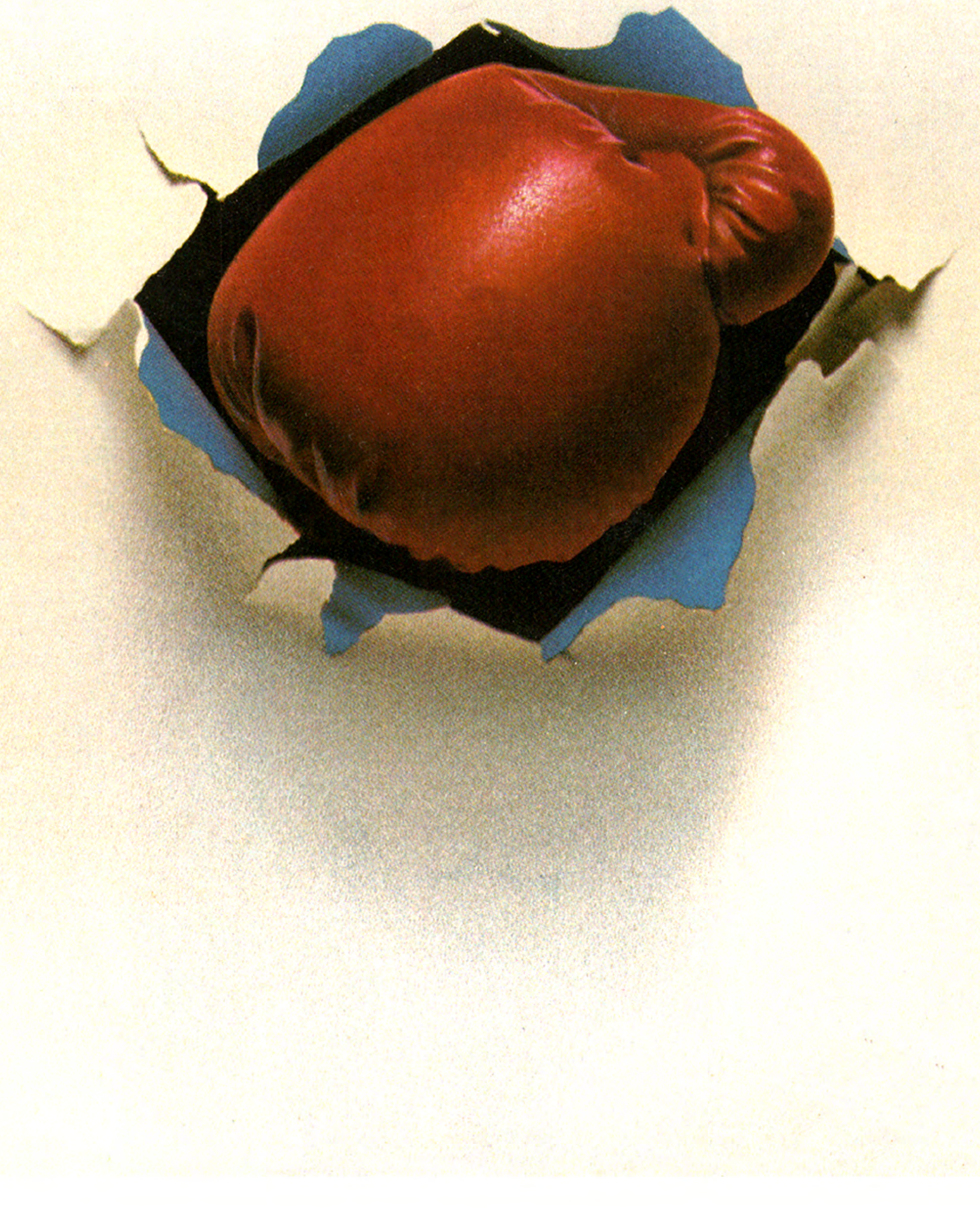
ATARI® 7800™ Game Manual

FIGHT NIGHT™

by Accolade™



Strap on your boxing gloves, and step into the ring. Tonight you're going to test your prowess against the world's toughest fighters. To prepare for this event, you'll train in punching skills, footwork, timing, and sparring. Then you'll enter your fighters in championship matches and tournaments.

As the tension mounts in the smoke-filled arena, you eye your contender warily. Be careful, and good luck. This could be your big night!

Getting Started

1. With your Atari 7800 set up, insert the Fight Night cartridge into the console and plug a controller into the left port. For two players, plug another controller into the right port.
2. Turn on your television and press **[Power]** to turn on your Atari console. The Fight Night title screen appears.
3. Wait for the game to show the information and then selection screens, or press the fire button twice to show the selection screen and select your event.
4. Use the controller to select one of the four events, then press the fire button to start the action.
5. Press **[Pause]** to pause a game. Press it again to resume play.
6. Press **[Reset]** at any time to start a new game with the same event, or press **[Select]** to return to the seleciton screen.

Fight Night Events

Fight Night is a multi-event sports simulation. You have your pick of any one of the four events listed on the selection screen: Main Event, Training, Sparring Match, and Tournament.

In Main Event, you'll fight against a series of eleven contenders, each one more powerful than the last.

In Training, you'll use the controller to train these powerhouses in punching, footwork, and timing.

In Sparring Match, your fighters will practice what they've learned in training in a match against the computer.

In Tournament, you and a friend can take on the roles of promoters, lining up your best boxers to fight each other's stars in round robin order. This is a player vs. player event.

In each event, the controller operates the same way. To select options or contenders, move the controller handle right or left, or up or down to highlight your choice. Then press the fire button to make a selection.

If, while in an event, you want to return to the selection screen to choose another event press **[Select]**. To Exit, you can select the

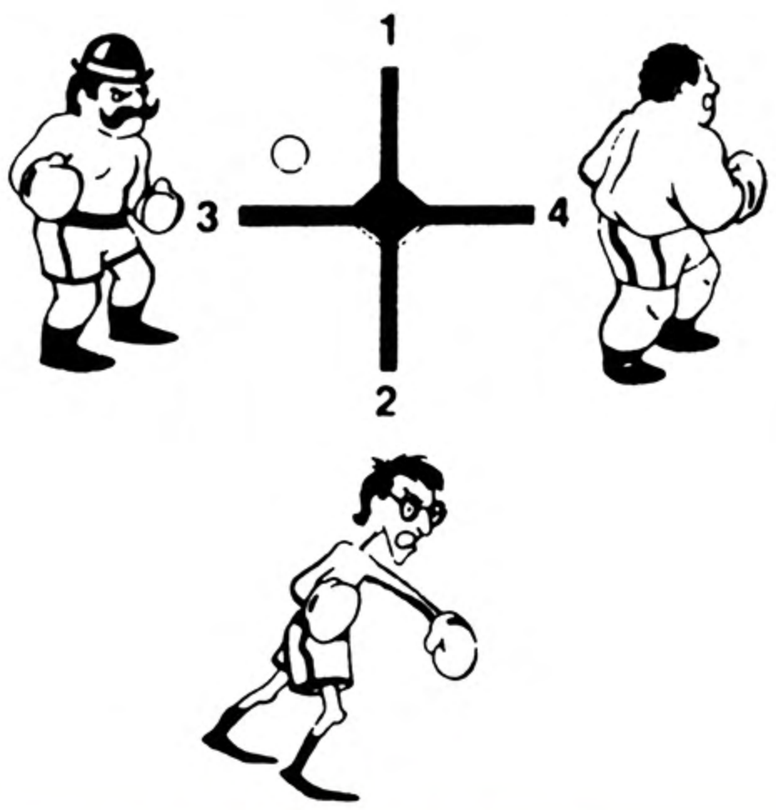
The Main Event!

Exit option while choosing fighters. Pressing **[Reset]** will reset the selected event.

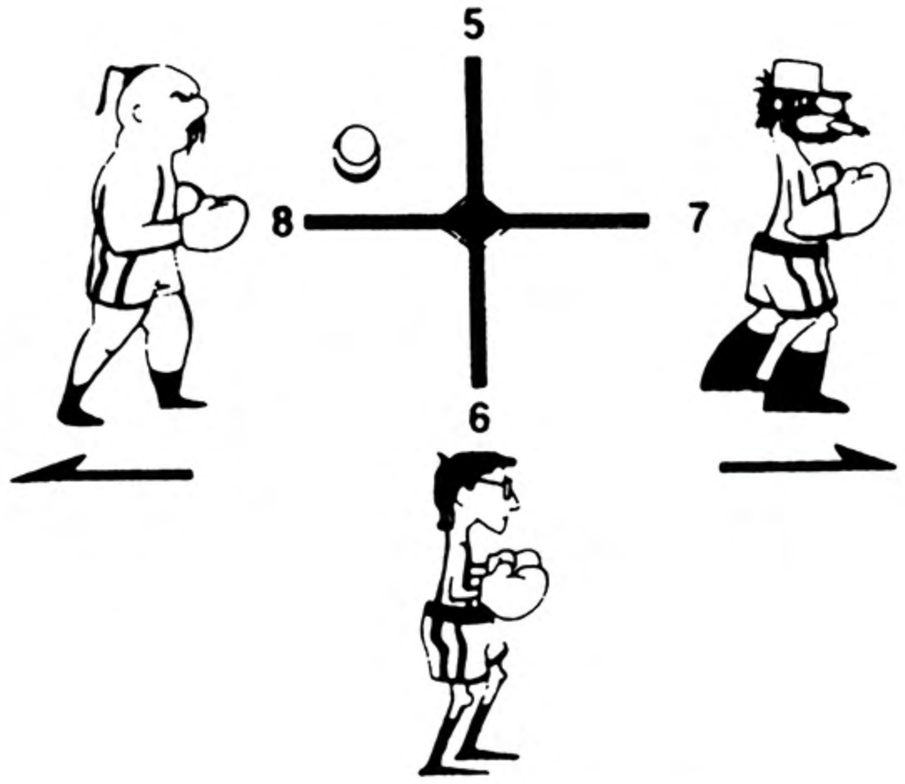
Boxing Moves

To box, you have eight different commands at your disposal.

Fire Button Down



Fire Button Up



Training

Before your boxers fight, they'll want to train. With Training, you can practice using your controller to perfect your offensive and defensive boxing strategies. After selecting a boxer for training,

Command	Controller Handle	Fire Button
1. Throw a jab	Up	Down
2. Throw a body blow	Down	Down
3. Fake a jab	Left	Down
4. Fake a body blow	Right	Down
5. Put your guard up	Up	Up
6. Put your guard down	Down	Up
7. Move Left	Left	Up
8. Move right	Right	Up

you'll choose a training mode: Follow (the computer requests your moves) or Lead (you choose your own moves). You'll then pick a training speed, displayed on a speed bar. When you determine your boxer is ready, he can continue his training under Sparring Match by practicing his strategy against the computer.

In the Ring

In Main Event, Sparring Match, and Tournament, your boxer will compete against other contenders for a score. The top of the screen displays each boxer's name, picture, score, and KO (Knock Out) bar, as well as the round number and a clock.

The object of the fight is to knock out or "KO" the contender by landing blows to his face and body, while avoiding similar blows. Each time a fighter lands a blow, his score goes up and his opponent's KO bar increases.

There are three rounds to a match, each round lasts three minutes. Your points accummulate through each round. If neither is KO'd by the end of the match, the player with the highest number of points wins.

Contenders

Contender	Rank	Strengths	Weaknesses
Dip Stick	12	Light on his feet	Light in the head
Little Moe	11	Uses his head	But not much
Crazy Craven	10	Punch packs power	Moves slowly
Macho Man	9	Dishes out head blows	Can't take them
Kid Kastro	8	Throws lots of punches	Punches lack pop
Killer Diller	7	Can resist punches	Weak punches
Wing Ding	6	Fast on his feet	Can't take body blows
Hu Him	5	Cement head	Backs away from body blows
Bobby Socks	4	Takes a punch well	Can't dish out punch
British Bulldog	3	Heavy puncher	Thick as a brick
Mike Bison	2	Powerful head blows	A little slower than the Champ
Bronx Bomber	Champ	Everything	None

Dip Stick

Kid Kastro

Macho Man

Hu Him

British Bulldog

Bronx Bomber

Little Moe

Killer Diller

Crazy Craven

Wing Ding

Bobby Socks

Mike Bison

Scoring

When you score points and how many points you score depends on the boxer you're fighting. Each boxer has a different point value for each punch (jab, body blow, or superblow) and resistance value for each blow.

Scoring Table

	Bronx Bomber	Mike Bison	British Bulldog
Head Blow	8	7	4
Body Blow	8	8	8
Resist Head	7	8	6
Resist Body	7	7	6
	Bobby Socks	**Hu Him**	**Wing Ding**
Head Blow	4	7	5
Body Blow	6	4	4
Resist Head	7	7	7
Resist Body	6	4	4
	Killer Diller	**Kid Kastro**	**Macho Man**
Head Blow	3	3	5
Body Blow	5	6	4
Resist Head	3	3	4
Resist Body	7	6	5
	Crazy Craven	**Little Moe**	**Dip Stick**
Head Blow	5	3	2
Body Blow	4	4	5
Resist Head	4	3	2
Resist Body	4	4	4

Your boxer's guard position determines the degree of damage. If his guard is up when his contender lands a jab, or down when he lands a body blow, the amount of damage caused by a punch is zero.

You can win extra points by stepping into a punch, fewer points for stepping out of a punch.

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