AGB-ABOE-USA

BOXING FEVER™

GAME BOY® ADVANCE

INSTRUCTION MANUAL

MAJESCO

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- ¥ Take a 10 to 15 minute break every hour, even if you don't think you need it.
- ¥ If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- ¥ If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- ¥ Do not mix used and new batteries (replace all batteries at the same time).
- ¥ Do not mix alkaline and carbon zinc batteries.
- ¥ Do not mix different brands of batteries.
- ¥ Do not use nickel cadmium batteries.
- ¥ Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- ¥ Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- ¥ Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- ¥ Do not recharge the batteries.
- ¥ Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- ¥ Do not dispose of batteries in a fire.

EVERYONE

VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing BOXING FEVER™ for the Nintendo® Game Boy® Advance System. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

TABLE OF CONTENTS

Introduction 2
Getting Started 3
Linking Up 4
Game Controls 5
Main Options 6
Boxer Selection 8
Fight Options 9
Game Options 11
Entering Passwords 12
Special Punches 13
Entering the Ring 16
The Boxers 18
Tips & Tricks 23
Credits 24

INTRODUCTION

"In this corner." Ding! Ding! Ding! As the sweat drips from your brow you enter the ring filled with excitement and anticipation. This is the moment you've been waiting for, you've paid your dues and you're ready to stake your claim!

BOXING FEVER™ is the ultimate fighting challenge for the Nintendo Game Boy® Advance System. Take on over eight of the fastest, strongest, and most brutal boxers from all over the world, or challenge your friends in a head to head knock down battle to prove who's the biggest, baddest boxer of all time.

Win or lose, BOXING FEVER™ lets you experience the thrill of victory and the disappointment of defeat as you pummel your way to the top to claim the coveted Golden World Trophy. So, take a deep breath and get ready to feel the heat...

It's time to get that BOXING FEVER™!

GETTING STARTED

To get started with BOXING FEVER™:

1. Turn off your Game Boy® Advance System, then insert the BOXING FEVER™ Game Pak your Game Boy® Advance System.

2. Turn on your Game Boy® Advance System.

3. Press **START** until the *Main Options Screen* appears.

Important Note: If nothing appears on the screen when you turn the power on, turn the power off, check to make sure the Game Pak is inserted correctly, then try again.

LINKING UP

NECESSARY EQUIPMENT

1. Game Boy® Advance Systems: One Game Boy® Advance System per player.
2. BOXING FEVER™ Game Paks: One BOXING FEVER™ Game Pak per player.
3. Game Boy® Advance Game Link® Cables: One Game Boy® Advance Game Link® Cable

LINKING INSTRUCTIONS

1. Each player should turn off their Game Boy® Advance System, then insert the BOXING FEVER™ Game Pak into their Game Boy® Advance System.
2. Connect the Game Boy® Advance Game Link® Cable to each Game Boy® Advance System.
3. Turn on your Game Boy® Advance System.
4. Press **START** until the *Main Options Screen* appears.

GAME CONTROLS

You can play BOXING FEVER™ using the following controls:

L Button
Makes your boxer lean to the left to avoid a blow.

Control Pad Up
Raises your guard and executes a high block.

Control Pad Left/Right
Shifts your boxer's weight left or right.

Control Pad Down
Lowers your guard and executes a low block.

R Button
Makes your boxer lean right to avoid a blow.

A Button
Punch with the right glove.

B Button
Punch with the left glove.

START
Pauses the game and displays the current password.

Select
Whenever the game is paused, **Select** allows you to quit the current bout and return to the *Main Options Screen.*

MAIN OPTIONS

To begin playing BOXING FEVER™, press **START** when the *Title Screen* appears. The *Main Options Screen* will now be displayed where you can choose from five different game modes. From the *Main Options Screen*, you can also go to the *Game Options Screen* where you can enter passwords to resume your position during Championship Mode, or adjust the game's audio settings. To make your selection, press *UP or DOWN* on the **Control Pad** to highlight your choice, then press the **A Button** to confirm your selection.

Main Options Screen

SINGLE FIGHT

Play a single match exhibition against a boxer of your choice.

CHAMPIONSHIP
Choose to play through the ranks until you become a champion.

SURVIVAL
Beat as many boxers as you can without being knocked down.

2P FIGHT
Pound a friend into submission.

TRAINING
This mode gives you the opportunity to sharpen your reflexes and fine-tune your combos.

SETUP
This option displays the *Game Options Screen*, which allows you to adjust audio settings and enter passwords.

CREDITS
A homage to the BOXING FEVER™ gang.

BOXER SELECTION

On the *Boxer Selection Screen* you can choose which boxer to play as.

To select your boxer:

- Press the **Control Pad** *RIGHT* or *LEFT* to move the rotating blue cursor to the desired boxer and press the **A Button**.

Boxer Selection Screen

To select your opponent in the ring (only in Single Fight Mode):

- Press the **Control Pad** *RIGHT* or *LEFT* to move the rotating red cursor to the desired opponent boxer and press the **A Button**.

Note: When you select your boxer in two-player mode, it will be highlighted by a white circle. This white circle does not appear on the other player's screen. Once you've made your selection, you will still be able to move the rotating cursor to highlight a different boxer than the one you really chose to play as. The other player will only see your rotating cursor on his or her screen and assume the boxer it highlights is your true choice. This way, both players will have no idea who their opponent is going to be until the match starts.

FIGHT OPTIONS

On the *Fight Options Screen* you can select the amount of time for each round, how many rounds the fight will be, and the "class" of your opponent. To select an option, press the **Control Pad** *UP* or *DOWN* to highlight the desired option, and press the **A Button**.

Fight Options Screen

CLASS SELECTION
This option selects the fighting "class" of your opponent. The class you choose will determine the difficulty of the boxers and how many boxers you must face. There are five classes to choose from: Amateur (Easiest), Pro Am, Professional, Contender, World Champion (Hardest).

ROUND SELECTION
This option varies the number of rounds for each fight.

TIME SELECTION
This option varies the amount of time for each round.

FIGHT
Choosing this option begins the fight.

GAME OPTIONS

On the *Game Options Screen* you can adjust the game audio settings, as well as access the *Password Entry Screen*. Press *UP* or *DOWN* on the **Control Pad** to highlight your choice, then press the **A Button** to select it. Press the **B Button** to return to the *Main Options Screen*.

SOUNDS

This option sets the volume of the game's sound effects.

MUSIC

This option sets the volume of the game's background music.

ANNOUNCER

This option sets the volume of the ring announcer's voice.

Game Options Screen

GAME OPTIONS (CONT.)

PASSWORD

This option displays the *Password Entry Screen*.

BACK

This option returns you to the *Main Options Screen*.

ENTERING PASSWORDS

On the *Password Entry Screen* you can enter a password to resume your position during Championship Mode.

Password Entry Screen

To enter a password:

- Press *LEFT* or *RIGHT* on the **Control Pad** to move to each character on the Password Entry Line.
- Press *UP* or *DOWN* on the **Control Pad** to change the current character.
- When you're finished, press the **A Button** to enter the displayed password.

Press the **B Button** to go back to the *Game Options Screen.*

SPECIAL PUNCHES

Whenever your boxer's weight is shifted to the left or right, you will be able to perform special punches to deliver serious damage to your opponent.

RIGHT SPECIAL PUNCHES

Right Special Punches are only available when boxer's weight is shifted to the right.

Right Jab to the Face
Press and hold the **Control Pad** *UP* and *LEFT*, then press the **B Button**.

Right Jab to the Body
Press and hold the **Control Pad** *DOWN* and *LEFT*, then press the **B Button**.

Right Hook
Press and hold the **Control Pad** *UP* and *RIGHT*, then press the **B Button**.

SPECIAL PUNCHES (CONT.)

Right Uppercut
Press and hold the **Control Pad** *DOWN* and *RIGHT*, then press the **B Button**.

LEFT SPECIAL PUNCHES

Left Special Punches are only available when boxer's weight is shifted to the left.

Left Jab to the Face
Press and hold the **Control Pad** *UP* and *LEFT*, then press the **A Button**.

Left Jab to the Body
Press and hold the **Control Pad** *DOWN* and *LEFT*, then press the **A Button**.

Left Hook
Press and hold the **Control Pad** *UP* and *RIGHT*, then press the **A Button**.

Left Uppercut
Press and hold the **Control Pad** *DOWN* and *RIGHT*, then press the **A Button**.

PUNCH POWER UP

Use the Punch Power Up technique to increase the power of your uppercuts and hooks. To perform the Punch Power Up, simply press and hold the **Control Pad** *LEFT* or *RIGHT* until your gloves glow, then execute either an uppercut or hook. But be careful, because you won't be able to block while powering up and your opponent may use this opportunity to land a number of punches!

COMBOS

All the boxers have special combination punches that can be used to inflict substantial damage on their opponent. You can learn about each character's special combo capabilities during the training process.

ENTERING THE RING

HEALTH METERS

The boxer's Health Meters are located in the top corners of the *Main Game Screen*. Every time you are hit, your Health Meter decreases. When your Health Meter is completely depleted, the next punch will cause you to be knocked down. When you get back to your feet, a certain amount of the Health Meter will be restored. The amount of health restored becomes less and less after each knockdown. The color of your Health Meter determines your boxer's stamina. When your stamina is low, your Health Meter will appear red. Taking a break between punches will help increase your stamina and return your Health Meter's color to green.

Main Game Screen

ROUND TIMER

Located on the left-hand side of the *Main Game Screen*, the Round Timer displays how much time is left in the current round. When the round is over, boxers will get a chance to go to their corners and rest for a moment.

THE RETRY OPTION

In all game modes, when the game is over, you will be given the option to continue from that point without having to start over. When the option to retry appears on the screen, select the "YES" option if you wish to continue from that point, or select the "NO" option to return to the *Main Options Screen*.

THE BOXERS

The boxers in BOXING FEVER™ hail from all over the world and possess varying degrees of strength and agility.

Name	Micky McFist
Country	Ireland
Height	5′ 9″
Weight	168 lbs.
Career	12-3-9

This tough guy has a weak sense of humor and an erratic fighting style!

Name	Royal Pain
Country	England
Height	5′ 11″
Weight	186 lbs.
Career	178-6-99

The power of experience!

Name	The Hammer
Country	Unknown
Height	6′ 2″
Weight	248 lbs.
Career	22-1-20

A brutal and primitive fighter, this bruiser is banned from competition in 52 countries!

Name	Jack Pot
Country	Ivory Cost
Height	6′ 1″
Weight	379 lbs.
Career	34-0-33

This mountain of muscle is reputed to crush his opponents with a few blows!

Name	Tiny Giant
Country	Canada
Height	6′ 8″
Weight	327 lbs.
Career	32-0-32

Only his name is Tiny!

Name	Major Flak
Country	U.S.A.
Height	6′ 4″
Weight	248 lbs.
Career	37-0-37

His intelligence is as impressive as his power!

Name	Knuckles Nadine
Country	U.S.A.
Height	5′ 8″
Weight	135 lbs.
Career	18-1-15

The toughest of the bunch!

THE BOXERS (CONT.)

Name	Maiagaru
Country	Japan
Height	5′ 7″
Weight	128 lbs.
Career	29-0-29

Here to prove the supremacy of martial artists in any fighting sport!

TIPS AND TRICKS

- Train with each opponent to learn their strengths and weaknesses.
- Use combination punches as they are an effective method of rapidly decimating your opponents.
- When your opponent is tired you will be at less risk of getting hit while weight shifting.
- At easier levels, special punches are easier to throw.
- Use the special punch as part of a combo.
- Some characters such as Nadine, Maigaru, and Mickey, are better able to successfully execute special punches. Larger characters such as Tiny and Jack Pot, have more difficulty, but their special punches are much more devastating.

CREDITS

DIGITAL FICTION, INC.

Producers
Martin Lizee
Robert Lizee
Michael Triffon

Lead Programmer
Robert Lizee

Artist
Martin Fontaine
Johannes The

Music
Mo Jen

Lead Designer
Martin Lizee

Programming
David Vincent
F D Laramee

Illustrator
Jose Holder

Testers
Alejandro Nunez
Oleg Aizen
Pouya Jabbari
Luis Martins
Michel Chassagne
Guillaume Champeau
Seung Won Lee
Mihail Roman Bogdan

MAJESCO

Creative Director
Joseph Sutton

Director of Development
David Elmekies

Executive Producer
Dan Kitchen

Marketing Director
Mark Rudolph

Producer
Phil Mikkelson

Manual
Corry Fitchpatric
Dan Kitchen

QA Manager
Rai Iodice

Testing
Eric Jezercak
Kevin Kurdes
Russ Mock
Luis Antonio Terres III
Wayne Mascola

Package and Manual Design
Michael Marrs
Madmikelmaging.com

Special thanks to:
Morris Sutton,
Jesse Sutton
and Joseph Sutton.

1-900-773-TECH

1-900-773-8324
($1.25 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

WARRANTY INFORMATION

Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representive is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

   Majesco Sales, Inc.
   160 Raritan Center Parkway (Suite 1)
   Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept.. at the phone number noted earlier. If the Majesco Sales Dept.. is unable to to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representive determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJESCO SALES, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential of incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NOTES:

NOTES:

CHECK OUT THESE COOL GAMES!

Brought to you by Majesco

MAJESCO
www.majescosales.com
160 Raritan Center Parkway • Edison, NJ 08837

©2001 Majesco Sales, Inc. All Rights Reserved. Licensed to and published by Majesco Sales, Inc.

PRINTED IN USA