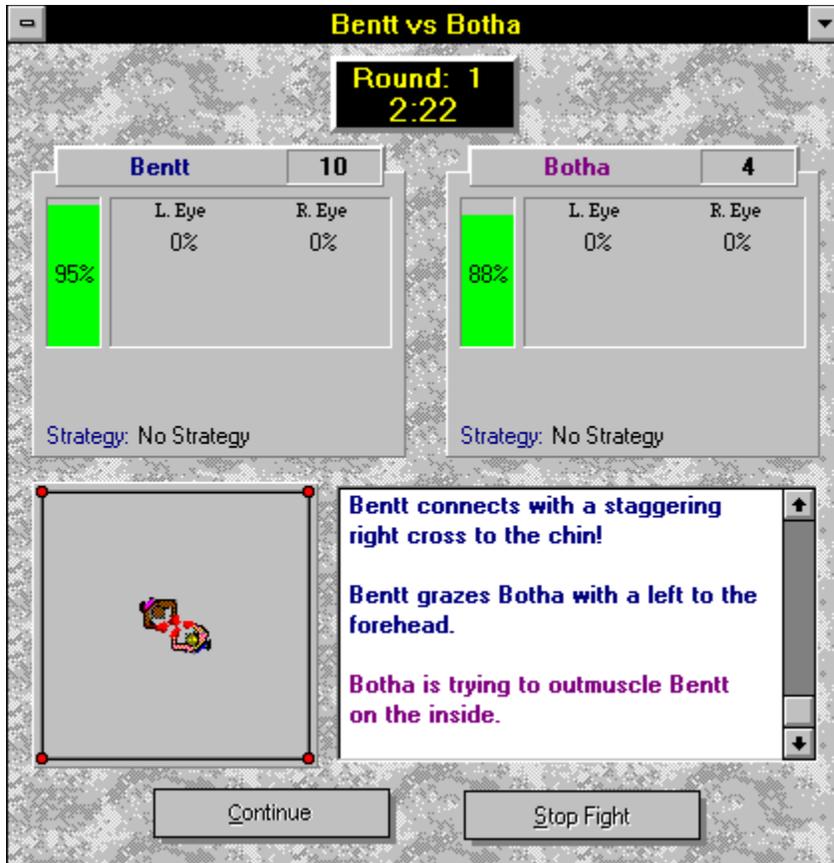
NOTE: The only Tab from which you must make a selection to begin a fight is the Fighters Tab.

See Also

[Running A Fight](#)

The Fight Screen

The screen where the action takes place! Here you'll watch the fight unfold before your eyes.



See Also

[Running a Fight](#)

[The Prefight Screen](#)

In The Fighter's Corner

The information contained in this screen will differ, depending upon when this icon/menu item is viewed.

At the beginning of a fight, In the Fighter's Corner will display each fighter's most important ratings. Some (like Punches Landed) have already been modified based on an opponent's rating. At any other stage in the fight, if you go "into the fighter's corner", you'll see any ratings that may have changed either temporarily or permanently.

This box can be sized and left open during the fight, allowing you to monitor the ratings on a blow by blow basis.

See Also

[Fight Statistics](#)

[Scorecard](#)

Fight Statistics

In-fight statistical information for each fighter resides in this location. Here each punch is registered, albeit abstractly, on a round by round and cumulative basis.

In addition to punches being tracked, the Fight Statistic display will log all knockdowns both in a round and in the fight.

Finally, the Fight Statistics screen will show how many fouls have been called against each fighter.

This display box is another one that can be sized and stay open while the fight is taking place.

See Also

[In The Fighter's Corner Scorecard](#)

Scorecard

The [scorecard](#) screen is self-explanatory. It can be accessed at any time during or after the fight and shows the round by round scoring for each judge. The round totals also appear for each judge, changing, of course, as the fight progresses.

See Also

[In The Fighter's Corner](#)

[Fight Statistics](#)

The Post Fight Screen

At the end of each fight, the Post Fight Wrapup screen appears. You can, if it is not already displayed and if you so choose, access all information concerning the just completed fight.

- The Tale of the Tape button will provide you with final ratings, showing just what "shape" your fighter was in a the close of the fight.
- The Fight Summary button will provide you with the final statistics for the last round exclusive and all the rounds inclusive.
- The Save Fight Results will do exactly what it says, posting the outcome of the fight to the file of both fighters involved.
- The View Compiled Stats button will allow you immediate access to both fighters' compiled statistics. If you choose this button prior to selecting the Save Fight Results button, you will be informed that the compiled stats will not include the fight just completed.

Three other buttons will take you to another module.

- The Close button ends your access to the Post Fight Wrapup screen
- The Rematch button will immediately stage another bout between the two fighters who have just squared off, using the same conditions selected for the bout just completed
- The New Fight button allows you to select new fighters and new conditions for a different fight.

Selecting any of these buttons without first having saved the latest result will lead to a warning screen informing you that the last bout was not saved and asking if you'd like to do so before continuing.

Fight Summary

The Fight Summary Screen recaps the just completed fight, providing all essential details of the bout, including color commentary and statistics.

Fight Summary

The Winner: Frans Botha by Majority Decision in Round 3
Location: London

	Bentt	vs	Botha
Jabs:	16		12
Hooks:	4		12
Crosses:	16		20
Combinations:	12		8
Uppercuts:	4		4
Punches Landed:	52		56
Punches Missed:	32		8
Total Punches:	84		64
Punching Accuracy:	61%		87%
Knockdowns Scored:	0		0
Cuts Suffered:	0		0
Performance Points:	-12.0		14.0

Review Commentary

Here come the boxers out of the corners. We've got a fight about to break out!

Bentt appears to be telegraphing his punches...

Bentt's corner is shouting at him... They want him to stay off the ropes and keep moving.

Both fighters are showing a healthy respect for each other.

Print... Cancel

See Also

[Post Fight](#)

The Autoscheduler

The [Autoscheduler](#) allows you to schedule up 999 fights in any combination of ways you wish. You can schedule the same two fighters to fight 999 times or schedule 999 different matches. No matter how you employ it, the Autoscheduler allows you to arrange your fights, walk away from the computer and come back to a Results Screen that will provide you with the outcome of each of the scheduled bouts.

Using the Autoscheduler is both quick and easy. Each button on the [Autoscheduler Screen](#) is self-explanatory but the following definition of their functions serves as a type of "walk-through":

Add Fight

Selecting this option allows you to schedule two fighters in a bout. You'll be taken to the standard screens for fighting a bout and allowed to select as many or as few options as you desire. After you finish setting up the bout, a window will appear asking how many times you wish this particular bout to be fought. After indicating your choice, the bout will appear in the "Scheduled Fights" window, along with the number of times the bout will be repeated. To add more fights, simply repeat the process.

Delete Fight

Click on the fight in the "Scheduled Fights" window which you wish to delete, highlighting it. Then click on the Delete Fight button. After confirming that you really do wish to eliminate the scheduled bout, the fight will be deleted from the schedule.

New Schedule

Clears the list of Scheduled Fights so you can create a new schedule. If the currently scheduled fights have not been saved, you'll receive the option to do so before proceeding.

Load Schedule

Opens a dialog box that allows you to load any saved schedules.

Save Schedule

Allows you to save the currently scheduled fights for re-use at a later time.

Delete Schedule

This button calls all saved schedules to the screen. Select the schedule that you wish to delete and follow the prompts to erase the schedule.

Run Fights

Activates all bouts listed in the Scheduled Fights window.

Cancel

Takes you out of the Autoscheduler.

See Also:

[Autoscheduler Results Screen](#)

[Selecting the Number of Times to Repeat a Bout](#)

[New Fight](#)

[Prefight Screen](#)

Autoscheduler Results

Once an autoschedule has completed, the Autoscheduler Results Screen will be displayed. All pertinent information about each fight will be displayed:

- who fought whom
- the result of the fight
- the number of rounds fought
- the number of rounds for which the bout was scheduled

TKO results will carry specific information as to how it came about (i.e. due to swelling, cuts, or just plain old punishment). While the screen cannot be edited, it - like most other information in the came - can be sent to the printer for the purpose of obtaining a hard copy of the information.

See Also

[The Autoscheduler](#)

Select Number Of Bouts

Autoscheduled Fights Only

After making all pertinent choices for an Autoscheduled fight, you'll be asked how many times you wish that particular contest to be fought (the default is 1). You may click on the box containing the number and type in a new one or use the up/down arrows beside the box to increase or decrease the number of times you wish the two to go at it.

This screen also allows you to choose whether or not you want the results of the Autoscheduled fights to be saved to the fighter's Compiled Statistics file.

Product Support

If you have any problems with or questions about Title Fight Pro Boxing for Windows, there are two ways you may contact Comp-U-Sports:

- by mail at:
Comp-U-Sports
317 Stewart Street
Saltsburg, PA 15681
- via America Online (AOL):
Address Email to TRUNZ
- via other online services:
trunz@aol.com

Credits

Title Fight Pro Boxing is Copyrighted © 1995 by Comp-U-Sports

Game Design

Title Fight Pro Boxing was designed by James V. Trunzo and Thomas Trunzo. Additional design input was provided by Chris Shwisher.

Programming

Title Fight Pro Boxing was programmed by Mark Gamble.

Graphics

The graphics used in Title Fight Pro Boxing were created by the following persons:

- **Photographers**

Mark Gamble

Norah Madden

Lara Self

- **Models**

Sherri Dowd

Shawn Peters

Johnny Varanelli

- **Scanning Equipment Provided by:**

Patty Britain

Note: The splash screen graphic was downloaded from an online service. The artist who created it was not credited and the image needed some touching up. The producers of Title Fight Pro Boxing would like to thank this anonymous artist for their wonderful illustration and hope that by some chance they see this graphic and get in touch so we can give them proper credit.

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Analysis of Styles

The Analysis of Styles window appears once two fighters have been selected from the Prefight Screen and you have chosen to begin the bout.

whenever a fighter can fight as either a boxer or a slugger. You'll be given all the information you need to determine which style you wish a fighter to use against a given opponent. Several factors come into play here:

A fighter who can fight as either a slugger or a boxer may gain a Control Factor advantage over his opponent. However, no matter which style the fighter selects, there is a price to pay for the advantage of gaining more control. A fighter who can employ either style and chooses to fight as a "boxer" will lose 1 point of his hitting power. This simulates the fact that he'll be moving more and setting down on his punches less. Conversely, a fighter who decides to employ a "slugger" mentality will retain all his hitting power but see his defense drop by 1. By deciding to move less and load up on his punches more, the fighter will leave himself open to more of his opponent's blows.

[Example: Choosing A Style](#)

Example: Choosing a Style

Fighter A, a slugger, has a 10 rating vs a slugger and an 8 rating vs a boxer.

Fighter B, either a boxer or a slugger, has a 9 vs a slugger and an 8 vs a boxer.

Fighter B will be asked to choose a style of fighting for the bout. If he chooses to fight as a slugger, Fighter A will have use his 10 rating vs a slugger; however, if Fighter B elects to box (which he certainly should), Fighter A will have to use his 8 rating vs a boxer.

- *Why would anyone choose a style that appears to be to his disadvantage?*

That's a good question but let's take a look at the example above. Suppose you know that fighter A has a weak chin and isn't very accurate with his own punches. You might decide to give up some control in order to maximize your hitting power and exploit your opponent's vulnerable chin. This might especially be the case if you know that your fighter (Fighter B) has a good defense and can afford to lose a point.

Announce Results

At the end of the bout, the "Announce Winner" button will be activated on the Main Screen. Clicking on it will result in the fight's announcer giving the official result, including the scoring of the judges if the fight has gone the distance or the time and reason for the stoppage if it hasn't.

Add Cornerman

This button allows you to customize the list of cornermen by adding your own.

[Adding A New Cornerman](#)

Delete Cornerman

Deletes the selected cornerman.

Current Cornermen Information

This information area allows you to select a fighter, then choose a cornerman for that fighter. The cornerman's ratings will appear beneath the fighter's name.

Cornermen List

Displays the names of all cornermen available for the currently selected time period.

Restore Defaults: Cornermen

Restores the original list of cornermen that ship with the game. Any new cornermen added will be lost. Any original cornermen that were deleted will be restored.

Cornerman Time Period

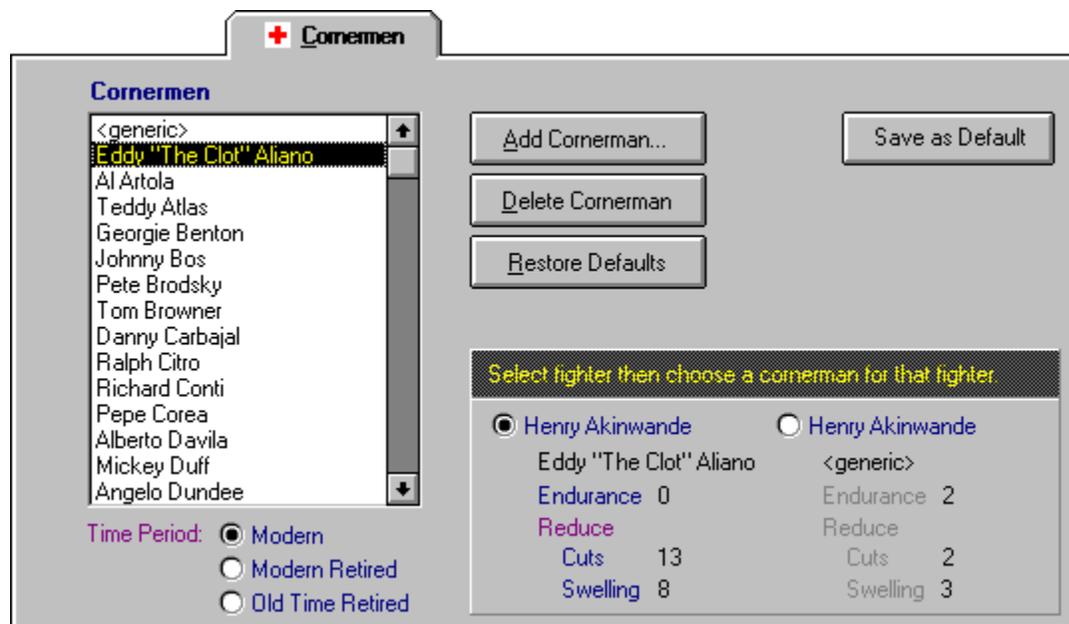
Select the time period from which cornermen will be displayed.

Cornermen

The Cornermen Tab allows you to select a cornerman to work with each fighter. Each cornerman is rated for his ability to aid a fighter in three areas: helping to get the fighter in shape for the contest (Endurance); skill in closing cuts (Cuts); and experience in reducing swelling and other facial damage (Swelling).

Skipping this Tab will place the same "Generic" Cornerman in each fighter's corner.

Click on any area below to get more information



See Also

- [Selecting A Cornerman](#)
- [Adding a New Cornerman](#)
- [Fighters Tab](#)
- [Officials Tab](#)
- [Location Tab](#)
- [Options Tab](#)
- [Prefight Screen](#)

Selecting A Cornerman

- 1 Before selecting a cornerman, you must first select a fighter by clicking on one of the radio buttons by the fighter's name. If you have not selected fighters on the [Fighters Tab](#), you must do that now.
- 2 Select one of the three available Time Periods. This will provide you with appropriate lists of names from which to choose your cornerman.
- 3 Click on the cornerman of your choice. His ratings will appear under the name of the fighter with whom he'll work. If you change your mind and wish to switch cornermen, just click on a different one and his name and rating will replace the original choice.
- 4 Repeat the process for the other fighter.

Fighters Tab

This is the default Tab on the [Prefight Screen](#) and the most logical place to start when setting up a fight.

This Tab is "split" by the abbreviation "VS". This sets off the selection boxes for the two fighters who are about to engage in the match. Once you have selected each participant you can begin the fight by clicking the Continue Button at the top of the Prefight Screen.

Click on any area below to get more information

Year	Division	Year	Division
1994	Heavyweight	1994	Heavyweight

Fighters vs **Fighters**

Henry Akinwande	Henry Akinwande
Michael Bentt	Michael Bentt
Frans Botha	Frans Botha
Riddick Bowe	Riddick Bowe
Shannon Briggs	Shannon Briggs
Frank Bruno	Frank Bruno

Career Stage Prime vs **Career Stage** Prime

Record 22-8-0	1 KO's	Record 16-16-0	4 KO's
Rank 14	Rating 4	Rank 19	Rating 3

Title Fight

Note: This is the only Tab from which you must make a selection to begin a fight. If you do not make any selections using the other tabs, all other options for the fight will use the current default settings.

See Also

- [Selecting A Fighter](#)
- [Cornermen Tab](#)
- [Officials Tab](#)
- [Location Tab](#)
- [Options Tab](#)
- [Prefight Screen](#)

Selecting A Fighter

To select a fighter to participate in a match, do the following:

- 1 Make your selections using the controls on the left side of the tab.
- 2 Choose a "year" or "Archive" from the Year drop down list.
- 3 Choose a division you wish to select from with the Division drop down list.

If there are no fighters in the selected division, the Fighter's list will indicate this. Choose another division and try again.

- 4 Select the name of a fighter from the Fighter's list. That fighter's current record will appear below the list.
- 5 Select the career stage you want the fighter to represent from the Career Stage drop down list.
- 6 Repeat for the second fighter using the Year, Division, Fighter's List and Career Stage controls on the right side of the tab.
- 7 If either--or both--fighters hold a title, you can check the Title Fight box to have this bout be for the championship. The fighter who wins retains any titles he currently holds, and acquires any titles held by his opponent.

Officials

The Officials Tab allows you to select a referee for the fight, and have the computer randomly choose judges for the bout.

Click on any area below to get more information

The screenshot shows the 'Officials' tab interface. At the top center is a bell icon and the word 'Officials'. On the left, under the heading 'Referees', is a scrollable list of names: <generic>, Rudy Battle, Frank Cappuccino, **Joe Cortez** (highlighted), Vince Delgado, Tommy Kaczmarek, Mills Lane, Arthur Mercante, Octavio Meyran, Lou Moret, Joe O'Neill, Rudy Ortega, Carlos Padilla, Tony Peres, and Larry Rozadilla. To the right of this list are three buttons: 'Add Referee...', 'Delete Referee', and 'Restore Defaults'. Below the list is a 'Status:' section with two radio buttons: 'Active' (selected) and 'Retired'. In the center, a box displays 'Joe Cortez' in yellow text, with 'Fouls' and 'Stoppage' in blue text below it, and 'Strict' and 'Early' in black text to the right. On the right side, there is a 'Save as Default' button and a 'Judges' section. The 'Judges' section contains the text 'Choose a time period from which the judges will be randomly selected.' and four radio buttons: 'Generic', '1990's' (selected), '1970's & 1980's', and 'Pre-1970's'.

See Also

[Evaluating Referees & Judges](#)

[Adding A New Referee](#)

[Fighters Tab](#)

[Cornermen Tab](#)

[Location Tab](#)

[Options Tab](#)

[Prefight Screen](#)

Evaluating Referees & Judges

Referees

The choice of a referee can have a dramatic outcome on the bout because each referee is rated for his tendency to call fouls and stop bouts. Some referees are very lenient and let the fighters maul each other; others will give a warning and then take a point away on the next infraction.

Likewise, some referees won't stop a fight as long as both fighters are still on their feet. Another referee might immediately call a halt to the action if one fighter gets a bloody nose!

Judges

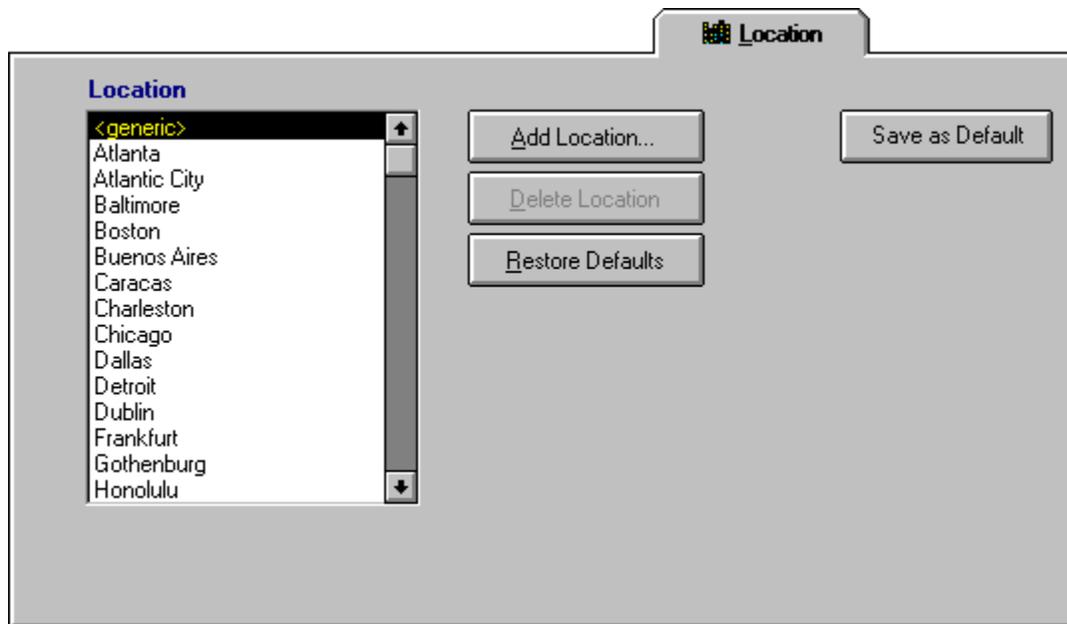
The computer selected judges have no purpose other than to add color to the game. Real names of judges from different time periods replace the generic Judge One, Two and Three.

Location

This Tab allows you to select a site for your bouts. An extensive list of places are available to stage the contest but you can add as many more as you like.

Some of you might prefer to have places rather than cities on the list - Trump Plaza, The Blue Horizon, for example--and you can do so from this screen.

Click on any area below to get more information



Selecting a location has no affect on the bout other than to add color and atmosphere to your "event".

See Also

[Adding A New Location](#)

[Fighters Tab](#)

[Cornermen Tab](#)

[Officials Tab](#)

[Options Tab](#)

[Prefight Screen](#)

Options

This Tab lets you set up most of the actual rules for the bout and mechanics for how the fight will be fought. The screen is divided into major four major sections, each handling a different aspect of the game.

Click on any area below to get more information

 **Options**

Opponent

- Human vs. Computer
- Human vs. Human
- Computer vs. Computer
[non stop, no strategy]
- Use Strategies

Interaction

Use three knockdown rule

Fighter saved by the bell

Use mandatory 8 count

Check for injuries

Adjust for weight class difference

Save as Default

Prefight Conditioning

Select one or both fighters to determine whether or not they come into the ring in peak condition.

- Henry Akinwande
- Frans Botha

Scoring & Rounds

Scoring System Rounds

Hometown Favorite

Defending Champion

See Also

[Fighters Tab](#)

[Cornermen Tab](#)

[Location Tab](#)

[Officials Tab](#)

[Prefight Screen](#)

Dressing Room

Prior to the start of each bout, a "report from the dressing room" will appear, informing you of each fighter's condition immediately prior to entering the ring. If you are using the Conditioning option, you can receive any one of a half dozen messages telling you that your fighter is overweight, feeling tired, mentally flat, or - hopefully - ready to go!

Note:

If you have not selected the "Check Conditioning" option, you'll simply receive a message indicating that each fighter is in top condition.

Division

This combo box displays the names of all the divisions in boxing from heavyweight to strawweight. Select the division from which you wish to choose a fighter, and the names of all available fighters in that division--for the currently selected Year--will appear.

Fighters

Clicking on a fighter's name tentatively selects him as one of the contestants in the upcoming bout. His record, rank, and boxer rating will appear in an informational box directly below the Fighter list box. The fighter's name will also appear at the top of the dialog box, opposite the heading "Current Bout".

Fighter's Record Information

This area shows the record of the currently selected fighter. It provides the following information:

- **The fighter's won-lost-draw record**
- **The number of knockouts the fighter has scored.**

Note: This value combines the number of knockouts and technical knockouts the fighter has scored.

- **The fighter's current rank and any titles he holds**
- **The fighter's boxer rating**

Note: Comparing two fighter's boxer ratings is a good way to estimate the relative strength of the fighters.

Stage

This combo box allows you to select the what stage of the fighter's career you wish him to fight the current bout. The default is Prime, but you may select from Beginning, Pre-Prime, Post-Prime and End.

Title Fight

This check box is usually dimmed. It becomes active whenever you select a boxer--from either list--to fight who currently holds a title. Clicking in the box once it becomes active means that the fight that is about to occur will be for the crown. By making this an option, Title Fight Pro Boxing allows a Designated Champion to engage in both title fights and non-title fights.

Year

This combo box will display the names--or years--of all current and future boxer data files available. If you've just purchased the game, two files should show: 1994 and Archive.

When you select the "year" you want, the names of all the available fighters in a given division appear in alphabetical order in the "Fighters" list box.

Current Bout Information

This area displays the names of the two fighters selected for the current bout, the name of the referee, and the location of the bout.

Add Location

This button allows you to customize the list of locations by adding your own.

[Adding A New Location](#)

Delete Location

Deletes the selected location.

Location List

Displays the names of all locations available where the current bout can occur.

Restore Defaults: Location

Restores the original list of locations that ship with the game. Any new locations added will be lost. Any original locations that were deleted will be restored.

Move To New Division

This allows you to easily change a fighter's designated division without having to completely re-enter the fighter's data via the Add Fighter option.

If, for example, you want to have James Toney, rated as a Super Middleweight, move to the Light-Heavyweight division, you would simply call Toney to the View Fighter screen and then select this option. From the Move To New Division dialog, select the division from the drop down list.

Add Referee

This button allows you to customize the list of referees by adding your own.

[Adding A New Referee](#)

Delete Referee

Deletes the selected referee.

Current Referee Information

This area displays the following information about the selected referee:

- **Fouls**

Lenient - probably won't take a point away until he's warned a fighter 3 or 4 times

Normal - usually will issue at least 2 warnings before penalizing a fighter

Strict - will issue a warning, possibly 2, but will then take a point away from a fighter

- **Stoppage**

Early - will not allow a fighter to take much punishment before issuing a TKO

Normal - will allow a significant amount of punishment before calling a fight

Late - will allow a fighter to get pummeled before ending the fight via TKO

Judges

The option buttons here allow you to select the time period from which you wish the judges to be randomly chosen, or to use "generic" judges, ie: Judge 1, Judge 2, Judge 3.

The computer selected judges have no purpose other than to add color to the game.

Referee List

Displays the names of all referees available for the selected time period.

Restore Defaults: Referee

Restores the original list of referees that ship with the game. Any new referees added will be lost. Any original referees that were deleted will be restored.

Referee Time Period

Select the time period from which the referees will be displayed.

Use Three Knockdown Rule

If this box is checked, a fighter will be declared TKO'd if he suffers 3 knockdowns in any single round, regardless of points or score.

Prefight Conditioning

Either or both fighters can be checked to see if they've come into the bout "in shape". The closer the two are rated, the more likelihood that each fighter took the bout seriously and trained hard. The greater the gap between fighters, the more likely the better fighter may not be quite as sharp mentally or physically. To find out a fighter's condition, check the box by his name. An announcement will be made prior to the beginning of the bout about each fighter's status.

Hometown Favorite and Defending Champion

- **Hometown Favorite**

This option allows you to select one of the fighters as the "hometown" fighter and receive the benefit of the doubt in any close rounds. This bias can greatly affect the outcome of a fight. For example, trying to win a decision against Vinnie Pazienza in his hometown or attempting to gain the nod against Pernell Whitaker in Norfolk, Virginia, is a difficult task.

This option can also be used to simulate the disadvantage many American fighters have when fighting in a foreign country. It can be very tough to get a decision, for example, in Italy or Mexico or Argentina or Africa if you're going against one a native fighter.

- **Defending Champion**

This option allows you to indicate that one of the fighters is a current champion and slant the scoring in his favor. While it may not be as true as it once was, the general concensus is that a fighter must clearly take the championship away from the current champion. This bias gives the benefit of the doubt to the defending champion and any close rounds will most likely be seen in his favor. Again, using this feature can have a substantial bearing on who wins the fight.

Check For Injuries

If checked, injuries can occur during a fight, otherwise, injuries will not occur during a fight.

If you're doing a replay or holding a tournament, you'll probably want to turn injuries off so that you don't have to refight any matches whose outcome was influenced by an injury.

Interaction

If you leave this box blank, the rounds will simply scroll by until the fight reaches a conclusion.

Use Mandatory 8 Count

Cosmetic. If this box is checked, a fighter will be given a mandatory count of 8 after a knockdown, regardless of when he gets up. If the box is blank, the fight will continue as soon as the fighter is back on his feet. The mandatory 8 may take extra time off the clock.

Opponent

- **Human vs Computer**

Used with the Strategy box checked, this mode pits you against the computer. You pick the strategies for your fighter and the computer's Artificial Intelligence selects for the opponent. Without the strategy box checked, it is basically the same the same as Computer vs Computer, except that it expects a certain amount of interaction to move from round to round and allows the user to "watch the fight" and read the commentary as the bout progresses.

- **Human vs Human**

Used with the strategy box checked, this mode pits you against another "live" manager, both making all strategic decisions for your respective fighter. Without the strategy box checked, the game defaults to a "Computer vs Computer" mode with the gamer interacting only to move from round to round. Commentary may be read as the fight progresses.

- **Computer vs Computer**

This mode runs the fight straight through to its conclusion, without the use of strategies or interaction. Within seconds a decision will be announced and the end of fight routine will begin.

Rounds

This drop down list lets you choose how many rounds you wish the fight to be.

The number of rounds can vary as follows:

- 3 round "amateur" bouts
- 4, 6 or 8 round "preliminary" bouts
- 10 round regular bouts
- 12 or 15 round championship bouts

Fighter Saved By the Bell

If unchecked, a fighter who is knocked down within the last ten seconds of any round must beat the count. The bell will not save him EXCEPT in the last round.

If checked, any round in which the bell sounds will immediately stop the count and save the fighter from being counted out.

Scoring

Scoring methods which can be employed include the standard 10 point must system, the older 5 point and 1 point must systems or the "rounds" system.

Adjust For Weight Class Difference

If this box is checked, the computer will automatically adjust the ratings of any fighter who fights above his weight class. The higher up he goes, the greater the affect. Fight Michael Carbajal against the worst heavyweight and he'll more than likely get destroyed.

If, however, you want to determine the mythical "Best Pound-for-Pound" fighter regardless of weight, leave this blank and go ahead and match Sugar Ray Robinson against Joe Louis or Willie Pep against Archie Moore. Height and weight won't be a factor. Leaving it blank also allows you to move a fighter up a notch when you believe that doing so won't have any affect on the boxer. This can be especially true when moving up a half-step from a Junior Middleweight to Middleweight, for example. It's very likely to be the case among Flyweights, Junior Flyweights and Strawweights, too.

Print: Autoschedule Results

Click OK to print the results of the completed Autoschedule session.

Print: FighterRecord

You can print the selected fighter's ratings, Compiled Statistics and Fight Record (including Fight History), or both.

Make your selection and click OK.

Print: Fight Summary

You can print the fight summary, and/or the commentary from the bout.

Make your selection and click OK.

A word of warning:

If you decide to print the entire commentary of a fight, be aware that it takes almost a sheet of paper per round to do so.

Print: Rankings

You can print either the rankings for the selected year and division, or the rankings for all divisions in the selected year.

If you select Include Ranked Fighters Only, then only the fighters who are ranked, or who hold a title, will be included in the printout. If there are no ranked fighters in selected division a message will be printed beneath the division header indicating this.

Make your selection and click OK.

Ring Position

This area displays the position of the fighters during the round. It will also indicate which fighter is trapped on the ropes or in a corner.

The overhead perspective will occasionally change when a dramatic event occurs and be replaced by a digitized graphic dramatizing a big punch, a knockdown, etc.

The Round Box

Lists both the current round and the time elapsed in the round.

Color Commentary

The color-coded blow by blow commentary appears here, scrolling up as the round progresses. At any point you can scroll back to review the action (when interacting with the fight).

The commentary is color coded to the fighter's names. Fighter1 is defaults to blue and fighter 2 defaults to magenta.

Continue Button

In any interactive mode, this button needs clicked to advance the color commentary, go to the next round, or view the announcing of the winner.

Left/Right Eye Damage

This area indicates the amount and type of damage a fighter takes to his eyes.

The number under each eye indicates the percentage of swelling that is taking place. This number can increase or decrease each round, depending upon the amount of damage done to the eye and on the work done to the eye by a fighter's cornerman.

Beneath the swelling indicators, various statements will appear indicating that a fighter has a cut over or under one of his eyes. If the cut is open, the statement will appear in red. If the cut is closed, the statement will appear in gray.

Fighter's Name & Points Box

This box indicates the fighter's name. The small points box to the left of the name indicates the number of points being scored by this fighter as the round progresses.

The commentary is color coded to the fighter's names. Fighter1 is defaults to blue and fighter 2 defaults to magenta.

Injury Box

This area indicates whether or not a fighter has suffered an injury, is temporarily fatigued, or carrying his hands low.

Stamina Bar

This bar indicates the percentage of endurance a fighter has left at any given point in the fight. Keep in mind that this number is a percentage - therefore, a fighter could have a lower percentage number than his opponent but more actual endurance points, depending upon his starting endurance numbers.

Stop Fight Button

Click this button if for any reason you wish to prematurely halt the bout. A dialog box will popup asking for confirmation.

Current Strategy

This area list the current strategy, if any, being used by a fighter. If you are not using strategies this area will indicate No Strategy.

Note: Even if you elect not to use strategies, the computer will automatically apply the cover up strategy if a fighter needs it, so you may see this area change unexpectedly.

The Fight Screen Title Bar

The title bar of this window lists the contestants in the current bout

Save As Default: Cornermen

Saves the cornermen that have been selected for the current fighters as the default cornermen that will be used by chosen fighters in all subsequent matches.

Save As Default: Location

Saves the location that has been selected for the current bout as the default location that will be used by for all subsequent matches.

Save As Default: Officials

Saves the referee and time period the judges are selected from as the default referee and time period that will be used by for all subsequent matches.

Save As Default: Options

Saves the currently selected options to the file Options.INI.

The saved options will become the default options for all subsequent matches. Saved options can easily be overridden for a single bout. Simply choose the option you want and run the match. The current selection always overrides any default settings you make.

Cancel Button

Closes the Fight Summary window and returns you to the Post Fight screen.

Review Commentary

Allows you to review the entire color commentary of the fight from start to finish. You can scroll forward and backward to check out as much detail as you like.

Select Strategies

The use of strategies in Title Fight Pro Boxing has been included for two reasons: (1) It allows more interaction on the part of the gamer, and (2) it allows the user to attempt to outsmart his opponent by employing a fight plan that emphasizes his fighter's strengths and nullifies his opponent's strong points (or exploits his weaknesses!).

However, the use of strategy in a bout can strongly affect the outcome of the contest. The fighters in the game are rated on the assumption that there will be no outside influences. Strategies alter ratings and thus impact on the results of the fight. The closer in rating the two fighters, the more likelihood that using strategies will have an affect on who wins or at least how he wins.

The Strategies

- **Fighting Outside (Offensively)**

This strategy allows the boxer to employ a hit-and-run offense. It aids defense, takes away from hitting power but still allows a fighter to score points. It can be a good strategy to employ when you want to win late rounds but not take chances. Fighting Outside Offensively can also be used effectively early in a fight to wear down an opponent's endurance.

- **Fighting Outside (Defensively)**

This is a survival mode strategy. It greatly lessens the likelihood of getting hit but it also nullifies your own scoring opportunities considerably. It's a good strategy to use if you have the fight won, going into the last few rounds and just want to avoid getting stopped. It might also be used to weather a TKO possibility if you've taken a lot of damage the round before.

- **Fighting Inside**

If you want to eat away at a fighter's endurance, go inside and bang to the body! That's the prime benefit of the Fighting Inside strategy. However, the price you pay is an increased chance of getting hit on the way in. Your defense will suffer, no doubt about it. You'll receive a slight increase in accuracy, however, because the body is a bigger and easier target to hit than is the head. This strategy can be very effective against a light hitter. Score enough points and you'll deprive an opponent of some of his outside strategies!

- **Cover Up**

This strategy is the only one that automatically goes into effect in non-strategy use. When using strategies, you can select this one and you'll also be prompted for its use when an opponent's killer instinct goes into effect. Forget about scoring points when Covering Up. However, it can save you from an immediate stoppage because it puts your fighter into a defensive shell.

- **Going for the Knockout (Controlled)**

Pretty obvious what this does. Going for a controlled knockout allows you to maximize your power shots but not completely abandon defense. You will get hit more but you'll greatly increase your opportunities to hurt your opponent. Note that this also makes you slightly more vulnerable to a knockdown. It's a great strategy to use against a weak hitting opponent.

- **Going for the Knockout (All-Out)**

One of you are going to go down! Forget defense, forget finesse. You're winging punches in the hopes of winning the fight by stoppage. Your defense and chin become very vulnerable but every punch you throw is intended to kayo your opponent. This is a desperation strategy, normally. If you have no chance to win unless you stop your opponent, this is your best bet. At least if it fails, you'll go out on your shield!

Statistics

Provides the accumulated statistics for both fighters.

Winner & Location

Recaps the result of the fight, telling who won and how he won, as well as indicating where the fight was held.

Active Tab Display

This workspace displays information related to the title of the index tab you select. Its contents change with the selection of a different tab.

Trial Horses

The "Trial Horse" in boxing can best be described as "bloodied but unbowed". This fighter serves as a test for youngsters on the way up, a record builder for a young fighter's resume. He also provides a workout for veterans who need to stay active between major confrontations. The Trial Horse seldom wins unless it's against another of his ilk on an ESPN or USA undercard. Occasionally, one of these fighters pulls a minor upset and once a millenium a Trial Horse becomes a major factor in a division, if only for a short time.

Title Fight Pro Boxing includes a group of generic Trial Horses who serve all the purposes mentioned above. You can use them with any division (making sure you have not selected the "Adjust for Weight Class" option) or copy their statistics and give them names of real Trial Horses from the past or who are fighting today. Another way to "authenticate" them is to fight them "as is" and then Edit your "real" fighter's record, changing the name of Trial Horse to that of an existing fighter.

The Trial Horses included provide a cross section of types, though none of them are real threats to beat even a 3 or 4 rated fighter. The names of the fighters give a hint to their strengths and weaknesses, relatively speaking. Bleeder Cutmore is going to look like he's been in a fight with a razor blade, for example. None of the fighters have a rating higher than 1 (and that's a gift!) so don't expect to rise quickly in the rankings by fighting nothing but these stiff.

Career Tab

Displays the fighter's Title Fight career on a fight by fight basis. From this Tab you can also access complete [compiled statistics](#) for the fighter, modify the date of a bout and add notations to it, enter beginning statistics from previous games, and delete records.

This tab displays the single category of Boxer Rating. For a description of this and all other categories, see:

[Rating You Own Fighters](#)

Delete Compiled Statistics

Clicking this button will delete the fighter's compiled statistics file, effectively sending that fighter back to "the beginning of his career."

This action cannot be undone.

Fighter Name

Enter or edit a fighter's first name, last name, or nickname.

Fight History

This list box displays the record of fights for the selected fighter. Double clicking on a fight will open the Edit Fight History dialog, allowing you to add your own notes to each fight.

Fighting Tab

Contains specific information on punching accuracy and percentage of punch types, among other things.

For a description of each category, see:

[Rating Your Own Fighters](#)

General Tab

Contains 16 rated categories for an individual fighter.

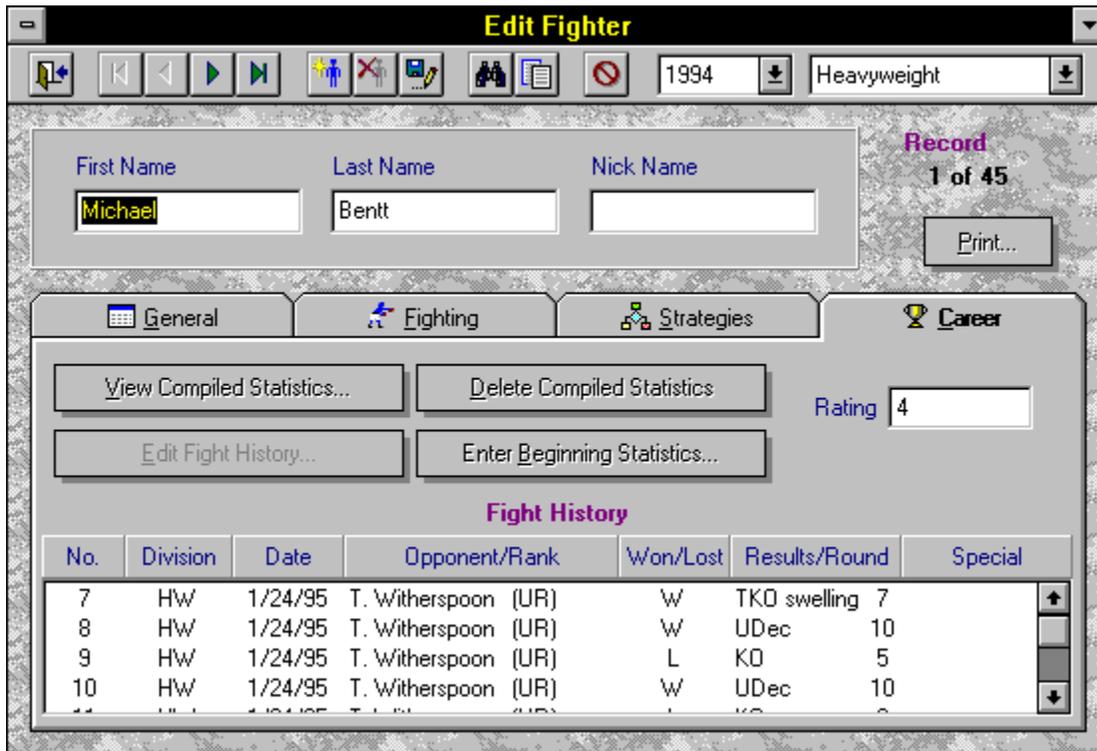
For a description of each category, see:

[Rating Your Own Fighters](#)

View or Edit Fighters

The Edit/View Fighter Screen is one of the most important screens in the game. Here you can view a fighter's data as well as his "Title Fight" career. This screen also allows you to change fighters or modify their records.

Note: Please see [Rating Your Own Fighters](#) for a complete discription of all of the categories of ratings associated with each fighter.



[Find Fighter](#)

[The Toolbar](#)

[Adding a New Fighter](#)

[Rating Your Own Fighter](#)

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3 Point Punches		2 Point Punches	
1.25	Jab	18.75	
1.25	Hook	18.75	
1.25	Cross	21.25	
1.25	Combination	20	
1.25	Uppercut	15	

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Print

Record Number

This information area lists the number of the record you are viewing and the total number of records in the selected division for the selected year

Strategies Tab

Shows the type and number of strategies available to an individual fighter.

For a description of each category, see:

[Rating You Own Fighters](#)

