MIKE TYSON

MIKE IS WAITING

FOR YOUR CHALLENGE!!

PIXEL PERFECT:
MIKE TYSON'S PUNCH-OUT!!

Publisher | Pixel Perfect Books

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Foreword by Matt Turk

Contributions by Alex Sahhar,
Matt Turk & Anil Chirayath

For Hannah

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FOREWORD

MATT TURK

The date was December 25, 1987.

I can clearly remember the day. As a young 7-year-old I eagerly awaited what was to come on this snowy-white Christmas Day. As I opened my presents and came to the last one I couldn't help but be slightly disappointed. As I opened the final gift, all of the disappointment was replaced with feelings of joy.

There it was — a brand new copy of *Mike Tyson's Punch-Out!!* for the Nintendo Entertainment System. The game had been released just two months prior and had already become a huge hit. Toys'R'Us, the major video game retailer at the time, could not keep copies in stock, and I had been getting burned out on *Super Mario Bros.* and felt it was time for a change.

I played the game almost religiously over the next several months. The first thing that I remember after playing it was how great the graphics were and the comedic relief that came with each unique character. It simply doesn't get much better than Glass Joe's hilarious introduction or Super Macho Man's 'pec dance'. And who could forget the iconic Mario as the referee?

It seemed I just couldn't get enough of this game, despite getting knocked out by the pixelated version of Mike Tyson over and over again. After weeks of trying, I finally was able to get a clear technical knockout (TKO) over Tyson in the third round and as a youngster I, of course, felt on top of the world.

It is safe to say that in 1987 Mike Tyson had become the biggest star in all of sports. In the 25 years since, I have seen Tyson become the youngest unified World Heavyweight Champion in history and the richest prize fighter ever (at the height of his career), only later to see him sink and hit rock-bottom. He was even replaced by a character named Mr. Dream when *Punch-Out!!* was re-released in 1990.

Throughout all of this, I never stopped being a Mike Tyson fan and I never forgot about my own battles with the pixelated version.

Unfortunately, I no longer own my original copy of the game from 1987. However, I repurchased the game in 2003 from a local game store after reading posts on a website called GameFAQs. The posts talked about a new strategy that was discovered to TKO Mike Tyson in the first round by original *Punch-Out!!* master Tom Roth.

In the years since I re-dedicated myself to the game, I made many new discoveries and was fortunate enough to achieve goals I never thought were possible.

It is hard to believe that it has been 25 years since the release of this game and with the release of *Punch-Out!!* on the Wii in 2009 the series shows no signs of slowing down.

What can be seen on the following pages is a tribute to one of the greatest video games ever created. Whether you like in-depth strategies, YouTube videos, are a fan of Tyson, or even if you have never played the game, there is something for everyone in this book.

The editors, designers and experts have all tried to make this book as complete as possible and should be commended. Also, I encourage anyone who has not played this game to give it a try, whether it be on the original NES, Wii (Virtual Console) or personal computer.

Remember, above all else, to have fun with this game and that...*"Mike is waiting for your challenge."*

March, 2012

PREFACE

DANIEL LANCIANA

I must confess I've never owned a Nintendo Entertainment System.

My exposure to video games didn't really take shape until around 1992 — the time where 'Dragon Punches', 'Fatalities', 'Wolfenstein' and 'Dune' entered people's vernacular.

I spent years playing anything I could get my hands on. When I couldn't play, I would spend hours wandering around arcades watching other people play. When I wasn't near an arcade I would read game magazines cover to cover. That passion translated into a desire to make games, which culminated in me becoming a programmer.

Twenty years on and video games have grown bigger than the film and music industries combined; and with so many games released each year it's easy to ignore the classics of the past.

Retro games have a niche appeal. They are generally fun, cheap, available, creative, quick to understand and hard to master. You also get the added benefit of 20/20 hindsight in game selection.

They are prime examples of embracing constraints — forefathers of today's independent titles.

Which is why in 2010, for no particular reason, I decided to go back and play some of the most highly regarded NES games: *Super Mario Bros. 3*, *Mega Man*, *Mega Man 2*, *Metroid*, *Contra, Mike Tyson's Punch-Out!!*, *Final Fantasy*, *Super Mario Bros.*, *The Legend of Zelda*, *Bionic Commando* and *Ninja Gaiden*.

Little did I know this venture would collide with two of my other interests, complete guides and large-format 'coffee table' books.

My obsessive-compulsive urge to gather and organise information originated from digital files and the internet. I couldn't stop at having just one custom *Quake* level — I needed to have them all.

As for 'coffee table' books, I admire their accessibility and extravagance. I own books cataloguing modern games, sneakers, bikes, beach houses, online comics and even the elements themselves!

Instead of my usual information gathering attempts, I decided to devote my next side project to creating an exhaustive reference on a single video game and share the results with others in the form of print.

With no previous editing experience, the logical choice was a game that was fun, relatively well known but limited in scope. Household names like Mario, Zelda, Mega Man, Metroid and Final Fantasy were simply too popular.

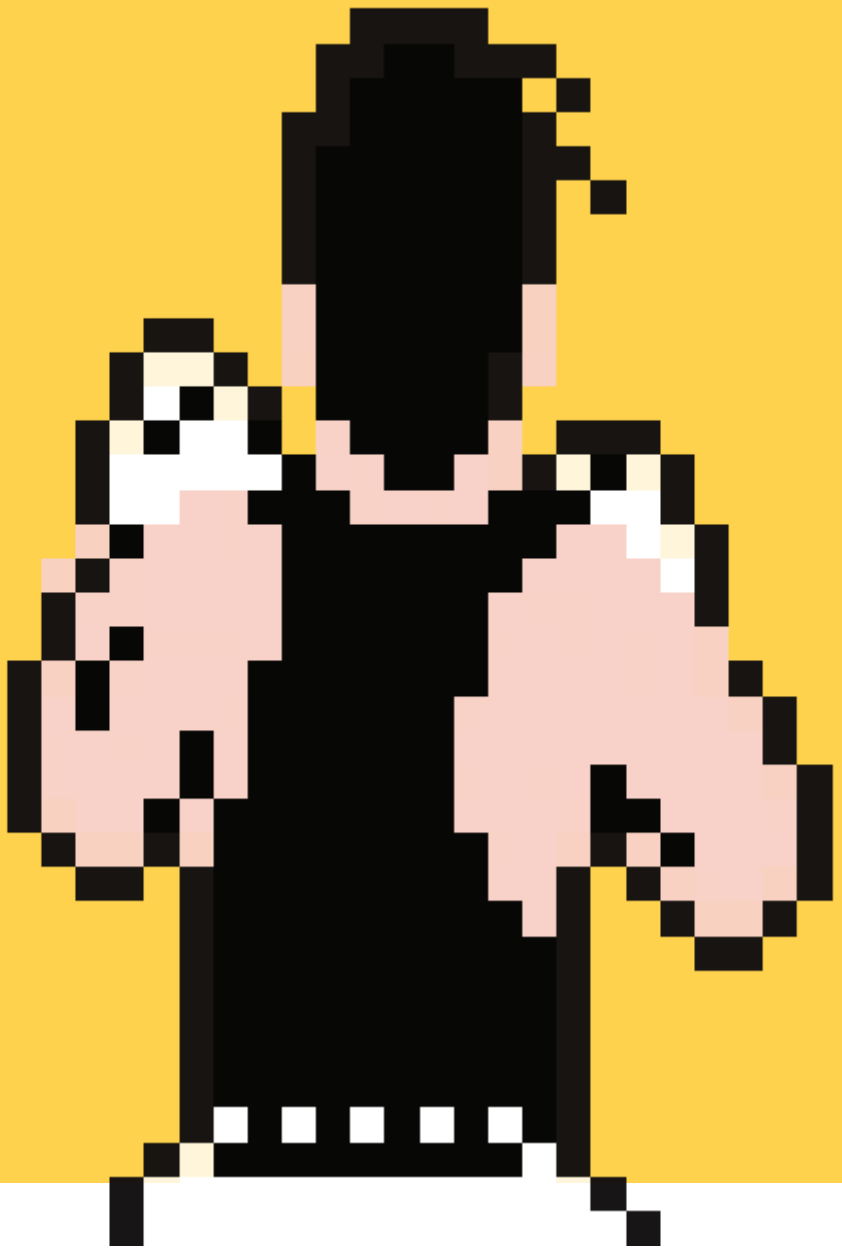
Of all the remaining titles, *Mike Tyson's Punch-Out!!* stood out as meeting my requirements. How wrong I was! As it turns out it is arguably the most complex NES game of all.

Surely it would only take a few casual months to compile, edit and send this information off for printing. A year-and-a-half and over a thousand hours later, the book is finally on the cusp of printing — just in time to celebrate the game's 25th anniversary.

At this point I must thank the selfless people who helped turn this dream into reality: Alex Sahhar for creating a fantastic design, Nicola Pitt for superb editing, and Daniel Teixeira for providing content.

Lastly I'd like to give a huge thanks to Matt Turk and Anil Chirayath for their immense knowledge, patience and sacrifice. Without their help, the book would be riddled with errors and omissions.

March, 2012



01
INTRODUCTION

TITLE	Mike Tyson's Punch-Out!!, Punch-Out!! (re-release)
DEVELOPER	Nintendo R&D3
PUBLISHER	Nintendo
DISTRIBUTOR	Nintendo
DESIGNER	Genyo Takeda
COMPOSER	Akito Nakatsuka, Kenji Yamamoto, Yukio Kaneoka
PLATFORM	NES, Famicom, FamicomBox, PlayChoice-10, GameCube, Virtual Console
RELEASED	October 1987 (North America), November 21 1987 (Japan), December 15 1987 (EU)
GENRE	Sport
MODE	Single-player
RATING	E (Everyone)
INPUT	Gamepad

ABOUT

INTRODUCTION

"IT ALL BEGAN ONE DAY WHEN LITTLE MAC AND DOC LOUIS MET BY CHANCE. DOC BECAME MAC'S TRAINER, TEACHING HIM EVERYTHING THERE IS TO KNOW ABOUT BOXING. DOC AND MAC'S STORY CONTINUES OVER A SEEMINGLY ENDLESS PATH, UNTIL ONE DAY A CHAMPION IS BORN."

— INSTRUCTION BOOKLET

A boxing video game for the Nintendo Entertainment System (NES), it was developed and published by Nintendo. Originally released as *Mike Tyson's Punch-Out!!* (MTPO) before later being re-released as *Punch-Out!! featuring Mr. Dream* (PO), it is based on the *Punch-Out!!* (Arcade) and *Super Punch-Out!!* (Arcade) games of the 1980s.

The 1990 re-release replaced Tyson with the aptly named Mr. Dream after his recent heavyweight title defeat to Buster Douglas — not his 1991 arrest for the rape of Desiree Washington as is commonly believed. Nintendo declined to negotiate a new contract with Tyson.

Soon after its release, Beam Software began developing an official sequel starring Mike Tyson with manager Don King. Originally titled *Mike Tyson's Intergalactic Power Punch* the game was supposed to take the series into outer space where Tyson would participate in an intergalactic boxing tournament against aliens.

After the game's production ran into trouble, the main character was renamed Mark Tyler and Don King's appearance was modified. Nintendo originally refused to publish the sequel due to lack of quality, but it was eventually published by American Softworks Corp as *Power Punch II*. This was despite the fact that it was the first Power Punch title!

DID YOU KNOW?

The only boxing Pokémon, Hitmonchan, is number #107 and references Mac's weight of 107 lbs.

PROMOTION

"Meet the ultimate challenge. Fight Mike Tyson! It's a right jab, a left hook, an uppercut — it's Mike Tyson's Punch-Out!! where you'll get the chance to compete against boxers from around the globe. Punch your way through 13 bouts in the minor, major and world circuits against tough contestants like Piston Honda, Glass Joe, Super Macho Man and many, many more! Defeat all your opponents and meet the ultimate challenge against the World Heavyweight Champion Mike Tyson in the greatest fight of all — The Dream Bout! Knockout Tyson and you can become WVBA (World Video Boxing Association) Champ." — **MTPO Box**

"Who'll be the champ in the World Video Boxing Association? Punch-Out!! It's 13 tough matches in the minor, major and world circuits that lead to the final challenge — the World Video Boxing Association title fight. The ultimate bout against the newest WVBA Champ — Mr. Dream. Practice your hook and take a quick jab. Try to stay light on your feet as you dance left, then right, dodging punches while you throw your own. Boxers from around the world like Piston Honda, Glass Joe and Super Macho Man are all trying to knock you out of the ring. You've trained for months for this moment. There's the bell. Shake hands and come out boxing." — **PO Box**

DEVELOPMENT

Production fell to Genyo Takeda, who produced the *Punch-Out!!* arcade games. Because the NES was not as powerful as the arcade hardware it could not faithfully emulate the arcade graphics. Instead of making the playable boxer wire-framed or transparent in order to see the opponent, the playable boxer was shrunk so players could easily see over his head. The NES version added a story, background music during fights, animated cutscenes and a password system for saving progress.

It is interesting to note that Mario was included in the game without the knowledge or permission of his creator, Shigeru Miyamoto. Restrictions imposed by the NES cartridge forced developers to replace the referee voice samples with speech balloons and Bear Hugger with the less detailed King Hippo.

It is also rumored that Nintendo of America's founder and former president, Minoru Arakawa, decided to include Mike Tyson as a character in the game after attending a live boxing match featuring Tyson himself.

RECEPTION

Overall, *MTPO* has been well received by critics. *Nintendo Power* ranked it 31st in the *100 Best Games of All Time* (Issue #100, 1997), 17th in the list of *Top 200 Nintendo Games* (Issue #200, 2006) and 6th in the *Top 20 Games for the NES* (20th Anniversary, 2008). *IGN* ranked it 7th in the *Top 100 NES Games of All Time* (2009), *GameSpot* included it as part of their *Greatest Games of All Time* and *GamePro* listed Tyson 25th in the *Most Diabolical Video Game Villains of All Time* (2008).

Recently ESPN radio host, Doug Gottlieb, hosted a knockout fan vote to find the best sports video game. *MTPO* made the final four, losing to eventual winner *Tecmo Super Bowl*.

Following its release, the title has been a source of controversy, satire, and nostalgic tribute throughout the years — exemplified by its 4th position in the *1UP Top 5 Racist Videogames* (2008).

The original NES release was a huge success, quickly selling 2 million units at US$39 (approximately $73 today) each. To date it has sold approximately 3.02 million copies worldwide.

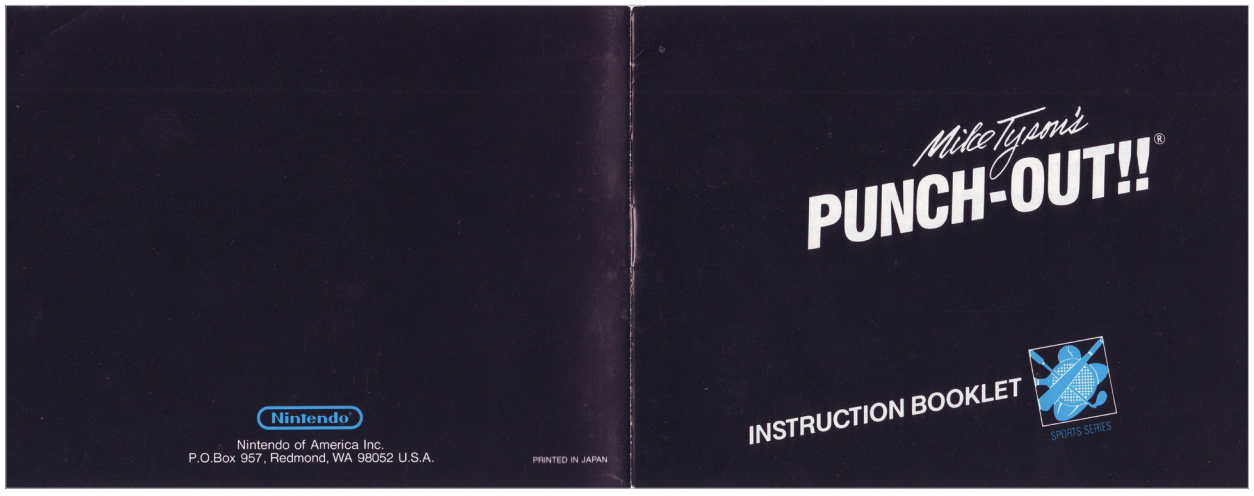
MUSIC

Several public domain tunes were used throughout out the game. The title music is an excerpt from Mahlon Merrick's *The Gillette Look Sharp March*, which was the theme to the *Gillette Cavalcade of Sports* boxing television program and appeared in the boxing film, *Raging Bull*.

The music shared by Glass Joe and Mr. Sandman is the French national anthem *La Marseillaise* by Claude Joseph Rouget de Lisle, music for Von Kaiser and Super Macho Man is *Ride of the Valkyries* by Richard Wagner, and Soda Popinski's theme is the Russian folk song *The Volga Boatmen's Song*. The introduction music for Piston Honda is the Japanese folk song *Sakura*, while for Don Flamenco it is *Toréador Song* from the opera *Carmen* by Georges Bizet.

The music is identical between NES and Famicom versions — with the exception of the title bout in the gold *Punch-Out!!* (Special).

The introduction sequence from *MTPO*



Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

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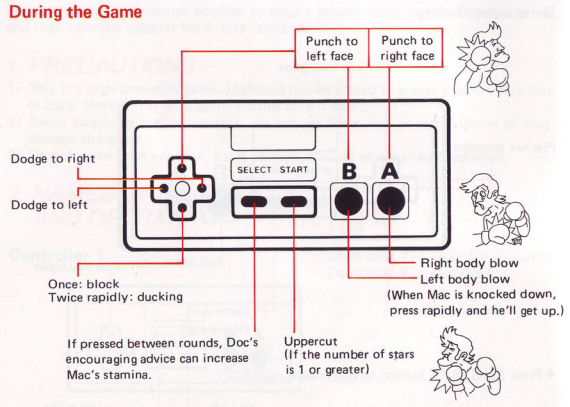
During the Game



3. HOW TO PLAY

The title will appear when the START button is pressed during the demonstration display. Using the top and bottom of the ✣ control pad, select either a new game or continued game. If NEW is selected, the game will begin when the START button is pressed. If CONTINUE is selected, use the left and right sides of the ✣ control pad to select the pass key, then press the A or B button to input the pass key. If the pass key is correct, the game will begin from the boxing circuit corresponding to the pass key.

Title Display

The title will reappear if the pass key is incorrect. Reselect CONTINUE and input the correct pass key.

CONTINUE Display

- The game will begin with Little Mac ranked in 3rd place on the minor circuit. His ranking will go up each time he wins a match. If he loses, rematch or his ranking will go down.
- Little Mac will give up and retire if he loses a total of three matches.
- The World Video Boxing Association's (WVBA) circuits begin with the minor circuit and continue through the major circuit and the world circuit.

Pass Keys

- Pass keys will be displayed when Little Mac becomes the champion of the minor circuit and the major circuit. Write down the pass key when it appears. These pass keys can be input to begin the game from the bottom ranking in the major or world circuit, even when the game has been turned off before proceeding.

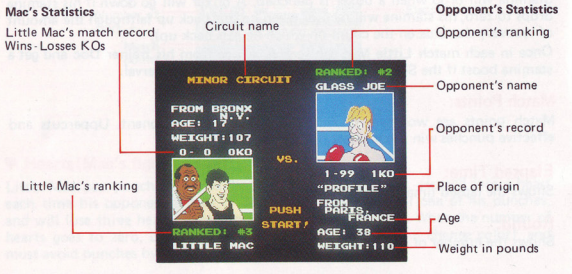
Pass Key Display

- Little Mac's match record and circuit level are saved with the pass key until he becomes circuit champion.

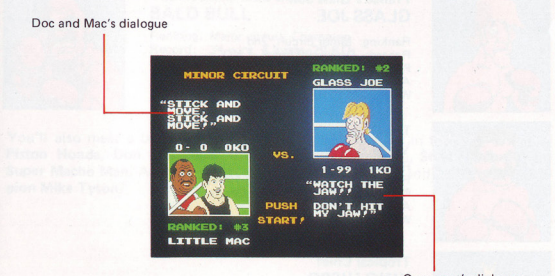
WVBA Rules

- A match consists of three rounds, each of which is three minutes long.
- A boxer is knocked out (KO) if he does not get up within a count of 10 after being knocked down.
- A technical knockout (TKO) is scored if a boxer goes down three times in one round.
- The referee determines the winner according to match points if time runs out in the 3rd round. (Watch out for unfair "hometown decisions" against Little Mac.)

Screen display before fight

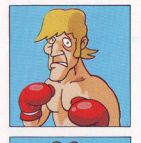


Screen display between rounds



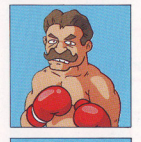
This dialogue may be a helpful hint to winning the match!

4. LITTLE MAC'S OPPONENTS



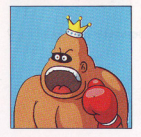
France's Glass Jaw
GLASS JOE

Ranking: Minor circuit, 2nd
Record: 1 win, 99 losses, 1 KO
Place of origin: Paris, France
Age: 38
Weight: 110 lbs



The German Steel Machine
VON KAISER

Ranking: Minor circuit, top
Record: 23 wins, 13 losses, 10 KOs
Place of origin: Berlin, West Germany
Age: 42
Weight: 144 lbs



Tropical Chief
KING HIPPO

Ranking: Major circuit, 2nd
Record: 18 wins, 9 losses, 18 KOs
Place of origin: South Pacific, Hippo Islands
Age: ??
Weight: ???

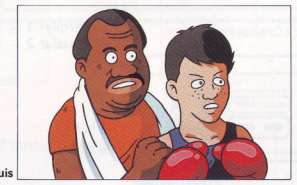
Thank you for selecting the Nintendo Entertainment System® Mike Tyson's Punch-Out!!® Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Little Mac: A 17-year-old fighter from the Bronx in New York. He loves nothing better than a tough challenge.

Doc Louis: An ex-heavyweight who was a famous hard hitter in the U.S. around 1954.

It all began one day when Little Mac and Doc Louis met by chance. Doc became Mac's trainer, teaching him everything there is to know about boxing. Doc and Mac's story continues over a seemingly endless path, until one day a champion is born.



Doc Louis Little Mac

©1987 Nintendo of America Inc.

Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

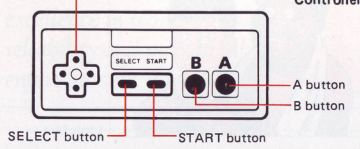
1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

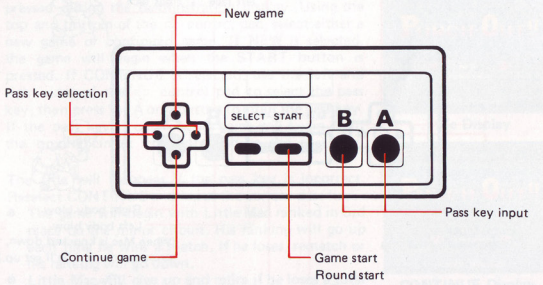
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 — Control Pad

Controller 1 — Used for all games
Controller 2 — Not used



Before the Game



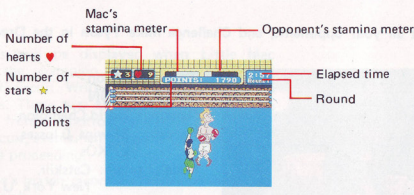
● Press the START button to begin each round.

"Defeat all your opponents, and Challenge Mike Tyson in the Dream Fight!!"

World Champion
MIKE TYSON

Ranking: World Champion
Record: 31 wins, 0 losses, 27 KOs
Place of origin: Catskill, New York, U.S.A.
Age: 21
Weight: 220 lbs

(9.1.1987)



♥ Hearts (Mac's fighting spirit):

Little Mac can punch whenever he has one or more hearts. He will lose a heart each time his opponent blocks or dodges out of the way of one of his punches, and will lose three hearts if he is punched by his opponent. When the number of hearts goes to zero, Little Mac is too tired to punch (he will change color), and must avoid punches by dodging or ducking to gain hearts.

☆Stars:

The number of stars is the number of uppercuts that Little Mac can use. When he scores with an effective punch, a star will appear on his opponent's head and the number of stars will increase by one. Little Mac will lose one star if punched by his opponent and will lose all of his stars if he gets knocked down. The maximum number of stars is three.

Stamina Meters ▬:

These meters show how much stamina Little Mac and his opponent have left. Stamina will drop when a boxer is punched. A boxer will go down if his stamina drops to zero; his stamina will recover when he gets back up (although the amount of recovery depends on the count on which he gets back up).

Once in each match Little Mac can receive advice from his trainer Doc and get a stamina boost if the SELECT button is pressed during an interval.

Match Points:

Match points are won when Little Mac punches his opponent. Uppercuts and effective punches win the greatest number of match points.

Elapsed Time:

Shows the lapsed time for the current round.

Round:

Shows the number of the current round.

King Hippo's weak point: His body; you can knock him out with body punches if you can make him drop his guard.

The Reckless Bald Bull
BALD BULL

Ranking: Major circuit, Champion
Record: 34 wins, 4 losses, 29 KOs
Place of origin: Istanbul, Turkey
Age: 36
Weight: 298 lbs

You'll also meet a bunch of other hard-punching veterans in the ring, including **Piston Honda, Don Flamenco, Great Tiger, Mr. Sandman, Soda Popinski,** and **Super Macho Man.** Are you tough enough to go to the top and face **World Champion Mike Tyson?**

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) 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 this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

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2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 – 150th Avenue N.E.
Redmond, WA 98052

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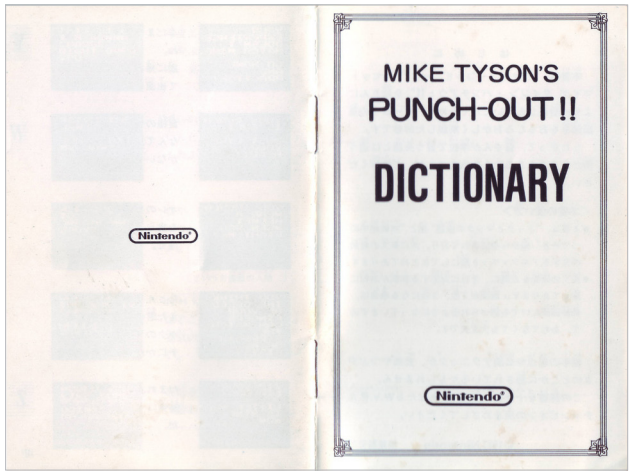
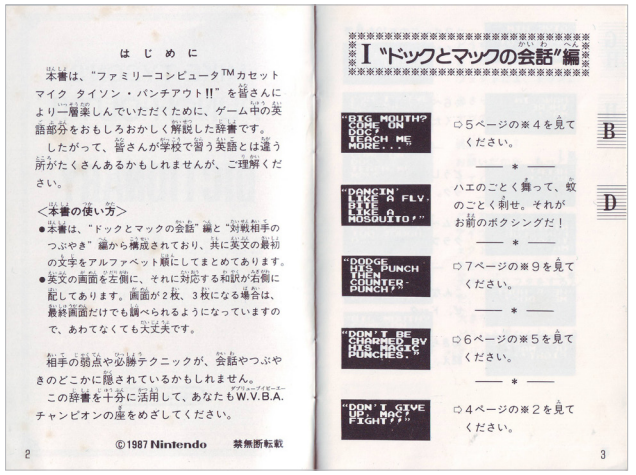
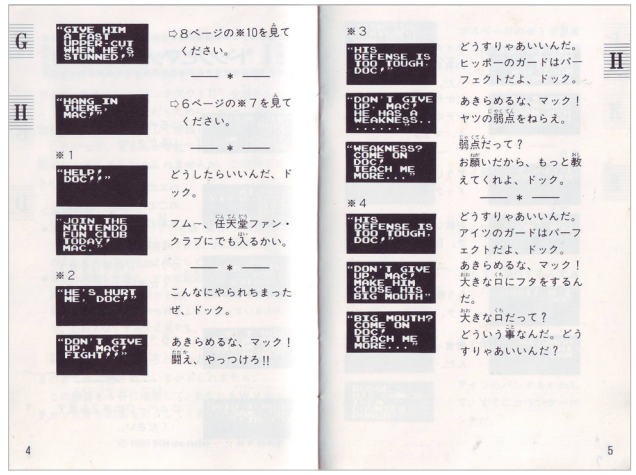
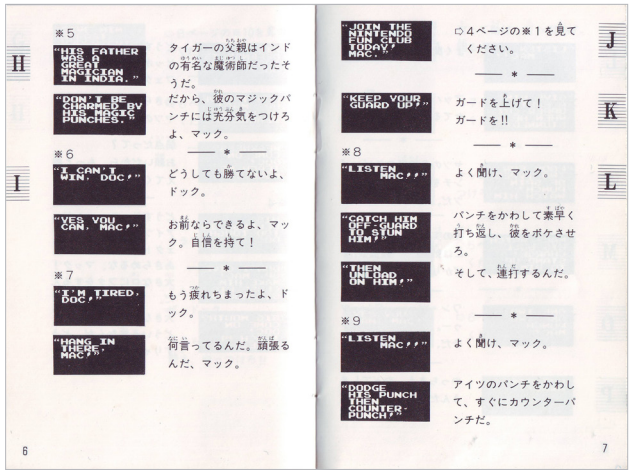
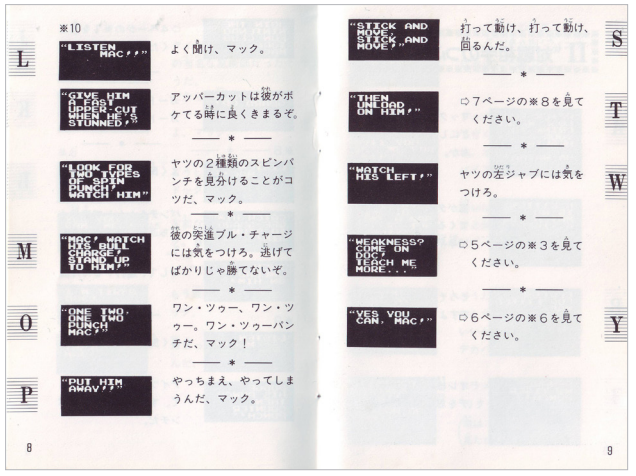
INTRODUCTION // DICTIONARY (JPN)

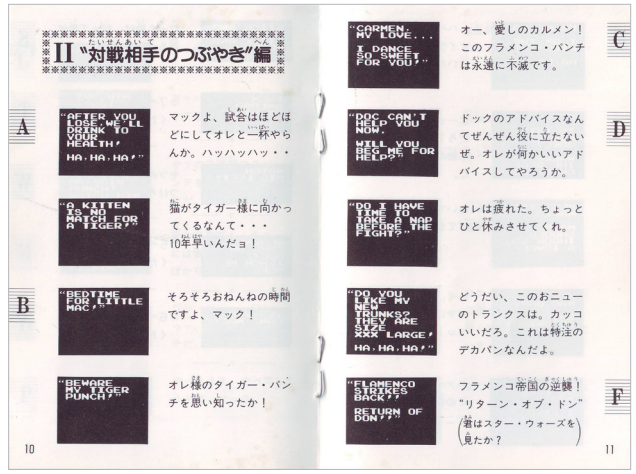


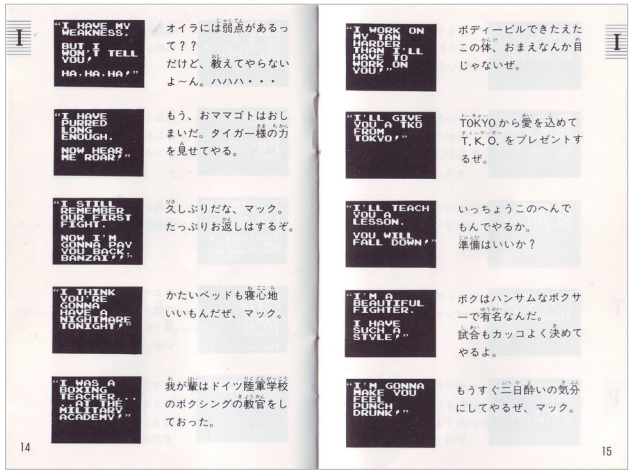


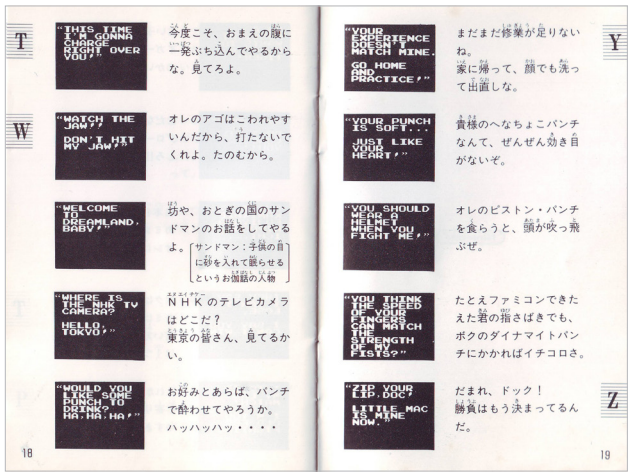











T
"THIS TIME I'M GONNA CHARGE RIGHT OVER YOU!"
今度こそ、おまえの腹に一発ぶち込んでやるからな。見てろよ。
W
"WATCH THE JAW!? DON'T HIT MY JAW!?"
オレのアゴはこわれやすいんだから、打たないでくれよ。たのむから。
"WELCOME TO DREAMLAND, BABY!"
坊や、おとぎの国のサンドマンのお話をしてやるよ。〔サンドマン：子供の目に砂を入れて眠らせるというお伽話の人物〕
"WHERE IS THE NHK TV CAMERA? HELLO, TOKYO!"
NHKのテレビカメラはどこだ？東京の皆さん、見てるかい。
"WOULD YOU LIKE SOME PUNCH? TO DRINK? HA, HA, HA!"
お好みとあらば、パンチで酔わせてやろうか。ハッハッハッ・・・・
Y
"YOUR EXPERIENCE DON'T MATCH MINE. GO HOME AND PRACTICE!"
まだまだ修業が足りないね。家に帰って、顔でも洗って出直しな。
"YOUR PUNCH IS SOFT... JUST LIKE YOUR HEART!"
貴様のへなちょこパンチなんて、ぜんぜん効き目がないぞ。
"YOU SHOULD WEAR A HELMET WHEN YOU FIGHT ME!"
オレのピストン・パンチを食らうと、頭が吹っ飛ぶぜ。
"YOU THINK THE SPEED OF YOUR FINGERS CAN MATCH THE STRENGTH OF MY FISTS?"
たとえファミコンできたえた君の指さばきでも、ボクのダイナマイトパンチにかかればイチコロさ。
"ZIP, YOUR MOUTH, DOC! LITTLE MAC IS MINE NOW!"
だまれ、ドック！勝負はもう決まってるんだ。
Z
18
19

任天堂株式会社
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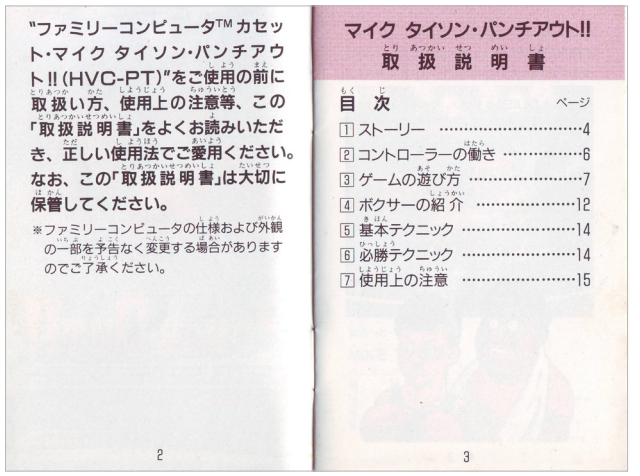
禁無断転載
ファミリーコンピュータ
世界ヘビー級チャンピオン
Mike Tyson's
PUNCH-OUT!!
マイク タイソン・パンチアウト!!
HVC-PT
Nintendo


"ファミリーコンピュータTM カセット・マイク タイソン・パンチアウト!! (HVC-PT)"をご使用の前に取扱い方、使用上の注意等、この「取扱説明書」をよくお読みいただき、正しい使用法でご愛用ください。なお、この「取扱説明書」は大切に保管してください。
※ファミリーコンピュータの仕様および外観の一部を予告なく変更する場合がありますのでご了承ください。
2
マイク タイソン・パンチアウト!!
取扱説明書
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1 ストーリー ……4
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4 ボクサーの紹介 ……12
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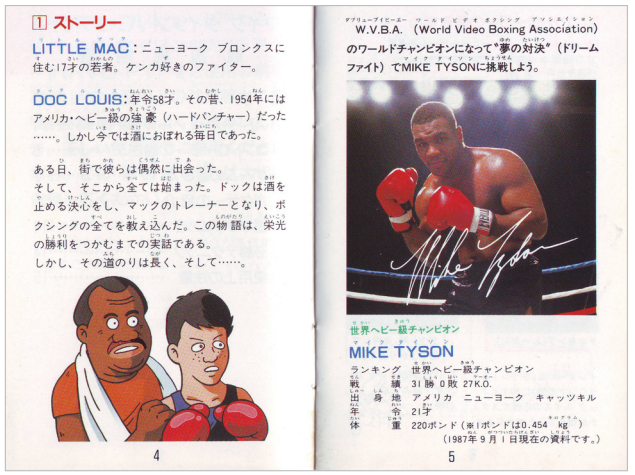
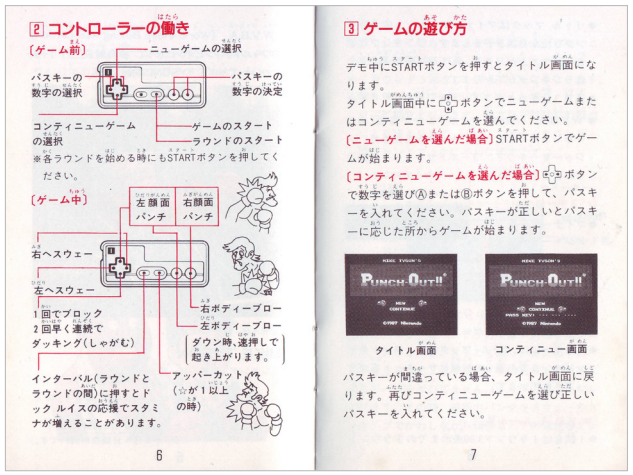
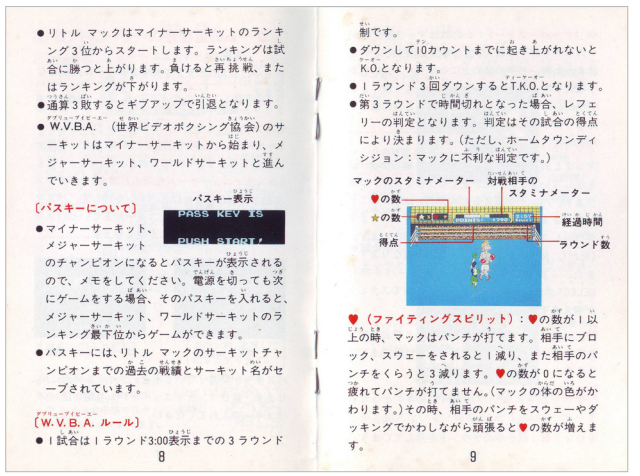
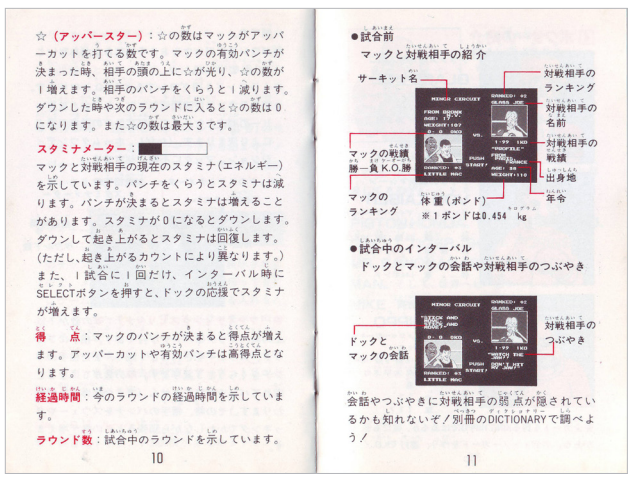
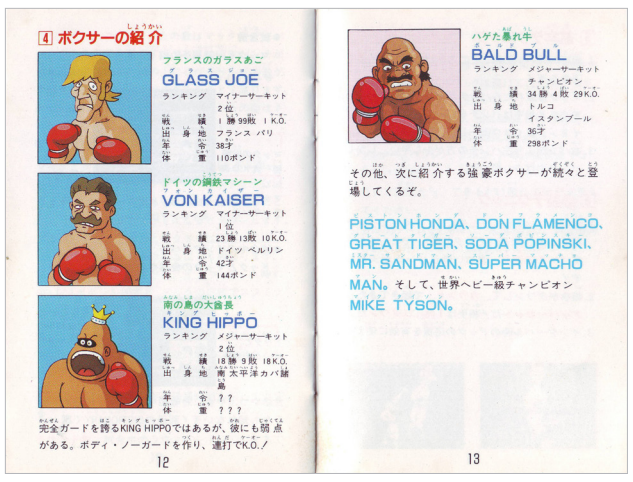
3

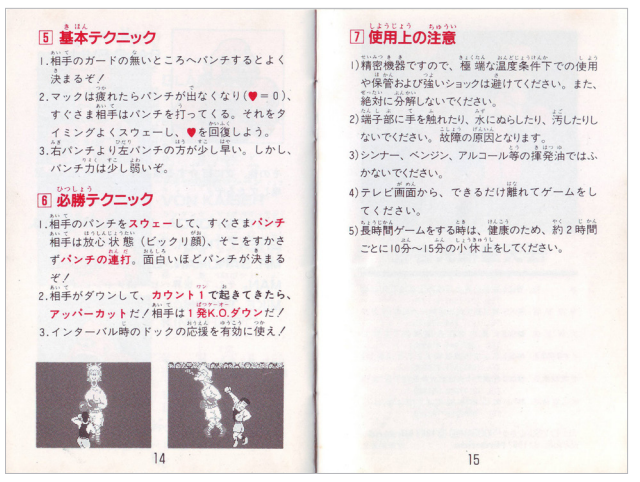

1 ストーリー
LITTLE MAC：ニューヨーク ブロンクスに住む17才の若者。ケンカ好きのファイター。
DOC LOUIS：年令58才。その昔、1954年にはアメリカ・ヘビー級の強豪（ハードパンチャー）だった……。しかし今では酒におぼれる毎日であった。
ある日、街で彼らは偶然に出会った。
そして、そこから全ては始まった。ドックは酒を止める決心をし、マックのトレーナーとなり、ボクシングの全てを教え込んだ。この物語は、栄光の勝利をつかむまでの実話である。
しかし、その道のりは長く、そして……。
4
W.V.B.A.（World Video Boxing Association）のワールドチャンピオンになって"夢の対決"（ドリームファイト）でMIKE TYSONに挑戦しよう。
世界ヘビー級チャンピオン
MIKE TYSON
ランキング　世界ヘビー級チャンピオン
戦績　31勝0敗 27K.O.
出身地　アメリカ ニューヨーク キャッツキル
年令　21才
体重　220ポンド（※1ポンドは0.454 kg）
（1987年9月1日現在の資料です。）
5


2 コントローラーの働き
〔ゲーム前〕
ニューゲームの選択
パスキーの数字の選択
パスキーの数字の決定
コンティニューゲームの選択
ゲームのスタート
ラウンドのスタート
※各ラウンドを始める時にもSTARTボタンを押してください。
〔ゲーム中〕
左顔面パンチ
右顔面パンチ
右へスウェー
左へスウェー
右ボディーブロー
左ボディーブロー
1回でブロック 2回早く連続でダッキング(しゃがむ)
ダウン時、連押しで起き上がります。
インターバル(ラウンドとラウンドの間)に押すとドック ルイスの応援でスタミナが増えることがあります。
アッパーカット（☆が1以上の時）
6
3 ゲームの遊び方
デモ中にSTARTボタンを押すとタイトル画面になります。
タイトル画面中に十ボタンでニューゲームまたはコンティニューゲームを選んでください。
〔ニューゲームを選んだ場合〕STARTボタンでゲームが始まります。
〔コンティニューゲームを選んだ場合〕十ボタンで数字を選び(A)または(B)ボタンを押して、パスキーを入れてください。パスキーが正しいとパスキーに応じた所からゲームが始まります。
タイトル画面
コンティニュー画面
パスキーが間違っている場合、タイトル画面に戻ります。再びコンティニューゲームを選び正しいパスキーを入れてください。
7


●リトル マックはマイナーサーキットのランキング3位からスタートします。ランキングは試合に勝つと上がります。負けると再挑戦、またはランキングが下がります。
●通算3敗するとギブアップで引退となります。
● W.V.B.A.（世界ビデオボクシング協会）のサーキットはマイナーサーキットから始まり、メジャーサーキット、ワールドサーキットと進んでいきます。
〔パスキーについて〕
パスキー表示
PASS KEY IS
PUSH START!
●マイナーサーキット、メジャーサーキットのチャンピオンになるとパスキーが表示されるので、メモをしてください。電源を切っても次にゲームをする場合、そのパスキーを入れると、メジャーサーキット、ワールドサーキットのランキング最下位からゲームができます。
●パスキーには、リトル マックのサーキットチャンピオンまでの過去の戦績とサーキット名がセーブされています。
〔W.V.B.A. ルール〕
●1試合は1ラウンド3:00表示までの3ラウンド制です。
●ダウンして10カウントまでに起き上がれないとK.O.となります。
●1ラウンド3回ダウンするとT.K.O.となります。
●第3ラウンドで時間切れとなった場合、レフェリーの判定となります。判定はその試合の得点により決まります。(ただし、ホームタウンディシジョン：マックに不利な判定です。)
8
マックのスタミナメーター　対戦相手のスタミナメーター
♥の数
★の数
得点
経過時間
ラウンド数
♥（ファイティングスピリット）：♥の数が1以上の時、マックはパンチが打てます。相手にブロック、スウェーをされると1減り、また相手のパンチをくらうと3減ります。♥の数が0になると疲れてパンチが打てません。(マックの体の色がかわります。)その時、相手のパンチをスウェーやダッキングでかわしながら頭張ると♥の数が増えます。
9


☆（アッパースター）：☆の数はマックがアッパーカットを打てる数です。マックの有効パンチが決まった時、相手の頭の上に☆が光り、☆の数が1増えます。相手のパンチをくらうと1減ります。ダウンした時や次のラウンドに入ると☆の数は0になります。また☆の数は最大3です。
スタミナメーター：
マックと対戦相手の現在のスタミナ(エネルギー)を示しています。パンチをくらうとスタミナは減ります。パンチが決まるとスタミナは増えることがあります。スタミナが0になるとダウンします。ダウンして起き上がるとスタミナは回復します。(ただし、起き上がるカウントにより異なります。)
また、1試合に1回だけ、インターバル時にSELECTボタンを押すと、ドックの応援でスタミナが増えます。
得　点：マックのパンチが決まると得点が増えます。アッパーカットや有効パンチは高得点となります。
経過時間：今のラウンドの経過時間を示しています。
ラウンド数：試合中のラウンドを示しています。
10
●試合前
マックと対戦相手の紹介
サーキット名
対戦相手のランキング
対戦相手の名前
対戦相手の戦績
マックの戦績
勝一負K.O.勝
出身地
マックのランキング
体重(ポンド)
※1ポンドは0.454 kg
年令
●試合中のインターバル
ドックとマックの会話や対戦相手のつぶやき
ドックとマックの会話
対戦相手のつぶやき
会話やつぶやきに対戦相手の弱点が隠されているかも知れないぞ！別冊のDICTIONARYで調べよう！
11


4 ボクサーの紹介
フランスのガラスあご
GLASS JOE
ランキング　マイナーサーキット 2位
戦績　1勝 99敗 1K.O.
出身地　フランス パリ
年令　38才
体重　110ポンド
ドイツの鋼鉄マシーン
VON KAISER
ランキング　マイナーサーキット 1位
戦績　23勝 13敗 10K.O.
出身地　ドイツ ベルリン
年令　42才
体重　144ポンド
南の島の大酋長
KING HIPPO
ランキング　メジャーサーキット 2位
戦績　18勝 9敗 18K.O.
出身地　南太平洋カバ諸島
年令　??
体重　???
完全ガードを誇るKING HIPPOではあるが、彼にも弱点がある。ボディ・ノーガードを作り、連打でK.O.！
12
ハゲた暴れ牛
BALD BULL
ランキング　メジャーサーキット チャンピオン
戦績　34勝 4敗 29K.O.
出身地　トルコ イスタンブール
年令　36才
体重　298ポンド
その他、次に紹介する強豪ボクサーが続々と登場してくるぞ。
PISTON HONDA、DON FLAMENCO、GREAT TIGER、SODA POPINSKI、MR. SANDMAN、SUPER MACHO MAN。そして、世界ヘビー級チャンピオン
MIKE TYSON。
13


5 基本テクニック
1. 相手のガードの無いところへパンチするとよく決まるぞ！
2. マックは疲れたらパンチが出なくなり(♥＝0)、すぐさま相手はパンチを打ってくる。それをタイミングよくスウェーし、♥を回復しよう。
3. 右パンチより左パンチの方が少し早い。しかし、パンチ力は少し弱いぞ。
6 必勝テクニック
1. 相手のパンチをスウェーして、すぐさまパンチ相手は放心状態（ビックリ顔）、そこをすかさずパンチの連打。面白いほどパンチが決まるぞ！
2. 相手がダウンして、カウント1で起きてきたら、アッパーカットだ！相手は1発K.O.ダウンだ！
3. インターバル時のドックの応援を有効に使え！
14
7 使用上の注意
1) 精密機器ですので、極端な温度条件下での使用や保管および強いショックは避けてください。また、絶対に分解しないでください。
2) 端子部に手を触れたり、水にぬらしたり、汚したりしないでください。故障の原因となります。
3) シンナー、ベンジン、アルコール等の揮発油ではふかないでください。
4) テレビ画面から、できるだけ離れてゲームをしてください。
5) 長時間ゲームをする時は、健康のため、約2時間ごとに10分～15分の小休止をしてください。
15

Dear Player:

Becoming boxing's Heavyweight Champion of the World was the greatest challenge of my life — one that required a great amount of discipline and philosophies that enabled me to grasp the confidence and strength needed to attain such a goal. I would like to share these with you so that you may benefit from them in your personal life encounters.

"Never be intimidated by someone regardless of appearance."

Insecurities make us feel intimidated. We see someone bigger than us, and we immediately feel at a disadvantage. Or we hear someone who speaks in a harsh tone of voice. We should not allow a person's size or attitude to inhibit us in any way. We should stand up for what we believe.

"Nobody is born the best. Practice and training makes you the best."

We are all born with certain abilities — but these abilities need to be fostered. To be the best is a goal that you must work towards.

"Never become angry — it will inhibit your ability."

Anger affects performance. It causes a lack in concentration which inevitably leads to default. Anger is never positive and, therefore, never results in positive outcome.

"In essence, boxing is 10% physical and 90% mental and emotional."

Preparation for any sport requires deep mental concentration. You must take the time to mentally prepare yourself for the challenge, whatever it may be. The one who emerges as the winner is always the one with the stronger state-of-mind.

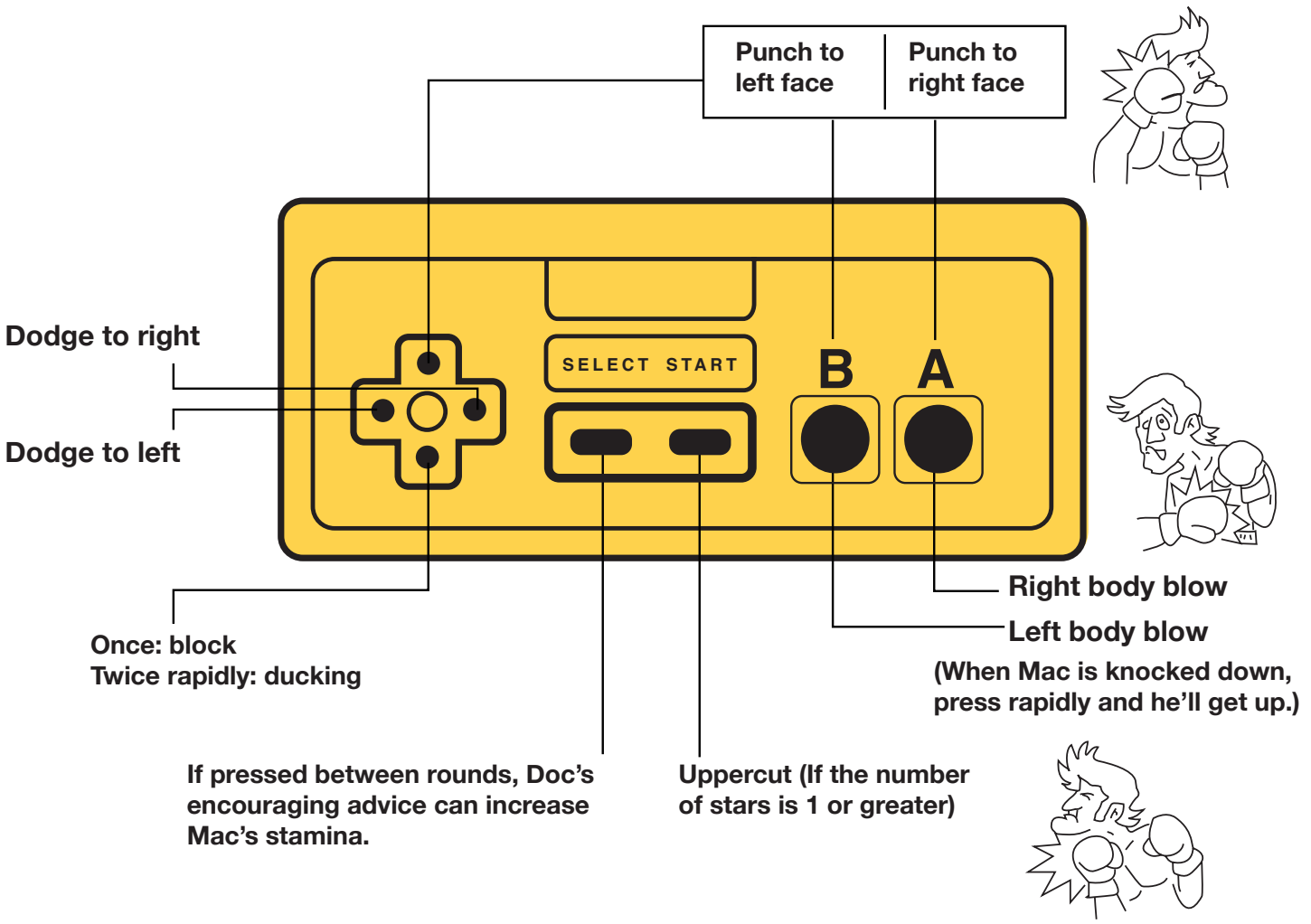
"Don't quit."

Quitting is for those who are not serious about their goals. If you give up trying, you will never achieve your goal. Life is full of eager people who try to succeed at everything they do. What all these people have in common is that they never quit.

Much Success,

World Heavyweight Champion

Letter originally packaged with MTPO


Punch to left face
Punch to right face
Dodge to right
Dodge to left
SELECT START
B
A
Once: block
Twice rapidly: ducking
If pressed between rounds, Doc's encouraging advice can increase Mac's stamina.
Uppercut (If the number of stars is 1 or greater)
Right body blow
Left body blow
(When Mac is knocked down, press rapidly and he'll get up.)

STARS

The number of star uppercuts Mac can throw. A star is lost when Mac is punched and all stars are lost if knocked down or the round ends. A maximum of 3 stars can be held, although more can be acquired.

HEARTS

Mac starts each round with a certain number of hearts depending on the opponent. A heart is lost whenever a punch is blocked or an opponent evades a punch. Mac loses 3 hearts if punched.

Running out of hearts results in Mac turning pink and only being able to dodge. In this state, opponents will alter their attack pattern. After a certain amount of time passes, Mac regains hearts (varies if hit) and returns to normal. The count Mac rises on after a knockdown is the primary factor in determining the number of hearts.

KNOCKDOWNS

If Mac is knocked down, rapidly alternate pressing A and B to get back up. The faster the button presses, the faster Mac gets up. It is possible to get up 4 times during a fight depending on how much damage Mac has dealt. Mac will sometimes (always against Tyson) regain all stamina if he returns on Mario's count of 9.

Opponents can get up on any number except for 7, while Bald Bull (second time) is the only opponent who can get up on 9. Of the remaining numbers 6 is by far the rarest for an opponent to rise on.

If an opponent gets up on 1, a star uppercut will result in an instant knockdown. This does carry over between rounds.

STAMINA

All stamina bars contain 96 units of health. Stamina can be regained once per fight by pressing Select between rounds — indicated by Doc Louis 'massaging' faster. The stamina regained is related to the amount of damage inflicted during the fight and if used with full health during the World Circuit or Dream Fight it will actually halve Mac's stamina! All hurt opponents regenerate up to a maximum of 32 health after landing a punch (even blocked) — except Tyson who regenerates to a maximum of 48 health. Mac regenerates up to a maximum of 12 health.

CLOCK

Each fight is divided into 3 rounds of 3 game minutes each. The game moves at triple normal speed but slows down (due to the clock stopping) for punch combos, speedy jabs, dodge and stun punches (8 frames), gaining a star (8 frames), certain opponent moves and stops completely for knockdowns.

For normal NTSC there are 60 frames per second (60Hz) while on PAL there are 50 frames per second (50Hz). There are seven possible fractions of a second (.00, .25, .48, .61, .82, .97 and .99) with 1 frame difference between .97, .99 and .00 and roughly 3 frames between the others. These do not add up nicely since 1 game second is not equal to 1 actual second. At this stage, the game clock is still not properly understood.

If a star is obtained during the last delayed punch of a speed counter it can cause a glitch and stop the clock entirely!

The number of frames per second varies between fighters (e.g. 16 frames for Don Flamenco, 24 frames for Mr. Sandman) and even between rounds — the clock actually ticks faster in round 3!

SCORE

To achieve the highest possible score, prolong the fight by getting stars and throwing star uppercuts. Let opponents regain stamina by taking damage and regain Mac's stamina between rounds. Always perform star knockdowns when possible.

ACTION	POINTS
Normal Punch	10
Get a Star	110
Star Uppercut	500
Knockdown	1,000
Star Knockdown	1,500

WINNING

There are 3 possible ways to win: TKO (Technical Knock Out), KO (Knock Out), or by decision. Not all opponents can be defeated in all 3 ways.

TKO

A fighter knocked down 3 times in a round loses by TKO. Winning by TKO counts towards a KO in Mac's record.

If the third knockdown of a round is also a KO, the TKO takes precedence.

King Hippo is the only fighter who cannot be TKO'ed.

KO

A fighter knocked down who does not get up by Mario's 10 count loses by KO.

All opponents (with the exception of instant KO counterattacks) come back with reduced stamina as a trigger for the next knockdown to be a KO.

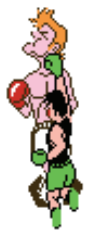
Great Tiger and Bald Bull 1 are the only fighters who cannot be KO'ed.

DECISION

If no TKO or KO occurs by the end of round 3 the winner is decided by points. The number of points required varies. Winning by decision does not count towards a KO in Mac's record.

Fighters who cannot be beaten by decision are Piston Honda 1, King Hippo, Bald Bull 1, Mr. Sandman, and Super Macho Man.

WHAT	Left Jab (Left Face Punch)
HOW	
WHY	Deal damage as an intercept or when the opponent's guard is low. Same speed and damage as a right jab. If not thrown as a counter, will generally do 5 damage (although there are instances where damage is between 1-4).

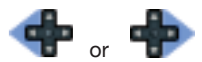


WHAT	Right Jab (Right Face Punch)
HOW	
WHY	Deal damage as an intercept or when the opponent's guard is low. Same speed and damage as a left jab. If not thrown as a counter, will generally do 5 damage (although there are instances where damage is between 1-4).

WHAT	Left Body Blow (Left Hook)
HOW	
WHY	Deal damage as an intercept or when the opponent's guard is high. Faster (by 2 frames or 1/30 second) but weaker (4 damage in most situations) than a right body blow.

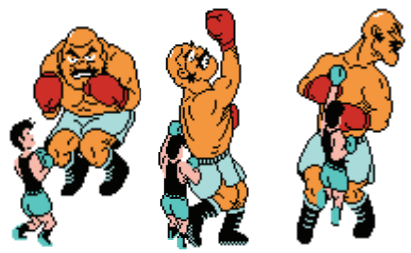
WHAT	Right Body Blow (Right Hook)
HOW	
WHY	Deal damage as an intercept or when the opponent's guard is high. Slower (by 2 frames or 1/30 second) but stronger (5 damage in most situations) than the left body blow.

WHAT	Star Uppercut (Star Punch)
HOW	(with a star)
WHY	The slowest (99 frames or 1.65 seconds) but most powerful attack. Damage varies depending on when the attack is used. Requires and uses a star. Certain opponents require that Mac has 3 stars in order for the uppercut to hit. Believed to be an intentional gameplay decision.

WHAT	Dodge
HOW	 or
WHY	All attacks except Great Tiger's *Tiger Punch* can be dodged. The direction of a dodge has no effect, but holding the direction results in a longer dodge.

WHAT	Duck
HOW	(quickly)
WHY	All attacks except Great Tiger's *Tiger Punch* can be ducked. Ducking can always* be faster than a normal dodge (by 1 frame if performed perfectly), but harder to execute. * The first exception is if an opponent throws 2 punches in rapid succession (e.g. Tyson's *Dynamite Punches*). It is sometimes faster to duck the first and dodge the second. The second exception is the counterhook by Mr. Sandman during the *Nightmare* pattern.

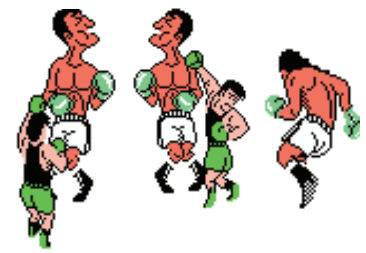
WHAT	Block
HOW	(hold)
WHY	Not all attacks can be blocked. Blocking uses a heart and depletes stamina so dodging and ducking are preferred.



WHAT	Counterattack
HOW	Any punch after dodging an attack.
WHY	Damage the opponent.

WHAT	Intercept Attack
HOW	Punch as opponent is attacking.
WHY	Extra attack opportunities, greater damage and/or stars. Too early and the opponent will block, too late and they will succeed in punching Mac. Believed to be an intentional gameplay decision.

WHAT	Stun Punch
HOW	Some counterpunches.
WHY	Stuns opponent allowing additional punches. Useful for landing stunned uppercuts.



WHAT	Star Knockdown
HOW	Star uppercut for a knockdown.
WHY	More points and reduced stamina for opponents after the knockdown. Essential to defeating Bald Bull 2.

WHAT	Proper Punch
HOW	Counterattack with a jab from the opposite hand (same side of screen).
WHY	More damage against Mike Tyson. Believed to be the intended damage for jabs against all opponents.

WHAT	Improper Punch
HOW	Counterattack with a jab from the same hand (opposite side of screen).
WHY	Less damage against Mike Tyson. Believed to be the intended damage for jabs against all opponents.

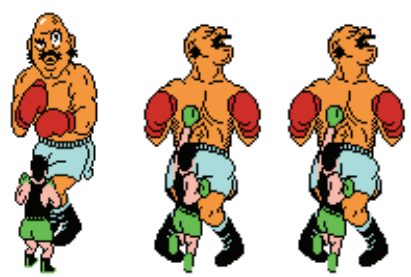
WHAT	Cancel Attack
HOW	Punch as opponent is about to attack.
WHY	Force an opponent to block and skip the current attack. Uses a heart.

WHAT	Forced Punch
HOW	Punch forcing opponent to counterattack.
WHY	Dodge and counterattack.

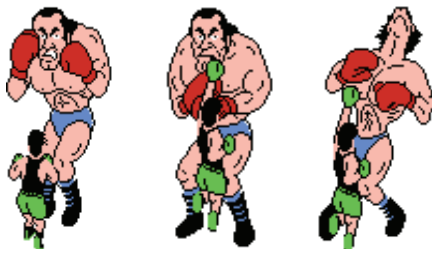
WHAT	Stunned Uppercut
HOW	Star uppercut after a stun punch.
WHY	Easier to execute and more damage than single unstunned uppercut.

WHAT	Unstunned Uppercut
HOW	Star uppercut without a stun punch.
WHY	Faster than a stunned uppercut, but harder to execute.

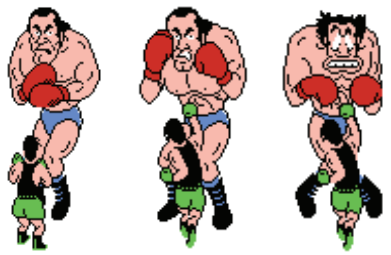
WHAT	Automatic Jab
HOW	Hold up and punch before the round starts or after opponent knockdown.
WHY	Guaranteed jab against certain opponents.



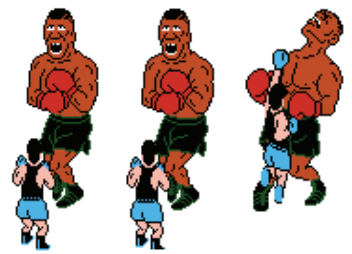
WHAT	Punch Combo (Multipunch)
HOW	Combination of non-delayed punches starting with a stunned punch.
WHY	More damage.



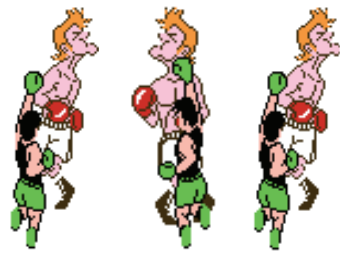
WHAT	Quick Jab
HOW	Tap up and jab when opponent's guard is low.
WHY	Reduce the chance of an opponent raising their guard and blocking the jab.



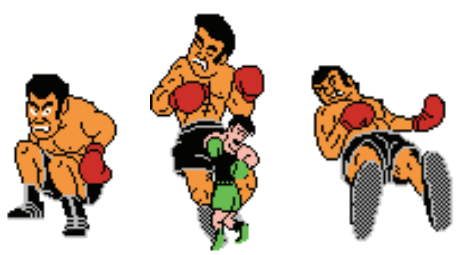
WHAT	Gutter Punch (Gutters)
HOW	Tap up to raise an opponent's guard followed by a quick body blow.
WHY	Hit opponents with slow reaction times. Often used to gain stars. Against Glass Joe and Honda 1, up to 3 gutters can be landed before they block.



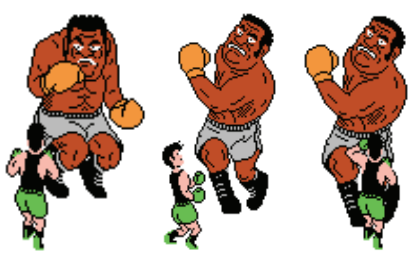
WHAT	Delayed Punch (Late Punch)
HOW	Slightly delay punch following a counterattack or stun punch.
WHY	Extra damage and/or stars. Too early and the punch will do normal damage, too late and they will block. Referred to as N+1 punches (e.g. 2+1 = 2 stun punches then a delayed punch).



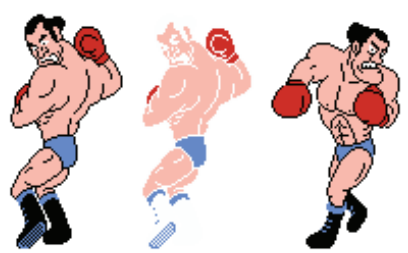
WHAT	Speedy (Rapid) Jab
HOW	Quick dodge into a punch combo. Requires strict timing.
WHY	Faster than normal allowing more punches. Punches do not need to alternate. Possible against 5 opponents for between 5 and 20 punches.



WHAT	Instant (One-Hit) Knockdown
HOW	Correctly timed counterattack or star uppercut.
WHY	Knockdown regardless of opponent's stamina.

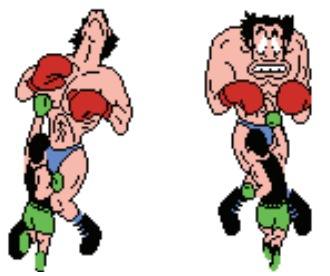


WHAT	Quick Dodge
HOW	Left or right then up or the opposite direction (quickly).
WHY	Recover from a dodge faster, allowing Mac to attack sooner or evade multiple punches that would not be possible otherwise.

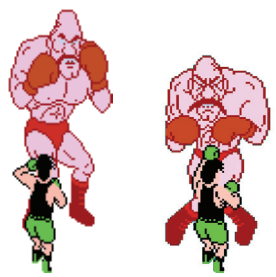


WHAT	Tip-Offs
HOW	A flash, sound or movement.
WHY	Gain an advantage by anticipating the opponent's actions.

WHAT	Moment of Weakness
HOW	Unstunned non-countering punch as the opponent changes their guard.
WHY	Opponent is vulnerable when they should be able to block. Usually a single frame with no visual cues! Used in Tool-Assisted Speedruns.



WHAT	Rules of Engagement
HOW	Any attack that is not a stunned punch, star uppercut or knockdown.
WHY	Keep the clock frozen after performing the *Clock Stop Glitch*.



WHAT	Misdirection
HOW	Tap up for one frame, up and B for the next frame, then B for final frame.
WHY	Manipulate the opponent's guard and perform gutters one frame sooner than normal. Used in tool-assisted recordings.

WHAT	Striding
HOW	Opponents move their legs back and forth.
WHY	Counting strides can be used to time attacks with strict timing — usually star uppercuts that deal more damage when timed correctly.

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SPECIAL THANKS
Mike Tyson
Howard Lincoln

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Nintendo Headquarters, Japan

Hiroshi Yamauchi

HIROSHI YAMAUCHI

Hiroshi Yamauchi — born November 7, 1927 in Kyoto, Japan — was the third president of Nintendo from 1949 to 2002. Yamauchi is credited with transforming Nintendo from a small Hanafuda playing-card manufacturing company in Japan to the multi-billion dollar video game company it is today. He also became the majority owner of the *Seattle Mariners* baseball team in 1992. As of 2008 he is the third richest person in Japan and 149th richest in the world, with a net worth of approximately $7.8 billion thanks to a 10% share of Nintendo.

In 1949, Yamauchi's grandfather, and president of Nintendo, suffered a stroke. As he had no other immediate successor, he asked Hiroshi to assume the position of president. Hiroshi would only accept the position if he were the only family member working at Nintendo. Reluctantly, Hiroshi's grandfather agreed, and died shortly after. Due to young age and lack of management experience, most employees did not take Hiroshi seriously and many resented him. Soon after taking over, he had to deal with a strike by factory employees who expected him to cave in easily.

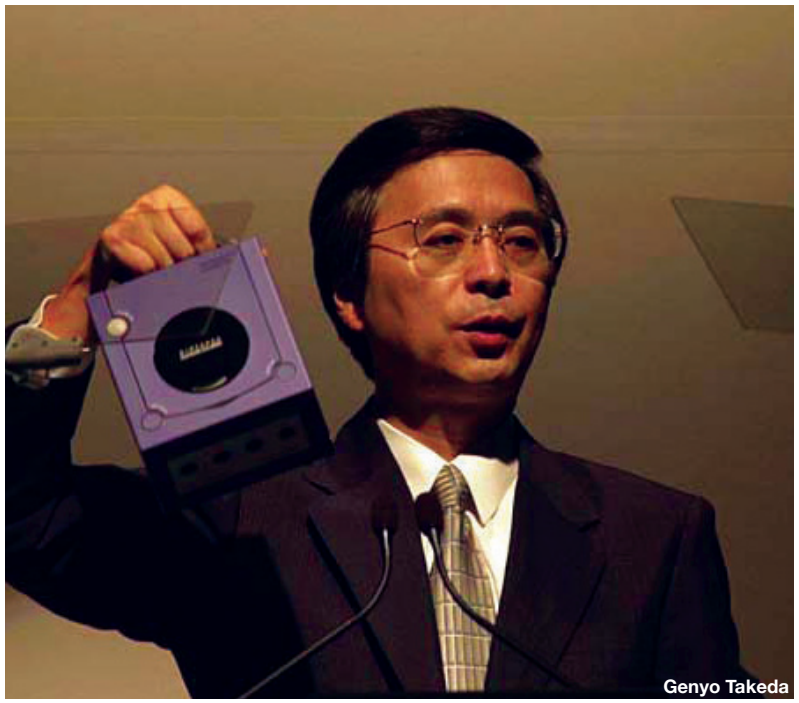
Instead, he asserted authority by firing many long-time employees who questioned him. He had the company name changed to Nintendo Karuta and established a new headquarters in Kyoto. Yamauchi led Nintendo in a notoriously imperialistic style, where he was the sole judge of potential new products to enter the market. He was the first to introduce Western playing cards into the Japanese market, which eventually dominated thanks to a licensing agreement with Disney.

After a visit to the United States, Yamauchi decided to diversify the company through ventures such as: a taxi company called Daiya, a love hotel with rooms rented by the hour, and individually portioned instant rice. All of these eventually failed and brought the company to the brink of bankruptcy.

One day, Yamauchi spotted a factory engineer named Gunpei Yokoi playing with a simple extendable claw he had made and immediately ordered Yokoi to develop the toy into a proper product. The product was named Urutora Hando (Ultra Hand) and was an instant hit. Eventually Nintendo succeeded in establishing itself as a major player in the toy market.

Yamauchi negotiated a license with Magnavox to sell its game console, the Magnavox Odyssey, before hiring several Sharp Electronics employees and launching the Color TV Game 6 in Japan. Yamauchi decided to expand Nintendo into the United States and appointed son-in-law, Minoru Arakawa, to head the new American operation. When Japanese hits such as *Radar Scope*, *Space Fever* and *Sheriff* did not achieve the same success in the United States, Yamauchi turned to designer Shigeru Miyamoto's pet project, *Donkey Kong*, which took the market by storm.

The Famicom was also released to great success, selling several million units. The Famicom was released in the United States as the Nintendo Entertainment System (NES). Yamauchi — with no engineering or video game background — was solely responsible for deciding which games were to be released. His remarkable intuition was one of the main reasons for Nintendo's success. To help foster creativity, he created three research and development (R&D) groups and encouraged them to compete against each other.



Genyo Takeda

Akito Nakatsuka

AKITO NAKATSUKA

Working with Nintendo since as early as 1984, Akito Nakatsuka composed music for several games across multiple gaming platforms and is sometimes credited as Tsukasan.

YUKIO KANEOKA

Japanese game music composer responsible for extra music in the NES / Famicom versions of *Donkey Kong*, *Donkey Kong Jr.*, and *Mario Brothers*.

GENYO TAKEDA

Born in Osaka and hired by Nintendo after responding to a newspaper advertisement, Genyo Takeda (above) worked for Nintendo's R&D2 team for a year before taking control as General Manager of Nintendo's fledgling R&D3 department.

Takeda was producer for the *Punch-Out!!* and *StarTropics* series, director for *MTPO* and received special thanks for *Donkey Kong Country* and *Killer Instinct Gold*. He was also credited as a supervisor for *Punch-Out!!* (Wii).

Takeda was one of the lead developers on the Wii and is known for his disagreement with the contemporary model of never-ending technical and graphical improvements in new console generations, claiming that such a model is subject to diminishing returns. He has famously compared the console industry to the automobile industry. Noticing that not all cars are built to compete at the highest level of racing, he points out that there are lucrative markets for the most fuel-efficient, family-friendly vehicles as well.

Takeda was promoted in 2002 to Senior Management Director, while still retaining a role at Nintendo IRD.

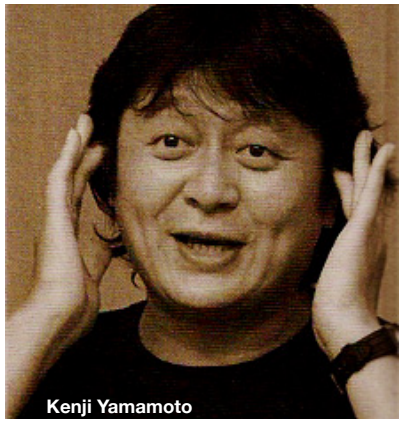
KENJI YAMAMOTO

Born on April 25, 1964 Kenji Yamamoto (below) is notable for composing music for the *Metroid* series. Though Yamamoto is most well known as a composer, he also dabbles in programming, going so far as to offer sound support on *Mario Kart Advance* and contributions to the overall sound design for *Metroid Fusion*.

In development of *Super Metroid*, Kenji Yamamoto came up with some of the game's themes by singing them while riding a motorcycle. He was asked to compose the music for *Metroid Prime* to reinforce the series' continuity — copying the musical design of the original *Metroid* by keeping the music and themes dark until the very end, when uplifting music is played during the credits. Yamamoto utilizes heavy drums, piano, vocal chants, clangs of pipes, and electric guitar.

In *Metroid Prime 3: Corruption*, if the correct combination is input into the communicator, messages from the game's developers can be heard. Yamamoto's message begins with him playing the *Metroid Prime* theme on acoustic guitar and whistling.

It should perhaps be noted that a different Kenji Yamamoto is responsible for the copyright infringement of musical compositions recorded for *Dragon Ball Kai*, an animated television series.



Kenji Yamamoto

Current Nintendo President, Satoru Iwata

MINORU ARAKAWA

Born September 3, 1946 in Kyoto, Japan, Minoru Arakawa (below right) attended Kyoto University and MIT. In 1972, he was hired by Japanese conglomerate Marubeni as part of their international staff, with the responsibility of helping to develop hotels, offices, and condominiums overseas. He married Yoko, the daughter of Nintendo president Hiroshi Yamauchi, but continued to work for Marubeni.

After turning down an offer in 1979 to run a Nintendo production plant in Malaysia, he later accepted the offer to establish Nintendo Of America (NOA) in 1980. He found success converting the poorly received *Radar Scope* to the phenomenally successful *Donkey Kong*. Starting in 1985, he and Howard Lincoln were instrumental in rebuilding the North American video game industry after the infamous crash of 1983. Arakawa also hired Howard Philips, who created *Nintendo Power* magazine.

Retiring in 2002 after 22 years at the helm, he won a lifetime achievement award in 2007 at the Interactive Achievement Awards. He has been credited in dozens of Nintendo games.

NINTENDO R&D3

Originally created in 1974 as a hardware engineering division of around 20 employees, Nintendo R&D3 (Research & Development) later diversified into arcade software designed for the R&D1 team. After developing arcade hits like *Sheriff*, *Punch-Out!!* and *Arm Wrestling*, the team was involved in developing unique software for the NES specifically aimed at the Western market.

The team also helped create NES bank switching, NES Memory Management Controller (MMC) chips, the cartridge battery (first used in *The Legend of Zelda* allowing players to save games), the Nintendo 64 analog controller (now an industry standard), and broadband/modem peripherals for the GameCube.

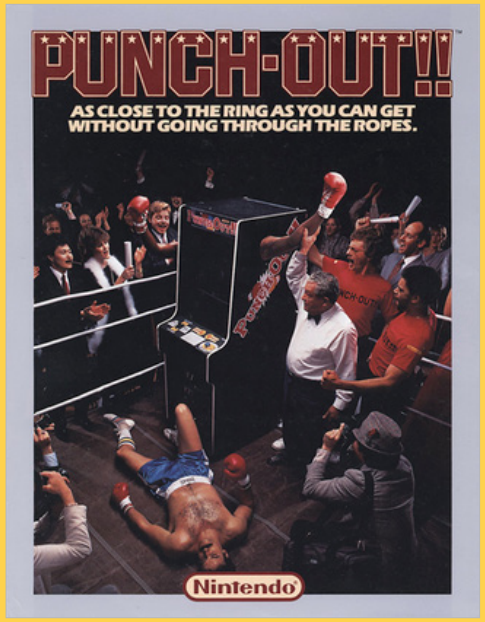
In 1996 Nintendo R&D3 was renamed to IRD (Integrated Research & Development) Product Development Group No.3.

Minoru Arakawa

02

FRANCHISE

TITLE	Punch-Out!!
DEVELOPER	Nintendo R&D1
PLATFORM	Arcade
RELEASED	July 31, 1984
RARITY	★★★★★
PRICE	$600
OPPONENTS	6



1984

PUNCH-OUT!!

"FIGHT YOUR WAY TO THE CHAMPIONSHIP TITLE AGAINST THE WORLD VIDEO BOXING ASSOCIATION'S TOP RANKED CONTENDERS. MEET MASTERS OF THE GLOVE FROM AROUND THE GLOBE...LIKE THE UP AND COMING GLASS JOE OR GUTSY BALD BULL. ONLY A KNOCKOUT BEFORE THE CLOCK RUNS OUT WILL KEEP YOU IN THE RUNNING FOR A CHANCE AT THE CHAMP HIMSELF, THE MIGHTY MR. SANDMAN. DEFEAT HIM AND THE TITLE IS YOURS — FOR AS LONG AS YOU CAN DEFEND IT!"

— FLYER

▲ **The original cabinet, which momentarily appears in the truly awful 1987 Sylvester Stallone film *Over the Top***

An arcade boxing game by Nintendo, it was the first in a series of successful *Punch-Out!!* games that introduced the characters Glass Joe, Piston Hurricane, Bald Bull and Mr. Sandman.

The player assumes the role of a green-haired boxer known only by the 3 initials chosen when the game begins. The perspective is from behind a transparent wireframe of the player's boxer and subtle hints are given as to the opponents' next move by changes in the color of the eyes. The game has a joystick and three buttons — left punch, right punch and an uppercut or right hook if the KO indicator is flashing (after a certain number of successful punches).

The player must defeat all six fighters in the WVBA (World Video Boxing Association). There is only one round to KO an opponent, no TKO (although no opponent gets up from a third knockdown), no decisions (automatic loss) and only one continue per play. Once the player finishes the game he is awarded the championship belt before facing each opponent again (with the exception of Kid Quick and Pizza Pasta), who are successively harder and quicker.

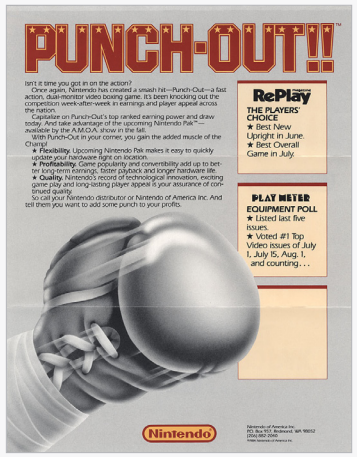
The game was the first of the series to use the *Gillette Look Sharp March* in the title music. It is also the only game in the series where the player cannot duck.

The game is an unusual modified upright that requires two monitors, one atop the other, for the game's display. The top monitor is used to display statistics while the bottom one is the main game display (similar to the Game & Watch).

The reason for dual monitors was an excessive number of televisions left over after the success of the *Donkey Kong* arcade series. The game has two speakers, one wired to each monitor. One speaker is used for the commentator and the other for the crowd noise and music.

The technology at the time meant an image could either be zoomed in or rotated, but not both at the same time. This limitation led to the decision to create a boxing game.

The game is ranked 58th in the *Killer List of Video Games* by the International Arcade Museum. According to *Twin Galaxies*, Sean Sandnes of Canada holds the official record for this game with an amazing 18,990,970 points on September 7, 2009, which took over 12 hours and 626 fights!



"Add some punch to your profits" (alternative American flyer) ▶

"A knockout game from Nintendo" (original American flyer reverse)

Japanese flyer (reverse)

Japanese flyer (front)

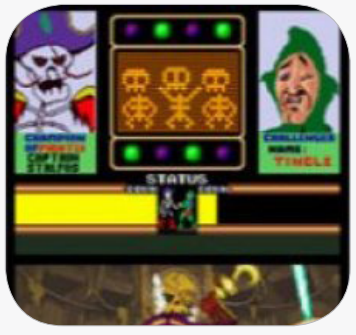
In order of appearance:
Glass Joe, Piston Hurricane, Bald Bull, Kid Quick, Pizza Pasta and Mr. Sandman

Left to right:

Mario, Luigi, Donkey Kong and Donkey Kong Jr. all appear in the crowd

Parody of PO in The Simpsons episode *Moaning Lisa*

Homage by the DS game *Freshly-Picked Tingle's Rosy Rupeeland*



TITLE	Arm Wrestling
DEVELOPER	Nintendo R&D1
PLATFORM	Arcade
RELEASED	1985
RARITY	★ ★ ★ ★ ★
PRICE	$1,500
OPPONENTS	5

1985

ARM WRESTLING

"IF YOU LIKED PUNCH-OUT!! AND SUPER PUNCH-OUT!!, YOU'LL LOVE ARM WRESTLING, ROUND THREE OF ROCKING, SOCKING EXCITEMENT. AVAILABLE AS A NINTENDO PAK CONVERSION, OR A DEDICATED GAME."

— FLYER

Extremely rare converted cabinet

A conversion kit for *Punch-Out!!* (Arcade) developed and released only in North America by Nintendo as a spin-off to the series. It was Nintendo's last independently developed and released arcade game.

The goal of the game is to become the World Arm Wrestling Champion by defeating 5 opponents in arm-wrestling matches.

To win tap left on the joystick, counterattack opponent moves by pressing right to stun, then repeatedly tap the button to score points and do more damage. Players have one minute to win the bout.

After Kabuki and Frank Jr. there is a bonus game that requires players to catch a money bag for extra points by pressing up on the joystick plus any button as the bag falls by the protagonist's head.

The game features a Texas cowboy, a Japanese sumo wrestler, Bald Bull from *Punch-Out!!* (Arcade), a girl controlling a monkey robot and a Frankenstein creature!

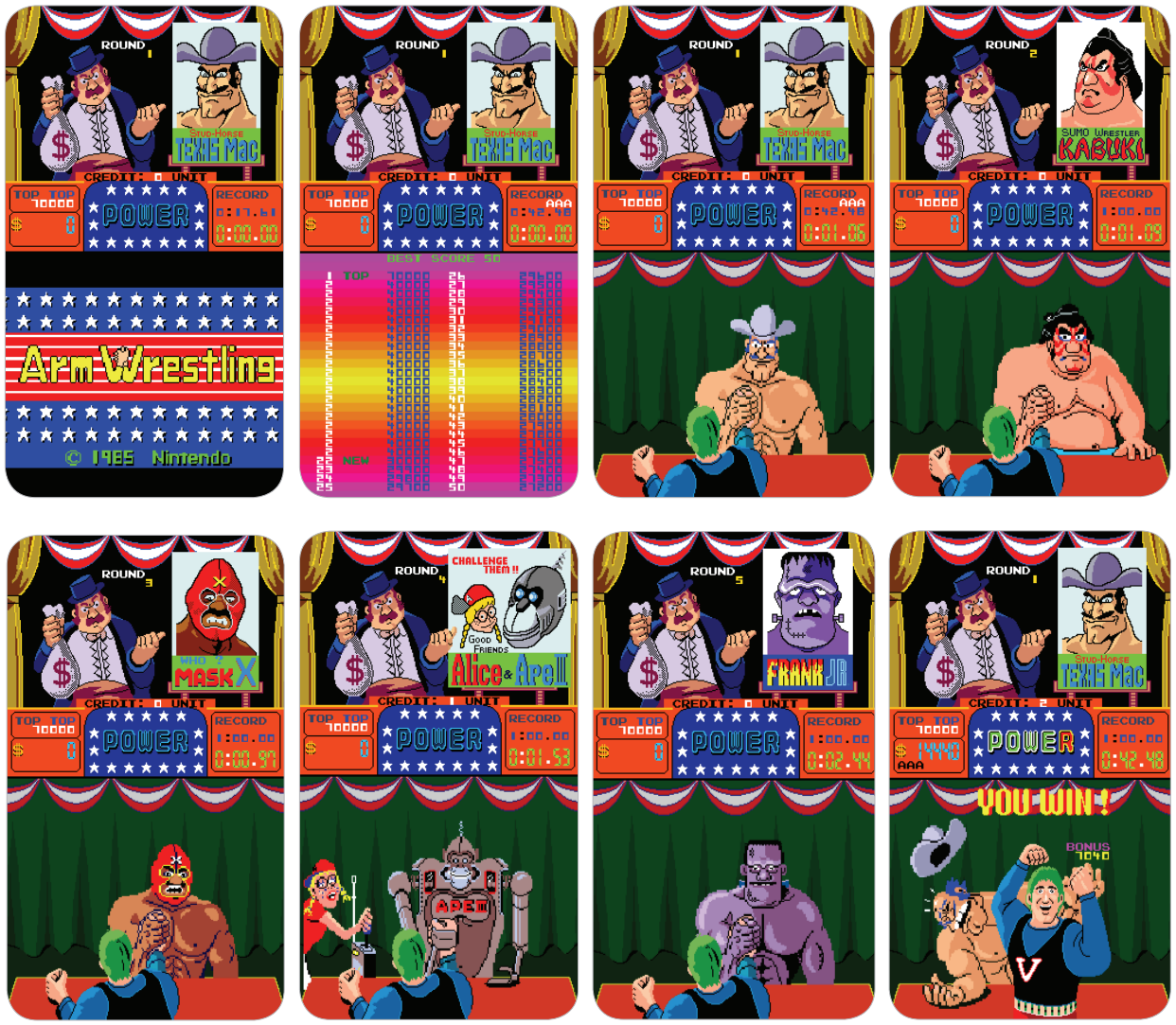
After the player beats the fifth and final opponent the game repeats with increased difficulty.

According to *Twin Galaxies*, Mark Haber of New York holds the official record for this game with 781,030 points on June 28, 1986.

"The most exiting game around — hands down"
(American flyer reverse)

SCORING

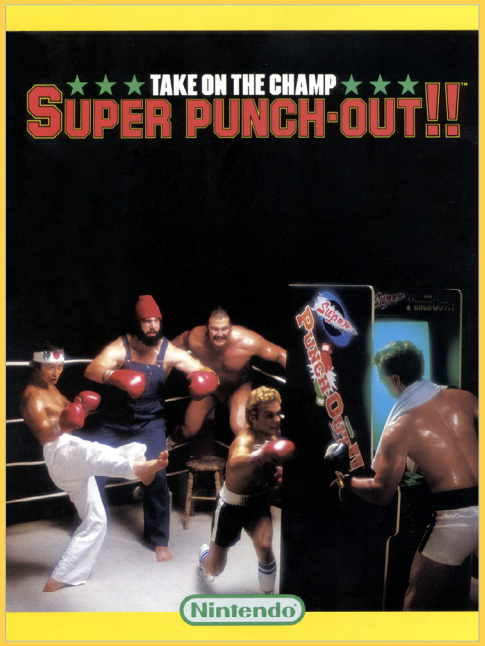
50	Each second of correctly pushing the joystick left to knock the opponent.
100/300/400/ 600/700	Counterattacks (lit up above the opponent's head).
50	Each time left is pushed after getting a power up and freezing your opponent's action. This may increase on higher levels, but it never goes above 1,000 or 2,200 depending on the opponent.
400	Per second for winning each fight, in increments of 40 points.
50,000	Catching the money bag (after fights 2 and 5).



In order of appearance:
Texas Mac, Kabuki, Mask X, Alice & Ape III and Frank Jr.

Mask X is revealed to be Bald Bull!

TITLE	Super Punch-Out!!
DEVELOPER	Nintendo R&D1
PLATFORM	Arcade
RELEASED	1985
RARITY	★★★★
PRICE	$1,000
OPPONENTS	5



1985

SUPER PUNCH-OUT!!

"GET READY FOR ROUND TWO OF ROCKING, SOCKING EXCITEMENT AS FIVE OF THE WORLD'S TOUGHEST FIGHTERS COME TO THE RING IN THE ALL NEW SUPER PUNCH-OUT!!"

— FLYER

Put a 'Super' sticker on the side of a *Punch-Out!!* (Arcade) cabinet and you're in business!

With the same gameplay and digitized speech of its precursor, *Punch-Out!!* (Arcade), this version introduced the characters Bear Hugger, Dragon Chan, Vodka Drunkenski, Great Tiger and Super Macho Man.

Similarly to the original game, the player assumes the role of a green-haired boxer, known by three initials, who works through the ranks of the WVBA (World Video Boxing Association).

Unlike the original however, the joystick could be pulled directly up (i.e. towards the ceiling) in order to duck — a crucial tactic to evade attacks.

Mario, Luigi, Donkey Kong and Donkey Kong Jr. all make their return to the audience — albeit with a different background color.

After defeating Super Macho Man, Great Tiger is removed from the lineup and Bear Hugger assumes the role of the final opponent. Therefore the new order is Dragon Chan, Vodka Drunkenski, Super Macho Man then Bear Hugger.

The game can only be continued once, which causes the player to appear bandaged and with the status of 'champion' instead of 'challenger'.

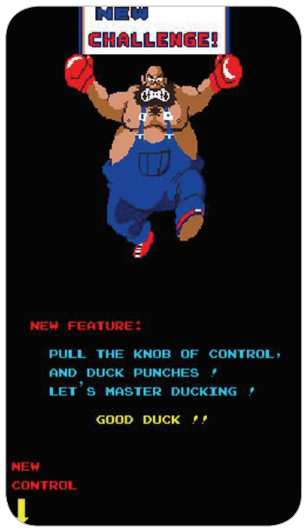
According to *Twin Galaxies*, Charles Bingham holds the official record with 1,118,050 points on June 30, 2006.

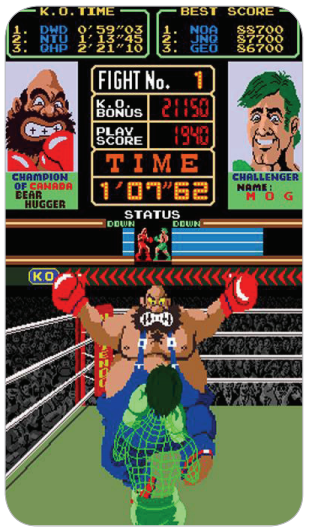
Japanese flyer

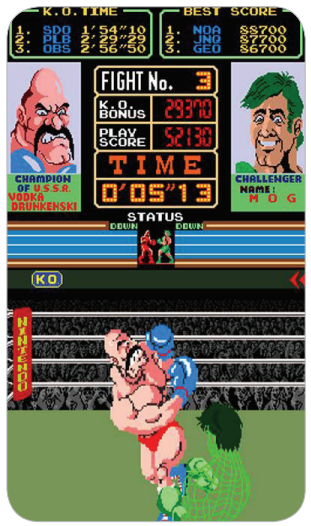
American flyer (reverse)

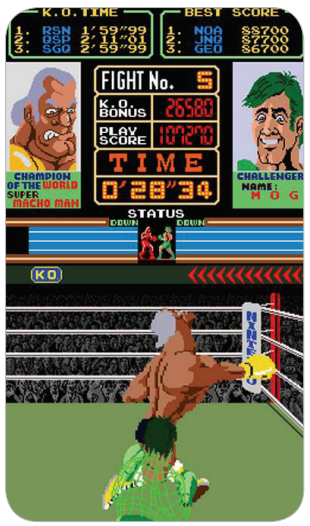
Reproduction cabinet sticker

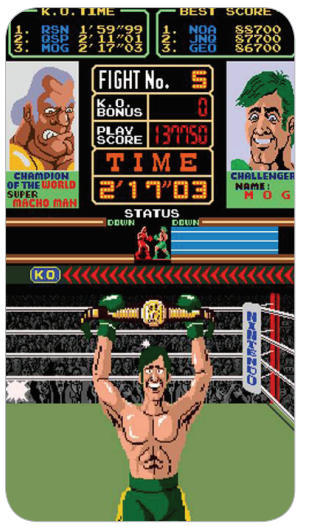
Japanese flyer (reverse)









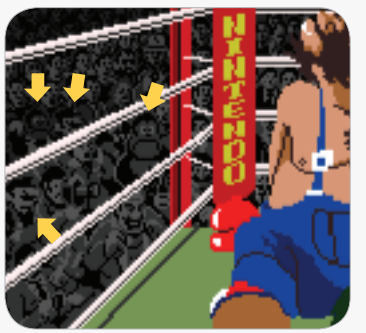


In order of appearance:
Bear Hugger, Dragon Chan,
Vodka Drunkenski, Great Tiger and Super Macho Man

DID YOU KNOW?

A *Punch-Out!!* arcade machine briefly appears in the background of the Sylvester Stallone movie about arm wrestling, *Over the Top*.

Just like *Punch-Out!!* (Arcade), Mario, Luigi, Donkey Kong, and Donkey Kong Jr. all appear in the crowd



TITLE	Frank Bruno's Boxing
DEVELOPER	Nintendo R&D1
PLATFORM	C64, ZX Spectrum, Amstrad
RELEASED	1985
RARITY	★ ★ ★
PRICE	$15
OPPONENTS	8

FRANK BRUNO'S BOXING

"NOW, MEET EIGHT OF THE WORLD'S MOST UNLIKELY HEAVYWEIGHT CONTENDERS IN THE BOXING SIMULATION TO BEAT 'EM ALL!"

— ADVERTISEMENT

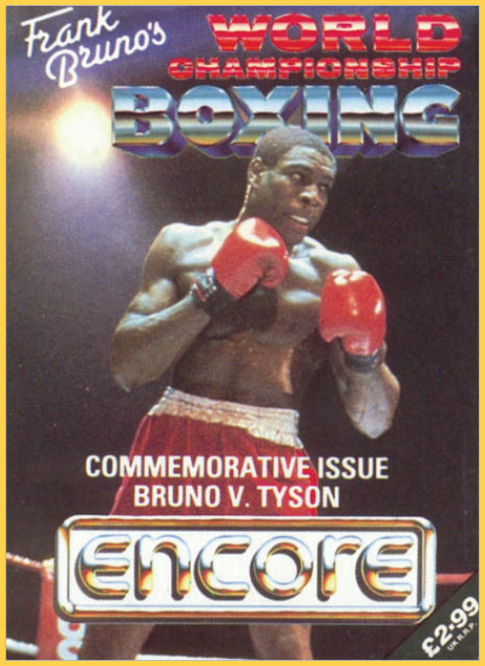
A watered-down version of *Super Punch-Out!!* (Arcade) ported to the Commodore 64, ZX Spectrum and the Amstrad CPC. *Frank Bruno's Boxing* (also known as *Frank Bruno's World Championship Boxing*) was published exclusively in Europe.

Instead of the generic player, real-life boxer Frank Bruno stars as the protagonist aspiring to become champion of the EVBA (Elite Video Boxing Association).

Only the first 3 opponents of *Super Punch-Out!!* (Arcade) are included — albeit with new names. Bear Hugger is renamed Canadian Crusher, Dragon Chan was renamed Fling Long Chop and Vodka Drunkenski was renamed to Andra Puncharedov.

To defeat an opponent Bruno must perform three knockdowns during a single 3-minute round. The game has a KO indicator, which when charged allows a right hook or uppercut to be thrown.

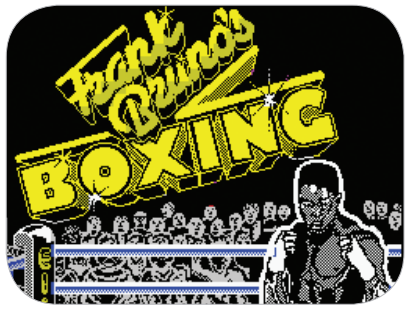
Five exclusive characters were added to the game. For a stronger fighter, enter 'ABC' as the character name.

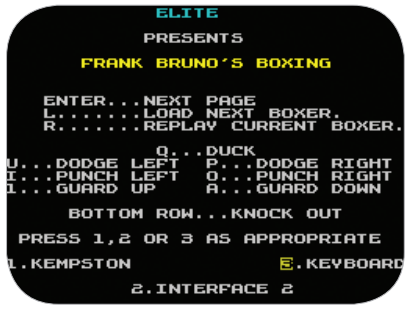


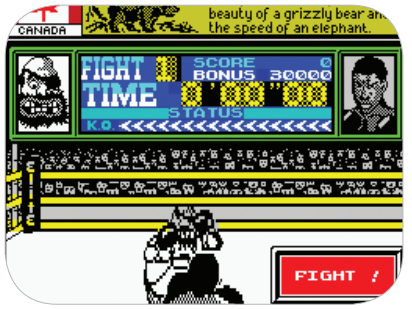
Yes, games actually used to be on cassette!

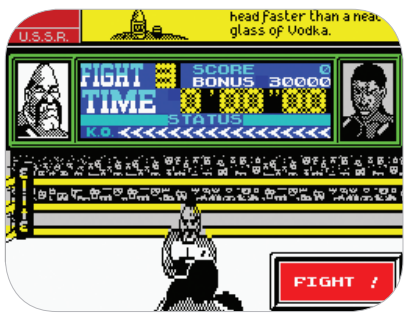
Computer & Video Games ZX magazine spread (left page)

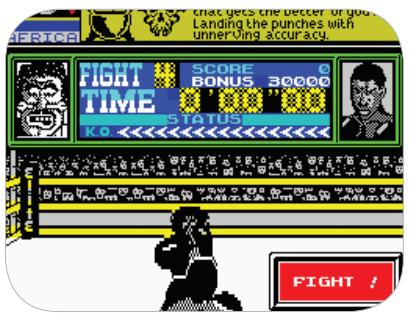
1985

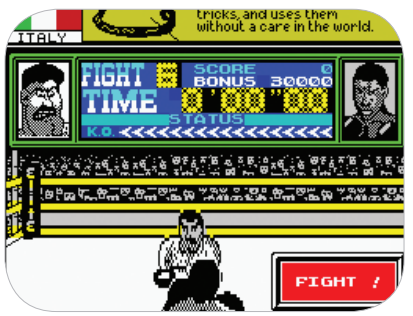


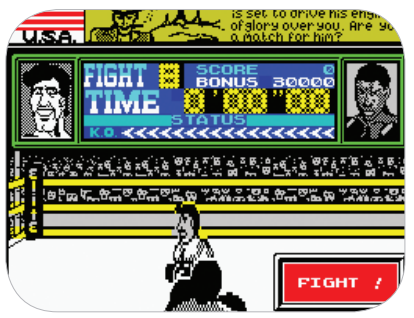






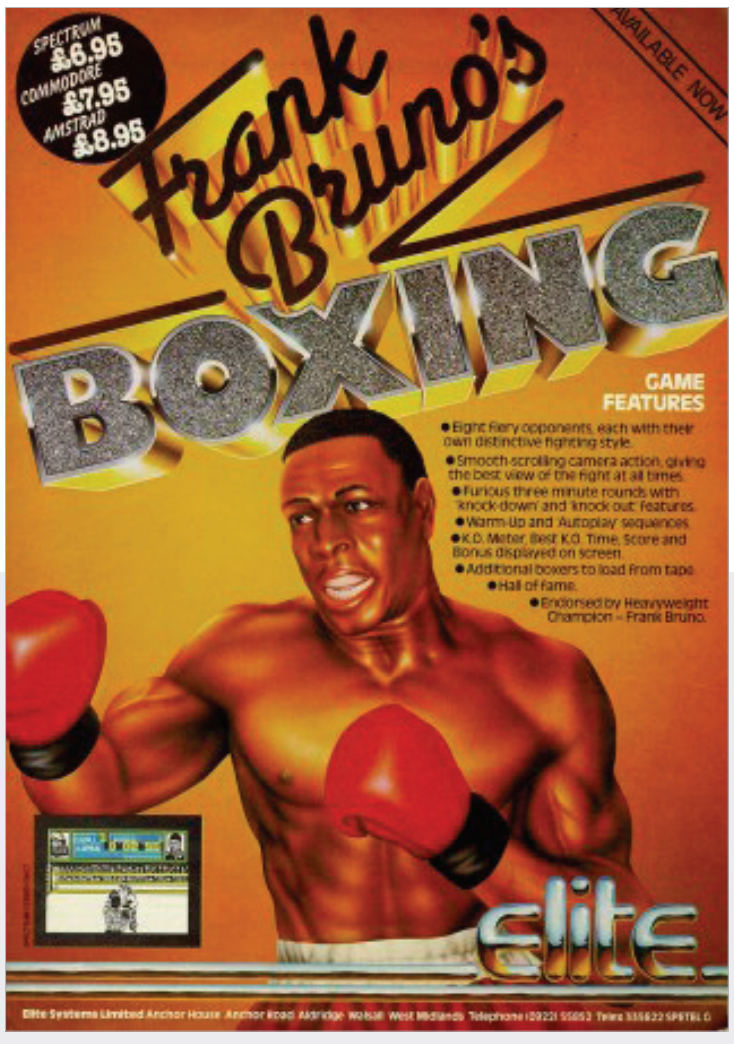




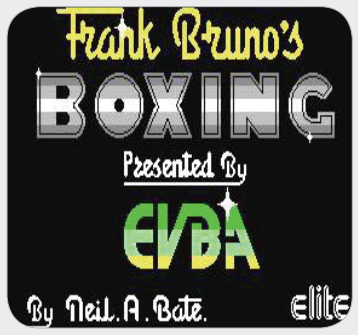


In order of appearance on the ZX Spectrum:
Canadian Crusher, Fling Long Chop, Andra Puncheredov, Tribal Trouble,
Frenchie France, Ravioli Mafiosi, Antipodean Andy and Peter Perfect

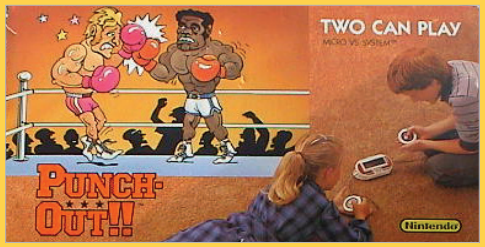
Computer & Video Games
ZX **magazine spread**
(right page)



The Commodore release with superior graphics



TITLE	Punch-Out!!
DEVELOPER	Nintendo
PLATFORM	Game & Watch Micro Vs.
RELEASED	February 28, 1988
RARITY	★ ★ ★ ★
PRICE	$1,200
OPPONENTS	1



1988

PUNCH-OUT!!

ORIGINALLY RELEASED AS 'BOXING' (MODEL BX-301) ON JULY 31, 1984 — THE SAME YEAR PUNCH-OUT!! MADE ITS ARCADE DEBUT — IT WAS LATER RE-ISSUED AS 'PUNCH-OUT!!' TO TAKE ADVANTAGE OF THE SERIES' POPULARITY AT THE TIME.

Besides *Boxing* and *Punch-Out!!* the only other Vs. titles produced were *Donkey Kong 3* and and *Donkey Kong Hockey*

Controls taken from the instruction booklet

The object of the game is to back the opponent into the left corner of the ring and throw a knockout punch. A game consists of nine rounds.

The Vs. System featured two game modes — 'Game A' against the computer and 'Game B' against a second human player.

The maximum amount of health a character can have is five bars, although the opponent will often have less in the beginning of the game. Every knockdown moves a fighter closer to their respective corner.

The more common non-boxed 'carded' version

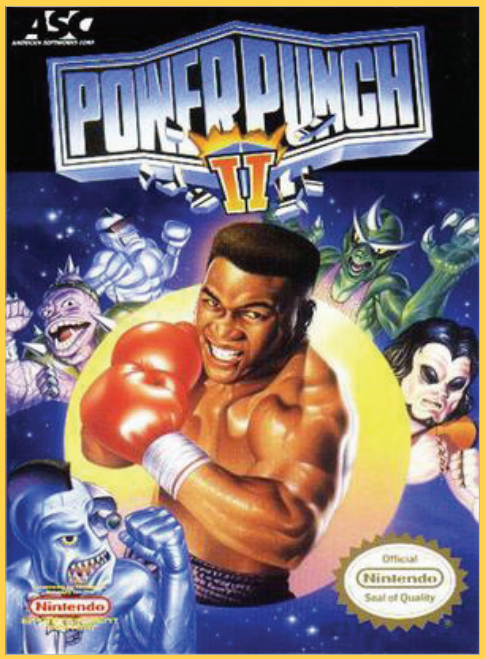
The only difference between *Boxing* and *Punch-Out!!* (Micro) is the packaging — and the more affordable $80 price tag. There are also more common non-boxed versions of the game.

Boxing was included in *Game & Watch Gallery 4* for the Game Boy Advance in its original form as well an updated version where you play as Luigi and fight Wiggler, Boo then Waluigi in an arena with the 'BOXING' logo. Both characters start with five hearts and opponents become increasingly harder as you progress through the game.

According to the website *In the Attic* the fastest recorded winning time is 43 seconds.

***Game & Watch Gallery 4* features an updated version of Boxing**

TITLE	Power Punch II
DEVELOPER	American Softworks Corp.
PLATFORM	NES
RELEASED	April 12, 1992
RARITY	★
PRICE	$20
OPPONENTS	13



POWER PUNCH II

"IT'S THE YEAR 2006. YOU'RE MARK 'TOUGH GUY' TYLER AND YOU'VE JUST DEFENDED YOUR HEAVYWEIGHT TITLE FOR THE 9TH CONSECUTIVE TIME. AFTER DEMOLISHING THE BEST BOXERS ON THE PLANET, IT'S NOW TIME TO FACE OFF WITH THE BEST IN THE UNIVERSE. THE INTERGALACTIC BOXING FEDERATION (IGBF) HAS INVITED YOU TO GO HEAD-TO-HEAD WITH 12 OF THEIR GREATEST FIGHTERS. FROM METALLIC CYBORGS, TO HEAVY HITTING MUTANTS, YOU'LL TRADE PUNCHES WITH OPPONENTS WHOSE STRENGTH, STAMINA AND SPEED ARE LIKE NOTHING YOU'VE EVER SEEN. IF PURE TECHNIQUE DOESN'T STOP THESE SLUGGERS (AND WITH THE BEST OF THEM IT WON'T), GET HOLD OF THOSE POWER PUNCHES. THEY'LL GUARANTEE TO SEND YOUR TIN-COATED OPPONENT TO THE JUNKYARD AND YOU TO A NEW TITLE; UNDISPUTED HEAVYWEIGHT CHAMPION OF THE UNIVERSE!"

— BOX

Originally conceived as a sequel to *MTPO* titled *Mike Tyson's Intergalactic Power Punch*, the game was developed by Beam Software under supervision from Nintendo.

The game did not meet Nintendo's quality standards and was instead revised and released as *Power Punch II* by American Softworks Corporation — despite the fact there was no original *Power Punch*!

Tyson was renamed to 'Tough Guy' Mark Tyler and his appearance changed from Tyson's signature black shorts with red gloves to an all pink attire. References to Don King, such as his famous hairstyle, were also removed.

The game expands on the original with the inclusion of training, cutscenes and new scoring system based on knockdowns and punch percentages. Rounds were reduced to 1-minute and fighters are KO'ed after a fourth knockdown.

While the original game was unorthodox, *Power Punch II* is more outlandish as opponents do not wear boxing gear, fights take place in a room instead of a ring and even vehicles are used! The game received little fanfare and was poorly received. In 2010 *Power Punch* was finally released as a Wii game.

In 2008, 17 years after its initial conception, the scrapped sequel surfaced thanks to Jason 'DreamTR' Wilson. Wilson, known by many in video game collecting circles for his stockpile of rarities and prototypes, sold the prototype data to the *NintendoAge* community for $1,500 — who then promptly released the ROM for free download.

According to *Twin Galaxies*, Daniel Teixeira holds the fastest time with 22 minutes and 22 seconds on May 24, 2005.

▲ NES cartridge

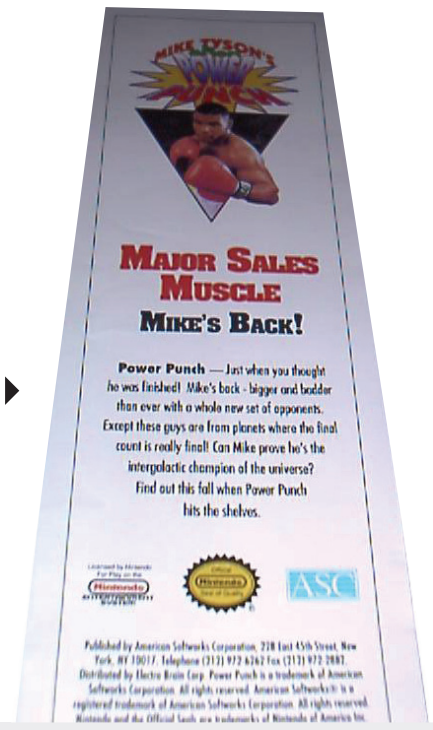
If only the game was as good as this magazine advertisement! ▶

1992

Re-live 1992 with a NES reproduction cart from *RetroUSB* or thenesdump.com

In order of appearance:
9763 Borg, Derrec Nodden, Alpha Bonehead, Helmut Skull, Lex Lumpblocker, Grathnox 4, Erec Nodden, Pugly Positronic, Super Borg DLX, Grathnox 4B, Hammerhand, Lex Lumpblocker and Fly-Mo

An early CES (Consumer Electronics Show) advertising piece for *Mike Tyson's Alien Power Punch* (as opposed to *Intergalactic Power Punch*). It measures 8.5" by 3" (21cm by 7cm).



The *Intergalactic Power Punch* background (top half) features Tyson's trainer Don King, Robin Givens (Tyson's ex-wife) and the late Cus D'Amato (Tyson's original trainer). Robin Givens cries when Tyson is knocked down while Don King smiles when Tyson knocks an opponent down.

Screenshots from the unreleased *Mike Tyson's Intergalactic Power Punch*

TITLE	Super Punch-Out!!
DEVELOPER	Nintendo
PLATFORM	SNES
RELEASED	October 1, 1994
RARITY	★
PRICE	$30
OPPONENTS	16

1994

SUPER PUNCH-OUT!!

"SLUG YOUR WAY THROUGH THE GRUELING AND SWEAT-POUNDING MATCHES OF THE MINOR, MAJOR AND WORLD CIRCUITS. DODGE BONE-BRUISING PUNCHES AND DANCE TO THE TOP OF THE SUPREME SPECIAL CIRCUIT. FACE OFF AGAINST OLD FAVORITES INCLUDING BEAR HUGGER, PISTON HURRICANE, BALD BULL, MR. SANDMAN AND SUPER MACHO MAN PLUS A CAST OF NEW AND WEIRD CHALLENGERS. WITH A RIGHT HOOK! BODY BLOW! AND PRECISE QUICK JABS! THE REFEREE ANNOUNCES 'KNOCK OUT!' YOUR OPPONENT LIES FACE DOWN AS YOU WIN THE TITLE OF NINTENDO VIDEO BOXING ASSOCIATION CHAMPION!"

— BOX

▲ **PAL cartridge**

The fourth game in the *Punch-Out!!* series, taking place after *MTPO* it was released during the 10th anniversary of the original *Punch-Out!!* (Arcade).

Gameplay is similar to that of its predecessors, with the player fighting his way to become champion of the WVBA (World Video Boxing Association). The player controls a semi-transparent Little Mac from a third-person perspective. Besides the regular game mode there is also a Time Attack and Record View mode.

As in the first two arcade games, a power meter is located on the bottom of the screen which fills on successful punches and depletes when hit. When the power meter fills up completely, the player will be able to launch powerful knockout punches such as uppercuts, hooks or rapid punches. Players can also build power as the match progresses, resulting in increased speed and power. The player has three minutes to knockout the opponent to avoid losing.

Faster knockdowns result in less stamina recovered upon getting up and three knockdowns result in a TKO. The player can also recover stamina while an opponent is down.

Each punch has varying speed and power with the fastest/weakest to slowest/strongest being: Left Jab, Right Jab, Left Body Blow and finally Right Body Blow.

The dodging system is more efficient with body blows blocked automatically if no buttons are pressed.

The game was developed by Genyo Takeda, Minoru Arakawa and Makoto Wada, and features voice acting by Charles Martinet, best known as the voice of Mario.

Before the game was finished and released, screenshots and video footage of the prototype were seen in *Nintendo Power* magazine and television commercials. The prototype showed the protagonist with a different look compared to the finished version.

The game has a battery that allows players to save their progress and records for future play, rather than rely on passwords as previously required. Like *MTPO*, the game uses palette swaps for different characters.

Super Punch-Out!! (SNES) didn't come out in Japan until 1998, and even then, only through the Nintendo Power vending system where a blank cartridge was purchased and loaded with various games.

Recently the title has been released for the Virtual Console and as an unlockable game and boxer in *Fight Night Round 2* for the GameCube.

According to *Speed Demos Archive*, Jeremy 'DK28' Doll holds the official fastest in-game time with 3 minutes and 24.97 seconds on August 10, 2009.

"The mega-selling sports series is a knockout" **(box reverse)** ▶

In order of appearance:

Gabby Jay, Bear Hugger, Piston Hurricane, Bald Bull, Bob Charlie, Dragon Chan, Masked Muscle, Mr. Sandman, Aran Ryan, Heike Kagero, Mad Clown, Super Macho Man, Narcis Prince, How Quarlow, Rick Bruiser and Nick Bruiser

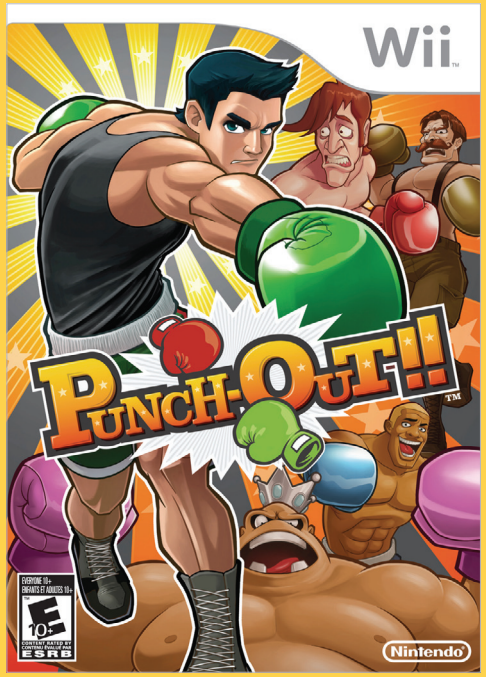
Right:

The Nintendo Power vending system generic white cartridge and loading screen

Far right:

Beta screenshots released to *Nintendo Power* magazine show a different looking Little Mac

TITLE	Punch-Out!!
DEVELOPER	Next Level Games
PLATFORM	Wii
RELEASED	May 16, 2009
RARITY	★
PRICE	$30
OPPONENTS	14



2009

FRANCHISE

PUNCH-OUT!!

"ONE OF THE BIGGEST NAMES IN BOXING RETURNS AFTER A 15-YEAR HIATUS. GRAB A WII REMOTE CONTROLLER IN ONE HAND AND A NUNCHUK CONTROLLER IN THE OTHER AND STEP BACK INTO THE RING WITH A MODERN UPDATE OF THE CLASSIC PUNCH-OUT!! LITTLE MAC IS BACK! EVERYONE'S FAVORITE UNDERDOG FROM THE 1980S JOINS THE BEST OF THE ORIGINAL PUNCH-OUT!! CAST IN A MODERN RE-IMAGINATION OF THE SERIES. PLAYERS WILL FIND FAMILIAR NAMES LIKE GLASS JOE, KING HIPPO AND TRAINER DOC LOUIS. THESE BOXERS COME TO LIFE AGAIN IN CEL-SHADED 3-D, COMPLETE WITH HILARIOUS FIGHTING ANIMATIONS AND BACK STORIES THAT CAPTURE ALL THE FUN AND FLAIR OF THE ORIGINAL PUNCH-OUT!! GAMES."

— BOX

Taking place fifteen years after *MTPO*, the latest in the series sees the return of familiar fighters to do battle for the World Video Boxing Association title once more.

Aside from Disco Kid, Giga Mac and Donkey Kong, every other opponent is from a previous *Punch-Out!!* game. Ten of the returning boxers are from the NES classic, joined by Bear Hugger and Aran Ryan from *Super Punch-Out!!* (SNES).

The gameplay uses the rounds system, star punches and in-between commentary of *MTPO* and the stamina recovery from *Super Punch-Out!!* (SNES). If the player is hit by a knockout punch that would make them lose the fight, it is possible to recover and regain a little stamina.

After beating the Career Mode a Title Defense Mode is unlocked, in which each fighter protects their weaknesses requiring new strategies to be beaten.

Game designer Shigeru Miyamoto served as the game's producer. The music for the game, which includes arranged versions of music from the original *MTPO*, was composed by Mike Peacock, Darren Radtke and Chad York.

The game received generally positive reviews, averaging 86/100 and 87.97% at *Metacritic* and *GameRankings* respectively.

According to *Speed Demos Archive*, Zack 'zallard1' Allard and Charles Griffin hold the combined fastest time (best individual times) with 20 minutes and 7.97 seconds set in 2010 — though Charles Griffin only contributed 2 of the 27 fastest times.

The only game in the series to be released on disc

Flyer from the exclusive pre-release at the Nintendo World Store in New York

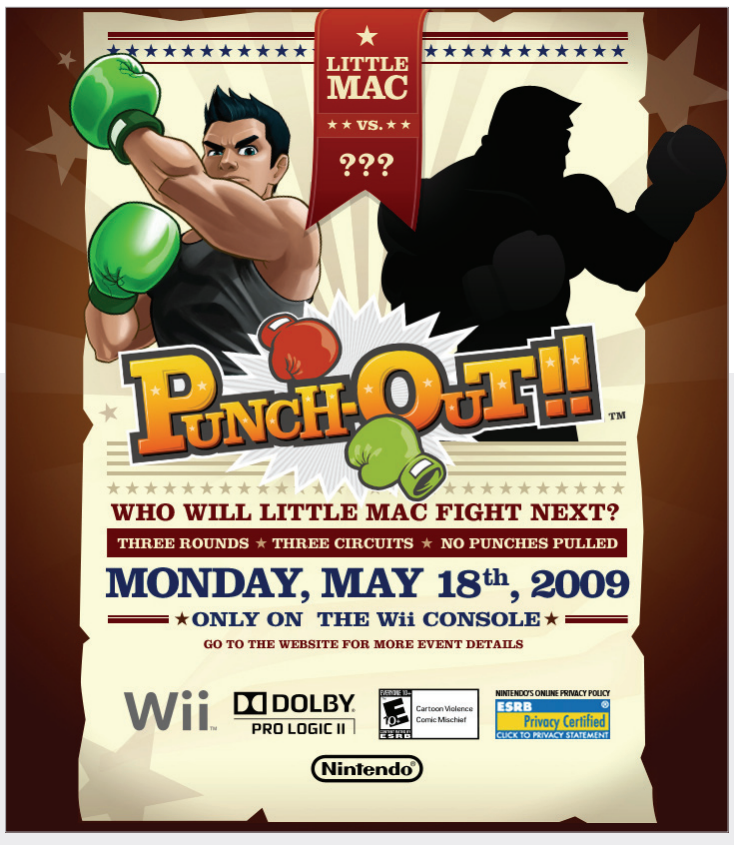
In order of appearance:

Glass Joe, Von Kaiser, Disco Kid, King Hippo, Piston Hondo, Bear Hugger, Great Tiger, Don Flamenco, Aran Ryan, Soda Popinski, Bald Bull, Super Macho Man and Mr. Sandman

DID YOU KNOW?

For *Punch-Out!!* (Wii), Mac interacts with the controller pointer by stepping on it, jumping over it, or punching it.

USA promotional item



Donkey Kong is a secret opponent unlocked after clearing the Career and Title Defense modes. Nicknames include 'The King of Swing!', 'The Leader of the DK Krew!' and 'Jumpman's Bane!' — referring to Mario's original name in the Japanese arcade release of *Donkey Kong*.

TITLE	Doc Louis's Punch-Out!!
DEVELOPER	Next Level Games
PLATFORM	Wii
RELEASED	October 17, 2009
RARITY	★★★★★
PRICE	N/A
OPPONENTS	1

2009

DOC LOUIS'S PUNCH-OUT!!

"IT'S LITTLE MAC VS. DOC LOUIS! STEP INTO LITTLE MAC'S SHOES AND CHALLENGE YOUR MENTOR AND COACH, DOC LOUIS, TO PROVE YOU HAVE WHAT IT TAKES TO BECOME THE WORLD VIDEO BOXING ASSOCIATION WORLD CHAMPION. THIS UNIQUE ONE-ON-ONE BOUT BUILDS OFF THE FUN AND EXCITEMENT FOUND IN THE RETAIL VERSION OF PUNCH-OUT!! FOR THE WII, AND IS DESIGNED EXCLUSIVELY FOR 2009 CLUB NINTENDO PLATINUM MEMBERS (US & CANADA) AS A FREE DOWNLOAD — THIS GIFT WILL NOT BE AVAILABLE ANYWHERE ELSE!!"

— CLUB NINTENDO WEBSITE

A spin-off to *Punch-Out!!* (Wii), this was made available to Club Nintendo members in North America as a reward for those who reached platinum status on the website.

Platinum members could choose as their reward either a Mario cap, or the downloadable game.

Though a separate game, it uses the same engine and controls as *Punch-Out!!* (Wii). Unlike the Wii version however, there is no multiplayer, Balance Board Support and only three game modes (Warm-Up, Training and Sparring) are available.

Doc Louis becomes increasingly tougher to beat after each game mode but only needs to be knocked down once for victory.

The game may be a prequel to *Punch-Out!!* (Wii) as Mac can be seen in the same clothing worn during the Minor Circuit while training in the gym during Sparring Mode.

According to *Speed Demos Archive*, Zack 'zallard1' Allard holds the official fastest time with 2 minutes and 14.11 seconds on February 19, 2010. Zack also holds the fastest combined individual fastest times at 2 minutes and 12.69 seconds in 2010.

Being download-only there is no official box art, just the fan effort by Alex Brofsky (top-left)

Screen grab of the download webpage

QUOTES

"I'm finally a fully rounded fighter, Mac! Ha ha ha!"

"I invented the Star Punch!"

"Son, you got to give 110% out there! I know mathematically it's only possible to give 100% but you got to squeeze that extra 10% out there for me, Mac!"

"What's your favorite flower, son? Mine's chocolate!"

Go toe-to-toe with the inventor of the Star Punch!

DID YOU KNOW?

When playing head-to-head on the Wii, Mac earns Giga Mac Juice, which may be a reference to steroids.

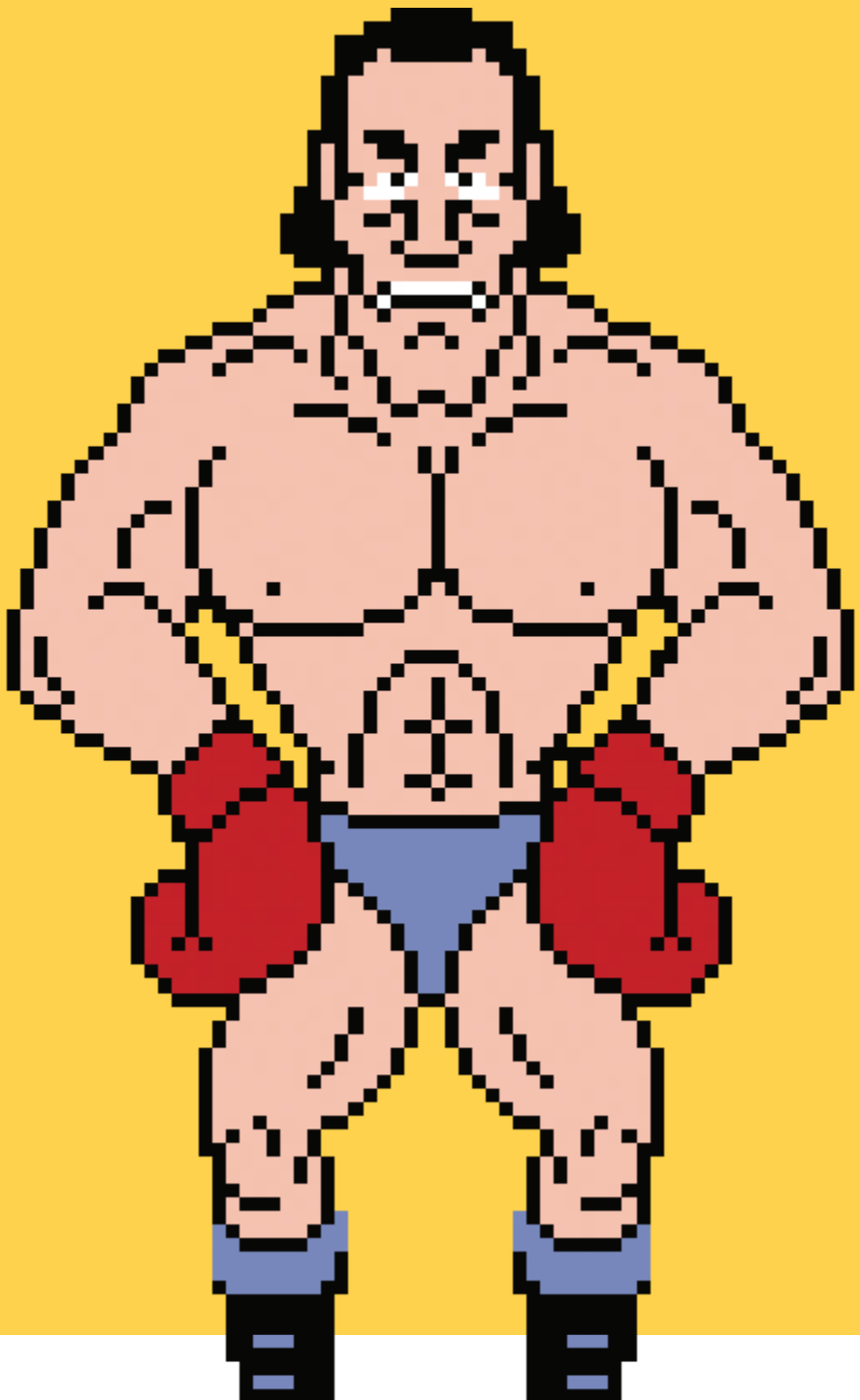
Platinum members could choose between this game or a Mario hat... really?

Right:

Doc eats candy to regain heath but beware: *"Removal of Doc Louis's chocolate bar may be hazardous to your health. The WBVA is not responsible for any frustration from this point forward!"*

Far right:

Let the game sit idle on the title screen for a gym tour

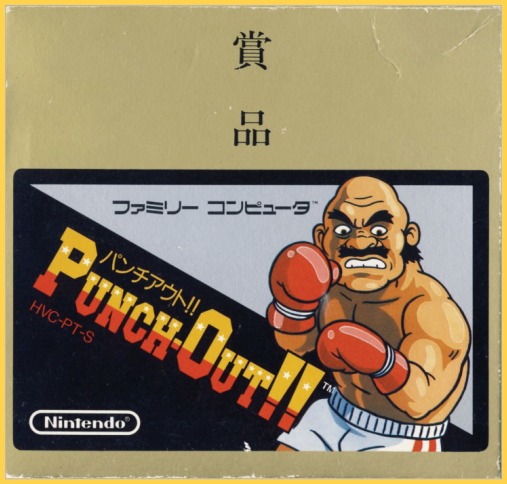


03
RELEASES

TITLE	Punch-Out!!
CART ID	HVC-PT-S
REGION	Japan
PLATFORM	Famicom (NTSC)
RELEASED	1987
RARITY	★★★★
PRICE	$350

PUNCH-OUT!!

COMMONLY REFERRED TO AS THE 'GOLD' OR 'SPECIAL' EDITION, 10,000 COPIES WERE GIVEN AWAY EXCLUSIVELY IN JAPAN.



Also known as *Bald Bull's Punch-Out!!*

In 1987, Nintendo attempted a bold feat — it wanted to link all of Japan's Famicom units through a complex network much like the Internet today. To test the network, Nintendo hosted competitions where gamers could play Disk System video games and transmit their high scores to Nintendo Japan headquarters from any store that was linked through the Famicom Network System.

Nintendo held four competitions to win a box (with printed ribbon) containing a yellow plastic case in the shape of Disk-kun, the Famicom mascot. Inside each Disk-kun was a gold Famicom Disk System disk.

Held in early 1987, the first competition, *Nintendo Famicom Golf Tournament Japan Course*, included an exclusive 19th hole and gave away a gold disk of the game as a prize.

In late 1987, *Nintendo Famicom Golf Tournament U.S. Course* was held using the U.S. version of *Golf* and the inclusion of a second prize, *Punch-Out!!* (Special).

Given away before the general release of *MTPO*, it is notable as the only Famicom game to use a NES chip.

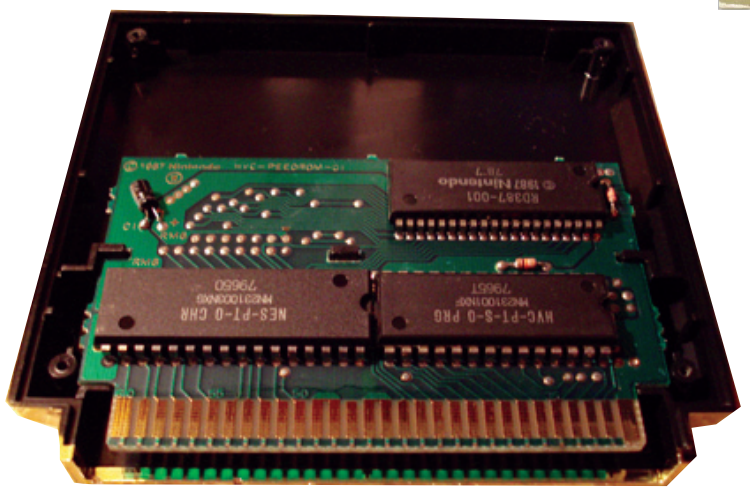
The game does not feature Tyson, ending instead with Super Macho Man. Other key differences include altered colors and title music.

Of the 10,000 units, half went to the highest scorers — with the top 100 receiving a commemorative plaque and disk card. 1,000 units were raffled off to players who achieved a hole-in-one, while the remaining 4,000 were raffled off to those who had a 1, 4, 9, or 2 as the last digit of their score.

Japanese flyer

Competition instructions translated to English

Inside the gold cartridge is a Famicom-sized circuit board



The back of the box features Mario from *US Golf*

Right:
Game manual

Far right:
Different title screen and colors

TITLE	Mike Tyson's Punch-Out!!
CART ID	N/A
REGION	Japan
PLATFORM	FamicomBox/Station (NTSC)
RELEASED	1987
RARITY	★★★★★
PRICE	$200

1987

FAMICOMBOX

IN 1986, NINTENDO CO., LTD. AND JTB TRAVELAND INC. BEGAN DISTRIBUTING THE FAMICOMBOX TO STORES AND HOTELS ACROSS JAPAN. WITH SLOTS FOR UP TO 15 GAMES, ALL ARE JAPANESE VERSIONS AND LOOK IDENTICAL EXCEPT FOR THE GAME TITLE IN JAPANESE ON THE TOP. THE UNIT FEATURES TWO HOLSTERED STANDARD NES CONTROLLERS AND A STANDARD ORANGE OR GRAY NES ZAPPER LIGHT GUN.

The cartridges resemble standard NES cartridges except contain 72-pins instead of the usual 60-pins.

An optional coin box could be fitted, accepting 100¥ coins for 10-20 minutes of play. The unit also included AV connectors in addition to the standard Famicom RF cables.

Regular NES games don't work on the FamicomBox, but FamicomBox games do work on the NES!

The FamicomBox was not the only multi-game system used in stores. Sharp, which is best known for having sold the Twin Famicom, also distributed the FamicomStation, which was exactly the same as the FamicomBox except it stood on four metal legs, had a slightly different load screen and used gray cartridges.

Gray FamicomStation cartridge

Instruction booklet

Black FamicomBox cartridge

COMPLETE GAMES LIST

1. 1943
2. Adventure Island
3. Baseball
4. Bomberman
5. Commando
6. Devil World
7. Donkey Kong
8. Donkey Kong Jr.
9. Duck Hunt
10. Excitebike F1 Race
11. Ghosts 'N Goblins
12. Golf
13. Gradius
14. Hogan's Alley
15. Ice Climber
16. Ice Hockey
17. Knight Rider
18. M.C. Kids
19. Mahjong
20. Mario Bros
21. Mega Man
22. ***Mike Tyson's Punch-Out!!***
23. Ninja Gaiden
24. Othello
25. Pro Wrestling
26. ***Punch-Out!!***
27. Rygar
28. Super Chinese 2
29. Super Mario Bros.
30. Tennis
31. Twin Bee
32. Volleyball
33. Wild Gunman
34. Wrecking Crew

Strangely, the FamicomBox supports standard NES (not Famicom) controllers and Zapper light gun

Although there are slots for up to 15 games, most units only have 10 cartridges

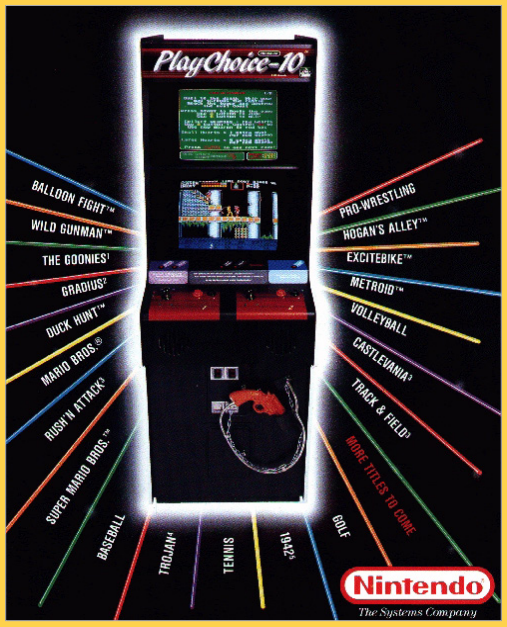
DID YOU KNOW?

Little Mac's weight of 107 lbs. would make him a flyweight in real life and only Glass Joe at 110 lbs. would be in the same weight division.

Sharp brand NES controller

Title screens for the FamicomBox and FamicomStation have a flying through space effect

TITLE	Mike Tyson's Punch-Out!!
CART ID	N/A
REGION	United States
PLATFORM	PlayChoice-10
RELEASED	1987
RARITY	★★
PRICE	$500



1987

PLAYCHOICE-10

AN ARCADE MACHINE SUPPORTING UP TO 10 DIFFERENT NES GAMES IN THE FORM OF CIRCUIT BOARDS PLUGGED DIRECTLY INTO THE MACHINE'S MOTHERBOARD.

▲ **Besides the standard cabinet, there is a Super Deluxe and tabletop version**

By the late 1980s, console systems were quickly catching up with arcade machines in terms of popularity. Game companies decided to capitalize on this trend by making upright arcade machines from existing console systems.

Punch-Out!! (Arcade) cabinets could be converted to a PlayChoice-10 cabinet, where the player had a time limit to play one or more of the 54 available PlayChoice games.

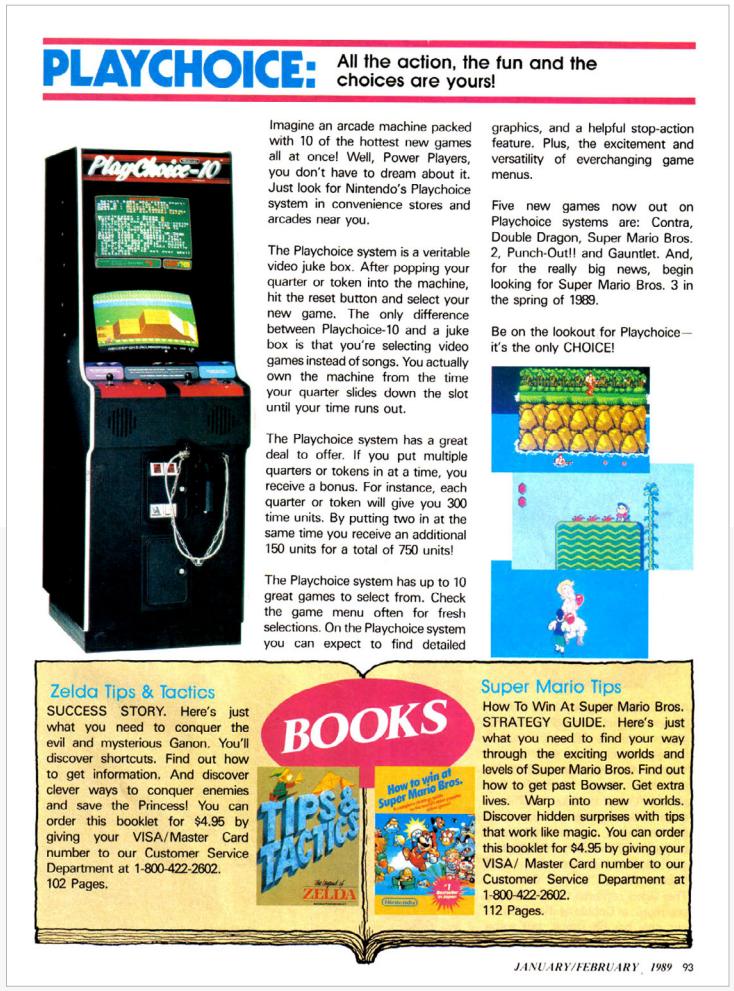
Nintendo also created a single game PlayChoice and tabletop version. *Super Mario Bros. 3* was previewed to the U.S. market on PlayChoice machines.

An extra CPU controlled the gameplay timer and game selection, while hints would be displayed on a separate monitor. On single-monitor systems, a button would switch between the gameplay and hint screens.

Normal NES cartridges could not be used; rather, the PlayChoice used expansion cards containing (usually unmodified) NES games along with an extra 8KB ROM to display hints.

Because the PlayChoice-10 output RGB video using a slightly different palette, games did not look exactly the same as they did on the NES.

It is possible to replace the NES PPU (Picture Processing Unit) with that of the PlayChoice-10, allowing it to emulate the PlayChoice colors.



PLAYCHOICE: All the action, the fun and the choices are yours!

Imagine an arcade machine packed with 10 of the hottest new games all at once! Well, Power Players, you don't have to dream about it. Just look for Nintendo's Playchoice system in convenience stores and arcades near you.

The Playchoice system is a veritable video juke box. After popping your quarter or token into the machine, hit the reset button and select your new game. The only difference between Playchoice-10 and a juke box is that you're selecting video games instead of songs. You actually own the machine from the time your quarter slides down the slot until your time runs out.

The Playchoice system has a great deal to offer. If you put multiple quarters or tokens in at a time, you receive a bonus. For instance, each quarter or token will give you 300 time units. By putting two in at the same time you receive an additional 150 units for a total of 750 units!

The Playchoice system has up to 10 great games to select from. Check the game menu often for fresh selections. On the Playchoice system you can expect to find detailed graphics, and a helpful stop-action feature. Plus, the excitement and versatility of everchanging game menus.

Five new games now out on Playchoice systems are: Contra, Double Dragon, Super Mario Bros. 2, Punch-Out!! and Gauntlet. And, for the really big news, begin looking for Super Mario Bros. 3 in the spring of 1989.

Be on the lookout for Playchoice—it's the only CHOICE!

Zelda Tips & Tactics

SUCCESS STORY. Here's just what you need to conquer the evil and mysterious Ganon. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! You can order this booklet for $4.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602. 102 Pages.

Super Mario Tips

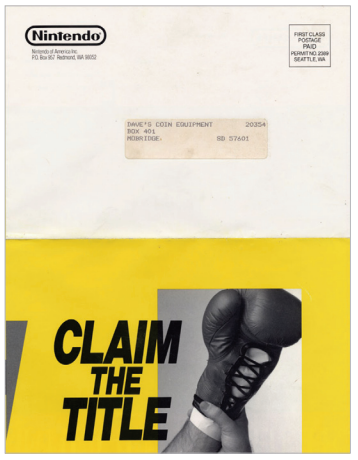
How To Win At Super Mario Bros. STRATEGY GUIDE. Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with tips that work like magic. You can order this booklet for $4.95 by giving your VISA/ Master Card number to our Customer Service Department at 1-800-422-2602. 112 Pages.

JANUARY/FEBRUARY 1989 93

"A veritable video jukebox" **(magazine advertisement)** ▶

COMPLETE GAMES LIST

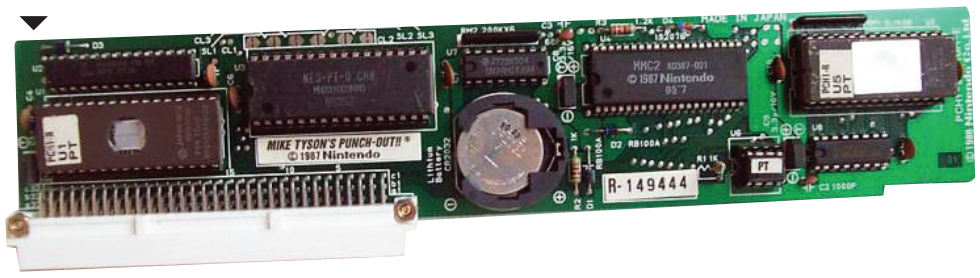
1. 1942
2. Balloon Fight
3. Baseball
4. Baseball Stars
5. Captain Skyhawk
6. Castlevania
7. Contra
8. Chip ‘n Dale Rescue Rangers
9. Double Dragon
10. Double Dribble
11. Dr. Mario
12. Duck Hunt
13. Excitebike
14. Fester’s Quest
15. Gauntlet
16. Golf
17. The Goonies
18. Gradius
19. Hogan’s Alley
20. Kung Fu
21. Mario Bros.
22. Mario’s Open Golf
23. Mega Man 3
24. Metroid
25. ***Mike Tyson’s Punch-Out!!***
26. Ninja Gaiden
27. Ninja Gaiden II
28. Ninja Gaiden III
29. Pinbot
30. Power Blade
31. Pro Wrestling
32. Rad Racer
33. Rad Racer II
34. RBI Baseball
35. R.C. Pro-Am
36. Rockin’ Kats
37. Rush’n Attack
38. Rygar
39. Shatterhand
40. Solar Jetman: Hunt for the Golden Warpship
41. Super C
42. Super Mario Bros.
43. Super Mario Bros. 2
44. Super Mario Bros. 3
45. Tecmo Bowl
46. Tennis
47. Teenage Mutant Ninja Turtles
48. Teenage Mutant Ninja Turtles II: The Arcade Game
49. Track & Field
50. Trojan
51. Volleyball
52. Wild Gunman
53. World Cup Soccer
54. Yo! Noid



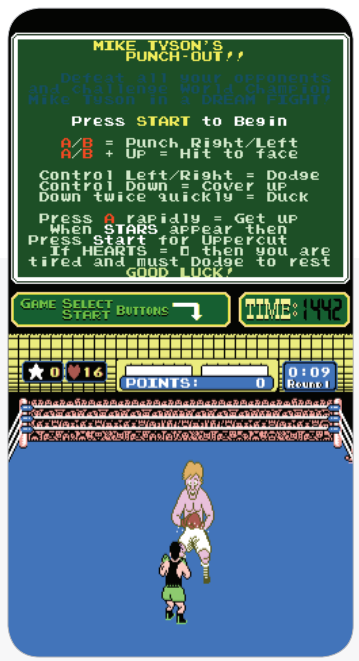
Various flyers

Flyer

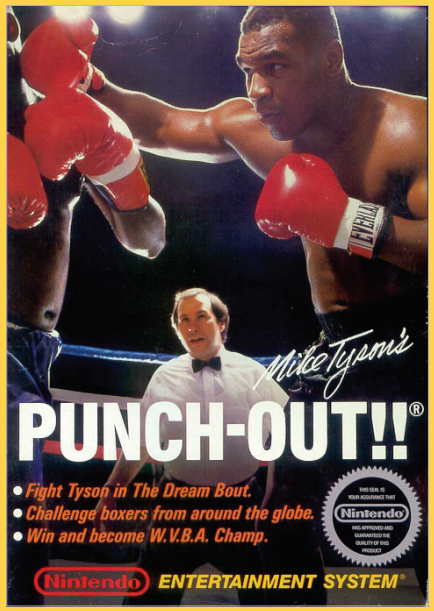
***MTPO* on an expansion card, which is installed directly onto the motherboard**



Get handy hints from the top screen



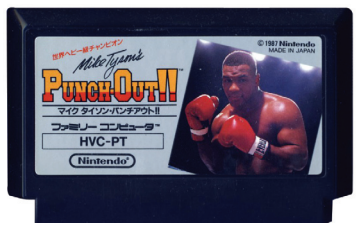
TITLE	Mike Tyson's Punch-Out!!
CART ID	NES-PT-USA
REGION	United States
PLATFORM	NES (NTSC)
RELEASED	1 October, 1987
CODE	19
SEAL	Round



1987

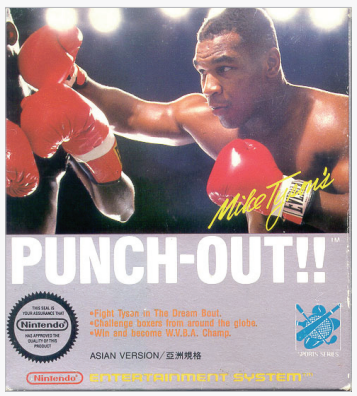
RELEASES

NES / FAMICOM



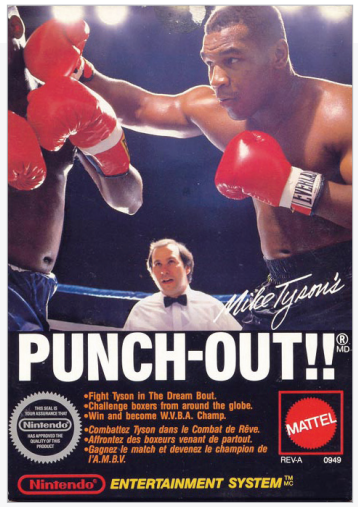
ASIA

CART ID	NES-PT-ASI
TV FORMAT	PAL
PLATFORM	NES
RELEASED	1987
CODE	
SEAL	



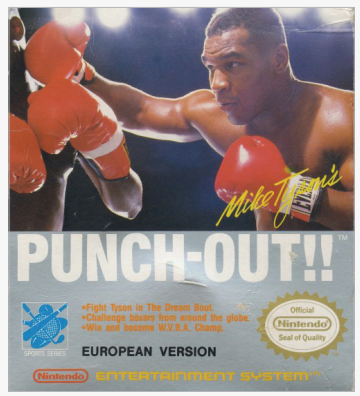
CANADA

CART ID	NES-PT-CAN
TV FORMAT	NTSC
PLATFORM	NES
RELEASED	Oct, 1987
CODE	12
SEAL	Round



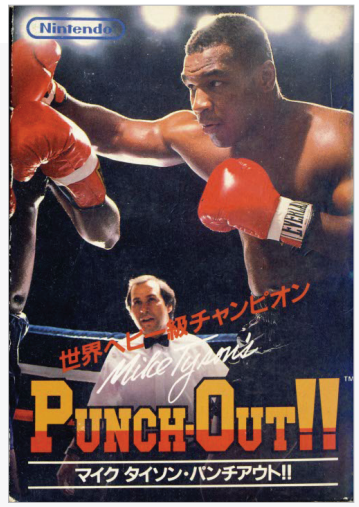
EUROPE

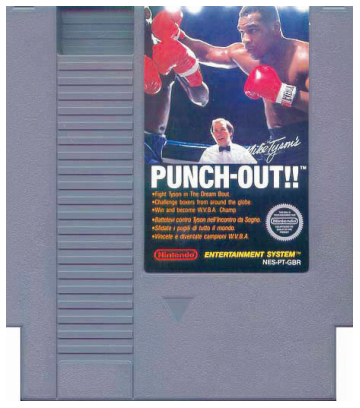
CART ID	NES-PT-EEC
TV FORMAT	PAL-B
PLATFORM	NES
RELEASED	15 Dec, 1987
CODE	11
SEAL	Oval (TM)



JAPAN

CART ID	HVC-PT
TV FORMAT	NTSC
PLATFORM	Famicom
RELEASED	21 Nov, 1987
CODE	00
SEAL	





SPAIN	
CART ID	NES-PT-ESP
TV FORMAT	PAL-B
PLATFORM	NES
RELEASED	15 Dec, 1987
CODE	11
SEAL	

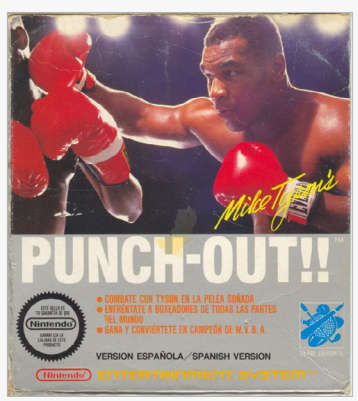
FRANCE	
CART ID	NES-PT-FRA
TV FORMAT	PAL
PLATFORM	NES
RELEASED	15 Dec, 1987
CODE	
SEAL	Oval

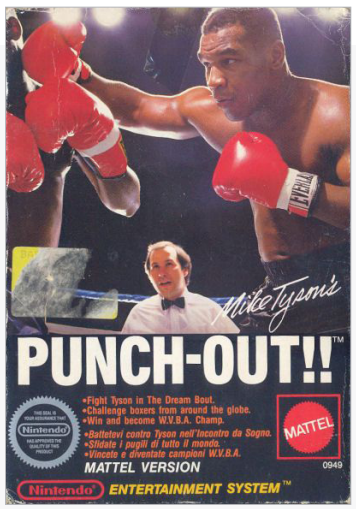
HONG KONG	
CART ID	NES-PT-HKG
TV FORMAT	PAL
PLATFORM	NES
RELEASED	1987
CODE	
SEAL	

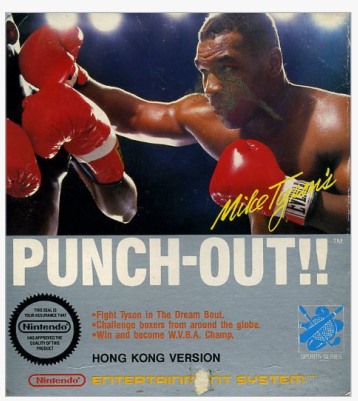
GREAT BRITAIN	
CART ID	NES-PT-GBR
TV FORMAT	PAL-A
PLATFORM	NES
RELEASED	1988
CODE	
SEAL	Round

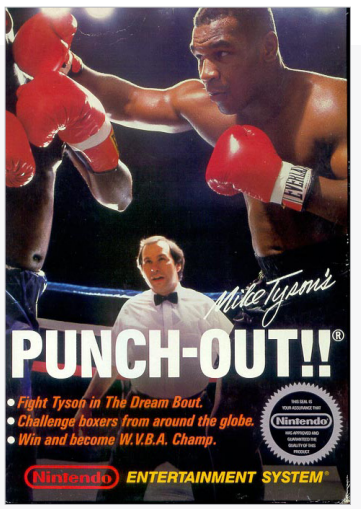
KOREA	
CART ID	NES-PT-KOR
TV FORMAT	NTSC
PLATFORM	NES
RELEASED	Jun, 1987
CODE	
SEAL	Round (Orig)

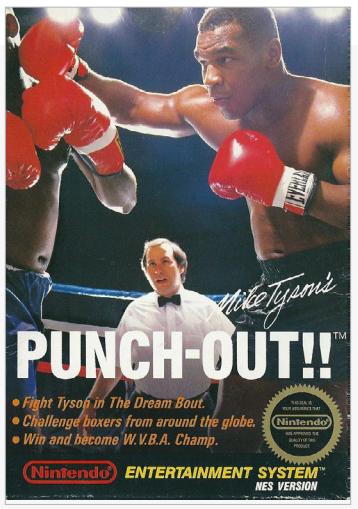
UNITED KINGDOM	
CART ID	NES-PT-UKV
TV FORMAT	PAL-A
PLATFORM	NES
RELEASED	15 Dec, 1987
CODE	
SEAL	



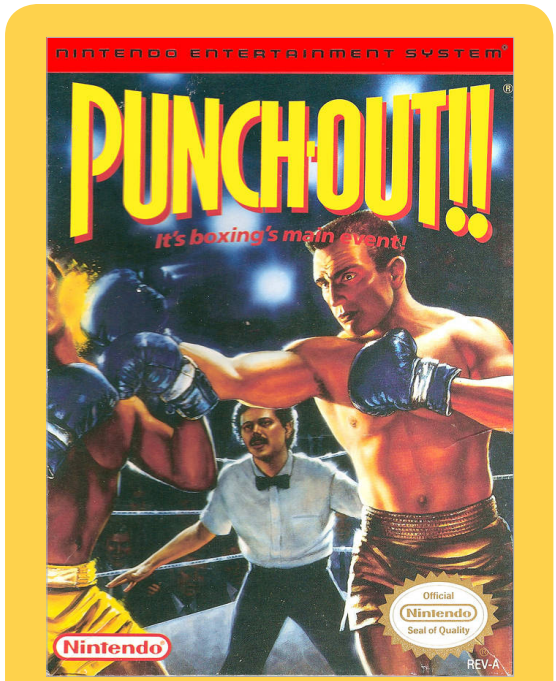








TITLE	Punch-Out!!
CART ID	NES-QP-USA
REGION	United States
PLATFORM	NES (NTSC)
RELEASED	1990
CODE	05
SEAL	Oval (R)



1990

RELEASES

NES

FRANCE

CART ID	NES-QP-FRA
TV FORMAT	PAL-B
PLATFORM	NES
RELEASED	1990
CODE	
SEAL	Round (Orig)

EUROPE

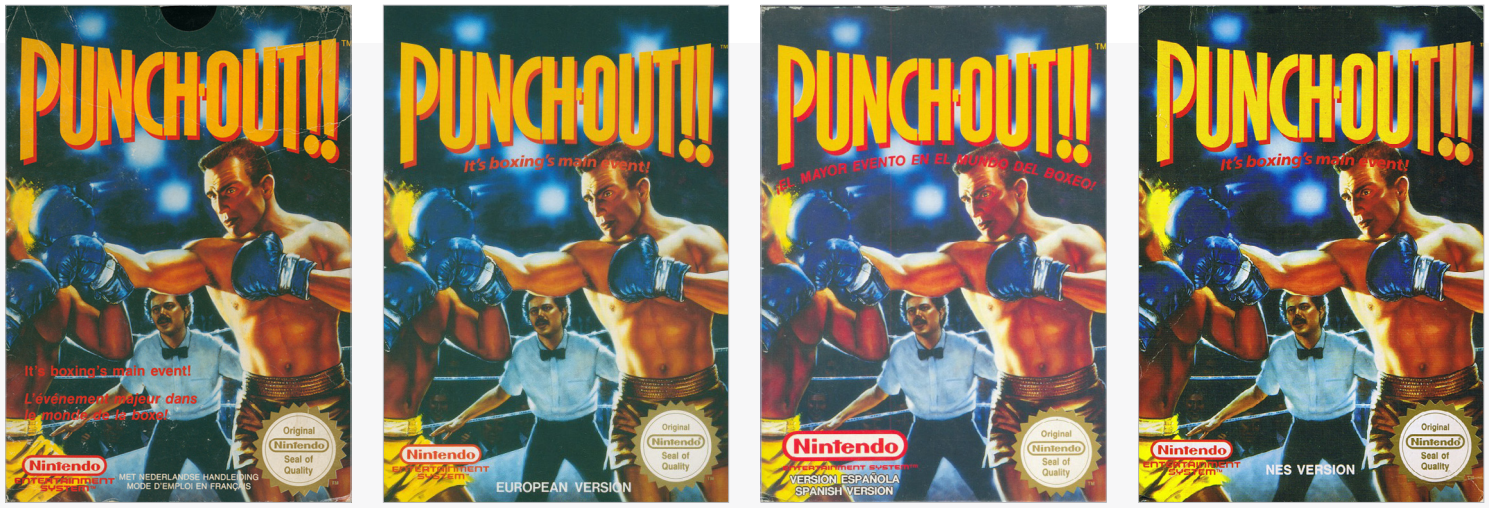
CART ID	NES-QP-NOE
TV FORMAT	PAL-B
PLATFORM	NES
RELEASED	1 Mar, 1990
CODE	21
SEAL	Round (Orig)

SPAIN

CART ID	NES-QP-ESP
TV FORMAT	PAL-B
PLATFORM	NES
RELEASED	1990
CODE	20
SEAL	Round (Orig)

UNITED KINGDOM

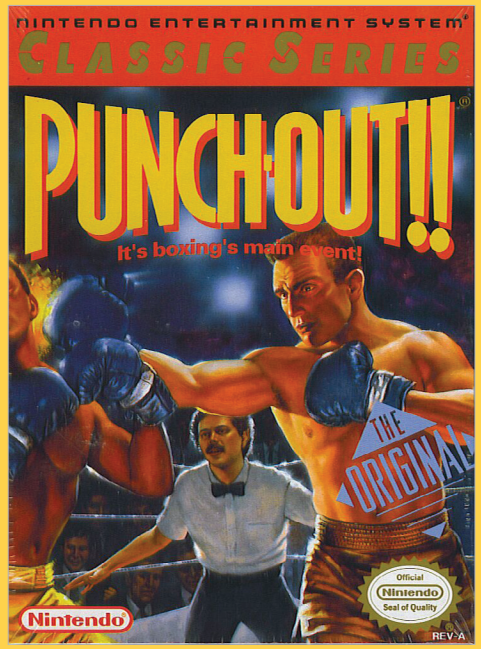
CART ID	NES-QP-UKV
TV FORMAT	PAL-A
PLATFORM	NES
RELEASED	1990
CODE	
SEAL	Round (Orig)



TITLE	Punch-Out!!
CART ID	NES-QP-USA-1
REGION	United States
PLATFORM	NES (NTSC)
RELEASED	1992
CODE	
SEAL	Oval (R)

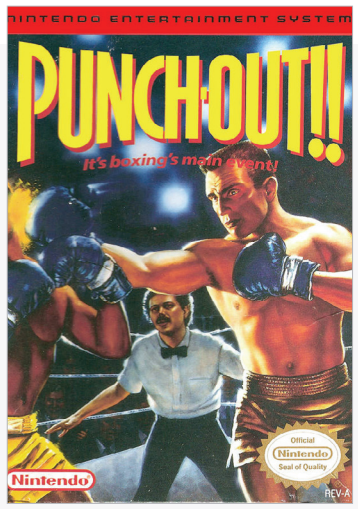
DID YOU KNOW?

Made by Falcon Soft for sale in Brazil, a pirated copy of *MTPO* with different cartridge and packaging was sold under the title *Knock-Out!!*.



CANADA

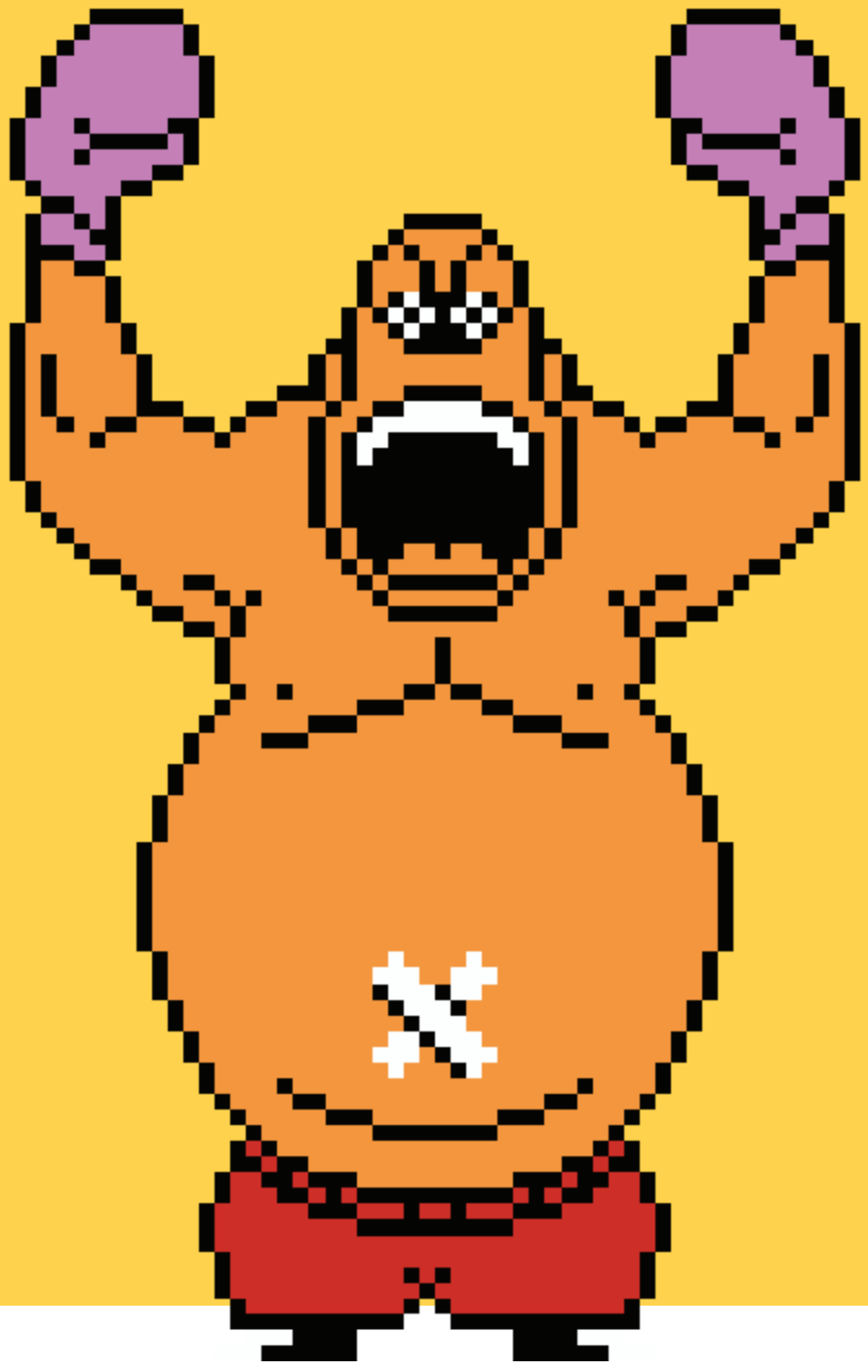
CART ID	NES-QP-CAN
TV FORMAT	NTSC
PLATFORM	NES
RELEASED	1990
CODE	
SEAL	Oval (R)



DID YOU KNOW?

An early prototype cover of *Mike Tyson Punch-Out!!* (notice the missing 's') shows a scene from Tyson's 1986 Title Fight against Trevor Berbick.

1992



04

CHARACTERS

LITTLE

MAC

RANKED:
#3
MINOR CIRCUIT

RECORD: 0-0 / 0 KO

ORIGIN: BRONX, NEW YORK | U.S.A. | AGE: 17
WEIGHT: 107 LBS.

"I'm tired, Doc!"

"I can't win Doc!"

"Big mouth?"

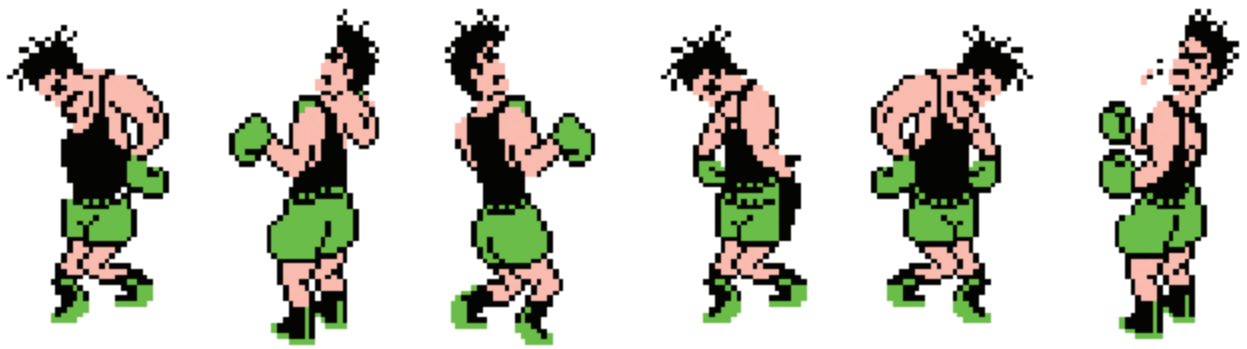
"He has hurt me, Doc!"

"Weakness?"

"Come on Doc! Teach me more...!"

"His defense is too tough, Doc!"

"Help Doc!"



"A 17-year-old fighter from the Bronx in New York. He loves nothing better than a tough challenge. He met 200 different trainers and was rejected 200 times. It was not until he met Jerome 'Doc' Louis, a former heavyweight champion, that he began his journey to the top of the World Video Boxing Association."

Little Mac is the main character of the NES, SNES and Wii titles in the series. While his ethnicity is not officially known, he was portrayed by Italian-American professional boxer Paul Malignaggi in the Wii commercial.

Mac's signature move is a powerful jumping uppercut called the Star Punch; taught to him by his trainer Doc Louis.

Mac has made several appearances in other media including three stories in the *Nintendo Comics System* by Valiant Comics and in the prologue of the *Captain N* comic books. This suggests his stories are canonical to the *Captain N* continuity, although he never appeared in any of the actual stories.

He can also be seen briefly in the introduction to the *Captain N: The Game Master* television show, as a Hasbro action figure, an Applause action figure and on Topps trading cards.

Video game cameos include *Super Smash Bros. Brawl*, *Fight Night: Round 2*, *Captain Rainbow* and *WarioWare: Smooth Moves*.

He is voiced by Hisao Egawa in *Super Smash Bros. Brawl* and Matt Harty in *Punch-Out!!* (Wii).

Despite a different appearance, the virtual console and official website all state Little Mac is the protagonist of the SNES release.

According to Nintendo of America, the SNES title takes place after the events of the NES and Wii titles. Little Mac appears different because he has evolved since separating from Doc Louis, expanding his repertoire to include the Knockout Punch and Rapid Punch. In *Punch-Out!!* (Wii) he can transform into Giga Mac, a hulking powerhouse.

Nintendo Power listed Little Mac as their 11th favorite hero, stating that he taught gamers that more intimidating foes can be overcome by patience, persistence, and *"pattern recognition."*

Mac is listed at almost a foot taller at 5'7" in *Punch-Out!!* (Wii).

APPEARANCES

1. Mike Tyson's Punch-Out!! (NES)
2. Punch-Out!! (NES)
3. Super Punch-Out!! (SNES)
4. Super Smash Bros. Brawl (GC)
5. Fight Night: Round 2 (PS2)
6. Punch-Out!! (Wii)
7. Doc Louis' Punch-Out!! (Wii)
8. Captain Rainbow (Wii)
9. WarioWare: Smooth Moves (Wii)

“Fight!” *“TKO”*

“KO!” *“1..2..3..4..5..6..7..8..9..10”*

MARIO

APPEARANCES

1. Mike Tyson’s Punch-Out!! (NES)
2. Punch-Out!! (NES)
3. Over 200 other titles

As Nintendo’s mascot, Mario is arguably the most famous character in video game history. Mario has appeared in over 200 games selling over 210 million units, television shows, a live-action film, comics and a torrent of licensed merchandise. Created by Shigeru Miyamoto as Mr. Video, he was renamed Jumpman for his 1981 debut in *Donkey Kong*.

He played the role of a carpenter (due to the game taking place on a construction site) who must rescue his girlfriend (originally known as the Lady, but later named Pauline) from his pet ape, Donkey Kong.

Technical limitations at the time are responsible for Mario’s iconic look. Red overalls with a blue shirt created contrast with the background, a cap avoided animating hair, and the large nose and mustache removed the need to draw a mouth and facial expressions.

The 1982 sequel *Donkey Kong Jr.* saw Mario named for the first time and the 1983 game *Mario Bros.* introduced his brother Luigi and changed their professions to plumbers — in order to suit the sewer setting of the game.

The name Mario was inspired by Nintendo of America’s landlord Mario Segale. Cementing Mario’s place in history, the 1985 sequel *Super Mario Bros.* for the NES would be the best selling video game for over two decades, selling over 40 million copies.

Over the years Mario has starred in various genres: Pinball (*Mario Pinball Land*), puzzle (*Dr. Mario*), role playing (*Super Mario RPG*, *Paper Mario*), racing (*Mario Kart*), sports (*Mario Golf*, *Mario Tennis*, *Mario Superstar Baseball*, *Super Mario Strikers*, *Mario & Sonic at the Olympic Games*, *Mario Sports Mix*) and mini-games (*Mario Party*).

Cameo appearances include *MTPO* (referee), *The Legend of Zelda: A Link to the Past* (portrait), *The Legend of Zelda: Ocarina of Time* (portrait), *Metal Gear Solid: The Twin Snakes* (statue), *NBA Street V3* and *SSX on Tour* (playable character).

Nintendo never revealed Mario’s full name, stating only that it is not Mario Mario despite the implication of *Mario Bros.*, its use in the film, and information in the official guide *Mario and Luigi: Superstar Saga*.

According to the *MTPO* manual, Little Mac should be wary of Mario’s unfair decisions. The ending also implies Mario has a child (“Daddy, come back home!”)!

MIKE TYSON'S PUNCH-OUT!!

PUNCH-OUT!!

“Keep your guard up!”

“Stick and move, stick and move!”

“Dancin’ like a fly, bite like a mosquito!”

“Look for two types of spin punch! Watch him.”

“Join the Nintendo fun club today! Mac.”

“Hang in there, Mac!”

“Listen Mac!!” “Catch him off-guard to stun him!” “Then unload on him!”

“Don’t give up, Mac! Make him close his big mouth!”

“Mac! Watch his Bull Charge! Stand up to him!”

“One two, one two punch, Mac!”

“Listen Mac!!” “Give him a fast uppercut when he is stunned!”

“Watch his left!”

“Yes you can, Mac!”

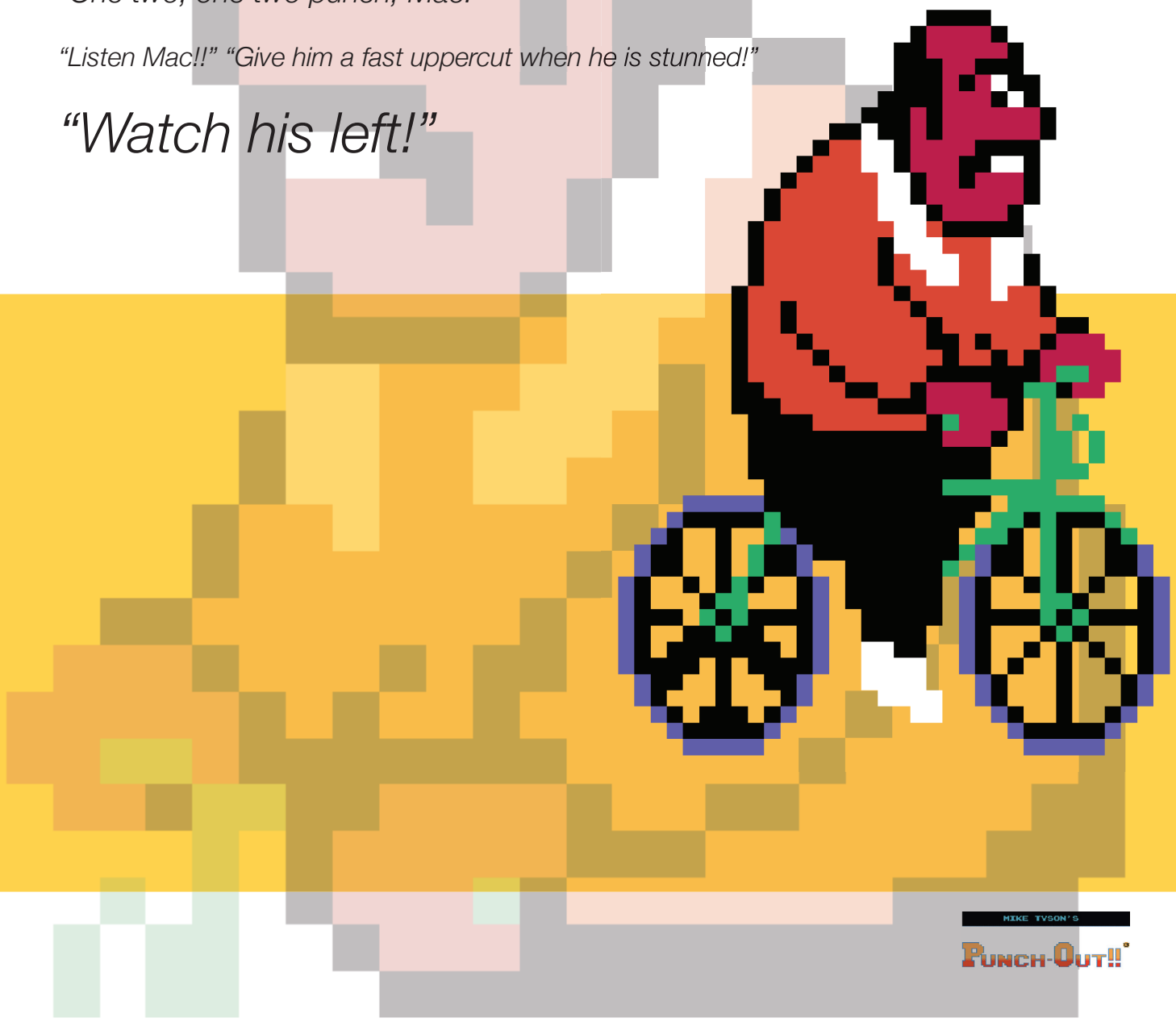
“Listen Mac!!” “Dodge his punch then counter-punch!”

“Put him away!”

“His father was a great magician in India.” “Don’t be charmed by his magic punches.”

“Don’t give up, Mac! Fight!!”

“Don’t give up, Mac! He has a weakness.....”



DOC LOUIS

“An ex-heavyweight who was a famous hard hitter in the U.S. around 1954.”

Little Mac’s trainer and coach, Jerome ‘Doc’ Louis provides Mac with ‘advice’ between rounds. He is also the creator of the Star Punch.

Doc Louis infamously plugs the *Nintendo Fun Club* randomly between rounds and in the Wii installment pays homage by mentioning the *Nintendo Fun Club* before correcting himself and referring to the up-to-date *Club Nintendo*.

He loves chocolate (*“What’s your favorite flower son? Mine’s chocolate!”*) and appears in several stories of the *Nintendo Comics System* by Valiant Comics where he is referred to as Doc ‘Lewis’.

Doc is voiced by Riley Inge.

APPEARANCES

1. Mike Tyson’s Punch-Out!! (NES)
2. Punch-Out!! (NES)
3. Punch-Out!! (Wii)
4. Doc Louis’ Punch-Out!! (Wii)

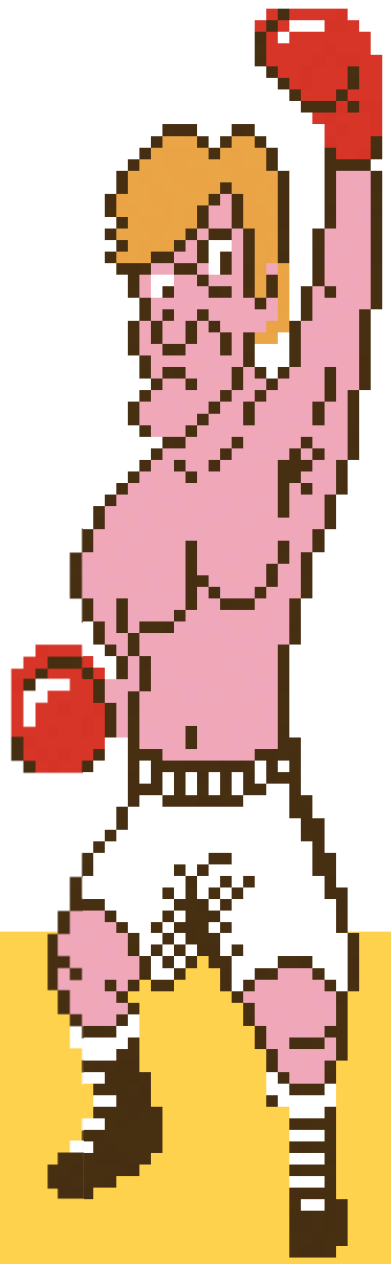
MIKE TYSON'S PUNCH-OUT!!

PUNCH-OUT!!

PUNCH-OUT!!

DOC LOUIS's PUNCH-OUT!!

GLASS JOE



RANKED:
#2
MINOR CIRCUIT

NICKNAME: GLASS JAW OF FRANCE

RECORD: 1–99 / 1KO

ORIGIN:
PARIS | FRANCE |

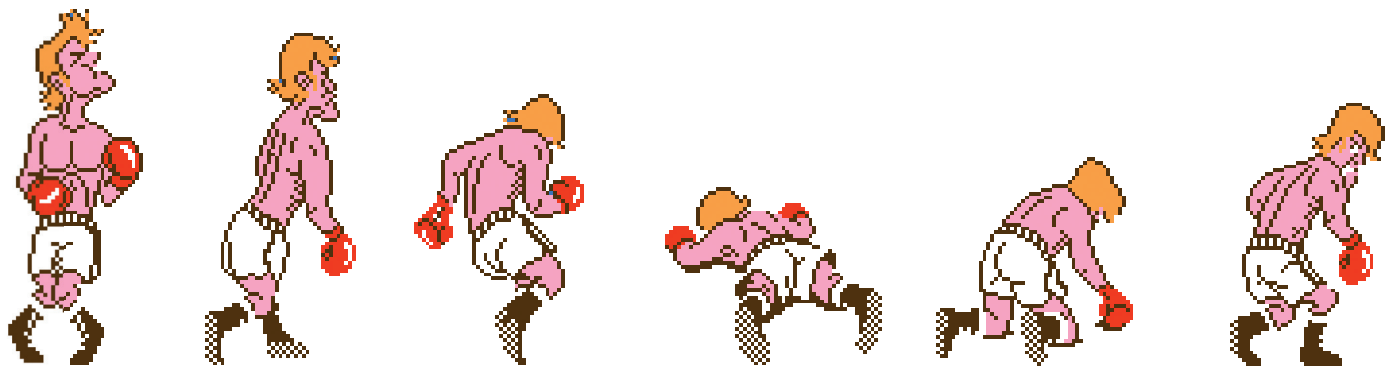
AGE: 38
WEIGHT: 110 LBS.

“This is my last match! I’m too old for fighting!”

“Make it quick... I want to retire!”

“Do I have time to take a nap before the fight?”

“Watch the jaw!! Don’t hit my jaw!”



France’s Glass Jaw is the first and easiest character to beat in any version of *Punch-Out!!* that he appears in. A stereotype of French people he is portrayed as weak and cowardly with an affinity for luxury, baguettes, croissants, coffee, French landmarks and a ‘Pepé Le Pew’ dialect. Glass Joe’s name has been used to describe failure or ineffectual characters.

Matching his weak physique, Glass Joe constantly complains about his pain between rounds. He can be heard complaining about such things as his gloves being too tight, being too old for fighting, his stomach hurting and most importantly about his weak jaw.

In *MTPO*, he asks if he has time to take a nap before the fight and is eager to retire. He also never dodges.

Originally designed by Shigeru Miyamoto for the arcade game, Makoto Wada for the NES and Eddie Visser for the Wii, he is portrayed by Christian Bernard in the Wii game.

His name was conceived by Genyo Takeda as a play on ‘glass jaw’, which is applicable to boxers who cannot take a punch.

His merchandise appearances include a Hasbro action figure, Topps trading card, garbage can, *Nintendo Comics System* comic *The First Fight* and a cameo appearance in the *Captain N* comic *The Happy Zone*.

He also featured on the promotional flyer for the original *Punch-Out!!* (Arcade) and made an appearance in the episode *Videolympics* of the *Captain N: The Game Master* television show, where he is seen boxing his own shadow and losing!

According to the *Official Nintendo Magazine* his solitary win was against the (most unlikely) Nick Bruiser, who is listed as having no losses.

In the original *Punch-Out!!* (Arcade) he is a palette swap of Kid Quick, while in *MTPO* he is a swap of Don Flamenco. The theme music played for Glass Joe is taken from *La Marseillaise* — the national anthem of France.

While making no appearance in *Super Punch-Out!!* (SNES), he is mentioned as having trained Gabby Jay — the weakest fighter in the game. Gabby Jay’s only win came at the hands of Glass Joe. Both are very similar in that they are both French, the first opponent, weak, have identical weights, identical boxing records and share the same initials.

Nintendo Power listed him as one of the *“greatest punching bags in Nintendo history,” GamesRadar* listed him as one of the *13 Unluckiest Videogame Bastards*, *UGO Networks* listed the fight with him as the 15th greatest NES moment and *GamePro* listed him as the 11th skinniest video game character.

In *Punch-Out!!* (Wii), Little Mac can obtain protective headgear similar to Glass Joe’s by suffering 100 defeats. It is the first game in the series where he speaks French and croissants fly out when knocked out!

APPEARANCES

1. Punch-Out!! (Arcade)
2. Mike Tyson’s Punch-Out!! (NES)
3. Punch-Out!! (NES)
4. Punch-Out!! (Wii)

VON

KAISE

RANKED:

#1

MINOR CIRCUIT

NICKNAME: GERMAN STEEL MACHINE

RECORD: 23-13 / 10 KO

ORIGIN:
BERLIN | GERMANY |

AGE: 28
WEIGHT: 144 LBS.

“Surrender! Or I will conquer you!”

“I will teach you a lesson. You will fall down!”

“I was a boxing teacher... at the military academy!”

“Your punch is soft... just like your heart!”

The German Steel Machine is a militant boxer and teacher at a military academy. A stereotype of German people, he is portrayed as militaristic (*“Surrender! Or I will conquer you!”*), goose-stepping and obsessed with victory. In *Punch-Out!!* (Wii), he suffers emotional trauma from a beating by a group of children during one of his boxing classes — calling to his mother while being attacked.

Originally designed by Makoto Wada then Eddie Visser for the Wii, he is voiced by Horst Laxton.

His theme music is from the classical composition *Ride of the Valkyries*.

Kaiser has featured as a Hasbro action figure and Topps trading card.

In *MTPO* he is a palette swap of Great Tiger and one of two fighters who will go down — irrespective of stamina — from repeatedly alternating jabs after a missed uppercut.

In *Punch-Out!!* (Wii) he mostly speaks German, introduces himself as a Kampfmachine (‘Battle Machine’) and is the only fighter with a KO attack impossible to counter — referred to by fans as the *The Von Kaiser Wave* after a *King of Fighters* move by Wolfgang Krauser.

Interestingly, on the Wii he is ranked below Disco Kid even though he has a better record!

APPEARANCES

1. Mike Tyson’s Punch-Out!! (NES)
2. Punch-Out!! (NES)
3. Punch-Out!! (Wii)

PISTON

HONDA

MINOR CIRCUIT CHAMP

RANKED:
#5
WORLD CIRCUIT

NICKNAME: HONDA TURBO

RECORD: 26-1 / 18 KO

ORIGIN:
TOKYO | JAPAN |

AGE: 28
WEIGHT: 174 LBS.

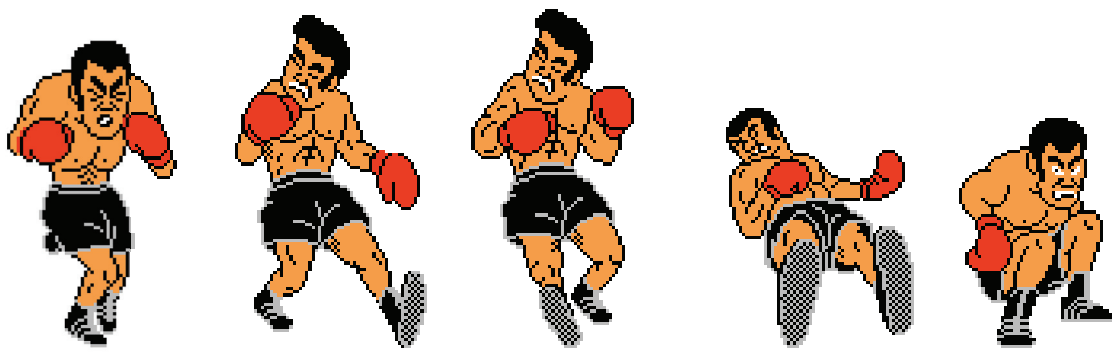
“I’ll give you a TKO from Tokyo!”

“Where is the NHK TV camera? Hello, Tokyo!”

“You should wear a helmet when you fight me!”

“I still remember our first fight. Now I’m gonna make you pay back, Banzai!!”

“Sushi, Kamikaze, Fujiyama, Nipponichi…”



Later renamed to Piston Hondo as a preventative measure to avoid legal issues with the Honda car company, he possesses a similar fighting style to Piston Hurricane from the original arcade game.

A Japanese stereotype he has a high sense of honor, Samurai skills, bows frequently and babbles random Japanese (*“Sushi, Kamikaze, Fujiyama, Nipponichi”*).

Originally designed by Makoto Wada then Eddie Visser, he is voiced by Kenji Takahashi.

Honda featured on a Topps trading card, as a Hasbro action figure and in the *Nintendo Comics System* comic *Outsiders*. In the comic he boxes to raise money for the poor.

In *MTPO* he is a palette swap of Mike Tyson and one of three NES opponents Mac fights twice.

His theme music is from the Japanese folk song, *Sakura*.

In *Punch-Out* (Wii) he only speaks Japanese and sushi floats around his head when dizzy.

The Virtual Console version replaces NHK, a broadcasting company in Japan, with *“my camera crew.”*

APPEARANCES

1. Mike Tyson’s Punch-Out!! (NES)
2. Punch-Out!! (NES)
3. Punch-Out!! (Wii)

MIKE TYSON'S PUNCH-OUT!!

PUNCH-OUT!!

PUNCH-OUT!!

DON

FLAMENCO

#3 MAJOR CIRCUIT

RANKED:
#2
WORLD CIRCUIT

NICKNAME: RED ROSE OF SPAIN

RECORD: 22-3 / 9 KO

ORIGIN:
MADRID | SPAIN |

AGE: 23
WEIGHT: 152 LBS.

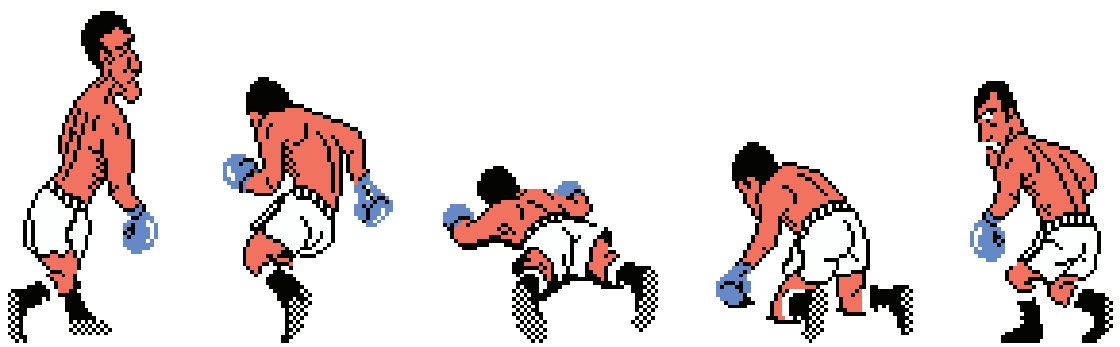
“People like my hair. Don’t mess my hair!”

Hey! Mr. Referee Mario. I like your hair!”

“Flamenco strikes back!! Return of Don!”

“I’m a beautiful fighter. I have such a style!”

“Carmen my love... I dance so sweet for you!”



A stereotypical Spaniard, Don is a vain and flamboyant matador who is never without a rose. He has an obsession with women and good looks — drawing comparisons with Vega from *Street Fighter II*. He has a lady named Carmen and speaks Castellano Spanish.

He is one of three opponents that appear twice in the NES version.

For every appearance in the series, he is always the fighter that can be defeated the fastest — as little as 15 seconds in his first appearance on the NES!

Along with Von Kaiser, he can be knocked down, regardless of stamina, from alternating jabs after a missed uppercut.

Designed by Makoto Wada then Eddie Visser and voiced by Juan Amador Pulido, he is a palette swap of Glass Joe. Don is the only fighter who will wait for you to attack so that he can counterattack.

In the Wii version he wears a toupee that, when knocked off, sends him into a rage. It is possible to punch Flamenco’s toupee into pieces in Title Defense Mode. When defeated he smells a wilting rose before falling to the floor. He will lay a rose on Mac when he wins.

He has featured on a Topps trading card and his opening music is from the overture of Bizet’s opera, *Carmen*.

APPEARANCES

1. Mike Tyson’s Punch-Out!! (NES)
2. Punch-Out!! (NES)
3. Punch-Out!! (Wii)

KING

HIPPO

RANKED:

#2

MAJOR CIRCUIT

NICKNAME: GREAT CHIEF OF THE SOUTH ISLAND

RECORD: 18-9 / 18 KO

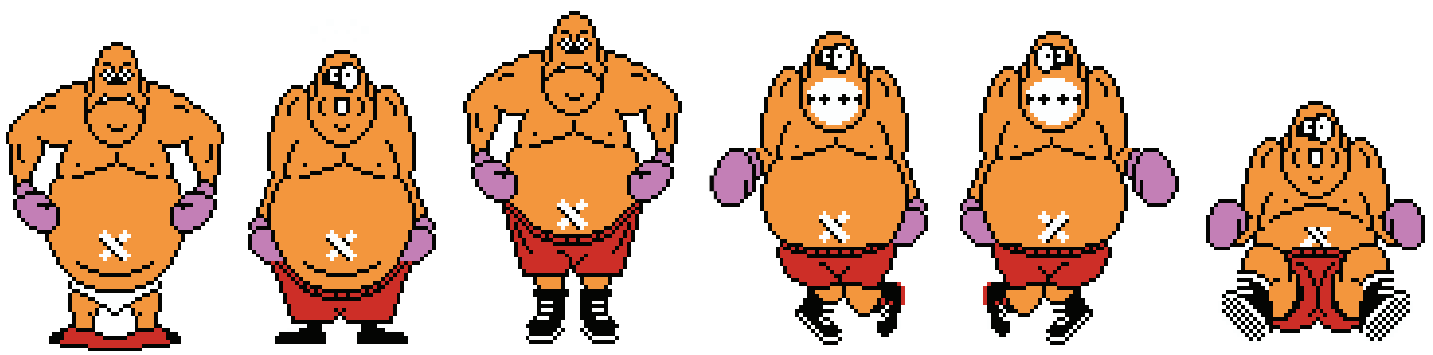
ORIGIN:
HIPPO ISLAND | SOUTH PACIFIC | AGE: ??
WEIGHT: ??

“I feel like eating. After I win, lets go to lunch! Ha Ha Ha!”

“Do you like my new trunks? They are size XXX Large! Ha Ha Ha!”

“I have my weakness. But I won’t tell you! Ha Ha Ha!”

“Ha Ha Ha! I’m the king! Ha Ha Ha!”



From the fictional Hippo Island and with a name derived from a hippopotamus, the Tropical Chief was designed by M. Wada as a less detailed version of Bear Hugger.

A racial stereotype of Islanders, he is obese and savage. The only opponent who does not get up after a knockdown (making him impossible to TKO), he also never gives up a star and has no palette swap.

King Hippo appeared on the NBC Saturday morning cartoon *Captain N: The Game Master* as one of Mother Brain’s bumbling henchmen along with Eggplant Wizard from *Kid Icarus*. Together they formed part of *The League of Darkness*. In the cartoon he is voiced by Gary Chalk and has blue skin!

King Hippo also appeared in the comic books based on the *Captain N* series, as a Hasbro action figure, an Applause action figure and on Topps trading cards.

He makes a cameo appearance in the *Scott Pilgrim & The Infinite Sadness* comic book written and illustrated by *Girly* creator, Josh Lesnick.

Promotional merchandise for *Punch-Out!!* (Wii) includes a desktop punching bag and replica of King Hippo’s crown and boxer shorts.

He is ranked as the 10th best Nintendo character ever by *GameDaily* and 64th best video game villain by *IGN*. *1UP* listed Hippo as the 4th best fat guy in video games and 3rd worst dressed video game character.

In *Punch-Out!!* (Wii) he is illustrated by Eddie Visser and voiced by Scott McFadyen — even though he only makes grunting noises.

In a commercial, Little Mac states he lost his title to King Hippo in 1989.

Although his height and weight are a mystery, he is shorter than Soda Popinski (6”6’ or 198cm) and seemingly heavier than Bear Hugger. He is estimated to be 40 years old and weighing 659 lbs (298 kilograms).

APPEARANCES

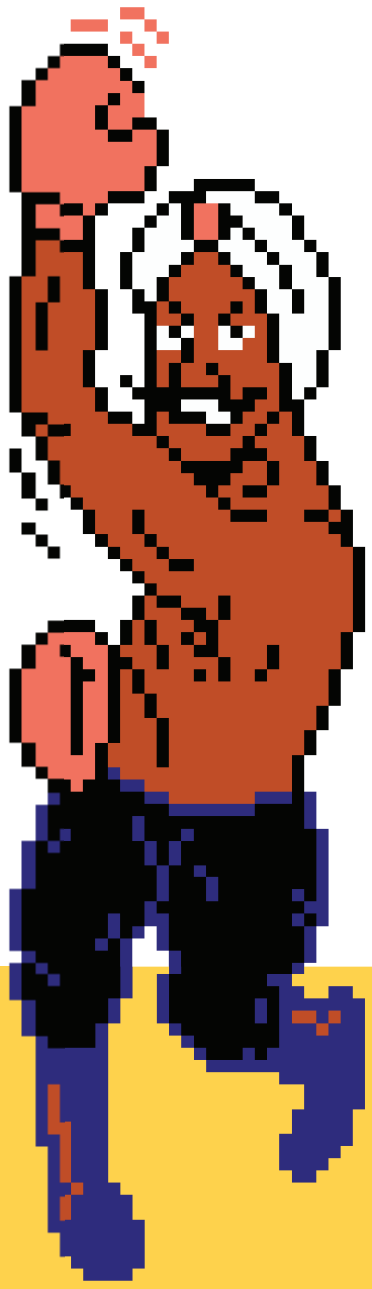
1. Mike Tyson’s Punch-Out!! (NES)
2. Punch-Out!! (NES)
3. Punch-Out!! (Wii)

MIKE TYSON'S PUNCH-OUT!!

PUNCH-OUT!!

PUNCH-OUT!!

GREAT TIGER



RANKED:
#1
MAJOR CIRCUIT

NICKNAME: GREAT MAGICIAN OF INDIA

RECORD: 24–5 / 3 KO

ORIGIN:
BOMBAY | INDIA |

AGE: 29
WEIGHT: 132 LBS.

“A kitten is no match for a tiger!”

“So a pussycat wants to fight a tiger?”

“I have purred long enough! Now hear me roar!”

“Beware of my tiger punch!”

An Indian stereotype, he wears a turban, tiger-print pants, lives in a house resembling the Taj Mahal and has the skin of a Bengal tiger in his corner. He also possesses mystical powers such as a magic carpet and the ability to teleport.

Originally designed by Makoto Wada and subsequently illustrated by Eddie Visser, he is voiced by Sumit Seru for the Wii.

Tiger features on a Topps trading card and as a Hasbro action figure.

He is a palette swap of Von Kaiser, never dodges an attack, and is one of two opponents that cannot be KO’ed (the first Bald Bull fight being the other).

Between rounds Doc Louis mentions that the source of Great Tiger’s magic is his father — an established magician in India.

Along with Von Kaiser and Super Macho Man, his music is an excerpt from the classical composition *Ride of the Valkyries* but, uniquely, the music is only played at the beginning of the second and third rounds!

In *Punch-Out!!* (Wii) he speaks in Sanskrit dialect and his Exhibition Mode music is performed by successful Punjab artist, Daler Mehndi.

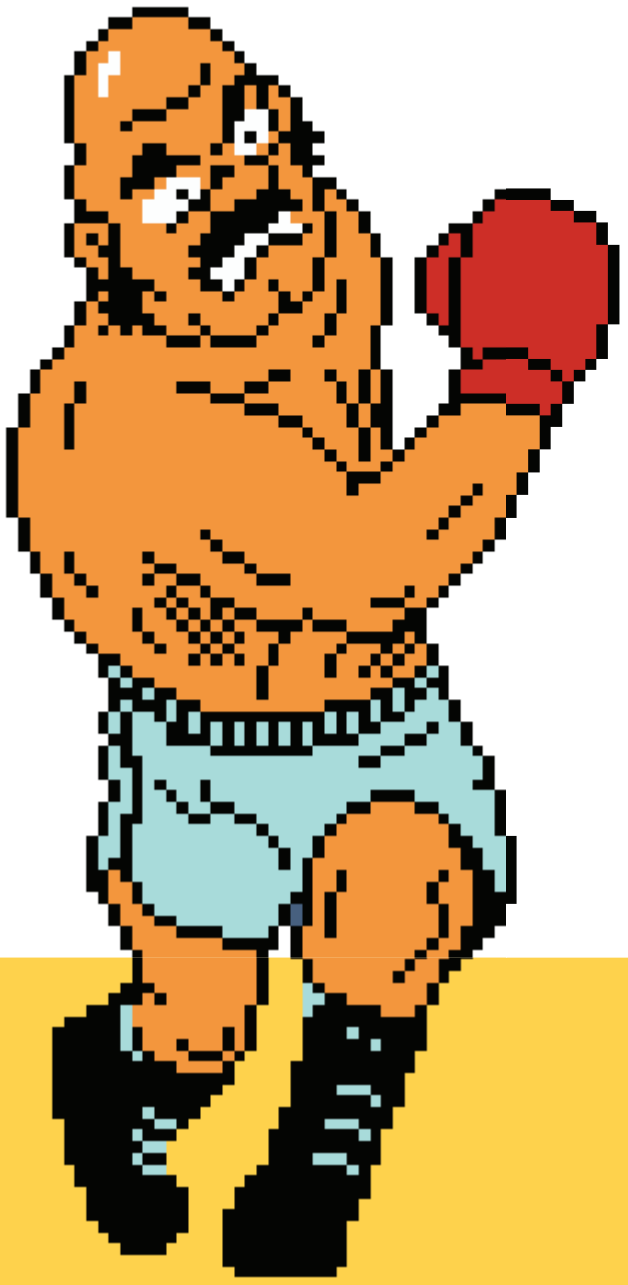
His birthplace changes between games reflecting the renaming of Bombay to Mumbai.

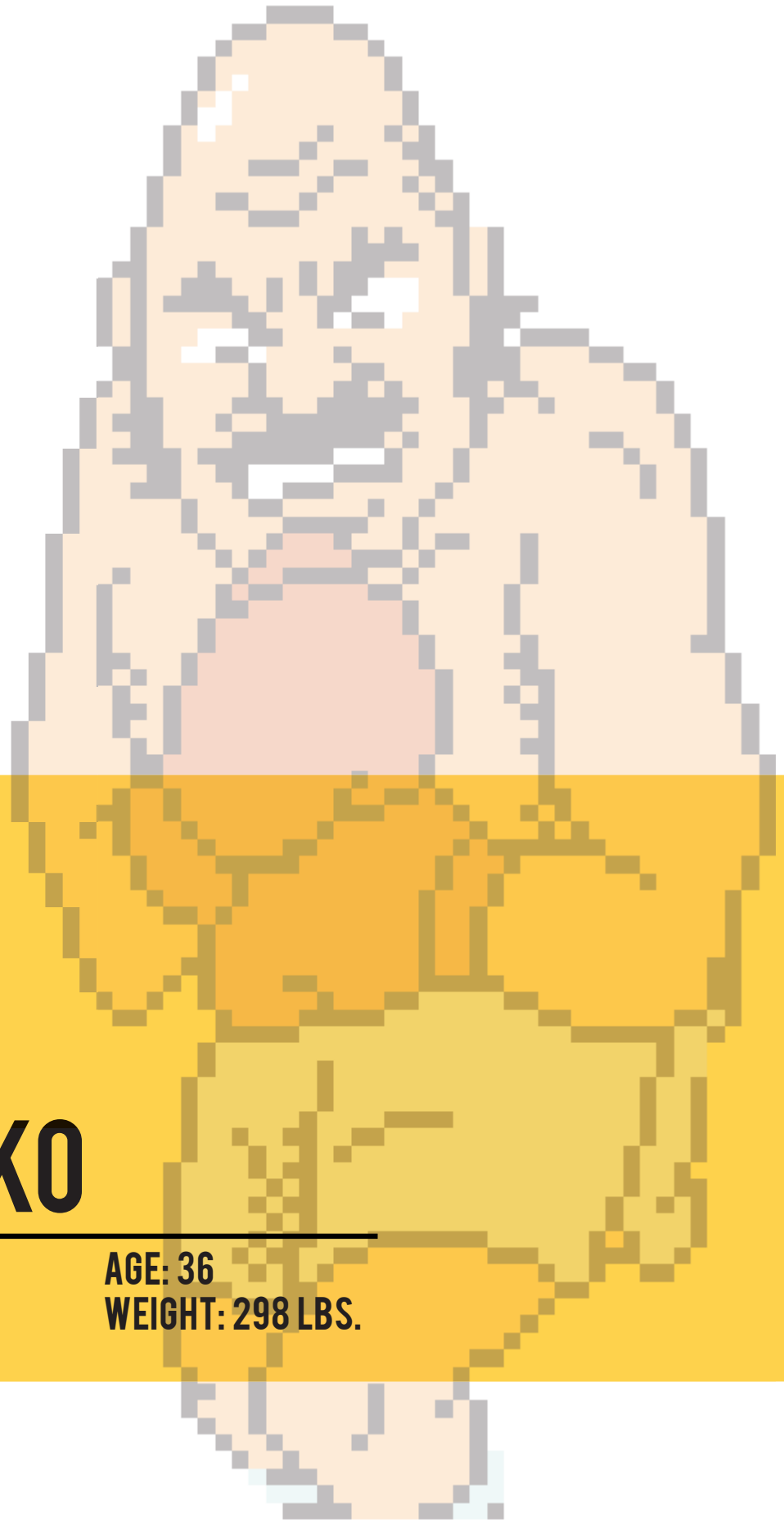
In the original arcade game he is a clone of Piston Hurricane with a variation of the *Hurricane Rush*.

APPEARANCES

1. Super Punch-Out!! (Arcade)
2. Mike Tyson’s Punch-Out!! (NES)
3. Punch-Out!! (NES)
4. Punch-Out!! (Wii)

BALD BULL





MAJOR CIRCUIT CHAMP

RANKED:
#3
WORLD CIRCUIT

NICKNAME: CRAZY BUCKING BULL

RECORD: 34-4 / 29 KO

ORIGIN:
ISTANBUL | TURKEY |

AGE: 36
WEIGHT: 298 LBS.

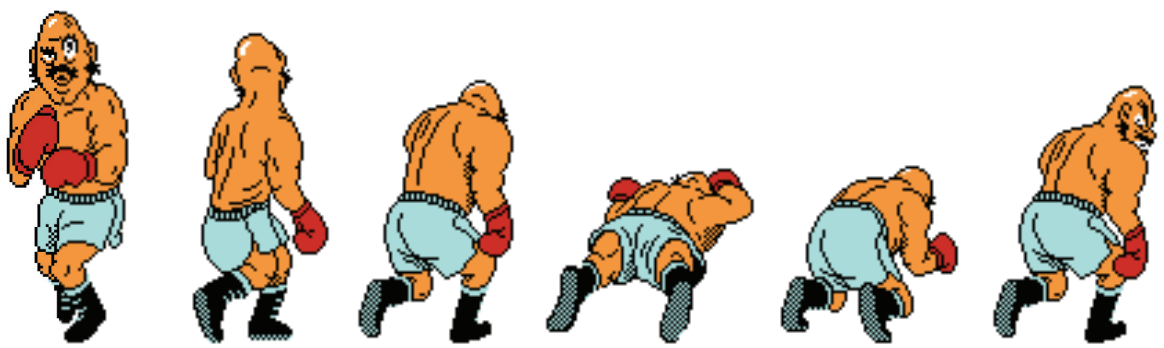
“This time I’m gonna charge right over you.”

“My barber didn’t know when to quit... Do you?”

“Doc can’t help you now. Will you beg me for help?”

“Zip your lip, Doc! Little Mac is mine now!”

“Hey! Little Mac! Maybe Doc should throw you a towel!”



The most recurring opponent throughout the series, Reckless Bald Bull is famous for his instant knockdown *Bull Charge*.

He is one of three opponents that appear twice in the NES version.

With a name derived from Istanbul, he is a stereotype of Turkish people by having a short temper and being Muslim (*“Allah akbar”* or *“God is great”*).

He appears on the cover of *Punch-Out!!* (Arcade), *Punch-Out!!* (Special) and *Super Punch-Out!!* (SNES).

Bull is the heaviest listed opponent, the only fighter who can get up on a 9 count (second fight), the only opponent who is not knocked out when his stamina reaches zero, has the highest attainable points score, and along with Great Tiger, cannot be KO’ed (first fight).

He also specifically calls out to Doc Louis in both the NES and Wii games, implying a prior history. Originally designed by Shigeru Miyamoto for the arcade then Makoto Wada and finally Eddie Visser for the Wii, where he is voiced by Erse Yagan.

He has appeared as a Hasbro action figure and on a Topps trading card.

In all the 2D *Punch-Out!!* titles, Bull is a palette swap of Mr. Sandman.

In *Punch-Out!!* (Wii) he is the only boxer who does not go airborne when knocked out and will not go down when his heath reaches zero.

In Title Defense Mode a cow can be heard if a star punch is thrown before Bald Bull can attack.

In the spin-off, *Arm Wrestling*, Bald Bull appears disguised as Mask X. The only way to defeat him is to pull off his mask (*“Wow!! Bald Bull!!”*). Although illegal, Mask X will use a version of the *Bull Charge* to headbutt the player. The Wii version pays homage when Doc Louis asks Little Mac if he can beat Bald Bull in arm wrestling instead of boxing!

After 22 years, Makoto Wada revealed a secret to timing a successful *Bull Charge* counterattack — a camera flash in the crowd.

GameDaily ranked Bald Bull as the 5th best ‘baldy’ in video games. In the *Family Guy* episode *Not All Dogs Go To Heaven*, Peter Griffin mentions that he has been stuck on Bald Bull for 4 years.

APPEARANCES

1. Punch-Out!! (Arcade)
2. Arm Wrestling (Arcade)
3. Mike Tyson’s Punch-Out!! (NES)
4. Punch-Out!! (NES)
5. Super Punch-Out!! (SNES)
6. Punch-Out!! (Wii)

SODA

POPINSKI

RANKED:
#4
WORLD CIRCUIT

NICKNAME: RUSSIAN MONSTER

RECORD: 33-2 / 24 KO

ORIGIN:
MOSCOW | U.S.S.R. |

AGE: 35
WEIGHT: 237 LBS.

“I can’t drive, so I’m gonna walk all over you!”

“Would you like some punch to drink? Ha, ha, ha!”

“After you lose, we’ll drink to your health! Ha, ha, ha!”

“I drink to prepare for a fight. Tonight I am very prepared!”

“I’m going to make you feel punch drunk!”

Originally known as Vodka Drunkenski before being renamed to avoid controversy in a game marketed to children. His affinity for vodka was replaced with soda, yet some of his quotes still suggest he consumes alcohol.

A Soviet stereotype, he wears military red, enjoys cold weather, drinks excessively and dances the Kozachok. While his country of origin was originally the USSR, this was later changed to Russia after the dissolution of the Soviet Union.

Designed by Makoto Wada then Eddie Visser, he is voiced by Ihor Mota.

A palette swap of Super Macho Man, his theme music is from the Russian folk song *The Volga Boatmen’s Song*.

Soda features on a Topps trading card.

The only left handed fighter, he is also the tallest.

In the game *Frank Bruno’s Boxing*, he was again renamed to Andra Puncharedov.

His infamous laugh is also used by Bald Bull and Mr. Sandman and was also used in the game over sequence of *Zelda II: The Adventure of Link*.

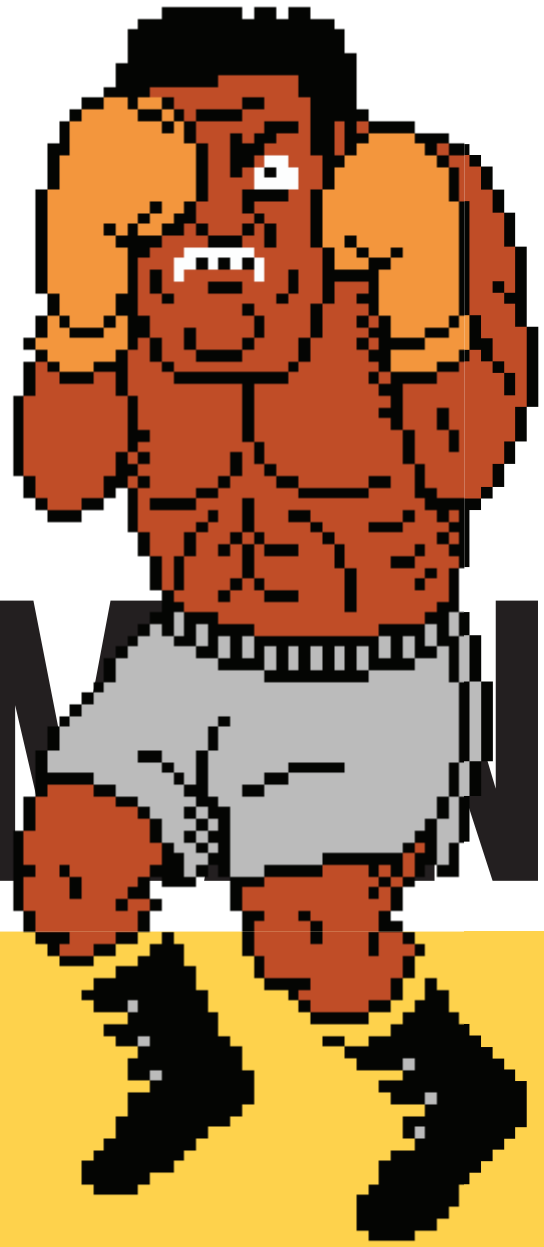
In *Punch-Out!!* (Wii) he is the only opponent with two ways of obtaining stars using uppercuts, as well as being the only opponent to heal mid-round. In Title Defense Mode Soda Popinski cannot be knocked out.

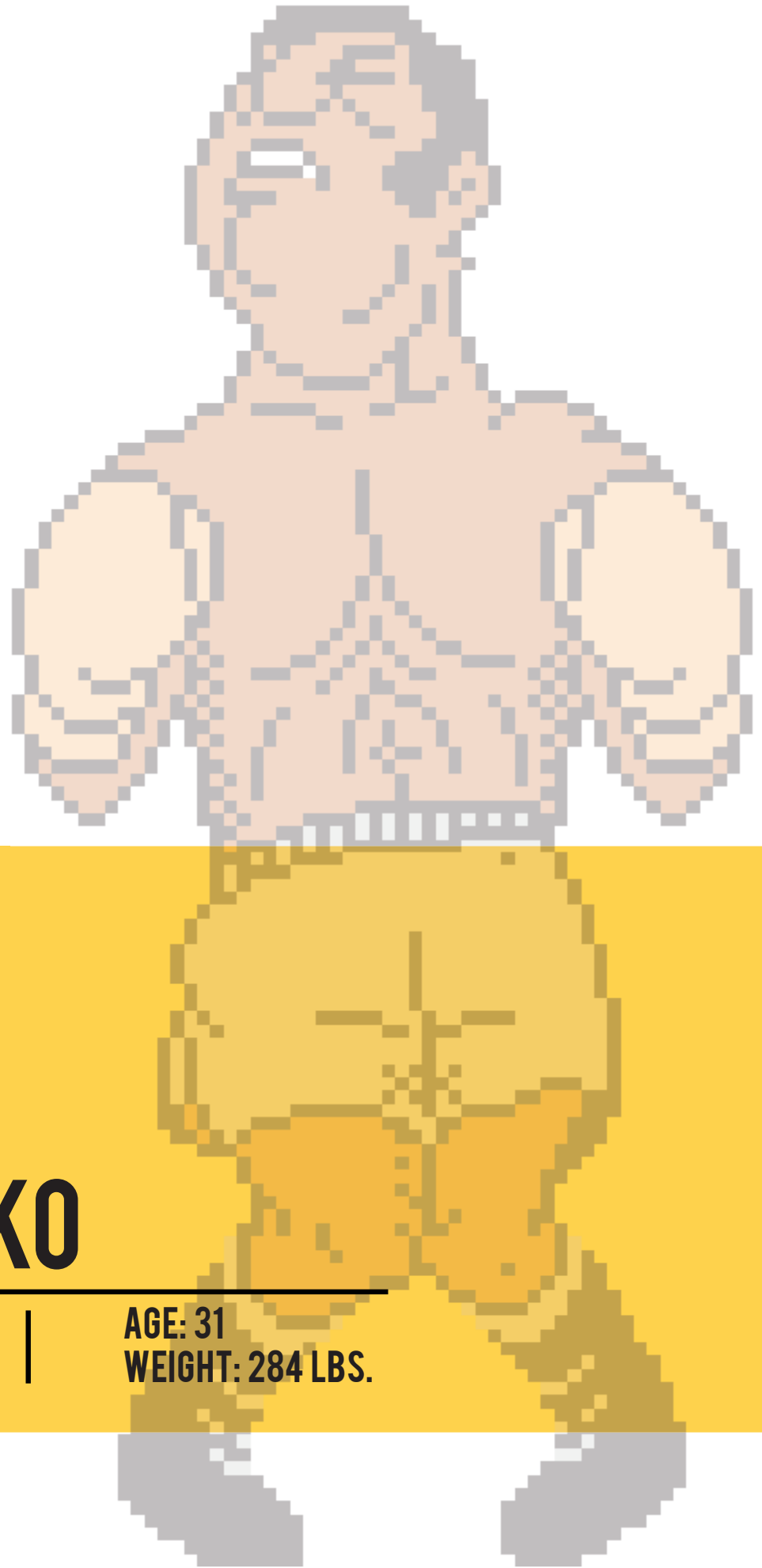
APPEARANCES

1. Super Punch-Out!! (Arcade)
2. Mike Tyson’s Punch-Out!! (NES)
3. Punch-Out!! (NES)
4. Punch-Out!! (Wii)

MR.

SANDMAN





RANKED:
#1
WORLD CIRCUIT

NICKNAME: BLACK HEAVY TANK

RECORD: 27–2 / 21 KO

ORIGIN: PHILLY
PENNSYLVANIA | U.S.A. |

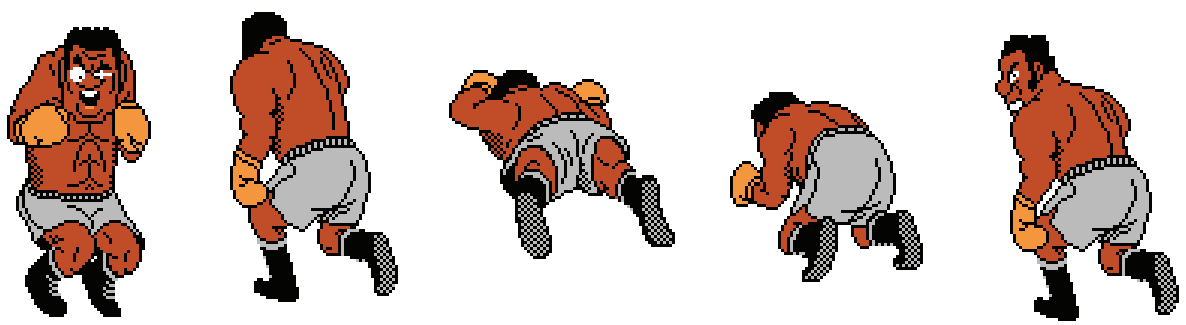
AGE: 31
WEIGHT: 284 LBS.

“Hey! Mac baby... Say goodnight!”

“Welcome to dreamland baby!”

“I think you’re gonna have a nightmare tonight!”

“Bedtime for Little Mac!”



An African-American boxer and original WVBA champion, his name relates to sending his opponents to sleep by knockout.

Mr. Sandman is noted for having no major stereotypes and is instead similar to professional boxer, Joe Frazier, who also hails from Philadelphia.

First created by Shigeru Miyamoto then Makoto Wada and finally Eddie Visser for the Wii, he is voiced by Riley Inge (same as Doc Louis).

In each 2D title he is a palette swap of Bald Bull and shares his laugh.

He features on a Topps trading card.

In the Wii version he is the only opponent who can dodge a star uppercut while stunned. In Title Defense Mode, his wink uppercut is reminiscent of Mike Tyson.

Oddly, he shares a number of coincidences with the number 13: ‘Mister Sandman’ has 13 letters, he is the 13th opponent in Contender and Title Defense Mode, Little Mac starts with 13 hearts of stamina in both fights, Mr. Sandman’s introduction has 13 frames and he is (reversed) 31 years old with 31 previous fights.

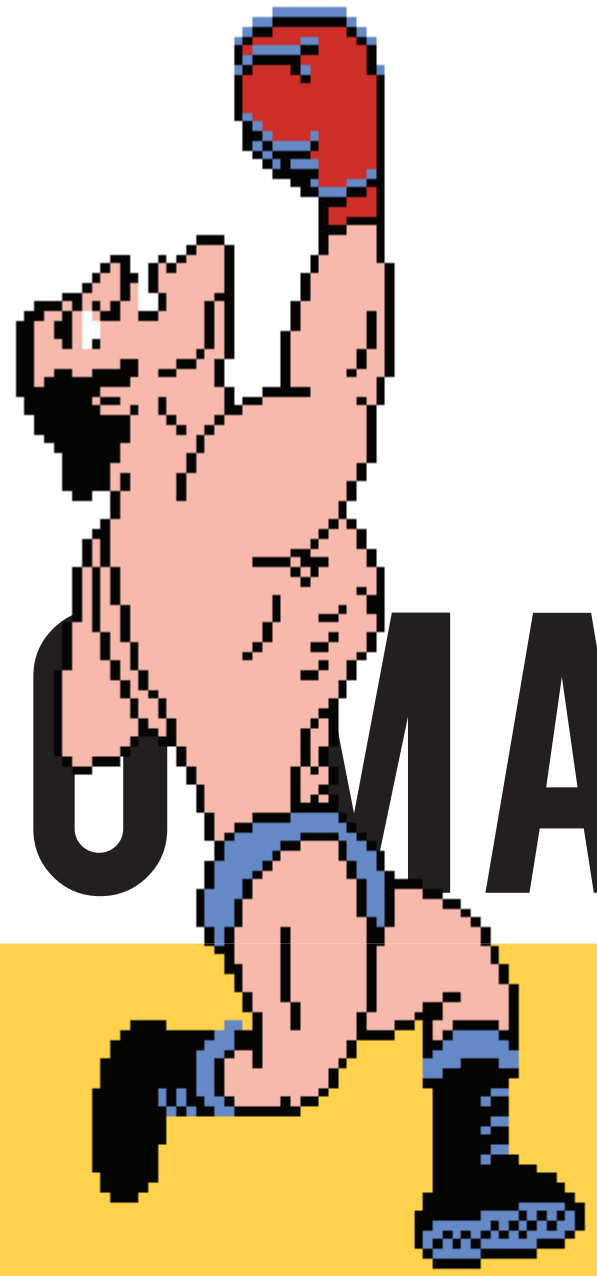
There is inconsistency surrounding his age and record. While most games state his age as 31, *Super Punch-Out!!* (SNES) displays it as 28 — and even more confusingly, the instruction booklet lists him as 30!

APPEARANCES

1. Punch-Out!! (Arcade)
2. Mike Tyson’s Punch-Out!! (NES)
3. Punch-Out!! (NES)
4. Super Punch-Out!! (SNES)
5. Punch-Out!! (Wii)

SUPER

MACHO MAN



RANKED: #1 WORLD CIRCUIT CHAMP

NICKNAME: HOLLYWOOD MUSCLE MAN

RECORD: 35-0 / 29 KO

ORIGIN: HOLLYWOOD CALIFORNIA | U.S.A. |

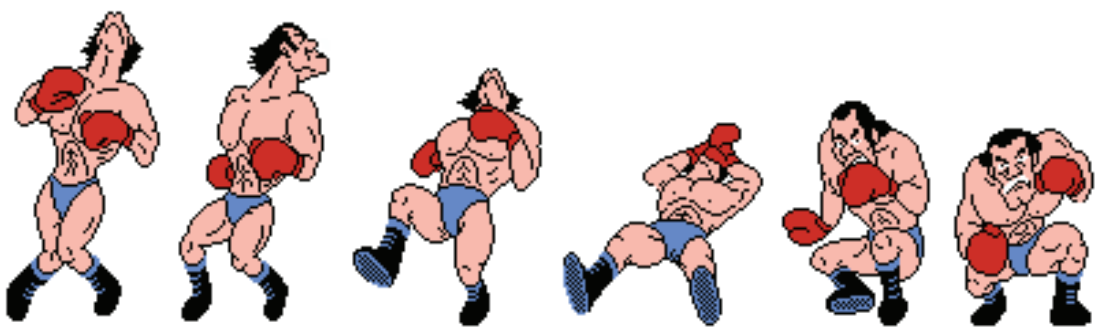
AGE: 27
WEIGHT: 242 LBS.

“I work on my tan harder than I’ll have to work on you!”

“I don’t smoke... But tonight I’m gonna smoke you!”

“My Super Spin Punch is totally tough!”

“My body is just so totally cool!”



The final opponent in the *Super Punch-Out!!* (Arcade) and the exclusive gold cartridge, it is possible he is based on professional wrestler Randy ‘Macho Man’ Savage.

A stereotypical celebrity, Super Macho Man is flamboyant, materialistic, tanned, muscular, adorned with gold chains and is constantly flexing his muscles. He incorporates exercise routines into his attacks.

Designed by Makoto Wada then Eddie Visser for the Wii, he is voiced by Mike Inglehart.

A palette swap of Soda Popinski, he uses a southpaw boxing stance and shares the *Ride of the Valkyries* music along with Von Kaiser and Great Tiger.

Due to technical limitations he had black hair and pale skin in the NES version but is tanned with gray hair in the profile picture and all future titles. The gray hair makes him appear older than 27.

He featured as a Hasbro action figure, Topps trading card and in the *Nintendo Comics System* story *Fox and Hounds*.

In the Wii version he is unpopular with the audience and is the only opponent apart from Mr. Sandman to have a different record between Contender and Title Defense Mode. Known for the phrase *“Release the Bogus!”*, which can occasionally be heard instead of *“Release the Beast!”*

His location has been listed as Venice Beach, Los Angeles and Hollywood.

Super Macho Man was featured on the cover of *GameFan* as part of a story on *Super Punch-Out!!* (SNES).

APPEARANCES

1. Super Punch-Out!! (Arcade)
2. Mike Tyson’s Punch-Out!! (NES)
3. Punch-Out!! (NES)
4. Super Punch-Out!! (SNES)
5. Punch-Out!! (Wii)

MR.
DREAM

RANKED:
#D
DREAM FIGHT

NICKNAME: THE LEGENDARY MR. DREAM

RECORD: 99–0 / 99 KO

ORIGIN:
?

DREAMLAND

AGE: ??
WEIGHT: 235 LBS.

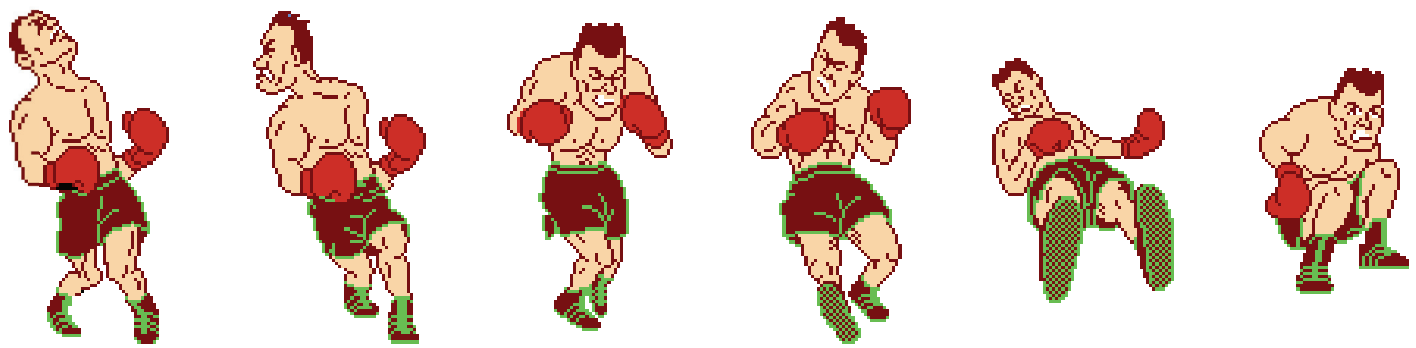
“Hey! Is this kid a joke? Where’s the real challenger?”

“You think the speed of your fingers can match the strength of my fists?”

“Your experience doesn’t match mine. Go home and practice!”

“They say I can’t lose. I say you can’t win!”

“Great fighting!! You were tough, Mac! I never seen such finger speed before.”



Replacing Mike Tyson in the 1990 and 1992 re-releases of *PO*, the Legendary Mr. Dream fights exactly the same.

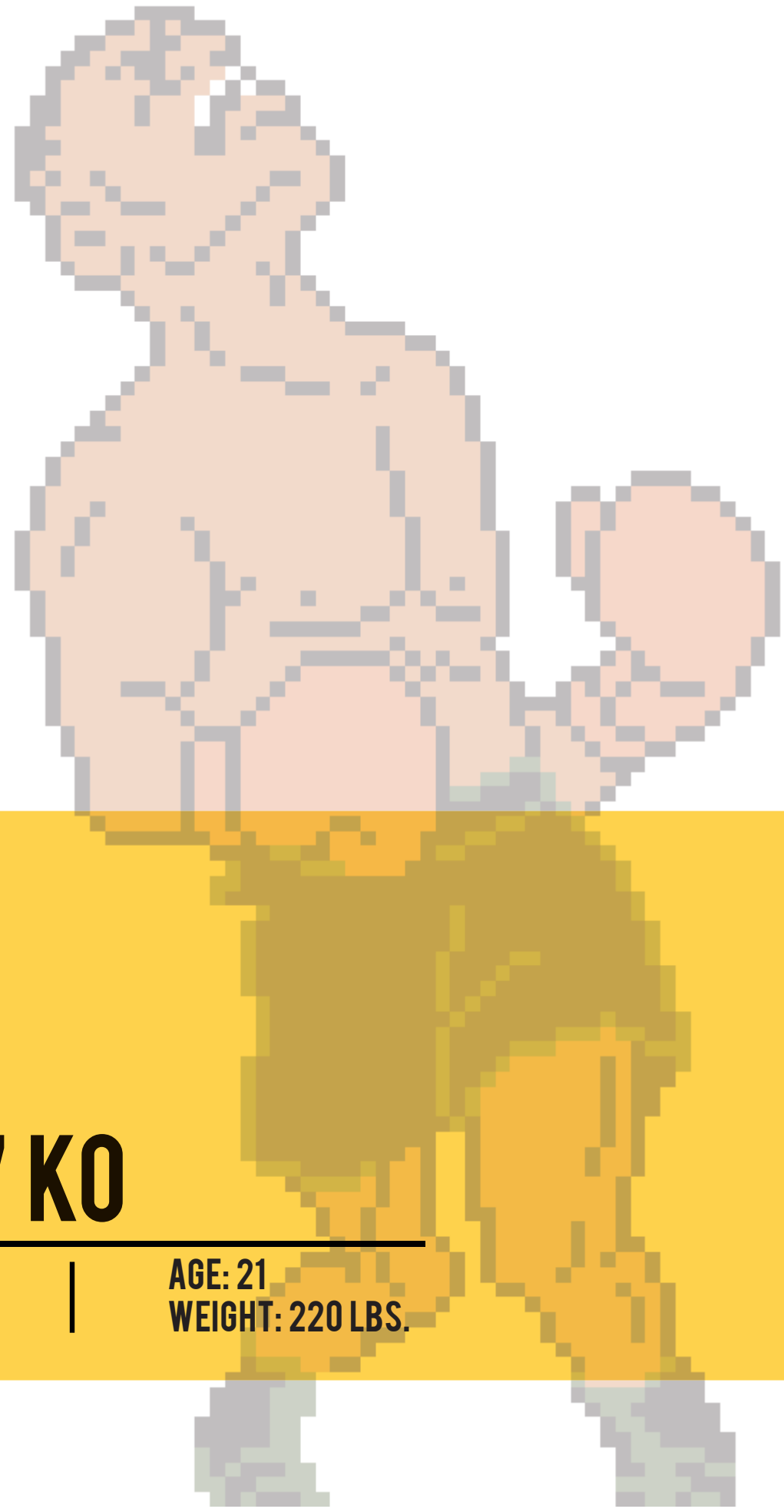
The only differences are visual — a different profile picture, altered sprites (single 2D computer animation) and a better record.

Like Tyson, Mr. Dream rarely dodges an attack.

APPEARANCES

1. Punch-Out!! (NES)

MIKE TYSON



RANKED:
#D
DREAM FIGHT

NICKNAME: KID DYNAMITE

RECORD: 31-0 / 27 KO

ORIGIN: CATSKILLS
NEW YORK | U.S.A. |

AGE: 21
WEIGHT: 220 LBS.

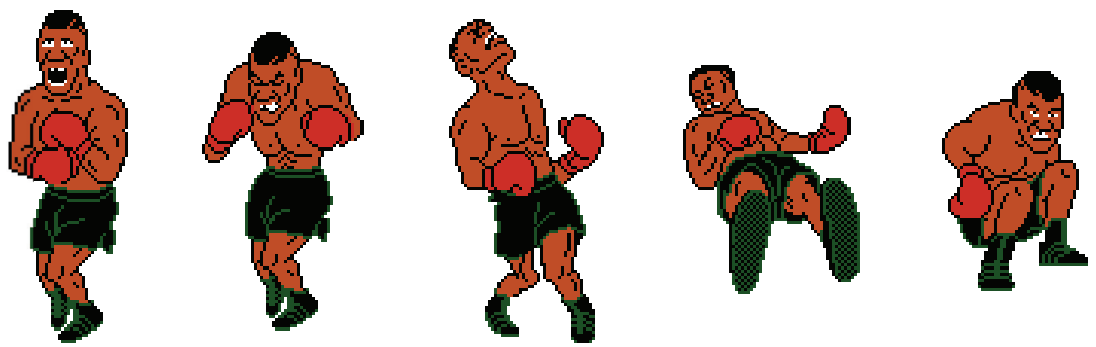
“Hey! Is this kid a joke? Where’s the real challenger?”

“You think the speed of your fingers can match the strength of my fists?”

“Your experience doesn’t match mine. Go home and practice!”

“They say I can’t lose. I say you can’t win!”

“Great fighting!! You were tough, Mac! I never seen such finger speed before.”



Making his video game debut as the final opponent of *MTPO*, he is notorious for 90 seconds of instant knockdown *Dynamite Punches* at the start of the bout.

With full stamina it is possible to block one *Dynamite Punch* and retain a sliver of stamina.

Tyson uses the same palette as Piston Honda and features his actual win-loss record at the time, which is actually worse than that of Super Macho Man.

Later replaced by Mr. Dream, he very rarely dodges an attack.

Michael Gerard Tyson (born June 30, 1966) was the undisputed heavyweight champion and currently holds the record as the youngest boxer to win the WBC, WBA and IBF world heavyweight titles. He was also the first heavyweight to hold all three titles simultaneously.

Throughout his career Tyson was known for his ferocious and intimidating boxing style along with his controversial behavior both inside and outside the ring.

Nicknamed ‘Iron Mike’ and ‘The Baddest Man on the Planet’, Tyson won his first 19 professional bouts by knockout; 12 of which occurred in the first round.

In Tokyo on February 11, 1990 one of the greatest upsets in sporting history took place when Tyson lost his title to Buster Douglas by knockout in the 10th round. Up to that point Tyson was undefeated with a record of 37-0 and the odds for Douglas winning the fight were 42 to 1!

In 1992, Tyson was convicted of raping Desiree Washington and sentenced to 6 years in prison; eventually serving 3. Released from prison in 1995, he regained a portion of the heavyweight title, before losing it to Evander Holyfield in 1996.

A 1997 rematch ended when Tyson was disqualified for biting off part of Holyfield’s ear — for which he was fined 3 million dollars and banned for one year.

During his time away from boxing in 1998, Tyson made a guest appearance at *WrestleMania XIV* as an enforcer for the main event. During this time, Tyson was also an unofficial member of *D-Generation X*.

At 35 he lost a title fight by knockout to Lennox Lewis and in 2006 retired from professional boxing after consecutive losses to Danny Williams and Kevin McBride.

Tyson declared bankruptcy in 2003, despite earning over $300 million during his career. At his peak, during his 90-second fight against Michael Spinks, Tyson earned approximately $200,000 per second!

Tyson made cameo appearances in *Rocky Balboa* and *The Hangover*, and featured in the 2008 documentary, *Tyson*.

In television, *The Simpsons* character Drederick Tatum is based on Tyson. Other video games featuring Tyson are *Mike Tyson Boxing*, *Mike Tyson’s Heavyweight Boxing*, *Fight Night: Round 4*, *Fight Night Champion* and *Mike Tyson Main Event*.

To avoid a possible lawsuit, Capcom renamed a boxing character in *Street Fighter II* from M. Bison to Balrog.

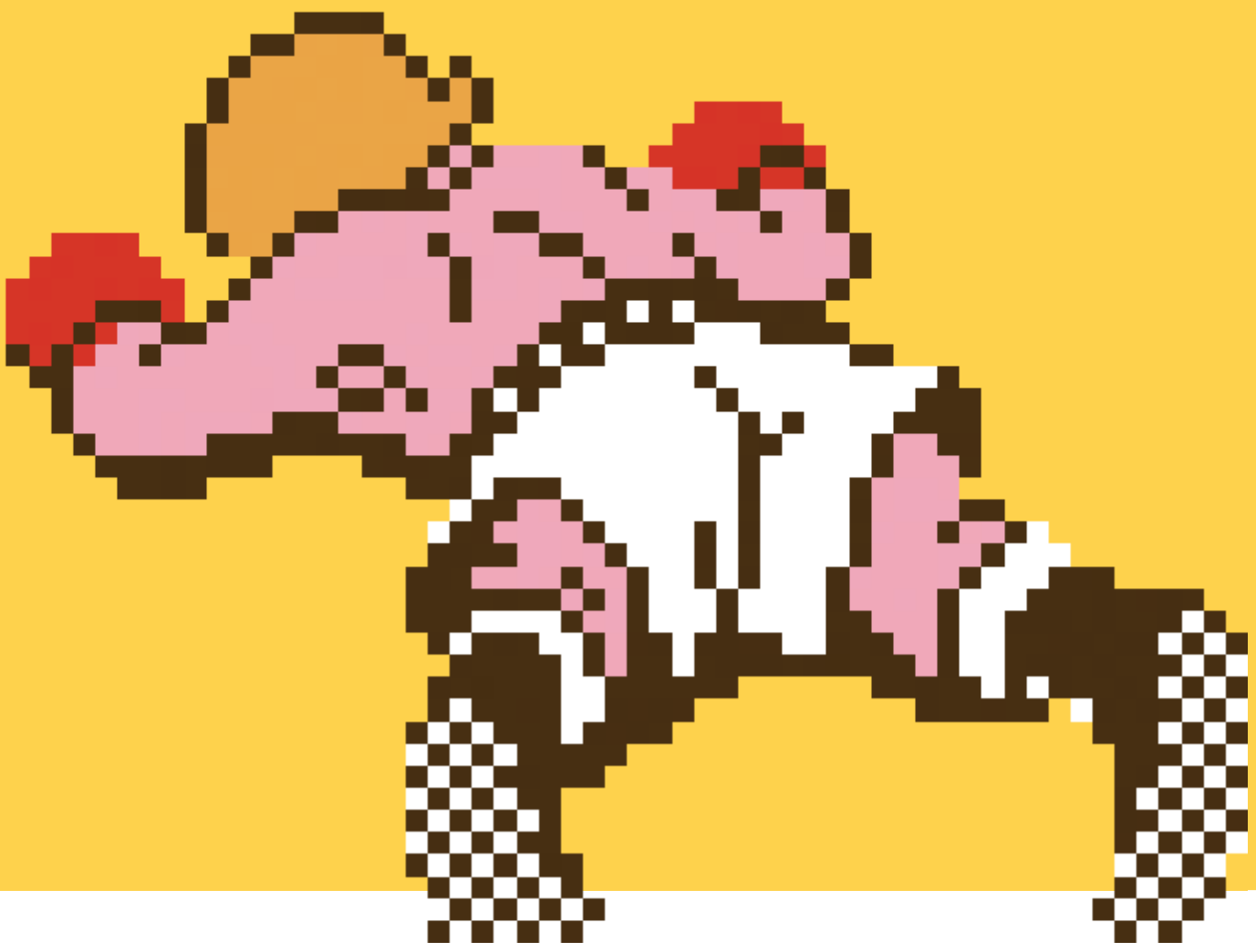
Ring Magazine ranked Tyson 14th on *The Greatest Heavyweights of All-Time* (1998), 72nd in the *80 Best Fighters of the Last 80 Years* (2002), 16th in the *100 Greatest Punchers of All-Time* (2003), *Prospect of the Year* (1986) and *Fighter of the Year* (1986 and 1988).

On December 7, 2010, Tyson was inducted to the International Boxing Hall of Fame.

APPEARANCES

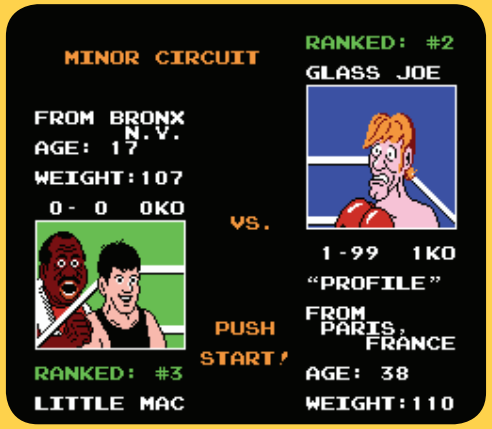
1. Mike Tyson’s Punch-Out!! (NES)

MIKE TYSON'S
PUNCH-OUT!!



05
WALKTHROUGH

RANKED	#2
HEARTS	20
KO KNOCKDOWNS	5
WIN BY DECISION	5,000
ESTIMATED HIGH SCORE	12,000
TIP-OFF	Taunt

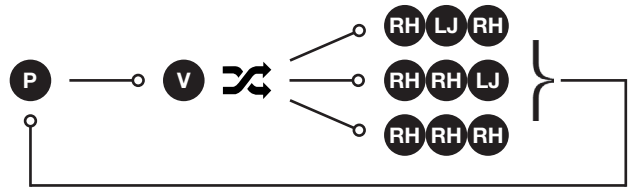


MINOR CIRCUIT // GLASS JOE

"IF YOU CAN'T BEAT THIS GUY, GIVE UP! NO, SERIOUSLY. START WITH JABS AND WHEN HE STARTS BLOCKING, SWITCH TO BODY BLOWS. REPEAT AND EVENTUALLY HE'LL FALL. WHEN HE STEPS BACK TO TAUNT YOU, SIMPLY JAB HIM WHEN HE GETS CLOSE TO SEND HIM TO THE MAT. HE MAY START THROWING PUNCHES AT YOU BUT HAVE NO FEAR! DODGE THEM, AND FOLLOW UP BY CONTINUOUSLY HITTING HIM IN THE HEAD."

PATTERNS†

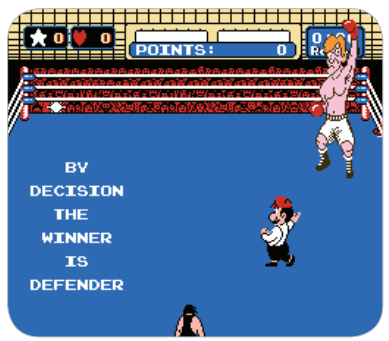
Randomly favors top set in round 1 or before his first knockdown.

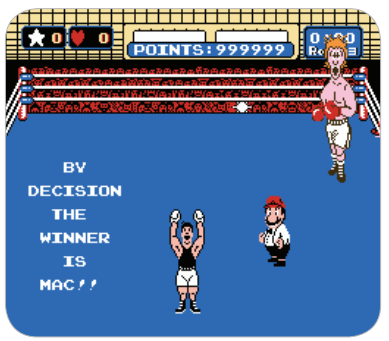


TIPS

- After the 20th hit, every unstunned punch following a speedy counter (7 jabs) will result in a star.
- During most portions of the fight, unstunned punches after the 20th hit have a 50% chance of giving a star.
- If Mac takes no damage it is very likely (although not certain) he will get up on the 1 count. After the second knockdown he will always get up on the 1 count.
- Automatic jab at the start of a round or after a knockdown for a guaranteed hit.
- It is possible to knock Glass Joe down in 41 seconds, but he always gets back up.
- During the *Vive Le France* charge there is a 16 frame window where a counterpunch will result in a knockdown. The first 4 frames will result in an instant KO; the first 2 frames for a 42.00 time and the next 2 for a 42.25 time. The remaining 12 frames will result in a regular knockdown where Glass Joe will get up on the 1 count.
- To perform the *Clock Stop Glitch* quick dodge, jab to stun, initiate rapid punches then late punch for a star. For the PAL version, after the rapid punches body blow (blocked) then jab. For more info on the *Rules of Engagement*, see Chapter 1.

SCREENSHOTS

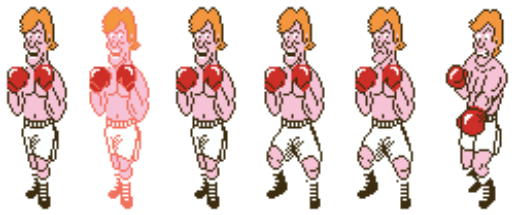




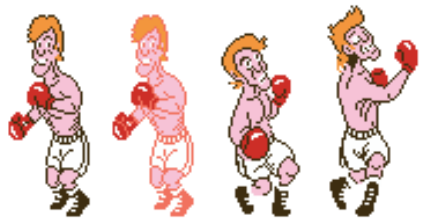
† *Patterns apply to round 1 unless otherwise noted*

GLASS JOE

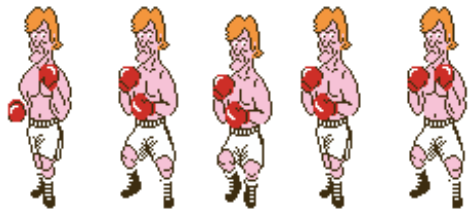
MOVES



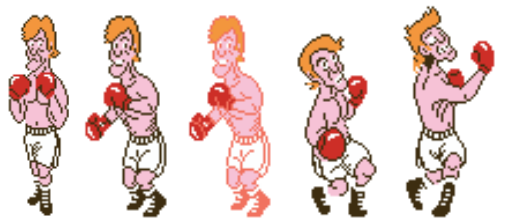
NAME	Left Jab (LJ)
DAMAGE	11
INFO	Thrown randomly and quite rare. Flashes red before throwing.
COUNTER	Body blow or 4+1 combo for a possible star.



NAME	Right Hook (RH)
DAMAGE	11
INFO	Flashes red before throwing. Repeats while Mac has no hearts.
COUNTER	6+1 combo or left jab for a possible star. Block can be countered with 4+1 combo for possible star. Dodge can be followed with 7 body blows or a 6+1 combo.



NAME	Passive Mode (P)
DAMAGE	N/A
INFO	A period before the *Vive Le France* where he will not attack. It is possible to land up to 20 punches (round 1 only). Performed at the start of each round.
COUNTER	Left body blow (faster) when his guard is high and jab when guard is low. After 3 punches pause for a quarter of a second otherwise he will block. Holding up during the pause will force him to guard high.



NAME	Vive Le France (V)
DAMAGE	11
INFO	Steps back, taunts then charges forward and delivers an uppercut. Performed at 0:40, 0:30 and 0:35 of rounds 1 to 3 respectively.
COUNTER	Punch during the charge for a knockdown or instant KO (see *Countering the Vive Le France* below).

STRATEGIES

TAS

BY ADELIKAT (0:42.00 KO)

★★★★★ †

One of three TAS strategies that has no randomness.

Phase 1

- 3x Left jabs
- Press up to raise guard
- 3x Left body blows
- Repeat for 17 punches
- Counter *Vive Le France* with left jab for an instant KO

JOE'S TKO

(0:47 TKO, CLOCK STOP GLITCH)

"Everyone has knocked down good ol' Glass Joe at 42.00. But in case you are too lazy or just tired of doing it, you can try this TKO strat. It forgoes the easy KO and takes advantage of the 'Clock Stopping' glitch to send Glass Joe to the mat 3 times for a TKO in just 47 seconds.

As demonstrated in the video, the strategy is to do left body blows to deplete Mac's hearts. Once pink, Joe will attack with hooks. Dodge and do an 'easy CS' glitch (face, body face combo) to stop the clock. Once stopped, continue to attack him without stunning him (which causes the clock to resume). Most punches must be left body blows in order to do only 4 damage. This is necessary in order to do at least 21 punches in order to get 2 stars. The 20th punch will always yield a star, but the 21st only has a 50% chance of success. Once Joe is down (with 2 stars remaining), finish him off with uppercuts (since he will get back up on a 1 count both times)." ★★★★★

Phase 1

- Left body blow until no hearts
- Dodge then *Clock Stop Glitch*
- *Rules of Engagement* (mostly left body blows) until knockdown (0:40)

Phase 2 and 3

- Star uppercut for knockdown (0:43) then TKO

JOE'S PENSION ENTITLEMENT

BY MATT TURK (0:41.97 KO) (PAL, PO)

"Who hasn't defeated Glass Joe in 42 seconds? But did you know it was possible to go sub 42? Unfortunately this strategy only works on the PAL version. Credit goes to Matt Turk for this one. The premise is clever, KO Joe with a rapid punch which will hit him sooner than a regular punch. To do this, simply do left body blows to lose all your hearts, dodge his hook, and counter punch, then punch to the body. The next face punch Mac will deliver will be another rapid punch. Wait for him to back up and then counter! The reason it requires PAL is because the last blocked body blow happens a bit too late and so Joe never backs up on the NTSC versions. It requires the Punch-Out!! version not Mike Tyson's Punch-Out!! because on MTPO PAL, rapid punches against Glass Joe are not possible for some reason." ★★☆☆☆

Phase 1

- Left body blow
- Repeat until no hearts
- Dodge right hook
- Quick dodge then speedy left jab
- Left body blow (blocked)
- Counter *Vive Le France* with speedy jab for KO (same 10 frame window applies)

HIGH SCORE

BY SINISTER1 (16,150 KO)

"Glass Joe gives random stars at a generous frequency of 50% after a certain point in time and since he is very easy to hit you can really rack up the points. The key to this, and most of my high score strategies is getting hit early on to allow opponents a higher energy refill, thus giving you more opportunity to pummel them. You will hit Glass Joe high or low depending on where his guard is so just alternate as he moves his gloves (e.g. if he blocks a body blow hit him in the face). You will need to be very quick in Phase 1 and have good luck with the random stars throughout to pull off this strategy."

Phase 1

- 20x Punches before *Vive Le France* for star (see *TAS* strategy)
- 2x Left body blows for 2 stars (50% chance)
- Mac hit by hook
- Punch for star (50% chance)
- Star knockdown

Phase 2

- Get 2 stars (quickly, random)
- 3x Star uppercuts
- Get star (random)
- Attack until one punch from knocking opponent down
- Star knockdown

Phase 3

- Get star (random)
- Star uppercut
- Attack until one punch from knocking opponent down
- Get hit until Mac knock down
- Up on 9
- Dodge until end of round

Phase 4

- Get star (may need to get hit so Glass Joe can regain health)
- Attack until one punch from knocking opponent down
- Star knockdown

Phase 5

- Up on 1
- Attack until one punch from knocking opponent down (as many stars as possible)
- Star knockdown

Phase 6

- Up on 1
- Get stars until end of round

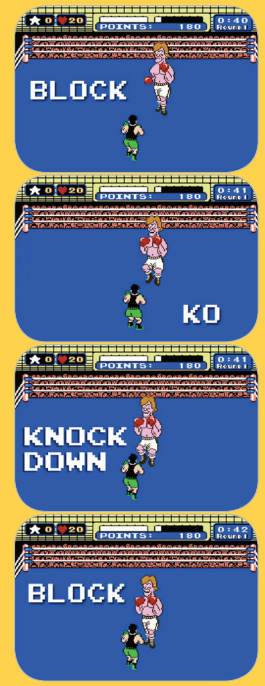
Phase 7

- Attack until one punch from knocking opponent down (as many stars as possible)
- Star knockdown

Phase 8

- Phase 5 until KO

COUNTERING THE VIVE LE FRANCE



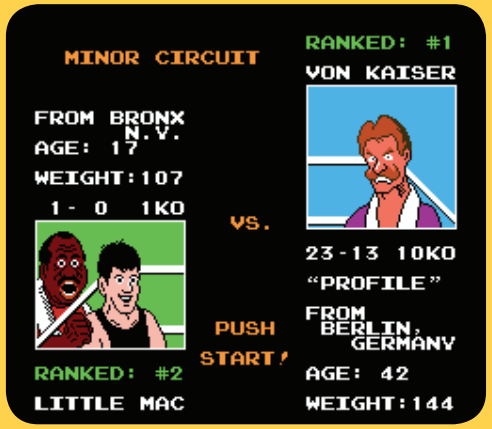
Refer to the *Tips* section (opposite page) for a detailed description on how to counter the *Vive Le France*.

† *Difficulty out of 5 stars*

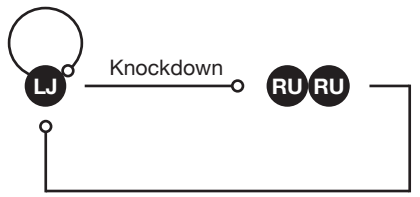
RANKED	#1
HEARTS	20
KO KNOCKDOWNS	3
WIN BY DECISION	8,000
ESTIMATED HIGH SCORE	11,000
TIP-OFF	Head Shake

MINOR CIRCUIT // VON KAISER

“THIS GUY WOULD ALMOST BE AS EASY AS GLASS JOE, ONLY HE VARIES HIS PUNCHES. WHEN HE SHAKES HIS HEAD HE’S SIGNALING TO THROW A JAB, WHICH YOU CAN KEEP DODGING AND HITTING HIM TO KNOCK HIM DOWN THE FIRST TIME. HE’LL GET UP AND THROW UPPERCUTS. DODGE THEM, AND WHEN HE CROUCHES, PUNCH HIM LOW FOR A STAR. THEN USE THAT STAR AFTER YOU DODGE AN UPPERCUT. WHEN HE’S READY TO GO DOWN, HE’LL PAUSE AND PULL AN AWKWARD FACE. NAIL HIM HIGH TO PUT HIM DOWN.”



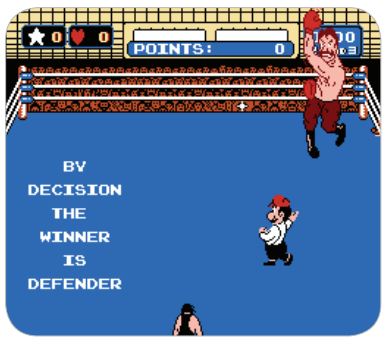
PATTERNS

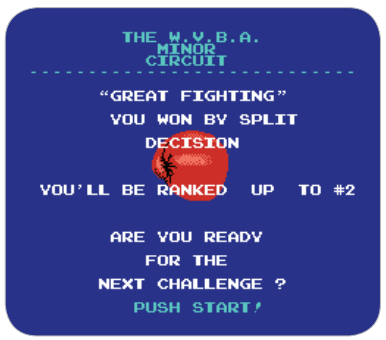


TIPS

- At the start of each round and after each knockdown he has a low guard. One exception is that sometimes following a knockdown ending with a gutter, the game will register his guard as high.
- After an initial 7 punches the next unstunned punch results in a star.
- Starting with the 8th unstunned punch, each even-numbered punch (e.g. 8th, 10th) results in a star while each odd-numbered punch only has a 50% chance of a star.
- Starting with the 9th punch, every correctly timed unstunned punch results in a star.
- Counterpunch early against his jab or uppercut for a potential star.
- Star uppercut when stunned for a knockdown.
- Gets up on the 1 count after an initial knockdown if Mac has full stamina.
- During an initial star knockdown he will laugh before hitting the floor.
- Automatic jab at the start of a round or after a knockdown for a guaranteed hit.

SCREENSHOTS





VON KAISER

MOVES

NAME	Left Jab (LJ)
DAMAGE	9
INFO	Shakes his head before attacking.
COUNTER	Counter with jabs (5 total until unstunned) or intercept with a body blow just as the head shake begins.

NAME	Right Uppercut (RU)
DAMAGE	14
INFO	After being knocked down. Repeats while Mac has no hearts. The final uppercut animation varies depending on if Mac dodges (far right).
COUNTER	Intercept with a body blow for a star or dodge and counter with 6 jabs or non-alternating body blows. Delaying the final punch will produce a star. Counter with alternating body blows until knockdown for an infinite combo.

DID YOU KNOW?

The top 4 boxers, including Little Mac, are all from the United States.

STRATEGIES

TAS

BY ADELIKAT (0:35.97 KO)

"Since nothing is random, this strategy is theoretically possible in real time albeit very unlikely. All the fast Kaiser strategies depend on a random star (the 2nd one in Phase 2) to work. This star has exactly 50/50 odds. If the last digit of the RNG (0x0018) is low (0-8) it will always yield a star, and if it is high (9-F) it will never yield a star." ★★★★★

Matt Turk was the first to come up with this strategy. Joe's guard must be constantly manipulated by pressing up every frame that is not used to punch. One of the punches requires the technique of Misdirection.

Phase 1

- Automatic left jab
- 6x Left gutters
- Left gutter for Star
- Duck left jab
- Left jab to stun
- Star knockdown (0:21)

Phase 2

- Up on 1
- 2x Intercept right uppercuts with left body blow for 2 stars (extremely early timing, second star 50% chance)
- Star knockdown (0:29)

Phase 3

- Duck right uppercut
- Star uppercut for TKO

KAISER'S BLITZKRIEG

BY REDTOM (0:35.97 TKO PAL)

"Full credit for the fast Phase 2 strategy goes to Matt Turk, who found this first on NTSC-MTPO. Also to Matt's friend Steve Micklus. No one knows him but he played MTPO back in the day and when Matt showed him his Kaiser 38.97 nsm file he said 'Matt I think that can be faster somehow' and that was what gave Matt the idea to look for a faster strategy. Also Martin Charlebois deserves credit for suggesting that the Von Kaiser time can be improved." ★★★☆☆

"Kaiser's Blitzkrieg is only 35.97 on PAL, on NTSC it would result in a 37.xx time. The strategy is very effective on both, it just results in different times."

Phase 1

- Automatic left jab
- Quick dodge left jab
- 5x Jabs
- 2x Intercept jabs with jab for 1 star
- Quick dodge left jab
- Left jab to stun
- Star knockdown (0:21)

Phase 2

- Up on 1
- 2x Intercept right uppercuts with left body blow for 2 stars (extremely early timing, second star 50% chance)
- Star knockdown (0:29)

Phase 3

- Quick dodge right uppercut
- Star uppercut for TKO

KAISER'S CASUALTY EXTREME

BY M. TURK & M. HARDINSON (0:36 TKO)

"This is a modification of Kaiser's Casualty that can push the time to 36.00. It was developed by several people including Adelikat, Matt Turk, and Brian Picchi." ★★★★☆

Phase 1

- Automatic left jab
- 2x Left gutters
- 2x Left jabs
- 2x Left gutters
- Left jab for star
- Quick dodge left jab
- Left jab to stun
- Star knockdown (0:21)

Phase 2

- Up on 1
- 2x Intercept right uppercuts with left body blow for 2 stars (extremely early timing, second star 50% chance)
- Star knockdown (0:29)

Phase 3

- Quick dodge right uppercut
- Star uppercut for TKO

HIGH SCORE

BY COLLEGEJEW629 (11,830 KO)

"This guy is so hard to get points off of. Your 8th hit on him will get you a star, then I believe he just randomly gives them when you interrupt his jabs/uppercuts. Hit him right after he gets up for a star. It is so hard to star punch him cuz he gets hurt real easy and gets up with like no health. So you have to get hit for him to get some health back, to the point where you WILL get knocked down."

Phase 1

- Automatic left jab
- Quick dodge left jab
- 6x Left jabs
- Left jab (miss)
- Intercept right uppercut with left body blow for star
- 2x Intercept left jabs with left body blow for 2 stars
- Left jab
- 2x Left body blows (blocked)
- Left body blow for star
- 3x Star uppercuts
- Left body blow for star
- Left body blow for knockdown (3,360)

Phase 2

- Follow steps below for knockdown (5,390)
  - » If left jab, get hit
  - » If right uppercut, left body blow for star
  - » If no hearts, dodge until recovered

Phase 3-7

- Repeat *Phase 2* until end of round, until Mac knockdown, 2x until knockdown, then until end of round (9,730)

Phase 8

- Press Select between rounds to recover stamina
- Repeat *Phase 2* until Mac knockdown (10,210)

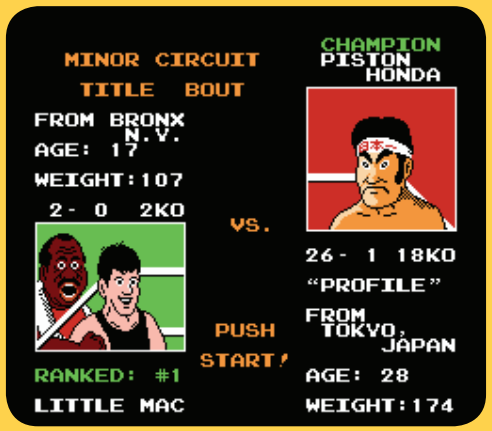
Phase 9

- Repeat until one punch from knocking opponent down
- Star uppercut for KO

PISTON HONDA I

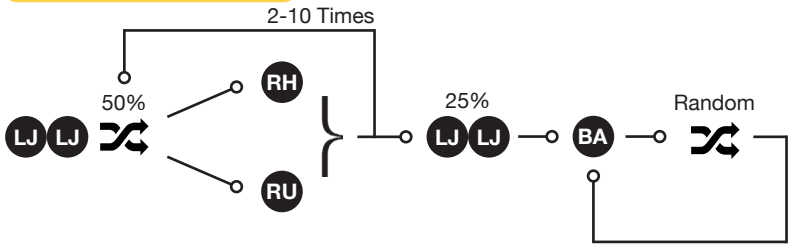
MINOR CIRCUIT // PISTON HONDA I

RANKED	Champion
HEARTS	50
KO KNOCKDOWNS	4
WIN BY DECISION	N/A (999,900)
ESTIMATED HIGH SCORE	18,000
TIP-OFF	Eyebrows



"HERE IT IS, YOUR FIRST CHAMPIONSHIP BOUT! THIS GUY IS BIG, AND RELATIVELY TOUGH COMPARED TO YOUR FIRST TWO OPPONENTS. HE'LL RAISE HIS EYEBROW WHICH FORESHADOWS A JAB. WHEN YOU DODGE IT, YOU'LL BE ABLE TO COME BACK WITH TWO SHOTS TO THE FACE. AFTER A WHILE, HE'LL START THROWING HOOKS. DODGE THESE AND YOU CAN GET MULTIPLE SHOTS TO HIS FACE. HIS NEXT PHASE WILL BE CROUCHING DOWN, AND THEN POPPING UP WITH EXPLOSIVE UPPERCUTS. IF YOU DODGE THESE, HE'LL BE STUNNED FOR QUITE SOME TIME, GIVING YOU A GOOD OPPORTUNITY TO WORK OVER HIS FACE. HIS FINAL PHASE IS MOVING BACK AND DANCING AROUND. WHEN HE APPROACHES YOU, HIT HIM IN THE FACE, AND HE'LL FALL, OR IF YOU MISS, HE'LL EXPLODE WITH FOUR STRONG JABS THAT YOU'LL HAVE TO BLOCK OR AVOID."

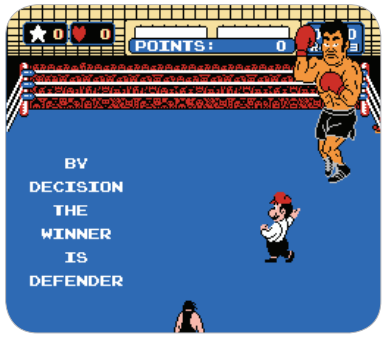
PATTERNS

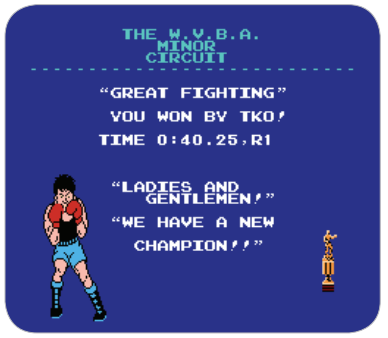


TIPS

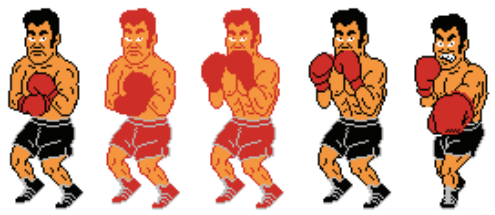
- All unstunned punches result in a star.
- The *Eyebrow Pattern* is raising of the eyebrows before a left jab.
- An unstunned uppercut normally does 13 damage, 8 if it intercepts a hook, 16 if it lands just before he stops moving his eyebrows (called *Late Eyebrow*) and a whopping 20 damage if it lands just as he begins his *Eyebrow Pattern* (called *Early Eyebrow*)!
- Gets up on the 1 count after an initial knockdown if Mac has full stamina.
- At the start of a round or after knockdown (not by a gutter) his guard will be low. Tap up and do 3 consecutive body blows to obtain stars.
- Any jab has a random chance of landing while body blows will never hit.
- There is a 6/16 (37.5%) chance of Honda returning in *Phase 3* with 48 stamina instead of the usual 56. It depends on the ending bits of the Random Number Generator (RNG) at address 0x0018 being 3, 4, 5, B, C, or D.
- When blocking the *Banzai Attack*, up must be released between blocks.
- The *Banzai Attack* occurs at 1:00 and 2:40 in round 1, 0:40 and 2:20 in round 2, and 0:20 and 2:30 of round 3. If the round 3 2:30 attack is countered, another occurs at 2:40.
- If really fast it is possible to quick dodge 4 consecutive *Banzai Attack* punches — after which an uppercut is thrown.
- The *Banzai Attack* has a 15 frame intercept window. The first 12 frames result in an instant knockdown, while the last 3 result in a star.

SCREENSHOTS



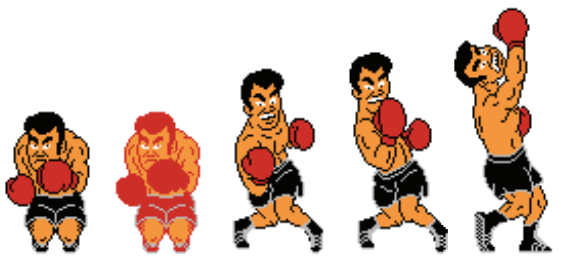


MOVES

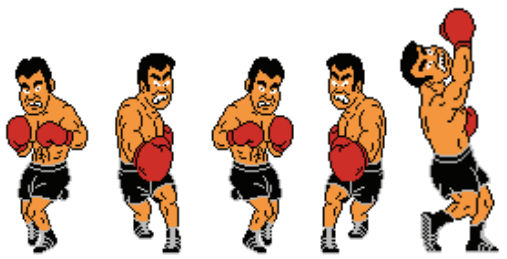


NAME	Left Jab (LJ)
DAMAGE	11
INFO	Does the *Eyebrow Pattern*.
COUNTER	Intercept the *Eyebrow Pattern* with a jab for a star. Alternatively dodge or block then 2 jabs.

NAME	Right Hook (RH)
DAMAGE	11
INFO	Repeats while Mac has no hearts.
COUNTER	Dodge then 5 punch combo or intercept with a left jab for a star. The intercept jab only deals 1 damage instead of the normal 5.



NAME	Right Uppercut (RU)
DAMAGE	19
INFO	Bends knees and occasionally moves side to side (jives) before throwing. Thrown randomly after jab or before *Banzai Attack* in round 1.
COUNTER	Quick dodge then 11 punch combo. If dodge is late only a 5 punch combo is possible.



NAME	Banzai Attack (BA)
DAMAGE	8 each
INFO	Steps to the right then left before throwing 5 alternating jabs before finishing with a right uppercut. If punched by a jab, one more is thrown.
COUNTER	Left body blow for a knockdown just as he lands in front of Mac (see *Tips* section). Alternatively block each jab and counter with 2 jabs.

STRATEGIES

TAS

BY ADELIKAT (0:40.25 TKO)

"This strategy depends on 9 'random jabs'. All of these jabs have about a 1/32 chance of success. Thus, this strategy is unlikely to ever be reproduced unassisted."

Phases two and three are humanly possible.

Phase 1

- 3x Left jabs for 3 stars
- *Early Eyebrow*
- *Late Eyebrow*
- 3x Left jabs for 3 stars
- 2x Star uppercuts (whilst in guard stance)
- Left jab for knockdown (0:25)

Phase 2

- Up on 1
- Star knockdown (0:28)

Phase 3

- Up with 48 stamina (37.5% chance)
- 2x Left jabs for 2 stars
- *Early Eyebrow*
- *Late Eyebrow*
- Left jab for TKO

EYEBROW ATTITUDE 2010

BY SINISTER1 (0:45-0:49 TKO)

"Piston Honda is the champion of the minor circuit and several excellent strategies have been written, most notably the original sub 0:50 TKO by Martin Charlebois. Matt Turk then lowered the time with his original Eyebrow Attitude strategy which innovated the way Honda was fought. I took this strategy to the next level by allowing you to completely ignore Honda's randomness. The outcome of this fight will always be a sub 0:50 TKO and can be as low as 0:43.xx with the best possible luck which mimics Adelikat's sub 44 strategy." ★★★☆☆

Phase 1

- Hold up as round starts
- 3x Left gutters for 3 stars
- Hold up
- *Early Eyebrow*
- *Late Eyebrow*
- Star uppercut
- Release up
- 2x Left jabs for 2 stars
- Dodge then:
  - » If 3rd star unstunned, jab then star knockdown (0:27)
  - » If 3rd star countered hook, 3x jabs then star knockdown (0:29)

Phase 2

- Up on 1
- Automatic star knockdown (0:30-0:35)

Phase 3

- Up on 2 or 5 with 48 stamina (37.5% chance)
- 3x Left gutters for 3 stars
- *Early Eyebrow*
- *Late Eyebrow* for TKO (star knockdown if still standing)

BANZAI BATTERING

BY ADELIKAT AND SINISTER1 (0:43.82 TKO)

"This was a strategy developed by me (Adelikat) in 2005 to achieve the then world record of 43.97. It is a fairly random strat but is very doable in real time with enough patience. It was the first strat to achieve a sub 45 without the use of the random star punches that are demonstrated in the published TAS." ★★★★☆

The strategy was forgotten, and then rediscovered in 2010 with the help of sinister1.

Phase 1

- Hold up as round starts
- 3x Left gutters for 3 stars
- *Early Eyebrow*
- *Late Eyebrow*
- Star uppercut (hold up to raise guard, should not intercept right hook)
- 2x Left jabs (as lowers guard)
- Quick dodge right uppercut
- Left jab
- Star knockdown (0:27)

Phase 2

- Up on 1
- Star knockdown (0:30)

Phase 3

- Up on 2 or 5 with 48 stamina (37.5% chance)
- 3x Left gutters for 3 stars
- *Early Eyebrow*
- *Late Eyebrow* for TKO

HIGH SCORE

BY COLLEGEJEW629 (19,210 KO)

"So easy to get points off this guy. Gutter him (tap up to raise his guard then throw a bodyblow) for stars. You can also either hit him before his jabs for stars or when he prepares to throw his jabs for stars. You can counter his hooks with a left jab for stars. His uppercut cannot be countered so just dodge it. Same with the piston punches, only block those. Star knockdown him twice in each round but let him knock you down a couple times so you can get more hits off him. He doesn't dodge star punches so just let 'em loose. Have fun."

Phase 1

- 3x Left gutters for 3 stars
- 3x Star uppercuts
- Follow steps below until one punch from knocking opponent down
  - » If right hook, intercept with left jab for star
  - » If right uppercut, intercept with left body blow (blocked) or dodge
  - » If *Banzai Attack*, block, intercept right uppercut with left body blow (blocked), 3x left gutters for 3 stars, 3x star uppercuts
  - » If *Eyebrow Pattern*, left gutter for star
- Star knockdown (5,000)

Phase 2

- *Phase 1* until knockdown (8,770)

Phase 3

- *Phase 1* until end of round (10,710)

Phase 4

- 2x Left gutters for 2 stars
- Star knockdown (12,430)

Phase 5

- Mac knockdown (12,980)

Phase 6

- *Phase 1* until knockdown (14,950)

Phase 7

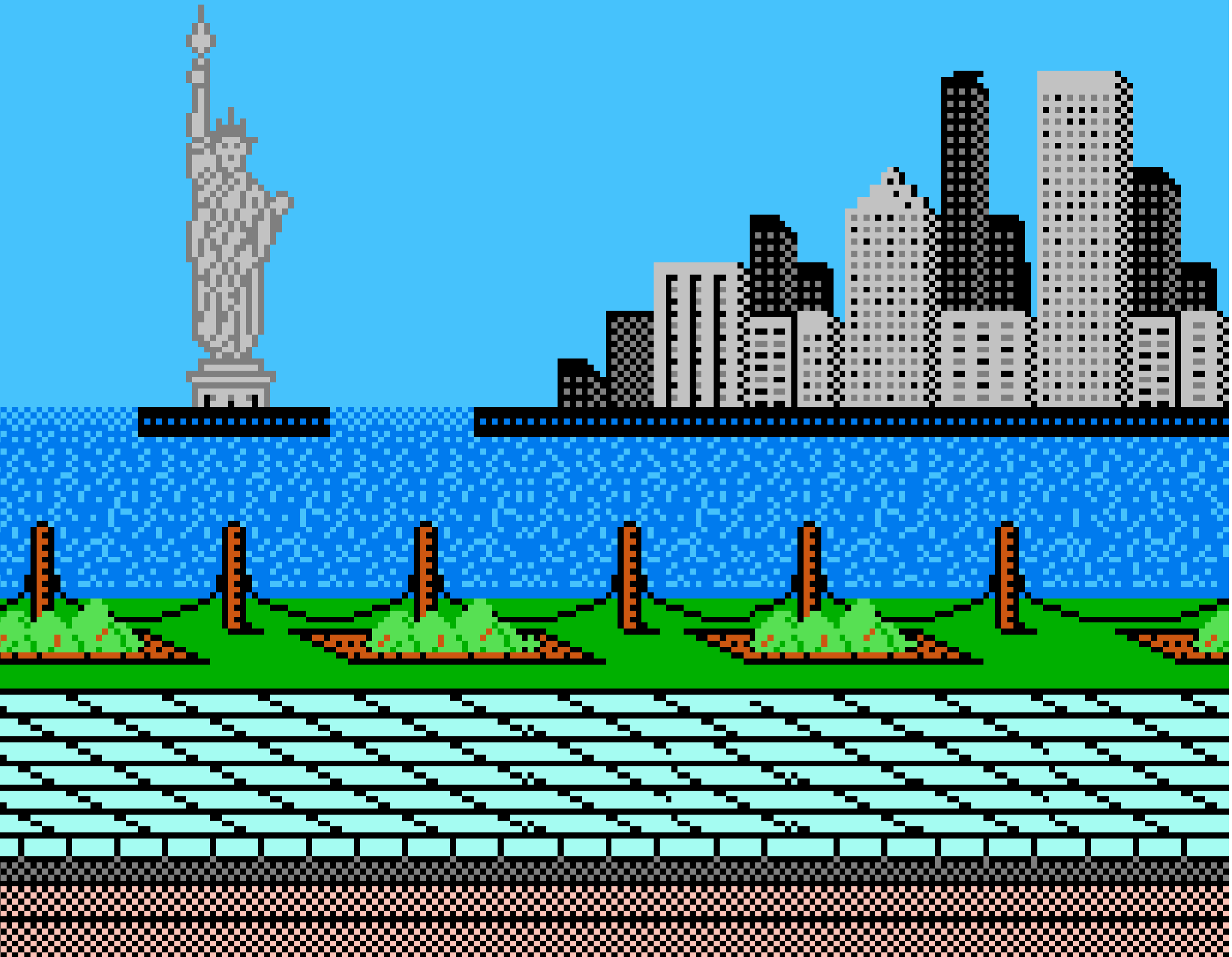
- *Phase 1* until end of round (16,160)

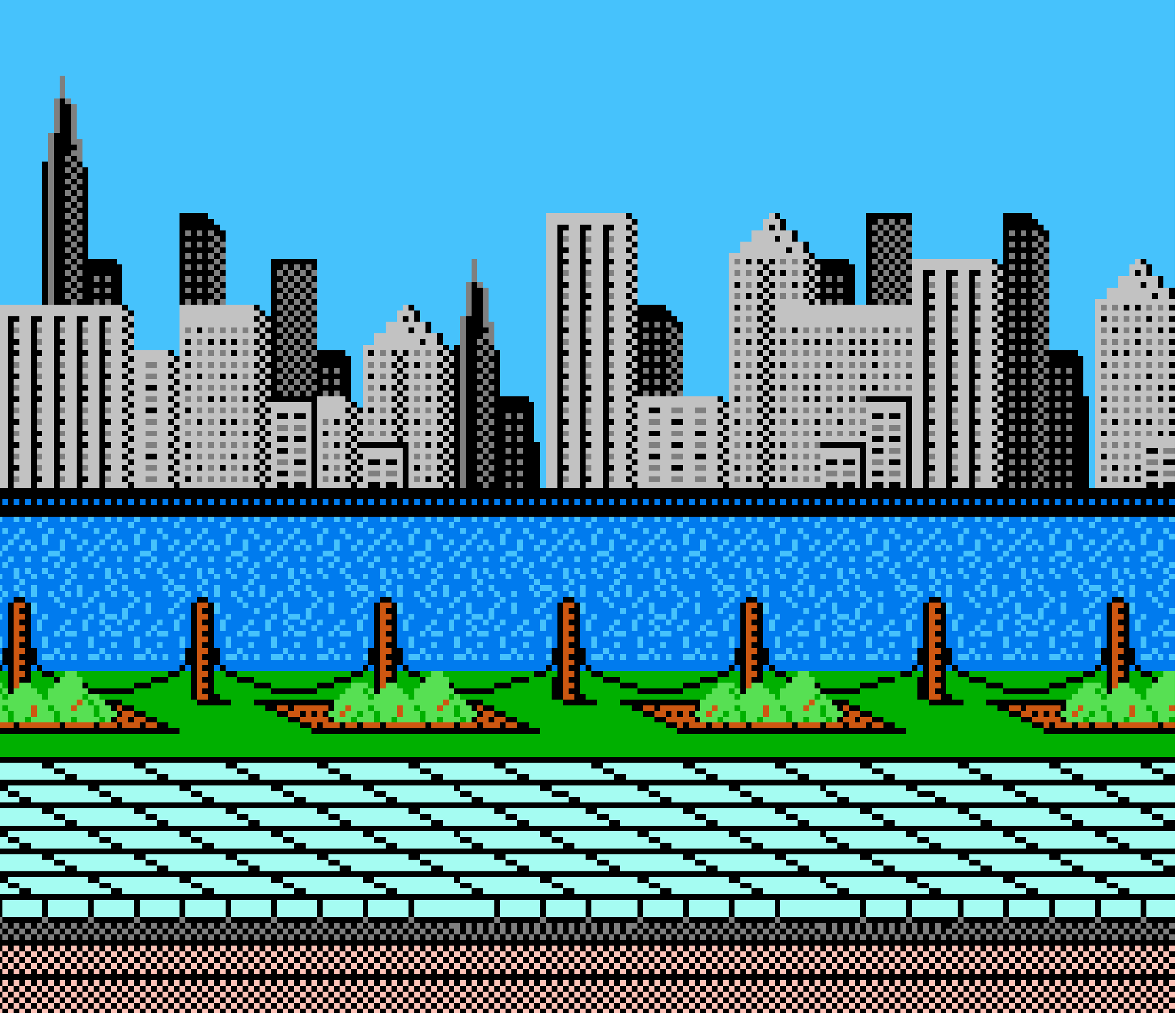
Phase 8

- Press Select between rounds to recover stamina
- *Phase 1* until Mac knockdown (17,150)

Phase 9

- *Phase 1* until KO



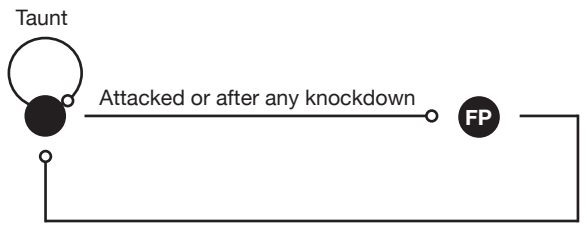


RANKED	#3
HEARTS	10
KO KNOCKDOWNS	2
WIN BY DECISION	10,000
ESTIMATED HIGH SCORE	15,000
TIP-OFF	Raised Arm

MAJOR CIRCUIT // DON FLAMENCO I

"DON FLAMENCO USES A DIFFERENT STRATEGY ON YOU, AND THAT IS TO BLOCK ALL THE PUNCHES YOU THROW AND COME BACK WITH AN UPPERCUT. SO GO OUT AND PURPOSELY LET HIM BLOCK YOUR PUNCH TO HIS FACE, AND HE'LL THROW AN UPPERCUT. DODGE IT, AND HE'LL BE STUNNED, AND YOU CAN PUNCH HIM UNTIL HE'S DOWN! THEN HE'LL GET BACK UP, AND IMMEDIATELY GO FOR AN UPPERCUT. DODGE IT, AND KEEP NAILING HIM IN THE FACE. SOONER OR LATER, IF HE'S NOT YET DEFEATED, HE'LL THROW SOME HOOKS. JUST DODGE THEM AND CONTINUE TO PUNCH HIM IN THE FACE."

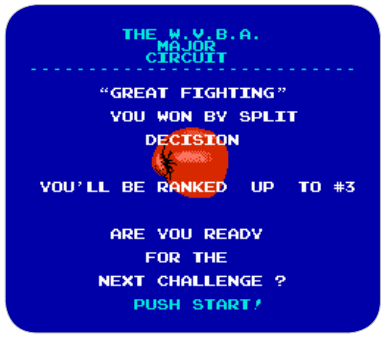
PATTERNS



TIPS

- *Goldilocks* is a very difficult frame perfect (1/60 of a second) delayed jab for a star.
- After getting up, it is possible to left body blow repeatedly for stars.
- Star uppercut for an instant knockdown.
- Alternate jabs after dodging the *Flamenco Punch* until knockdown.
- Two quick knockdowns in the first round with Mac on full stamina results in an instant KO. The first knockdown must occur before 0:50 then dodge the hook and respond with speedy punches for the KO.
- If Don is getting up from a knockdown, counter the *Flamenco Punch* with left body blows for a star.
- To perform the *Clock Stop Glitch* automatic left body blow, quick dodge, 2 jabs, left body blow (blocked), jab (blocked, makes strange sound) then dodge uppercut. Stops clock at 7 seconds. For more info on the *Rules of Engagement*, see Chapter 1.

SCREENSHOTS



DON FLAMENCO I

MOVES

NAME	Right (Mini) Hook	RH
DAMAGE	14	
INFO	Repeats while Mac has no hearts.	
COUNTER	Once recovered, 2 left jabs or 2 left body blows.	

NAME	Flamenco Punch	FP
DAMAGE	22	
INFO	Thrown as counterattack (after taunting).	
COUNTER	*Goldilocks* for a star. Quick dodge followed by 11 non-alternating jabs (9 if slightly late, 5 if very late). Dodge followed by 5 non-alternating jabs. Counter with alternating jabs until knockdown for an infinite combo.	

STRATEGIES

TAS

BY ADELIKAT (0:14.97 KO)

★★★★★

Requires a frame perfect dodge and frame perfect punch without visual cues to achieve this time. One of three TAS strategies that has no randomness.

Phase 1

- Automatic left body blow (blocked)
- Dodge *Flamenco Punch*
- *Goldilocks* for star
- Star knockdown (0:10)

Phase 2

- Quick dodge *Flamenco Punch* (slightly late so Mac begins speedy counters on the second punch instead of the third)
- Speedy jabs until KO

CLOCK STOP

BY ADELIKAT AND MATT TURK (11:97 KO)

"This strat takes advantage of the 'easy CS' glitch that is possible on Don & Joe. Phase 1 is left body blow to force an uppercut, dodge, jab, left gut which he blocks, then jab which he will block but will stop the clock. Then get a late punch for a star and use the star. Phase 2 is identical to the No CS strat." ★★★★★

Phase 1

- Automatic left body blow (blocked)
- Dodge *Flamenco Punch*
- Left jab to stun
- Left body blow (blocked)
- Left jab (blocked, *Clock Stop Glitch*)
- Dodge *Flamenco Punch*
- Delayed left jab for star (if too early clock will resume)
- Star knockdown (0:07)

Phase 2

- Quick dodge *Flamenco Punch*
- Speedy jabs until KO

DON'S DEMISE

BY MATT TURK (0:13.82 KO)

"The time of 14 seconds on Don Flamenco 1 has long been legendary rivaling only 42.00 over Glass Joe and 0:37xx on King Hippo. The original 14 second strategy was developed by Martin Charlebois back in 1998. It appeared that the perfect strategy had been invented and that there was almost no room for improvement. Tom Roth did TKO Don 1 at 13.97 using Martin's strategy but it occurred on a PAL version of the game. No sub 0:14 victory had ever been recorded on NTSC. Then on February 3, 2004 the unthinkable occurred and a legend passed away. The following is the story of how I killed a legend..." ★★★★★

Phase 1

- Automatic left body blow (blocked)
- Dodge *Flamenco Punch*
- Jab to stun
- *Goldilocks* for star
- Star knockdown (0:09)

Phase 2

- Quick dodge *Flamenco Punch*
- Speedy jabs until KO

HIGH SCORE

BY SINISTER1 (19,120 TKO)

"The most difficult part of this strategy is the frame perfect punches (Goldilocks) required to get stars at various points in the fight. The more of these you can get in a short period of time the better. You will also be depending on random energy refills. Keep in mind that after a knockdown you can always hit Don an odd number of times in the gut. The most important thing is that Don gets up for phase 9, he often will be KO'd after Phase 8, but on lucky occasions will come back for a last bit of punishment. Please note that the scores listed are estimates, my best score using this strategy is 19,120 which is certainly improvable because I missed quite a few Goldilocks."

Phase 1

- Automatic body blow (blocked)
- Mac hit by *Flamenco Punch*
- Body blow (blocked)
- Dodge *Flamenco Punch*
- *Goldilocks* for star
- Repeat previous 3 steps until 1:00
- Star knockdown (1,700-2,000)

Phase 2

- Automatic left body blow for star (counters *Flamenco Punch*)
- Repeat until one punch from knocking opponent down
- Quick dodge *Flamenco Punch*
- Star knockdown (5,000-6,000)

Phase 3

- Repeat first 2 steps of *Phase 2*
- Get hit until Mac knocked down

Phase 4

- Up on 9
- Get hit until Don refills his energy (between the 2nd and 3rd dot) and end of round (6,800-7,800)

Phase 5

- Body blow (blocked)
- Dodge *Flamenco Punch*
- *Goldilocks*
- Repeat previous 3 steps until 1:00
- Star knockdown (8,400-9,600)

Phase 6

- Repeat first 2 steps of *Phase 2*
- Get hit by *Flamenco Punch*
- Quick Dodge attack
- Jab
- Star knockdown (11,400-12,800)

Phase 7

- Repeat *Phase 3* (12,400-14,000)

Phase 8

- Wait until end of round (12,400-14,000)

Phase 9

- Press Select between rounds to recover stamina
- Repeat *Phase 5*
- Star knockdown (after 1:00) (14,000-15,800)

Phase 8

- Repeat *Phase 6* (16,300-18,300)

Phase 9

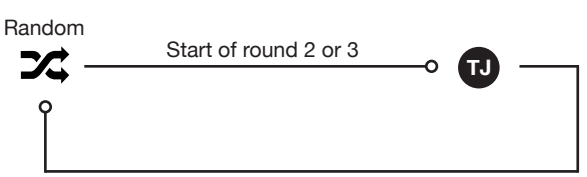
- Gets up (not 100% certain)
- Repeat *Phase 6* for TKO

RANKED	#2
HEARTS	9
KO KNOCKDOWNS	1
WIN BY DECISION	N/A (999,900)
ESTIMATED HIGH SCORE	1,440
TIP-OFF	Open Mouth

MINOR CIRCUIT // KING HIPPO

"DON'T BE INTIMIDATED BY THIS BIG FAT BLOB. DODGE ALL THE JAB PUNCHES HE THROWS AT YOU, UNTIL HE OPENS HIS MOUTH AND LETS OUT A BARKING NOISE. PUNCH HIM IN THE FACE WHEN HE DOES THIS, AND HIS PANTS WILL FALL DOWN! YOU'LL SEE A BANDAGE ON HIS BELLY BUTTON! KEEP WHACKING AT IT WHILE HE YANKS UP HIS PANTS, AND WHEN HE GOES DOWN, HE WON'T GET BACK UP!"

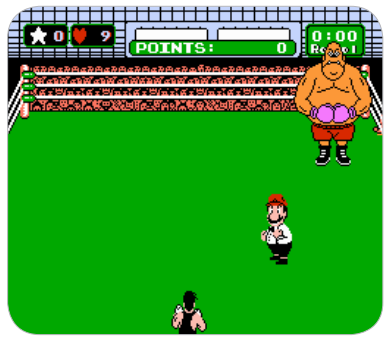
PATTERNS

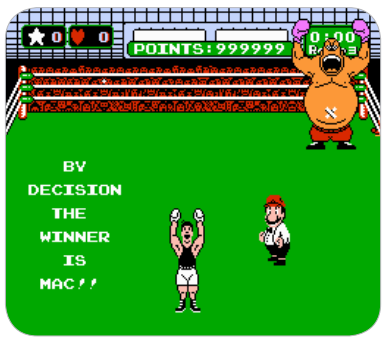


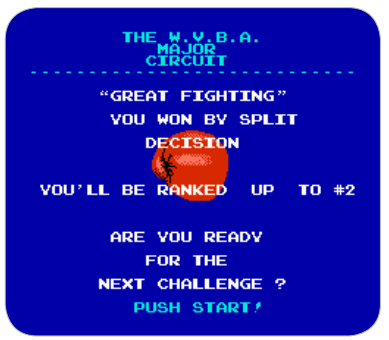
TIPS

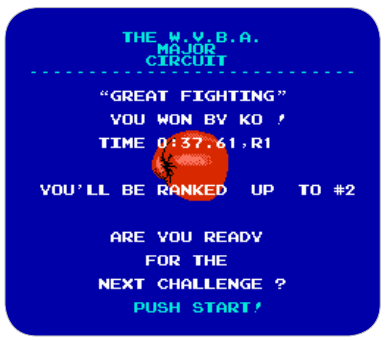
- Cannot be counterattacked, only intercepted.
- The only opponent who does not give stars.
- The only opponent who cannot be knocked down and fall to either side of the ring.
- Along with Bald Bull 1, can only be beaten in one way.
- There is a 6/16 (37.5%) chance of Hippo opening his mouth for any punch. It depends on the ending bits ('nibble') of the Random Number Generator (RNG) at address 0x0018 being 01, 03, 06, 09, 0B, or 0E.

SCREENSHOTS







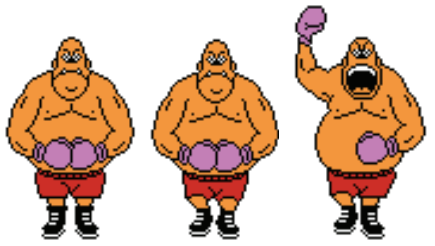


KING HIPPO

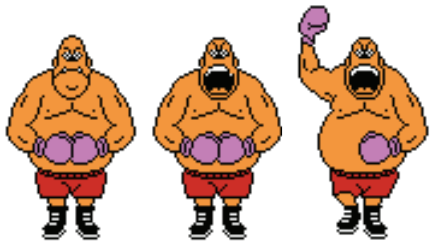
MOVES

NAME	Jab	J
DAMAGE	27	
INFO	Thrown with both hands. Raises fist before punching.	
COUNTER		

NAME	Overhead Jab	OJ
DAMAGE	48	
INFO	Bounces and opens mouth prior. Thrown with both hands. Hold up before to keep his mouth open longer. Repeats while Mac has no hearts.	
COUNTER	Fast intercept jab followed by 9 left body blows (8 if slightly late).	



NAME	Hopping Power Jab	HJ
DAMAGE	48	
INFO	Hops left and right before throwing a damaging overhead jab. Only uses after knocking Mac down.	
COUNTER		



NAME	Taunting Overhead Jab	TJ
DAMAGE	48	
INFO	Rapidly opens and closes mouth before attacking. Thrown at the beginning of rounds 2 and 3.	
COUNTER		

STRATEGIES

TAS

BY ADELIKAT (0:37.61 KO)

"There really isn't much to consider when fighting King Hippo, hope to get lucky by getting three of his open mouth punches in a row. They must be countered fast in order to do max damage on the first punch and be able to knock him down in only 3 sets. Punching him in his mouth quickly will result in 5 damage instead of 3. The TAS shows the best luck possible and perfect timing, getting a 37.61.

This time has been reproduced by numerous people in real time. Due to the way the clock works, a human player has a 2 frame margin of error in the entire fight to still get a .61 time.

If the total frame error is between 3-6 the time will be 37.82. If the timing error is 7-10 it will be 37.97 and between 11-15 will result in a 38.00 time. In order to get max damage from the open mouth punch, the player cannot be more than 5 frames late, so any margin over 15 will result in a failed attempt.

*The odds of getting the correct randomness to get the fastest possible time is a 6/16 * 6/16 * 6/16. This reduces to a 27/512 to approximately a 5% chance."* ★★★★★

Phase 1

- Intercept *Overhead Jab* with proper jab (requires quick timing)
- 9x Left body blows (requires quick timing)
- Repeat 2 more times for KO

EL CHEAPO

BY ADELIKAT (1:46 KO)

"Not feeling lucky? Here is a strat that requires absolutely no luck. Just punch his gut until you get pink then counter his open mouth punches and punch on the 3rd one. Rinse and repeat. Doesn't yield an impressive time at all but at least can be done every time." ★★★☆☆

Phase 1

- Left body blow (blocked)
- Repeat until no hearts
- 2x Dodge *Overhead Jabs*
- Intercept *Overhead Jab* with proper jab
- 8x Left body blows
- Repeat until KO

HIGH SCORE

BY SINISTER1 (1,540 KO)

"King Hippo is the character that gives up the least amount of points, but with some tricky strategies and a lucky select trick refill you can hit him up to 54 or maybe even 55 times. A few things to keep in mind are not to counter his punches too quickly because this deals extra damage. Getting up on a 9 count is very important for this fight to ensure full refills and takes a bit of practice so be patient. This is actually the only score strategy that has absolutely no luck factor during the actual in round portion of the fight (just the lucky between rounds refill)."

Phase 1

- 3x Counter *Overhead Jab* with 3 left body blows (9 total)
- Get hit by jab
- Counter *Overhead Jab* with 4 left body blows
- 2x Get hit by jab
- Counter *Overhead Jab* with jab
- Get hit until Mac knocked down (330)

Phase 2

- Up on 9
- Get hit by jab
- Counter *Overhead Jab* with 4 left body blows
- 2x Get hit by jab
- Wait until end of round (380)

Phase 3

- Press Select between rounds to recover stamina (more energy random)
- Get hit by jab
- Counter *Overhead Jab* with 3 left body blows
- Get hit until Mac knocked down (420)

Phase 4

- Up on 9
- 2x Get hit by jab
- Counter *Overhead Jab* with 3 left body blows
- Get hit by jabs until Mac knocked down (460)

Phase 5

- Up on 9
- 2x Get hit by jab
- Counter *Overhead Jab* with 4 left body blows
- Get hit by jab
- Counter *Overhead Jab* with 2 left body blows for KO

DID YOU KNOW?

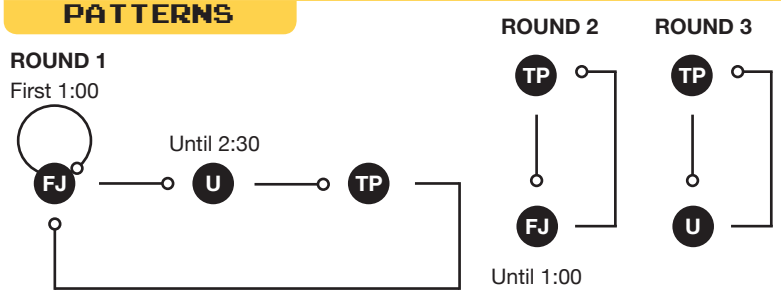
The bike scene is located on the river side in the Bronx, opposite Manhattan and the (late) Twin Towers.

RANKED	#1
HEARTS	77
KO KNOCKDOWNS	N/A
WIN BY DECISION	10,000
ESTIMATED HIGH SCORE	20,000
TIP-OFF	Gem Flash

MINOR CIRCUIT // GREAT TIGER

"WHEN THE JEWEL ON HIS HEAD LIGHTS UP, A JAB IS COMING. JUST DODGE AND STRIKE HIM IN THE FACE. YOU CAN BLOCK IT AND PUNCH HIM MULTIPLE TIMES, BUT YOU'LL NEED HEARTS FOR LATER IN THE MATCH. HE'LL START HIS UPPERCUTS, WHERE HE CROUCHES AND THROWS THEM. PUNCH HIM WHEN HE CROUCHES FOR A STAR, THEN STUN HIM AND USE THE STAR. THEN, TOWARD THE END OF THE ROUND HE'LL DO THIS INTIMIDATING MAGIC THING. HE'LL DISAPPEAR AND YOU'LL BARELY SEE HIM HITTING YOU WITH THE PUNCHES. BLOCK THE FIVE PUNCHES IN A ROW — HE'LL BE BIG TIME STUNNED AND YOU CAN PUNCH HIM IN THE FACE TO PUT HIM DOWN."

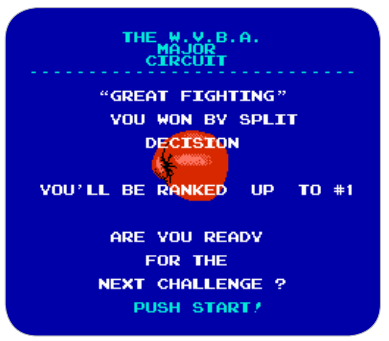
PATTERNS

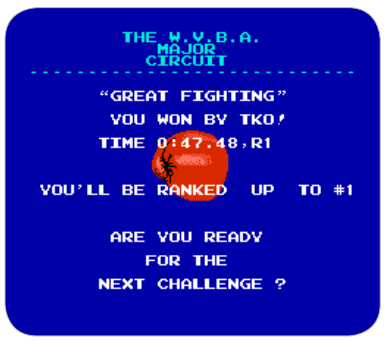


TIPS

- Cannot be KO'ed.
- If Tiger is knocked down 2 clock units or less before a *Tiger Punch*, it will be skipped.
- *Flash Goldilocks* is a jab (blocked), quick dodge the resulting flash jab followed by a very difficult frame perfect (1/60 of a second) delayed jab for a star. The strict timing appears to be an accidental consequence of the programming and the game clock.
- Counter the *Tiger Punch* for an instant knockdown.
- The only Major Circuit opponent who gets up on the 1 count, which occurs if Tiger is knocked down under 1:00 with Mac on full stamina.
- The *TAS* strategy can be partially replicated by replacing the 4 *Flash Goldilocks*' with a delayed right body blow for a low 48 second time.
- For maximum damage intercepting the gem flash with a star uppercut, wait for Tiger to stride 3 times (after obtaining a star).
- Mac will be KO'ed if knocked down twice in any round.

SCREENSHOTS





GREAT TIGER

MOVES

NAME	Flash Jab (FJ)
DAMAGE	10
INFO	Before the jab the gem in his turban flashes.
COUNTER	Jab as the gem flashes for a star (helps to hold up beforehand). Dodge then delayed body blow. Dodge then jab for 4 damage. Block then 6 jabs.

NAME	Uppercut (U)
DAMAGE	15
INFO	Thrown with both hands. Crouches in the direction of the uppercut. The final uppercut animation varies. Repeats while Mac has no hearts.
COUNTER	Dodge and counter with 6 jabs or intercept proper body blow for a star. At 1:00 alternating intercept body blows until knockdown for an infinite combo.

NAME	Tiger Punch (TP)
DAMAGE	13 each
INFO	Steps back, vanishes then spins around throwing 5 jabs. Occurs at 2:30 of each round, start and 1:30 of rounds 2 and 3. Can't be dodged or ducked.
COUNTER	Hold down to block, releasing between each block. Afterwards he will be dizzy and jab for a knockdown or an extremely delayed jab for a star.

STRATEGIES

TAS

BY ADELIKAT (0:47.48 TKO)

"This strat was first developed by Matt Turk in 2004 ('The Tiger Tamer')." ★★★★★

One of three TAS strategies that has no randomness.

Phase 1

- 3x *Flash Goldilocks* for 3 stars
- 2x Star uppercuts
- *Flash Goldilocks* for star
- Intercept gem flash with jab
- Intercept gem flash with star knockdown (earliest possible moment for maximum damage) (0:40)

Phase 2

- Up on 1
- Star knockdown (0:44)

Phase 3

- Up on 1
- Star uppercut for TKO

THE TIGER TAMER

BY MATT TURK (0:48 TKO)

"The Great Tiger has always remained a mystery to MTPO/PO fans. After 16 years he has never gone down for a 10 count and is one of the more difficult opponents to get a fast time due to timing the punches for stars. Father B came up with the best strategy to TKO Tiger fast with a time range of about 0:49 to 0:51 as the fastest times. His strategy is good but difficult to execute due to timing the face jabs for stars. The lowest time for Great Tiger ever recorded on NTSC was a 49.25 by myself (MTPO NTSC) and Jack Wedge (PO NTSC). Many members of the MTPO board believed that this was as fast as Tiger could be beaten although Martin Charlebois hit 49.00 on him using an emulator. The mystery remained as to whether Tiger could be beat in under 0:49. In early June I discovered a new and much easier strategy to execute and ended up setting the current world record (48.82) using it. Here is how I did it..." ★★★☆☆

Phase 1

- Automatic jab (blocked)
- Quick dodge Jab
- Delayed right body blow for star
- Repeat 2 more times (3 stars in reserve)
- 2x Star uppercuts
- Intercept gem flash with left jab for star
- Star uppercut
- Automatic jab (blocked)
- Quick dodge jab
- Delayed right body blow for star
- Intercept gem flash with left jab for knockdown (0:42)

Phase 2

- Up on 1
- Star knockdown (0:45)

Phase 3

- Up on 1
- Star uppercut for TKO

THE TURBAN TANTRUM

BY FATHERB (0:48.82 TKO)

"This is a strategy developed by Father B in 2002 and was the first sub 50 strat for Great Tiger." ★★★★★

Phase 1

- *Flash Goldilocks* for star
- Intercept gem flash with left jab for star
- 2x Star uppercuts
- Intercept gem flash with left jab for star
- Star uppercut
- *Flash Goldilocks* for star
- Intercept gem flash with left jab for star
- Jab (blocked)
- Delayed left jab for knockdown (0:42)

Phase 2

- Up on 1
- Star knockdown (0:45)

Phase 3

- Up on 1
- Star uppercut for TKO

HIGH SCORE

BY COLLEGEJEW629 (22,120 TKO)

"First and foremost, I HATE the Tiger Punch. All it does is waste time. It is REAL easy to get stars off this guy. There are three ways to get stars off his jabs. 1) Wait until the gem on his turban flashes then hit him in the face. 2) Throw a face jab to make him jab back. Then late throw a late counter body blow. 3) He stops ALL movement for a few seconds before throwing a jab. Hit him in the face when he stops. When he ducks for uppercuts, body blow him on the proper side for stars."

Phase 1

- 6x Intercept gem flashes with left jab for 6 stars
- Intercept uppercuts with body blow for stars until two punches from knocking opponent down
- Quick dodge uppercut, left jab
- Star knockdown (4,270)

Phase 2

- 2x Quick dodge uppercuts, left jab, star uppercut
- Intercept uppercuts with body blow for stars until two punches from knocking opponent down
- Quick dodge uppercut, left jab
- Star knockdown (7,260)

Phase 3

- Intercept uppercuts with body blow for stars until end of round (8,540)

Phase 4

- Block *Tiger Punch*
- 4x Intercept gem flashes with left jab for 4 stars
- Quick dodge uppercut, left jab
- Star knockdown (10,490)

Phase 5

- Intercept uppercuts with body blow for stars until 2:25
- Quick dodge uppercut, left jab, star uppercut
- Block *Tiger Punch*
- Star knockdown (14,270)

Phase 6

- *Phase 3* until end of round (14,380)

Phase 7

- Block *Tiger Punch*
- Intercept uppercuts with body blow for stars until 1:25
- Block *Tiger Punch*
- Star knockdown (17,640)

Phase 8-9

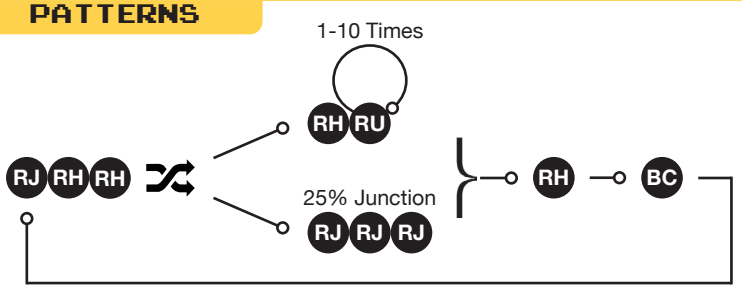
- Intercept uppercuts with body blow for stars until two punches from knocking opponent down
- Quick dodge uppercut, left jab
- Star uppercut for knockdown then TKO

RANKED	Champion
HEARTS	15
KO KNOCKDOWNS	N/A
WIN BY DECISION	N/A (999,900)
ESTIMATED HIGH SCORE	20,000
TIP-OFF	Rolling Hands

MINOR CIRCUIT // BALD BULL I

"TIME TO PICK UP YOUR SECOND TITLE! HE'LL ROTATE HIS GLOVES AROUND WHICH WILL LEAD TO A JAB. DODGE THESE AND RETALIATE WITH A BLOW TO THE FACE. AFTER ATTEMPTING SOME OF THESE JABS, HE'LL THROW UPPERCUTS. DODGE THEM FOR SOME FREE SHOTS TO THE HEAD. THEN, HE'LL GO FOR HIS BULL CHARGE. HE'LL BOUNCE TO THE TOP OF THE RING, AND BOUNCE DOWN, AND NAIL YOU WITH A HUGE UPPERCUT. SIMPLY PUNCH HIM IN THE STOMACH WHEN HE'S ABOUT TO THROW THIS AMAZING UPPERCUT AND HE'LL GO DOWN."

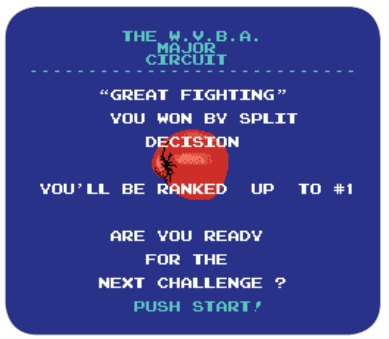
PATTERNS

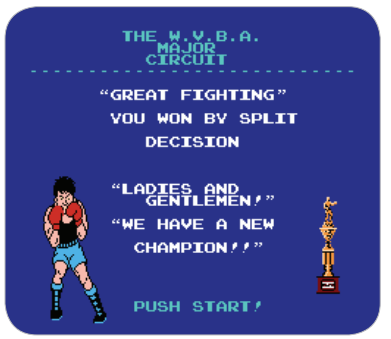


TIPS

- Cannot be KO'ed.
- Will not dodge a star uppercut if Mac has 3 stars.
- There is a 50% chance of getting a star from the first punch following a 17 second knockdown. It depends on the ending bits ('lower nibble') of the Random Number Generator (RNG) being between 00 and 07.
- There is a 4/16 (25%) chance of Bull returning in *Phase 3* with 72 stamina instead of the usual 80. It depends on the ending bits of the Random Number Generator (RNG) at address 0x0018 being 4, 5, C, or D.
- There is a 4/16 (25%) chance of Bull entering the *Rolling Jab* pattern after two hooks between 0:20 and 2:00. It depends on the ending digit of the Random Number Generator (RNG) at address 0x0018 being 0 to 3. This is called a *Junction Point*.
- The *Bull Charge* occurs at 2:30 of each round, 2:00 of round 1, 1:30 of round 2, and 1:00 of round 3.
- Counter the *Bull Charge* with a body blow for an instant knockdown.
- Along with King Hippo can only be beaten in one way.
- The number of hooks thrown depends on the Random Number Generator (RNG) at address 0x0018.

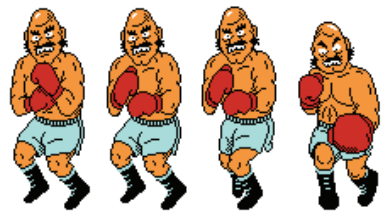
SCREENSHOTS



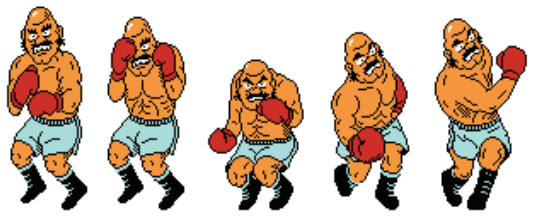


BALD BULL I

MOVES

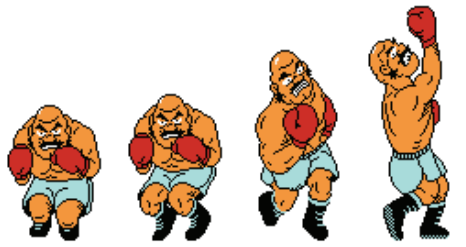


NAME	Rolling Jab (RJ)
DAMAGE	15
INFO	Rolls gloves before punching. Always throws in sets of 3 unless first 20 seconds of round 1 when the sets are 2. Always follows 2 jabs then a pause.
COUNTER	Intercept rolling hands for a possible star. As a set of 3, the first and third intercepts have a 50% chance of producing a star while the second is guaranteed.



NAME	Right Hook (RH)
DAMAGE	16
INFO	Shakes hands up and down before throwing two or more hooks.
COUNTER	Intercept with left jab for a possible star, counter with jab to stun or unstunned uppercut. Countering with a jab will only deal 1 damage. Dodge and counter with 3 jabs to stun. 1+1 for a star.

NAME	Deep Right Uppercut (RU)
DAMAGE	24
INFO	Big damage. Randomly throws in sets of 1 to 5 or more before reverting to hooks.
COUNTER	Counter with a very quick unstunned uppercut, 7 jabs or 1+1 combo for a star.



NAME	Bull Charge (BC)
DAMAGE	96
INFO	Steps back then hops forwards four times and delivers a right uppercut. Repeats until a knockdown or end of round.
COUNTER	Body blow on third hop (watch for a camera flash on the far right side of the bottom row of the crowd) for knockdown.

STRATEGIES

TAS

BY ADELIKAT (0:57.82 TKO)

★★★★★

Odds are 1/256 and one of the few strategies that does not knock the opponent down as fast as possible -- instead opting to gain an extra star in Phase 1 to land the star uppercut in Phase 3. The final star uppercut has a window of 2-3 frames.

Phase 1

- 2x Intercept *Rolling Jab* with left jab for 1 star
- Delayed left jab for star
- Star uppercut, left jab for star
- Delayed left jab for star (50% chance)
- Star uppercut, left jab for star
- Star knockdown (0:18)

Phase 2

- Left jab for star (50% chance)
- Star uppercut (hold up)
- Left jab for star (as guard lowers)
- Star uppercut, quick dodge right hook
- Star uppercut
- Intercept right hook with left jab for star
- Star uppercut
- Intercept *Rolling Jab* with star knockdown (0:37)

Phase 3

- Up with 72 stamina (25% chance)
- Intercept right hook with left jab for star
- Quick dodge right uppercut
- 2x Star uppercuts
- Quick dodge right uppercut
- 1+1 for 1 star
- Quick dodge right uppercut
- Star uppercut for TKO

BULL'S BLUDGEONING

BY MATT TURK & JACK WEDGE (1:01 TKO)

"Bald Bull is one of the hardest opponents in the major circuit to get a fast time. RedTom came up with the best strategy entitled 'Barber Clear Cut' which gives fast times but has random stars in phase 2 triple jab pattern. The following strategy uses 9 stars with only one being random (50%). I TKOed Bull at 1:01 using this strategy. Here is how I did it..." ★★★★☆

Martin Charlebois is credited with discovering the 17 second knockdown.

Phase 1

- Intercept *Rolling Jab* with left jab
- Intercept *Rolling Jab* with left jab for star
- Star uppercut
- Intercept *Rolling Jab* with left jab for star
- Star uppercut
- Intercept *Rolling Jab* with left jab for star
- Star uppercut
- Intercept *Rolling Jab* with left jab for star
- Delayed left face jab for knockdown (0:17)

Phase 2

- Left jab for star (50% chance)
- Left jab for star (slight pause, release up)
- Star uppercut (should not intercept hook)
- Quick dodge left hook
- Star uppercut
- Intercept right hook with left jab for star
- Star uppercut (intercept hook)
- Quick dodge right uppercut
- Star knockdown (0:36)

Phase 3

- Up with 72 stamina (25% chance)
- Dodge right hook
- 2+1 for 1 star
- Dodge right hook
- 2+1 for 1 star
- Quick dodge right hook (75% chance)
- Star uppercut
- Quick dodge right uppercut
- Star Uppercut for TKO (requires quick timing)

BLITZING THE BULL

BY MATT TURK (0:59.82 TKO)

"My best time and current record on NTSC is 59.82. I think the time could be slightly lower though. Most attempts will not get you the 0:59 as you need perfect timing to get it but with practice and patience it will come. Do not get discouraged if Bull fails to cooperate in phase 3 as well." ★★★★★

Phase 1

- Phase 1 of *Bull's Bludgeoning* (0:17)

Phase 2

- Left jab for star (50% chance)
- Left jab for star (slight pause, release up)
- Star uppercut
- 2x Quick dodge right hook then star uppercut
- *Junction Point* (25% chance)
- 3x Intercept *Rolling Jabs* with left jab for 3 stars (50% chance)
- Intercept right hook with left jab for knockdown (0:44)

Phase 3

- Automatic star
- Intercept right hook with left jab for star
- Quick dodge right hook
- 2x Star uppercuts (second intercepts right hook)
- Quick dodge *Deep Right Uppercut*
- Star uppercut for TKO

HIGH SCORE

BY COLLEGEJEW629 (23,870 TKO)

"It took MONTHS to master this Turkish cow. 23,000 isn't close to the world record, which is 28,000. Which is very possible, if he doesn't throw uppers."

Phase 1

- 2x Intercept *Rolling Jabs* with left jab for 1 star
- Star uppercut
- 3x Left jab for star then star uppercut for knockdown (3,460)

Phase 2

- If right hook
  - » Intercept right hook with left jab for star
- If *Rolling Jab*
  - » 3x Intercept *Rolling Jabs* with left jab for 2-3 stars
- If uppercut
  - » Dodge
- If stars
  - » Intercept hook with star uppercut (less damage)
- Knockdown at 1:44 (7,640)

Phase 3

- Repeat *Phase 2* until 2:30
- Dodge *Bull Charge* until end of round (8,360)

Phase 4

- Repeat *Phase 2* until knockdown (11,700)

Phase 5

- Repeat *Phase 2* until 2:30
- Intercept *Bull Charge* with left jab for knockdown (15,480)

Phase 6

- *Phase 2* until end of round (16,100)

Phase 7

- *Phase 2* until knockdown (quick dodge hooks then star uppercut for more damage) (18,440)

Phase 8

- *Phase 2* until 1:10 (quick dodge hooks then star uppercut for more damage)
- Get hit by *Bull Charge* until Mac knocked down (18,560)

Phase 9

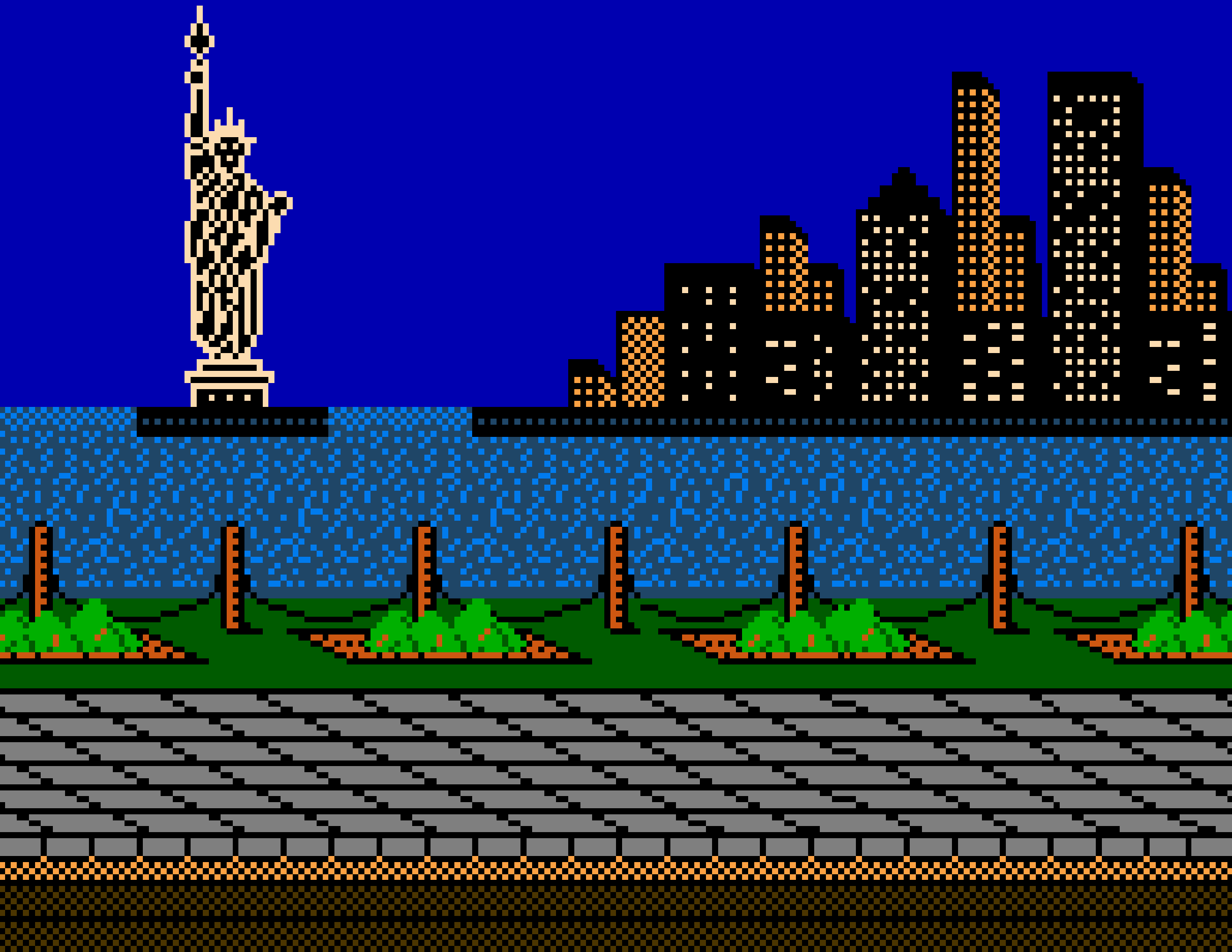
- *Phase 2* until knockdown (quick dodge hooks then star uppercut for more damage) (21,140)

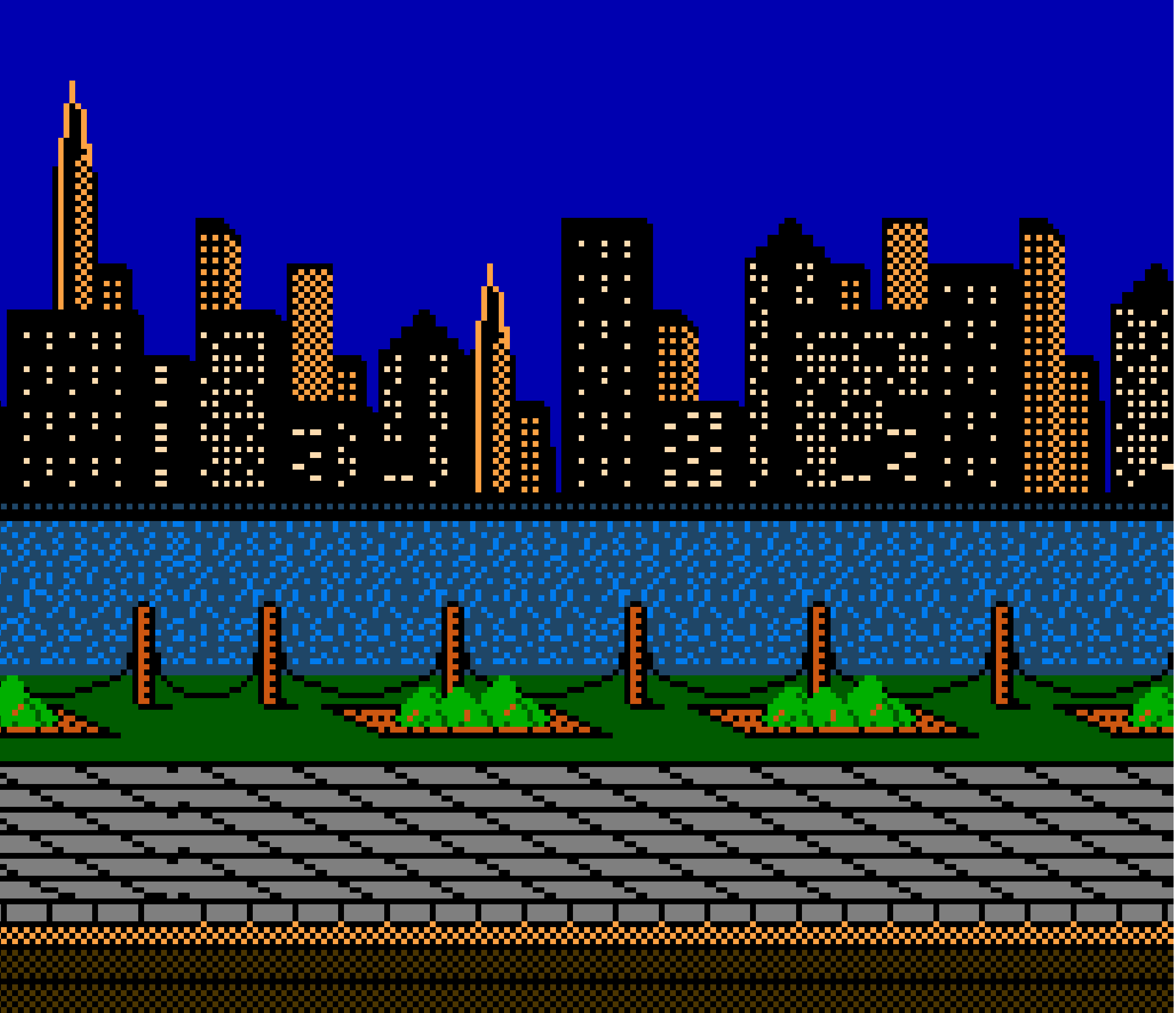
Phase 10

- *Phase 2* until 2:30 (quick dodge hooks then star uppercut for more damage)
- Get hit by *Bull Charge* until Mac knocked down (22,250)

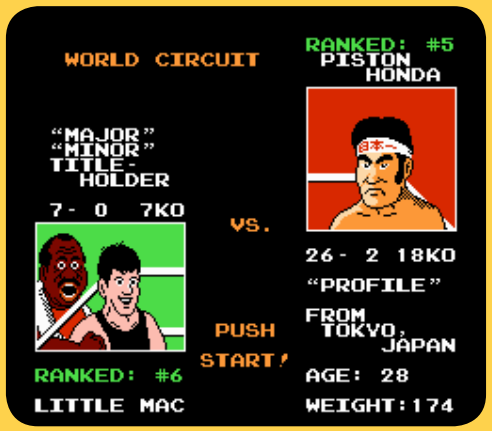
Phase 11

- *Phase 2* until TKO (quick dodge hooks then star uppercut for more damage)





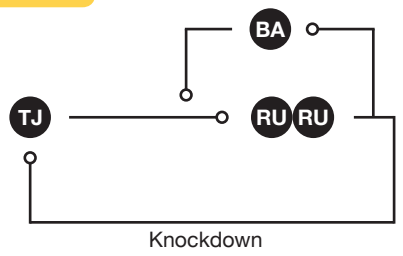
RANKED	#5
HEARTS	20
KO KNOCKDOWNS	1
WIN BY DECISION	3,000
ESTIMATED HIGH SCORE	13,000
TIP-OFF	Eyebrows



WORLD CIRCUIT // PISTON HONDA II

"HE'S BACK, AND HE WANTS REVENGE FOR THAT BELT YOU TOOK! HE HAS CHANGED HIS STYLE QUITE A BIT SINCE THE FIRST ENCOUNTER. HE'LL RAISE AN EYEBROW TO FORESHADOW A JAB, BUT IF YOU DODGE IT, HE'LL IMMEDIATELY THROW ANOTHER THAT YOU'LL HAVE TO AVOID. WHEN HE CROUCHES AND SHAKES, PUNCH HIM IN THE STOMACH FOR A STAR. STUN HIS FOLLOWING PUNCH AND USE IT FOR A BIG ENERGY LOSS. HE'LL ONCE AGAIN GO FOR HIS TRIPLE JAB PATTERN. JAB HIM IN THE FACE 3 TIMES FOR 3 STARS. MY ADVICE IS TO JUST KEEP RACKING UP THE STARS AND USE THEM WHEN HE IS STUNNED."

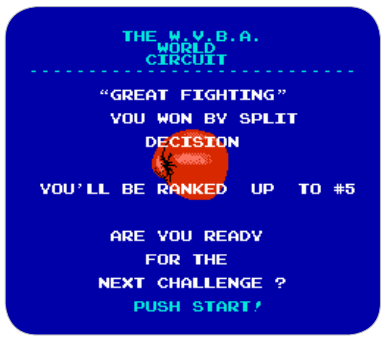
PATTERNS



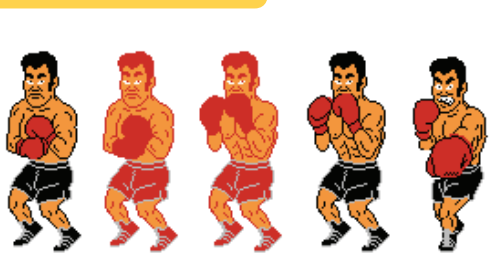
TIPS

- Need 3 stars in reserve to instant TKO in under 1:00 with an unstunned uppercut (provided Honda gets up on 1).
- Will not dodge a star uppercut if Mac has 3 stars.
- The *Eyebrow Pattern* is a raising of the eyebrows before a left jab.
- *Dizzy Destroyer* is a left gutter followed by a very quick left jab.
- *Moment of Weakness* is a left jab (tap up, not hold) that has a very difficult frame perfect (1/60 of a second) window of success.
- Starting with the 4th unstunned punch, every even-numbered punch is a guaranteed star while every odd-numbered punch has a 50% chance of producing a star.
- There is a 50% chance of Honda returning in *Phase 2* with 56 stamina instead of the usual 64. It depends on the ending bits of the Random Number Generator (RNG) at address 0x0018 being 2 to 5 or A to D.
- An *Eyebrow Uppercut* is a delayed star uppercut into the *Eyebrow Pattern* will do a maximum 22 damage instead of the usual 15. For correct timing after delivering the first knockdown, wait for Honda to shift his feet 5 times before throwing the uppercut.
- Counter the *Banzai Attack* with a well timed body blow for an instant knockdown.
- The only World Circuit opponent who gets up on the 1 count, which occurs if Honda is knocked down twice while Mac has full stamina.
- To perform the *Clock Stop Glitch* jab (blocked) during the *Banzai Attack* charge. Requires strict timing as punching 1 frame later results in a knockdown. For more info on the *Clock Stop Glitch* and *Rules of Engagement*, see Chapter 1.
- The *Banzai Attack* has an 8 frame intercept window. The first 5 frames result in an instant KO, while the last 3 result in a star.

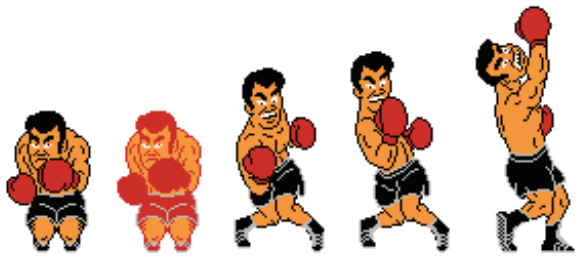
SCREENSHOTS



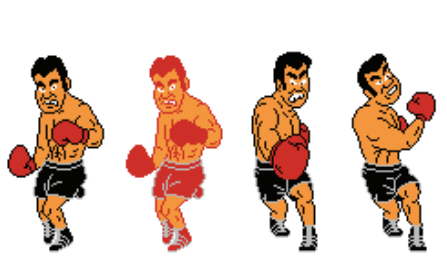
MOVES



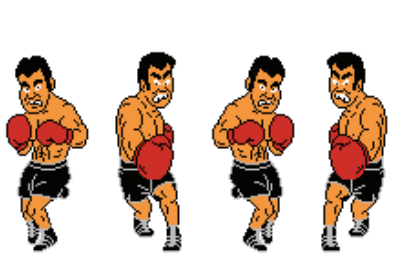
NAME	Triple Left Jab	TJ
DAMAGE	11 each	
INFO	Does the *Eyebrow Pattern*.	
COUNTER	3 jabs as he moves eyebrows for possible stars. Intercept with a well timed jab during eyebrow move.	



NAME	Right (Jiving) Uppercut	RU
DAMAGE	19	
INFO	Right uppercut is common. The jiving variation involves shaking from side to side before attacking.	
COUNTER	Counter the jiving variation with a body blow between the first two shakes for a star.	



NAME	Right Hook	RH
DAMAGE	11	
INFO	Repeats while Mac has no hearts.	
COUNTER	5 jabs after Mac recovers.	



NAME	Banzai Attack	BA
DAMAGE	8 each	
INFO	Steps back before throwing 4 alternating jabs. Occurs at 1:00 and 2:00 of round 1, 0:30 and 2:00 of round 2 and 0:30 of round 3.	
COUNTER	Block each jab then counter with 4 jabs. Alternatively, a well-timed (see *Tips* section) left body blow just as Honda comes into punching range will result in a knockdown. Star uppercut for knockdown if less than 1/8 stamina.	

STRATEGIES

TAS

BY ADELIKAT (0:50.25 TKO)

"This strategy was originally demonstrated in Phil & Genisto's first publication. Achieving this time requires 3 random (50%) stars and one random energy refill. Thus the odds of getting the right pattern is 1/16 or 6.25%." ★★★★★

Matt Turk created the Dizzy Destroyer and noticed Mac needed 3 stars for a Phase 3 knockdown.

Phase 1

- *Dizzy Destroyer*
- *Moment of Weakness* (only prior to the triple jab pattern)
- Left jab for star (tap up)
- Hold up to keep guard raised
- Star uppercut (as guard raises)
- Wait until guard lowers
- 2x Left jabs for 2 stars (second star 50% chance, tap up don't hold)
- Star uppercut
- *Eyebrow Uppercut*
- 2x Intercept right jabs with left jab for 2 stars
- Intercept right jab with left jab for knockdown (0:27)

Phase 2

- Up with 56 stamina (50% chance)
- Hold up to keep guard raised
- Star uppercut (as guard raises)
- Wait until guard lowers
- 2x Left jabs for 2 stars (second star 50% chance, tap up don't hold)
- *Eyebrow Uppercut*
- Left jab for star
- Left jab for knockdown (0:46)

Phase 3

- Up on 1
- Star uppercut for TKO

BLINDED BARRAGE 2010

BY MATT TURK, ADELIKAT & SINISTER1 (0:52 TKO)

"Piston Honda 2 is Little Mac's first opponent in the World Circuit. Although not extremely difficult to defeat he can still pose some problems for Little Mac. It was long thought that he could not be beat in under 1:00. Red Tom however invented 'The TKO Royale' for PAL and made the sub 1:00 victory possible. Matt Turk followed up with another strategy for NTSC entitled 'Kamikaze Knockout' which also made possible a sub 1:00 victory. However it seemed that everyone was stuck at 56.00 until one day...

I would like to dedicate this strategy to Red Tom for coming up with the first strategy to TKO Honda 2 under 1:00 and also to Jedi Samurai for hinting to me that 56.00 on NTSC might be able to be improved.

I really like this strategy because it is the first strategy other than Glass Joe where the opponent does not even get a punch off cleanly before being defeated. It is just 55 seconds of Mac beating the hell out of Honda 2 rendering him totally defenseless. Phase 1 is by far the hardest part of this strategy to execute properly but an experienced MTPO player should be able to pull this off pretty easily. Remember to always have fun and enjoy playing this great game. So go give Honda his 'Blinded Barrage' and have fun doing it. Take care guys."

"This strategy is a combination of Matt Turk's original Blinded Barrage and Adelikat's TAS fight that results in a 52.xx time if performed correctly." ★★★★☆

Phase 1

- 3x *Dizzy Destroyers* for 3 stars
- 2x Star uppercuts
- Left gutter for star
- *Eyebrow Uppercut*
- 2x Intercept right jabs with left jab for 1-2 stars
- Delayed left jab for knockdown (as guard lowers, 16 frame window) (0:29)

Phase 2

- Up with 56 stamina (50% chance)
- Star uppercut (hold up to keep guard raised)
- Wait until guard lowers
- 2x Left jabs for 2 stars (second star 50% chance, tap up don't hold)
- *Eyebrow Uppercut*
- 2x Intercept right jabs with left jab for knockdown (must have 3 stars) (0:48)

Phase 3

- Up on 1
- Star uppercut for TKO

STANDARD

(1:00.99 KO)

"This one is easy and most MTPO players have pulled it off. Simply wait for the one minute mark where Piston will back up and charge at you. Time a punch to his face or body which will knock him down permanently! This one punch defeat will score at best a 1:00.99 final time." ★★☆☆☆

Phase 1

- Wait until 1:00
- Intercept *Banzai Attack* with left body blow for KO (requires excellent timing)

HIGH SCORE

BY SINISTER1 (16,490 KO)

"Piston Honda doesn't give stars at the rate he did in your first fight with him, but still does so at a high enough rate that you can get a ton of points by abusing his lack of a good defense."

Phase 1

- 3x *Dizzy Destroyers* for 2 or 3 stars
- If 2 stars (50% chance)
  - 2x Star uppercuts
  - Left body blow for star
  - Star uppercut
- If 3 stars (50% chance)
  - 3x Star uppercuts
- Counter *Triple Left Jabs* for stars
- Get hit by 2 right uppercuts
- Repeat previous 2 steps
- Get hit by *Banzai Attack* until Mac knocked down

Phase 2

- Up on 9
- *Dizzy Destroyer* for stars
- Dodge *Triple Left Jabs*
- Quick dodge right uppercut
- Star knockdown

Phase 3

- *Dizzy Destroyer* until 2:00
- Block *Banzai Attack*
- 2x Dodge right uppercuts
- *Dizzy Destroyer* until one punch from knocking opponent down
- Dodge *Triple Left Jabs*
- Quick dodge right uppercut
- Star knockdown

Phase 4

- Dodge until end of round

Phase 5

- Press Select between rounds to recover stamina
- *Dizzy Destroyer* until one punch from knocking opponent down
- Get hit until (Honda regains stamina)
- *Dizzy Destroyer* until one punch from knocking opponent down
- *Eyebrow Uppercut* for knockdown

Phase 6

- Up on 1
- *Dizzy Destroyer* until one punch from knocking opponent down
- Get knocked down

Phase 7

- Up on 9
- *Dizzy Destroyer* until one punch from knocking opponent down
- Dodge *Triple Left Jabs*
- Quick dodge right uppercut
- Star knockdown

Phase 8

- Up on 1
- *Dizzy Destroyer* until end of round

Phase 9

- *Dizzy Destroyer* until one punch from knocking opponent down
- Get knocked down

Phase 10

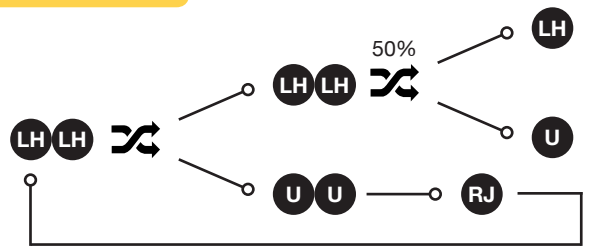
- Repeat *Phase 7* for KO

RANKED	#4
HEARTS	8
KO KNOCKDOWNS	5
WIN BY DECISION	10,000
ESTIMATED HIGH SCORE	14,500
TIP-OFF	Dancing Feet

WORLD CIRCUIT // SODA POPINSKI

"SODA IS A BIG GUY, AND THE KIND OF GUY YOU'LL REALLY WANT TO KILL IF HE KNOCKS YOU DOWN. HE THROWS HOOKS FIRST, AND YOU CAN FIRE BACK WITH PUNCHES TO THE FACE, THEN HE'LL START WITH UPPERCUTS WHICH YOU CAN DODGE AND COUNTER WITH FACE JABS. YOU CAN GET A STAR BY DODGING AND DELAYING A FACE JAB AFTER AN UPPERCUT. HIS SHOTS REALLY HURT, SO BE CAREFUL, AND BE QUICK WITH YOUR STARS BECAUSE HE MOVES FAST."

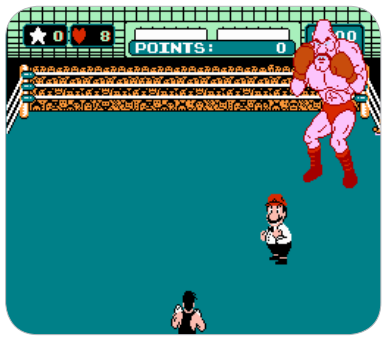
PATTERNS

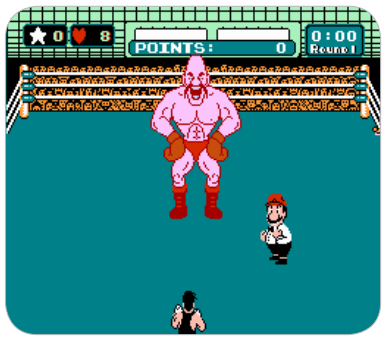


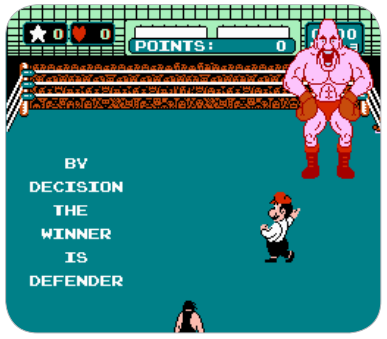
TIPS

- In the first half of round 1, dodge any hook then delayed right body blow for a possible star.
- *Crouch Glitch* by blocking during an uppercut to trigger a programming error that freezes Soda for an extended period of time. During this time he is vulnerable to a body blow then uppercut for a knockdown. Can be done by pressing down for just one frame (1/60 of a second), but is only useful for a TAS (see Chapter 7) as pressing down for even two frames causes Mac to block. Tap down before the uppercut to cause Soda to kneel earlier.
- *Crouch Glitch Knockdown* is a *Crouch Glitch* followed by a left body blow (possible star), dodged uppercut (or left body blow to cancel the uppercut), then star uppercut for a guaranteed knockdown.
- The first 2 uppercuts of each round connect. This is followed by 3 more uppercuts when Mac has 3 stars in reserve — but only after one additional uppercut (dodged or landed).
- Repeatedly pressing down (slow enough to avoid Mac ducking) increases the odds of getting the shortest pause between uppercuts.
- There is actually a frame perfect window (1/60 of a second) where Mac can intercept an uppercut so early with a star uppercut, it doesn't trigger an instant knockdown.
- To perform the *Clock Stop Glitch* quick dodge, jab to stun then late punch for a star. For more info on the *Crouch Glitch* and *Rules of Engagement*, see Chapter 1.

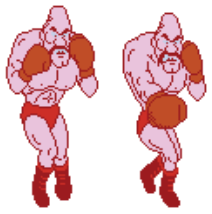
SCREENSHOTS





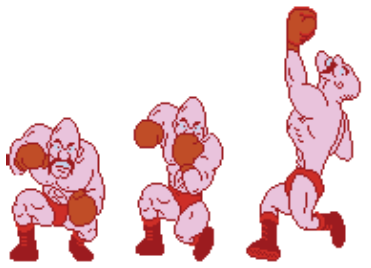


MOVES

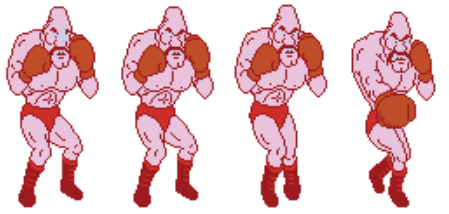


NAME	Right Jab (RJ)
DAMAGE	16
INFO	Only occurs if Mac has full stamina.
COUNTER	Jab.

NAME	Left Hook (LH)
DAMAGE	19
INFO	Thrown in pairs.
COUNTER	Intercept with right jab for possible star (50% chance, wait for action otherwise will be blocked). Dodge and counter with delayed body blow.



NAME	Uppercut (U)
DAMAGE	27
INFO	Thrown in pairs. Occurs after a set of 2 hooks or after a Mac knockdown.
COUNTER	Trigger the *Crouch Glitch* by holding down then counter with body blow or dodge and speedy jabs.



NAME	Drunken Dance Jabs (DJ)
DAMAGE	16 each
INFO	Shuffles feet then throws three consecutive jabs. Occurs while Mac has no hearts or after 2 consecutive uppercuts after a Mac knockdown.
COUNTER	Intercept with a body blow or jab.

STRATEGIES

TAS

BY ADELIKAT (0:45.25 TKO)

"The way the game works is that on a certain frame it reads if the user is pressing down, and if so, Soda will pause in a crouching position in which he can be punched. In non-TAS strats, Mac will have to duck, then come out of ducking position, then punch. In the strat, down is pressed for just 1 frame, which isn't enough to start the ducking animation, so Mac can hit Soda much sooner. This strat begins punching at Soda THEN pressing down. If timed right, the game reads the down press and causes Soda to pause at the same time the punch lands."

Not blocking saves 2-3 seconds each time.

Phase 1

- Intercept hook with body blow (blocked)
- Right jab for star
- Intercept uppercut with left body blow
- Left body blow (blocked)
- Star knockdown (0:15)

Phase 2

- 2x Intercept hooks with left body blow (blocked)
- Intercept uppercut with left body blow for star
- Left body blow (blocked)
- Star knockdown (0:30)

Phase 3

- Left body blow (blocked)
- Intercept hook with right jab
- Intercept uppercut with left body blow for star
- Left body blow (blocked)
- Star uppercut for TKO

TAS

BY ADELIKAT (0:31.85 TKO, CLOCK STOP)

"The goal of the CS strat is to get Soda to do an uppercut as soon as possible in order to get rapid punches and start the clock stopping glitch. Since Mac is low on health, let Soda knock him down! This seems counter intuitive but Soda immediately throws uppercuts whenever Mac gets up. This is faster than waiting for his normal pattern."

Phase 1

- 2x Intercept hooks with left body blow (blocked)
- 1+1 (*Clock Stop Glitch*)
- Get hit until one punch from Mac knocked down
- *Crouch Glitch*, left body blow for star
- Intercept uppercut with left body blow (blocked)
- Star knockdown (0:12)

Phase 2

- Mac knocked down (simultaneous hit) (0:15)

Phase 3

- Quick dodge uppercut
- 1+1 (*Clock Stop Glitch*)
- Get hit until one punch from Mac knocked down
- *Crouch Glitch*, left body blow for star
- Intercept uppercut with left body blow (blocked)
- Star knockdown (0:21)

Phase 4

- *Phase 2* until Mac knocked down (0:25)

Phase 5

- Quick dodge uppercut
- 1+1 (*Clock Stop Glitch*)
- *Rules of Engagement* for TKO

PUNCH DRUNK

BY MATT TURK (0:38 TKO, CLOCK STOP)

"Soda Popinski is one of the toughest fighters in the World Circuit due to the fact that his hooks and uppercuts are slightly delayed which throws off Mac's timing. Chrome Virus wrote the best strategy for Soda Popinski entitled 'The Russian Attack TKO' that has a low of about 0:49. It seemed that breaking the 0:49 barrier on NTSC was impossible. MTPO has always been considered a very tough game due to the fact that it does not suffer from very many serious glitches that players can take advantage of. Other than the Sandman glitch the game is pretty much glitch free. However this past January I discovered a major glitch and used it to exploit several characters. The following is the story of how I exploited a major glitch to beat Soda Popinski under 0:40..." ★★★☆☆

Phase 1-3

- 2x Intercept hooks with left body blow (blocked)
- Dodge uppercut (50% chance)
- 1+1 for star (second jab speedy, *Clock Stop Glitch*)
- Hold down to block
- Soda does uppercut (50% chance)
- *Crouch Glitch Knockdown* for eventual TKO

VODKA SHOCK

BY DANIEL T. (0:56.48 TKO)

"I have discovered a way of beating Popinski in 1:00 or less. I set the record of 0:56.48 R1 with this strategy, which I discovered by accident to tell you the truth. Remember Soda Popinski is very unpredictable, so you may have to be patient in order for this strategy to work. I say this because Soda does not always kneel resulting in different patterns. However, if you want to beat him in 1:00 or less you must be patient and keep fighting him until he kneels down the required three times so that you can get a star by punching him in the chest each time. If you execute the above strategy correctly you will only have one heart remaining at the end of the fight." ★★★☆☆

Phase 1-2

- 2x Intercept hooks with right body blow (blocked)
- *Crouch Glitch*
- Right body blow for star
- Quick dodge uppercut
- Right jab to stun
- Star knockdown (0:18 and 0:36)

Phase 3

- 2x Intercept hooks with right body blow (blocked)
- *Crouch Glitch*
- Right body blow for star
- Intercept uppercut with right body blow
- Star uppercut for TKO

HIGH SCORE

BY COLLEGEJEW629 (14,400 TKO)

"If you hit him in the stomach before his uppercuts ONCE in the whole fight, one star punch will take him down. So instead, late counters FTW.

Wait until 1:30 or so, so you can get at least two knockdowns in. If you only took him down once in round 2, you can get the TKO this round. If not, he will not get up after the second knockdown, but that is only if you got him down after 1:30."

Phase 1

- If hook
  - » Intercept hook with right jab for possible star
- If uppercut
  - » Quick dodge uppercut
  - » Delayed left jab for possible star
- If *Drunken Dance Jabs*
  - » Quick dodge jab
  - » Left jab
  - » Intercept jab with left jab for star
- Star uppercut (when possible)
- Wait until 1:30
- Star knockdown

Phase 2-8

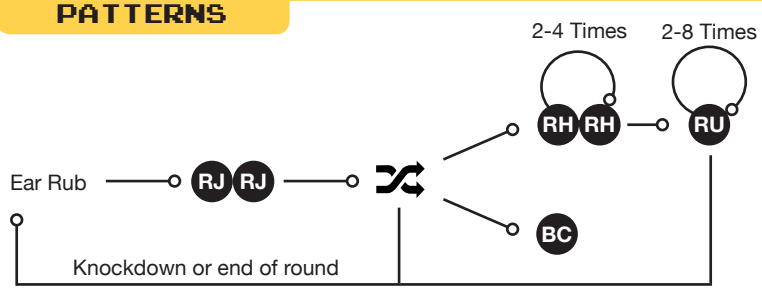
- *Phase 1* until two knockdowns (per round) and eventual TKO

RANKED	#3
HEARTS	15
KO KNOCKDOWNS	5
WIN BY DECISION	9,000
ESTIMATED HIGH SCORE	15,000
TIP-OFF	Ear Rub

WORLD CIRCUIT // BALD BULL II

“ANOTHER RETURN CHARACTER WHO YOU BEAT EARLIER. THE ONLY WAY TO PUT HIM DOWN IS TO NAIL HIM WITH A STAR OR BREAK UP HIS BULL CHARGE. IF HE BLOCKS A PUNCH OF YOURS, MOVE, BECAUSE HE’LL FOLLOW WITH A JAB. WHEN HE RAISES HIS GLOVES UP IN THE AIR, PUNCH HIM IN THE FACE FOR A STAR, BUT DON’T USE IT NOW, USE IT WHEN HE’S LOW ON STAMINA SO IT WILL PUT HIM DOWN. WHEN HE ATTEMPTS THE BULL CHARGE, DODGE IT AND HE’LL RETREAT HALFWAY BACK. PUNCH HIM IN THE STOMACH TO PUT HIM DOWN.”

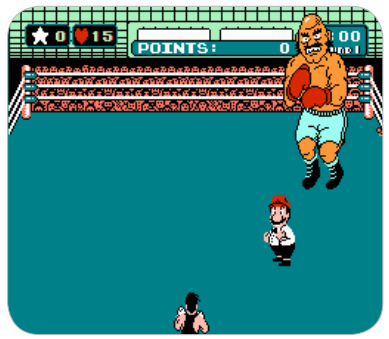
PATTERNS

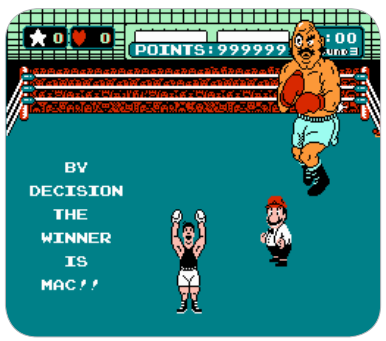


TIPS

- Can only be knocked down with a star uppercut.
- Always dodges an unstunned uppercut — except during the *Ear Rub Pattern* (when Bull rubs his ears) or after a correctly timed quick dodge/duck of any hook.
- Always gets up on the 9 count.
- Can only be knocked down during the *Bull Charge* or with a star uppercut.
- Intercept the *Ear Rub Pattern* for a star.
- There is a 1/16 (6.25%) chance of a successful jab giving a star. It depends on the ending bits of the Random Number Generator (RNG) at address 0x0018 being F. Very similar to the *Moment of Weakness* and can also be done at times other than during the *Ear Rub Pattern*.
- The 3 ways to get random star are to retaliate at the beginning of a round, after another random star, or after a body blow.
- The *Bull Dozer* is a left body blow during his *Ear Rub Pattern* followed by a jab for a 1/16 (6.25%) chance of getting a star. Discovered by Matt Turk.
- There is a 25% chance Bull will enter his *Ear Rub Pattern* in *Phase 2*. It depends on the ending bits of the Random Number Generator (RNG) at address 0x0018 being 4, D, E, or F. This is called a *Junction Point*.
- A blocked jab will result in a counterjab. Dodge then delayed right body blow for a star.
- *Bull Charge* occurs at 2:00 of each round, and 0:30 of rounds 2 and 3.
- Counter the *Bull Charge* with a body blow for an instant knockdown.
- There is a 1/16 (6.25%) chance of a successful *Moment of Weakness* gutter.
- Always accepts a stunned uppercut (unlike the first Bald Bull).

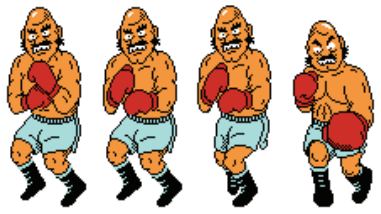
SCREENSHOTS



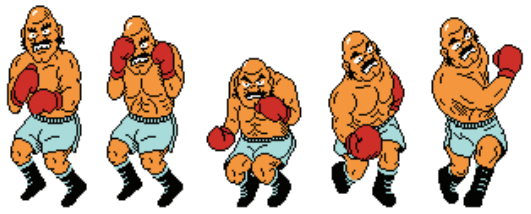


BALD BULL II

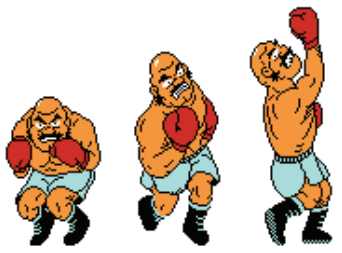
MOVES



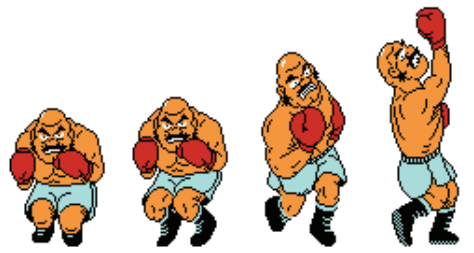
NAME	Rolling Jab (RJ)
DAMAGE	16
INFO	Repeats along with uppercuts while Mac has no hearts. Thrown at the beginning of round 1 and after *Ear Rub Pattern* (if not interrupted).
COUNTER	Intercept with jab (6.25% chance) or dodge and counter with delayed body blow.



NAME	Right Hook (RH)
DAMAGE	17
INFO	Shakes hands up and down before throwing two or more hooks. Most common attack. Thrown in sets of 2.
COUNTER	Dodge and counter with a delayed left jab for a star or dodge and counter with 3 jabs. Counter using a 1+1 delayed counter for star.



NAME	Right Uppercut (RU)
DAMAGE	25
INFO	Repeats along with jabs while Mac has no hearts.
COUNTER	Dodge and counter with 6 jabs (once Mac has recovered).



NAME	Bull Charge (BC)
DAMAGE	96
INFO	Steps back then hops forwards four times and delivers a right uppercut. Repeats until a knockdown or end of round.
COUNTER	Body blow between the third and final hop (watch for a nod by a bearded spectator in bottom row of the crowd under the heart counter) for knockdown.

STRATEGIES

TAS

BY ADELIKAT (1:08.97 TKO)

"The strat uses 9 random punches in phase 1, however, the same time can be achieved with 8. There are two random punches in phase 2 and 3 in phase 3. That's a total of 13 random punches that must land. Each punch is a 1/16 chance of success so the total odds of getting this randomness is 1 / 4,503,599,627,370,496!"

Sinister1 claims to have watched this strategy more than anyone else on the planet!

Phase 1

- 4x Left jabs for 4 stars
- Star uppercut
- 5x Left jabs for 5 stars
- Duck right hook
- Star knockdown (0:31)

Phase 2

- Star uppercut (intercepts *Ear Rub Pattern*)
- 3x Left jabs for 3 stars
- Duck right hook
- Jab
- Star uppercut
- Duck right hook
- Star knockdown (0:52)

Phase 3

- Star uppercut
- 3x Left jabs for 3 stars
- Duck right hook
- Jab
- Star uppercut for TKO

SINGLE DOZER

BY ADELIKAT (1:21.97 TKO)

"This is a variation of the strategy I came up with in 2005 that could achieve a sub 1:27 time (which was then a world record). The strategy uses the 'Bull Dozer' technique (a trick developed by Matt Turk). This achieved a 1:21.97 time resulting from one successful Bull Dozer technique. This strat depends on a random 'Ear Rub' pattern (1/4 chance) and a random star (1/16) thus the odds are 1/64 or roughly a 1.5% chance of success. All stars are 100% except second punch of Bull Dozer." ★★★★☆

Phase 1

- Dodge and counter *Rolling Jab* with late left body blow for star
- Counter *Rolling Jab* with late right body blow for star
- Intercept *Ear Rub Pattern* with star uppercut
- 2x Jabs (blocked) then dodge then delayed left body blow for 2 stars
- 2x Dodge hooks then left jab to stun then star uppercut for knockdown (0:37)

Phase 2

- Automatic jab for star
- Jab (blocked) then dodge then delayed left body blow for star
- 2x Dodge hooks then left jab to stun then star uppercut
- Star knockdown (intercepts *Ear Rub Pattern*, 25% chance) (1:03)

Phase 3

- *Bull Dozer* for 2 stars
- 2x Dodge hooks then left jab to stun then star uppercut for TKO

BROWNE'S WAY

BY DANIEL BROWNE (1:29 TKO)

"I posted this strategy on the gamefaqs board a while ago. It is a 1:29 strategy without the 'Impossible Stars' every other method seems to require at the start of the match and after each knockdown. I've tried it 100 times and it never fails." ★★★☆☆

Phase 1

- 2x Counter *Rolling Jabs* with late right body blow for 2 stars
- Intercept *Ear Rub Pattern* with star uppercut
- 2x Jabs (blocked) then dodge then delayed left body blow for 2 stars
- 2x Dodge hooks then right jab to stun then star uppercut for knockdown (0:38)

Phase 2

- *Phase 1* (from step 2) until knockdown (1:06)

Phase 3

- Intercept *Ear Rub Pattern* with right body blow for star
- Jab (blocked) then dodge then delayed left body blow for star
- 2x Dodge hooks then right jab to stun then star uppercut for TKO

SEEING RED

BY MATT TURK (1:22 TKO)

"Bald Bull 2 is the first opponent in the entire game that Mac cannot beat in under 1 minute. I was motivated to look for this strategy based upon a desire to go under 1:30 on him. RedTom wrote the original strategy to beat Bald Bull 2 fast with a time range from about 1:35-1:40. Matt Turk wrote another strategy entitled 'The Turkish Massacre' with a time range from 1:31-1:35. This strategy (Seeing Red), although more random. is much faster than both of those." ★★★★★

Phase 1

- Automatic jab for star (6.25% chance)
- Quick dodge jab then left body blow for star
- Dodge Jab then left jab
- Intercept *Ear Rub Pattern* with star uppercut
- Jab (immediate, blocked)
- Quick dodge jab then left body blow for star
- Dodge hook then left jab then star uppercut
- Dodge hook
- 2x Left jabs
- Star knockdown (0:34)

Phase 2

- *Bull Dozer* for 2 stars
- 2x Quick dodge hook then star uppercut
- *Junction Point* (hook, 75% chance)
- Dodge hook then delayed jab for star
- Dodge hook then left jab
- Star knockdown (1:03)

Phase 3

- *Bull Dozer* for 2 stars
- 2x Dodge hook then left jab then star uppercut for TKO

HIGH SCORE

BY COLLEGEJEW629 (16,270 KO)

"Round 1: Only star punches and countering the Bull Charge get him down, so try to get him down at 1 minute. He goes for the Bull Charge at 2 minutes, try to stun him during a hook/upper during the 2 minute mark so he does not do the charge. You should have 7000 or so points at the end of the round.

Round 2: He goes for the charge at :30. Make sure you have a star punch ready. He goes for it again at 2 minutes. If he does the charge just get hit by it. Countering the charge is a no-no in this fight.

Round 3: Same as round two, only when you get him down the 2nd time he will not get up. Another difference is that in this round, you want to let him do the Bull Charge and get hit by it. For some reason this boosts his ego and makes him last another knockdown. This way he dies on the 6th cumulative knockdown and not the 5th."

Phase 1

- If *Rolling Jab*
  - » Dodge
  - » Left body blow for star
- If *Ear Rub Pattern*
  - » Left body blow for star (or star uppercut)
- If hook
  - » Dodge
  - » Delayed left jab for star (or left jab then star uppercut)
- Star knockdown (3,070)

Phase 2

- *Phase 1* until knockdown (6,050)

Phase 3

- *Phase 1* until end of round (7,730)

Phase 4-5

- *Phase 1* until knockdown (12,260)

Phase 6

- *Phase 1* until Mac knocked down by *Bull Charge* (12,370)

Phase 7

- *Phase 1* until end of round (12,850)

Phase 8-9

- *Phase 1* until Mac knocked down by *Bull Charge*

Phase 10

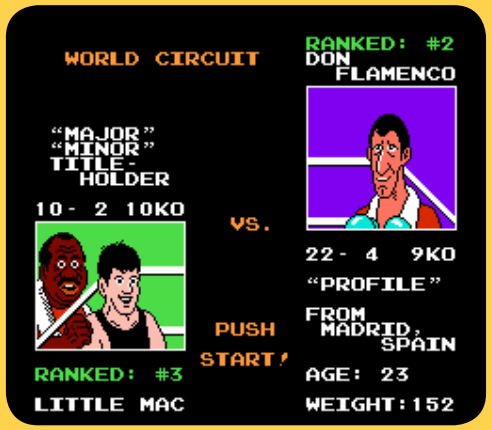
- *Phase 1* until knockdown (14,930)

Phase 11

- *Phase 1* until KO (intercept *Bull Charge*)

DON FLAMENCO

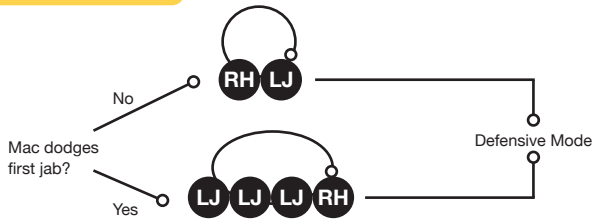
RANKED	#2
HEARTS	15
KO KNOCKDOWNS	5
WIN BY DECISION	5,000
ESTIMATED HIGH SCORE	13,500
TIP-OFF	Raised Arm



WORLD CIRCUIT // DON FLAMENCO II

"DON IS HARDER THIS TIME BECAUSE IT'S HARD TO KNOCK HIM OUT, AND IT'S HARD TO BEAT HIM BY REFEREE DECISION. IF HE BLOCKS AFTER 1:30 OR EARLY IN ROUND 2, BE PREPARED FOR A POSSIBLE COUNTERPUNCH. IF HE BLOCKS YOU AND STAYS STILL, HE'LL COME AFTER YOU WITH ONE OF HIS PUNCHES. THIS IS YOUR CHANCE TO POUND ON HIM, ALTHOUGH HE WON'T FALL AFTER IT. IF YOU RUN OUT OF HEARTS, HE'LL COME AFTER YOU WITH HOOKS. YOU'LL HAVE TO DODGE THEM ALL UNTIL YOU RECOVER. YOUR TIMING NEEDS TO BE ON, BECAUSE HIS PUNCHES RESULT IN A BIG ENERGY LOSS."

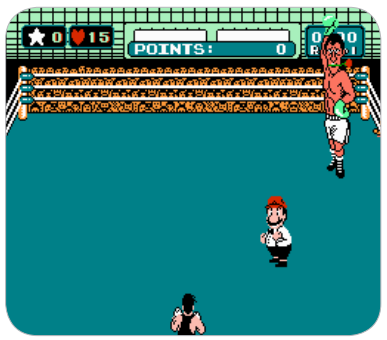
PATTERNS



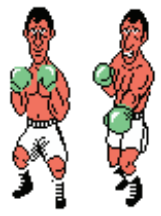
TIPS

- The most random opponent with randomly timed punches.
- Every 7th counterpunch produces a star.
- Hold up while waiting for the left jab to avoid the random delay.
- Ducking the right hook changes Don's pattern of attack.
- There is a 1/16 (6.25%) chance that by countering a hook or jab it will produce a star. It depends on the ending bits of the Random Number Generator (RNG) at address 0x0018 ending in a single 0 (10, 20, 30, etc).
- Has three possible energy refills for all phases except *Phase 3* of round 1 if Mac has full stamina. If Mac been damaged in *Phase 3* of round 1 Don has a 12.5% chance of returning with just 40 stamina!
- There is a 3/8 (37.5%) chance of Don returning with 72 stamina instead of the usual 80. It depends on the ending bits of the Random Number Generator (RNG) at address 0x0018 being 1, 4, 7, 9, C, or F.
- There is a 1/8 (12.5%) chance of Don returning with 40 (*Phase 3*) or 64 stamina (*Phase 2*) instead of the usual 80. It depends on the ending bits of the Random Number Generator (RNG) at address 0x0018 being 2 or A.
- There is a 1/256 (0.003%) chance he will not throw an attack. It depends on the Random Number Generator (RNG) at address 0x0018 remaining the same value. If this were to occur repeatedly Don would not throw a punch until the 1:30 mark after which he enters *Defensive Mode*!
- Unlike the first fight he can block more than once before throwing the *Flamenco Punch*. Each block takes approximately 2 seconds.
- Is the only rematch opponent to feature a different color (gloves).
- Can be TKO'ed in 44 seconds using the *Clock Stop Glitch*.
- To perform the *Clock Stop Glitch* jab (blocked), quick dodge *Flamenco Punch*, body blow (blocked), then jab (blocked, strange sound). For more info on the *Rules of Engagement*, see Chapter 1.

SCREENSHOTS

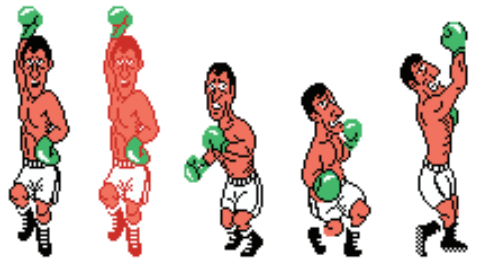


MOVES



NAME	Left Jab (LJ)
DAMAGE	19
INFO	Tipped off by raising his guard.
COUNTER	Intercept with a body blow for a possible star. Dodge and counter with 4 jabs.

NAME	Right (Mini) Hook (RH)
DAMAGE	19
INFO	Occurs while Mac has no hearts or after any set of 3 jabs.
COUNTER	Intercept with left jab for possible star or dodge and counter with 2 jabs.



NAME	Flamenco Punch (FP)
DAMAGE	35
INFO	Thrown as counterattack (after taunting) or after a knockdown. If leans to the right after blocking will not throw the counterpunch.
COUNTER	*Goldilocks* (see Don I) for a star. Quick dodge early then 11 jabs or quick dodge late then 9 speedy jabs (significantly slows clock). After Mac knockdown, counter with left body blow.

STRATEGIES

TAS

BY ADELIKAT (0:58.00 TKO)

"This is an extremely random strat that achieves a 58.00 without using the clock stopping glitch. It involves numerous random (1/16) stars, 2 rare energy refills, random early counters against his punches, and the fastest timing variations of his punches."

Odds are estimated to be at least 1 in a million.

Phase 1

- Press Select before round to reduce stamina by half
- Quick dodge jab
- Delayed right body blow for star
- Right body blow for star (6.25% chance)
- Left jab for star then 2x star uppercuts
- 2x Right body blows for 2 stars (6.25% chance)
- Quick dodge hook
- Star knockdown (0:31)

Phase 2

- Up with 64 stamina (12.5% chance)
- Left body blow for star
- Quick dodge jab then left jab
- Star uppercut
- Left body blow for star (6.25% chance)
- Duck hook
- Star knockdown (0:50)

Phase 3

- Up with 40 stamina (12.5% chance)
- Star uppercut
- Delayed star uppercut (intercepts hook) for TKO

DON DESTROYER

BY SINISTER1 (1:47 TKO)

"This strategy assumes the most common refill which is also the worst (80 Stamina, 50% chance) and that no random stars are obtained which is quite common. With three random phase 2 refills minor adjustments can be made pretty easily. You will knock Don down earlier and get a few more counters in before 1:30 and finish with a faster time." ★★★☆☆

Phase 1

- Counter left jab with right body blow for star
- Counter right hook with left jab
- Star uppercut
- Quick dodge and counter with 4 jabs
- 2x Counter left jabs with right body blow for star
- Counter hook with left jab
- 2x Counter left jabs with right body blow
- Counter third left jab with left body blow for knockdown (0:46)

Phase 2

- Up with 80 stamina (50% chance)
- 3x Counter left jabs with right body blow for 1 star (second punch)
- Quick dodge hook, jab then star uppercut
- 3x Counter left jabs with right body blow
- Counter hook with left jab for star
- Counter left jab with right body blow
- 2x Counter left jabs with left body blow for knockdown (1:29)

Phase 3

- Left jab (blocked)
- Quick dodge (late) *Flamenco Punch* then 8x speedy left jabs then star uppercut
- Left jab (blocked)
- Quick dodge *Flamenco Punch* then 4x speedy left jabs for TKO (late dodge)

THE RAREST ROSE

BY SINISTER1 (1:18 TKO)

"The actual odds of getting the proper luck for this strategy are a staggering 1 in 16,384. There are a few strategy adjustments that can be made which require less luck and still result in a sub 1:30 TKO but the most likely of them is still 3 in 1024 or .03%." ★★★★★

Phase 1

- Press Select before round to reduce stamina by half
- Counter left jab with right body blow for star
- Counter hook with left jab for star (6.25% chance)
- Star uppercut
- Quick dodge left jab
- Left jab
- Star uppercut
- 2x Counter left jabs with right body blow (possible star, not required)
- Counter hook with left jab for star
- 3x Counter left jabs with right body blow
- Counter hook with left jab for knockdown (0:43)

Phase 2

- Up with 64 stamina (12.5% chance)
- Quick dodge
- 2x Left jabs then star uppercut
- Counter left jab with left body blow for star
- Quick dodge then left jab
- Star knockdown (1:03)

Phase 3

- Up on 8 with 40 stamina (12.5% chance)
- Counter left jab with right body blow
- 2x Counter left jab with left body blow for 1 star (6.25% chance)
- Quick dodge hook
- Star uppercut for TKO

HIGH SCORE

BY COLLEGEJEW629 (13,510 TKO)

"Round 1: During the first half of the round, he throws jabs and hooks. If any contact is made off of the first jab (you either block or intercept it or he hits you), he goes straight to hooks. We don't want that. So dodge the first jab and do nothing. Intercept the second one for a star, but do not use it yet. It will take 7 hits for him to give up another star.

Round 2: Get knocked down again, and try to get up at 9. Don 2 only allows three cumulative knockdowns, so if you get put down a third time you are done. Get some stars from his uppers and put him down. You now have anywhere from 6500-8000 points depending on how many stars he gave up. At 2 minutes he does jabs and hooks again.

Round 3: He starts rushing and stops taunting here. He will throw jabs and hooks in pairs, so intercept them for stars or counter them if you need hits leading to stars (remember; 6 counter punches + 1 intercept = star)."

Phase 1

- If jab
  - » Counter jab with delayed left body blow for star
  - » Counter jab with 4 left jabs
- If hook
  - » Intercept hook with left jab
  - » Star uppercut
- Star knockdown (2,950)

Phase 2

- Left body blow for star (before 1:30)
- Left jab (blocked)
- Quick dodge
- Left jab then star uppercut
- Left jab until Mac knockdown (1:40)

Phase 3

- Up on 9
- 8x Left jabs for 1 star
- Star knockdown (5,310)

Phase 4

- Wait until end of round (5,310)

Phase 5

- Left jab until Mac knockdown (0:12)

Phase 6

- Up on 9
- *Phase 3* until knockdown (7,630)

Phase 7

- Wait until 2:00
- *Phase 1* until end of round (leave opponent 20% stamina) (8,320)

Phase 8-10

- If jab
  - » Intercept jab with left body blow for star
- If Hook
  - » Block then 4x left jabs
- Star uppercut for TKO

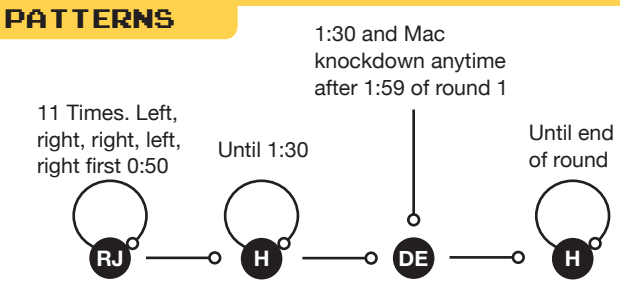
MR. SANDMAN

RANKED	#1
HEARTS	40
KO KNOCKDOWNS	6
WIN BY DECISION	N/A (990,000)
ESTIMATED HIGH SCORE	11,000
TIP-OFF	Pause

WORLD CIRCUIT // MR. SANDMAN

"GET READY, BECAUSE YOU'RE IN FOR A TOUGH BATTLE. HIS JABS ARE TOUGH AND YOU HAVE TO DODGE THEM RIGHT BUT YOU CAN OFTEN COME BACK WITH A BLOW TO THE FACE. HIS HOOKS COME FROM BOTH SIDES, SO BE READY TO DODGE THEM REPEATEDLY. AFTER YOU DODGE THEM, PUNCH HIM IN THE FACE ONCE, THEN IN THE STOMACH THREE TIMES. HIS STOMACH WILL BECOME HIS SOFT SPOT LATER IN THE FIGHT IF YOU KEEP HACKING AWAY AT IT WITH THIS PROCESS. HE'LL GO FOR HIS SUPER ATTACK, WHERE IF YOU GET HIT THEN YOU'RE GOING DOWN BECAUSE HE THROWS SOME HUGE LIGHTNING-FAST UPPERCUTS FROM BOTH SIDES. HIS ARMS MOVE SO FAST YOU WON'T EVEN SEE THEM AND YOU'LL HAVE TO DODGE FROM SIDE TO SIDE AS QUICKLY TO AVOID THEM. DODGE THREE OF THESE, THEN PUNCH HIM ONCE IN THE FACE, AND A BUNCH OF TIMES IN THE STOMACH."

PATTERNS

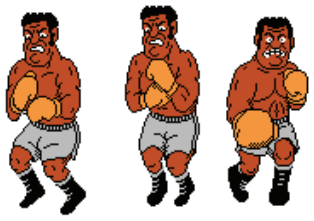


TIPS

- The most erratic damage values in the game.
- Repeatedly tap up when he is preparing the *Dreamland Express* for the least amount of delay.
- The *Nightmare* pattern is a left jab that misses, quick dodge the counterhook (i.e. a forced hook), jab, left body blow then delayed right body blow. Performed after dodging any forced hook. If the delayed body blow is done too early it will deal 1 damage. If done correctly it will deal 5 damage and bring Sandman out of stun.
- The *Extended Nightmare* is a *Nightmare* except with two left body blows before the delayed right body blow.
- The *Mini-Nightmare* is a *Nightmare* except without a forced hook and the delayed right body blow is a very difficult frame perfect (1/60 of a second) punch. If not frame perfect it will deal 1 damage instead of 5.
- The (Freddy) *Krueger* is a fast triple quick dodge of the *Dreamland Express*, counter with a left jab then 18 left body blows followed by a very difficult frame perfect (1/60 of a second) delayed right body blow. If not frame perfect he will exit the stun and not go down.
- The *Extended Wacky Waker* is a *Krueger* with a delayed jab instead of a delayed right body blow. Slower but easier as it is not frame perfect.
- The *Short Nightmare* is a forced hook, jab then delayed right body blow.
- For more info on the *Midget Sandman Glitch*, see Chapter 7.
- Does not give stars until round 3 (perform any delayed counter).
- If Mac has full stamina, Sandman cannot be KO'ed.
- It is possible to get a 2:14.97 TKO on the PAL version.
- There is a 1/3 chance of Sandman returning with 72 stamina in *Phase 3*.
- There are three possible pause lengths before the *Dreamland Express*.
- Cannot be guttered until round 3 (during *Dreamland Express* pause).

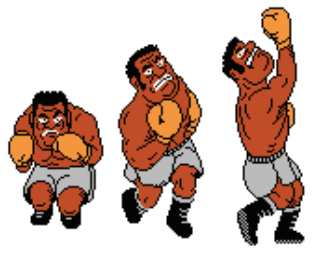
SCREENSHOTS

MOVES



NAME	Rolling Jab (RJ)
DAMAGE	16 (Left) / 13 (Right)
INFO	Rolls gloves before punching.
COUNTER	Countering a left-handed jab with a jab does 1 damage. Block then delayed jab does 5 damage. Countering a right-handed jab does 4 damage.

NAME	Hook (H)
DAMAGE	17
INFO	The most common attack. Repeats while Mac has no hearts.
COUNTER	*Nightmare*, *Extended Nightmare* (forced hook) or *Mini-Nightmare* (not forced).



NAME	Right Uppercut (RU)
DAMAGE	25
INFO	Thrown in round 1 when Mac has no hearts. Thrown randomly in rounds 2 and 3.
COUNTER	Dodge after Mac stops flashing and respond with a jab followed by 5 body blows.

NAME	Dreamland Express (DE)
DAMAGE	30 each
INFO	Three lightning-quick uppercuts after a pause of 3, 5, 7, or 9 seconds followed by a flash. Occurs at 1:30 of rounds 1 and 3 and at 1:00 of round 2.
COUNTER	*Krueger* or *Extended Wacky Waker*.

STRATEGIES

TAS

BY ADELIKAT (2:18.00 TKO)

Phase 1

- Press Select before round to reduce stamina by half
- Block *Rolling Jab* then left jab
- 2x Duck *Rolling Jabs* then left jab
- Block *Rolling Jab* then left jab
- Dodge *Rolling Jab* then left jab
- Block *Rolling Jab* then left jab
- Dodge *Rolling Jab* then left jab
- Get hit by *Rolling Jab*
- Block *Rolling Jab* then left jab
- Get hit by *Rolling Jab*
- Block *Rolling Jab* then left jab
- 4x *Mini-Nightmares*
- *Nightmare* for knockdown (1:17)

Phase 2

- 2x *Extended Nightmares*
- Short pause (25% chance)
- *Krueger* for knockdown (1:53)

Phase 3

- Left body blow (blocked)
- Quick dodge jab
- Left jab
- Left jab (misses)
- Get hit by hook for Mac knockdown (1:59)

Phase 4

- Short pause (33% chance)
- Quick dodge *Dreamland Express*
- Left jab
- Left body blows until TKO

SANDBLASTER

BY MATT TURK (2:18.97 TKO)

"I obtained the current world record of 2:20.82 using this strategy with some slight modifications. It is extremely difficult and will take some practice but it can be done. Note to Brian: There is actually another strategy that gives 2:18.00 as the low that Adelikat and I discovered but phase 1 and 2 were completely different and since we were so dependent on using an emulator to do it (a very non-human strategy) I didn't see it practical to give you that strategy.

My best time using this strategy on a real NES is 2:19.48. However, the best possible time it will yield would be around 2:18.97. Most times will be in the 2:22-2:27 range though since he has to delay as little as possible in 3 different areas in order to achieve the fastest time." ★★★★★

Phase 1

- Press Select before round to reduce stamina by half
- Get hit by *Rolling Jab*
- 2x Counter *Rolling Jabs* with jab
- Block *Rolling Jab*
- Delayed jab (maximum damage)
- Counter *Rolling Jab* with jab
- Short pause (25% chance)
- Block *Rolling Jab*
- Delayed jab (maximum damage)
- Repeat last 7 steps
- 4x *Short Nightmares*
- *Extended Nightmare* for knockdown (1:17)

Phase 2

- 2x *Extended Nightmares*
- Short pause (25% chance)
- *Extended Wacky Waker* for knockdown (1:52)

Phase 3

- Up with 72 stamina (33.3% chance)
- 2x Left body blows (first blocked, second lands as getting hit)
- Repeat last step for Mac knockdown (no earlier than 1:59, causes *Midget Sandman Glitch*)

Phase 4

- Up on 9
- Short pause (33% chance)
- *Extended Wacky Waker* for TKO

DESTROYING A MYTH

BY REDTOM (2:57 TKO)

★★★☆☆

Phase 1

- 10x Counter *Rolling Jabs* with jab (slight delay)
- *Nightmare*
- *Extended Nightmare*
- *Nightmare*
- *Extended Nightmare* for knockdown (1:27)

Phase 2

- *Nightmare*
- Dodge *Dreamland Express*
- Jab then 15x left body blows
- *Nightmares* until knockdown (2:10)

Phase 3

- Up with 72 stamina (33.3% chance)
- *Nightmare* until TKO

HIGH SCORE

BY COLLEGEJEW629 (10,530 TKO)

"Round 1: Be sure to knock him down twice. He opens with jabs, dodge/block them and answer with a proper punch. After those he starts hooking. You can force the hooks by throwing a jab to his face.

Round 2: Same as round 1. Only get knocked down after knocking him down. This gives him a self esteem boost of sorts and allows you to knock him down three times next round.

Round 3: OMFG he's giving up stars now!! Late counter his hooks for a star. What you do is answer his hook with a face jab, hit him in the gut, hesitate, then hit him again. He can't dodge stars so as soon as you get one, let it loose. This isn't a 100% strategy, but works most of the time."

Phase 1

- If *Rolling Jab*
  - » Dodge jab
  - » Proper jab
- If hook
  - » Dodge hook
  - » *Nightmare* or *Extended Nightmare*
- If *Dreamland Express*
  - » Dodge *Dreamland Express*
  - » Left jab
  - » Body blows until knockdown (1,270)

Phase 2

- *Nightmare* or *Extended Nightmare* until knockdown (2,510)

Phase 3

- Wait until end of round (2,510)

Phase 4

- *Phase 2* until knockdown (3,830)

Phase 5

- Mac knockdown (2,840)

Phase 6

- *Phase 2* until knockdown (4,990)

Phase 7

- Wait until end of round (5,000)

Phase 8

- *Phase 2* for stars
- Star knockdown (6,760)

Phase 9

- Star uppercut
- Mac knockdown (7,260)

Phase 10

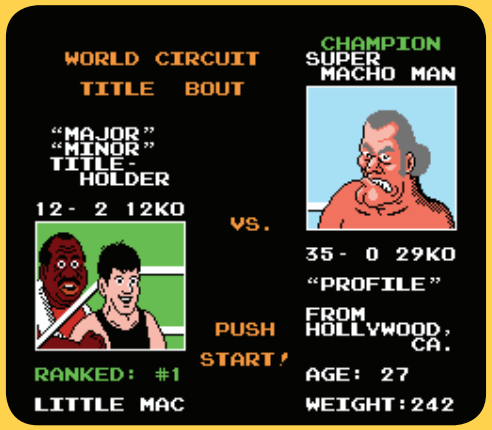
- *Phase 2* until one punch from knocking opponent down
- Star knockdown (8,920)

Phase 11

- *Phase 2* for stars
- Star uppercut for TKO

SUPER MACHO MAN

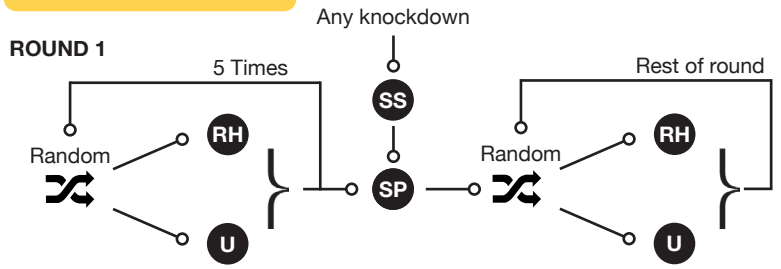
RANKED	Champion
HEARTS	15
KO KNOCKDOWNS	4
WIN BY DECISION	N/A (990,000)
ESTIMATED HIGH SCORE	16,000
TIP-OFF	Wind Up



WORLD CIRCUIT // SUPER MACHO MAN

"THIS IS THE PRELUDE, THE WARM UP, TO IRON MIKE — SO WATCH OUT BECAUSE THIS GUY IS TOUGH! DODGE HIS UPPERCUTS AND RETALIATE WITH FACE BLOWS. AFTER A BUNCH OF THESE, HE'LL GO FOR HIS SUPER SPIN PUNCH, WHICH RANGES ANYWHERE FROM 3 PUNCHES TO 8. YOU'LL HAVE TO KEEP DODGING AS HE SPINS AROUND WITH HIS ARMS EXTENDED OUT. IF YOU GET HIT, IT'S A KNOCKDOWN, BUT IF YOU DODGE THEM ALL, YOU GET TONS OF FREE SHOTS TO THE HEAD. BE CAREFUL BECAUSE HIS PUNCHES ARE EXTREMELY POWERFUL!"

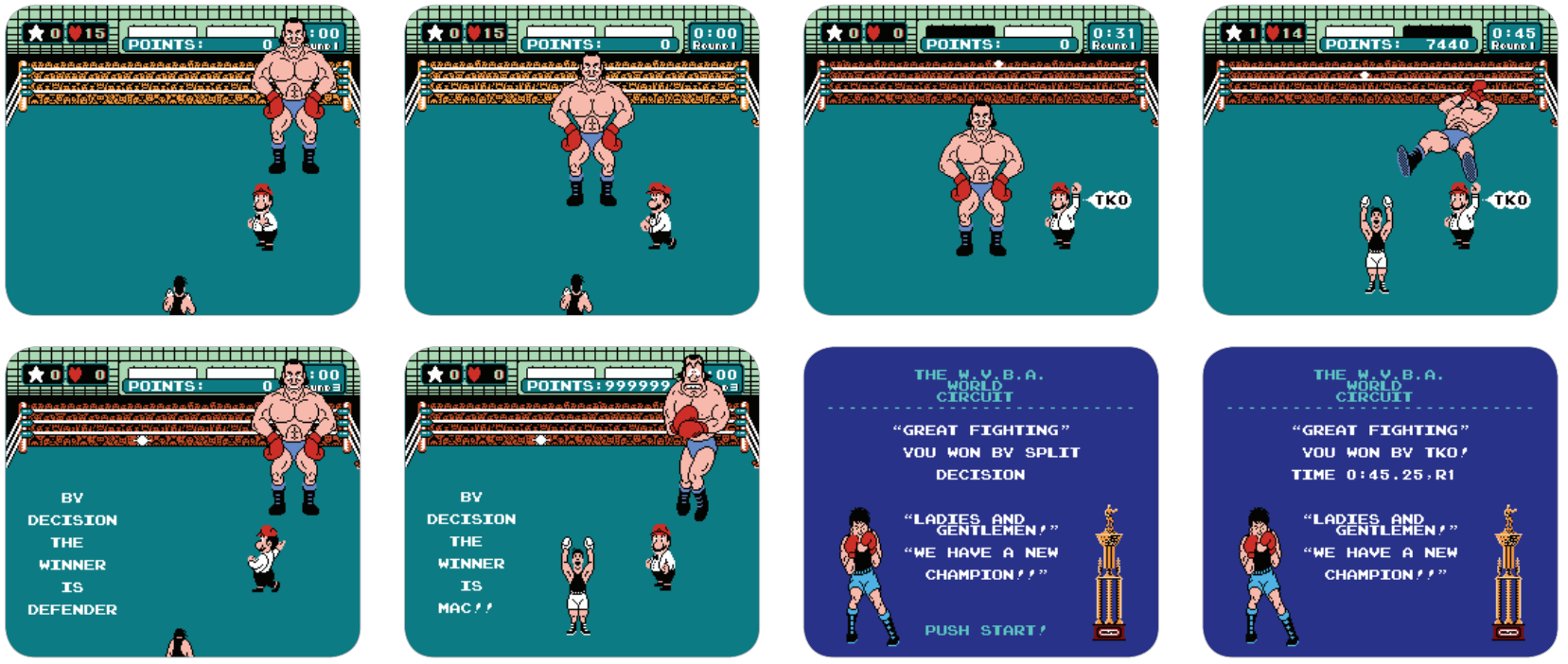
PATTERNS



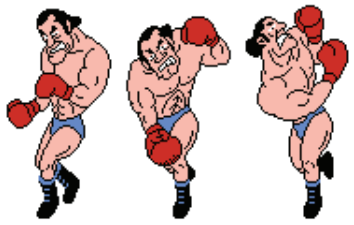
TIPS

- The first 2 uppercuts of each round connect. This is followed by 3 more uppercuts when Mac has 3 stars in reserve — but only after one additional uppercut (dodged or landed).
- A loss demotes Mac to #3 to face Don Flamenco (rather than #2 against Mr. Sandman).
- On *PO* (PAL) it is possible to star uppercut each time you counterattack. Mac also does more damage leading to reliable sub 1:00 strategies such as *The Coma Coaster*.
- There are 2 possible pause durations before the *Super Spin Punch*. Hold up as he prepares for the shortest pause.
- The *Dead Freeze Punch* is dodge either *Spin Punch*, 1-2 speedy left jabs then a delayed punch to stop the clock. The *Crisscross Crusher* is dodge a hook, 3 left jabs then delayed right body blow for a star. *Wild Wooley* is an intercepted hook with a star uppercut for maximum damage.
- The *Spin Sucker* is a perfectly timed star uppercut to the back of the neck on the last spin of a *Super Spin Punch*. If timed correctly it deals 19 damage. The clock is frozen during the *Super Spin Punch* so perform a star uppercut once the clock resumes to do a *Spin Sucker*.
- The *Spin Sucker Uppercut* is performed by holding up and Start, then releasing both as Macho raises his guard. This causes greater damage by forcing Macho to raise his guard at the start of the star uppercut and then lower his guard just as the uppercut lands.
- The *Dizzy Destroyer* is a left gutter followed by a quick left jab.
- Two knockdowns in the first two rounds with full stamina results in a KO.
- To perform the Clock Stop Glitch quick dodge, jab to stun then late punch for a star. If dodging a *Spin Punch* throw 2 jabs after dodging. For more info on the *Rules of Engagement*, see Chapter 1.
- Five canceled uppercuts to start the first round results in a pause followed by a *Mini Spin Punch*.

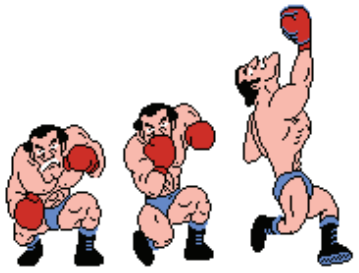
SCREENSHOTS



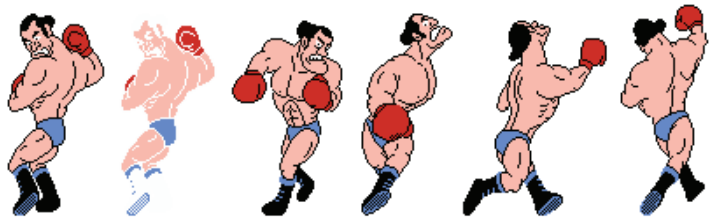
MOVES



NAME	Right Hook	RH
DAMAGE	22	
INFO	Slower than the uppercut. Brings arm sidewards before throwing.	
COUNTER	Fast quick dodge then star uppercut. *Crisscross Crusher* can also be used. Intercept with right jab for 1 damage or *Wild Wooley*.	



NAME	Uppercut	U
DAMAGE	30	
INFO	Repeats while Mac has no hearts. Thrown very quickly.	
COUNTER	Avoid using an unstunned uppercut after dodging as Mac will always be hit. Counter with a delayed jab for a star.	



NAME	(Mini) Spin Punch	SP
DAMAGE	46	
INFO	Pauses 5 or 10 game clock seconds. Always preceded by a right hook or uppercut and immediate left uppercut. Thrown as a single punch.	
COUNTER	Gutters during the pause for multiple stars. *Spin Sucker* during pause for maximum damage. Dodge and counter with speedy punches followed by a star uppercut.	

NAME	Super Spin Punch	SS
DAMAGE	96	
INFO	After returning from knockdown. Pauses either 5 or 10 seconds and performs anywhere between 3 and 14 spins (maximum of 8 spins in round 1).	
COUNTER	*Dizzy Destroyers* during pause for multiple stars. *Spin Sucker* for maximum damage (can only do once during shortest pause). Dodge then 3 speedy jabs followed by a star uppercut.	

STRATEGIES

TAS

BY ADELIKAT (0:45.25 TKO)

Phase 1

- Left body blow
- 3x Left jabs for 1 star (second jab intercepts uppercut)
- Left body blow (blocked)
- Right jab for star
- Dodge uppercut
- Delayed right body blow for star
- 3x *Spin Sucker Uppercuts*
- Right body blow for star
- Right jab for knockdown (lowers guard) (0:23)

Phase 2

- Left jab for Star (as guard lowers)
- Star uppercut
- Left body blow for star
- Left jab
- Left body blow for star
- Dodge *Super Spin Punch*
- Star knockdown (0:36)

Phase 3

- *Spin Sucker*
- Dodge *Super Spin Punch*
- Star uppercut
- 2x Left jabs for 1 star and TKO

TAS

BY ADELIKAT (0:35.82 TKO, CLOCK STOP)

"To start the clock stopping glitch requires rapid punches. Mac can only get rapid punches by countering his Spin or Super Spin punches. So the clock stopping logic is to get him to do one of these spins as soon as possible!

Mac must be quick enough with the duck/dodge so that he goes into his 'speedy' combination on the second punch. If you dodge and counter too late Mac won't go into it until the third punch and you won't be able to stop the clock fast enough. If you time too early he won't go into it until the third punch."

Phase 1

- 5x Cancel left body blows (faster than dodging punches)
- Short pause (25% chance)
- Dodge *Mini Spin Punch*
- 1+1 Delayed speedy left jab (*Clock Stop Glitch*)
- *Rules of Engagement* for knockdown (0:19)

Phase 2-3

- Short pause (50% chance)
- Dodge *Super Spin Punch*
- 1+1 Delayed speedy left jab (*Clock Stop Glitch*)
- *Rules of Engagement* for TKO

MACHO MAYHEM

BY SINISTER1 (0:56 TKO)

"This is the first sub 1:00 strategy that can be pulled off with any regularity (there is an alternate phase 3 that ends at 0:59). I actually got a 0:56 in my single segment speed run.

You will need a few random stars and for Macho to be in his mini-spin punch pattern in phase 1 meaning his 5th punch has to be a non-delayed left-uppercut." ★★★★★

The Spin Sucker clock freeze timing is credited to Sinister1.

Phase 1

- *Dizzy Destroyer*
- Quick dodge (random attack)
- Left jab
- Delayed right body blow for star
- Quick dodge (random attack)
- Left jab
- Delayed left jab for star
- Quick dodge (random attack)
- Left jab
- Star uppercut
- Quick dodge (random attack)
- Left jab
- Star uppercut
- Quick dodge (random attack)
- Delayed left jab for star
- *Spin Sucker Uppercut*
- *Dizzy Destroyer* for 1 star and knockdown (0:33)

Phase 2

- *Spin Sucker Uppercut*
- *Dizzy Destroyer* for 2 stars (50% chance)
- Dodge *Super Spin Punch*
- *Spin Sucker*
- 2x Left jabs for 1 star and knockdown (wait for guard to lower) (0:47)

Phase 3

- *Spin Sucker Uppercut*
- Dodge *Super Spin Punch*
- *Spin Sucker*
- 2x Left jabs for 1 star and TKO (wait for guard to lower)

HIGH SCORE

BY SINISTER1 (18,040 TKO)

"This is one of the most difficult high scores to attempt due to the various difficult techniques, expert timing, and luck needed throughout the fight. You will likely have to improvise at times and deviate slightly from the strategy listed because Macho's attack pattern is random, but the general idea remains the same: Get as many stars as possible and get them to connect."

Phase 1

- *Dizzy Destroyer*
- Counter right hook with right jab
- 2x Left jabs for 1 star (quick)
- Get hit by uppercut
- 2x Dodge uppercut then delayed jab for 2 stars
- *Spin Punch* delay
- 2x Star uppercuts
- *Spin Sucker Uppercut*
- Dodge *Spin Punch*
- Dodge uppercut then delayed jab for star
- Repeat until one punch from knocking opponent down
- *Spin Punch* delay
- *Spin Sucker Uppercut* for knockdown

Phase 2

- *Spin Sucker Uppercut*
- Dodge *Super Spin Punch*
- *Spin Sucker*
- 2x Left jabs for 2 stars (quick)
- Dodge uppercut then delayed jab for star
- Repeat until *Spin Punch* punch delay
- Left gutter until one punch from knocking opponent down
- *Spin Sucker Uppercut* for knockdown

Phase 3

- Repeat first 4 steps of *Phase 2*
- Get hit until Mac knocked down

Phase 4

- Up on 9
- Get hit
- Dodge until end of round

Phase 5

- *Dizzy Destroyer*
- Dodge uppercut then delayed jab for star
- Repeat until one punch from knocking opponent down
- *Spin Punch* delay
- *Spin Sucker Uppercut* for knockdown

Phase 6

- Repeat first 4 steps of *Phase 2*
- Dodge until *Spin Punch* delay
- Left gutter until one punch from knocking opponent down
- *Spin Sucker Uppercut* for knockdown

Phase 7

- Dodge *Super Spin Punch*
- Dodge until end of round

Phase 8

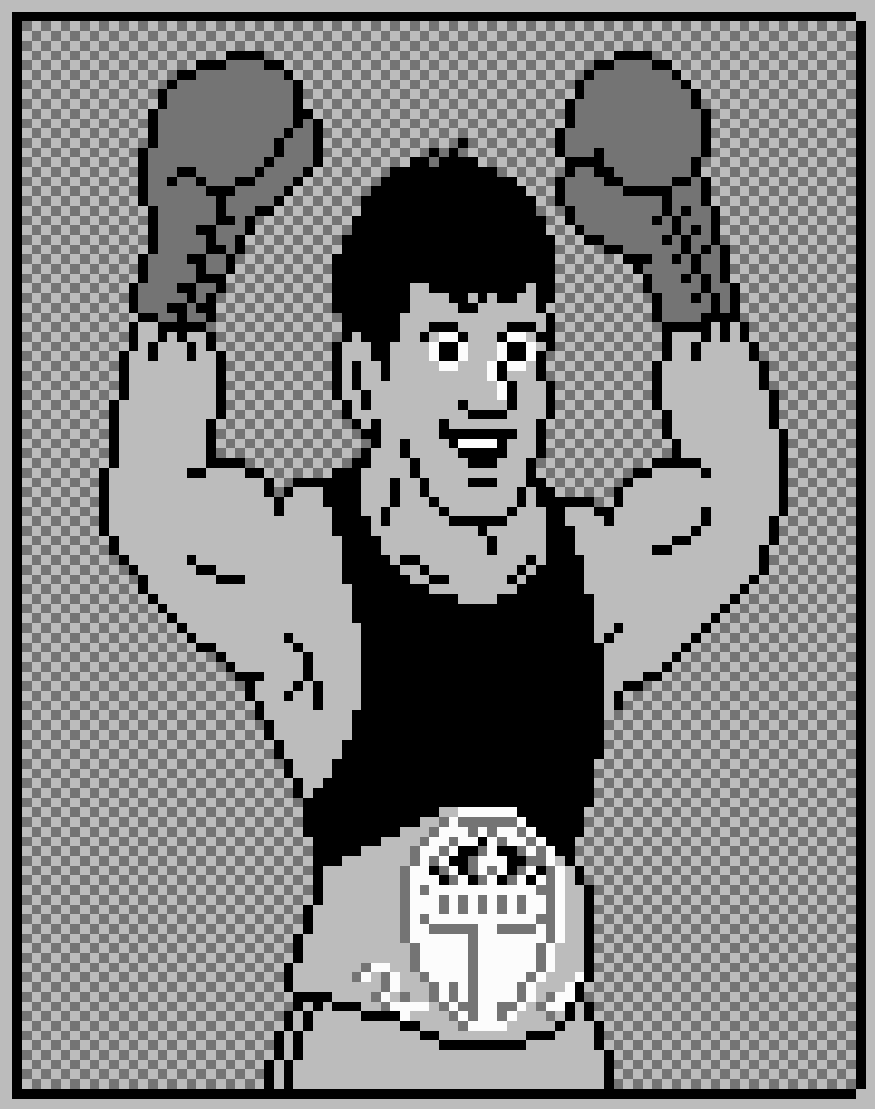
- Press Select between rounds to recover stamina
- 3x Dodge then delayed counter for 3 stars
- Dodge until *Spin Punch* delay
- *Spin Sucker Uppercut* for knockdown

Phase 9-10

- Dodge *Super Spin Punch*
- *Spin Sucker* for knockdown then TKO

KO News

APRIL 1,1987 xyxyxyxy



New Champ!

THE W.V.B.A.
WORLD
CIRCUIT

LAST NIGHT,WE FOUND A SMALL BUT GREAT CHAMP HIS NAME IS “LITTLE MAC”

PUSH START FOR THE DREAM FIGHT

?? WHERE ??

xyxyy xyxyxyy xyxyxyxy

I LOST MY BELT! MACHO

Where is xyxyxyxy?

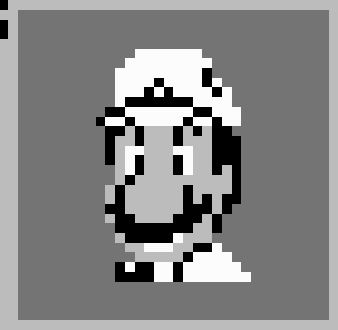
xyy xyxyxyxyy xyxyxyxy

“DADDY,COME BACK HOME!”

- - - - - - - - - -

I FOUND A KEY:

267 853 7538



THE DREAM FIGHT!!

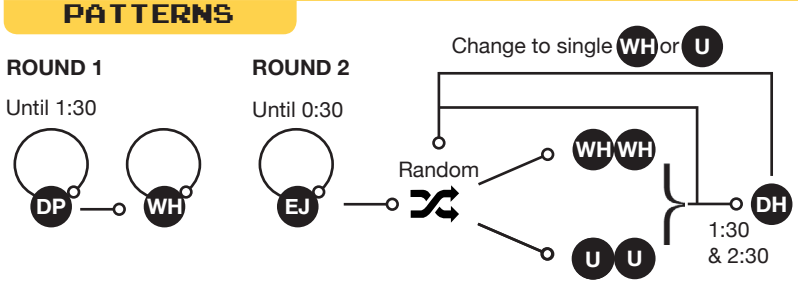
LADIES
AND
GENTLEMEN !
KID DYNAMITE,
MIKE TYSON

MIKE TYSON

RANKED	Dream Fight
HEARTS	15
KO KNOCKDOWNS	6
WIN BY DECISION	5,000
ESTIMATED HIGH SCORE	14,000
TIP-OFF	Blinking, Winking

"WATCH OUT FOR THE FIRST 1:30 OF THE FIRST ROUND, WHERE HE THROWS PUNCHES THAT WILL KNOCK YOU OUT AFTER ONE BLOW! YOU CAN BLOCK ONCE BUT IT WILL TAKE ALMOST ALL YOUR STAMINA SO IT'S BETTER TO DODGE AND BE CAREFUL. HE'LL START TO WINK, WHICH FORESHADOWS HOOKS FROM BOTH SIDES THAT ARE EASY TO DODGE. HE'LL ALSO THROW A SERIES OF JABS THAT YOU'LL NEED TO COUNTERJAB. WHEN HE GOES BACK AND BLINKS HIS EYES, NAIL HIM IN THE FACE FOR A STAR. THEN WHEN HE'S STUNNED, USE IT! BEWARE, HE UPPERCUTS A FEW MORE TIMES BUT WITH A FEW STARS, YOU SHOULD BE ABLE TO PUT HIM OUT LATE IN THE THIRD ROUND."

PATTERNS

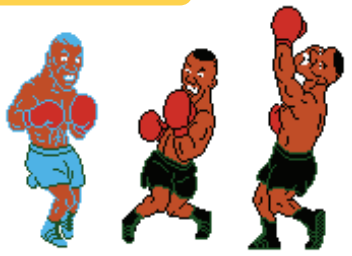


TIPS

- Becomes very unpredictable in round 3.
- If Mac does not have full stamina, KO is random (roughly 50% chance) on the 6th knockdown. Each subsequent knockdown has a 50% chance of a TKO. If Mac has suffered no damage and knocks Tyson down twice each round, 6th knockdown is a guaranteed KO.
- There is an estimated 10% chance of Tyson dodging an unstunned uppercut if Mac has less than 3 stars. Likely to occur during the *Explosive Jab* pauses in round 3.
- A good strategy is to get Tyson one punch from a knockdown in the first round with the aim of knocking him down early in round 2 and going for a TKO.
- Counter the *Dynamite Hooks* blinks with a well-timed punch for an instant knockdown.
- Countering the *Dynamite Punch* with an improper punch causes 1 damage instead of 5.
- Although difficult, it is possible to TKO Tyson at 0:45 of round 2. The strategy is called *The Heartbreaker* by Matt Turk.
- Can only be KO'ed in round 3.
- Stars can only be obtained in rounds 2 and 3.
- Star uppercut between sets of *Explosive Jabs* in round 2 — provided Tyson produces a long delay (random).
- Jab when Tyson blinks rapidly.
- Unstunned star uppercuts deal 16 damage while stunned star uppercuts deal 23 damage.
- A correctly timed jab during Tyson's winking will result in a knockdown.
- Star uppercuts are possible between sets of *Explosive Jabs*.
- Can only be guttered in rounds 2 and 3.

SCREENSHOTS

MOVES



NAME	Dynamite Punch / Uppercut	DP
DAMAGE	96 (Round 1) / 24 (Round 2 & 3)	
INFO	One punch knockdown (round 1 only). If blocked, reduces Mac's stamina to half. Same animation later used for uppercut.	
COUNTER	1+1 delayed punch for maximum damage (5 per punch). In round 2 counter with 6 jabs and a delayed jab for a star. Quick dodge and counter with up to 10 jabs. Dodge after the punch is thrown.	

NAME	Explosive Jab	EJ
DAMAGE	17	
INFO	Thrown in sets of 2 for the first 30 seconds of round 2, then randomly in round 3.	
COUNTER	Block then left body blow for a star.	

NAME	Dynamite Hooks	DH
DAMAGE	13 each	
INFO	Rapid blinking then four fast alternate hooks. Occurs at 1:30 of rounds 2 and 3, and at 2:30 of round 2.	
COUNTER	Block and counter with 4 jabs. Punch while blinking for a star. Intercept blinking with a well-timed punch for knockdown.	

NAME	Winking Hook	WH
DAMAGE	13 (Round 1) / 16 (Round 2 & 3)	
INFO	Thrown with both hands. Winks indicate the side the punch is thrown from.	
COUNTER	Dodge and counter with a frame perfect delayed jab for 5 damage (1/60 of a second), which results in a star in rounds 2 and 3. Dodge each hook and counter with 2 jabs.	

STRATEGIES

TAS

BY ADELIKAT (1:58.00 TKO)

★★★★★

Phase 1

- Dodge *Dynamite Punch*
- 1+1 Proper jab
- Repeat until knockdown (0:51)

Phase 2

- Phase 1 until knockdown (1:23)

Phase 3

- Dodge hook
- 1+1 Proper jab
- Block *Winking Hook*
- Delayed left jab
- Repeat last 2 steps until TKO

TATTOO TRAUMA

BY REDTOM (SUB 3:00 TKO, ROUND 1)

"A round 1 TKO strategy that just identifies the times certain events need to happen (e.g. 1st knockdown must be no later than 1:19, 2nd no later than 2:20). More realistic times are 1st knockdown between 0:56 and 1:07, 2nd knockdown by 2:04 or earlier." ★★★★★

Phase 1

- Dodge *Dynamite Punch*
- 1+1 Proper jab
- Repeat until knockdown (0:56-1:07)

Phase 2

- Dodge *Dynamite Punch*
- 1+1 Proper jab until 1:30
- Quick dodge hooks and counter normally until knockdown (by 2:04)

Phase 3

- Quick dodge hooks and counter normally until TKO

THE HEARTBREAKER

BY MATT TURK (0:37-0:40 TKO, ROUND 2)

"It is possible to get him under 0:40 R2 though by using stars in between sets of 2 jabs." ★★★★★

Phase 1

- Dodge *Dynamite Punch*
- 1+1 Proper jab
- Repeat until knockdown (before 1:14)

Phase 2

- 3x Counter *Dynamite Punches* with 1+1 proper jab
- Dodge hooks and counter normally (two jabs) until knockdown (by 2:09)

Phase 3

- Dodge and counter hooks until one punch from knocking opponent down
- Wait until end of round (3:00)

Phase 4

- Block and counter *Explosive Jab* for knockdown (0:04)

Phase 5

- 2x Block and counter *Explosive Jab* for 2 stars
- Star uppercut
- 2x Block and counter *Explosive Jab* for 2 stars
- Star knockdown (0:28-0:30)

Phase 6

- Block and counter *Explosive Jabs* for stars (until 0:30)
- Quick dodge hook
- Jab
- Star uppercut for TKO

HIGH SCORE

BY SINISTER1 (14,700 TKO)

"This is an incredibly difficult high score strategy due to the amount of precision and luck required. Tyson will go completely random in Round 3 and rarely throws hooks which are necessary for you to land stars."

Phase 1

- Press Select before round to reduce stamina by half
- Dodge *Dynamite Punch*
- 1+1 Proper jab
- Repeat until knockdown (before 1:14)

Phase 2

- Repeat *Phase 1* until 1:30
- Counter hook with 2 jabs
- Repeat until knockdown

Phase 3

- Dodge until end of round

Phase 4

- 7x Block jab and left body blow for 7 stars
- 3x Quick dodge hook then star uppercut
- Dodge hook then delayed jab for star
- Repeat until two punches from knocking opponent down
- Dodge hook
- Jab
- Star knockdown

Phase 5

- Dodge hook then delayed jab for star
- Repeat until 1:30
- Jab for star (intercepts blinking)
- 4x Block hooks
- Quick dodge hook then jab and star uppercut
- Repeat for knockdown

Phase 6

- Dodge hook then delayed jab for star
- Quick dodge hook then jab and star uppercut
- Mac knocked down (before 2:30)

Phase 7

- Up on 9
- Jab for star (intercepts blinking)
- Get hit by jab
- 3x Block jabs
- Dodge until round ends

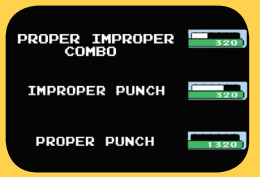
Phase 8

- Quick dodge then delayed counterattack for stars until hook
- Quick dodge hook then jab and star knockdown

Phase 9-10

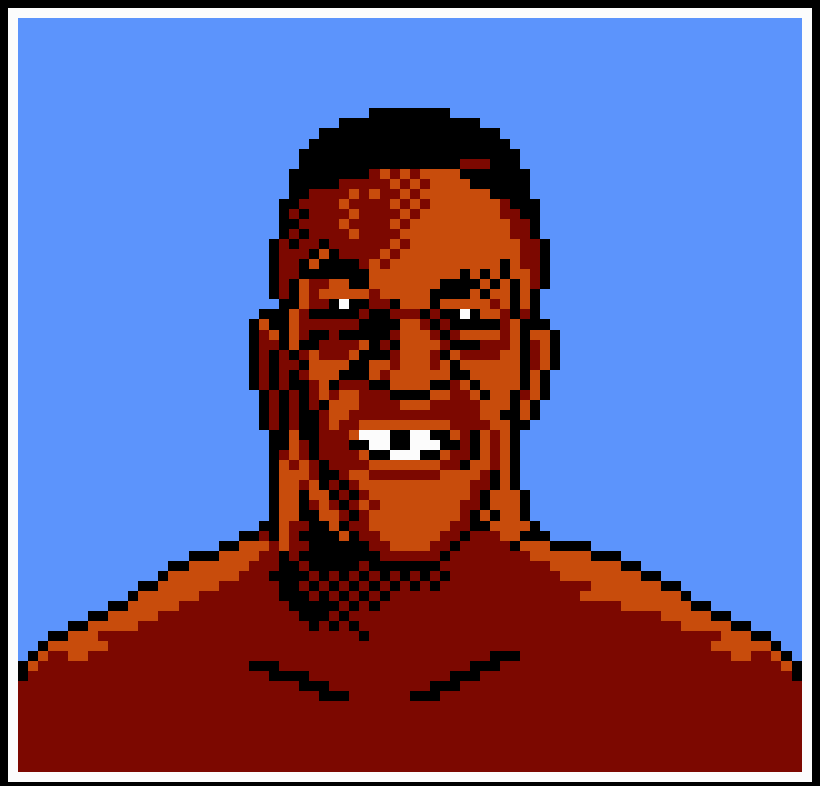
- Repeat *Phase 8* for knockdown then TKO

PROPER PUNCH COUNTERATTACKS



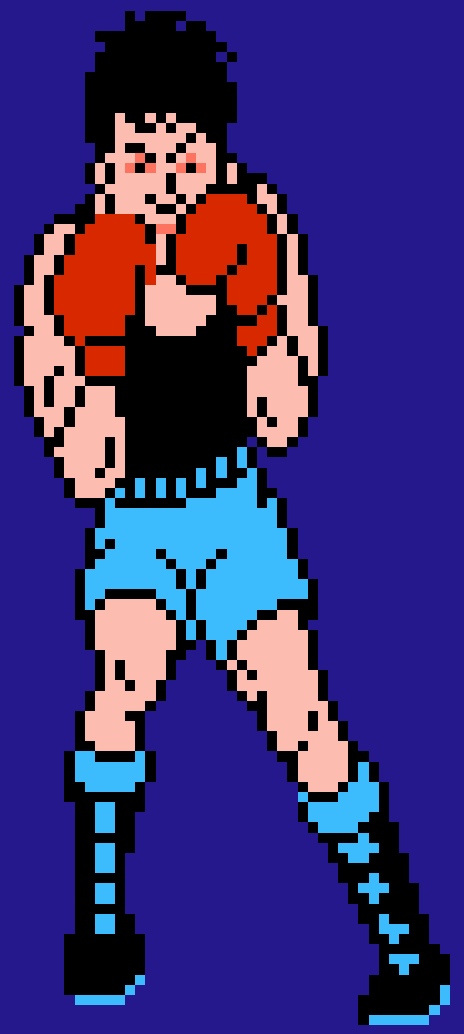
Countering the first 90 seconds of *Dynamite Punches* with proper punches results in an early knockdown. Countering with only improper punches (1 damage) does about 20% damage while countering with a proper punch followed by a delayed jab (5 damage) does about 60% damage.

For maximum damage always use proper punches to counterattack Tyson.



MIKE TYSON:

“GREAT FIGHTING!!
YOU WERE TOUGH, MAC!
I’VE NEVER SEEN SUCH
FINGER SPEED BEFORE.”



14- 0 14KO

THE END

FROM THE ARCHIVES

THE FOLLOWING IS A SNAPSHOT OF STRATEGIES PRESERVED FROM REDTOM'S PUNCH-OUT!! PAGE WEBSITE, WHICH IS CURRENTLY LOCATED AT HTTP://TOMSPUNCHOUT.TK. THE ACTUAL STRATEGIES HAVE BEEN STRIPPED OUT, BUT THE REMAINING TEXT HAS NOT BEEN HEAVILY MODIFIED.

THE JAWBREAKER

TKO Glass Joe 1:12-1:14 every time (if he gets up at 0:42). Written and invented by Matt Turk, June 2003. Tested on MTPO (NTSC) and PO (NTSC).

Prologue: It is well known that Glass Joe can be ko'd at 0:42 with a well timed body of face jab after he backs up. It is also well known that the ko's are random with him. So how about a strategy to eliminate him fast after he gets up at 0:42 that works every time and does not rely on random stars.

Dedication: The desire for a strategy to eliminate Glass Joe quickly with 100% stars after he got up at 0:42 was the motivation to write this strategy. Also I feel sorry for Glass Joe. It is possible to get Joe at 0:54 for tko if he gives you 2 of the random stars after first knockdown. The above strategy is slower than that but the stars are not random and the strategy is 100% efficient.

DON'S DEMISE

TKO Don 1 under 0:14. Written and invented by Matt Turk, February 2004. Tested on MTPO (NTSC) and NESTICLE emulator. Credit to Jack Wedge for title.

Prologue: The time of 14 seconds on Don Flamenco 1 has long been legendary rivaling only 42.00 over Glass Joe and 0:37xx on King Hippo. The original 14 second strategy was developed by Martin Charlebois back in 1998. It appeared that the perfect strategy had been invented and that there was almost no room for improvement. Tom Roth did tko Don 1 at 13.97 using Martin's strategy but it occurred on a PAL version of the game. No sub 0:14 victory had ever been recorded on NTSC. Then on February 3, 2004 the unthinkable occurred and a legend passed away. The following is the story of how I killed a legend.....

Dedication: I would like to dedicate the strategy to Martin and Daniel T who both came up with the original Don 1 14-15 second ko. I also want to dedicate to Jack Wedge for thinking of a great name for the title.

KAISER'S BLITZKRIEG (PAL)

0:35.97 R1 TKO. Written by RedTom, June 2003. Full credit to Matt Turk (NTSC). Tested on PAL MTPO.

Dedication: Full credit for the fast Phase 2 strategy goes to Matt Turk, who found this first on NTSC-MTPO. Also to Matt's friend Steve Micklus. No one knows him but he has played MTPO back in the day and when Matt showed him his Kaiser 38.97 nsm file he said "Matt I think that can be faster somehow" and that was what gave Matt the idea to look for a faster strategy. Also Martin Charlebois deserves credit for suggesting that the Von Kaiser time can be improved.

KAISER'S CASUALTY

TKO Von Kaiser under 0:37.00. Written and invented by Matt Turk and Miles Hardinson, March 2004. Tested on MTPO (NTSC) and NESTICLE emulator.

Dedication: I would like to dedicate this strategy to Above Average since he specialized in Von Kaiser fast times. Also a special thanks to Miles Hardinson for coming up with the gutter routine in phase 2.

THE TKO TO TOKYO

TKO Piston Honda 1 in under 0:48. Written and invented by Matt Turk, April 2003. Tested on both NTSC-PO and NTSC-MTPO.

PISTON PUNISHER

TKO Piston Honda 1 from 0:46-0:48. Written and invented by Matt Turk, January 2004. Tested on MTPO (NTSC).

Prologue: Piston Honda 1 is the champion of the minor circuit. He is not very hard to beat but he is hard to defeat quickly sometimes due to his random patterns. Several good strategies have been written for him. These include 'TKO to Tokyo' which is good for tko at 0:48 but random. The fastest strategy known to date for NTSC was invented by Matt Turk and is known as 'Eyebrow Attitude'. However, it like the strategies that preceded it is very hard to execute and somewhat random. However I found a way to get Honda 1 sub 0:48 very easily.
Here is the story of how I tko'ed Piston Honda 1 at 46.99 using only 3 tries.....

Dedication: I want to dedicate this strategy to Jedi Samurai who gave me the idea of intercepting that first phase 1 hook. I was motivated to look for this strategy in order to find a much easier, less random way to beat him fast.

EYEBROW ATTITUDE

TKO Piston Honda 1 in under 0:47. Written and invented by Matt Turk, June 2003. Tested on MTPO (NTSC).

Prologue: Piston Honda is the champion of the minor circuit. Several excellent strategies have been written most notably the original 0:49 TKO by Martin Charlebois. I set the NTSC record with a time of 46.97 but was able to go even lower than that by using a strategy that I discovered this past week that lead to a time of 46.25 on MTPO (NTSC). Here is how I did it...

Dedication: I want to dedicate this strategy to Martin Charlebois for inventing an initially outstanding and widely used 0:49 strategy on Piston 1. I was motivated to look for this strategy based on a large number of requests for a sub 0:47 strategy on Honda 1 on the MTPO GameFAQs message board. Remember practice makes perfect and this strategy is not easy to execute and requires a lot of cooperation from Honda. The best way to practice is start a new game and beat Glass Joe and Von Kaiser to get 2 chances at Piston 1. Good luck guys.

THE TIGER TAMER

TKO the Great Tiger between 0:48 and 0:50. Written and invented by Matt Turk, June 2003. Tested on MTPO (NTSC) and PO (NTSC).

Prologue: The Great Tiger has always remained a mystery to MTPO/PO fans. After 16 years he has never gone down for a 10 count and is one of the more difficult opponents to get a fast time due to timing the punches for stars. Father B came up with the best strategy to tko Tiger fast with a time range of about 0:49 to 0:51 as the fastest times. His strategy is good but difficult to execute due to timing the face jabs for stars. The lowest time for Great Tiger ever recorded on NTSC was a 49.25 by myself MTPO NTSC) and Jack Wedge (PO NTSC). Many members of the MTPO board believed that this was as fast as Tiger could be beaten although Martin Charlebois hit 49.00 on him using an emulator. The mystery remained as to whether Tiger could be beat in under 0:49. In early June I discovered a new and much easier strategy to execute and ended up setting the current world record (48.82) using it. Here is how I did it...

Dedication: I would like to dedicate this strategy to Father B who came up with an initial outstanding strategy entitled 'The Turban Tantrum' and for his initially amazing fast times on him (49.25). I also want to say something which has never been said. I want to dedicate this strategy to The Great Tiger who for over 16 years has thwarted the ko attempts of every MTPO/PO player in history. I am 100% convinced that you will never go down for a 10 count. Congratulations you have a chin of diamond Tiger and the programmers made you and Bald Bull 1 unique. The best way to practice this strategy is to type in the code 005-737-5423 to go Don Flamenco 1. Then beat him and King Hippo to get 2 fights against Tiger. Once you get the timing down for the late body blows this strategy is very easy to execute. Good luck guys.

THE TURBAN TANTRUM

0:49 Tiger TKO. Developed by FatherB, December 2002. Tested on NTSC.

TIGER'S TURMOIL

TKO Great Tiger under 0:48. Written and invented by Matt Turk, March 2004. Tested on MTPO (NTSC) and NESTICLE emulator.

Dedication: I would like to dedicate this strategy to Father B for coming up with the original fast Tiger strategy entitled 'Turban Tantrum'. I also want to dedicate to Miles Hardinson for hinting that the delayed face jabs were slightly faster than using the late body blows.

THE BARBER CLEAR-CUT

A strategy that pushes Bald Bull 1 to the edge of 1:00 Round 1 TKO. By RedTom, November 2002.

Introduction: Applying this strategy will give you the chance to send the Turkish Giant down for the final count at 1:03 R1 for TKO. Although the pattern of moves was developed by me, RedTom on early November 2002 using an European PAL NES and the original Mike Tyson's Punch-Out!! cartridge it should work fine on 60 hz NTSC NES machines, either. (The Nesticle Movie File I provide for this strategy is actually a NTSC version)

As some last words before we start let me tell you that I am not sure at all to call this way of defeating Bald Bull 1 a 'strategy' anymore. There are some major road junctions where Bald Bull just has to take the proper way (of acting). Call it random or try to find out what exactly determines what he will do next, but remember not to give up if he does not act as he should according to this strategy but give him another chance. He might do better next time...

THE CLIPPER CRIPPLER

TKO Bald Bull 1 as fast as 1:09. Written and invented by Matt Turk, June 2003. Tested on MTPO and PO (NTSC).

Prologue: Bald Bull 1 is one of the toughest characters to achieve a fast time on. RedTom developed the fastest strategy entitled 'The Barber Clear Cut' with times ranging from 1:00 to 1:06. Martin Charlebois invented a 1:09 strategy back in 1998. I discovered another strategy for 1:09 that in my opinion is a little easier to execute than Martin's. This is the strategy that I used before I used Tom's to get the world record of 1:01.25. This strategy picks up in Tom's strategy in phase 2 called the junction point. In other words this is the fastest strategy to eliminate Bald Bull 1 if he does not go into his triple jab pattern in phase 2 of Tom's strategy. Here is how to execute it...

Dedication: A large number of requests on GameFAQs message board for a faster, less random Bald Bull 1 strategy that less experienced players could execute is what motivated me to discover this strategy. I also wanted to find the fastest way to eliminate Bull 1 without using Tom's strategy. I also want to dedicate this strategy to Tom and Martin for discovering 2 outstanding strategies on Bull 1. The fastest way to go and practice is to type in the code for Flamenco 1 and then beat him, Hippo, and Tiger in order to get to him. Good luck on getting a faster time on Bull 1 and do not forget to download the .nsm file for this strategy.

BULL'S BLUDGEONING

TKO Bald Bull 1 between 1:01 and 1:03. Written and invented by Matt Turk and Jack Wedge, 2003. Tested on MTPO (NTSC).

Prologue: Bald Bull is one of the hardest opponents in the major circuit to get a fast time. RedTom came up with the best strategy entitled 'Barber Clear Cut' which gives fast times but has random stars in phase 2 triple jab pattern. The following strategy uses 9 stars with only 1 being random (50%). I TKOed Bull at 1:01 using this strategy. Here is how I did it.....

Dedication: I would like to thank Tom for coming up with fastest Bull 1 strategy. Also I would like to thank Martin and Jack for contributing their ideas for a faster phase 1 and 2. The desire to find a less random strategy which still yielded a fast time is what motivated me to find this strategy. Well good luck guys and remember practice makes perfect. The easiest way to get to Bull is to type in 005-737-5423 and fight through Flamenco, Hippo, and Tiger to get 2 fights against Bull. Good luck guys.

THE KAMIKAZE KNOCKOUT

TKO Piston Honda 2 between 0:56 and 0:59 by landing the last uppercut every time. Written and invented by Matt Turk and Eric Feliciano, May 2003. Tested on MTPO and PO (NTSC).

Prologue: For a long time it was thought that Piston 2 could not be beaten before he started his 1:00 attack. However back in October of 2002 RedTom came up with a strategy that put Honda down at 0:59 of R1 called the TKO Royale. Tom believed that this could be faster if someone found a way to land the last uppercut. Brian Sulpher set a time of 57.00 by landing the last uppercut. However whether or not Honda dodged or accepted the uppercut remained a mystery. It seemed to be random. Back in April of this year Eric Feliciano started a topic on gamefaqs.com MTPO message board called 'Discussion on Piston Honda 2' dedicated to trying to figure out when Honda would take the last uppercut. Many people provided an opinion but no one could seem to find any regularities and it seemed to be totally random. One night though I made 13 .nsm files and looked for regularities as to when Honda would take the last uppercut. I found 2 cases where Honda takes the uppercut every time and I soon went to my NES and hammered out a 56:48 to get the record at that time.

Here is how I did it...

Dedication: I would like to dedicate this strategy to Eric Feliciano for bringing up this topic in the first place and for testing this strategy on NTSC while I was at college with only my emulator. Bald Bull 2 is calling your name. Thanks to RedTom for proving that the sub 1:00 TKO was possible on NTSC as well as on PAL. Thanks to Brian for sending an initially outstanding time (57.00). Finally thanks to all the Gamefaqs board members for making this board one of the best to be a part of. So good luck with the strategy guys and remember practice makes perfect. Don't forget to count those gutter stars. Use the code 777 807 3454 to go to Honda 2 and practice.

BLINDED BARRAGE

TKO Piston Honda 2 under 56.00 (NTSC). Introducing the Dizzy Destroyer. Written and invented by Matt Turk, February 2004. Tested on MTPO (NTSC), NESTICLE emulator and MTPO (PAL).

Prologue: Piston Honda 2 is Little Mac's first opponent in the World Circuit. Although not extremely difficult to defeat he can still pose some problems for Little Mac. It was long though that he could not be beat in under 1:00. Red Tom however invented 'The TKO Royale' for PAL and made the sub 1:00 victory possible. Matt Turk followed up with another strategy for NTSC entitled 'Kamikaze Knockout' which also made possible a sub 1:00 victory. However it seemed that everyone was stuck at 56.00 until 1 day.....

Dedication: I would like to dedicate this strategy to Red Tom for coming up with the first strategy to TKO Honda 2 under 1:00 and also to Jedi Samurai for hinting to me that 56.00 on NTSC might be able to be improved.

THE SPEEDY WAY

AKA THE VODKA SHOCK

As posted by DanielT. - the Tysonator - on the MTPO board at gamefaqs.com. Posted: 9/1/2002 12:21:17 PM

As you probably know by now (if you read my post at the record topic), I have discovered a way of beating Popinski in 1:00 or less. I set the record of 0:56.48, R1 with this strategy, which I discovered by accident to tell you the truth. Remember Soda Popinski is very unpredictable (that is why I don't like facing him), so you may have to be patient in order for this strategy to work. I say this because Soda does not always kneel down he has different patterns. However, if you want to beat him in 1:00 or less you must be patient and keep fighting him until he kneels down the required three times so that you can get a star by punching him in the chest each time.

How about that! Now the secret is out and I still can't believe I discovered it. It happened by accident when I was getting frustrated by Soda, since he was not doing the kneeling as he should. So at the beginning of one fight I prevented his two hooks out of frustration and I realized that this saved a lot of time. From then on I discovered the strategy. Also the fact that Mac starts off with 8 hearts was also a hint, because if you execute the above strategy correctly you will only have 1 heart remaining at the end of the fight.

THE JAPANESE PRINCIPAL

AKA THE SAMURAI SUMMIT

The story of how I TKO'ed Piston Honda 2 finally at 0:52.00, R1 on MTPO-PAL (0:51.xx should be possible). By RedTom, June 2003. Tested on MTPO-PAL.

Dedication: Inspired by my TKO Royal strategy and the Kamikaze Knockout;

THE RUSSIAN ATTACK

The world record strategy 0:53 R1 TKO. Written by Chrome Virus, January 2003.

Hey Tom, this is Chrome Virus I got a new Soda Popinski record: 0:52.48 (R1, TKO). I was fortunate enough to be playing on my NES when I got this time, so hopefully it can go on the world records part of your site. As you probably guessed I did this on the American version of MTPO .... If you're wondering how I did this I just gave him two jabs when he went to throw his hook, then I held on down and when he went down to do an uppercut he paused and looked then I let go of up gave him a body blow for a star, then I waited for him to throw another uppercut. I hit him just as he drops down into position and then used my star to knock him down. I did this two more times for a TKO. Sometimes this same strategy will only get you a time like 0:57.00. It all depends on how fast he goes down to do his uppercut after you give him two jabs in the face. Incase you were wondering my first knockdown was at 0:17 the second knockdown was at 0:35 and the final knockdown time was 0:52.48 . So basically this strategy is more luck then skill. Well, keep up the good work on your site!! See ya later.

PUNCH DRUNK

TKO Soda Popinski from 0:38-0:48. Written and invented by Matt Turk, February 2004. Tested on MTPO (NTSC), PO (NTSC), and MTPO (PAL).

Prologue: Soda Popinski is one of the toughest fighters in the World Circuit due to the face that his hooks and uppercuts are slightly delayed which throws off Mac's timing. Chrome Virus wrote the best strategy for Soda Popinski entitled 'The Russian Attack TKO' that has a low of about 0:49. It seemed that breaking the 0:49 barrier on NTSC was impossible. MTPO has always been considered a very tough game due to the fact that it does not suffer from very many serious glitches that players can take advantage of. Other than the Sandman glitch the game is pretty much glitch free. However this past January I discovered a major glitch and it used to exploit several characters. The following is the story of how I exploited a major glitch to beat Soda Popinski under 0:40...

Dedication: I would like to dedicate this strategy to Chrome Virus who recently retired but came up with the original fast Soda strategy and recorded a 50.25 TKO with it. I also want to dedicate to RedTom for testing this strategy out on PAL MTPO.

THE TURKISH MASSACRE

TKO Bald Bull 2 between 1:31 and 1:34. By Matt Turk, May 2003. Tested on MTPO (NTSC) and PO (NTSC). No offence to Turkish people intended.

Prologue: Of all the characters in MTPO Bald Bull 2 is definitely one of the hardest to get a fast time on. Next to Don Flamenco 2 and Super Macho Man he is the hardest in terms of giving you the right pattern to get the fast time. Red Tom came up with the best strategy back in October 2002 which gives a time range from 1:35-1:38. Several MTPO players have executed this strategy to perfection including Red Tom himself on PAL (1:35.25), Martin Charlebois (1:35.25 on emulator) and Above Average Eric (1.33.99 on NTSC). However there is an even faster strategy. I will call it:

SEEING RED

TKO Bald Bull 2 as fast 1:22. Introducing the Bull-Dozer. Written and invented by Matt Turk, October 2003. Tested on NESTICLE emulator.

Prologue: Bald Bull 2 is the first opponent in the entire game that Mac cannot beat in under 1 minute. I was motivated to look for this strategy based upon a desire to go under 1:30 on him. RedTom wrote the original strategy to beat Bald Bull 2 fast with a time range from about 1:35-1:40. Matt Turk wrote another strategy entitled 'The Turkish Massacre' with a time range from 1:31-1:35. This strategy (Seeing Red), although much more random is faster than both of those.

Dedication: I would like to thank RedTom for coming up with an original fast strategy on Bull 2. Also to 'Above Average' Eric who made fast times on Bull 2 a reality. Finally to NESTICLE emulator which allowed me to discover that Mac can sneak in extra punches in for stars. Remember be patient with this strategy and sooner or later you will have a sub-1:30 time on Bull 2 (Eric you can get your record back!). Make sure you watch both the 1:29 full fight .nsm and the phase 2 'perfect' .nsm in order to understand what to do if Bull does or does not cooperate fully. The easiest way to practice to type in the code for Piston 2 and then beat him and Soda to get 2 fights against Bald Bull 2. So good luck and always remember to have fun playing this great game.

FLAMENCO'S LAST DANCE

TKO Don 2 from 1:13-1:25 (depending on how much energy he gets up with). Written and invented by Matt Turk and Tom Roth, 2003. Tested on NESTICLE emulator (NTSC).

Dedication: I would like to thank Tom for coming up with the original Don 2 Extreme strategy and for suggesting that the Don 2 time could be lower. Also to Jack Wedge who has the second fastest time on Flamenco 2 (1:28.48). Also thanks to the programmers of the game for making Don the most random and boring boxer in the entire game. The best way to practice is to type in the code for SMM and lose to him on purpose and you can get 2 fights against Don 2. I am convinced that these strategies cannot be done without a serious time commitment (about 400-1000 games) but nevertheless it can be done. Good luck and remember to not get too frustrated. Don will cooperate if you put a little time in.

RUNNING OF THE BULL

The most random and difficult strategy for Bald Bull 2 ever created, TKO Bald Bull 2 as fast as 1:13-1:15. Written and invented by Matt Turk, April 2004. Tested on NESTICLE emulator.

Prologue: Bald Bull 2 is one of the toughest opponents in MTPO due to his stifling defense and star uppercut dodging ability. 'Seeing Red' invented by Matt Turk is the fastest strategy to date with a low of about 1:21. Bald Bull 2 is one of only three characters who cannot be beaten in under 1:00. The following is my best attempt to push him close to 1:00.

BROWNE'S WAY

New Bald Bull 2 Strategy. By James Browne, May 2004.

I posted this strategy on the gamefaqs board a while ago looking for some way to improve it, but everyone said it was fine the way it was. I haven't tested it on any other versions, but it works out well on mine (not sure which one I have, unfortunately). It is a 1:29 strategy without the 'Impossible Stars' every other method seems to require at the start of the match and after each knockdown. I've tried it 100 times and it never fails.

ENTER SANDMAN

The story of how Martin and Matt TKO'ed Sandman under 2:38. TKO Mr. Sandman between 2:36 and 2:40. Introducing The Krueger. Written and invented by Matt Turk and Martin Charlebois, September 2003. Tested on NESTICLE emulator and MTPO (NTSC).

Dedication: I would like to thank Martin Charlebois for being the first person to do the 13+1 delayed hit combination and noting that it could save time in phase 3. Also I want to dedicate to RedTom for inventing the concept of a nightmare when the Sandman was first beaten in Round 1. I also want to dedicate to Brian Sulpher for revolutionizing fast times on Sandman, well practice makes perfect. Watch the .nsm file which shows 2:37.61 and then try a few games for yourself. The best way to get to Sandman is type in the code for Super Macho Man and lose on purpose. Then beat Don Flamenco 2 and you will get 2 fights against Sandman. Good luck.

SANDMAN'S LAST RITES

TKO Mr. Sandman from 2:34-2:37. Written and Invented by Matt Turk, February 2004. Tested on MTPO (NTSC) and NESTICLE emulator.

Prologue: Sandman is one of the toughest boxers for Mac to overcome on his way to the Dream Fight with Mike Tyson. Due to programming Sandman does not give up stars until round 3 and cannot be guttered or doorknocked until round 3 also. Tom Roth came up with the original Sandman R1 tko in November of 2002 which has a fastest time around 2:43. It seemed that a time under 2:40 was impossible until a stroke of genius by Matt Turk and Jack Wedge produced a sub 2:40 time on him in a strategy called 'The Philadelphia Sleeper'. However I have found that the time can even be lower. The following is the story of how I tkoed Mr. Sandman at 2:34 on NTSC...

Dedication: I would like to dedicate this strategy to Tom Roth, Jack Wedge, and Martin Charlebois whose original ideas helped me piece together this perfect Sandman strategy for NTSC.

THE PHILADELPHIA SLEEPER

(DESTROYING A MYTH PART 2)

TKO Sandman in as fast as 2:38-2:58 using this strategy depending on the pattern. Written and invented by Matt Turk and Jack Wedge, May 2003. Tested on MTPO and PO (NTSC).

Prologue: Mr Sandman was first TKOed in R1 back on November 18, 2002 by RedTom. He actually developed 2 strategies. His first one failed to work on NTSC and the other one did work. Brian Sulpher revolutionized fast times on Sandman using Tom's strategy and recorded a 2:43.00 and later perfectionized to an unbeatable record of 2:42.99. This past May (2003) though I received an email from PO friend Jack Wedge about an idea of forcing Sandman into a second sleeper pattern that could lead to a time under 2:40. So one night I popped in MTPO and could not get the strategy to work. After working out a few loopholes the unthinkable occurred though. I got Sandman down at 2:41.25 for TKO in R1. Here is how I did it...

Dedication: I would like to dedicate this strategy to Girth for first coming up with the idea of a faster Sandman strategy. I also want to dedicate is to Brian Sulpher who really revolutionized fast times on Sandman using Tom's original strategy. Maybe you can snatch the record back. I think you are going to get away with the Flamenco 1 record. Finally I would like to thank Jack Wedge for his original ideas and collaborative spirit. Well, until next time Tom...

DESTROYING A MYTH

A strategy guide to TKO Mr. Sandman (NTSC versions) in Round 1. By RedTom, November 2002.

Prologue: For a long time during my childhood years of playing Mike Tyson's Punch-Out!! Mr. Sandman was considered to join Kid Dynamite, Iron Mike in the premium league of opponents who can not be beaten in Round 1.... So I felt like the NES Champion of the World some years ago when I found a way to TKO Mr. Sandman in Round 1. Posting my strategy on my web page followed. But as the days went by, more and more visitors of my Punch-Out!! page who applied my provided strategies reported that they just could not execute my Mr. Sandman R1 strategy. I began to wonder and asked myself: What's this?? Do they misunderstand some words of the strategy or have I left out some important parts?? No, it was much more complicated....

The problem was that I used an European NES with European cartridges that work with PAL TV standard running at 50Hz, while most of the Punch-Out!! fans out there visiting my Punch-Out!! page and trying to apply my strategies came from outside Europe, namely from Northern America. They all used NTSC (the North American TV standard) NES systems running at 60 hz with NTSC cartridges. This fact causes slight timing differences at the two cartridge versions. And right for the most important pattern of my Mr. Sandman (PAL!) strategy this timing difference prevents the NTSC players to execute it!!

So what ?? I claimed myself as the first person who TKOed Mr. Sandman in Round 1 and now it seems that only on European systems this is true... Meanwhile I found a strategy to TKO Mr. Dream (PAL) in Round 1. You can not imagine how glad I was when someday I got email from a stranger telling me that he applied my Mr. Dream strategy on Mike Tyson and got him down for TKO in Round 1. And most important, this guy played the NTSC version. This was the final evidence that it was possible to invent great - unknown strategies for various opponents - here on my PAL NES that can be applied on NTSC systems, too....

But back to Mr. Sandman. He was the only opponent in the whole game that was never beaten on NTSC in Round 1 (I purchased a NTSC NES with carts meanwhile). I do not know how many of the almost 2 millions cartridges have been played again and again from ambitious Punch-Out!! maniacs in order to get him down R1 but failed. I know of very good players who just claimed one day: Well, it is DEFINITELY NOT POSSIBLE to TKO Mr. Sandman Round 1. I must admit that I was not far away from this point of view. Too many attempts had been made, too many men failing.... But always there have been voices (mostly from one person) speaking of positive thinking and showing confidence in YOUR own strength. For me, those words have been great support, anyway.

Then in November 2002 there was a conspiring convention of final power: The last incorrigible ones gathered to provide all their knowledge, experience and experimentation abilities to get behind the last mystery of THEIR game. They discussed methods, patterns and debated from about slight improvements to confirmed strategy failures. But the pressure upon Mr. Sandman grow and grow. Was it a matter of time until he won't resist any longer or will they have to realize that there is ONE who will NEVER fall ?? The battle was fought with ultimate toughness. No side showed signals to give up, the tremendous showdown had to bring it to an end, one way or the other.

Dedication: Thinking about him again and again - THERE IT WAS - the idea - the unnoticed tidbit, the final peace of the mosaic. Putting this last brick right into the center of my mental image of the upcoming fight, I felt the power - an incredible power rising deep inside calling to be freed. Then the unavoidable came up. The last showdown. Just me and the Philadelphian Myths. It was the battle of equals but just one could stand it. So it had to be. I smashed him down, finally, after all ! Doing the last punch, clock-Sandman-Mac-the screen, everything was like delirium, as in slow motion all the efforts, disappointment and death ends went by, ...there he was DOWN FOR TKO AT 2:57 R1. It was done, nothing more, nothing less. Just the end.

THE HOLLYWOOD BLOCKBUSTER

TKO Super Macho Man between 1:12 and 1:16. Written and invented by Matt Turk, June 2003. Tested on MTPO (NTSC) and PO (NTSC).

Prologue: Super Macho Man is the champion of WVBA and one of the most difficult opponents to get a fast time on due to his multiple patterns. Daniel Teixeira discovered the fastest strategy back in September of 2002 with a range from about 1:16-1:20 as the fastest times. Daniel set the record at 1:16.61 which stood for over 8 months. Many people have claimed to have gone under that time and times as low as 1:12.97 (claimed by someone years ago) have been mentioned but no one has offered a strategy. Back in May of this year I discovered something about Macho which lead to a new world record of 1:13.82. Here is how I did it...

Dedication: I would like to dedicate this strategy to Daniel T who set an initial outstanding time (1:16.61) and who wrote a great strategy for it. Also credit goes to RedTom and Jack Wedge for suggesting that the Macho time could be lower. Remember this strategy is extremely difficult to execute so be patient and remember practice makes perfect. Use the password 267-853-7538 to go to Macho and practice. Well good luck and have fun playing MTPO/PO.

DANIEL T.'S ULTRA-FAST SSM STRATEGY

With this strategy you can finish Macho under 1:20 R1!! Full credit goes to the Tysonator Daniel T, September 2002. Tested on NTSC PO!!, NTSC MTPO, PAL PO!!, and PAL MTPO.

SCHWARZENEGGER'S REVENGE

TKO Super Macho Man on MTPO-PAL in 1:09.25, R1. Introducing the Spin Sucker. Re-mastered and improved for PAL by RedTom, June 2003.

Prologue: PAL is different and I do not want to go in detail here, so just use this strategy when you have the European 50hz NES and want to TKO Super Macho Man the fastest known way. If you have the NTSC version then feel free to pick certain elements out of this strategy for developing a faster NTSC strategy.

Dedication: I want to dedicate this piece of writing to DanielT for his initial SMM strategy and to Matt for the fastest NTSC SMM strategy. Also I want to dedicate this strategy to the people who refused to agree to one global TV standard..grrrrrr....50hz...60hz...

MACHO MADNESS

TKO SMM between 1:10 and 1:14. Written and invented by Matt Turk and RedTom, June 2003. Tested on MTPO (NTSC) and PO (NTSC).

Prologue: RedTom came up with the fastest strategy to beat Super Macho Man on PAL entitled Schwarzenegger's Revenge. I have modified things a little bit and come up with a good strategy for NTSC. I set the record of 1:10.00 using it. Here is how I did it.....

Dedication: RedTom's Schwarzenegger's Revenge and a desire to go under 1:13 on Macho inspired me to look for a faster NTSC strategy. Also credit to Daniel T for coming up with an initial outstanding strategy. Patience and perfect timing are the necessary ingredients to get this strategy to work. Good luck.

THE COMA COASTER

The world's first sub 1:00 strategy for Super Macho Man. Developed solely for Punch-Out!! feat. Mr. Dream, PAL-Version. By RedTom, January 2004.

Prologue: This ultra fast strategy enables you to perform a sub 1:00 TKO over Super Macho Man. It does only work for the PO-PAL version. It will not work for any NTSC or MTPO-PAL version due to timing differences. Feel free to pick some elements out for further strategies. Each punch is wisely set to max out damage and knock downs. Get familiar with proper hand punches, delaying routine, crisscross crushers and star suckers first. Read strategies above to learn more about these techniques.

Conclusion: Record attempt was one gutter case b pattern. I got 0:57.97 R1 TKO, the world's first reported sub 1:00 TKO over Super Macho Man. Executing that strat on other versions will fail as punches do not enough damage to send him down. You can execute that strategy only with the PO-PAL cartridge (even on an universal NTSC NES console!).

BOX OFFICE FLOP

The most noble way to beat Macho fast without using the clock stop glitch. TKO Super Macho Man from 1:03-1:06. Written and invented by Matt Turk, February 2004. Tested on NESTICLE Emulator and MTPO (NTSC). Introducing the Wild Wooley.

Prologue: SMM is one of the toughest opponents in PO and MTPO. The programmers made him tough since he is the last opponent Mac has to overcome in order to get the Dream Fight with Tyson/Dream. In fact in the Famicom version of the game Macho is the final boss. Red Tom came up with a fast PAL strategy entitled 'Scahwatazanegger's Revenge' which gets him for TKO at 1:09. Matt Turk modified that strategy to work for NTSC with a strategy entitled 'Macho Madness'. In January 2004 Macho even became the victim of a serious glitch discovered by Matt Turk which made possible a sub 1:00 victory on him. Poor Macho. The following is the story of how I discovered a strategy that pushes Macho to the edge of 1:00 on NTSC without taking advantage of any glitches...

Dedication: Well there you have it. You destroyed Macho close to 1:00 without using any glitches or cheat features. Consider yourself a MTPO pro. I obtained a time of 1:04.00 on NTSC using this strategy. I got a time of 1:03.25 using savestates on NESTICLE emulator so the time can still be improved. These times occurred before I discovered the major glitch on Macho that lowered the time all the way down to 41.97 which is recognized as the world record. However many MTPO fans may not like the use of glitches to get records to here is your chance to annihilate Macho fair and square.

MACHINE GUN STOPPER

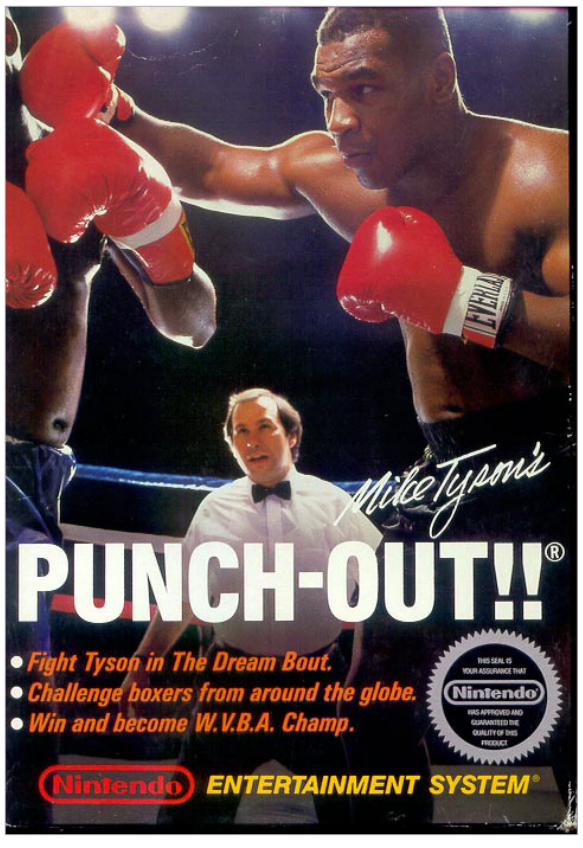
Introducing the Dead Freeze Punch. Written and invented by Matt Turk, March 2004. Tested on MTPO (NTSC) and MTPO (PAL).

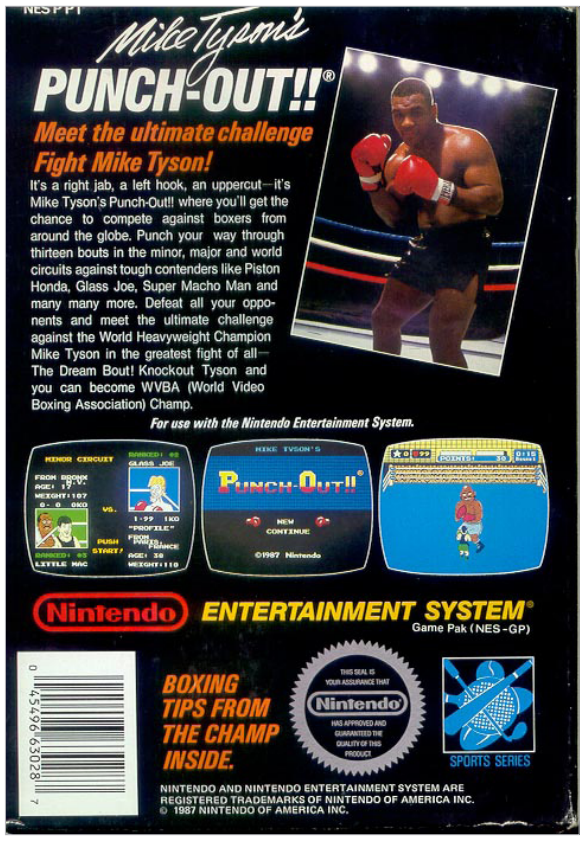
Prologue: The quest for Little Mac to defeat Super Macho Man under 1:00 has been one of the holy grails of MTPO for over 15 years. Due to the fact that Macho gives up many stars and is subject to many different punch combinations by Little Mac many players thought it to be possible and many came close but all seemed to fall short of the 1:00 mark. There was one missing ingredient however that was overlooked all of those years. The following is the story of how I TKOed Super Macho Man under 1:00 by exploiting a major glitch...

Dedication: I would like to dedicate this strategy to Daniel T and Tom Roth for both coming up with original Super Macho Man strategies in the quest to push him toward 1:00 of round 1.

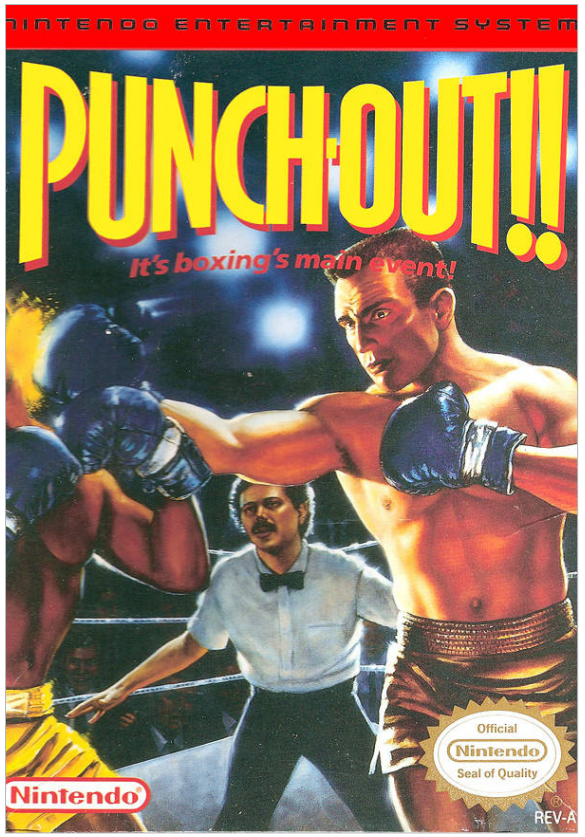
06
GALLERY

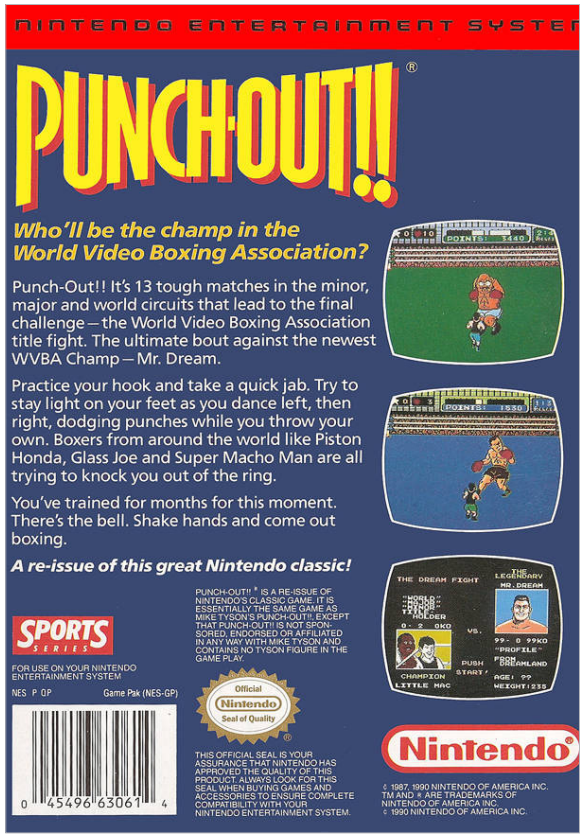
JAPANESE PACKAGING // 1987



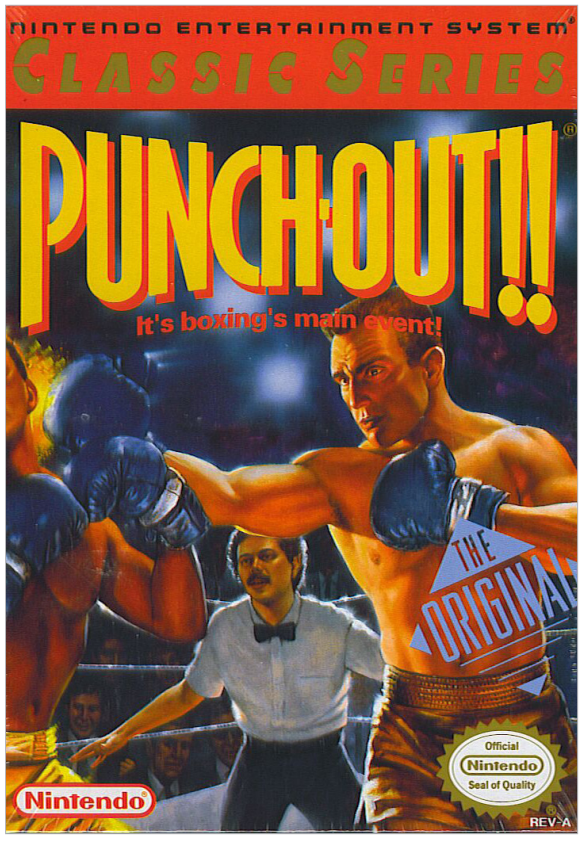


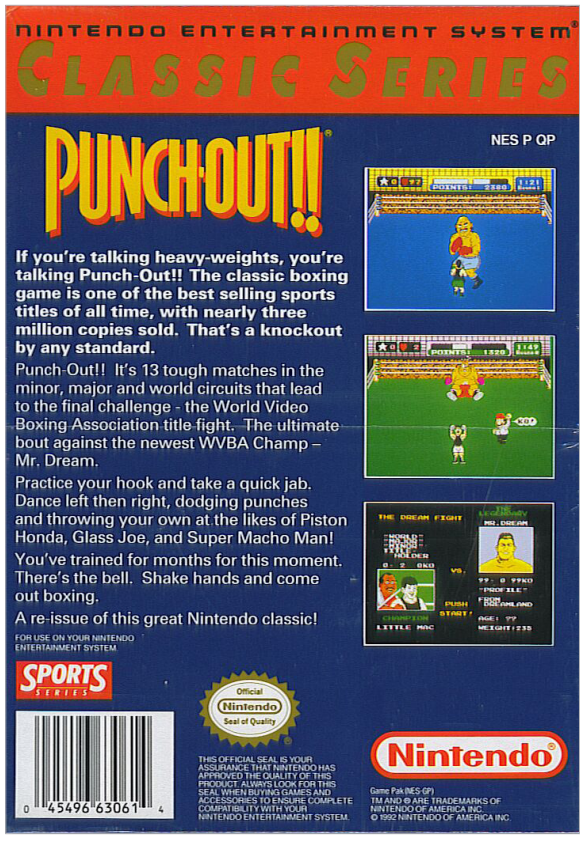
AMERICAN PACKAGING // 1987





AMERICAN PACKAGING // 1990





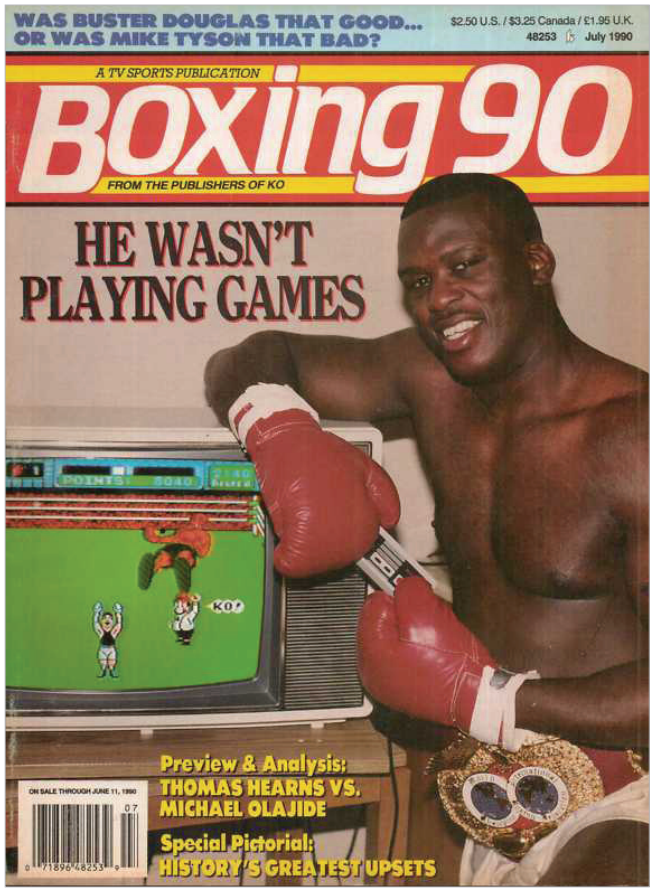
AMERICAN PACKAGING // 1992

AMERICAN PROMOTIONAL POSTER // 1987

JAPANESE PROMOTIONAL POSTER // 1987

NINTENDO MAGAZINE #43 POSTER // 2009

Double sided rematch poster for the Wii release.



BOXING 90 MAGAZINE // 1990

Article about Buster Douglas's victory over Mike Tyson.

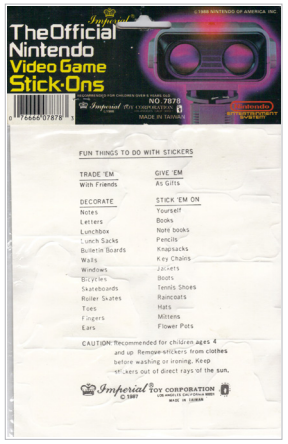
THE POWER GAME CALENDAR // 1990–91

Only released for two years and including *Punch-Out!!* for the months of July and May respectively. The July calendar features tips on how to defeat Don Flamenco and King Hippo while the May calendar gives tips on defeating Tyson.

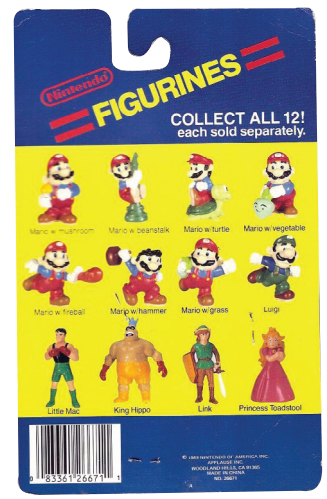
TROPHY FIGURES BY HASBRO // 1988

The set of 7 consists of *Bald Bull And Mac Mix It Up*, *Mac Brawls With Super Macho Man*, *Mac Catches The Tiger Magic Punch*, *Mac Jabs Glass Joe*, *Mac KO's Piston Honda,* and *Mac Punches Out King Hippo*. Standing 4" tall, each trophy came with a high score sticker to record your best scores. The rear of each box incorrectly lists *Mac Jabs Don Flamenco* instead of Glass Joe.

VIDEO GAME STICK-ONS BY IMPERIAL // 1988
Featuring different assortments with two *MTPO* stickers in each packet. The back suggests many *“Fun things to do with stickers.”*

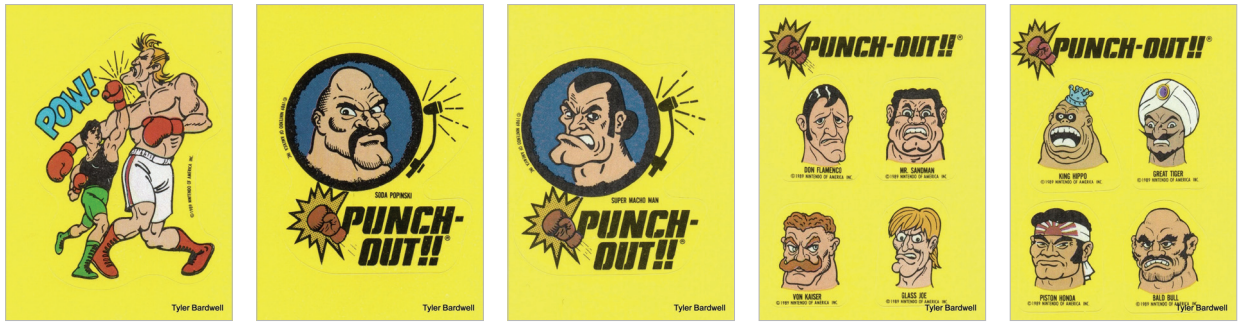


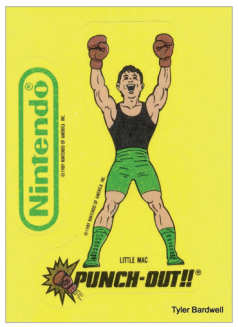
NINTENDO PVC FIGURINES BY APPLAUSE // 1989
The set of 12 features King Hippo, Little Mac, Link, Mario, Luigi and Princess Toadstool. Some figurines were given away in a promotion with American gasoline company, Sunoco.

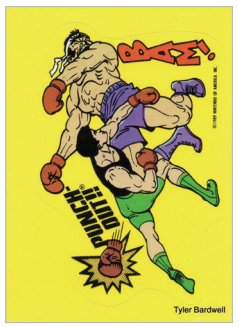


PUNCH-OUT!! SCRATCH CARDS // 1989

The set of 10 *MTPO* scratch cards were played by scratching a circle, which represented an action in the fight. The game would end if either you or the opponent was knocked out or disqualified. Some fighters required 3 punches for a knockout, while others only needed 2.

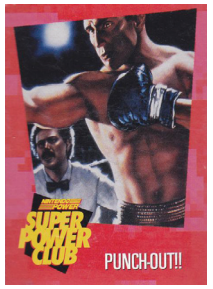






GAME PACK CARDS BY TOPPS // 1989

Contained 5 cards in 3 different wrappers. There were 60 scratch cards and 33 stickers to collect. Each sticker has *Top Secret Tips* on the back, although these tips do not always relate to the game on the front of the sticker. *MTPO* appeared on 9 fronts and 5 tips.



NINTENDO SUPER POWER CLUB // 1992
Card 28 of 170 was included with subscription issues of *Nintendo Power Club* magazine. The back includes a brief description and three challenges — defeat Super Macho Man in three rounds (novice), two rounds (intermediate), and one round (pro).

PROMOTIONAL ITEMS // 1989
A beanie (winter hat), trucker hats and pair of gloves made as promotional items. The hats were only in children's sizes.

PUNCH-OUT!! MINI PINBALL GAME // 1988

MAGIC-MOTION CARDS // 1988
Found in Dinersaurs cereal by Ralston. The set of 3 included Little Mac and Mario.

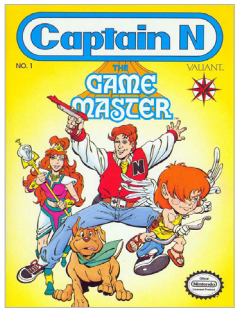
MIKE TYSON PUNCH-OUT!! STANDEE // 1988
Measuring 69" by 29" (175cm by 73cm) this life-sized cardboard cutout was used at the 1998 Consumer Electronics Show (CES) and only appeared in selected stores. In 2009 it sold on eBay for $445!

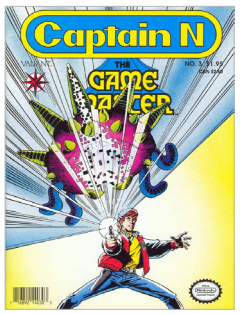
NINTENDO POWER TRASH CAN // 1989
Also released for *Zelda* and *Zelda II*.

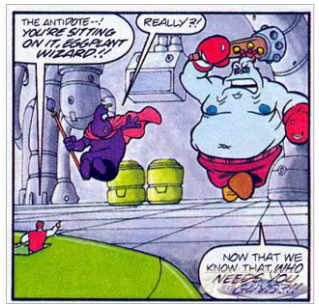
MIKE TYSON'S PUNCH-OUT!! DISPLAY STAND UP // 1987
Rarer than the 6-foot version it measures just 16.5" by 9.5" (41cm by 24cm).

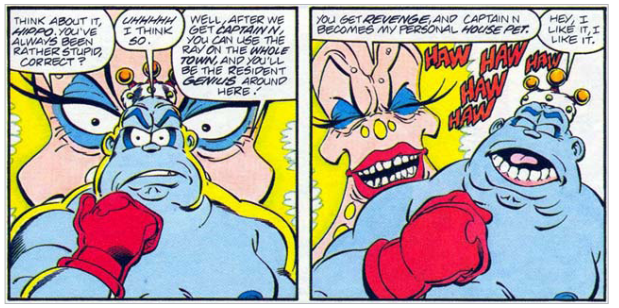
HOLOGRAPHIC PUNCH-OUT!! STICKERS BY THREE CHEERS // 1988

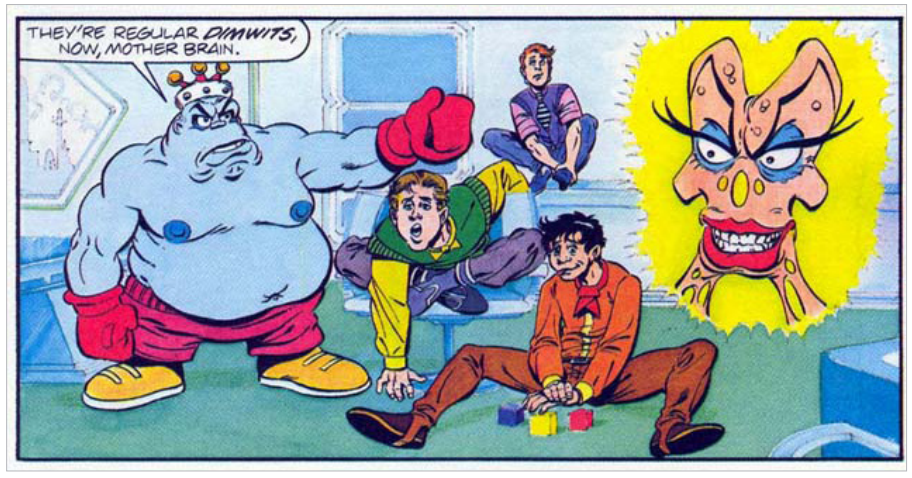
GALLERY // OFFICIAL PUBLICATIONS

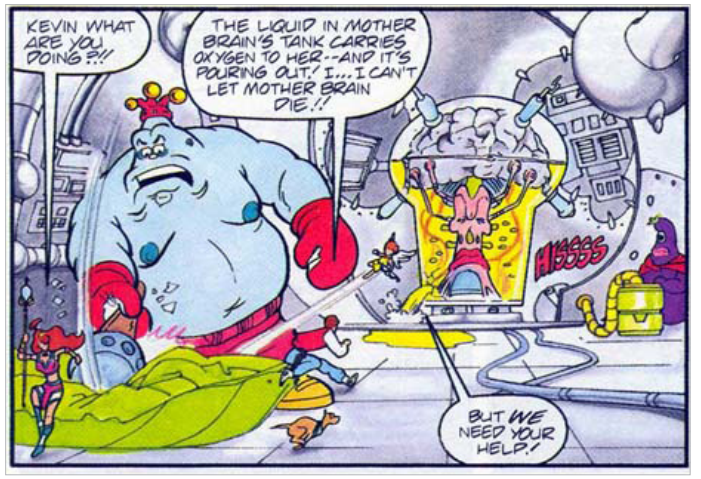


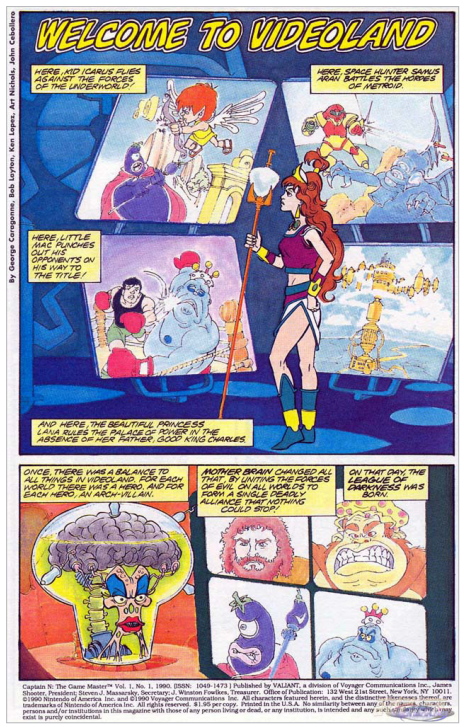


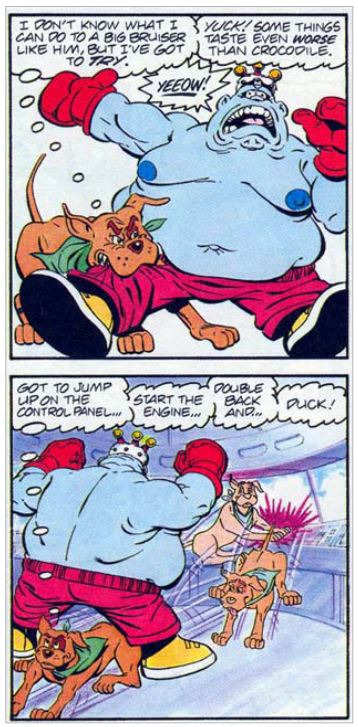






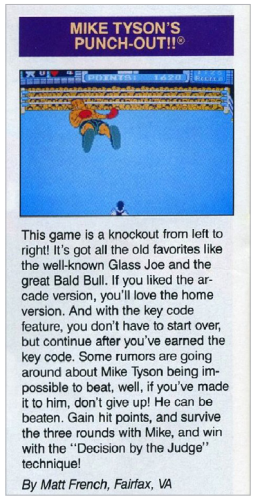


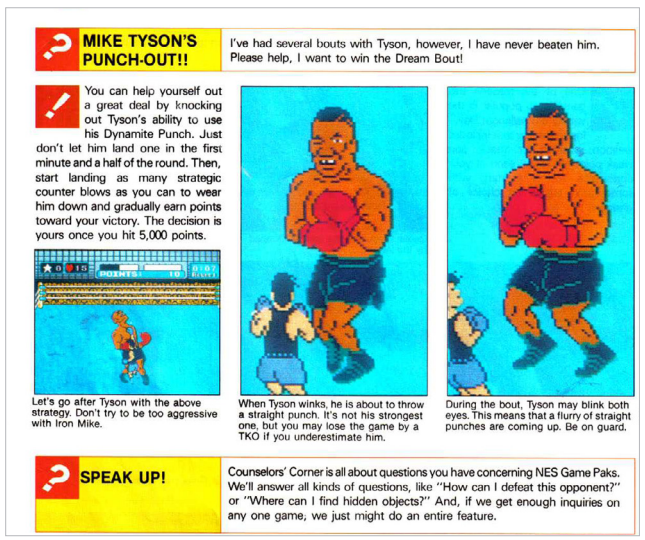


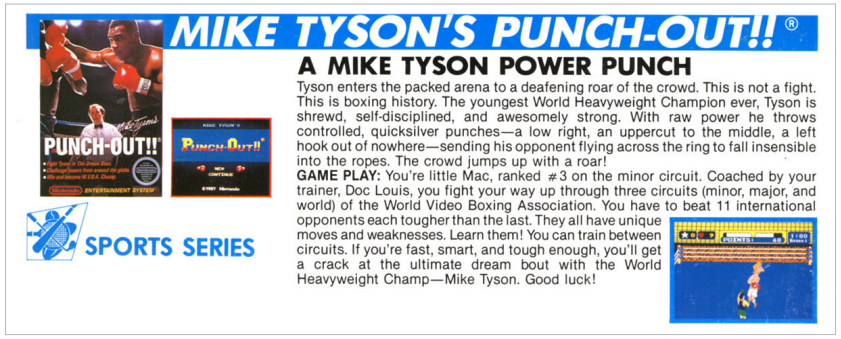


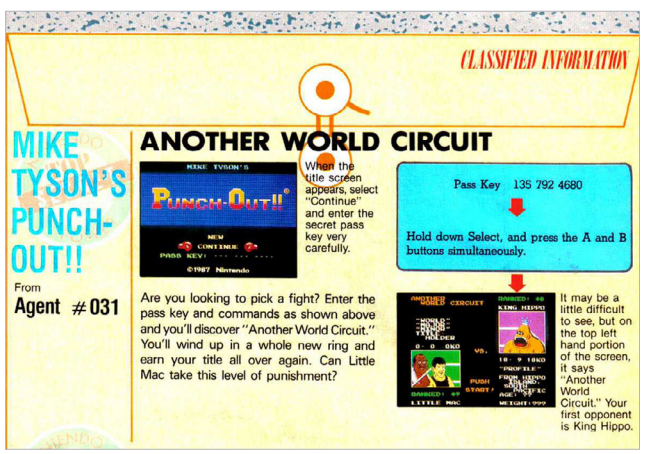
CAPTAIN N // 1990

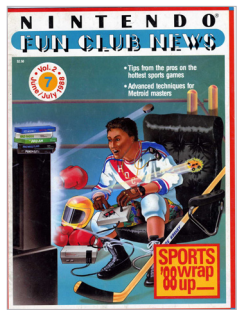
The *Captain N* comic book spanned 5 issues and was published by Valiant Comics as part of the *Nintendo Comics System* in 1990. It was quite different from the animated show, with Samus (*Metroid*) included but not featuring Simon Belmont, Mega Man, Dr. Wright, the Count or Dr. Wily. This was due to Valiant not applying for licenses from Capcom and Konami as the animated series had done. King Hippo features prominently in the comics and remains blue. Presented is an assortment of frames featuring King Hippo.





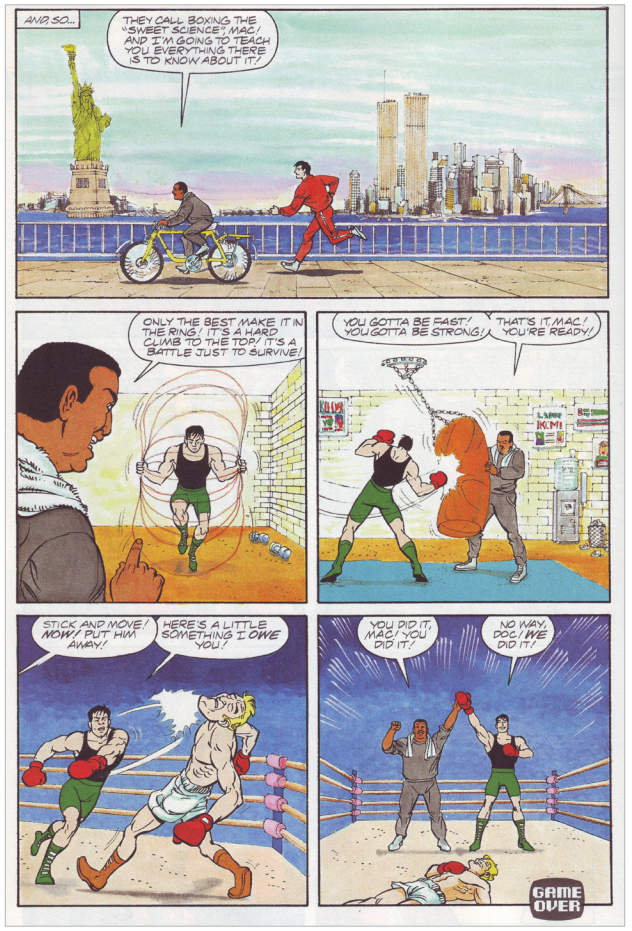


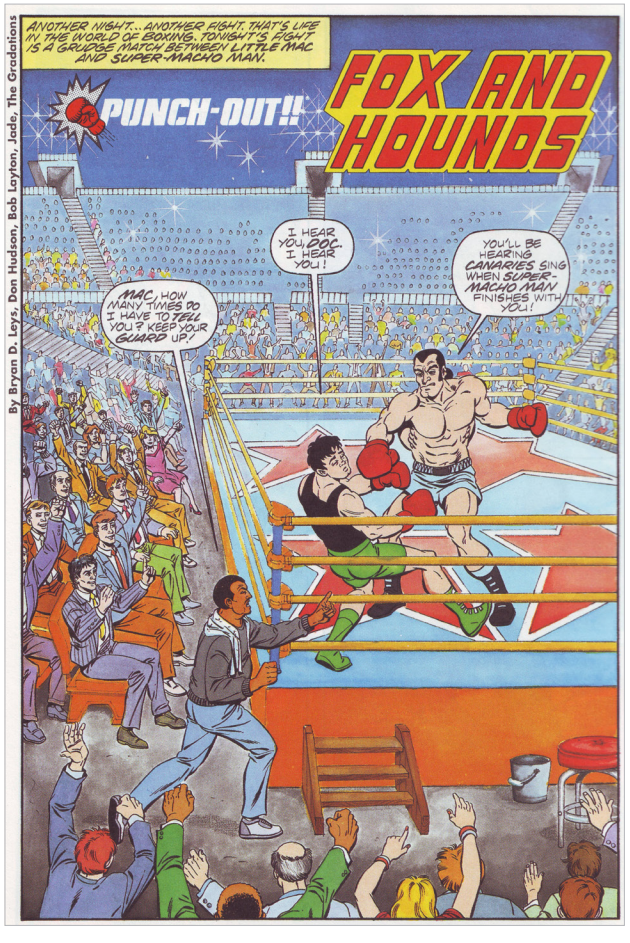


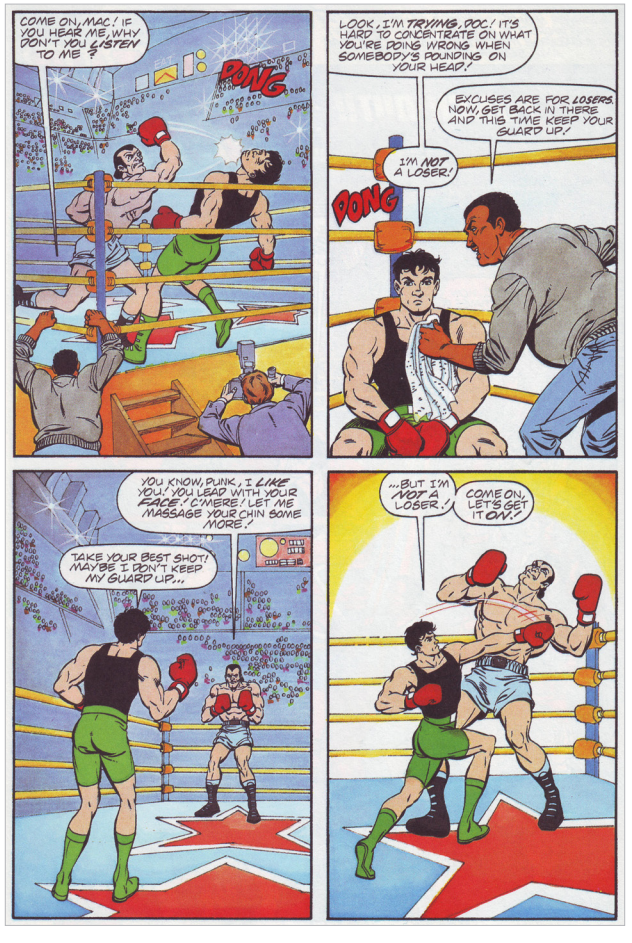


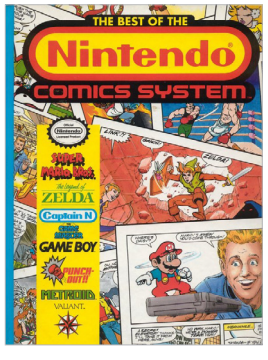
NINTENDO FUN CLUB NEWS & NINTENDO POWER // 1987–89

Various snippets from *Nintendo Fun Club News* (#3 and #7) and *Nintendo Power* (#1, #2 and #9). Doc Louis makes reference to joining *Nintendo Fun Club*, whose members received a free subscription to *Nintendo Fun Club News*, however, it was revamped as *Nintendo Power* after just 7 issues.



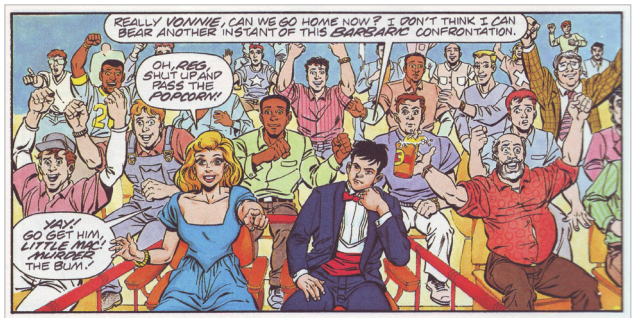




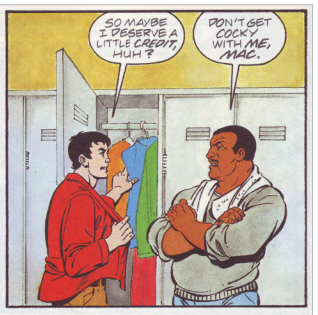


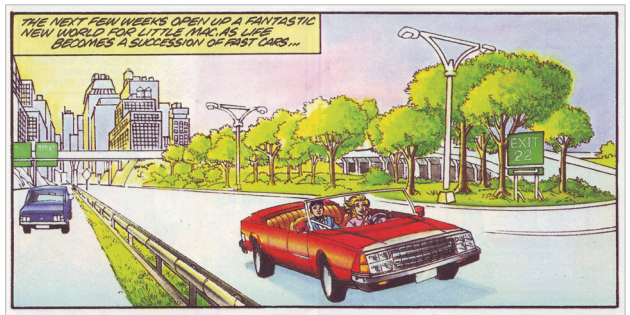
THE NINTENDO COMICS SYSTEM // 1990–91

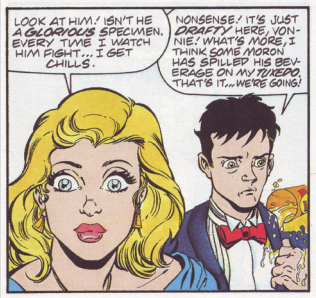
A series of comic books published by Valiant Comics in 1990 and 1991 as part of a licensing deal with Nintendo. The collected stories *The First Fight*, *Fox and Hounds* and *Outsiders* are available in the *Best of Nintendo Comics System* collection.

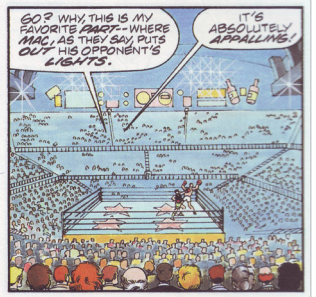

REALLY VONNIE, CAN WE GO HOME NOW? I DON'T THINK I CAN BEAR ANOTHER INSTANT OF THIS BARBARIC CONFRONTATION.
OH, REG, SHUT UP AND PASS THE POPCORN!
YAY! GO GET HIM, LITTLE MAC! MURDER THE BUM!

LATER, IN THE LOCKER ROOM...
AND, IN THE FIFTH ROUND YOU DIDN'T...
HEY, DOC, DIDN'T I WIN THIS FIGHT?
YEAH, SO?


SO MAYBE I DESERVE A LITTLE CREDIT, HUH?
DON'T GET COCKY WITH ME, MAC.


THE NEXT FEW WEEKS OPEN UP A FANTASTIC NEW WORLD FOR LITTLE MAC. AS LIFE BECOMES A SUCCESSION OF FAST CARS...
EXIT 22

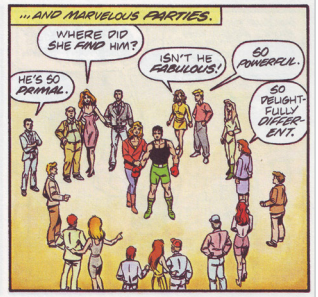

LOOK AT HIM! ISN'T HE A GLORIOUS SPECIMEN. EVERY TIME I WATCH HIM FIGHT... I GET CHILLS.
NONSENSE! IT'S JUST DRAFTY HERE, VONNIE! WHAT'S MORE, I THINK SOME MORON HAS SPILLED HIS BEVERAGE ON MY TUXEDO. THAT'S IT... WE'RE GOING!

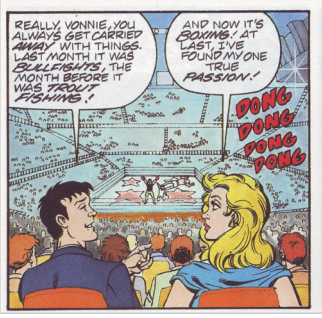

SO? WHY, THIS IS MY FAVORITE PART-- WHERE MAC, AS THEY SAY, PUTS OUT HIS OPPONENT'S LIGHTS.
IT'S ABSOLUTELY APPALLING!

THE FIGHT GAME IS TOUGH, AND IF YOU WANT TO GET ANYWHERE IN IT, YOU'D BETTER LISTEN TO WHAT I TELL YOU.

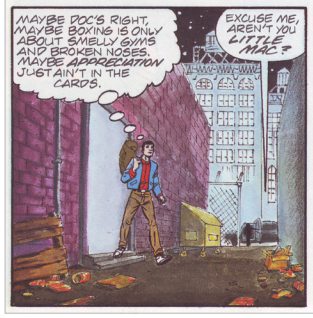
JUST ONCE I'D LIKE TO LISTEN TO YOU TELLING ME I DID GOOD!
I'LL SEE YOU TOMORROW.
EXIT

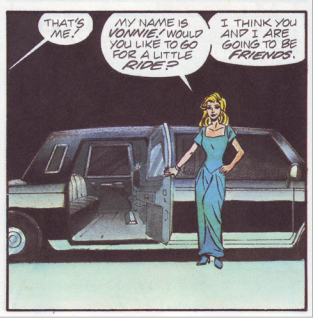
...ELEGANT RESTAURANTS...
UHH!... YOU WOULDN'T HAVE ANY CHEESE-BURGERS, WOULD YOU?

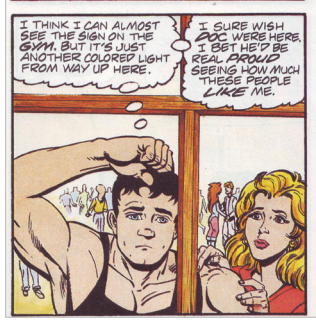

...AND MARVELOUS PARTIES.
WHERE DID SHE FIND HIM?
HE'S SO PRIMAL.
ISN'T HE FABULOUS!
SO POWERFUL.
SO DELIGHTFULLY DIFFERENT.

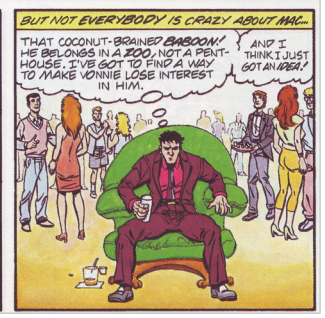

REALLY, VONNIE, YOU ALWAYS GET CARRIED AWAY WITH THINGS. LAST MONTH IT WAS BULLFIGHTS, THE MONTH BEFORE IT WAS TROUT FISHING!
AND NOW IT'S BOXING! AT LAST, I'VE FOUND MY ONE TRUE PASSION!
DONG DONG DONG DONG

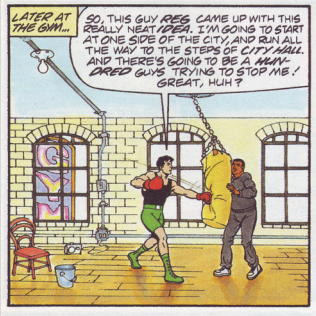
LITTLE MAC IS SIMPLY WONDERFUL, AND TONIGHT I PLAN TO MEET MY NOBLE GLADIATOR FACE TO FACE!


MAYBE DOC'S RIGHT. MAYBE BOXING IS ONLY ABOUT SMELLY GYMS AND BROKEN NOSES. MAYBE APPRECIATION JUST AIN'T IN THE CARDS.
EXCUSE ME, AREN'T YOU LITTLE MAC?


THAT'S ME!
MY NAME IS VONNIE. WOULD YOU LIKE TO GO FOR A LITTLE RIDE?
I THINK YOU AND I ARE GOING TO BE FRIENDS.


I THINK I CAN ALMOST SEE THE SIGN ON THE GYM. BUT IT'S JUST ANOTHER COLORED LIGHT FROM WAY UP HERE.
I SURE WISH DOC WERE HERE. I BET HE'D BE REAL PROUD SEEING HOW MUCH THESE PEOPLE LIKE ME.

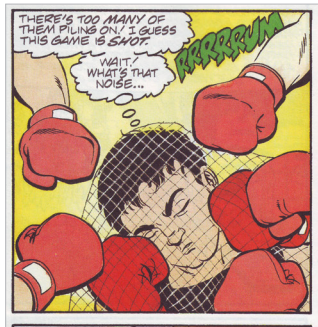

BUT NOT EVERYBODY IS CRAZY ABOUT MAC--
THAT COCONUT-BRAINED BABOON! HE BELONGS IN A ZOO, NOT A PENTHOUSE. I'VE GOT TO FIND A WAY TO MAKE VONNIE LOSE INTEREST IN HIM.
AND I THINK I JUST GOT AN IDEA!


LATER AT THE GYM...
SO, THIS GUY REG CAME UP WITH THIS REALLY NEAT IDEA. I'M GOING TO START AT ONE SIDE OF THE CITY, AND RUN ALL THE WAY TO THE STEPS OF CITY HALL. AND THERE'S GOING TO BE A HUNDRED GUYS TRYING TO STOP ME! GREAT, HUH?
GYM

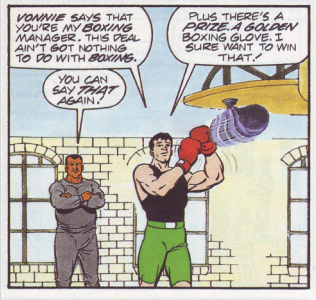
GREAT? IT SOUNDS LIKE A BLASTED FOX MEANT, WITH YOU AS THE FOX. I'M YOUR MANAGER, MAC, AND I SAY FORGET IT!

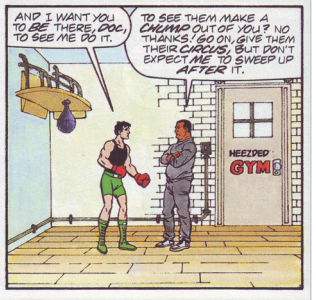
AND SO...
WELCOME TO THE SPORTS PRESENTATION INTERNATIONAL NETWORK. TODAY WE TELECAST A TRULY UNUSUAL EVENT. A RUNNING BATTLE BETWEEN ANY UP AND COMING FIGHTER NAMED LITTLE MAC AND A GAUNTLET OF ONE HUNDRED MEN.
MARKET

FOR THOSE OF YOU WHO CAME IN LATE, WE ARE TWO HOURS INTO THIS EVENT. LITTLE MAC HAS MANAGED TO OUT-FIGHT OR ELUDE NEARLY FORTY OPPONENTS IN A WILD CHASE THROUGH OUR CITY'S TWISTED STREETS AND ALLEYS. BUT TONIGHT WILL LET YOU HIM AS HE NEARS CITY HALL.
WHUMP
WOOOOF!


THERE'S TOO MANY OF THEM PILING ON! I GUESS THIS GAME IS SHOT.
WAIT. WHAT'S THAT NOISE...
RRRRRUM

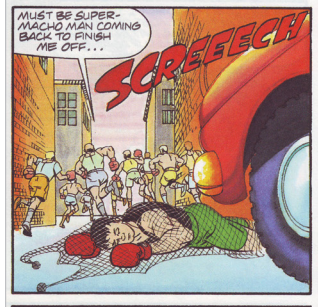
HEY, LOOK AT THAT TRUCK. IT'S HEADING RIGHT AT US!
IT MUST BE SOME KIND OF NUT! LET'S GET OUT OF HERE.
RRRRRUM

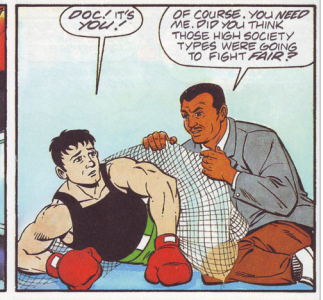

VONNIE SAYS THAT YOU'RE MY BOXING MANAGER. THIS DEAL AIN'T GOT NOTHING TO DO WITH BOXING.
PLUS THERE'S A PRIZE, A GOLDEN BOXING GLOVE. I SURE WANT TO WIN THAT.
YOU CAN SAY THAT AGAIN!

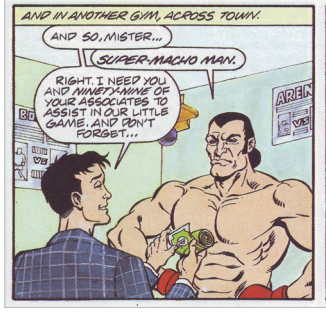

AND I WANT YOU TO BE THERE, DOC, TO SEE ME DO IT.
TO SEE THEM MAKE A CHUMP OUT OF YOU? NO THANKS! GO ON, GIVE THEM THEIR CIRCUS, BUT DON'T EXPECT ME TO SWEEP UP AFTER IT.
HEEZIPED GYM

"AND NOW, LET'S GO TO THE FINISH LINE..."
REG, I'M ABSOLUTELY THRILLED. WHAT A PERFECTLY WONDERFUL IDEA, TO GET THEM, MAC!
I'M SO GLAD YOU'RE ENJOYING IT, VONNIE.
HURRY UP, YOU MORONS. PUNCH HIS LIGHTS OUT.
FINISH

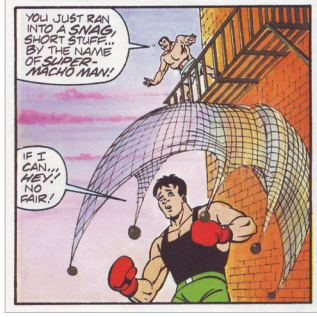
I'M GETTING TIRED, BUT I THINK I'M GOING TO MAKE IT. MOST OF THESE GUYS ARE STRICTLY AMATEUR NIGHT. IN FACT, I HAVEN'T RUN UP AGAINST A TOUGH OPPONENT YET.
SMACK
UHHHH!


MUST BE SUPER-MACHO MAN COMING BACK TO FINISH ME OFF...
SCREEECH

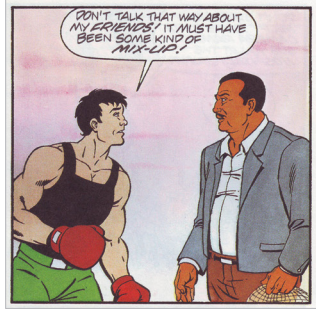

DOC! IT'S YOU!
OF COURSE. YOU NEED ME. DID YOU THINK THOSE HIGH SOCIETY TYPES WERE GOING TO FIGHT FAIR?


AND IN ANOTHER GYM, ACROSS TOWN.
AND SO, MISTER...
SUPER-MACHO MAN.
RIGHT. I NEED YOU AND MINDY-NONE OF YOUR ASSOCIATES TO ASSIST IN OUR LITTLE GAME. AND DON'T FORGET...

IF SOMETHING SHOULD HAPPEN TO LITTLE MAC, SO HE CAN'T FIGHT ANYMORE, THEN I'M SURE YOU'LL FIND A LITTLE BONUS IN YOUR PAY ENVELOPE. VONNIE HAS NEVER BEEN KEEN ON LOSERS.
I GOT YOU, PAL. IN FACT, THIS IS GOING TO BE A PLEASURE.


YOU JUST RAN INTO A SNAG, SHORT STUFF... BY THE NAME OF SUPER-MACHO MAN!
IF I CAN... HEY! NO FAIR!

DON'T EXPECT ANY HELP, YOU'RE OUT OF CAMERA RANGE. SEE YOU AT THE HOSPITAL, CHUMP.
HEY-- WAIT! UHHHHH.


DON'T TALK THAT WAY ABOUT MY FRIENDS! IT MUST HAVE BEEN SOME KIND OF MIX-UP!

SON, WHAT'S MIXED UP IS YOU! YOU'RE A FIGHTER, NOT A SIDESHOW!

MAYBE I AM, MAYBE I'M NOT, ALL I KNOW IS THAT I *STARTED* THIS AND NOW I GOT TO *FINISH* IT. I'LL SEE YOU AT *CITY HALL*.

MAC--!

KEEP YOUR GUARD UP, O.K.? PLEASE...

AND, SOON...

WE ARE COMING TO THE END OF THIS SPECTACULAR EVENT. LITTLE MAC IS ABOUT TO REACH THE CITY HALL STEPS!

UH-OH, TROUBLE!

GIVE UP, SHORTY. YOU'RE *DEAD* ON YOUR FEET. THERE AIN'T NO *WAY* YOU'RE GONNA GET BY ME.

SUPER-MACHO MAN--!

I'VE BEEN *WAITIN'* FOR THIS!

KA-POW

GUARD UP... KEEP MY GUARD UP, LIKE... DOC SAID!

MOVE AND STICK!

LIKE DOC ALWAYS SAYS!

KA-POW

KNOCK OUT?

YOU INCOMPETENT *OOLT*! GET UP! I PAID A FORTUNE TO STOP HIM! YOU CAN'T LET HIM WIN!

RELAX, REG. I DON'T WANT TO WIN.

I WAS STUPID TO THINK YOU PEOPLE WERE MY *FRIENDS*. I'M JUST A *SIDESHOW* TO YOU. *KEEP* YOUR LOUSY PRIZE. I'M GOING BACK WHERE I BELONG.

MAC!

HAH! GOOD *RIDDANCE*, I SAY!

REG... (SOB)...

WHY DON'T YOU JUST *SHUT UP!*

WHAMMO

DOC, I'M SORRY...!

FORGET IT. NICE FIGHTIN', KID. OF COURSE, THAT OVERHAND RIGHT WAS A *LITTLE* SLOPPY...

GAME OVER

IN THE "SWEET SCIENCE" CALLED BOXING, IT'S A HARD CLIMB TO THE TOP! ASK A LITTLE GUY WITH A *BIG HEART* FROM THE *BRONX, NEW YORK*... HIS NAME IS *MAC*.

PUNCH-OUT!! "OUTSIDERS"

By George Caragonne, Donald Hudson, Ken Lopez, Jose Marzan, John Ceballero, Sean Grissom

MONDAY NIGHT IN THE *WORLD VIDEO BOXING ASSOCIATION* ARENA IN TOKYO, JAPAN...

--28 YEAR OLD HOMETOWN HERO *PISTON HONDA*, THE WBA MINOR CIRCUIT CHAMPION, DELIVERS ANOTHER PUNISHING BLOW TO THE JAW OF KID TYPHOON!

IT LOOKS LIKE PISTON WILL BE ADDING ANOTHER KNOCK-OUT TO HIS IMPRESSIVE RECORD OF 25 VICTORIES IN 26 MATCHES!

MEANWHILE, AT RINGSIDE, *LITTLE MAC* AND HIS TRAINER *DOC LEWYS* WATCH THIS AWESOME DISPLAY!

HE'S A BRUTAL FIGHTER, DOC!

HE'S NO FIGHTER, MAC... HE'S A *KILLER*!

AND I GOTTA TAKE HIM ON IN *THREE DAYS*!

TUESDAY MORNING...

INSIDE THE VAST SPORTS ARENA, MAC IS LOST...

MY DRESSING ROOM WAS SOMEWHERE AROUND HERE...

WHAM POW

I FOUGHT VERY WELL, EH, SENSEI-M?

* SENSEI? THAT'S "*COACH*" IN JAPANESE... SORT OF

AS ALWAYS, YOUR SKILL AND POWER BRING ME GREAT HONOR, *PISTON-SAN**! THE *PRIZE MONEY* YOU WON LAST NIGHT WILL BUILD A NEW HOSPITAL IN THE POOR VILLAGE OF *KANJI*.

WHAM WOK

* IN JAPAN, YOU ADD "SAN" TO SOMEONE'S NAME TO SHOW RESPECT. TRY IT ON YOUR FRIENDS.

IN THREE DAYS I FIGHT THE *GAIJIN** LITTLE MAC!

MAC IS THE *#1 CONTENDER*! A FORMIDABLE OPPONENT!

* JAPANESE FOR *OUTSIDER*.

I MUST DEFEAT HIM! WE WILL USE THE PRIZE MONEY TO BUILD A NEW SCHOOL IN *YOUR* HOME VILLAGE, SENSEI!

SNAP

WHAMMO

THIS LITTLE MAC IS *DOOMED*!

I'LL SEND HIM A TKO FROM *TOKYO*!

TUESDAY NIGHT, ON THE *GINZA*, TOKYO'S FAMOUS "STREET OF LIGHTS", MAC GETS IN SOME ROADWORK.

GEEZ... WHO'D HAVE THOUGHT A KILLER LIKE PISTON HONDA WOULD BE DONATING HIS PURSE MONEY TO BUILD A SCHOOL?

GET THE LEAD OUT, MAC! YOUR MIND HASN'T BEEN ON YOUR TRAINING ALL DAY!

LATER, BACK AT ARENA...

EXCUSE ME, MR. SENSEI, SIR? I'M SORRY TO BOTHER YOU...

YOU ARE LITTLE MAC, THE AMERICAN FIGHTER!

YES, SIR. UM... I KNOW THAT YOUR GUY, PISTON, IS FIGHTING TO GET MONEY TO BUILD A SCHOOL IN YOUR VILLAGE...

LOOK, UH... IF *I* WIN THE FIGHT TOMORROW I WANT YOU TO HAVE THE MONEY JUST THE SAME.

A VERY GENEROUS OFFER. BUT WE CANNOT ACCEPT CHARITY FROM AN *OUTSIDER*.

BUT... GEE...!

WEDNESDAY...

NOTHING'S MORE IMPORTANT THAN A GOOD EDUCATION. THOSE KIDS *DESERVE* A SCHOOL!

ONE-TWO! KID! ONE-TWO! MOVE AND STICK!

THINK FAST!

HEY!!

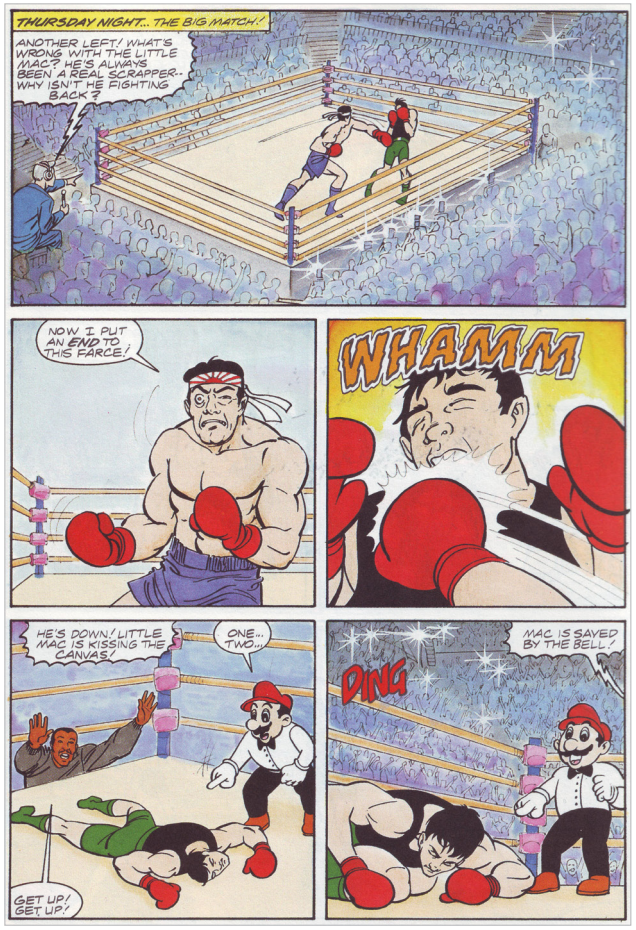
YOU WANT TO TELL ME WHAT IN SAM HILL IS GOING ON? YOU AREN'T EVEN *TRYING*! YOU'RE HITTING LIKE A MOSQUITO! YOUR TIMING IS WORSE THAN A BAD COMEDIAN'S!

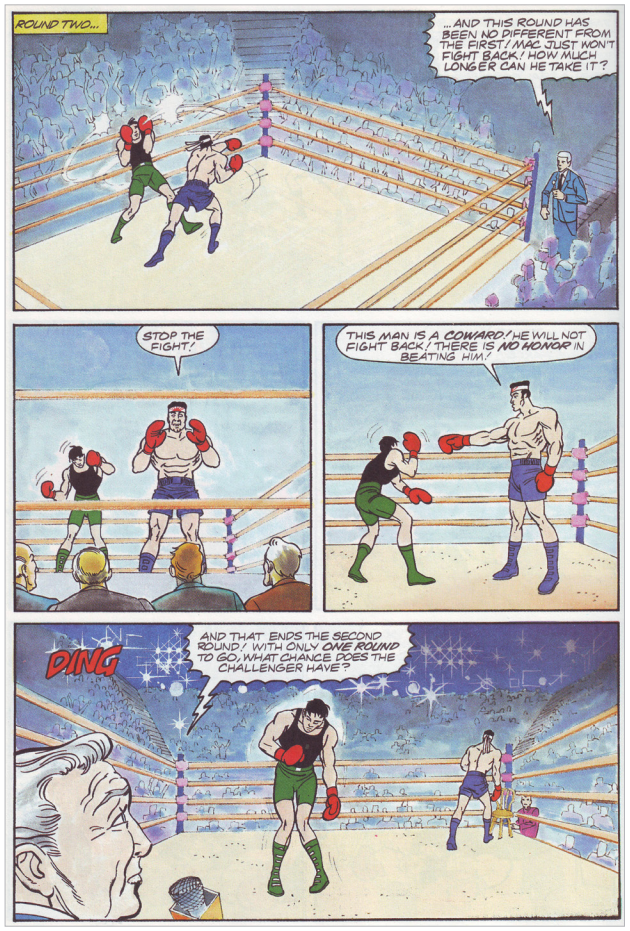
IF YOU FIGHT LIKE THIS, HONDA'S GONNA MAKE *SUSHI* OUT OF YOU! I CAN'T HELP YOU IF YOU DON'T TELL ME WHAT'S WRONG!

NOTHING'S WRONG. I'M JUST HAVING A BAD DAY.

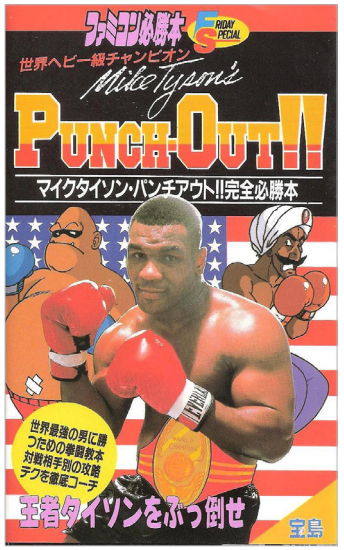
I'LL DO BETTER *TOMORROW*, DOC...

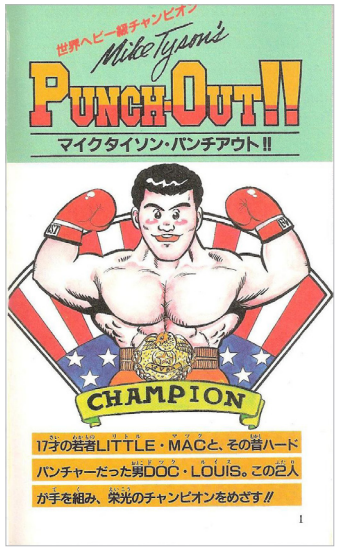
THERE IS NO TOMORROW!


THURSDAY NIGHT... THE BIG MATCH!
ANOTHER LEFT! WHAT'S WRONG WITH THE LITTLE MAC? HE'S ALWAYS BEEN A REAL SCRAPPER.. WHY ISN'T HE FIGHTING BACK?
NOW, I PUT AN END TO THIS FARCE!
WHAMM
HE'S DOWN! LITTLE MAC IS KISSING THE CANVAS!
ONE... TWO...
GET UP! GET UP!
DING
MAC IS SAVED BY THE BELL!
HONOR! THAT'S DOING WHAT'S RIGHT--!
AND LEFT! AND RIGHT--! RIGHT?
WHAT'S THIS? LITTLE MAC IS COMING BACK!
WHAK WHAP WHAM
BUT IT'S TOO LITTLE TOO LATE, I THINK!
HEY! HIS EYEBROWS--!
THAT TWITCHING TELEGRAPHS HIS HAYMAKERS!
DOC SAYS MOVE AND STICK... HERE'S THE MOVE...
WHOOSH
HERE'S THE STICK!
KA-BOOM


ROUND TWO...
...AND THIS ROUND HAS BEEN NO DIFFERENT FROM THE FIRST! MAC JUST WON'T FIGHT BACK! HOW MUCH LONGER CAN HE TAKE IT?
STOP THE FIGHT!
THIS MAN IS A COWARD! HE WILL NOT FIGHT BACK! THERE IS NO HONOR IN BEATING HIM!
DING
AND THAT ENDS THE SECOND ROUND! WITH ONLY ONE ROUND TO GO, WHAT CHANCE DOES THE CHALLENGER HAVE?
...8...9... 10.!
KNOCK OUT! THE WINNER IS.. LITTLE MAC!
YOU! OUTSIDER!
WE HAVE A SCORE TO SETTLE!
NO ONE BEATS OUR BELOVED CHAMPION AND GETS AWAY WITH IT!
RUN FOR IT, DOC! I'LL HOLD 'EM OFF!
NO WAY!
GET THEM!
STOP!

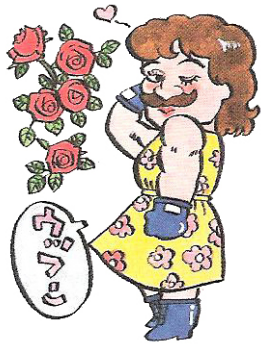
WHAT'S WITH YOU, MAC? YOU'RE FIGHTING LIKE YOUR MIND'S A MILLION MILES AWAY!
I WAS THINKING, DOC.. KIDS PROBABLY LEARN MORE IF THEIR SCHOOL IS NICE AND NEW! DON'T YOU THINK?
THIS AIN'T A PTA MEETING, KID! THINK ABOUT THROWING SOME LEATHER!
UNLESS... WHAT YOU'RE THROWING... IS THE FIGHT!
NO, BUT-- BUT...
NO BUTS, MAC. YOU GOTTA DO YOUR BEST. THEN, IF YOU LOSE-- AT LEAST YOU STILL GOT YOUR HONOR!
DING
THIS IS IT! GO GET 'IM!
THE FINAL ROUND-- THE CHALLENGER'S IN BAD SHAPE!
YOU HAVE FOUGHT LIKE A COWARD...
NOW, YOU WILL FALL...
...WITHOUT HONOR!
OWW!
IS IT NOT ENOUGH THAT I HAVE FAILED IN THE RING? MUST YOU NOW DISGRACE ME AS WELL?
BEGONE!
SAY, YOU'RE AN OKAY JOE!
THANKS, PISTON-- YOU REALLY SAVED OUR BACON!
LATER, OUTSIDE THE ARENA.
THIS IS A MIGHTY BIG FIST FULL OF YEN, DOC!
YOU EARNED IT, MAC! THAT WAS SOME FIGHT!
NO THANKS ARE NECESSARY! I SALUTE YOUR SKILL AND COURAGE!
AS DO I, MAC-SAN!
YOU DID WHAT WAS RIGHT, THOUGH! I KNOW YOUR HEART WAS TORN. THIS IS HONOR.
IF YOU EVER VISIT MY VILLAGE, YOU WILL STAY IN MY HOME AS ONE OF MY OWN FAMILY.
IF I'M A MEMBER OF YOUR FAMILY, THEN... I'M NOT AN OUTSIDER ANYMORE, RIGHT?
HMM.
SO, IT'S OKAY FOR YOU TO USE MY PRIZE MONEY TO BUILD A SCHOOL IN OUR VILLAGE!
COME ON, DOC! I'VE STILL GOT A COUPLE OF YEN IN MY POCKET-- LET'S GO DOWN TO THE GINZA AND GET SOME SUSHI!
RAW FISH!? NAH. HOW ABOUT SOME NICE HOT KIMOSU!*?
GAME OVER
*JAPANESE FOR EEL'S LIVER SOUP, READER-SAN.



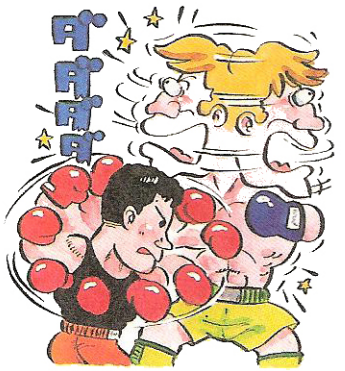


MIKE TYSON'S PUNCH-OUT!! KANZEN HISSHO HON // 1987

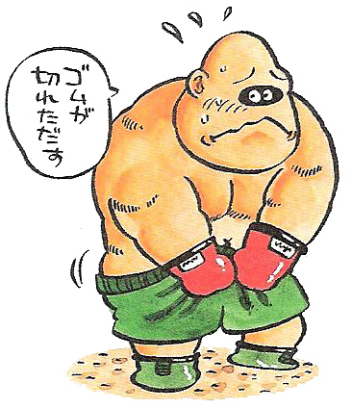
47 page pocket-sized *Complete Certain Victory Book* guide book in Japanese for the Famicom version of *MTPO*.


ウフフ…

オ・レ!



日本一
TOKYO
NIHON


ゴムが切れただす

W.V.B.A.マイナーサーキット
チャンピオン!!
さあ、これでマックは、3人の強豪ボクサー達を倒して、マイナーサーキットのチャンピオンになった！ここまでの戦いで、このゲームの基本は大体つかんだと思うので、これからの試合で役立てよう！
そして
メジャーサーキットへ進出だ!!
マイナーサーキットを制すると、ニューヨークの街を、マックとドックがトレーニングしている画面に変わるんだ。ここでパスワードが出て、次からゲームをする時は、メジャーからできるようになるぞ。
マック
メジャーサーキットは今までのようなわけにはいかないぞ
OK
最らがいにレベルが高いんだ
カンガルーのグシケン君だ
そこで強力なスパーリング・パートナーを見つけたよ。
本当!?
なんでカンガルーとスパーリングしなきゃいけないの
ええ
あるっちゃか？
甘くみたらな踊る熊かだぞ
くそ
俺を本気にさせたな
いくっちゃよ
この熊で マックは大きく成長しちんじゃ
20
21

W.V.B.A.
MINOR CIRCUIT
フランスのガラス男
GLASS JOE
グラス・ジョー
ランキング
マイナーサーキット第2位
特定勝ちの条件
5000POINT以上
先制攻撃でいっきに勝負!!
ジョーからアッパースターを奪うのは簡単だ。先制攻撃でスターを3個ためちゃおうぜ。スターがたまれば、もうこっちのモン。ジョーの弱点は連係からもわかるとおりアゴだ。パンチをよけて、がらあきのアゴへ一発くらわせば、ジョーはぼうだち。そこへアッパーを打ちこめば、二発でフッ飛ぶぜ。1ラウンドKOだって可能なんだからな。
モーション覚えりゃ、楽勝でぇーい!!
ジョーのパンチは3種類、モーションも3種類。すぐに覚えられるから、左の写真でよおーくチェックをしれてくれ。これさえ覚えりゃ、1RでKOも難しくはないぞ!!
パンチをくわないのが勝負のポイント!!
ジョーにかぎらず、各ボクサーはパンチを打つ前にモーションがある。そのモーションから、じっさいにパンチを打つまでのタイミングをつかめばよけるのも簡単だぞ。
14
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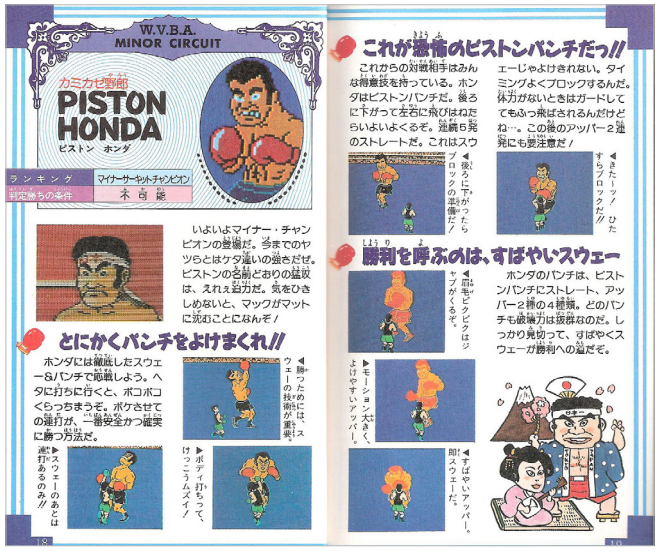
W.V.B.A.
MINOR CIRCUIT
ドイツの鉄鉱マシーン
VON KAISER
フォン・カイザー
ランキング
マイナーサーキット第1位
特定勝ちの条件
8000POINT以上
うん、少しはホネのある相手が出てきたかな。もっとも、ランキング1位っていってもマイナー・サーキットだからねえ。世界チャンピオンをめざすマックにとっては楽勝の相手だぜ。
スウェー&パンチでボケさせろ!!
まずスターを取ることが一番。アッパーが打てる状態でスウェー&パンチ！相手がボケたところでアッパーをかまませば、1発でダウンを奪える。これで楽々TKOだね。
遠いストレートにチョッピリ注意!!
カイザーのストレートは速くて重い。連続的にくらうことも多いんだよな。カイザーが首振りをしたら要注意。ストレートがくるから、スウェーの準備だ。カイザーに限らずストレートはブロックでも防げるんだけど、あとの攻撃を考えるとスウェーでよけた方がかしこいね。スウェー&パンチは攻撃の基本だから、しっかりマスターしてくれ。
アッパーは確実によけられるように
カイザーのアッパーはモーションが大きいから、かなりよけやすい。あたるとダメージがでかいので確実にスウェーだ。これをくらうようじゃ、この先どうしようもないぞ。
16
17


W.V.B.A.
MINOR CIRCUIT
カミカゼ剣術
PISTON HONDA
ピストン・ホンダ
ランキング
マイナーサーキットチャンピオン
特定勝ちの条件
未可能
これが恐怖のピストンパンチだっ!!
これからの対戦相手はみんな得意技を持っている。ホンダはピストンパンチだ。後ろに下がって左右に飛びねばたらいよいよくるぞ。連続5発のストレートだ。これはスウェーじゃよけきれない。タイミングよくブロックするんだ。体力がないときはガードしてもぶっ飛ばされるんだけどねー。この後のアッパー2連発にも要注意だ！
勝利を呼ぶのは、すばやいスウェー
ホンダのパンチは、ピストンパンチにストレート、アッパー2種の4種類。どのパンチも威力は抜群なのだ。しっかり見切って、すばやくスウェーが勝利への道だぞ。
とにかくパンチをよけまくれ!!
ホンダには徹底したスウェー&パンチで勝負しよう。ヘタに打ちに行くと、ボコボコくらっちまうぞ。ボクさせての連打が、一番安全かつ確実に勝つ方法だ。
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W.V.B.A.
MAJOR CIRCUIT
スペインの赤いバラ
DON FLAMENCO
ドン フラメンコ
ランキング
メジャーサーキット第3位
特定勝ちの条件
10000POINT以上
いよいよメジャーだぜ、はりきって行こう！ フラメンコはメジャーだけど、大した強の相手だ。ホンダをおおせるなら当然もしないだろう。コイツなら1ラウンドKOがかんたんにできる！
こっちが打たないと、打ってこないのだ
フラメンコはとんでもない自信過剰やローだぜ。こっちが攻撃するまで、さそうだけで手を出さないんだぜ。二発打ちこむと、得意技フラメンコパンチで攻撃してくるぞ！
左右のワン・ツーで顔面を連打!!
フラメンコパンチは、めちゃくちゃモーションが大きいアッパーなんだよな。つまりかんたんによけられるんだよな。スウェー&パンチでボケた顔面へ、左右のワン・ツーを連打で打ちこめ！ かんたんにダウンが取れるぞ。ダウンから立ち上がってきた時、フラメンコパンチ2連発を打ってくるから、それだけ注意しては楽勝だぜい。
パンチは2種類持ってんだけど…
コイツはフラメンコパンチのほかに、小さいアッパーも持ってるんだけど、ほとんど使わないんだよなぁ。それにしてもこんな弱いのが、なんでメジャーにいるんだ!?
オ・レ!
22
23

W.V.B.A.
MAJOR CIRCUIT
南の島の大酋長
KING HIPPO
キング ヒッポー
ランキング
メジャーサーキット第2位
特定勝ちの条件
未可能
ヒッポーの弱点はでかい口と…
ギロチンを打つ時、ヒッポーは口を開ける。そこへパンチをブチこむんだ！ するとヒッポーは口をおさえ、トランクスが落ちてボディががらあきになるだろ。そこへ連打だ!! これを何回かくりかえせば、体力がみるみる内にへってくぞ。1回ダウンすると、それで10カウントまでいっちゃうんだ。これさえわかれば、1ラウンドでKOもできるよ。
パンチは2種類！でもキクぞー!!
ヒッポーはギロチンとストレートの2種類のパンチしかない。でもこのストレートがまだすごい。連続で打ってくるし、パワーはあるし。スウェーのタイミングもムズイ！
ギロチンがMACをおそう!!
ヒッポーには、ギロチンパンチって中一段り降ろしてくるパンチがあるんだけど、これをくらうとボロボロになっちゃうんだよな。すばやいスウェーを忘れずに！
ゴムが切れただす
24
25

W.V.B.A.
MAJOR CIRCUIT
インドの大魔術師
GREAT TIGER
グレート タイガー
ランキング
メジャーサーキット第1位
判定勝ちの条件
10000POINT以上
このタイガーもとんでもないヤツだぞ。なんと魔術を使ったパンチをあやつるんだぜ。ま、タイガーに勝てば、次はいよいよメジャー・チャンピオンに挑戦だ。最低いれて戦おうぜ。
マジックパンチは強力だぞ!!
▶スウェー&パンチの基本を忘れずに。
▶アッパーをかわして顔面を連打!
マジックパンチは真逆でリング上を回りながら打つ必殺ストレートだ。受けそこなうと、4発、5発と連続でくらって、そのままダウンってことになる。気をつけてくれ。
▶スキがあればボディもねらえ!!
チャンスはピンチのあとに来る!!
マジックパンチの防ぎ方はタイミングよくブロックで受けることだ。数回やればタイミングはつかめるだろう。マジックパンチをしのぎきるとビッグチャンスがやってくるぞ。施設回転をしたタイガーは、なんと、自を回してリング中央でボケちゃうんだぜ。この時なら、顔に1発くらわせればダウンを奪うことができるんだよな。
▶防ぎきるとタイガーはボケちゃうぞ。
▶マジックパンチはガードで防げ!
それでも基本はスウェー&パンチだ!
でも、この1発だけをねらってもダメだぞ。あくまで基本はスウェー&パンチで敵をボケさせることだからね。モーションをよく見て、確実にパンチをヒットさせることだ。
▶ルビー点滅=ガードUP=ジャブだ!
▶こいつはアッパーのモーションだぜ。
▶体が白くなるとマジックパンチがくる。
26
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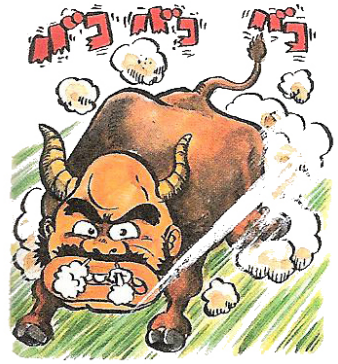
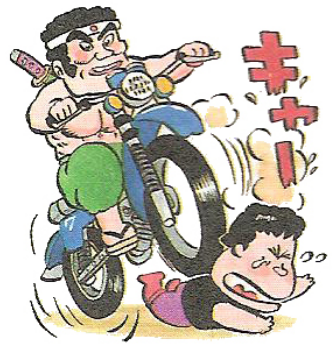
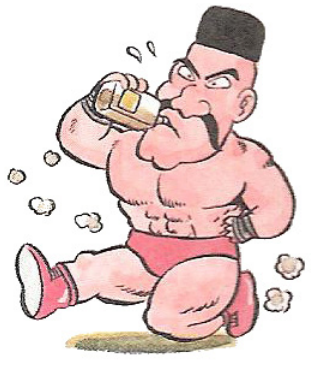
W.V.B.A.
MAJOR CIRCUIT
ハゲた暴れ牛
BALD BULL
ボールド ブル
ランキング
メジャーサーキットチャンピオン
判定勝ちの条件
不可能
さあ、いよいよメジャー・サーキットのチャンピオンと対戦だ。ブルは、今までのヤツらなんか問題にならないほど強いぞ。ブルに勝つためには、これから教える必殺技が絶対必要だからな!
ブルには基本だけじゃ勝てないぞ!!
ブルの体力を奪うには、基本戦法でいいんだけど、それだけじゃ絶対にダウンは奪えないんだ。じゃあ、どうするか? ブルの得意技ブルチャージを逆に利用するんだぜ。
▶パンチのスピードが速いから要注意だ。
▶まず基本の戦法で体力を奪うこと。
▶この体力の減り具合がでてくんなぁ…。
チャンスは一瞬! ボディをねらえ!!
ブルは体力が少なくなるとブルチャージっていう突進パンチをしかけてくる。スウェーでかわすこともできるけど、これじゃ絶対に勝てない。ブルの突進を真正面で待ちかまえ、ブルの一発!!
▶ブルチャージはボディに一発!!
▶決まればごらんの通り、即ダウン!
4種のパンチはみんな強力!!
ブルはブルチャージのほかに3種のパンチがある。グローブを回して打ち出すストレート、スピードの速い2種のアッパー。どれも強力だから、しっかりスウェーしてくれよ。
▶普通のアッパーのモーションだよ。
▶これはハイスピード・アッパー。
▶後ろに下がるとブルチャージだっ。
28
29



W.V.B.A.メジャーサーキット
チャンピオン!!
いやあ、ついにココまでやってきだって感じがするよなあ。マイナー、メジャー合わせて7人のボクサーを倒してきたマックには、だいぶ自信をつけたことだろう。今までの経験を忘れずに!
ついにワールドサーキットの戦いだ!!
マイナーのチャンピオンになった時は、昼のニューヨークだったけど、今度は夜の街でのトレーニング風景だ!マックとドックには、昼も夜もない。パスワードはしっかり記録しておこう!
マック
ワールドサーキットは強うしくレベルが高いぞ
わかってるさ
ドック
どうしてもカンガルーから離れられないんだね…
モンク
アルッチュカ
そこで強力なスパーリングパートナーを見つけたよ
今度はメカ・カンガルーなんだぜ
またカンガルーじゃないだろうな?
フンフフ 同じ手は二度と食わないぞ
超高速 ハイメカ・ツインカムを装備してるんだぜ 悪いけど
しかも操作はオートマチックで手間いらず
ガッチャンこ
どうしたんだ?
オートマの弱点だ!
ウワー
30
31

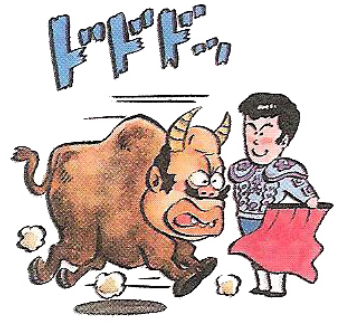
W.V.B.A.
WORLD CIRCUIT
ホンダ・ターボ
PISTON HONDA
ピストン ホンダ
ランキング
ワールドサーキット第5位
判定勝ちの条件
3000POINT以上
なんと、やっとワールドサーキットへたどり着いたと思ったら、あのマイナーで戦ったピストン・ホンダがまたまた登場なのだ!しかも、前の時は強さが一段とアップしている!甘くみるなよ!
パワーがケタ違いだ!
基本的には、前の時のように、スウェーした後にパンチという形なんだけど、動きが素早くなった上に、パワーが大きいので、パンチは絶対にくらわないようにしよう。
▶ボディは比較的当りやすい所だ。
▶こういう風になったら連打のチャンス。
▶新しいピストンパンチは強力だ!
ピストンパンチ&必殺アッパー!!
今度のピストンパンチは、4連続のストレートが炸裂するワザだ。前は5連続だったから、数の上では減ってるけど、1発1発がより強力になってるから、1発でもくらうとダメージはものすごく大きいので、ブロックでシッカリ防いでくれ。新しいワザの必殺アッパーは、自の前を左右に動いた後に繰り出してくる。これはスウェーで0K!!
▶ガードで防ぐ時も。
▶これをかわすのはけっこうカンタン!
ガードのタイミングをつかめ!!
今度のピストン・ホンダのパンチは、前の時のワザに加えて必殺アッパーを繰り出してくる。でもこのアッパーはその前兆として、自の前で体を左右に動かすので、スウェーのタイミングがとりやすいから大丈夫だろう。ピストンパンチは、ガードとガードの間を素早くする事がコツ。
▶体を左右に振り始めたぞ!油断!
▶すぐにスウェーの態勢にはいれ!
▶連続パンチがくるぞ!ガードアップ!
ーのタイミングがとりやすいから大丈夫だろう。ピストンパンチは、ガードとガードの間を素早くする事がコツ。
32
33

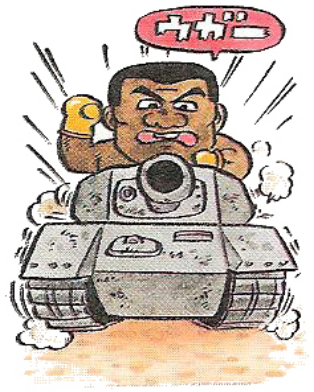




W.V.B.A.
WORLD CIRCUIT
ロシアの怪物
SODA POPINSKI
ソーダ ポピンスキー
ランキング
ワールドサーキット第4位
判定勝ちの条件
10000POINT以上
コイツは酒を飲んで、酔っぱらいながら試合するという、とんでもないヤツだ。ところが酒の酔いかどうかは知らないけど、アッパーの強力なこと!ただ、ダウンした時の顔はマヌケなのだ!
大振りアッパーはスゴイ!!
コイツはアッパーを2種類持っていて、小さいアッパーはまだおとなしいモンなんだけど、大振りしてくるアッパーはケタはずれだ!素早いスウェーを忘れずにいこう!
▶コイツは顔面パンチが有効だ!
▶アッパーをかわす時は遠攻で!
▶コイツのアッパーはすさまじい!
恐怖の3連続ストレートだ!!
ポピンスキーの必殺ワザは3連続で繰り出してくる、Gストレートだ!このワザを出してくる前は両足をバタバタやるので、すぐにわかるぞ!足をバタバタやり始めたらすぐにガードをあげて、パンチに備えてくれ。なんとカガードでき連続ストレートをかわしても、次のはしないでくれよ!すぐにアッパーが飛んでくるぜ!
▶ガードアップを素早くやろう!
▶このポケた顔にパンチをくらわせろ!
スウェーとガードを使い分けて
ポピンスキーは、小さいアッパーから大きいアッパー、そして必殺のコ連発石ストレートとパンチを持ってるので、コイツと戦う時は、スウェーとガードを上手に使い分けてくれ。大振りアッパーの時はスウェー。必殺ストレートのときはガード。というふうにすれば大丈夫だ!
▶ガードが失敗すると、こうなるぞ!
▶これは小さいアッパー。楽勝だ。
▶この時のスウェーは素早くやるんだぞ!
34
35

W.V.B.A.
WORLD CIRCUIT
燃える荒牛(再登場)
BALD BULL
ボールド ブル
ランキング
ワールドサーキット第3位
判定勝ちの条件
7000POINT以上
コイツも再び登場のボールド・ブルだ。前に出たときもスゴかったのに、これじゃ今度はいったいどうなってるんだ!どうやらスピードがますます早くなっているようだ。慎重にかかってくれ!
スピードアップしてるぞ!!
今度のブルは、攻撃の仕方にはほとんど前の時と変わりはないんだけど、そのかわり、パンチがスピードアップしているので、スウェーからパンチに移る時がスゴ素早ぞ。
▶アッパーは早くてよけるのがムズい!
▶ボディはねらっても時間のムダ!
ブルチャージは同じだよ。
普通のパンチが、スピードアップしているので、ブルの必殺ブルチャージも強力になってるんじゃないかと思ってたら、このブルチャージだけは前に戦ったときと同じなので、メジャーでの戦いを参考にして、またまたやっつけてしまってくれ!普通の攻撃の時は、臨機にパンチをくらわせると放心状態になるから、そこですかさず連打だ!
▶この辺まで突進してきたらパンチだぜ!
▶放心したらアッパーでカットで攻撃しろ!
素早さ命!!
パンチを繰り出してくる前のモーションも、前のときと変わってはいない。ただ、とにかくパンチを打ってくるスピードが早いので、パンチを打ってきてから、次のパンチが出るまでの間が非常に短いのがコイツの特徴なので、スウェーする時も、パンチする時も素早く行動だ!
▶前方でかまえるブルチャージもある。
▶このアッパーは、まともによけられる。
▶こっちのアッパーはメチャクチャ早い!
36
37





フラメンコの逆襲(再登場)

DON FLAMENCO

ドン フラメンコ

ランキング ワールドサーキット第2位
判定勝ちの条件 5000POINT以上

コイツもまた、2度目の登場のドン・フラメンコだ。前に戦ったときは楽勝のヤツだったけど、さすがにワールドもここまでくると、強さもケタ違いになってるぜ。甘く見ちゃあダメだぞ。

とにかくガードがカタい!!

コイツはとにかくガードがカタくて、フラメンコが攻撃を仕掛けてきた時じゃないとパンチが当たらないんだ。普通の状態の時にパンチしても、みんなガードされてしまう!

◀この後すぐにアッパーがくるぞ!

▶タイミングをはかるのが大変!

▶コイツにボディはムダな努力だ。

とにかく連打だ!!

◀とにかく何回でも放っちゃえ!

▶そしてひたすらパンチを連打だ!

今度のフラメンコは、特にコレといったような必殺のワザを持っていないんで、一撃必殺でダウンさせるようなことはできないんだ。だからココで1度基本に戻って、相手のパンチをスウェーでかわして、すかさず攻撃をするっていうことをやろう。そうして少しずつ相手にダメージを与えていて、コツコツ戦っていこうぜ!

攻撃前のモーションを要チェック!!

フラメンコが攻撃してくる前のモーションは、アッパーをしてくる時は右ウデを上に振り上げるから、わかりやすくていいんだけど、問題はコイツが新しく使うようになった、左ストレートだ。このパンチには、ほとんど前兆らしいものがないんだけど、一瞬、ガードを上げるのでチェック。

◀この"一瞬"のポーズを見逃すな!

◀このアッパーはウンにスウェー。

▶よけるのは簡単だけど当たるとヤバイ。

黒い重戦車

MR SANDMAN

ミスター サンドマン

ランキング ワールドサーキット第1位
判定勝ちの条件 不可能

いよいよワールドサーキットも大詰めの段階にはいってきたぞ!この辺はもう強豪中の強豪がいるトコなんで、気合いを入れて試合にのぞんでくれ!コイツは重戦車という位だから、すごいパワーだぞ。

顔面とボディの2段攻撃!!

サンドマンへの攻撃方法は、今までとは少し違うぞ。まず顔にパンチを打つ。そうすると放心状態になるから、そこへボディを3連発だ!ただし、3発以上打つと逆襲されるぞ。

◀顔にパンチを打って、放心させる。

▶顔を固めたら強力ストレートがくる!

▶放心したら、すかさず3連ボディだ。

必殺、光るカミソリアッパー!!

◀光るのと、ほぼ同時にスウェーだ!

▶3回スウェーしたら、すぐにパンチ!

サンドマンの必殺ワザは、カミソリアッパーっていう3連発で繰り出してくる、アッパー攻撃だ。しかもこのカミソリアッパー、今までのヤツとは比べモノにならない位の大ワザなんだぜ。なんたってアッパーを繰り出してくる瞬間が見えないんだから!これまではウデを振り上げるとか、分かりやすかったけど、コイツは体が本当に一瞬光るだけ。

タイミングとの戦いだ!!

攻撃前にやるモーションは、だいたい普通の通りなんだけど、カミソリアッパーを繰り出してくる前は、少しの間パンチを打ってこなくなるんだ。その後で、急に3連発の攻撃をしてくるってワケ。これをかわすにはサンドマンが光ったと同時に、連双で3回スウェーする。テクが必要だぜ!

◀こういう顔をした後に、体が光るぞ。

◀これは普通のアッパーの時の態勢。

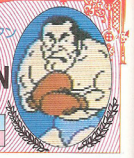
▶左から攻撃してきてるぞ!

ハリウッドのしょくんキマス

SUPER MACHOMAN

スーパー マッチョマン

ランキング ワールドサーキットチャンピオン
判定勝ちの条件 不可能



WVBA最後の敵、ワールドサーキットのチャンピオンとの対決だ!なんてったってチャンピオンだからね、強くないわけがない!特に必殺ワザのスーパースピンパンチの威力はすさまじいぞ!

アッパーだけが飛んでくる!!

マッチョマンは必殺ワザ以外は、ひたすらアッパーだけで攻撃してくる。だからガードなんかしないで、とにかくスウェーだけでかわしてくれ。ただし素早くだぞ!

◀とにかくパンチは顔面に!

▶アッパーのスピードは、ものすごいぞ。

▶くらうと一気にスタミナが減るぞ!

ひたすらスウェーでかわすんだ!!

◀スウェーはタイミングを合わせて。

▶連続スウェーの後、この時がチャンスだ。

マッチョマン自身が、回転しながら繰り出してくるスーパースピンパンチは、くらうと1発でダウンしてしまうほど恐ろしいワザだ。このパンチをかわすには、ひたすらスウェーをするしかない。相手の攻撃が止むまで、5回でも10回でもスウェーしまくるんだ!そうすると、そのうちパンチを出さなくなるから、そこですかさず顔面連打だ!

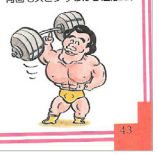
タイミングですべてが決まる

マッチョマン攻略のポイントは、スピンパンチをよけるタイミングをしっかりつかむコトにかかってるんだ。スピンパンチの前兆は、少しの間攻撃が止むのと、ダウンして起き上がってきた後だぜ。攻撃が止んだ時は1回しかスピンしないけど、ダウンの後は何回もスピンするから注意だ。

◀この後、体が光ったら横にスウェーだ。

◀この瞬間にスウェー。

▶この状態が少し続いた後にスピンパンチ。



ヘビー級ナンバーワンをめざせ!

MIKE TYSON

マイク タイソン

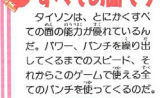
ランキング 世界ヘビー級チャンピオン
判定勝ちの条件 5000POINT以上

ついに世界ヘビー級チャンピオン、マイク・タイソンと夢の対決だ!この試合では、これまでの長く険しい戦いを思い出して戦って欲しい。今まで積み重ねてきた経験を、全てここにぶつけよう!

すべての面でケタ違い!!

タイソンは、とにかくすべての面の能力が優れているんだ。パワー、パンチを繰り出してくるまでのスピード、それからこのゲームで使える全てのパンチを使ってくるのだ。

◀コレをくらえば、一発ダウンだ!注意。



▶通常のストレートだって強力だぜ!

▶強い心臓状態にしてもあまり後に立たない。

究極の必殺技、ダイナマイトパンチ

◀打ってるタイミングが違うから注意。

▶連続ストレートはひたすらガード!

タイソンの必殺ワザは、ダイナマイトパンチと呼ばれる強力アッパーだ。このパンチは、繰り出してくるまでのスピードがメチャクチャ早いから、前兆が出たと同時にスウェーしないと、かわすことはとてもできないぞ。しかも1発でダウンしてしまうほどのパワーも持っている。2Rの初めに、3連発で打ってくるストレートも要注意だ!

攻撃前のモーションは一瞬だ!!

必殺ワザを色々持っているタイソンは、当然、攻撃前にやるモーションも様々だ。まず、ウインクをした時は、普通のストレート。両目をパチパチ開閉したら連続で打ってくる

◀ウインクと同時にスウェーして!

▶こういう顔をしたらガードアップ!

◀R1の1発30秒までは必殺パンチだけ。

ストレート。体が光った時は恐怖のダイナマイトパンチだ。どのモーションも一瞬だから見逃すなよ!

おめでとう!ついに最後の強敵だったマイク・タイソンを倒したんだね!ここまでの長くつらい道のりを、よく耐えてガンバってくれた。エンディングのタイソンの顔も、祝福しているように見えるね。

最後の相手マイク・タイソンを倒すと、46ページのタイソンの顔に続いて、ここまで戦ってきた敵ボクサー達の顔が次々に出てくる。こうやって、すべてが終わった後に見ると、その時の苦労と一緒に懐かしさもこみ上げてくるね。そして本当のラスト、マックの勇姿と共にTHE・END。もうこれでマック、つまり君は本物のファイターだ!

▲こんなふうに、次々と対戦した選手達の顔が出てくるよ。

▲これで君はすべて終わった。マックにドック、おめでとう!

65 パンチアウト!!完全必勝本

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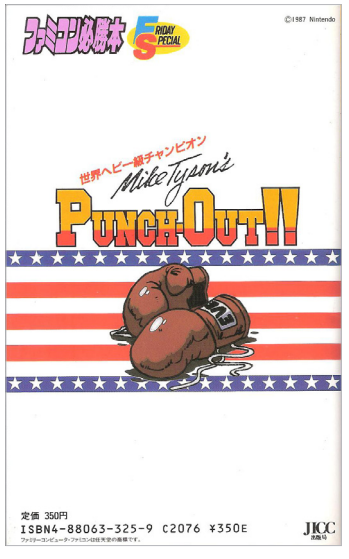
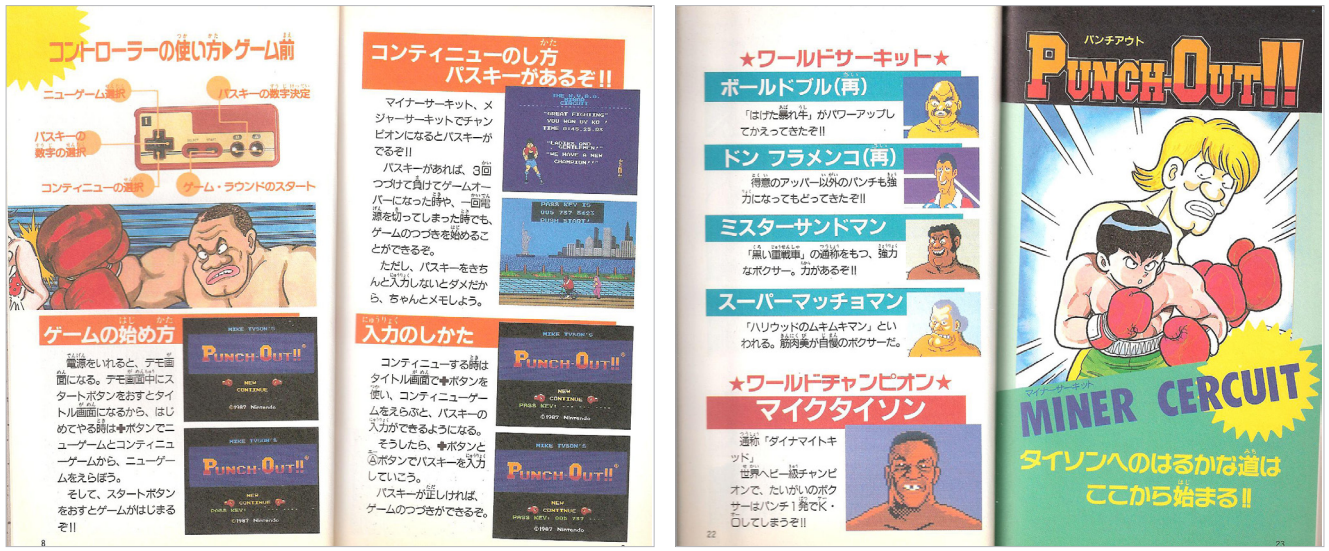
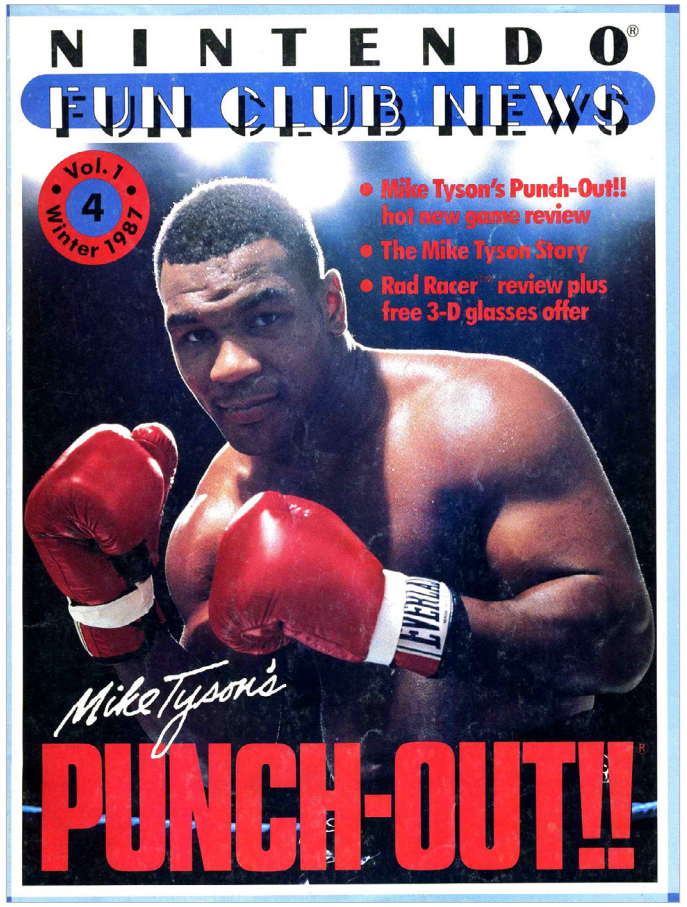




MIKE TYSON'S PUNCH-OUT!! KANZEN KORYAKU TECHNIC BOOK // 1988

56 page follow-up *Complete Capture Technique Book* from Tokuma.



From neighborhood tough to World Heavyweight Champion

The first battle

As a youth, Mike Tyson learned how to be tough because he had to be in order to survive. He grew up in a very rough New York neighborhood. Both of his parents died when he was young, and by the age of ten, the hardships of life with a street gang led Mike into trouble with the law and a school for delinquent boys in upstate New York.

But ironically Mike's detention resulted in an almost miraculous opportunity for a new life and fame. At the age of 13, he was seen boxing a few rounds in the gym of the Catskill, New York Police Station by Cus D'Amato – renowned boxing trainer of Floyd Patterson and other champion heavyweights.

A new home, a new hero

Cus D'Amato recognized the great potential of Mike Tyson both as a person and as a fighter. He arranged to have Mike released into his custody and eventually adopted him, becoming the father Mike never had, as well as his trainer and boxing mentor.

While fierce drills, roadwork at dawn, and tough sparring partners prepared Mike's body for the challenge of the ring; a sense of discipline, willpower, integrity, and independence instilled by D'Amato helped Mike to develop a philosophy of life – for winning in and out of the ring.

Tips from the champion

Today, Mike Tyson is the youngest fighter (only 21) ever to hold the title of Undisputed Heavyweight Champion of the World. The World Boxing Association, International Boxing Federation, and World Boxing Council titles are his alone.

The lessons the champ learned on his way to the top, he now shares with young people through school presentations, public appearances, and anti-drug television commercials.

Here are just a few of the pointers from Mike Tyson which you'll find included for inspiration in our new hit Mike Tyson's Punch-Out!!

- "Nobody is born the best. Practice and training make you the best."
- "Never become angry – it will inhibit your ability."
- "In essence, boxing is 10% physical and 90% mental and emotional."

A video game with the Tyson spirit

Nintendo's newest game, Mike Tyson's Punch-Out!! is the first to carry the name of a spokesman. The President of Nintendo explains, "Tyson is a leader in the sports world. We signed with this rising star, and have committed to promoting this title to show our confidence not only in the growth and longevity of the home video game category, but also in the championship nature of our product line."

CATCH OUR PUNCHY TV SPOT ON MTV AND OTHER PROGRAMS NATIONWIDE.

MIKE TYSON STORY // NINTENDO FUN CLUB NEWS #4 // 1987

The Ultimate—A Dream Bout With Mike Tyson!

Bring home the arcade hit that packs more punch than ever!

Punch-Out!!, the arcade original, was such a huge success, we decided to bring it home to your Nintendo Entertainment System.® But now it's even better! It packs a Mike Tyson power punch as well as featuring formidable new fighters from around the world.

If you thought Bald Bull or Glass Joe threw cement wallops in the arcade classic, you may not leave your corner once cagey Soda Popinski or wild man Don Flamenco steps into the ring.

The new Mike Tyson's Punch-Out!! has eleven fighters including the World Heavyweight Champ. They're the biggest, meanest, toughest opponents around. You'll see some of your old favorites, but watch out! They have new moves! And they are all just waiting to take you on.

Master real boxing moves.

You'll discover each fighter has his own fancy footwork and fighting style. To win, you'll have to learn and master real boxing moves and deliver them with power!

Dodge and block. Deliver a quick left jab, or stagger your opponent with a powerful uppercut. Counter with rapid left body blows. Unleash a flurry of lightning-fast right and left jabs.

Mike Tyson's Punch-Out!! re-creates the pacing, the intensity, the thrill and excitement of the ring itself—without the broken noses or black eyes!

With practice and determination, who knows, the ref just might declare you the winner—and your opponent down for the count—even Tyson? It could happen!

Hop into the ring with a real heavyweight: Mike Tyson!

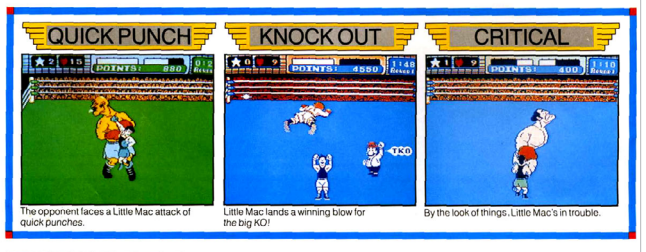
By the time you take on the champ, you've fought some of the toughest guys in the ring. You've fought your way through the Minor, Major, and World Circuits and learned a lot of moves and tricks. Your sense of timing is right. You know when to pour on the power and how to regain your fighting spirit.

But Mike Tyson is a whole new opponent. He didn't get to be heavyweight champ by being Mr. Nice Guy, and neither can you. You'll have to develop a style all your own, and get to know your opponent's weak spots.

Here are a few pointers to help you work up to the ultimate challenge: the great Dream Bout and your shot at taking the title from Mike Tyson.

The fight starts here.

You step into the ring as Little Mac, ranked #3 on the minor circuit.



The opponent faces a Little Mac attack of quick punches.

Little Mac lands a winning blow for the big KO!

By the look of things, Little Mac's in trouble.

TIPS, STRATEGY, PRACTICE, AND FANCY FOOTWORK

Piston Honda
- Watch Piston Honda's eyebrows, then dodge.

King Hippo
- Give King Hippo the old "one, two."

Bald Bull
- Counter Bald Bull's charge with a belly punch.

Super Macho Man
- Timing is everything with this tough.

Mike Tyson
- Only a world-class fighter can take on Tyson.

You're going to have to fight your way to the top through The World Video Boxing Association's (WVBA) circuits – Minor, Major, and World – with tougher and meaner fighters challenging you every step of the way. For instance, in the Minor Circuit, you'll face fiesty Glass Joe from Paris, France and mighty Von Kaiser from Berlin, West Germany. You'll have to face King Hippo and Bald Bull in the Major Circuit – a couple of fast punching veterans.

Super Macho Man and others await you with hard-to-duck knockout punches in the World Circuit.

Your goal is to fight your way into the ring for a Dream Bout with the World Heavyweight Champion, Mike Tyson in order to capture the title and make world boxing history.

How To Win: Pointers From The Pros.

- Be an NES circuit champ with the help of the new "Pass Key." It's a special code given to you each time you become a Video Boxing Circuit champ. You can use it to start your game from the bottom of the Major or World Circuits. This way you can save your strength, and you won't have to lose the ground you fought so hard to gain!
- Press the "B" button after a knockdown, and you're on your feet before the count of three.
- Duck a fast right hook by pressing "Down" on the controller rapidly – a hot feature from the original arcade classic Punch-Out!!
- Regain that old fighting spirit between rounds. When your Trainer, Doc, rubs your shoulder, press your select button to make him rub faster and give you more energy to go the distance!
- Know your opponent. For example, you can send King Hippo back to the jungle with the old "one, two" to his head and then his belly. With Don Flamenco, throw a punch, then dodge, then "rabbit" punch. Protect yourself carefully against the Great Tiger's magic punch. Time your blocks and then give him the KO!

Put yourself in the ring.

Can you punch, dodge and jab your way to the fight of the century? Are you up to the challenge? Find out! The fans will be on their feet when you take on Mike Tyson.

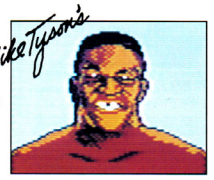
TIME OUT

Between circuits you train – morning, noon and night.

NEW REVIEW // NINTENDO FUN CLUB NEWS #4 // 1987

PUNCH-OUT!!®

Mike Tyson's



Special strategies win the rounds!

Are you ready for the Dream Bout with Kid Dynamite? You have to win the honor to fight with the Undisputed Heavyweight Champion.

As you power your way up the ranking through three circuits — Minor, Major and WVBA — you'll learn your own special tricks.

And you'll find out that it takes more than brute strength to muscle your way into the limelight and ultimate victory in Mike Tyson's Punch-Out!!

Each fighter has his own special moves that come from long experience in the ring. Some of these moves you've probably figured out for yourself. If you're looking for some inside tips, however, here's some strategic advice on each fighter.

With the help of these tips, and lots of practice, you'll be in the ring — and maybe the big guy will go down for the count!

MAJOR CIRCUIT

3rd Don Flamenco

Record: 22 W, 3 L, 9 KOs
Age: 23
Weight: 152
From: Madrid, Spain

Don Flamenco has become famous — or infamous — for the "Flamenco Punch." As soon as you punch him, his guard goes up and he pops you with a strong uppercut. It's so fast, you can barely see it coming! This is the "Flamenco Punch." Dodge quickly and punch high left and right several times. If you succeed, he can't counterattack.

2nd King Hippo

Record: 18 W, 9 L, 18 KOs
Age: ??
Weight: ??
From: Hippo Island, S.Pac.

He blocks your every move — and worse — he throws a very strong punch aptly named the "Guillotine Punch." Just as he bends his arms and opens his mouth, make your move and hit high. He'll put up both gloves to guard his face. Now throw continuous body punches — about eight blows. Keep up this strategy, and once he's down, it's the big "KO!"

Top Great Tiger

Record: 24 W, 5 L, 3 KOs
Age: 29
Weight: 132
From: Bombay, India

This guy has a fierce "Tiger Magic Punch." Watch Great Tiger carefully. Before throwing the Tiger Punch, he steps back and gets ready to make his move. When he does this, move the controller down for a strategic block. If you can block five punches continuously, you will completely stun him. Now blast out with a high punch for the big knockdown.

Champ Bald Bull

Record: 34 W, 4 L, 29 KOs
Age: 36
Weight: 298
From: Istanbul, Turkey

The most important thing to learn is how to fend off the "Bull Charge," when he rushes at you with an uppercut. Although the Bull charge looks scarey, it's not so difficult to dodge. Then launch your counterattack. When he rushes at you, throw a body blow. If it lands squarely, you're in business.

W = WINS L = LOSSES KOs = KNOCKOUTS

WVBA CIRCUIT

5th Piston Honda

Record: 26 W, 2 L, 18 KOs
Age: 28
Weight: 174
From: Tokyo, Japan

Watch Piston's eyebrows! He moves them up-and-down before a jab. When you see this, dodge his jab, and throw two punches high. If you fail, you will be hit by three continuous jabs. Dodge a body blow and an uppercut, then you can pop him with four quick punches. Now consider the "Piston Punch." First he steps back and then moves forward fast. This is his special technique. If you throw a punch the instant he moves forward, it becomes a counterpunch and you will be able to "KO" him.

4th Soda Popinski

Record: 33 W, 2 L, 24 KOs
Age: 35
Weight: 237
From: Moscow, USSR

For a big guy, he moves fast! Be sure you dodge at the first sign of attack. After dodging his punch, hit continuous high punches. When he throws an uppercut, you can land four to six consecutive punches. He throws a jab sometimes, but you can protect yourself with quick dodging. But watch out! He throws punches here and there that can be awesome if you don't dodge in time.

3rd Bald Bull

Record: 34 W, 5 L, 29 KOs
Age: 36
Weight: 298
From: Istanbul, Turkey

This time, Bald Bull speeds up the action. He also seems to have a different pattern of attack. The biggest difference in his strategy is that he can't be defeated by any attack except an uppercut. When you see his hand go in circles, you know an uppercut is on the way, so watch out! Dodge his punch and do damage with a counter punch. You can knock him down with an uppercut after that. The uppercut is a cinch because he will be stunned.

2nd Don Flamenco

Record: 22 W, 4 L, 9 KOs
Age: 23
Weight: 152
From: Madrid, Spain

Dodge his attack as soon as you see him move and punch high immediately. You can land four punches after avoiding a jab and two punches after dodging a body blow. He'll taunt you with jibes like "Come on!" Watch out, because this is also forewarning of the famous "Flamenco Punch." Dodge this and hit high.

Top Mr. Sandman

Record: 27 W, 2 L, 21 KOs
Age: 31
Weight: 284
From: Philidelphia, PA

Here's the nitty gritty on Sandman. His trickiest move is the "Razor Uppercut" — a continuous rapid-fire uppercut. If this hits you, down you go! Before he launches this special attack, he holds still for a few moments, then his body flashes suddenly. If you dodge three times and hit a high punch, you can get in for continuous body blows.

Champ Super Macho Man

Record: 35 W, 0 L, 29 KOs
Age: 27
Weight: 242
From: Hollywood, CA

This is the most formidable opponent next to Tyson himself. His body blows are awesome, and his uppercut, the "Super Spin Punch," does big damage. He has two attack styles. One is a rapid single punch; another is continuous rapid fire. You must make sure which attack style he will pull next, and plan your strategy accordingly.

We have only provided a few pointers on how to fight your way into the ring with the Champ. There are lots of strategies left to discover! So send us your best and enter our Tyson Top Tips Contest.

TYSON TOP TIPS CONTEST

The winning tips will be drawn out of a hat (or maybe a boxing glove). Five winners will receive a stand-up life size cardboard Mike Tyson! Send your Top Tips to Nintendo Fun Club, Tips Contest, P.O. Box 97033, Redmond, WA 98073-9733.

PRO'S CORNER // NINTENDO FUN CLUB NEWS #5 // 1988

PRO'S CORNER // NINTENDO FUN CLUB NEWS #6 // 1988

PRO'S CORNER

Mike Tyson's PUNCH-OUT!!®

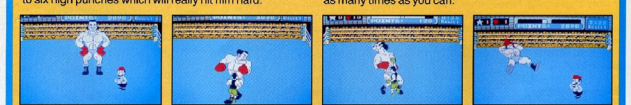
This issue, Pro's Corner has some very important tricks on how to punch your way to victory against two of the toughest fighters in the ring. Find out how to deck Super Macho Man, and get some big hints on how to blast "Kid Dynamite" for a "KO".

Super Macho Man

If looks could kill, this tough guy is enough to send you to the mat with just one glare. But don't let that big mug intimidate you.

He'll step into the ring while he flexes his muscles for show. Then he'll throw some mean uppercuts and hooks. What you need to do is sway left and come back with two to six high punches which will really hit him hard.

Now he typically throws one of his Super Spin punches. Sway left again when he pulls this action. It takes lots of practice and split-second timing to defeat this guy. Keep a sharp eye on him because he does one of his Spin Punches only once. Another time, he might do up to 11 Spins. Avoid these Spins at all costs while you punch high as many times as you can.

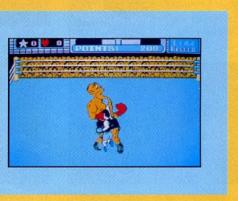


Macho flexes his muscles for show. Out flashes a fast Spin Punch! It's a "Little Mac Attack" to the mug. Super Macho Man hits the mat.

Mike Tyson

They don't call this guy "Kid Dynamite" for nothing. He's the World Champ — the toughest there is. And your "Dream Bout" with him could turn into a nightmare unless you play cool, and keep your head. He throws lightning punches in the early part of the first round that are sure to send you to the mat if they connect. Sway left when you see them coming, and come back with two high punches. After one-and-a-half to two minutes, Mike will start throwing delayed hooks.

Again, sway left and go for high shots. This takes practice! Try to tire him out by the end of the second round which will help you to knock him down three times in the third round. Keep up your fighting spirit! It takes guts, power and heart to beat the World Champ.



CLASSIFIED INFORMATION // NINTENDO POWER #11 // 1990

CLASSIFIED INFORMATION

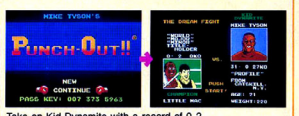
NINTENDO TOP SECRET POWER

PUNCH-OUT!!

■ From Agent # 035

The End Is Near

The rumor is true! There is a code that will send you directly to the Dream Fight with Mike Tyson! We've waited to let you know so that you would have a chance to get to Iron Mike on your own. He is, by far, the best boxer around and the only way that you'll be able to knock him on the mat is to master fighting the other opponents first. You'll see what we mean by entering 007 373 5963 as your Pass Key.



Take on Kid Dynamite with a record of 0-2.

In the first half of the first round Mike throws nothing but knock down punches. If he connects, Little Mac will get a one-way ticket to the canvas. After the first 90 seconds, Mike throws more manageable blows. Dodge his punches and counter when you can. If you can get his energy to next to nothing at the end of the first or second round, you might be able to score a TKO in the next round.

Practice on the other opponents before you take on Iron Mike.

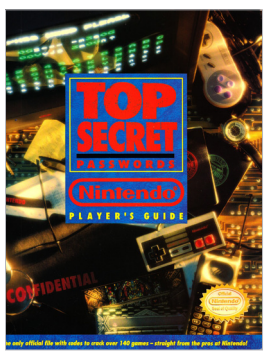
In a previous issue, we've mentioned the code to Another World Circuit which allows you to make your way up to the Dream Fight while taking on the other boxers in a different order than the traditional World Circuit. To reach this mixed up line-up of challengers, enter 135 792 468 and leave the last digit at 0 but don't press the A Button yet. Instead, press and hold the Select Button and press A and B at the same time. You'll be sent immediately to the beginning of this Circuit for a bout with King Hippo.

Enter the first nine numbers, hold Select, press A and B and go to Another World Circuit.

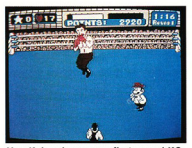
Make your way to Mike by fighting the opponents in a different order than before.

There's a different code that is entered the same way as the Another World Circuit code. This one lets you see the end credits without ever playing the game. Enter 106 113 012, leave the last digit at 0, hold Select and press A and B. There you have it! It's the end of the game!

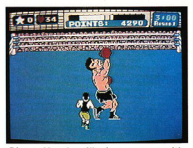
See the end credits without even entering the ring.



MIKE TYSON'S PUNCH OUT



Von Kaiser is an easy first-round KO if you have a good defense and use your uppercut.



Piston Honda will wipe you out with his Piston punches if you don't have a good defense.

Nintendo

Mike Tyson was one of the first celebrities to endorse a game for NES. The cartridge was a winner, and it's gotten more popular since it was first introduced. In *Mike Tyson's Punch Out*, you play Little Mac, a boxer who is attempting to fight his way to the top. The challenge is long and grueling, beginning with a 38-year-old fighter from Paris, France, named Glass Joe and ending fourteen boxers later with Mike Tyson. If you beat Tyson, you beat the cartridge.

To advance through the rounds, you have to knock out your opponents. Although Glass Joe has recorded only one victory before his meeting with Little Mac, chances are he'll put a few more entries in his win column before you can advance to Von Kaiser, the second opponent in the minor circuit. It's easy to beat Glass Joe, but you need to practice to get used to the punching action. After you figure out how to throw body punches, you should master throwing jabs to the face. Use your joystick or pad in combination with the "A" or "B" button. The most-important punch to learn is the uppercut, which can only be thrown when you have earned at least one star during the fight. After a star appears and you hear a high-pitched tone, you can throw the uppercut by pressing the "start" button. Once you get the hang of this punch, you'll knock out Glass Joe in the first round.

Glass Joe is easy to knock out once you master the uppercut.

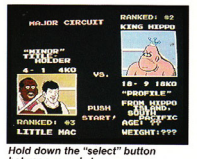
After Joe, you face progressively tougher fighters, but each one has a particular weakness. The first three boxers that you face are easy to catch off guard if you can duck one of their punches. Act quickly, and you can punch them and drain their energy. But it's also important for you to . . .

CONSERVE YOUR ENERGY.

When you throw a punch, whether it's a hit or a miss, you drain your energy. You can get extra energy between rounds by holding down the "select" button while your coach gives you a pep talk. Also listen to what your coach is saying. He often gives you an important tip for knocking out an opponent. If you want to get in the ring with Tyson, you have to learn how to knock out every other boxer in the circuit. Here are some tips: You must be patient with King Hippo. A body punch to the stomach will knock him down, but you've got to get his hands to move. You should be aggressive with Bald Bull. When he begins his charge toward you, count his hops, and on the third hop, throw a body punch. Be respectful of all challengers and good luck. This game should keep you entertained for years.

Special tip: *If you want to sneak a look at Tyson, punch in this code at the beginning of the game: 007-373-5963.*

Don Flamenco has a nasty right, but if you duck his punch, you'll throw off his timing.



Hold down the "select" button between rounds to earn more energy and hear a tip from your coach.

Defeat Hippo with a good body punch to the X on his stomach.

Mike Tyson is almost unbeatable. While you wait for him, be sure your finger is on the trigger.

Tyson can knock you down with one punch. Think defense or he'll send you flying.

Don't feel bad if Tyson knocks you out; it's his game. Just keep plugging away.

PUNCH-OUT!!

LITTLE MAC TAKES ON THE WORLD!

Hailing from the Bronx in New York, Little Mac is ready to take on the challenge of the world's best boxers. Mac may be diminutive in size, but he sure makes up for it in heart. Doc Louis, a former heavyweight champion and Mac's trainer, will be on hand to give advice to Mac in between rounds during each fight.

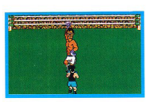
TOP SECRET PASSWORDS — AUG. 1990 — NES — NINTENDO — SPORTS — NINTENDO PLAYER'S GUIDE

005 737 5423

MAJOR CIRCUIT

To bypass Glass Joe, Von Kaiser, King Hippo, Piston Honda and the Minor Circuit, enter the password above. Now you're ready for the Major Circuit. The competition is much better. Remember, three knockdowns in any given round constitutes a technical knockout or TKO. Try to wear your opponent down as you move toward the end of a round so you can knock him down quickly in the next. Here's who Mac will face.

When King Hippo opens his mouth and before he throws a punch, smack him in the mouth. This will cause his shorts to fall. Now, hit him repeatedly in the gut. Repeat the process.



Pound Don Flamenco with repeated blows until Mac tires. Avoid his roundhouse punches until your energy is restored. A repeated left-right combination of punches will put him away.

Sidestep Glass Tiger's uppercuts and jab to his face. Block his magic Tiger Punches until he stops circling. He will then be vulnerable to a strong jab to the face for a knockdown.

Avoid Bald Bull's quick jabs and then punch him in the face. He'll move his hands quickly before he punches. This is Mac's cue to move. Catch him with a well-timed blow to the midsection when he goes for a short Bull Charge. Avoid the long Bull Charge.

CREDITS

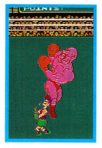
If you would like to see the names of the people who helped create this great game, enter the following code: 106 113 0120. To access the credits screen after entering the code, press the A, B and Select Buttons at the same time.

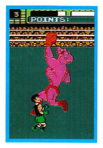
© 1987 Nintendo

777 807 3454

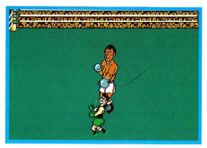
WORLD CIRCUIT

Only the most powerful and cunning boxers are ranked on the World Circuit. Every bout can be a challenge even for more experienced Punch-Out!! players. Piston Honda, Soda Popinski, Bald Bull, Don Flamenco and Mr. Sand Man await the day that Little Mac will take them on!

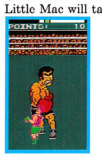




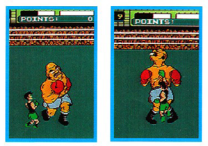
Dodge to the left when Soda Popinski pauses during his "Dancing Jabs" flourish. When he ducks down, put up your guard, then throw a body blow.



Jab once then dodge Don's Flamenco punch. Counter with repeated left/right combinations to his face. After he goes down once, throw a left body blow to get a Star.



As Honda approaches for his "Piston Punches," give him a body blow to get a Star then block the punches. You can also get a Star if you hit him when he wiggles his eyebrows.



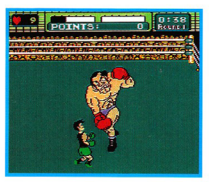
Bald Bull can only be knocked down with a Star Punch or by countering his Bull Charge. When he does a short Charge, hit him with a body blow on his third bounce for a knockdown.

Mac can't win this one by a decision. When Mr. Sand Man flashes, dodge to the left three times then punch him once in the head and 10 to 12 times in the stomach.

940 861 8538

SUPER MACHO MAN

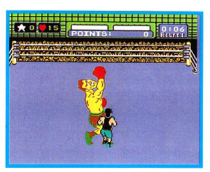
Little Mac can't win this bout by a decision, either. Begin dodging to the left when Super Macho Man flashes to avoid his spinning punches. Continue to dodge them until he stops throwing them. Dodge, then punch him in the head after he throws an uppercut.



007 373 5963

MR. DREAM

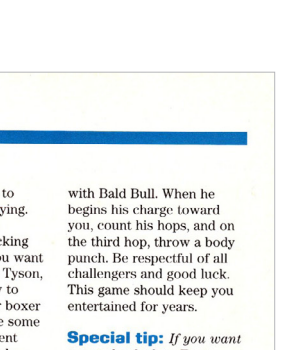
For the first 1:30 of Round 1, just avoid Mr. Dream's uppercuts. You can try to counter, but it's dangerous. When he throws his first set of jabs, hit him in the face when he blinks his eyes. You'll get a Star. Knock him out, Little Mac!



If Mac gets hit by only one of Mr. Dream's uppercuts, he'll go to the canvas—hard! Avoid them at all costs.

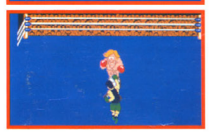
ANOTHER WORLD CIRCUIT

Enter the code: 135 792 4680. Now, press the A, B and Select Buttons at the same time. Mac will arrive at Another World Circuit to face King Hippo and others. There won't be anyone new to fight, but the order in which Mac faces them is different than before.



●W.V.B.A. MINOR CIRCUIT

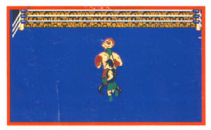
GLASS JOE

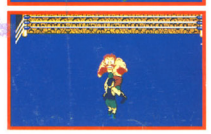


Ranking: W.V.B.A. Minor Circuit: 2nd Place
Nickname: Glass Jaw of France
Condition for a winning decision: over 5000 points
1 win, 99 losses, 1 KO. From: Paris, France
Age: 38 Weight: 110 lbs.

If Mac knocks Joe down in less than one minute without any mistakes, he'll get up on the first count. This is your KO chance!! When Joe gets up, quickly throw an uppercut. He probably won't be able to get up a second time. If you're trying for a minimum KO time, don't miss this second punch.

VON KAISER





Ranking: W.V.B.A. Minor Circuit: 1st Place
Nickname: German Steel Machine
Condition for a winning decision: 8000 points
23 wins, 13 losses, 10 KOs From: Berlin, Germany
Age: 28 Weight: 144 lbs.

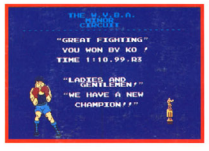
In order to beat Von, try to avoid his punches. Even if you block his punches, you'll still be injured. Your best tactic is to sway away from his punches, and then stun him with a quick blow to the face. Once he's stunned, you can knock him down with a single uppercut. Be sure to hit him with an uppercut as soon as he's stunned!

●W.V.B.A. MINOR CIRCUIT TITLE BOUT

PISTON HONDA

Ranking: W.V.B.A. Minor Circuit Champion
Nickname: Kamikaze
Condition for a winning decision: There is no win by decision
26 wins, 1 loss, 18 KOs. From: Tokyo, Japan
Age: 28 Weight: 174 lbs.

Honda telegraphs his punches with twitching eyebrows. Defend yourself against these jabs by using a block and then throwing a quick punch. Also, use good timing to block Honda's lethal Piston Punch. The best way to avoid his final right uppercut is to sway to the left!



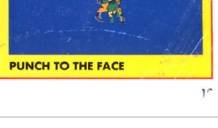
WINNING STRATEGY FOR PISTON PUNCH

In order to KO Piston Honda, you must block his deadly Piston Punches. These Piston Punches come in a fixed rhythm, so your blocks should match this rhythm. At the end of the Piston Punches he throws a right uppercut, so sway to the left and counter quickly to the face.

After stunning Kamikaze with this face punch, follow with your deadly uppercut. But even without this uppercut, you can put him down using the "one-two" punch pattern. Avoid Honda's punch and use your "one-two" punch again.

BLOCKING PISTON PUNCH

SWAY FROM UPPERCUT



PUNCH TO THE FACE

The Official Nintendo Player's Guide
A complete review of over 90 games for your N.E.S.

MIKE TYSON'S PUNCH-OUT!!

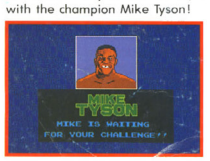
Tyson is waiting! Fight the incredible Mike Tyson!

Little Mac is only 17 years old and lives in the South Bronx. His destiny changed when he met Doc Louis, and the two of them began preparing for the World Championship.

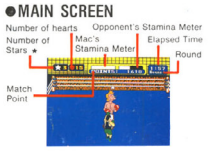
HOW TO PLAY

Little Mac is a boy who was nothing but a street fighter. His destiny changed, however, when he met Doc Louis. Doc was a "heavy-puncher" in the heavyweight division, but began drinking and ended up in poverty. One day he saw Mac fighting on a street corner in the Bronx. He was enamored with Mac's fighting spirit and decided to make him a boxer. This was the start of their new life. Mac quit the streets, Doc gave up drinking, and together, they began their long struggle to the world championship.

The first password will appear when you've beaten three opponents in the minor circuit. The next won't appear until you've beaten four fighters in the major circuit. Then, six strong opponents await you in the world circuit. It's a long, hard road to your dream bout with the champion Mike Tyson!



●MAIN SCREEN



●SCREEN DISPLAY BEFORE FIGHT

This dialogue may be a helpful hint to winning the match!

●SCREEN DISPLAY BETWEEN ROUNDS

■HEARTS
When there is more than one heart, Little Mac can punch, but with zero hearts, his body color changes and he cannot punch. The number decreases when you are blocked or hit.

■STARS
This number indicates how many times Little Mac can throw an uppercut. If you use a punch effectively, you'll receive a star, up to a maximum of three. If you get punched, you'll lose one.

■STAMINA METERS
These indicate the current stamina of Mac and his opponent. Little Mac's meter decreases when he's punched and, when it reaches zero, he'll go down.

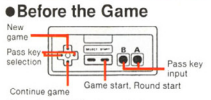
■MATCH POINTS
When Mac's punches hit his opponent, you'll earn points. Uppercuts and other effective punches will earn extra points.

■ELAPSED TIME
This indicates the time elapsed in the current round.

■ROUND
This indicates the round you're fighting in the current bout.

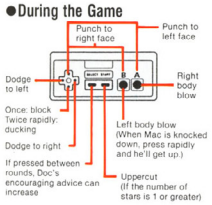
BASIC AND WINNING TECHNIQUES

●Before the Game



Press the START button to being each control.

●During the Game



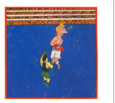
SWAY TO THE RIGHT
Sway to the right to avoid a left hook or left uppercut.

SWAY TO THE LEFT
Sway to the left to avoid a right hook or right uppercut.

BLOCK
This allows you to block all but one of your opponent's punches.

DUCKING
You can dodge your opponent's punch by squatting down.

LEFT PUNCH TO THE FACE
Use this punch to injure your opponent.



RIGHT PUNCH TO THE FACE
Use this punch when your opponent guards his body.

LEFT BODY BLOW
Attack the body of your opponent when he protects his face.

RIGHT BODY BLOW
Uppercut, sway right and counter.

STAMINA RECOVERY
When (♥) becomes zero, Mac loses his stamina and can't throw a punch.

MAC'S RECOVERY
If Mac hits the canvas, press the A button repeatedly. Mac will recover and get up! However, you can only use this three times.

UPPERCUT
When you throw an effective punch and receive a (★), quickly press the start button and make Mac throw a sharp uppercut!

CHARACTERS & PLAYING TIPS

LITTLE MAC

Hero (Player): Little Mac
From: Bronx N.Y.
Age: 17
Weight: 107 lbs

Although his body is small, every ounce of him is courageous. Since all of his opponents are bigger fighters, his best weapon is to jump up and throw uppercuts.

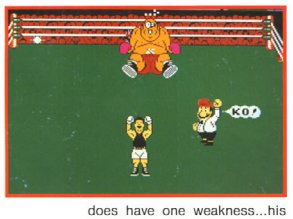
●W.V.B.A. MAJOR CIRCUIT

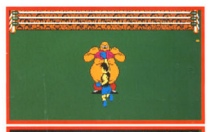
DON FLAMENCO

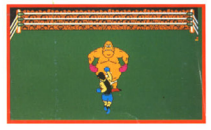
Ranking: W.V.B.A. Major Circuit: 3rd Place
Nickname: Red Rose of France
Condition for a winning decision: Over 10,000 points
22 wins, 3 losses, 9 KOs. From: Madrid, Spain
Age: 23 Weight: 152 lbs.

Don Flamenco never attacks until Mac incites him. As soon as Mac punches, Flamenco fights back, throwing an effective uppercut. After three uppercuts, Mac will be sent flying, so be careful! Sway to the left and repeat your "one-two" punch until Flamenco is knocked out!

KING HIPPO







Ranking: W.V.B.A. Major Circuit: 2nd Place
Nickname: Great Chief of the South Island
Condition for a winning decision: No win by decision
18 wins, 9 losses, 18 KOs. From: Hippo Island
Age: Undisclosed Weight: Undisclosed

King Hippo's guard is very tight so it's difficult to hit him. But he does have one weakness...his navel! You have only one chance to drop him. Just before throwing a punch, King Hippo opens his mouth. If you throw a straight punch to his mouth, he will try to guard it. With his navel unguarded you can attack. Once you put him down, he won't get up again.

GREAT TIGER

Ranking: W.V.B.A. Major Circuit: 1st Place
Nickname: Great Magician of India
Condition for a winning decision: Over 10,000 points
24 wins, 5 losses, 3 KOs. From: Bombay, India
Age: 29 Weight: 132 lbs.

Tiger wears a turban and the ruby always glitters just before he jabs. When the ruby glitters, block him. Also, Tiger's deadly Tiger Magic Punch is thrown while he whirls around. But this Magic Punch can also be blocked if you block five times. If you block all of them, Tiger will become dizzy and vulnerable to a one blow knock down. The key to beating Tiger is effective blocking.

WINNING STRATEGY FOR TIGER'S MAGIC PUNCHES

The key for a winning strategy is the defense against the Magic Punches. The Magic Punches, which come in five successive blows, are not threatening if you block all of them. You can then knock Tiger down with a direct blow to the face.

When the first round starts, throw one straight punch. Then dodge Tiger's counterattack and follow with a counter on your own with five straight punches. If you repeat this, Tiger will go down easily! The first knockdown is decisive. The second knockdown can be achieved by dodging Tiger's uppercut and countering with four straight punches. The third knockdown comes after you block his Magic Punch and throw one straight punch. Tiger won't get up again. TKO Victory!!

BLOCK MAGIC PUNCHES

TIGER LOSES BALANCE

PUNCH TO THE FACE

●W.V.B.A. MAJOR CIRCUIT TITLE BOUT

BALD BULL

Ranking: W.V.B.A. Major Circuit Champion
Nickname: Bald Bucking Bull
Condition for a winning decision: No win by decision
34 wins, 4 losses, 29 KOs. From: Istanbul, Turkey
Age: 35 Weight: 298 lbs.

You can't dodge Bull's charge. He always rushes you with three small jumps, so throw a straight punch to his body on the third jump. You can deck him with one blow! There is no win by decision, so go for a TKO.

WINNING STRATEGY FOR BULL CHARGE

First, block Bull's jab. Since he throws the jab while rotating his hands, time your block accordingly. Then punch quickly. Next, when he lowers his right shoulder, prepare for an uppercut by swaying to the left and then throwing three straight punches. If you get this far, you've almost got him beaten!

While dodging Bull's jabs and uppercuts, continue throwing effective punches. Bull will then start his famous Bull Charge, hopping forward. You can knock him down by throwing a timely straight punch to his body on the third jump.

The Bull Charge is your best KO chance. You can KO him if you throw a timely straight punch on the third hop.

ONE!

TWO!

PUNCH!

W.V.B.A. WORLD CIRCUIT OPPONENTS

PISTON HONDA

Ranking: W.V.B.A. World Curcuit—5th Place
Nickname: Honda Turbo
Condition for a winning decision: Over 3000 points
Piston Honda, who appeared previously, reappears with increased power.

SODA POPINSKI

Ranking: W.V.B.A. World Circuit—4th Place
Nickname: Russian Monster
Condition for a winning decision: Over 10,000 points
win 33, losses 2, KO 24 From (Moscow, U.S.S.R.)
Age: 35 Weight: 237 lbs.

BALD BULL

Ranking: W.V.B.A. World Circuit—3rd Place
Nickname: Crazy Bucking Bull
Condition for a winning decision: Over 7000 points
Bald Bucking Bull reappears as Crazy Bucking Bull.

DON FLAMENCO

Ranking: W.V.B.A. World Circuit—2nd Place
Nickname: Flamenco's Counterattack
Condition for a winning decision: Over 5000 points
Red Rose of Spain comes back as Flamenco's Counterattack.

MR. SANDMAN

Ranking: W.V.B.A. World Circuit—1st Place
Nickname: Black Heavy Tank
Condition for a winning decision: No win by decision

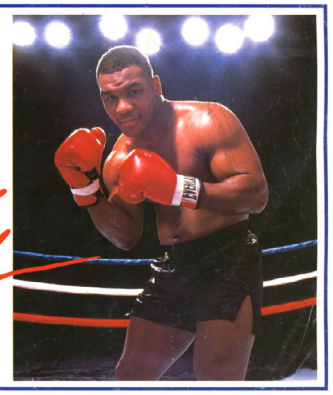
SUPER MACHO MAN

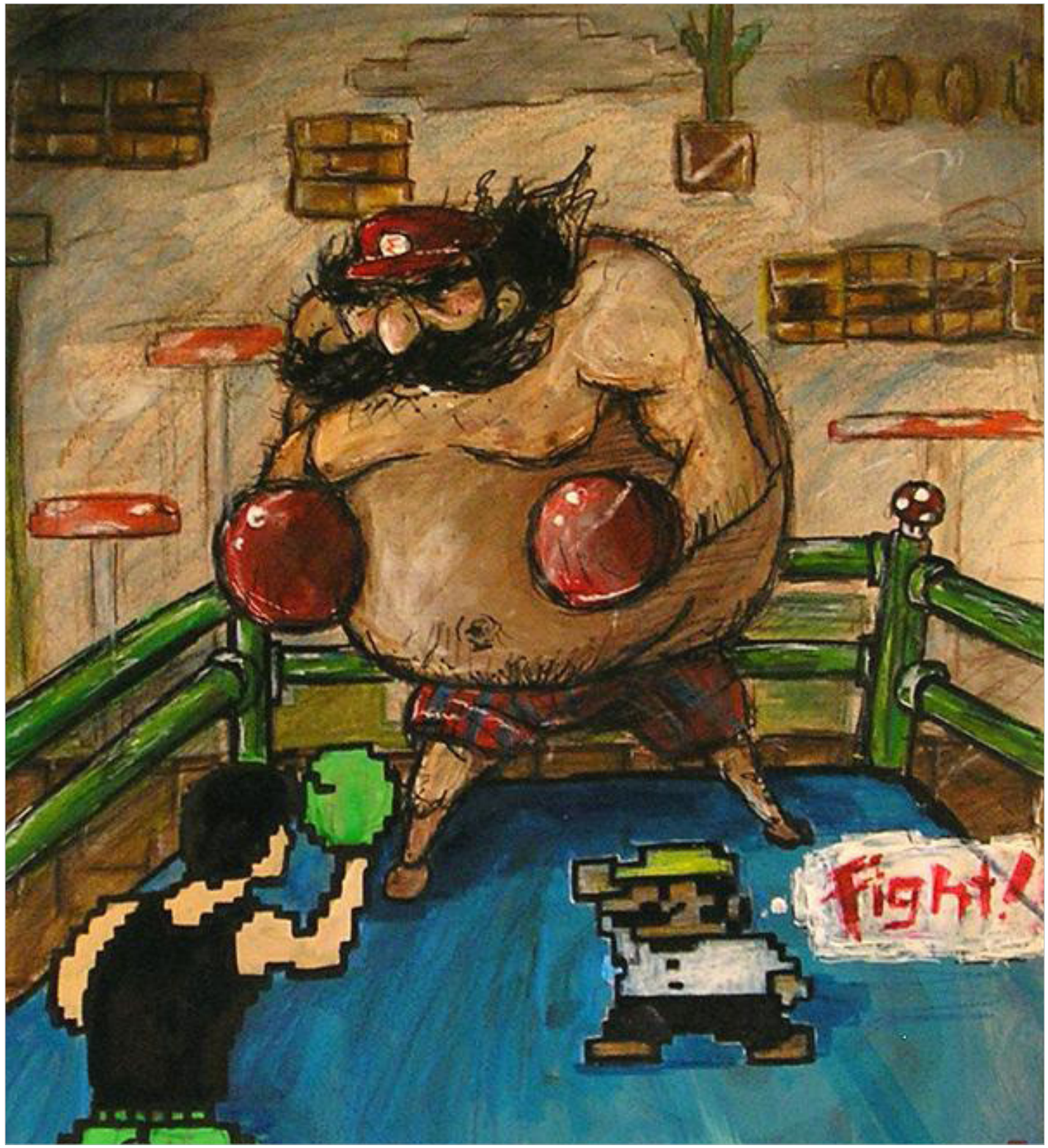
Ranking: W.V.B.A. World Circuit Champion
Nickname: Hollywood Muscle Man
Condition for a winning decision: No win by decision

WORLD CHAMPION

MIKE TYSON

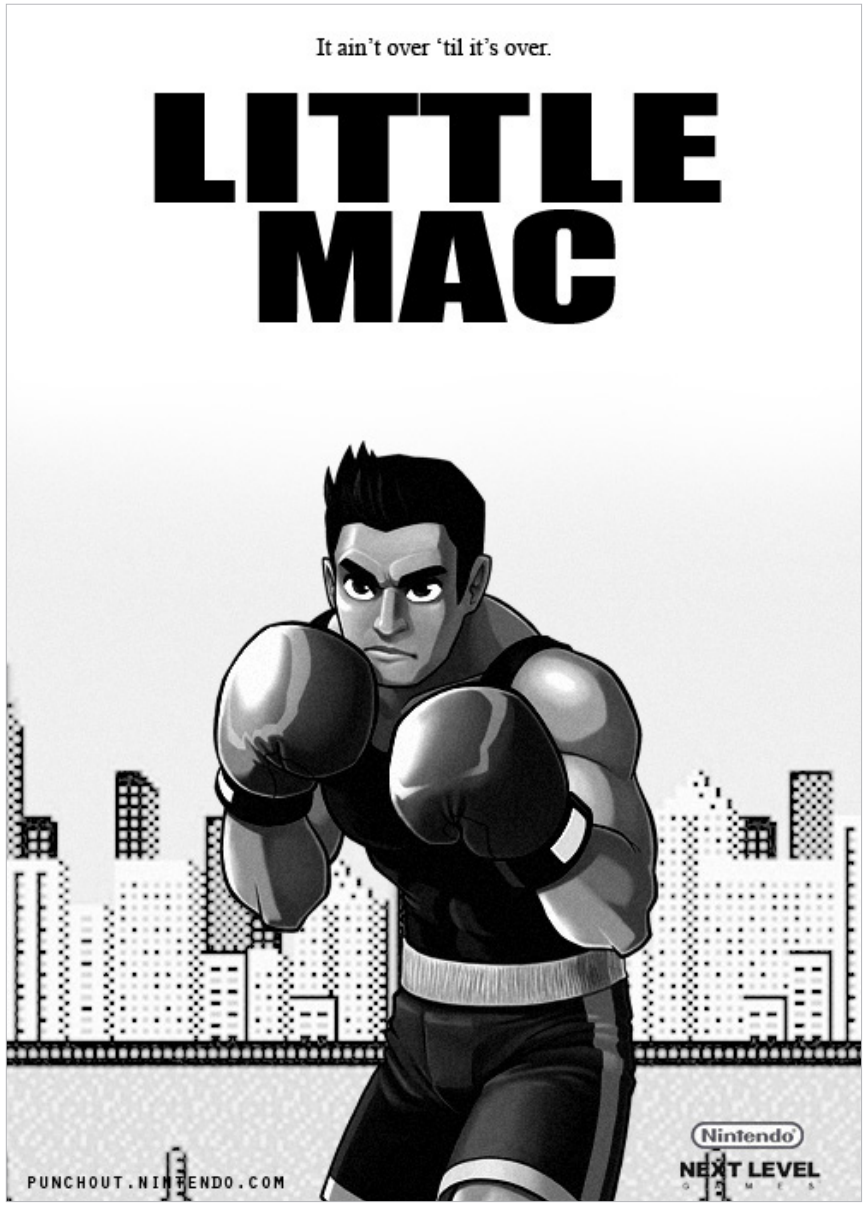
Ranking: World Heavyweight Champion
Nickname: Kid Dynamite
Condition for a winning decision: Over 5,000 points
Comments & Hints: From the start of the first round through 1:30 (one minute and thirty seconds), he throws his deadly Dynamite Punches, so be very careful!
Even the undefeated World Heavyweight Champion can be beaten in a Video Game.





SUPER MARIO PUNCH-OUT 2007 // KICHISU // 2007

DON’T GIVE UP LITTLE MAC // DAVID ALEGRE // 2006

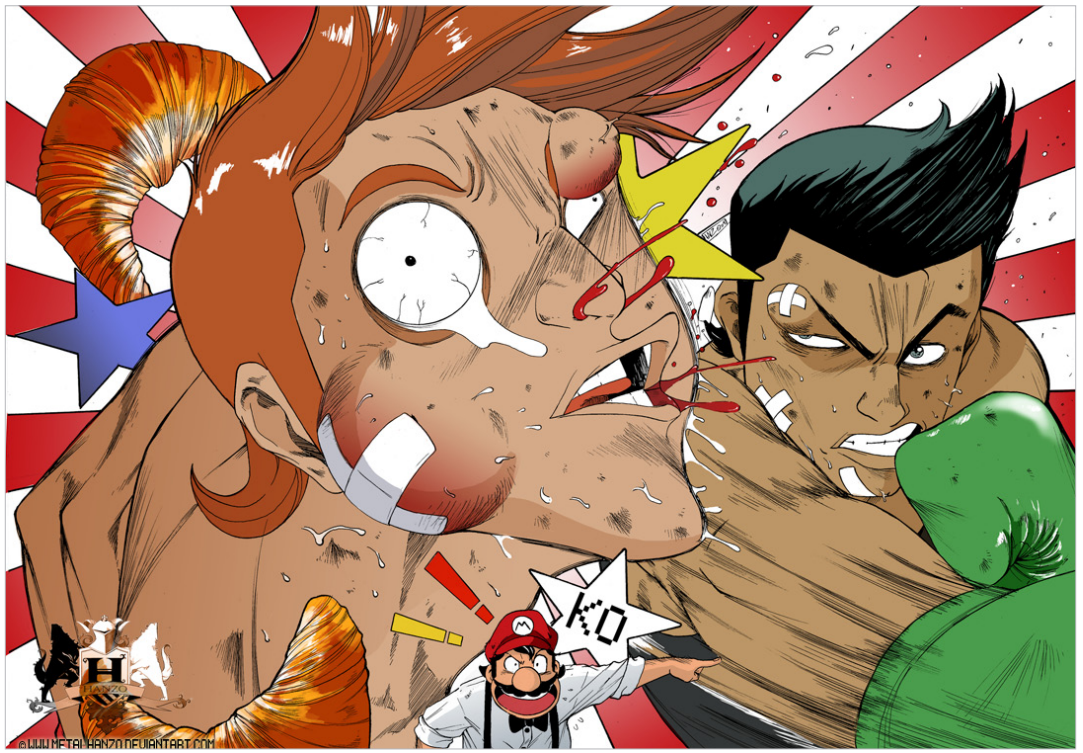


ROCKY PUNCH OUT // ROSS MARRS // 2009
Based on the *Rocky Balboa* movie poster.

ALL HAIL KING HIPPO // DAN SANTAT // 2006
iam8bit submission.

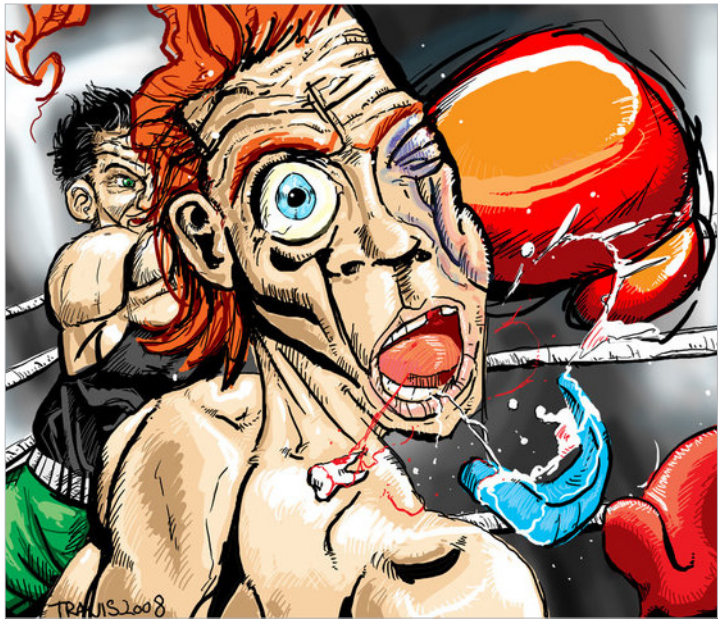
MISSION: KING HIPPO // JON MCCONNELL // 2010

KING HIPPO // NICK BACHMAN // 2009

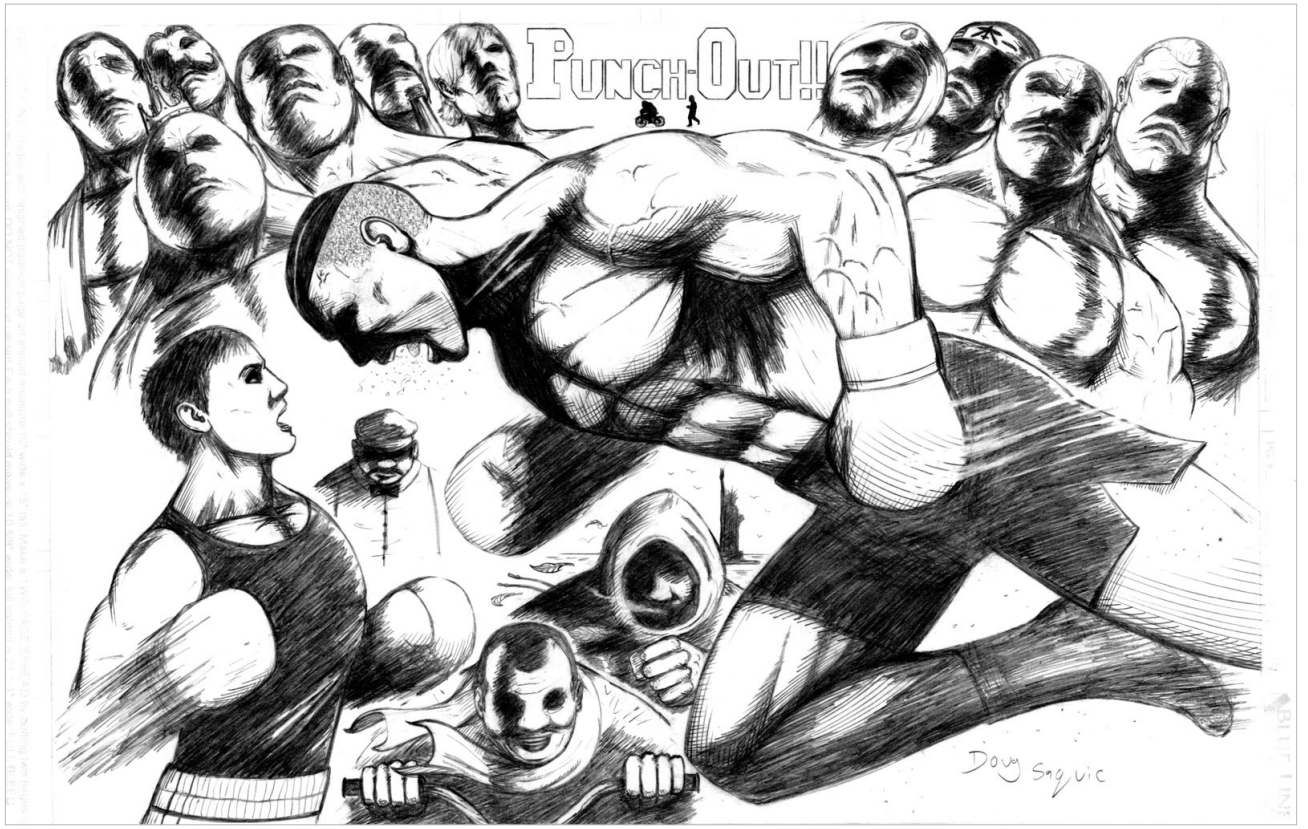


PUNCH-OUT // METALHANZO // 2009

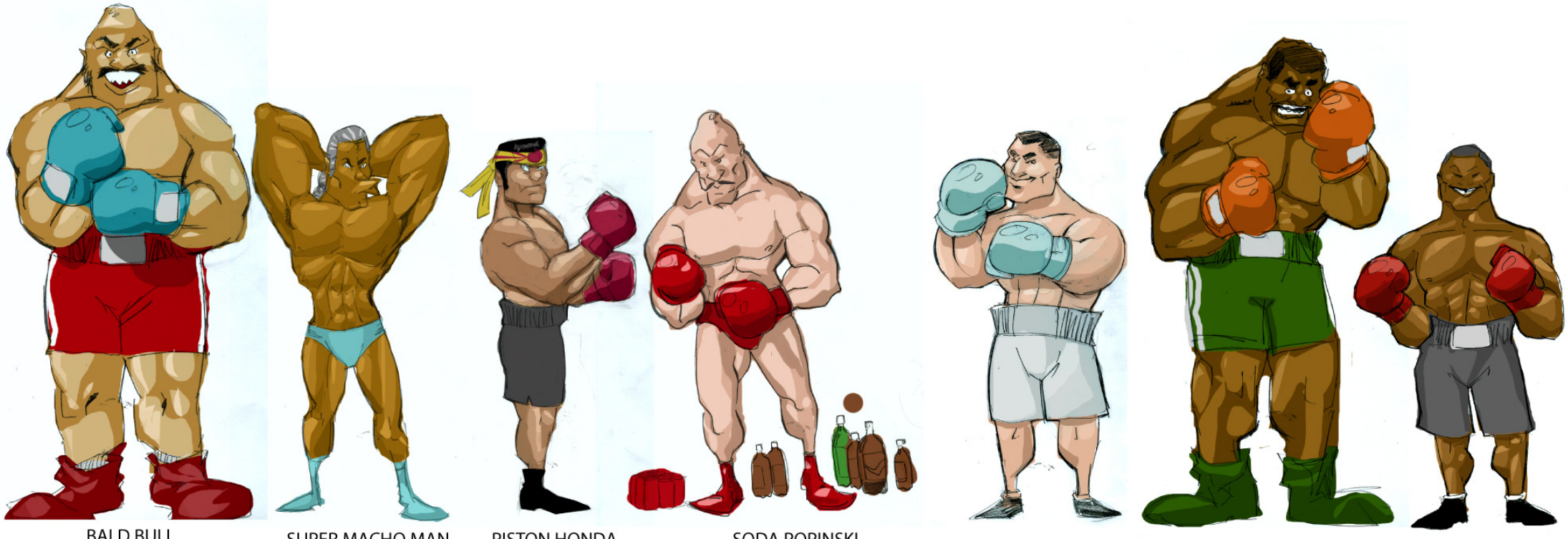
LIL' MAC VS. KING HIPPO // JOSEPH ALAMEDA // 2009



PUNCH-OUT // TRIANGLE MAN // 2008



MIKE TYSON'S PUNCH-OUT // DOUG SAQUIC // 2008



NINTENDO PUNCH OUT COLOR // DIGITAL-ALERO // 2007

Possibly the only fan art to feature Mr. Dream.

WOULD YOU LIKE SOME PUNCH TO DRINK? // ROB HARRIGAN // 2007

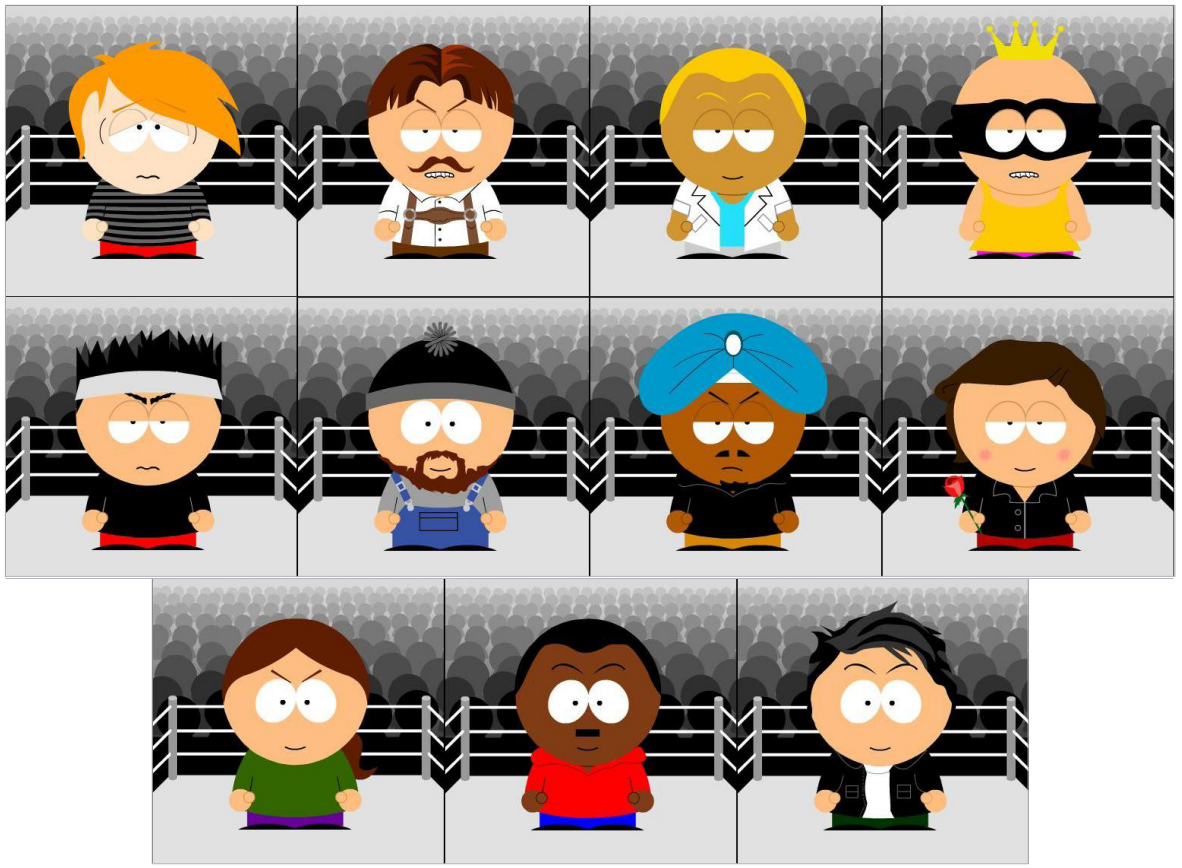
PUNCH DRUNK // LUKE DENBY // 2008

Vodka Drunkenski from *Super Punch-Out!!* (Arcade).

TITLE BOUT // DAN SCHOENING // 2008

Includes *Super Punch-Out!!* (SNES) characters.

DOC AND MAC // DAN SCHOENING // 2009

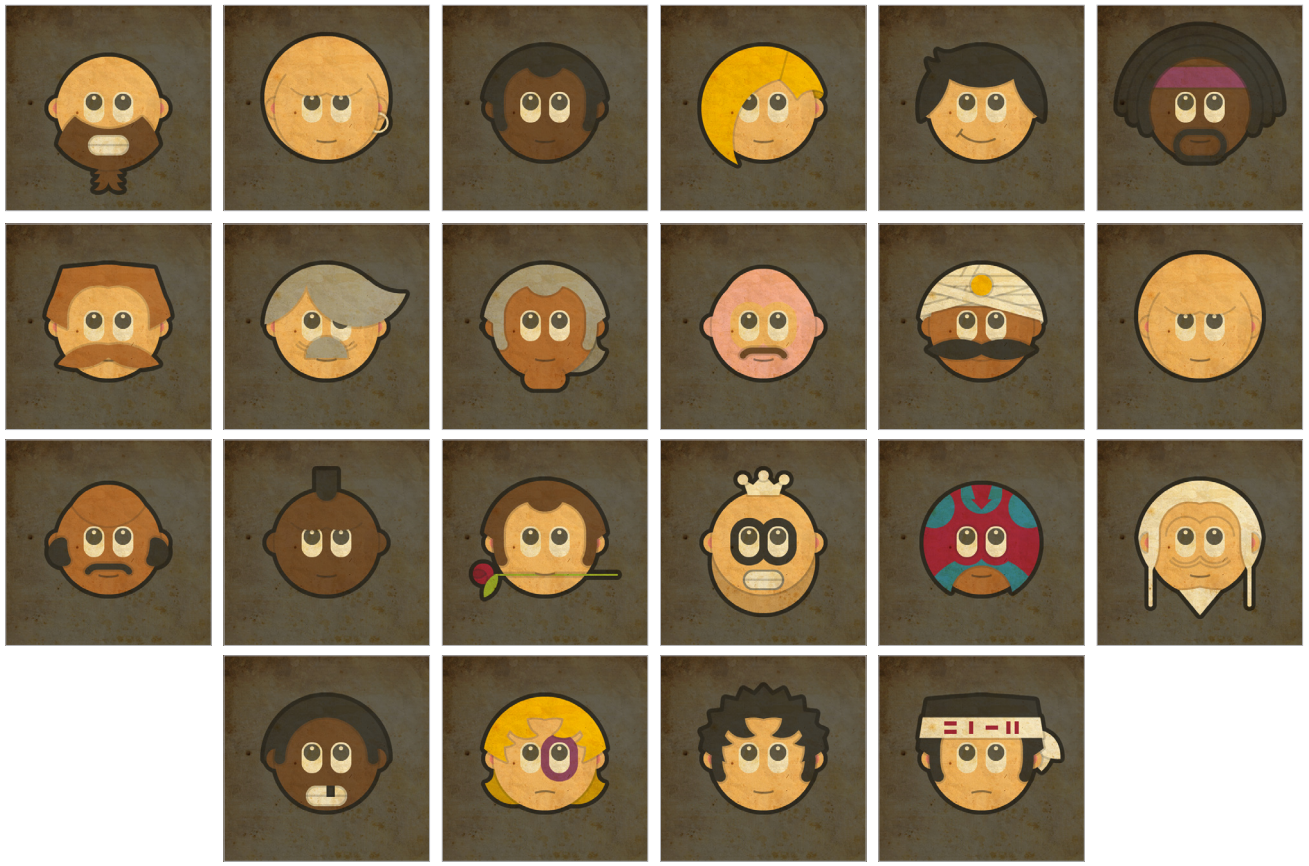


SOUTH PARK PUNCH OUT // GAME-CUBE-GIRL // 2009

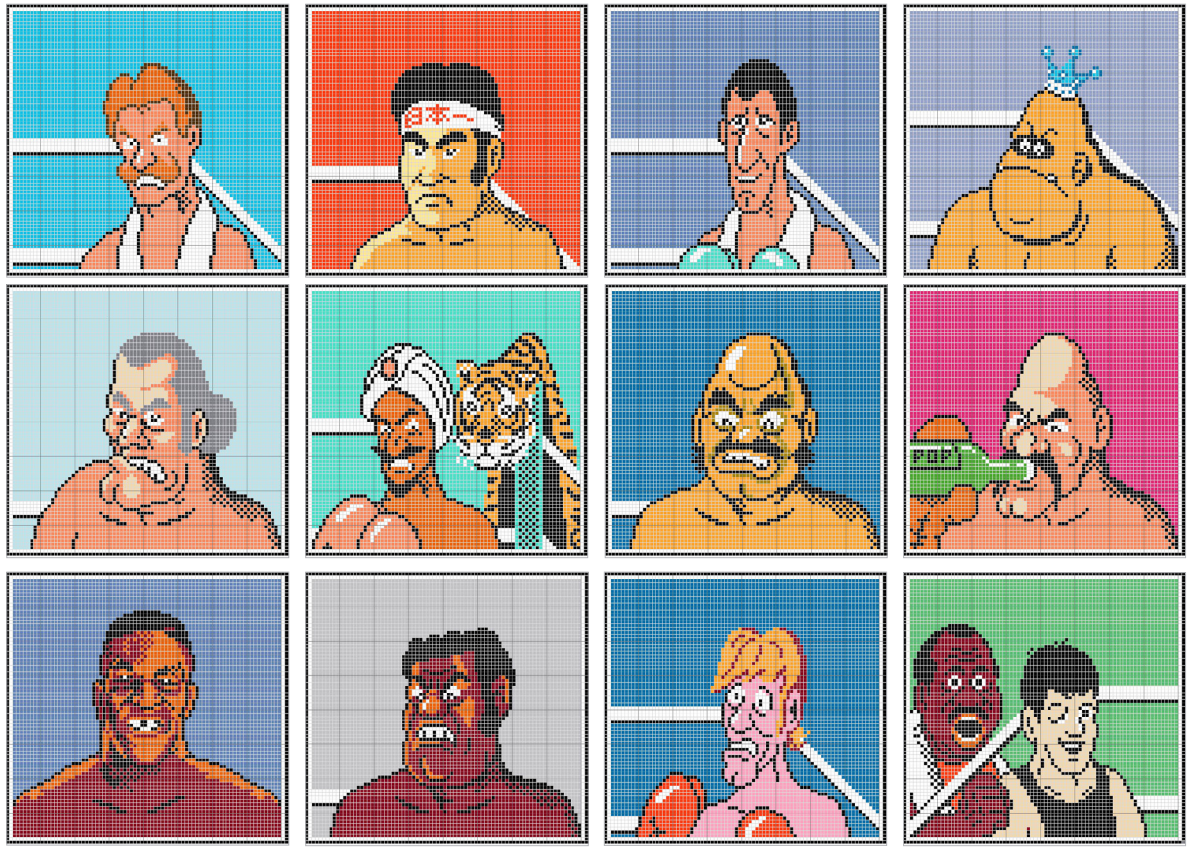
Created on the website www.sp-studio.de and missing Soda Popinski, Bald Bull, Super Macho Man and Mr. Sandman.

MIKE TYSON'S OPPONENTS // JEFF MCMILLAN // 2007

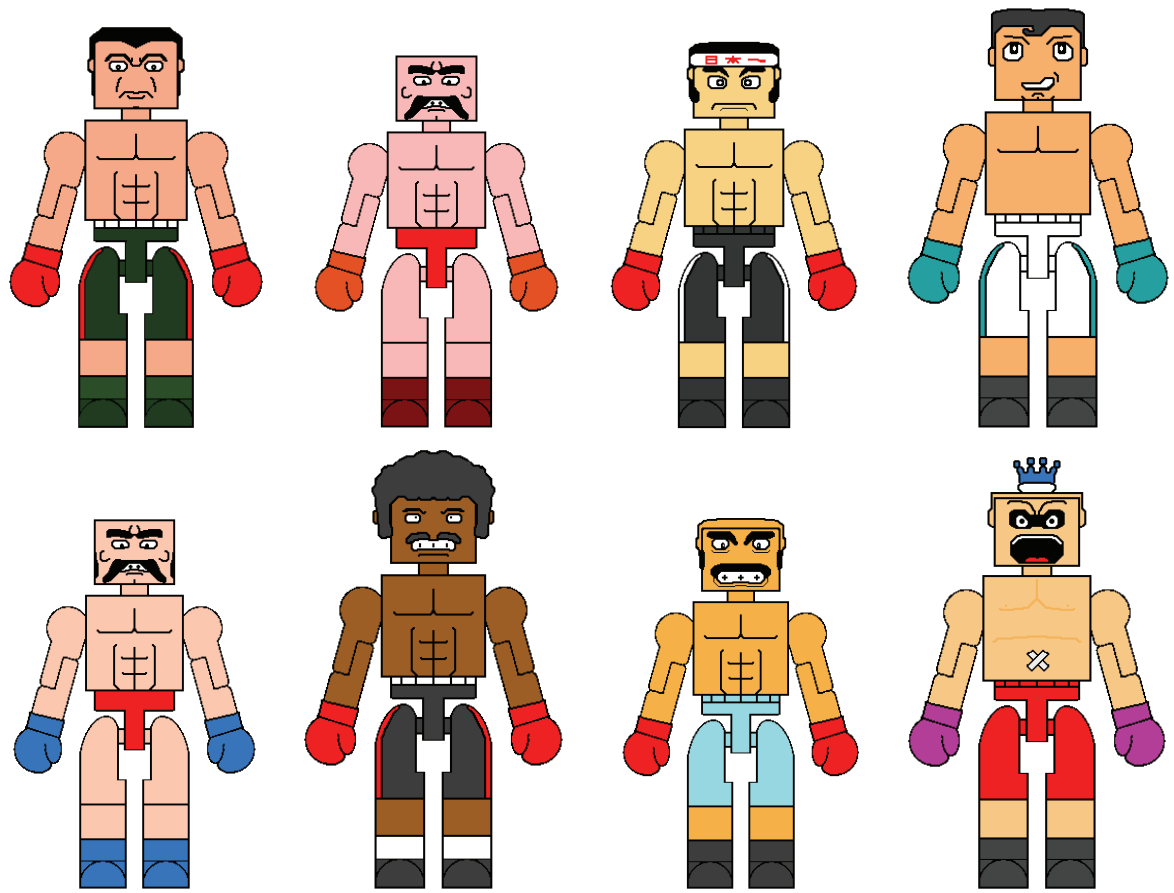
iam8bit submission.



PUNCH-OUT // TY LETTAU // 2010



MIKE TYSON'S PUNCH-OUT!!! CROSS STITCH PATTERNS // JOHLOH // 2007



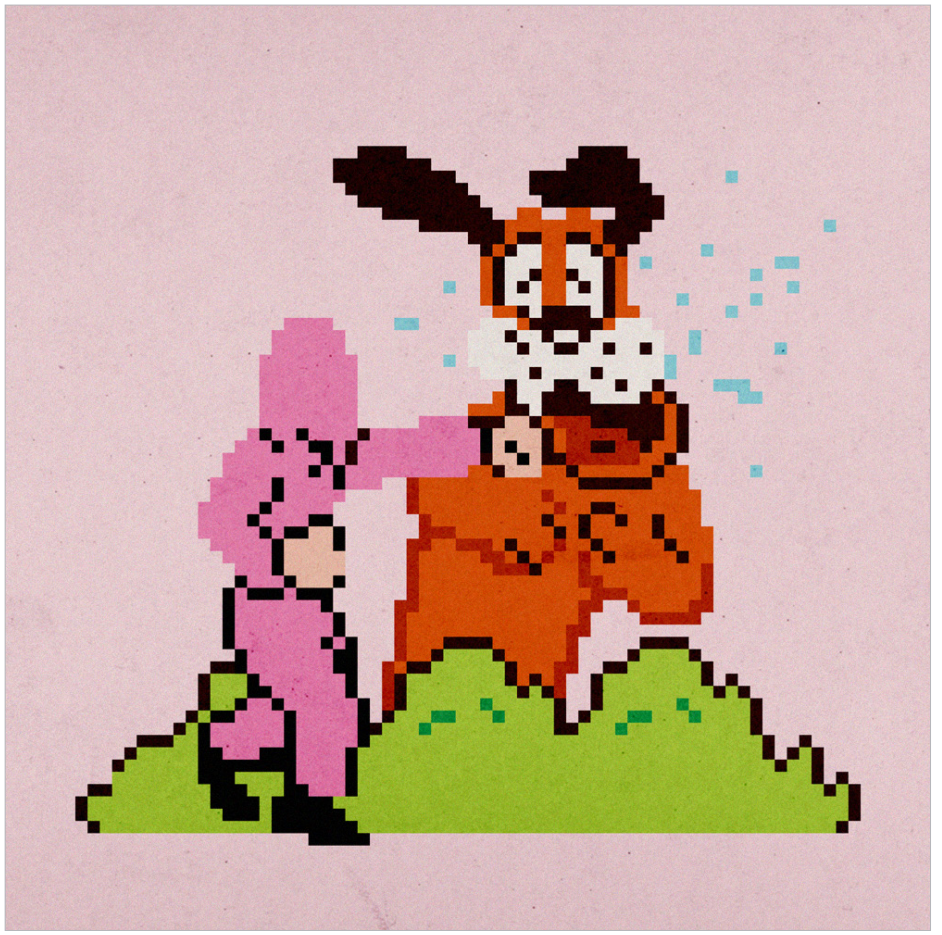
PUNCH-OUT!! NINTENDO MINIMATES // LEE // 2005
Minimates are 2" tall block figures by Art Asylum.

TOTAL DRAMA PUNCH OUT // SONICTHEYOSHI // 2010

Almost every boxer as a character from the animated series, *Total Drama*.

PUNCH-OUT CIVILIAN CLOTHING // DONNA BROWN // 2009

PUNCH-OUT: SMM VS. SODA // DONNA BROWN // 2009

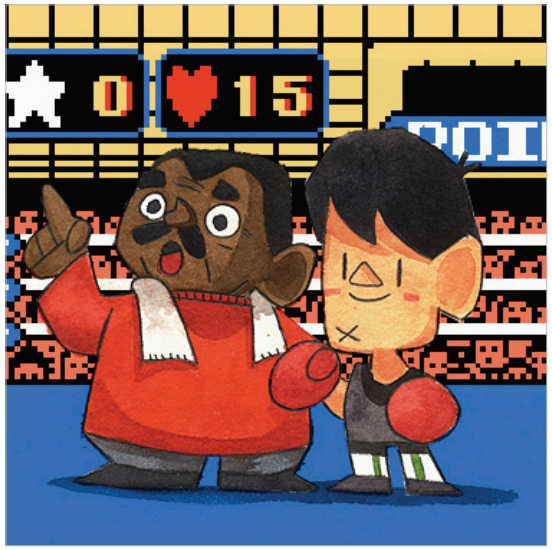


KARMA // FATHEED // 2011

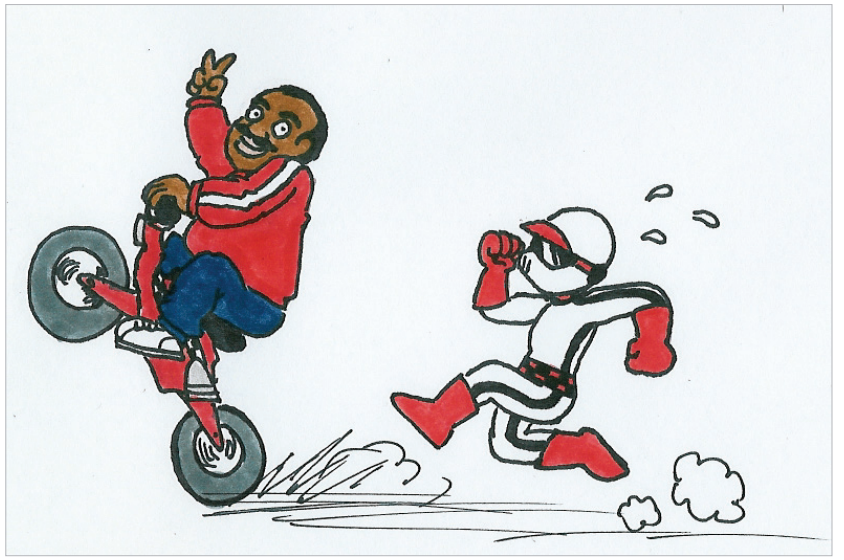
“Little Mac brings the pain.”

K.H., K.O.'D // GREAT TOOTHLESS TIGER // SLEEPY TIME FOR MR. SANDMAN // 35-0 // TONY MORA // 2009

iam8bit submissions (acrylics on wood). Titles from left to right.



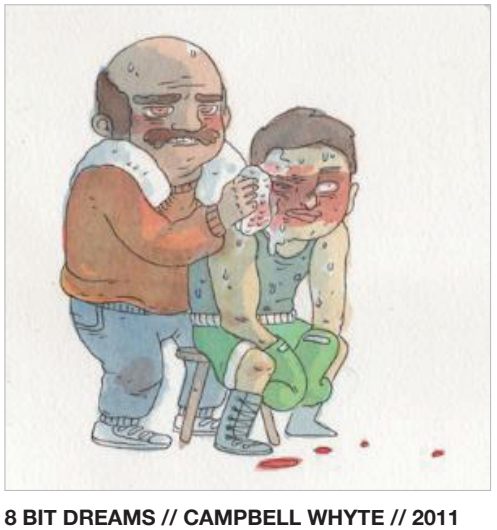
PUNCH-OUT // ILLEOH // 2007



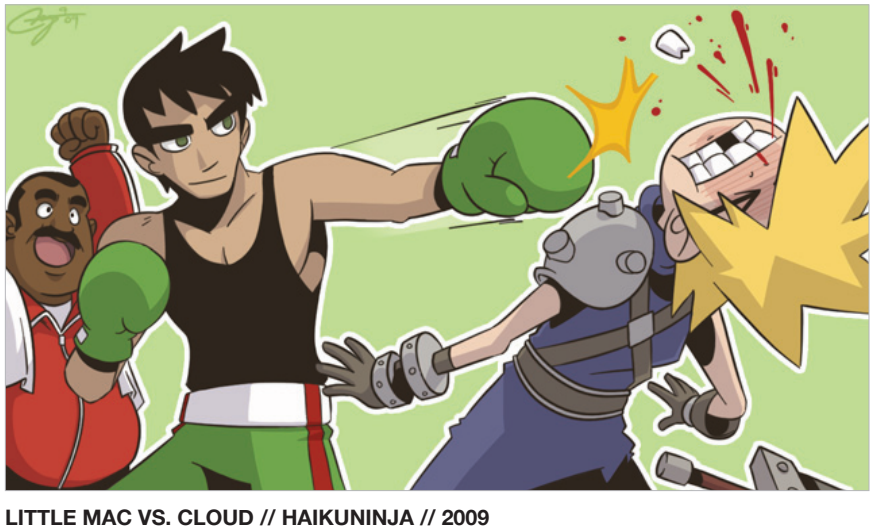
500 CC 285: EXCITEBIKE // HYLIAMAN // 2009

LITTLE MAC VS. MIKE TYSON // BRENDAN CORIS // 2010

MAC'S REVENGE // GLEN BROGAN // 2010



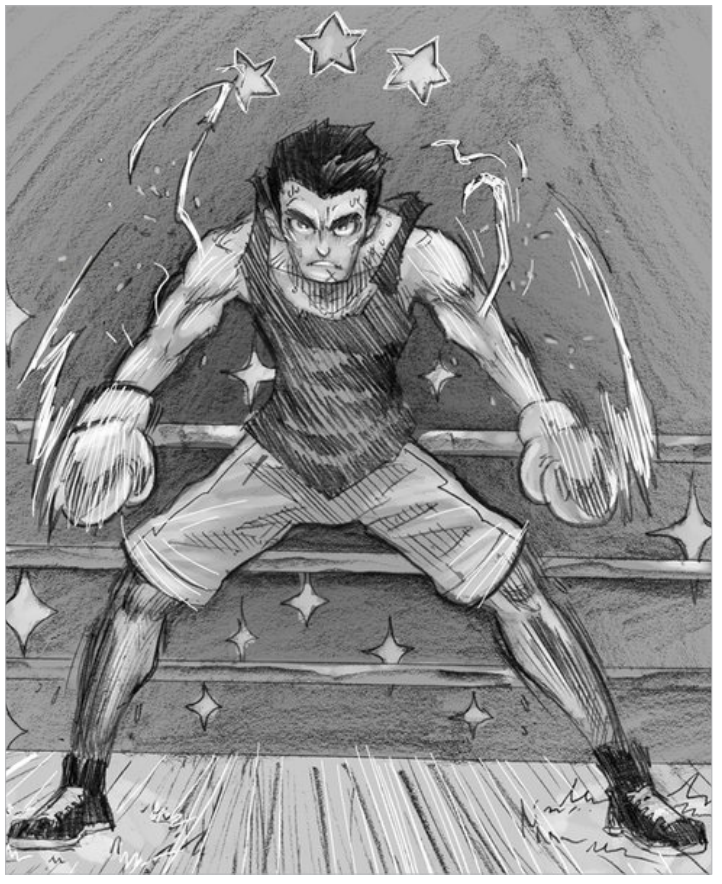
8 BIT DREAMS // CAMPBELL WHYTE // 2011



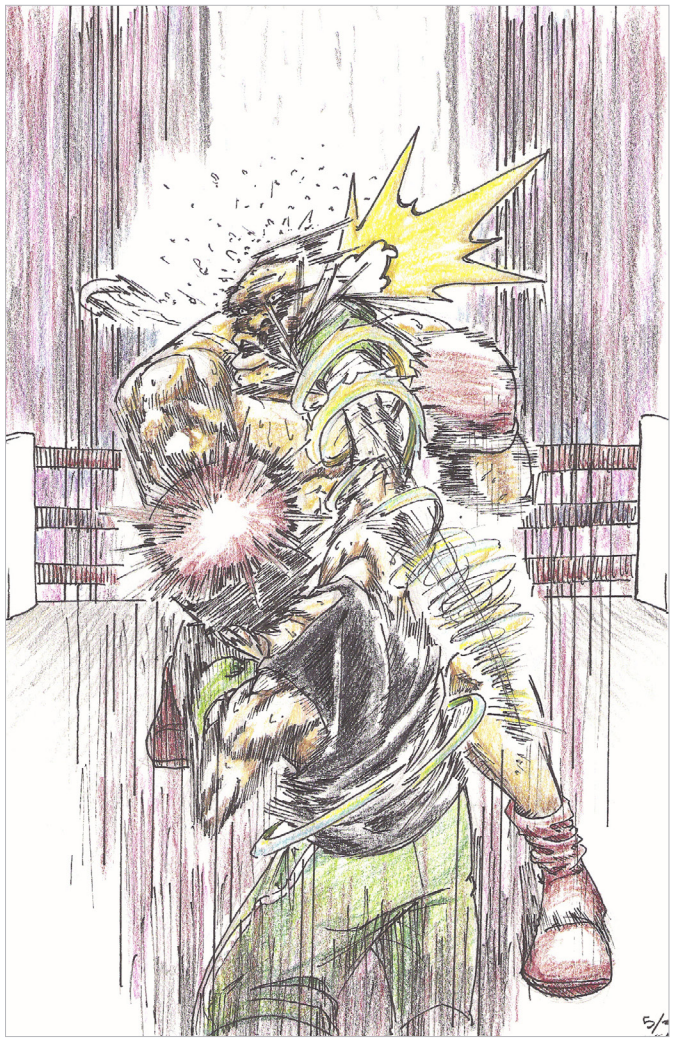
LITTLE MAC VS. CLOUD // HAIKUNINJA // 2009

AFTER BALD BULL // TIME_MASTER // 2010

DON'T F*CK WITH THE LITTLE GUY // CHRIS SWEENEY // 2009



LITTLE MAC COULD! // MAXIMO LORENZO // 2009



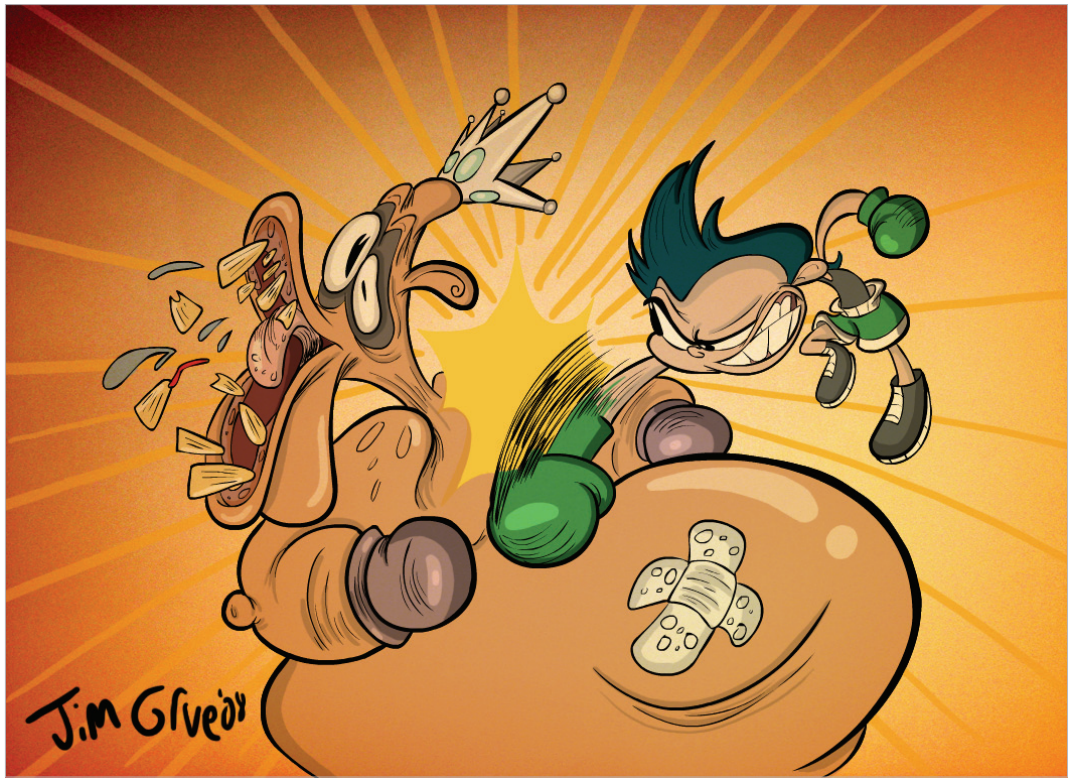
COUNTERING THE BULL CHARGE // SMASHEMS // 2008

PUNCH OUT // BRYAN BROWN // 2011

PUNCH-OUT'S SUPER MACHO MAN // RICHARD GARCIA // 2010

KING HIPPO // DREK YU // 2005

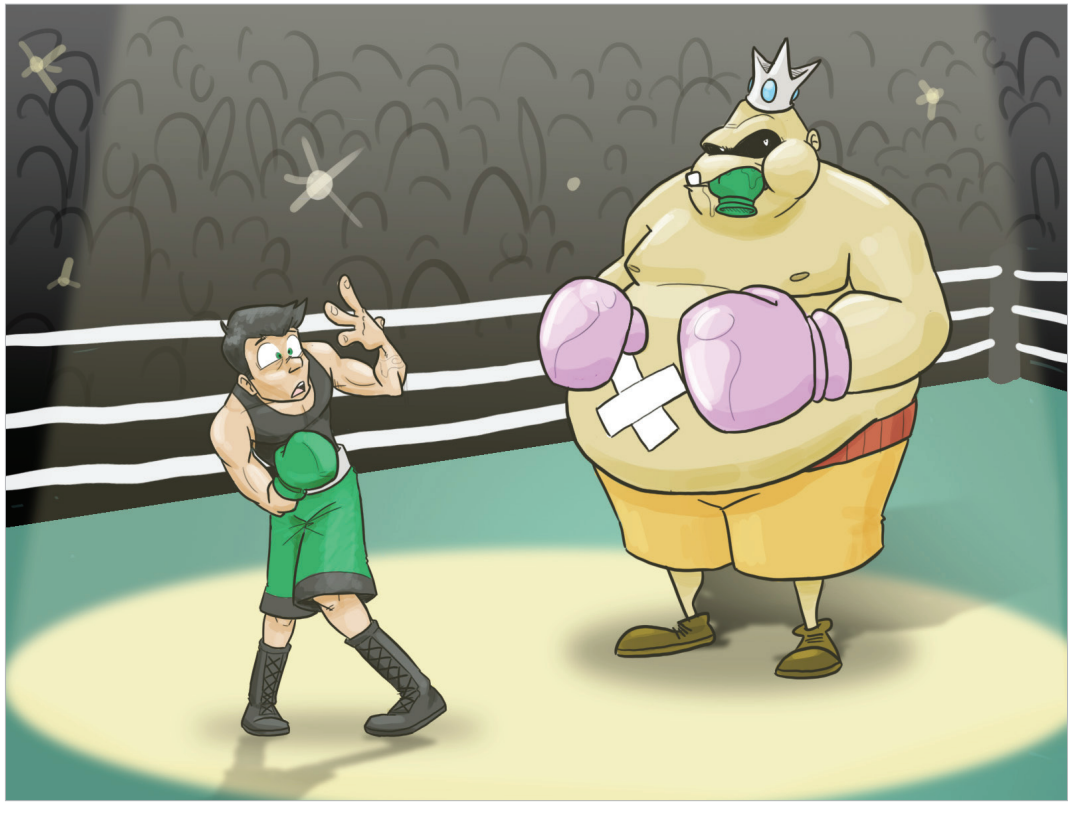
BERT 'SODA' POPINSKI // DUSTIN WATSON // 2011



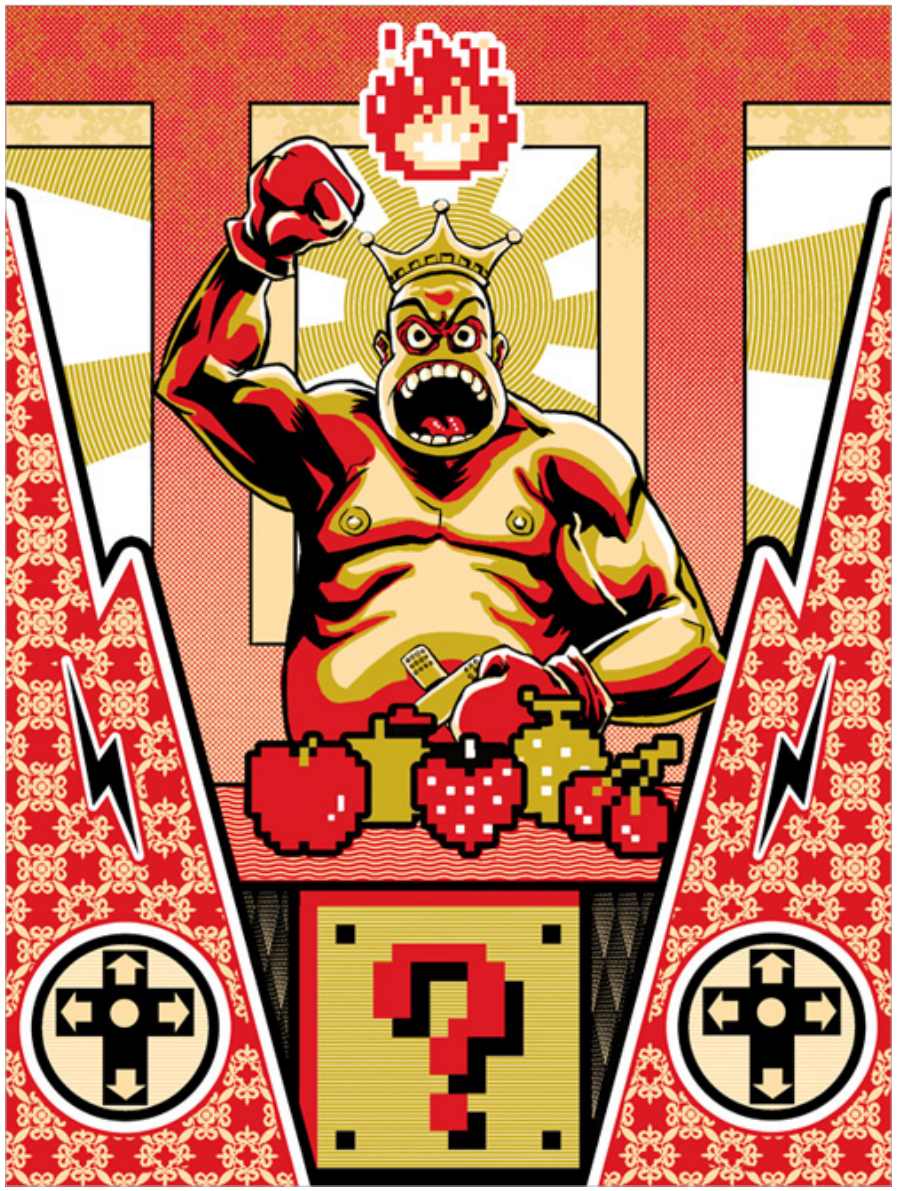
MAC ATTACK // JIM GRUE // 2008

Featured in *Nintendo Power* #250.

CAPTAIN N: KING HIPPO // KEVN BOLK // 2010

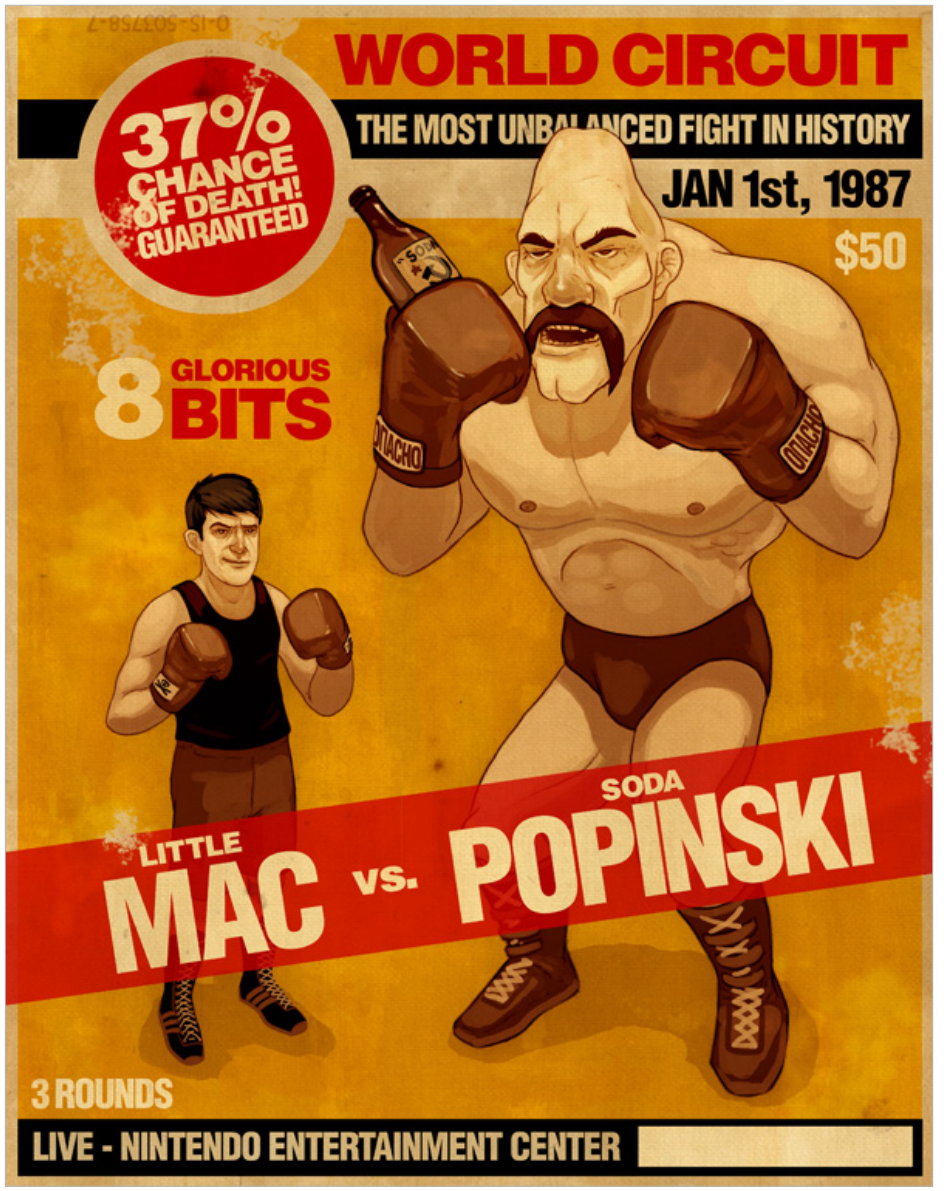


KING HIPPO IS HUNGRY // DAN JENSEN // 2009



PUNCH-OUT AT THE LAST SUPPER // TIM DOYLE // 2009

4 color silk screen print with metallic gold ink. Limited to a signed and numbered edition of 100.

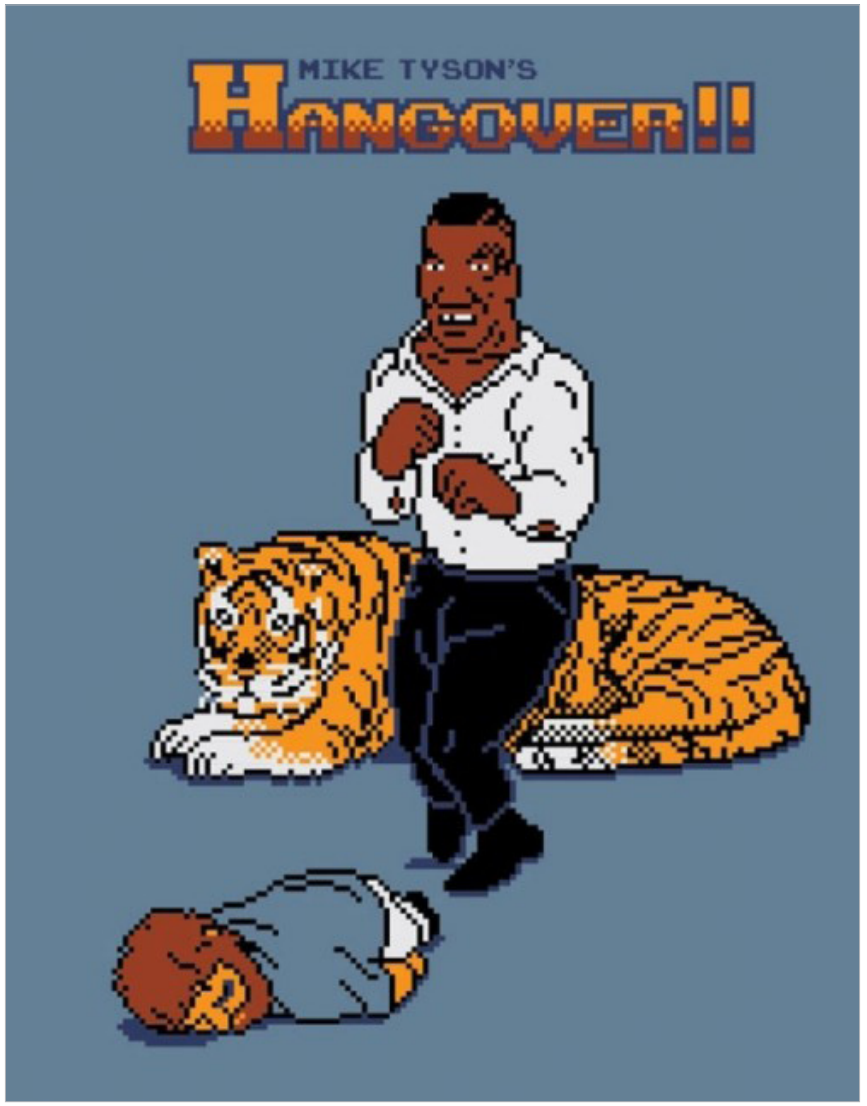


1987 WAS A GREAT YEAR // MIKE MITCHELL // 2008

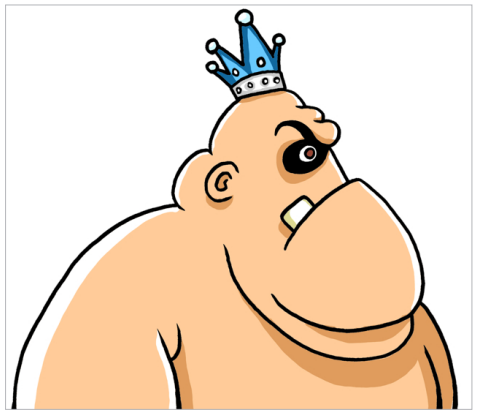
Submission to the annual 8-bit inspired exhibition in Los Angeles, *iam8bit*.

PUNCH OUT // RYAN JONES // 2010

Iron Mike Tyson oil painting over a collage of characters from the original *MTPO*.

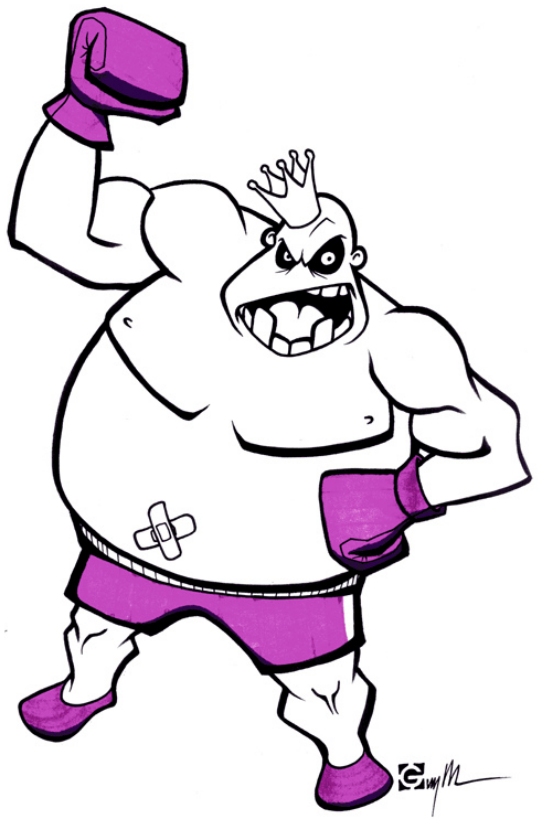


MIKE TYSON'S HANGOVER // MOSEAPHUS // 2011



KING HIPPO // JOYSTICK DIVISION // 2009

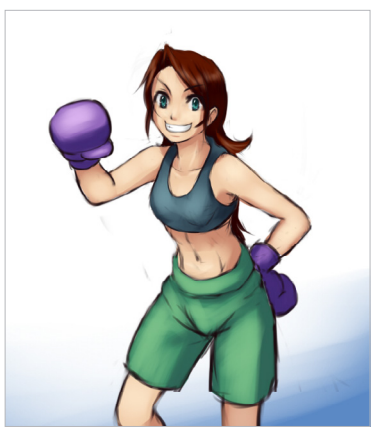
PUNCH OUT: DON FLAMENCO // DONNA BROWN // 2009



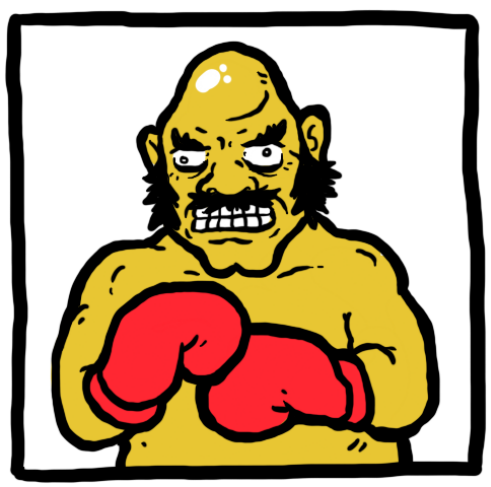
BONUS03-KING-HIPPO // GUY NELSON // 2010

GLASS JOE // DUSTIN CAMPBELL // 2010

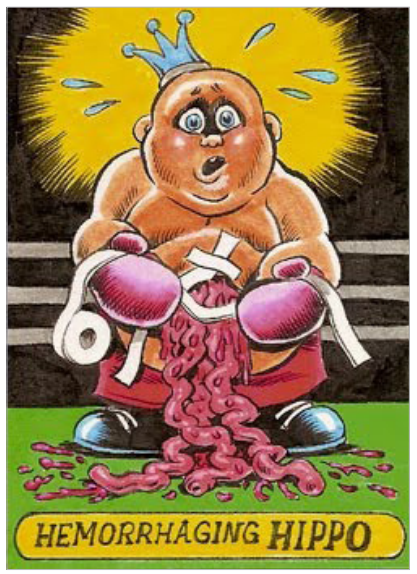
KING HIPPO // JOE GONZALEZ // 2009



ARAN RYAN PUNCH-OUT SUPER PUNCH-OUT // GOMENASAI // 2010



BALD BULL // KYATTSUAI // 2010



KING HIPPO GARBAGE PAIL KID // BRETT ENGSTORM // 2010

MR. SANDMAN // DAVE MOTT // 2009

PUNCH-OUT // NATHANIEL MILBURN // 2007

7-7 SUNDAYS WEEK 23 // OTIS FRAMPTON // 2009

EGGPLANT WIZARD IS ON THE MOVE! // JOSH // 2010

To celebrate the release of a new *Kid Icarus* game.

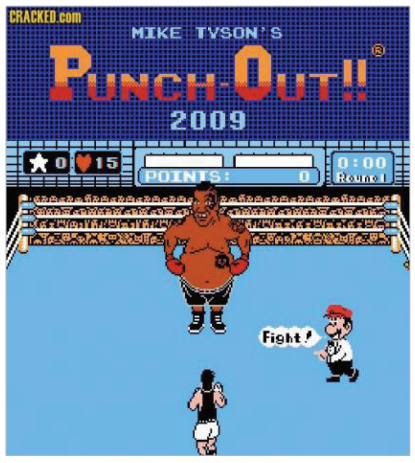
GREAT SHOWDOWNS (OF THE 8-BIT ERA) // SCOTT CAMPBELL // 2008

NES KNOCKOFFS! // THE_BADGER // 2010
Something Awful Photoshop Phriday article.

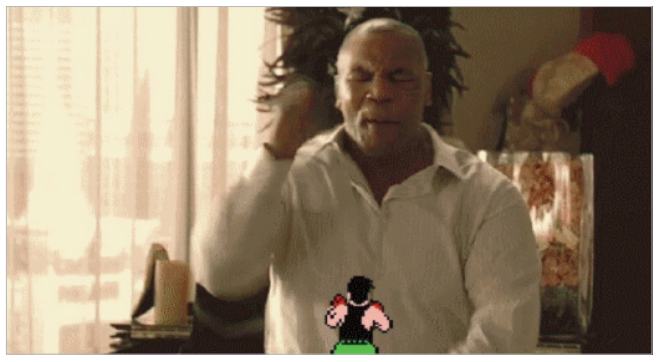
**PUNCH OUT!, SO RACIST //
BRIAN ASHCRAFT // 2008**

PUNCH-OUT // QUARTERTOFOUR // 2009

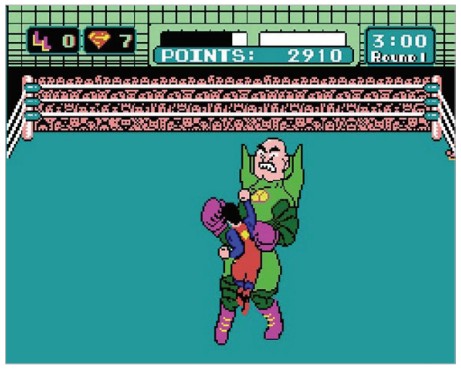
IVAN DRAGO'S PUNCH-OUT // FARK.COM // 2009
Soviet videogames from the 1980s contest.



IF VIDEO GAMES WERE REALISTIC #14 // GUNDAMPANDA // 2009
Article on cracked.com.

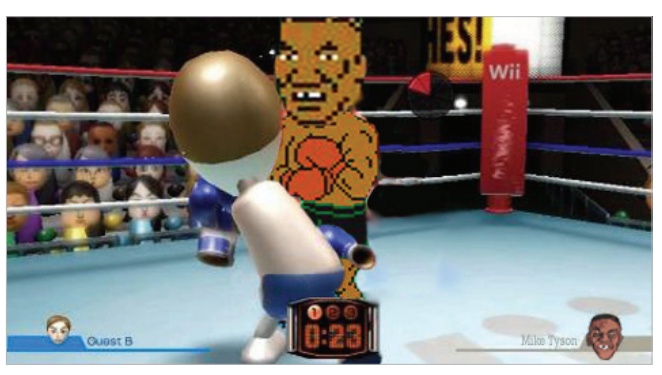


MIKE TYSON STILL PUNCHING OUT // 2010
Animation using Tyson's cameo in *The Hangover*.

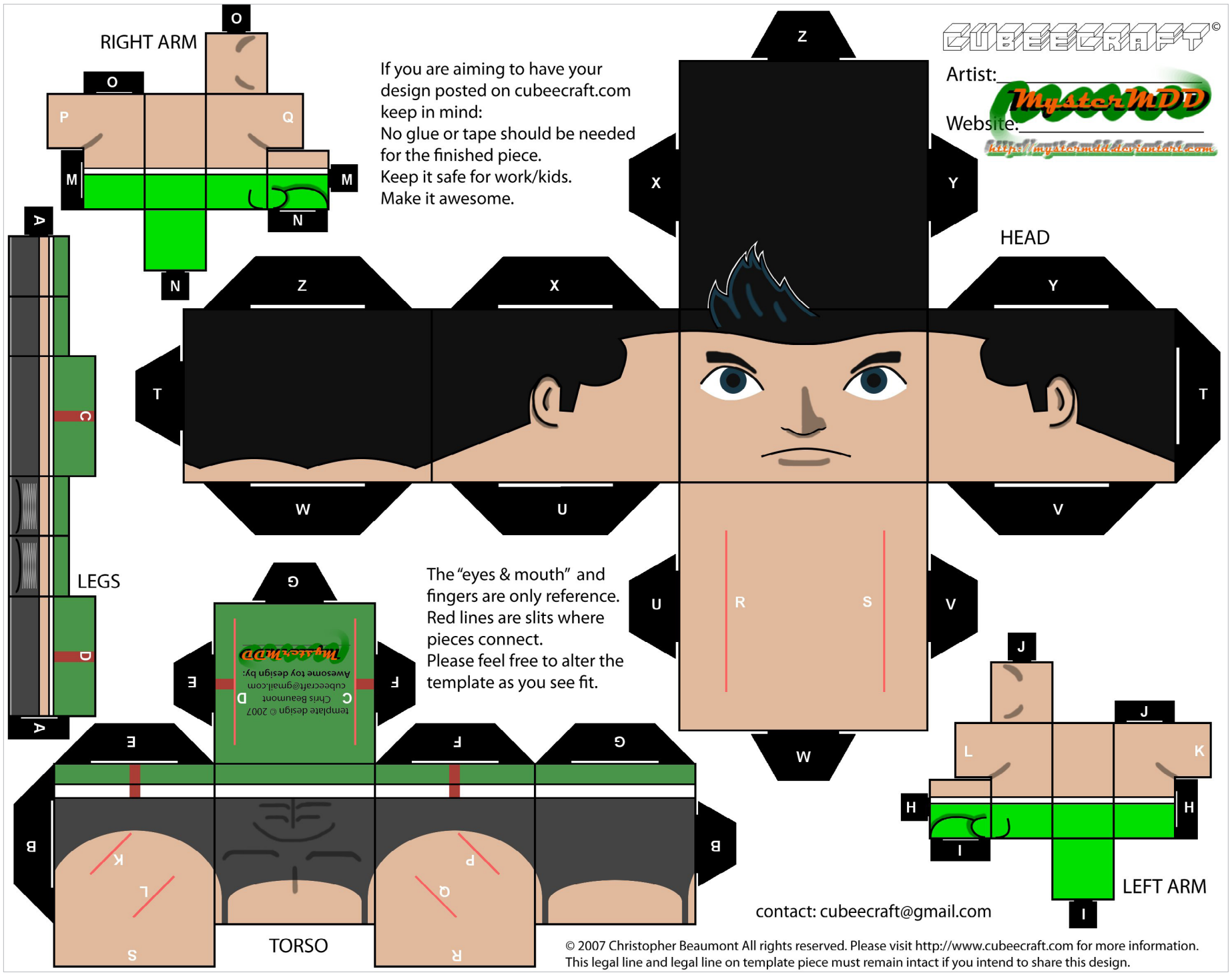


LEX LUTHOR'S PUNCH-OUT!! (FEATURING SUPERMAN) // COMICSALLIANCE // 2010
Popular Superheroes Reimagined For The 8-bit NES article.

IF VIDEO GAMES WERE REALISTIC #24 // MALIFESTRO // 2009
Article on cracked.com.



PHOTOSHOP OF TYSON'S SPRITE IN WII BOXING



LITTLE MAC CUBEE // CHRISTOPHER BEAUMONT // 2007

Cubecraft schematic.

GALLERY // FAN MERCHANDISE

T-SHIRTS

Various shirt designs from across the internet.

YOU ARE THE
GLASS JOE
OF THIS BAR

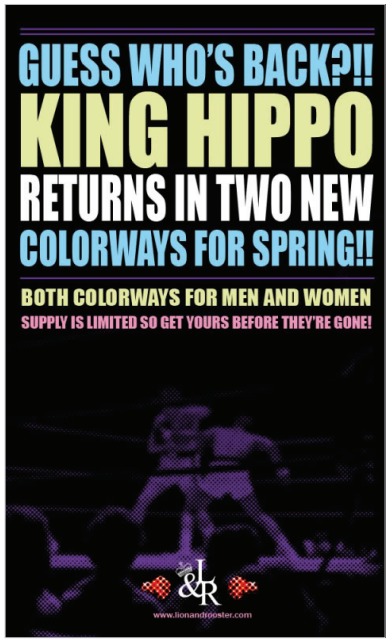
ZEE UPPERCUT!!

I WANNA EAT
YOUR CHILDREN

TKO
007 373 5963

NEW FOUND
GLORY!!!
DONT CALL IT
A COMEBACK

SAY HELLO
TO MY
LITTLE FRIEND



KING HIPPO // LION & ROOSTER // 2007

KIMBO SLICE // TAPOUT // 2010

Kimbo is a mixed martial artist. Shirt features 'Player 1' on the left sleeve and 3:05 on the clock, which is the area code of Miami.

JENS PULVER // TAPOUT // 2010

Another mixed martial artist, Jens was the first Ultimate Fighting Championship (UFC) Lightweight Champion.

DGK
LIGHTS-OUT
Lenny Rivas
7.81 x 31.06

DGK
LIGHTS-OUT
Marcus McBride
7.75 x 31.06

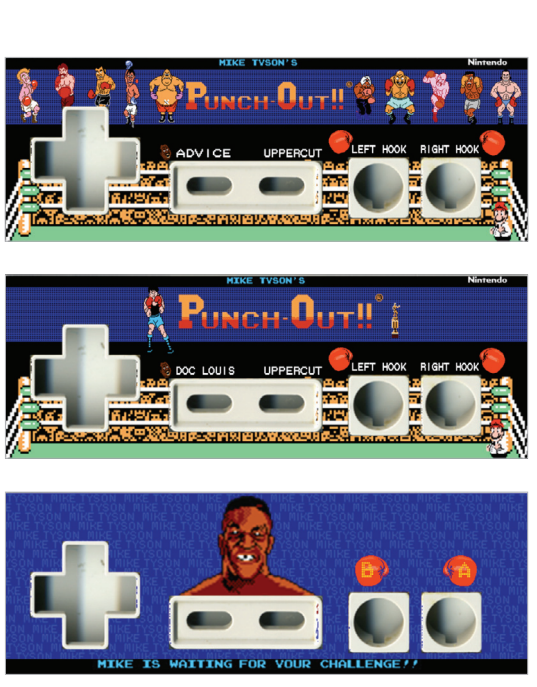
DGK
LIGHTS-OUT
Jack Curtin
8.06 x 32.00

DGK
LIGHTS-OUT
Wade Desarmo
7.63 x 31.06

DGK
LIGHTS-OUT
Stevie Williams
7.56 x 31.06

LIGHTS OUT // DGK // 2009

Series of skateboards decks.

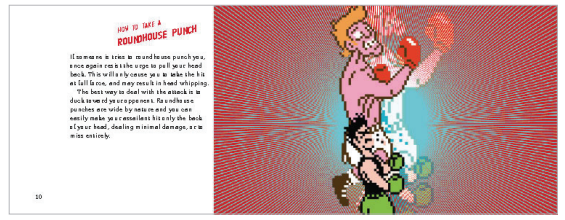


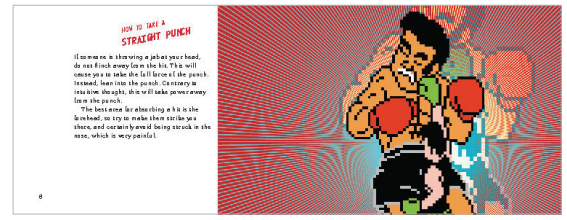
MIKE TYSON'S PUNCH-OUT!! NES CONTROLLER STICKERS // DANIMAL COLLECTIVE // 2009

MIKE TYSON PUNCH OUT!! 9 PIECE MAGNET SUPER SET // ETSY.COM // UNKNOWN

EXTERNAL HARD DRIVE // 8BITMEMORY // 2010

Re-purposed cartridge including a classic game sleeve to protect the hard drive.





HOW TO TAKE A PUNCH!! // TRISTAN BOWERSOX // 2011

The *Worst Case Scenario Survival Handbook* is a collection of short essays on how to deal with extreme situations.

PUNCHED OUT!! // CHAD MANZO // 2011

Garbage Pail Kid sticker and NES cartridge promoting the t-shirt by *8-bit ZOMBIE*.

MIKE TYSON PUNCH-OUT!! NINTENDO DESK CLOCK // PATRICK STANLEY // 2011

HAND KNITTED SCARF // TANYA VALDEZ // 2008

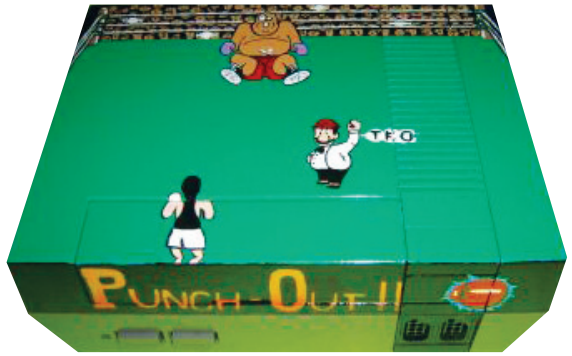
PUNCHOUT UNIVERSITY // ??? // 2008

MIKE TYSON'S PUNCH-OUT SHOES // THEDISH // 2008

HAND KNITTED SCARF // TANYA VALDEZ // 2010

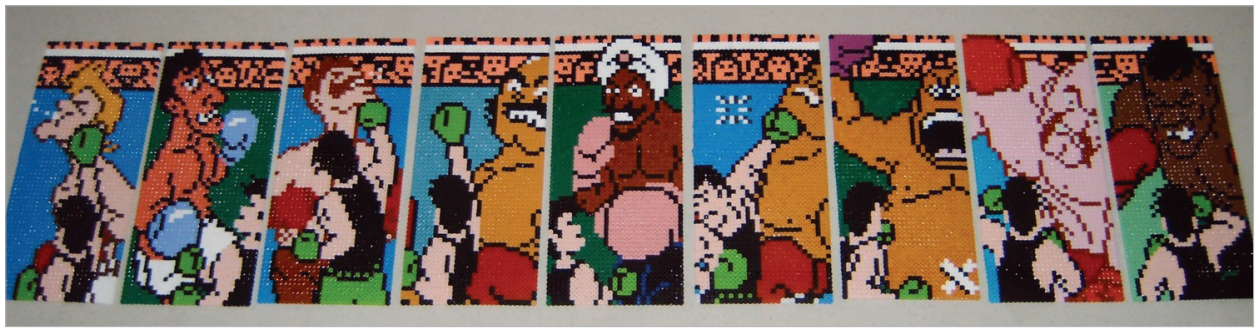
PISTON HONDA BASS GUITAR // TERRAPIN GUITARS // 2009

UNKNOWN



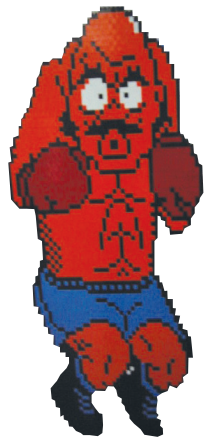
HAND PAINTED NES // HELLOKITTY11111111111 // 2009

Auctioned off on *eBay*.



PERLER BEADS // PIXELART37

Perler Beads are plastic fusible beads that can be placed on a solid plastic-backed peg array to form designs and melted together with a clothes iron.



BRICK BALD BULL // ??? // 2008

Denver *Funde Razor* door prize made from Lego.

KING HIPPO PAPER CHILD // SALADBOWL // 2010

WHEATPASTE GRAFFITI

DOC LOUIS XD // SPACE PIRATE RIDLEY // 2008

DOC LOUIS // GAMEBOYONE // 2008

MIKE TYSON'S PUNCHOUT 2 // ALTRDBST // 2009

New York graffiti.

KING HIPPO // RIETONE // 2009

GALLERY // FAN FIGURINES

KING HIPPO DUNNY // RON LU // 2008

A curved bunny action figure made of vinyl, *DUNNY* is a blank canvas designed to be repainted and reinterpreted by artists from many different backgrounds.

PUNCH OUT !! // TINN-MAN // 2009

Custom Lego.

LITTLE MAC // FILIP FELBERG // 2009

Custom Lego minifigure.

RETURN OF THE KING... HIPPO!! // P.NUT // 2010

"The Fiercest and Fattest member of team Tyson."

KING HIPPO MUNNY // COCONUT CRUSH // 2010

A Munny doll is a blank figure the owner can decorate using pens, pencils, markers, paint, and other supplies. A Munny doll is made out of vinyl and has movable joints.

THE GREAT TIGER // JOE MCVEY // 2010

Custom figure made from ML Kraven, *SOTA* Ken and Aves apoxie.

PUNCH OUT! LITTLE MAC // COLLECTABLE KID TOY DESIGN & CUSTOM FIGURES // 2010

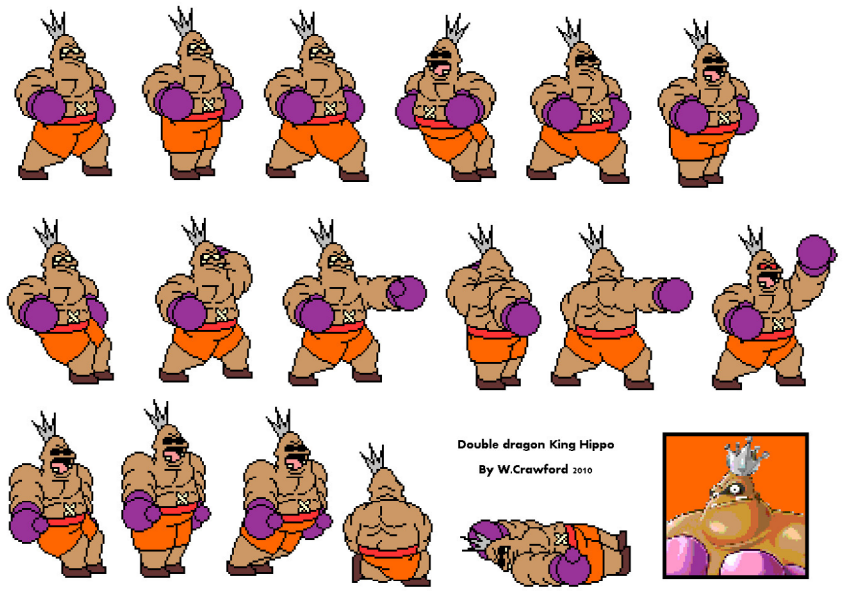
LITTLE MAC MINI-MUNNY // MACK VANDAM // 2010

KING HIPPO FIGURE // DONALD KENNEDY // 2007

CC24: MIKE TYSON'S PUNCH-OUT!! // RICK DRIES // 2009

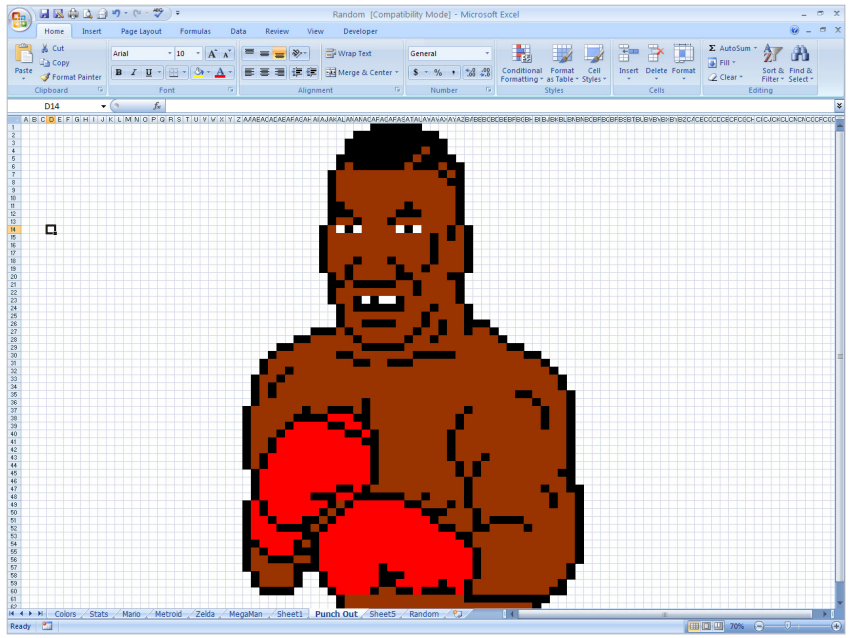
Created for Fwoosh's 8th annual *CustomCon*, a presentation of new custom toy creations by customizers around the globe.

GALLERY // FAN DIGITAL CREATIONS



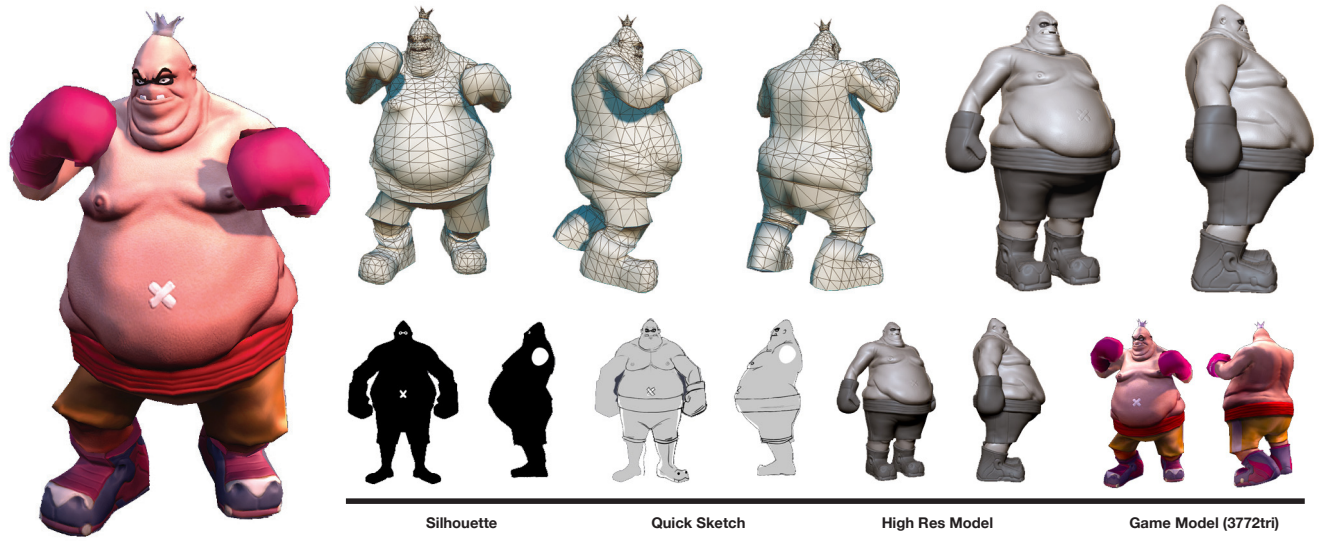
KING HIPPO SPRITE SHEET // WILLIAM CRAWFORD // 2010

Double Dragon sprites.



MIKE TYSON EXCEL // RANDOMBLOG // 2009

PUNCH OUT BUDDYPOKE // BEN JAMMIN // 2010



KING HIPPO FROM PUNCH OUT // ED GENERAL

KING HIPPO // GOHANSEPHIROTH // 2010

3D *Dot Game Heroes* character.

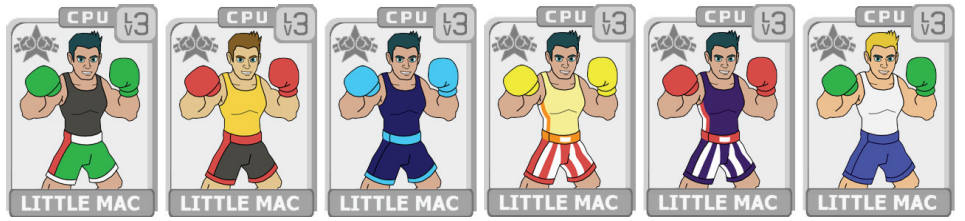
LITTLE MAC ON DOUBLE DRAGON // WILLIAM CRAWFORD // 2010

WARIO BRAWL // CATGOWOOF // 2007

Doc Louis texture for *Super Smash Bros.*.

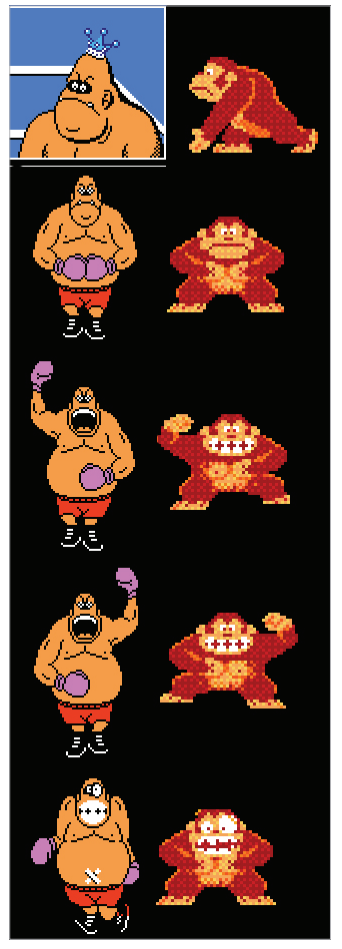
LITTLE MAC // OVAGUYVER // 2009

Street Fighter IV skin. The longer pants were necessary because the Ryu model doesn't have knees!



LITTLE MAC // KOOPAUL // 2008

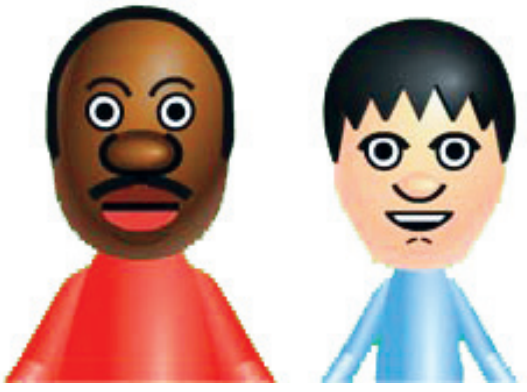
Super Smash Bros. design based off the Wii design.



NINTENDO GAME SIMILARITIES! // GONINTENDO

CUSTOM SCRIBBLENAUTS

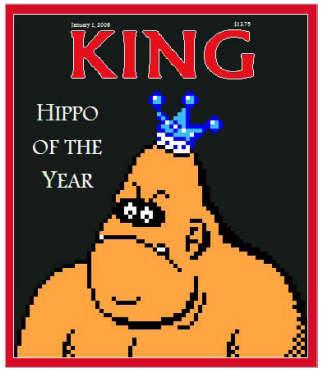
A puzzle action game for the Nintendo DS.

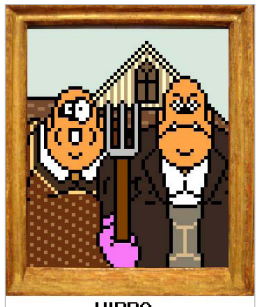


PUNCHOUT!! MIIS // MACZKOPETI // 2010

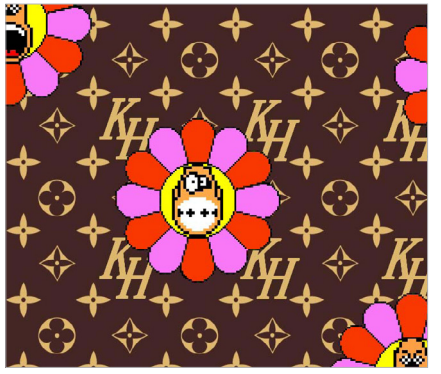
GALLERY // THE MANY FACES OF KING HIPPO

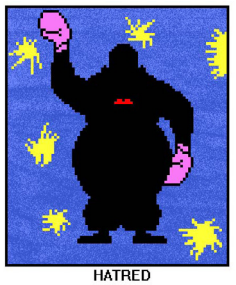
THE MANY FACES OF KING HIPPO // JERRY_HEAVEN // 2000



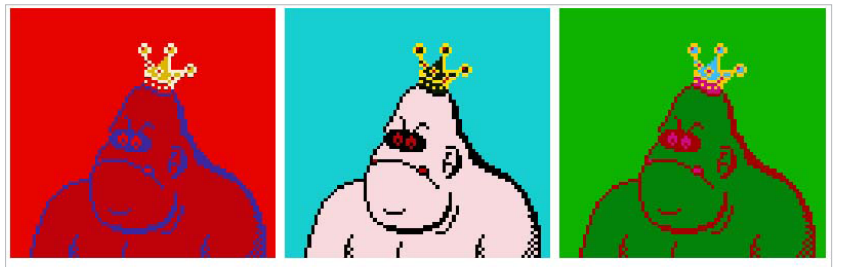


HIPPO
SWEET
HIPPO



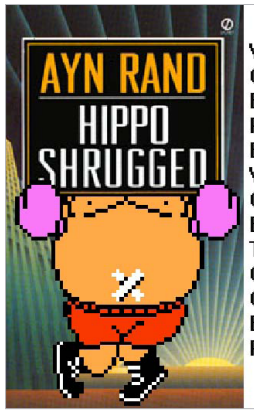


HATRED
RANCOR
AND THE SPIRT OF VENGANCE
ARE USELESS BAGGAGE TO THE ARTIST

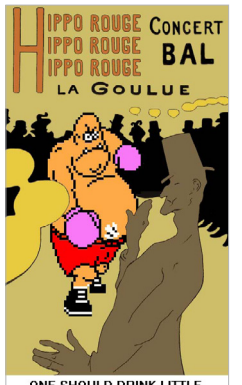


AN ARTIST IS SOMEONE WHO PRODUCES THINGS THAT PEOPLE DON'T NEED TO HAVE BUT THAT HE FOR SOME REASON THINKS IT WOULD BE A GOOD IDEA TO GIVE THEM

WHADDYA GUYS WANT TO DO
DO YOU WANT TO GO UP
ON THE ROOF AND BREAKDANCE

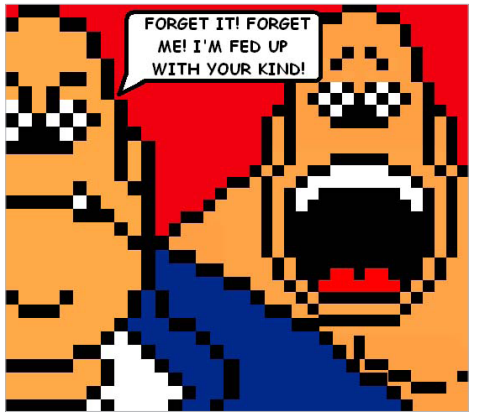


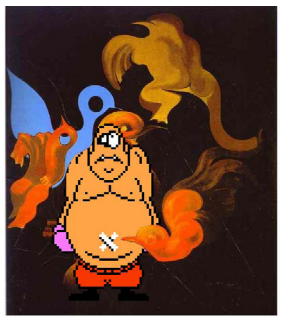
WE
CAN
EVADE
REALITY
BUT
WE
CANNOT
EVADE
THE
CONSEQUENCES
OF
EVADING
REALITY



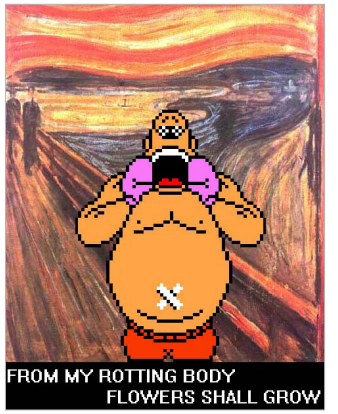
ONE SHOULD DRINK LITTLE
BUT OFTEN

I PAINT SELF-PORTRAITS
BECAUSE I AM SO OFTEN ALONE
BECAUSE I AM THE PERSON I KNOW BEST

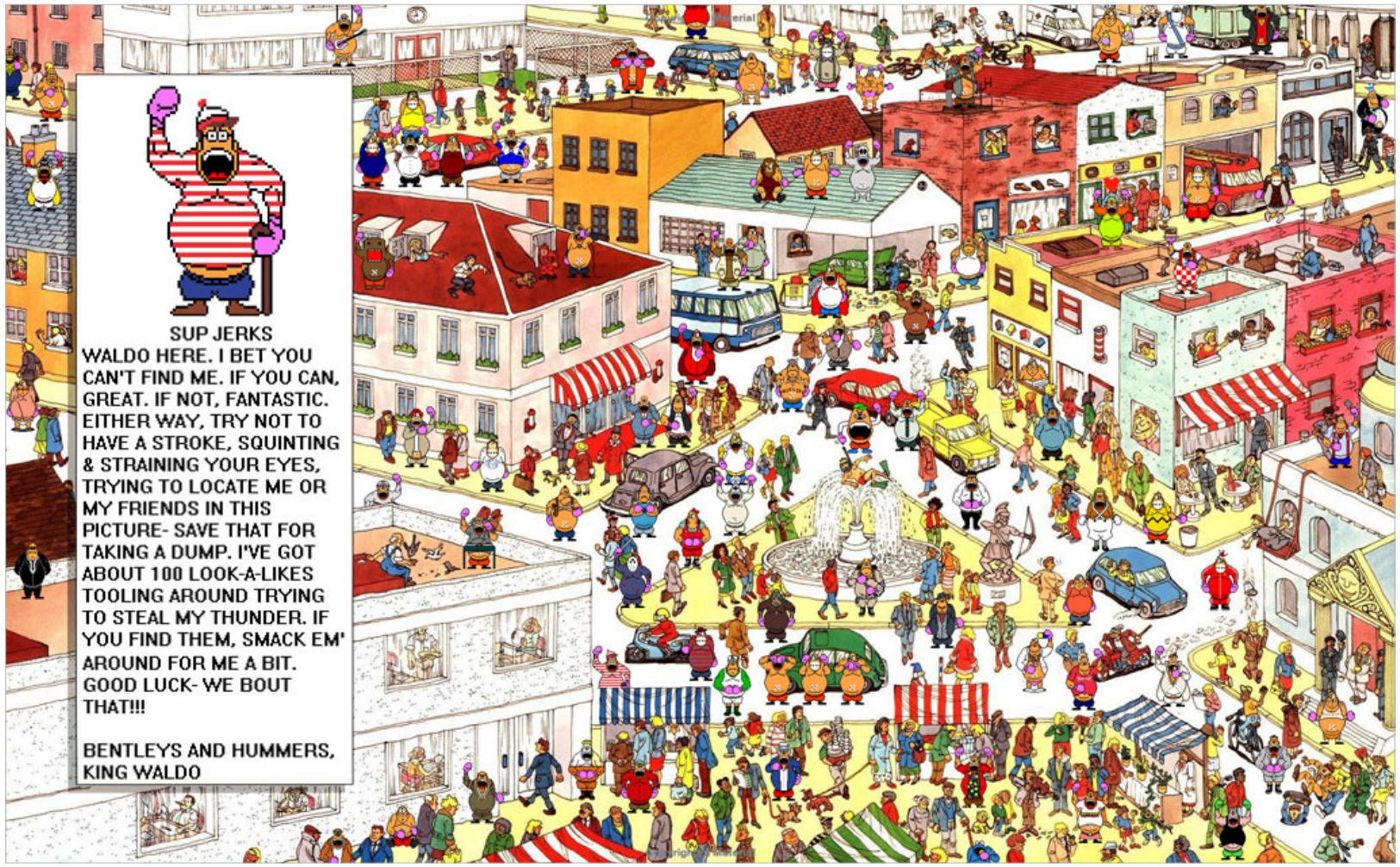




PAINTING IS NOT FOR ME EITHER DECORATIVE AMUSEMENT
OR THE PLASTIC INVENTION OF FELT REALITY
IT MUST BE EVERY TIME:
INVENTION DISCOVERY REVELATION

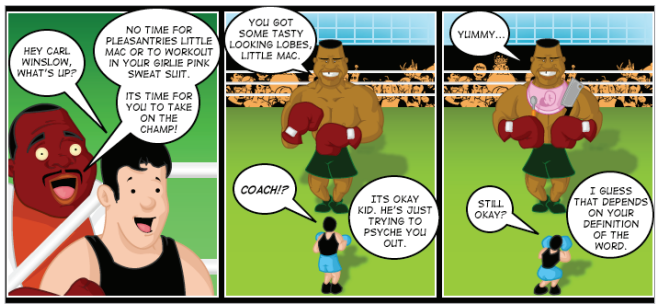


GALLERY // THE MANY FACES OF KING HIPPO (CONT'D)



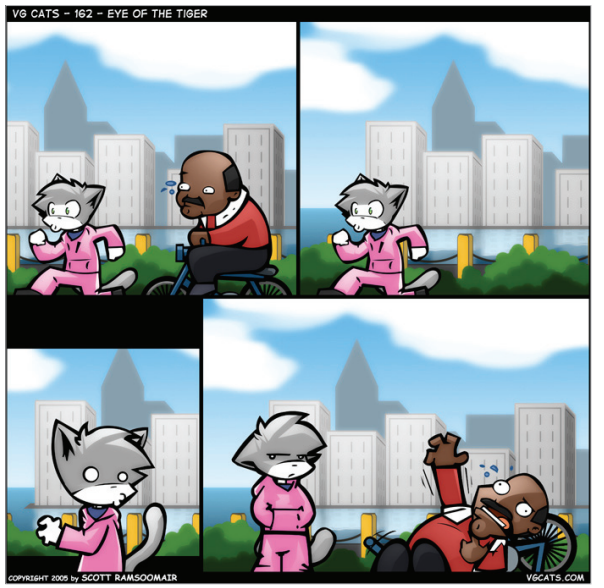
PUNCH BOUT // NICHOLAS GUREWITCH // 2006

Perry Bible Fellowship comic.

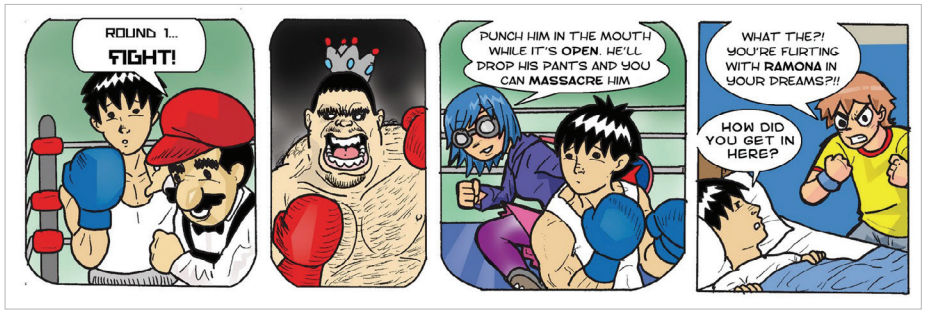


LITTLE MAC, MCDLT, QTR. POUNDER WITH SOME CHEESE // STEVE NAPIERSKI // 2006

Dueling Analogs web comic.



VG CATS: EYE OF THE TIGER // SCOTT RAMSOOMAIR // 2005

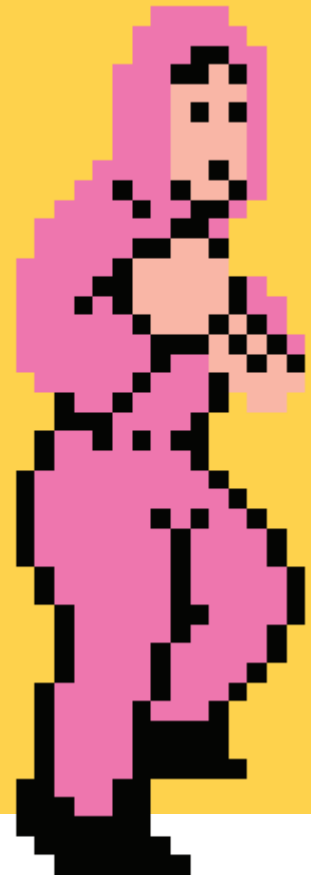


SCOTT PILGRIM TRIBUTE // LIFE IN PROGRESS // 2010

SCOTT PILGRIM V. KING HIPPO // JOSH LESNICK // 2008

Guest comic for *Scott Pilgrim* book #3.

PUNCH OUT COMIC PREVIEW // HANZTHEBOX // 2008



07
MISCELLANEOUS

MISCELLANEOUS // DIFFERENCES

ONE GAME, FOUR VERSIONS

Shown here are the visual differences between the four main versions of the game.

PUNCH-OUT!! (SPECIAL)

The Famicom gold cartridge predates the inclusion of Mike Tyson as the final opponent, has different colors, no ending and no credits. The packaging, manual and cartridge are unique.

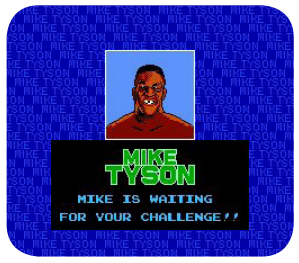
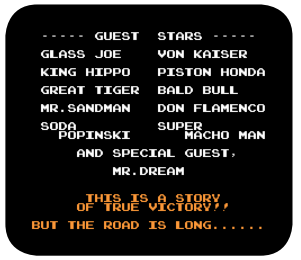
MIKE TYSON'S PUNCH-OUT!!

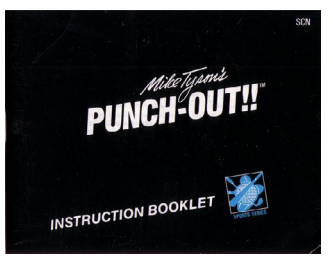
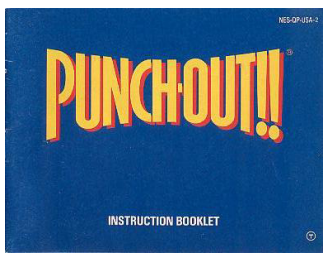
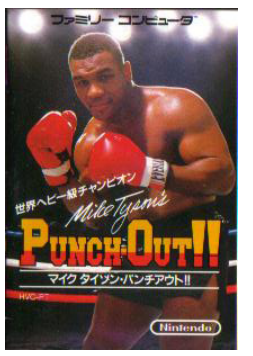
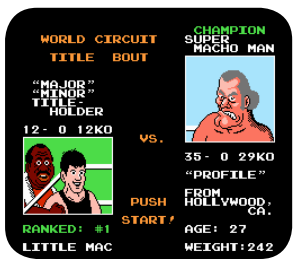
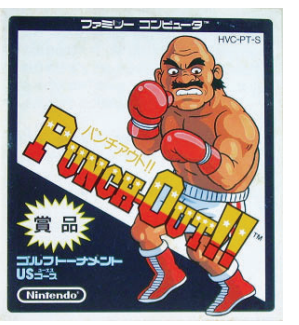
Both versions of the *MTPO* game are visually identical, however the packaging, manual and cartridge are vastly different.

PUNCH-OUT!!

The re-branded *PO* removed Tyson's opening and name from the title screen. It also replaced Tyson with Mr. Dream on the cast screen, packaging, manual and as the final opponent.

It's interesting to note a minor sprite difference when Super Macho Man performs an uppercut, referred to as the *Wisp in Action*. In the credits the first initial of the secretary was corrected from 'U. Kuriyawa' to 'V. Kuriyawa'.

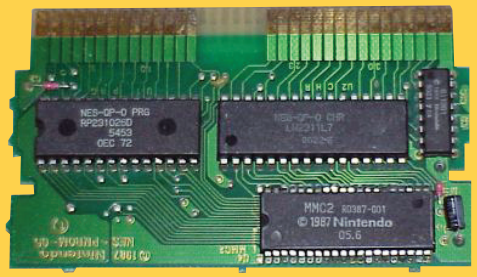
	GAME	CHIP	OPENING	TITLE	CAST
NES	*MTPO*	MMC2			
	PO	MMC2	N/A		
FAMICOM	*MTPO*	MMC4			
	PO (Special)		N/A		

DEMO	FINAL OPPONENT	SUPER MACHO MAN	CLOSING	CREDITS	MANUAL
					
					
					
			N/A	N/A	

ROM

Read-Only Memory (ROM), is the data from a chip on the game cartridge. In the strictest sense, ROM refers to Mask ROM, which is fabricated with the data and can never be modified. Newer technologies such as Erasable Programmable Read-Only Memory (EPROM) and Electrically Erasable Programmable Read-Only Memory (EEPROM or Flash ROM) are also referred to as ROMs, but are actually a misnomer because they can be modified. ROM chips in gaming have gradually been replaced by optical media (e.g. CD-ROM, DVD-ROM) and flash memory.

Both the *MTPO* and *PO* ROM files have the same size of 262,160 bytes. This space is divided into header, character and program data.



MISCELLANEOUS

PROGRAM (PRG) DATA

All NES ROMs must contain at least one bank of program data, which contains the executable code. Each bank is exactly 16kB (16,384 bytes). *MTPO* contains 8 banks of PRG data for a total of 131,072 bytes. All music is stored in banks 5, 7 and 8.

PRG BANK	STARTING OFFSET	ENDING OFFSET
1	00011	04010
2	04011	08010
3	08011	0C010
4	0C011	10010
5	10011	14010
6	14011	18010
7	18011	1C010
8	1C011	20010

CHECKING INTEGRATED CIRCUIT (CIC) LOCKOUT CHIP

Manufactured by Sharp for the NES to address Famicom issues with piracy, unauthorized software, and region locking. The lockout chip contains a 4-bit microprocessor with its own internal ROM (called 10NES) and RAM. Only Nintendo licensees could purchase the lockout chips, which had to be fitted inside every cartridge. This chip functioned as a 'key' while an identical chip in the console functioned as the 'lock'. When the NES is turned on both chips communicate and if they do not match the console repeatedly resets.

MEMORY MANAGEMENT CONTROLLER (MMC)

Also referred to as Multi-Memory Controllers, these special chips extended the original capabilities of the NES. With the advent of NES emulators, the code written to emulate these chips became known as a mapper.

The MMC2 was only used in *MTPO* and *PO* and allowed more graphics to be displayed on screen; thanks to two 4kB automatic switching banks of ROM. The mapper chip is labeled as either MMC2 or RD387-001, but both are identical. The MMC4 was used in the Japanese version of *MTPO* and is very similar to the MMC2, however has a slightly different banking setup.

CIRCUIT BOARD

Only two PxROM boards were created to use the MMC2 mapper. Unlike normal boards the PEEOROM can be configured via jumper settings to support EPROM memory.

CHARACTER (CHR) DATA

Contains all graphical data, such as sprites (i.e. each unique animation). Each CHR bank can contain up to 512 8x8 pixel sprites (referred to as tiles) and are exactly 8,192 bytes. *MTPO* contains 16 banks of CHR data for a total of 131,072 bytes.

HEADER

Every NES ROM has a 16 byte header that specifies the mapper, mirroring and sizes of the PRG and CHR data blocks.

BYTE	*MTPO*	*PO*	DESCRIPTION
1	4E	4E	Must contain the character 'N'
2	45	45	Must contain the character 'E'
3	53	53	Must contain the character 'S'
4	1A	1A	Must contain a character break
5	08	08	Hexadecimal for 8 indicating the number of PRG data banks
6	10	10	Hexadecimal for 16 indicating the number of CHR data banks
7	90	99	The first digit indicates the MMC2 mapper while the second digit indicates either horizontal or vertical mirroring
8	00	00	Extended *iNES* header format. Not used.
9-13	00	00	Unused
14	4D	00	Unused
15	4A	00	Unused
16	52	00	Unused

COMPONENTS

NAME	SIZE (BYTES)	BYTE POSITION	OFFSET
Header	16	1-16	00000-00010
PRG data	131,072	17-131,088	00011-20010
CHR data	131,072	131,089-262,160	20011-40010

CARTRIDGES

	CIRCUIT BOARD	PRG	CHR	MMC	CIC
MTPO (PAL)	PNROM-03	PAL-PT-1	NES-PT-O	MMC2	3195A
PO (PAL)	PNROM-05	PAL-QP-O	NES-QP-O	MMC2	3195A
MTPO (NTSC)	PEEOROM-01	NES-PT-O	NES-PT-O	RD387-001	6113
PO (NTSC)	PNROM-05	NES-QP-O	NES-QP-O	MMC2 RD387-001	6113B1
MTPO (JPN)				MMC4	N/A
PO (JPN)	PEEOROM-01	HVC-PT-S-0	NES-PT-O	RD387-001	N/A

Random access memory (RAM) stores the temporary game data, which is lost when power is turned off. By definition most types of ROM and flash memory are also RAM. The NES contains 2kB of onboard RAM comprising of 2,048 addresses. Those addresses are divided up into 8 blocks, or pages, which are then each divided into 16 rows of 16 values. Blocks and rows usually contain similar information.

Certain game cartridges contain an additional 16,360 bytes of Expansion Area address space, often containing 8kB of SRAM. The system supports up to 32kB of program ROM at a time, with larger games supported by the process of bank switching (swapping memory in and out).

RAM

PAGE ZERO (0000-00FF)

ADDRESS	DESCRIPTION	COMMENTS
0000	Fight Status	1 = Fight started 0 = Between rounds
0001	Opponent ID	00 - Glass Joe 01 - Von Kaiser 02 - Piston Honda 03 - Don Flamenco 04 - King Hippo 05 - Great Tiger 06 - Bald Bull 07 - Piston Honda 2 08 - Soda Popinski 09 - Bald Bull 2 10 - Don Flamenco 2 11 - Mr. Sandman 12 - Super Macho Man 13 - Mike Tyson
0002	Opponent Type ID	0 = Glass Joe 1 = King Hippo 2 = Von Kaiser 3 = Bald Bull etc.
0003	Additional Opponent ID	Affects behavior (title bout, special moves, sprites, special KO's)
0004	Fight Status	FF = In fight 01 = Between rounds or a cut scene
0005	Opponent Knockdown Status	0 = Not knocked down 1 = Knocked down
0006	Current Round	Changing does affect the opponent, but only for the opening round sequence
0008	Mac Ranking	1 = Mac always ranks #2
0009	CPU Ranking	9 = CPU always ranks #1
000A	Mac Losses	Number of losses
000B	Always 0	
000C	Always 0	
0010	95 or B5	Unknown
0011	Mac X Position	Not actual position, just Mac's appearance on screen
0012	Always 0	Relates to the drawing of the screen
0013	Screen Redraw Offset	
0014	Set # Fans, Mario, Menus	
0015	Mac X Position	Redundant to 0011
0016	Initial Mac Draw Status	1 = Draw Mac 0 = Don't draw Mac
0017	Initial Opponent Draw Status	Similar to 0016
0018	RNG	Updates once per frame
0019	Button ID	Currently pressed button
001A	Unknown	Always 0 or 1
001B	Initial Screen Draw	Relates to menus, Mario etc. when fight begins
001C	Initial Fight Sequence #1	0 = In fight 1 = Not in fight
001D	Initial Fight Sequence #2	Similar to 001C
001E	Unknown	0-255 counter
001F	Timer	Time of situations when user input is not used
0020	Objects	Affects on screen objects
0022	Mac Position	Mac's on-screen position
0030	Fighting Pattern #1	Sets the fighting pattern for opponent at beginning of fight
0031	Fighting Pattern #2	Similar to 0030. Freezing to 14 causes an opponent to be passive.
0032	Fighting Pattern #3	Similar to 0031
0033	Fighting Pattern #4	Similar to 0030, 0031 and 0032
0038	Fighting Pattern #5	
0039	Timer	Timer for opponent fighting patterns, next action will happen at 0 (very useful for TAS)
003A	Opponent Action ID	ID for what action opponent will do next (when 0039 is 0)
003B	Opponent Actions	Global variable for a set of opponent actions (e.g. 150 for Glass Joe's back up)
004C	Kaiser Weakness Flag	Kaiser's weakness to star uppercuts (he always gets knocked down). Forcing this to 0 removes his weakness.
008F	Mac TKO Flag	0 = No TKO possible
00CB	Soda Weakness Flag	Soda's weakness to a star uppercut knockdown after receiving a body blow
00D0	Button ID	Controller 1 (redundant to 06A0)
00D1	Button ID	Controller 2 (redundant to 06A1)
00D2	Poll Arrow Keys	
00D3	Arrow Buttons	If pressed
00D4	Polls A	
00D5	A Button	If pressed
00D6	Polls B	
00D7	B Button	If pressed
00D8	Polls Start	
00D9	Start Button	If pressed
00DA	Polls Select	
00DB	Select Button	If pressed
00DC	Poll Controller 2 Arrows	
00DD	Controller 2 A Button	If pressed
00DE	Controller 2 A or B Poll	
00DF	Controller 2 A or B Button	If pressed

MISCELLANEOUS // RAM (CONT'D) // HEARTS

PAGE ONE (0100-01FF)

ADDRESS	DESCRIPTION	COMMENTS
0110	Passkey Digit #1	0-9
0111	Passkey Digit #2	0-9
0112	Passkey Digit #3	0-9
0113	Passkey Digit #4	0-9
0114	Passkey Digit #5	0-9
0115	Passkey Digit #6	0-9
0116	Passkey Digit #7	0-9
0117	Passkey Digit #8	0-9
0118	Passkey Digit #9	0-9
0119	Passkey Digit #10	0-9

PAGE TWO (0200-02FF)

Sprite data

PAGE THREE (0300-03FF)

ADDRESS	DESCRIPTION	COMMENTS
0323	Hearts	0-9 first digit
0324	Hearts	0-9 second digit
0300	Initial Clock Status	0 = Clock inactive (between fights) 1 = Active (in fight)
0301	Clock Stop Status	1 = Triggers the clock to stop 0 = Re-initializes the clock to 0 Note: The *Clock Stop Glitch* causes this to fail to re-initialize to 0
0302	Clock Minutes	Freeze at 0 to stop timer
0304	Clock Tenths	Freeze at 0 to stop timer
0305	Clock Seconds	Freeze at 0 to stop timer
0306	Partial Second #1	Freeze at 0 to stop timer
0307	Partial Second #2	Freeze at 0 to stop timer
0308	Round Status	4 = Beginning of round 1 onwards 5 = Beginning of round 2 onwards
030C	Next Minute	Freeze at 0 to stop timer
030D	Next Tenth	Freeze at 0 to stop timer
030E	Next Second	Freeze at 0 to stop timer
0342	Stars	1-3
0391	Stamina	0-60
0392	Stamina	0-60
0398	Knockdown	If 0 activates one punch knockdown (opponent health)
0399	Knockdown	If 0 activates one punch knockdown
039A	Knockdown	If 0 activates one punch knockdown
03CA	CPU TKO Status	0 = No TKO possible 2 = TKO after next knockdown
03D1	CPU TKO Status	0 = No TKO possible 2 = TKO after next knockdown
03E8	Points Millions Digit	0-9
03E9	Points Hundred Thousand Digit	0-9
03EA	Points Thousands Digit	0-9
03EB	Points Hundreds Digit	0-9
03EC	Points Tens Digit	0-9
03ED	Points Singles Digit	0-9

A plus sign against *Round 2* starting hearts indicates Mac can have more hearts if accumulated in the first round.

"Recovery Hearts" refers to Mac returning from his tired (i.e. pink) state. The figure in brackets is the number of hearts if Mac is hit at least once in this state.

"Knockdown Hearts" refers to the count Mac rises on after respective knockdowns.

HEARTS EXPLAINED

Hearts are independent of stamina and damage dealt, with starting hearts correlating to the number of blocks required. In general, Mac returns with less hearts after each subsequent knockdown and the number of recovery hearts decreases after each round.

Only King Hippo and Great Tiger have fixed values for Mac's recovery hearts. Great Tiger is the only opponent where it does not matter what count Mac gets up on — but beware as Mac will be KO'ed if knocked down twice in a round!

For the *World Circuit* the worst count for Mac to get up on is 8, which always results in the fewest hearts. In general, data was not sampled for *Round 3* or after a 3rd knockdown. Tyson's recovery hearts for the third round are 6 (3).

HEART TABLE

OPPONENT	STARTING HEARTS (R1)	STARTING HEARTS (R2)	RECOVERY HEARTS (R1)	RECOVERY HEARTS (R2)	KNOCKDOWN HEARTS
Glass Joe	20	20	15 (9)		6 (odd), 9 (even)
Von Kaiser	20	20	20 (15)	15 (10)	6 (odd), 9 (even)
Piston Honda 1	50	20+	20 (10)		6 (odd), 3 (even)
Don Flamenco 1	10	7+	7 (3)	5 (2)	6 (1-6, 1st), 3 (1-6, 2nd), 9 (7-9)
King Hippo	9	9	9		6 (1-6, 1st), 1 (1-6, 2nd), 9 (7-9, 1st), 6 (7-9, 2nd), 9 (3rd)
Great Tiger	77	77	11	33	1
Bald Bull 1	15	12+ (Max 15)	10 (7)		9 (1st), 1 (2nd)
Piston Honda 2	20	15+	8 (6)		1 (8), 9 (not 8)
Soda Popinski	8	6+ (Max 8)	7 (5)	5 (3)	6 (1-7), 1 (8), 9 (9)
Bald Bull 2	15	12+ (Max 15)	10 (7)		1 (8, 1st), 9 (not 8, 1st), 1 (1-8, 2nd), 6 (9, 2nd)
Don Flamenco 2	15	10+ (Max 15)	10 (5)	8 (3)	9 (odd, 1st), 6 (2/4/6, 1st), 3 (8, 1st), 6 (1-7, 2nd), 1 (8, 2nd), 9 (9, 2nd)
Mr. Sandman	40	15+ (Max 40)	10 (7)	10 (6)	1 (8, 1st), 9 (not 8, 1st), 1 (7, 2nd), 9 (not 7, 2nd)
Super Macho Man	15	10+ (Max 15)	10 (7)		1 (8), 9 (not 8, 1st), 6 (not 8, 2nd)
Mike Tyson	15	8+ (Max 15)	8 (4)		6 (1-7, 1st), 3 (1-7, 2nd), 1 (8), 9 (9)

REDTOM'S PUNCH-OUT!! PAGE

http://tomspunchout.tk

A dedicated *Punch-Out!!* website created by RedTom from 2000 to 2003 and later preserved by Master Phred. RedTom discovered the strategy to TKO Mr. Dream and Mr. Sandman in Round 1. RedTom records have not been verified.

TWIN GALAXIES (TG)

http://www.twingalaxies.com

An American organization that tracks verified video game world records and is considered the official supplier to *Guinness World Records*. It operates a website and publishes the *Twin Galaxies' Official Video Game & Pinball Book of World Records*.

SPEED DEMOS ARCHIVE (SDA)

http://speeddemosarchive.com

A site dedicated to verified speedruns, it was founded in April 1998 by Nolan 'Radix' Pflug as a *Quake* demo playthrough website before expanding to include all games. Considered the world's top speed run competition site, it contains high quality recordings of over 700 games.

Unlike *Twin Galaxies*, *SDA* records are verified by several judges who combine their expertise on accepting submissions.

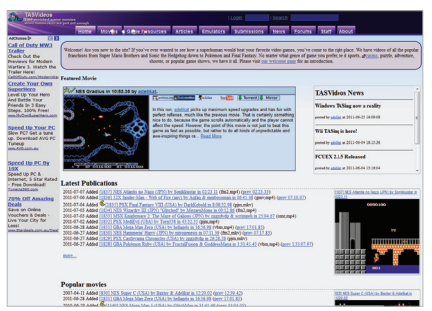
TASVIDEOS

http://tasvideos.org

A Tool Assisted Speedrun (TAS) are a set of instructions (often called a movie) replayed by an emulator to play a game. Writing the instructions requires a lot of patience and a deep knowledge of the game.

Frame by frame mastery gives advantages unavailable to regular players such as luck manipulation, perfect reflexes and heavy use of difficult glitches. It compensates for human limitations in skill and reflexes, pushing games to their theoretical limits.

For *MTPO*, the Random Number Generator (RNG) values are manipulated by a series of quick and unnoticeable button presses during the fight!

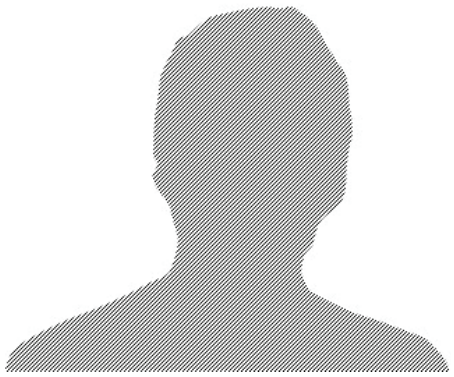


GAMEFAQS

http://www.gamefaqs.com

A website that hosts FAQs and walkthroughs for video games. The site has a database of video game information, cheat codes, reviews, game saves, and screenshots, almost all of which are submitted by volunteer contributors.

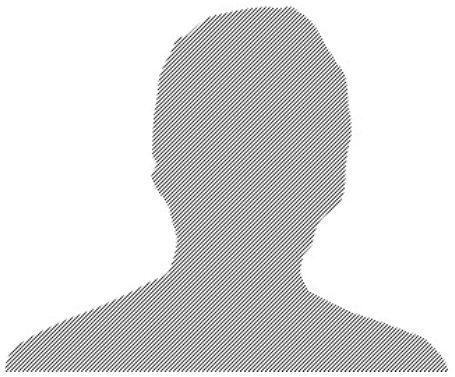
GameFAQs hosts an active message board community, which has a separate discussion board for each game in the site's database, along with a variety of other boards.



ANDRÉS DELIKAT

adelikat | andres.delikat@gmail.com

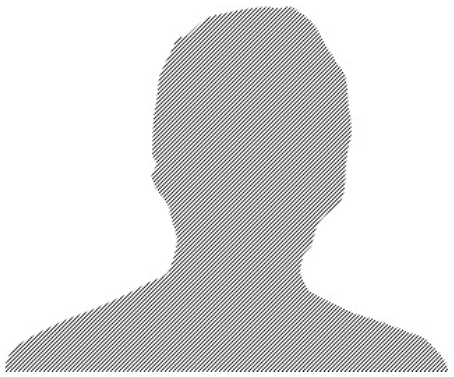
A Tool-Assisted Speedrunner (TAS) and administrator of the *TASVideos* website, he has been a member since 2005 and has created speedruns for over 50 games. Started 'TASing' due to *MTPO*.



ANIL CHIRAYATH

sinister1 | sinister2424 | anilchirayath@yahoo.com

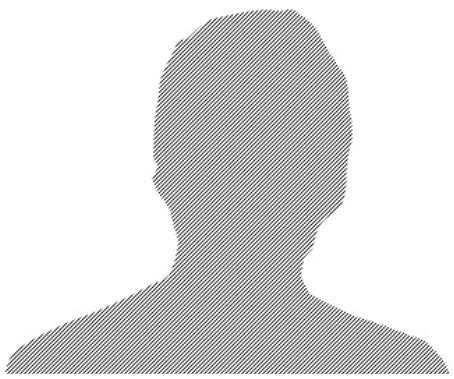
Holder of the fastest times on the *SDA* website, which requires the game be played on the original console and not an emulator. Owner of the *YouTube* channel: http://www.youtube.com/user/lukemiller



BRIAN SULPHER

bsulpher | briansulpher@hotmail.com

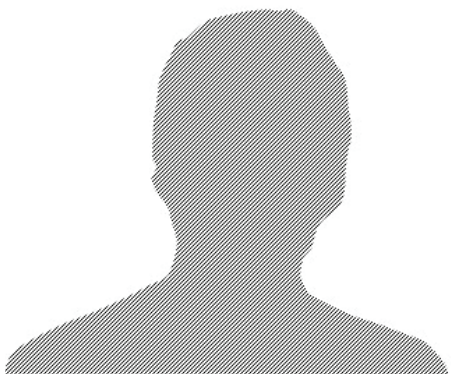
First to discover how to KO Tyson and prolific author of NES guides on *GameFAQs*.



DANIEL TEIXEIRA

DTysonator | dancartex@hotmail.com

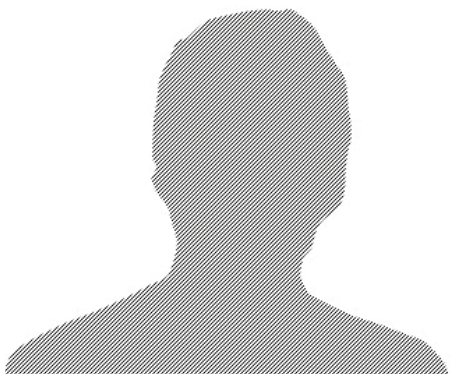
Strategy contributor and record holder. First person to TKO Mike Tyson in round 1 (NTSC) and to TKO him using the *Black-Out* Game Genie code. Discovered the 15 second Don Flamenco KO and *Soda Crouch Glitch*.



JAMES (DANIEL) BROWNE

KingdomCarts | ziplock1977@yahoo.com

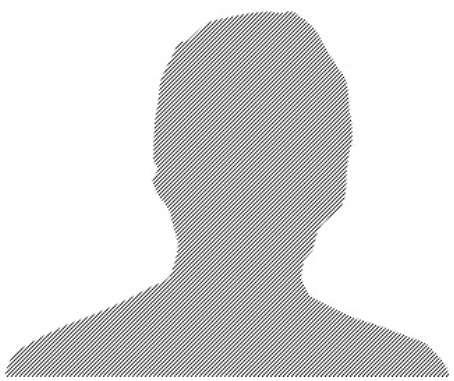
Owner of a *YouTube* channel featuring various NES videos, including a detailed but slightly incorrect *MTPO* walkthrough ideal for beginners and casual players.



MARTIN CHARLEBOIS

martin_charlebois@yahoo.ca

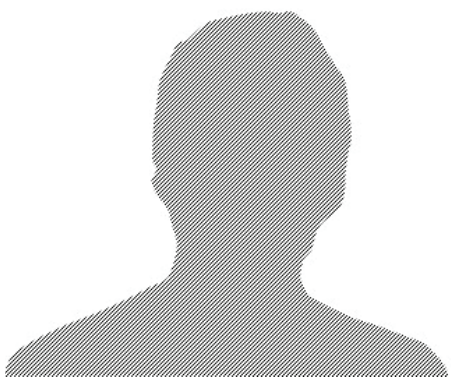
Discovered the 17 second knockdown against Bald Bull 1 and the 15 second Don Flamenco KO (independently of Daniel Teixeira).



MATT TURK

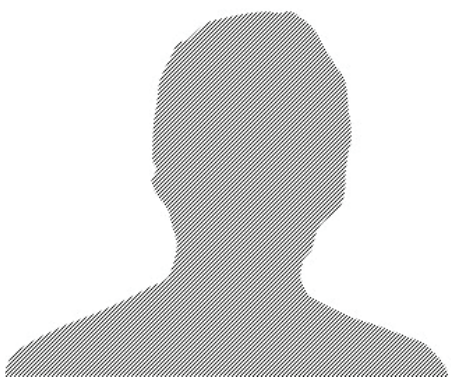
mrturk | mrt110680@aol.com

Most prolific record holder (official and unofficial), technique discoverer and strategy author. Renowned for his inspired discoveries and clever strategy names. Considered the best player and foremost expert on *MTPO*.



MKWIZARDMIKEGIRARD

Owner of a *YouTube* channel featuring video game records.



TOM ROTH

RedTom | tomspunchout@freenet.de

Credited with multiple strategies, PAL differences, and creator of the comprehensive fan website *RedTom's Punch-Out!! Page*. First person to TKO Sandman and Tyson (PAL) in the first round.

NICKNAME?

Sinister1 (S): From a forum name I chose for another non-videogame related site. I wanted something that was one word and sounded cool, so I literally typed *"cool words"* into *Google* and *"sinister"* was one of the results.

FIRST DEFEATED TYSON?

MrTurk (MT): I have two separate eras that I feel I have beaten Tyson in. The first era was circa Nov-Dec 1987, which was right after the game was released. For the first month I kept on renting it over and over again from the local Family Video. The second was around 14 years later after discovering RedTom's site.

S: I first beat Mike Tyson as a kid. I remember I used to get to play NES at this after school program when it was too rainy for us to play outside. All the other kids gathered round and watched in amazement as I beat Mike Tyson.

Adelikat (A): I actually started when the game came out, which was 1987. I had a friend who had the game and thought it was the coolest game ever so I started playing the crap out of it to the point where I was the first of anybody I knew to beat Tyson, which happened about 6 months later.

ANY DISCOVERIES?

MT: Along with RedTom (PAL only) I feel I have pioneered at least one original speed strategy for each character over the past 10 years. I have also discovered many glitches including the *Clock Stop Glitch*, which created quite a clamor when first discovered and led to a deeper understanding of the clock mechanics.

One major contribution I made would be proving that Glass Joe could be defeated in under 42 seconds flat on PAL (PO). For over 15 years no one had been able to crack that mystery. Another highlight was proving that Tyson could be beaten in under 2:20 by a human.

I also take pride in being one of the original speedrunners in this game along with RedTom, Daniel T, and Martin C. Collectively we formulated more than 30 unique strategies before the first TAS came out in 2004.

S: It is kind of hard to put a number on it, however the one I am most proud of is Piston Honda 1 strategy that would result in a low 42.xx time. Sadly I have only gotten it on emulator a few times.

ON BECOMING AN EXPERT?

MT: I really just wanted to beat Tyson once and then be done with the game, however I was intrigued by the strategies I was seeing on Tom's site. In January 2003 I was able to get Tyson R1 after only about 50 attempts. It was at this point when I started to feel like I might have some talent in this game since everyone said the R1 TKO was so difficult and at the time only about three people had done it. I was motivated by the *World Record Shrine* on RedTom's page, getting my first record (48.99 Honda 1), the *GameFAQs* community, and the competition and I have a personality type that is perfect for *MTPO*.

S: I got the idea to start running *MTPO* during a video game charity event called *Classic Games Done Quick in 2009*. I was watching Andrew Gardikis practising before his *MTPO* run and kept thinking to myself, I can do better than that. I also knew there was no speedrun of *MTPO* on *Speed Demos Archive*. So I decided to buy a cartridge and the rest is history.

A: About the time I figured out the Soda glitch I started writing down my times. That's kinda where the obsession started. Around 1990/91 something possessed me to try and play it without looking and so I spent years doing that as well. Around 1995/96 I quit playing until the birth of the internet led to finding *GameFAQs*. Matt Turk and Daniel T discussing strategies -- almost all of which blew away mine completely. Holy crap, people more obsessed than me! This got me back into it because I have to be the best.

FOUGHT THE MOST?

MT: Probably Bald Bull 1 (over 3,000 times) as I was trying for the TAS strategy, which took about 2,500 attempts! The second most is probably Don Flamenco 2 (2,500) then Mike Tyson (2,000).

S: Glass Joe, sadly. I had to fight him for each of my 800 or so single segment attempts. All told probably close to 2,000 attempts with Tyson the second most.

TOTAL TIME PLAYED?

MT: The bulk of my playing occurred from 2003-2007 when new strategies were coming out. I was in college at the time and played an hour a day on emulator to keep sharp, and around 3 hours on console during breaks and vacation. Nowadays 2 hours a week to keep sharp unless testing a new strategy or verifying claims such as the Sandman controversy.

S: At least 500 hours since 2010 as I did two segmented runs, individual fast times and a single segment speedrun. I have also had to practice playing blindfolded for charity events.

NES OR EMULATOR?

MT: Notwithstanding potential hardware issues, I would always choose console over emulator play for the feel and nostalgia factor. Emulators are great for practise and sharing strategies before *YouTube*, but the main drawback is they run slightly fast and don't quite emulate NTSC.

S: NES for sure, but emulators are extremely useful for practising some of the more intensive strategies and to learn information that would not otherwise be available to you during console play.

ANYTHING LEFT TO ACHIEVE?

MT: I may look to try and improve the 16:59 single segment run to something in the 16:30 range. For individual times I might try and improve the 1:23.97 time on Don 2 to sub 1:20. Also I have not done a lot in terms of points, but have been working on a few strategies lately. If I get to play a game alongside the real Mike Tyson I will retire for good, as it is really the last thing I would like to do.

Maybe in the future I might get involved in streaming or create my own *YouTube* page.

S: To beat a Matt Turk time (I once tied him on Mr. Sandman with a 2:20.00). I would like to improve pretty much all my personal best times in this game actually, I am nowhere near done with it.

OTHER PUNCH-OUT GAMES?

MT: The PAL and Famicom versions of *MTPO* and *PO* itself with a little bit of *Super Punch-Out!!* (SNES) when it came out but no longer own it. I actually do not even own a Wii. I choose to play *MTPO* almost exclusively, however I think every subsequent release contributes to the legacy of the original.

S: I played a lot of *Super Punch-Out!!* (SNES) as a kid and was pretty darn good. Unfortunately I never picked it back up as an adult. I also played the arcade version a few times as a young kid, but had trouble getting used to the controls and did not do very well.

FAVORITE HACK OR GAME GENIE CODE?

MT: I know that there are plenty of ROM hacks out there but I have never gotten around to actually playing one. As for the *Game Genie* the one I enjoy the most is TYOLU, which eliminates TKO rules for most fights and is the ultimate KO code. Another one is YATZEY, which is the *Black-Out!!* code and provides such a unique challenge.

S: I really like the *Black-Out!!* code that Daniel T invented. It makes the game really challenging. The ROM hacks by MasterPhred look really cool but I have not played them yet.

REAL-LIFE BOXING FAN?

MT: I am a HUGE real-life boxing fan. My favorite modern-day fighter is Manny Pacquiao. My favorite retired fighter is of course Mike Tyson. Boxing is probably my favorite sport along with baseball. I have one small piece of memorabilia purchased at auction: Tyson's shoes that he wore in the Tony Tubbs fight in Tokyo in 1988.

S: Not so much nowadays, but I enjoy boxing history and especially like the story of Muhammed Ali.

COPIES OWNED OR ANY MERCHANDISE?

MT: I own both *MTPO*, both *PO* and the Famicom (Japanese) version. I obtained the PAL versions from RedTom. The only version I am missing is the *PO* Gold version (Famicom). In addition to the games I also have a cardboard stand-up of Mike Tyson, a few of the Hasbro action figures as well as a T-shirt depicting the *MTPO* title screen.

S: *MTPO* and *PO*. I have *SPO* for SNES but no merchandise.

COMMUNITY CONTRIBUTIONS?

MT: Since 2003 I have been an active member of the *GameFAQs* message board. One of my biggest contributions would have been devising and sharing strategies on that forum. I was also a major contributor to Brian Sulpher's FAQ, which includes almost every strategy I used to get my current world records. Also before Brian's FAQ RedTom and I used to send emails back and forth of things we had discovered and I helped him update his site.

Lastly, but certainly not least, being involved as an editor/expert in this great book project. It was always a dream of mine to try to consolidate all of the great information that has been discovered for this game in one place. In many regards, this book has been about 15 years in the making.

I think besides being a good player I hope that my peers will remember me as someone who welcomed new members onto the board and never tried to ridicule or put anyone else down.

S: I developed some high score and speed strategies that were still undiscovered after all these years. I was one of the people that helped bring this game to the masses since I published videos of gameplay and streamed live. I have played this game in three video game charity events and helped raise money for various charity organizations.

TOP 3 GAMES THAT AREN'T MTPO?

MT: For the NES I would say *Super Mario Bros. 3* (the pinnacle), *The Legend of Zelda* (exploration and adventure) and *Mega Man 2* (greatest sequel).

Outside of NES I would pick *Goldeneye 007* (redefined the FPS), *Pac-Man* (addictive) and *Super Metroid* (finest in the series).

S: Skill wise *Ninja Gaiden* (NES), *Double Dragon II* (NES), and *TMNT IV* (SNES). In terms of favorites *Super Metroid* (SNES), *Legend of Zelda: A Link to the Past* and *Mega Man 2* (NES).

FIRST TAS?

A: Somewhere along the way of stumbling on *TASVideos* and wanting to make a video is when Phil & Genisto (P&G) made a TAS of the game to collect a bounty on the site, *NES Records*.

My goal became to beat that TAS and it was 2005 when I finished after almost a year, August to June. That was a lot of work too as I had to come up with many strategies and learn how to make TASes to begin with.

P&G TAS?

A: We were just blown away, especially by the Sandman strategy. These guys who weren't even in the community somehow out of nowhere just came out with this TAS. They obviously did their research and learnt all the strategies that were documented and adapted them -- but it was such a surprise because they weren't even part of the community.

TAS ITERATIONS?

A: Probably four but I've only done one since from scratch. In 2006 I came up with this Soda trick so I just picked up the recording from that fight and went from there. The most recent one did start completely from scratch because I had learned a lot. P&G kept talking about it but never found an improvement to obsolete my TAS.

WHEN THE NES WAS RELEASED, SAVING GAME PROGRESS WAS ACHIEVED WITH PREDETERMINED PASSWORDS RATHER THAN SAVE POINTS. ZELDA FOR THE NES PIONEERED THE SAVE POINT IN 1987 BY INCLUDING A BATTERY IN THE CARTRIDGE.

BASICS

In *MTPO*, passwords are shown at the end of each circuit and are entered at the title screen. Passwords are 10 digits long and comprise of 4 pieces of information: wins, losses, wins by knockout and the starting circuit. There are 10 billion possible combinations, but only 90,000 valid passwords.

Also, Mac cannot have more KOs than wins.

CHECKSUM

Passwords contain a checksum, which is used to verify the data and makes them harder to crack. A checksum is determined by the actual information contained within the password.

To generate the checksum write down the number of wins, losses and KOs together in a line with no spaces. Add each individual number together and subtract from 63.

COMMON PASSWORDS

PASSWORD	DESCRIPTION
005 737 5423	Don Flamenco with 3-0 record (all by KO)
777 807 3454	Piston Honda with 7-0 record (all by KO)
267 853 7538	Super Macho Man with 13-0 record (all by KO)
940 861 8538	Super Macho Man with 99-0 record (all by KO)
131 811 8438	Super Macho Man with 99-0 record (none by KO)
007 373 5963	Mike Tyson with 0-2 record
135 792 4680	*Another World Circuit* mode where Mac fights King Hippo (ranked #8), Great Tiger, Bald Bull, Piston Honda, Soda Popinski, Don Flamenco, Mr. Sandman, Super Macho Man then Mike Tyson. Losing a single match will result in the Game Over screen. After selecting the last digit press A + B + Select at the same time instead of Start. Unlike normal, the winning time against the final opponent is displayed. Also, by soft resetting the NES Mac retains his wins and losses, making it possible to accumulate 99 of each!
800 422 2602	Plays a busy signal as it was the Nintendo gamer hotline phone number
075 541 6113	Busy signal #2
206 882 2040	Busy signal #3
106 113 0120	Displays the credits. After selecting the last digit press A + B + Select at the same time instead of Start.
032 730 8442	Piston Honda rematch

CIRCUIT	WON	LOST	PASSWORD	CIRCUIT	WON	LOST	PASSWORD	CIRCUIT	WON	LOST	PASSWORD
Minor Circuit	0	0	049 831 5423	Major Circuit	0	0	665 093 1454	World Circuit	0	0	231 750 7438
Minor Circuit	1	0	069 733 5423	Major Circuit	1	0	605 897 1454	World Circuit	1	0	241 711 7438
Minor Circuit	2	0	085 835 5423	Major Circuit	2	0	755 003 1454	World Circuit	2	0	259 752 7438
Minor Circuit	3	0	005 737 5423	Major Circuit	3	0	795 807 1454	World Circuit	3	0	269 713 7438
Minor Circuit	4	0	030 831 6423	Major Circuit	4	0	647 093 3454	World Circuit	4	0	237 150 7838
Minor Circuit	5	0	050 733 6423	Major Circuit	5	0	687 897 3454	World Circuit	5	0	247 111 7838
Minor Circuit	6	0	076 835 6423	Major Circuit	6	0	737 003 3454	World Circuit	6	0	253 152 7838
Minor Circuit	7	0	096 737 6423	Major Circuit	7	0	777 807 3454	World Circuit	7	0	263 113 7838
Minor Circuit	8	0	641 831 7423	Major Circuit	8	0	669 093 5450	World Circuit	8	0	032 750 8438
Minor Circuit	9	0	661 733 7423	Major Circuit	9	0	609 897 5450	World Circuit	9	0	042 711 8438
Minor Circuit	10	0	049 931 5623	Major Circuit	10	0	665 293 1854	World Circuit	10	0	231 810 7538
Minor Circuit	11	0	065 033 5623	Major Circuit	11	0	695 497 1854	World Circuit	11	0	249 851 7538
Minor Circuit	12	0	085 935 5623	Major Circuit	12	0	755 203 1854	World Circuit	12	0	259 812 7538
Minor Circuit	13	0	099 037 5623	Major Circuit	13	0	785 407 1854	World Circuit	13	0	267 853 7538
Minor Circuit	14	0	030 931 6623	Major Circuit	14	0	647 293 3854	World Circuit	14	0	237 210 7938
Minor Circuit	15	0	056 033 6623	Major Circuit	15	0	677 497 3854	World Circuit	15	0	245 251 7938
Minor Circuit	16	0	076 935 6623	Major Circuit	16	0	737 203 3854	World Circuit	16	0	255 212 7938
Minor Circuit	17	0	600 037 6623	Major Circuit	17	0	707 407 3850	World Circuit	17	0	061 253 7938
Minor Circuit	18	0	641 931 7623	Major Circuit	18	0	669 293 5850	World Circuit	18	0	032 810 8538
Minor Circuit	19	0	667 033 7623	Major Circuit	19	0	699 497 5850	World Circuit	19	0	040 851 8538
Minor Circuit	20	0	045 231 5823	Major Circuit	20	0	656 093 2454	World Circuit	20	0	239 950 7638
Minor Circuit	21	0	065 133 5823	Major Circuit	21	0	696 897 2454	World Circuit	21	0	249 911 7638
Minor Circuit	22	0	079 235 5823	Major Circuit	22	0	746 003 2454	World Circuit	22	0	257 952 7638
Minor Circuit	23	0	099 137 5823	Major Circuit	23	0	786 807 2454	World Circuit	23	0	267 913 7638
Minor Circuit	24	0	036 231 6823	Major Circuit	24	0	638 093 4454	World Circuit	24	0	235 350 7038
Minor Circuit	25	0	056 133 6823	Major Circuit	25	0	678 897 4454	World Circuit	25	0	245 311 7038
Minor Circuit	26	0	680 235 6823	Major Circuit	26	0	768 003 4450	World Circuit	26	0	051 352 7038
Minor Circuit	27	0	600 137 6823	Major Circuit	27	0	708 807 4450	World Circuit	27	0	061 313 7038
Minor Circuit	28	0	647 231 7823	Major Circuit	28	0	650 093 6450	World Circuit	28	0	038 950 8638
Minor Circuit	29	0	667 133 7823	Major Circuit	29	0	690 897 6450	World Circuit	29	0	040 911 8638
Minor Circuit	30	0	045 331 5023	Major Circuit	30	0	656 293 2854	World Circuit	30	0	239 010 7738
Minor Circuit	31	0	059 433 5023	Major Circuit	31	0	686 497 2854	World Circuit	31	0	247 051 7738
Minor Circuit	32	0	079 335 5023	Major Circuit	32	0	746 203 2854	World Circuit	32	0	257 012 7738
Minor Circuit	33	0	095 437 5023	Major Circuit	33	0	776 407 2854	World Circuit	33	0	265 053 7738
Minor Circuit	34	0	036 331 6023	Major Circuit	34	0	638 293 4854	World Circuit	34	0	235 410 7138
Minor Circuit	35	0	660 433 6023	Major Circuit	35	0	608 497 4850	World Circuit	35	0	041 451 7138
Minor Circuit	36	0	680 335 6023	Major Circuit	36	0	768 203 4850	World Circuit	36	0	051 412 7138
Minor Circuit	37	0	606 437 6023	Major Circuit	37	0	798 407 4850	World Circuit	37	0	069 453 7138
Minor Circuit	38	0	647 331 7023	Major Circuit	38	0	650 293 6850	World Circuit	38	0	030 010 8738
Minor Circuit	39	0	651 433 7023	Major Circuit	39	0	680 497 6850	World Circuit	39	0	048 051 8738
Minor Circuit	40	0	139 841 5423	Major Circuit	40	0	845 013 1454	World Circuit	40	0	277 754 7438
Minor Circuit	41	0	159 743 5423	Major Circuit	41	0	885 817 1454	World Circuit	41	0	287 715 7438
Minor Circuit	42	0	175 845 5423	Major Circuit	42	0	935 023 1454	World Circuit	42	0	295 756 7438
Minor Circuit	43	0	195 747 5423	Major Circuit	43	0	975 827 1454	World Circuit	43	0	205 717 7438
Minor Circuit	44	0	740 841 6423	Major Circuit	44	0	867 013 3450	World Circuit	44	0	071 154 7838
Minor Circuit	45	0	760 743 6423	Major Circuit	45	0	807 817 3450	World Circuit	45	0	081 115 7838
Minor Circuit	46	0	786 845 6423	Major Circuit	46	0	957 023 3450	World Circuit	46	0	099 156 7838
Minor Circuit	47	0	706 747 6423	Major Circuit	47	0	997 827 3450	World Circuit	47	0	009 117 7838
Minor Circuit	48	0	731 841 7423	Major Circuit	48	0	849 013 5450	World Circuit	48	0	078 754 8438
Minor Circuit	49	0	751 743 7423	Major Circuit	49	0	889 817 5450	World Circuit	49	0	088 715 8438
Minor Circuit	50	0	139 941 5623	Major Circuit	50	0	845 213 1854	World Circuit	50	0	277 814 7538
Minor Circuit	51	0	155 043 5623	Major Circuit	51	0	875 417 1854	World Circuit	51	0	285 855 7538
Minor Circuit	52	0	175 945 5623	Major Circuit	52	0	935 223 1854	World Circuit	52	0	295 816 7538
Minor Circuit	53	0	709 047 5623	Major Circuit	53	0	905 427 1850	World Circuit	53	0	001 857 7538
Minor Circuit	54	0	740 941 6623	Major Circuit	54	0	867 213 3850	World Circuit	54	0	071 214 7938
Minor Circuit	55	0	766 043 6623	Major Circuit	55	0	897 417 3850	World Circuit	55	0	089 255 7938
Minor Circuit	56	0	786 945 6623	Major Circuit	56	0	957 223 3850	World Circuit	56	0	099 216 7938
Minor Circuit	57	0	790 047 6623	Major Circuit	57	0	987 427 3850	World Circuit	57	0	007 257 7938
Minor Circuit	58	0	731 941 7623	Major Circuit	58	0	849 213 5850	World Circuit	58	0	077 614 7338
Minor Circuit	59	0	757 043 7623	Major Circuit	59	0	879 417 5850	World Circuit	59	0	086 855 8538
Minor Circuit	60	0	135 241 5823	Major Circuit	60	0	836 013 2454	World Circuit	60	0	275 954 7638
Minor Circuit	61	0	155 143 5823	Major Circuit	61	0	876 817 2454	World Circuit	61	0	285 915 7638
Minor Circuit	62	0	789 245 5823	Major Circuit	62	0	966 023 2450	World Circuit	62	0	091 956 7638
Minor Circuit	63	0	709 147 5823	Major Circuit	63	0	906 827 2450	World Circuit	63	0	001 917 7638
Minor Circuit	64	0	746 241 6823	Major Circuit	64	0	853 013 4450	World Circuit	64	0	079 354 7038
Minor Circuit	65	0	766 143 6823	Major Circuit	65	0	898 817 4450	World Circuit	65	0	089 315 7038
Minor Circuit	66	0	770 245 6823	Major Circuit	66	0	948 023 4450	World Circuit	66	0	097 356 7038
Minor Circuit	67	0	790 147 6823	Major Circuit	67	0	988 827 4450	World Circuit	67	0	007 317 7038
Minor Circuit	68	0	737 241 7823	Major Circuit	68	0	830 013 6450	World Circuit	68	0	076 954 8638
Minor Circuit	69	0	757 143 7823	Major Circuit	69	0	870 817 6450	World Circuit	69	0	086 915 8638
Minor Circuit	70	0	135 341 5023	Major Circuit	70	0	836 213 2854	World Circuit	70	0	275 014 7738
Minor Circuit	71	0	769 443 5023	Major Circuit	71	0	806 417 2850	World Circuit	71	0	081 055 7738
Minor Circuit	72	0	789 345 5023	Major Circuit	72	0	966 223 2850	World Circuit	72	0	091 016 7738
Minor Circuit	73	0	705 447 5023	Major Circuit	73	0	996 427 2850	World Circuit	73	0	009 057 7738
Minor Circuit	74	0	746 341 6023	Major Circuit	74	0	858 213 4850	World Circuit	74	0	079 414 7138
Minor Circuit	75	0	750 443 6023	Major Circuit	75	0	888 417 4850	World Circuit	75	0	087 455 7138
Minor Circuit	76	0	770 345 6023	Major Circuit	76	0	948 223 4850	World Circuit	76	0	097 416 7138
Minor Circuit	77	0	796 447 6023	Major Circuit	77	0	978 427 4850	World Circuit	77	0	005 457 7138
Minor Circuit	78	0	737 341 7023	Major Circuit	78	0	830 213 6850	World Circuit	78	0	076 014 8738
Minor Circuit	79	0	161 443 7029	Major Circuit	79	0	800 417 6844	World Circuit	79	0	882 055 8738
Minor Circuit	80	0	849 851 5423	Major Circuit	80	0	065 033 1450	World Circuit	80	0	131 760 7438
Minor Circuit	81	0	869 753 5423	Major Circuit	81	0	005 837 1450	World Circuit	81	0	141 721 7438
Minor Circuit	82	0	885 855 5423	Major Circuit	82	0	155 043 1450	World Circuit	82	0	159 762 7438
Minor Circuit	83	0	805 757 5423	Major Circuit	83	0	195 847 1450	World Circuit	83	0	169 723 7438
Minor Circuit	84	0	830 851 6423	Major Circuit	84	0	047 033 3450	World Circuit	84	0	137 160 7838
Minor Circuit	85	0	850 753 6423	Major Circuit	85	0	087 837 3450	World Circuit	85	0	147 121 7838
Minor Circuit	86	0	876 855 6423	Major Circuit	86	0	137 043 3450	World Circuit	86	0	155 162 7838
Minor Circuit	87	0	896 757 6423	Major Circuit	87	0	177 847 3450	World Circuit	87	0	165 123 7838
Minor Circuit	88	0	241 851 7429	Major Circuit	88	0	069 033 5444	World Circuit	88	0	932 760 8438
Minor Circuit	89	0	261 753 7429	Major Circuit	89	0	009 837 5444	World Circuit	89	0	942 721 8438
Minor Circuit	90	0	849 951 5623	Major Circuit	90	0	065 233 1850	World Circuit	90	0	131 820 7538
Minor Circuit	91	0	865 053 5623	Major Circuit	91	0	095 437 1850	World Circuit	91	0	149 861 7538
Minor Circuit	92	0	885 955 5623	Major Circuit	92	0	155 243 1850	World Circuit	92	0	159 822 7538
Minor Circuit	93	0	899 057 5623	Major Circuit	93	0	185 447 1850	World Circuit	93	0	167 863 7538
Minor Circuit	94	0	830 951 6623	Major Circuit	94	0	047 233 3850	World Circuit	94	0	137 220 7938
Minor Circuit	95	0	856 053 6623	Major Circuit	95	0	077 437 3850	World Circuit	95	0	145 261 7938
Minor Circuit	96	0	876 955 6623	Major Circuit	96	0	137 243 3850	World Circuit	96	0	155 222 7938
Minor Circuit	97	0	200 057 6629	Major Circuit	97	0	107 447 3844	World Circuit	97	0	961 263 7938
Minor Circuit	98	0	241 951 7629	Major Circuit	98	0	069 233 5844	World Circuit	98	0	932 820 8538
Minor Circuit	99	0	267 053 7629	Major Circuit	99	0	099 437 5844	World Circuit	99	0	940 861 8538

CIRCUIT	WON	LOST	PASSWORD	CIRCUIT	WON	LOST	PASSWORD	CIRCUIT	WON	LOST	PASSWORD
Minor Circuit	0	1	665 993 1534	Major Circuit	0	1	231 730 7442	World Circuit	0	1	049 891 5483
Minor Circuit	1	1	605 797 1534	Major Circuit	1	1	241 791 7442	World Circuit	1	1	069 793 5483
Minor Circuit	2	1	755 903 1534	Major Circuit	2	1	259 732 7442	World Circuit	2	1	085 895 5483
Minor Circuit	3	1	795 707 1534	Major Circuit	3	1	269 793 7442	World Circuit	3	1	003 797 5483
Minor Circuit	4	1	647 993 3534	Major Circuit	4	1	237 130 7842	World Circuit	4	1	030 891 6483
Minor Circuit	5	1	687 797 3534	Major Circuit	5	1	247 191 7842	World Circuit	5	1	050 793 6483
Minor Circuit	6	1	737 903 3534	Major Circuit	6	1	255 132 7842	World Circuit	6	1	076 895 6483
Minor Circuit	7	1	777 707 3534	Major Circuit	7	1	265 193 7842	World Circuit	7	1	096 797 6483
Minor Circuit	8	1	669 993 5530	Major Circuit	8	1	032 730 8442	World Circuit	8	1	641 891 7483
Minor Circuit	9	1	609 797 5530	Major Circuit	9	1	042 791 8442	World Circuit	9	1	661 793 7483
Minor Circuit	10	1	665 193 1934	Major Circuit	10	1	231 890 7542	World Circuit	10	1	049 991 5683
Minor Circuit	11	1	695 397 1934	Major Circuit	11	1	249 831 7542	World Circuit	11	1	065 093 5683
Minor Circuit	12	1	755 103 1934	Major Circuit	12	1	259 892 7542	World Circuit	12	1	073 995 5683
Minor Circuit	13	1	785 307 1934	Major Circuit	13	1	267 833 7542	World Circuit	13	1	099 097 5683
Minor Circuit	14	1	647 193 3934	Major Circuit	14	1	237 290 7942	World Circuit	14	1	030 991 6683
Minor Circuit	15	1	677 397 3934	Major Circuit	15	1	245 231 7942	World Circuit	15	1	056 093 6683
Minor Circuit	16	1	737 103 3934	Major Circuit	16	1	255 292 7942	World Circuit	16	1	076 995 6683
Minor Circuit	17	1	707 307 3930	Major Circuit	17	1	061 233 7942	World Circuit	17	1	600 097 6683
Minor Circuit	18	1	669 193 5930	Major Circuit	18	1	032 890 8542	World Circuit	18	1	641 991 7683
Minor Circuit	19	1	699 397 5930	Major Circuit	19	1	040 831 8542	World Circuit	19	1	667 093 7683
Minor Circuit	20	1	656 993 2534	Major Circuit	20	1	239 930 7642	World Circuit	20	1	045 291 5883
Minor Circuit	21	1	696 797 2534	Major Circuit	21	1	249 991 7642	World Circuit	21	1	065 193 5883
Minor Circuit	22	1	746 903 2534	Major Circuit	22	1	257 932 7642	World Circuit	22	1	079 295 5883
Minor Circuit	23	1	786 707 2534	Major Circuit	23	1	267 993 7642	World Circuit	23	1	099 197 5883
Minor Circuit	24	1	638 993 4534	Major Circuit	24	1	235 330 7042	World Circuit	24	1	036 291 6883
Minor Circuit	25	1	678 797 4534	Major Circuit	25	1	245 391 7042	World Circuit	25	1	056 193 6883
Minor Circuit	26	1	768 903 4530	Major Circuit	26	1	051 332 7042	World Circuit	26	1	680 295 6883
Minor Circuit	27	1	708 707 4530	Major Circuit	27	1	061 393 7042	World Circuit	27	1	600 197 6883
Minor Circuit	28	1	650 993 6530	Major Circuit	28	1	030 930 8642	World Circuit	28	1	647 291 7883
Minor Circuit	29	1	690 797 6530	Major Circuit	29	1	040 991 8642	World Circuit	29	1	667 193 7883
Minor Circuit	30	1	656 193 2934	Major Circuit	30	1	239 090 7742	World Circuit	30	1	045 391 5083
Minor Circuit	31	1	686 397 2934	Major Circuit	31	1	247 031 7742	World Circuit	31	1	059 493 5083
Minor Circuit	32	1	746 103 2934	Major Circuit	32	1	257 092 7742	World Circuit	32	1	079 395 5083
Minor Circuit	33	1	776 307 2934	Major Circuit	33	1	265 033 7742	World Circuit	33	1	095 497 5083
Minor Circuit	34	1	638 193 4934	Major Circuit	34	1	235 490 7142	World Circuit	34	1	036 391 6083
Minor Circuit	35	1	608 397 4930	Major Circuit	35	1	041 431 7142	World Circuit	35	1	660 493 6083
Minor Circuit	36	1	768 103 4930	Major Circuit	36	1	051 492 7142	World Circuit	36	1	680 395 6083
Minor Circuit	37	1	798 307 4930	Major Circuit	37	1	069 433 7142	World Circuit	37	1	606 497 6083
Minor Circuit	38	1	650 193 6930	Major Circuit	38	1	030 090 8742	World Circuit	38	1	647 391 7083
Minor Circuit	39	1	680 397 6930	Major Circuit	39	1	048 031 8742	World Circuit	39	1	651 493 7083
Minor Circuit	40	1	845 913 1534	Major Circuit	40	1	277 734 7442	World Circuit	40	1	139 801 5483
Minor Circuit	41	1	885 717 1534	Major Circuit	41	1	287 795 7442	World Circuit	41	1	159 703 5483
Minor Circuit	42	1	935 923 1534	Major Circuit	42	1	295 736 7442	World Circuit	42	1	175 805 5483
Minor Circuit	43	1	975 727 1534	Major Circuit	43	1	205 797 7442	World Circuit	43	1	195 707 5483
Minor Circuit	44	1	867 913 3530	Major Circuit	44	1	071 134 7842	World Circuit	44	1	740 801 6483
Minor Circuit	45	1	807 717 3530	Major Circuit	45	1	081 195 7842	World Circuit	45	1	760 703 6483
Minor Circuit	46	1	957 923 3530	Major Circuit	46	1	099 136 7842	World Circuit	46	1	786 805 6483
Minor Circuit	47	1	997 727 3530	Major Circuit	47	1	009 197 7842	World Circuit	47	1	706 707 6483
Minor Circuit	48	1	849 913 5530	Major Circuit	48	1	078 734 8442	World Circuit	48	1	731 801 7483
Minor Circuit	49	1	889 717 5530	Major Circuit	49	1	088 795 8442	World Circuit	49	1	751 703 7483
Minor Circuit	50	1	845 113 1934	Major Circuit	50	1	277 894 7542	World Circuit	50	1	139 901 5683
Minor Circuit	51	1	875 317 1934	Major Circuit	51	1	285 835 7542	World Circuit	51	1	155 003 5683
Minor Circuit	52	1	935 123 1934	Major Circuit	52	1	295 896 7542	World Circuit	52	1	175 905 5683
Minor Circuit	53	1	905 327 1930	Major Circuit	53	1	001 837 7542	World Circuit	53	1	709 007 5683
Minor Circuit	54	1	867 113 3930	Major Circuit	54	1	071 294 7942	World Circuit	54	1	740 901 6683
Minor Circuit	55	1	897 317 3930	Major Circuit	55	1	089 235 7942	World Circuit	55	1	766 003 6683
Minor Circuit	56	1	957 123 3930	Major Circuit	56	1	099 296 7942	World Circuit	56	1	786 905 6683
Minor Circuit	57	1	987 327 3930	Major Circuit	57	1	007 237 7942	World Circuit	57	1	790 007 6683
Minor Circuit	58	1	849 113 5930	Major Circuit	58	1	078 894 8542	World Circuit	58	1	731 901 7683
Minor Circuit	59	1	879 317 5930	Major Circuit	59	1	086 835 8542	World Circuit	59	1	757 003 7683
Minor Circuit	60	1	836 913 2534	Major Circuit	60	1	275 934 7642	World Circuit	60	1	135 201 5883
Minor Circuit	61	1	876 717 2534	Major Circuit	61	1	285 995 7642	World Circuit	61	1	155 103 5883
Minor Circuit	62	1	966 923 2530	Major Circuit	62	1	091 936 7642	World Circuit	62	1	789 205 5883
Minor Circuit	63	1	906 727 2530	Major Circuit	63	1	001 997 7642	World Circuit	63	1	709 107 5883
Minor Circuit	64	1	858 913 4530	Major Circuit	64	1	079 334 7042	World Circuit	64	1	746 201 6883
Minor Circuit	65	1	898 717 4530	Major Circuit	65	1	089 395 7042	World Circuit	65	1	766 103 6883
Minor Circuit	66	1	948 923 4530	Major Circuit	66	1	097 336 7042	World Circuit	66	1	770 205 6883
Minor Circuit	67	1	988 727 4530	Major Circuit	67	1	007 397 7042	World Circuit	67	1	790 107 6883
Minor Circuit	68	1	830 913 6530	Major Circuit	68	1	076 934 8642	World Circuit	68	1	737 201 7883
Minor Circuit	69	1	870 717 6530	Major Circuit	69	1	086 995 8642	World Circuit	69	1	757 103 7883
Minor Circuit	70	1	836 113 2934	Major Circuit	70	1	275 094 7742	World Circuit	70	1	135 301 5083
Minor Circuit	71	1	806 317 2930	Major Circuit	71	1	081 035 7742	World Circuit	71	1	769 403 5083
Minor Circuit	72	1	966 123 2930	Major Circuit	72	1	091 096 7742	World Circuit	72	1	789 305 5083
Minor Circuit	73	1	996 327 2930	Major Circuit	73	1	009 037 7742	World Circuit	73	1	705 407 5083
Minor Circuit	74	1	858 113 4930	Major Circuit	74	1	079 494 7142	World Circuit	74	1	746 301 6083
Minor Circuit	75	1	888 317 4930	Major Circuit	75	1	087 435 7142	World Circuit	75	1	750 403 6083
Minor Circuit	76	1	948 123 4930	Major Circuit	76	1	097 496 7142	World Circuit	76	1	770 305 6083
Minor Circuit	77	1	978 327 4930	Major Circuit	77	1	005 437 7142	World Circuit	77	1	796 407 6083
Minor Circuit	78	1	830 113 6930	Major Circuit	78	1	076 094 8742	World Circuit	78	1	737 301 7083
Minor Circuit	79	1	800 317 6924	Major Circuit	79	1	882 035 8742	World Circuit	79	1	161 403 7089
Minor Circuit	80	1	065 933 1530	Major Circuit	80	1	131 740 7442	World Circuit	80	1	849 811 5483
Minor Circuit	81	1	005 737 1530	Major Circuit	81	1	141 701 7442	World Circuit	81	1	869 713 5483
Minor Circuit	82	1	155 943 1530	Major Circuit	82	1	159 742 7442	World Circuit	82	1	885 815 5483
Minor Circuit	83	1	195 747 1530	Major Circuit	83	1	169 703 7442	World Circuit	83	1	805 717 5483
Minor Circuit	84	1	047 933 3530	Major Circuit	84	1	137 140 7842	World Circuit	84	1	830 811 6483
Minor Circuit	85	1	087 737 3530	Major Circuit	85	1	147 101 7842	World Circuit	85	1	850 713 6483
Minor Circuit	86	1	137 943 3530	Major Circuit	86	1	155 142 7842	World Circuit	86	1	876 815 6483
Minor Circuit	87	1	177 747 3530	Major Circuit	87	1	165 103 7842	World Circuit	87	1	896 717 6483
Minor Circuit	88	1	069 933 5524	Major Circuit	88	1	932 740 8442	World Circuit	88	1	241 811 7489
Minor Circuit	89	1	009 737 5524	Major Circuit	89	1	942 701 8442	World Circuit	89	1	261 713 7489
Minor Circuit	90	1	065 133 1930	Major Circuit	90	1	131 800 7542	World Circuit	90	1	849 911 5683
Minor Circuit	91	1	095 337 1930	Major Circuit	91	1	149 841 7542	World Circuit	91	1	865 013 5683
Minor Circuit	92	1	155 143 1930	Major Circuit	92	1	159 802 7542	World Circuit	92	1	885 915 5683
Minor Circuit	93	1	185 347 1930	Major Circuit	93	1	167 843 7542	World Circuit	93	1	899 017 5683
Minor Circuit	94	1	047 133 3930	Major Circuit	94	1	137 200 7942	World Circuit	94	1	830 911 6683
Minor Circuit	95	1	077 337 3930	Major Circuit	95	1	145 241 7942	World Circuit	95	1	856 013 6683
Minor Circuit	96	1	137 143 3930	Major Circuit	96	1	155 202 7942	World Circuit	96	1	876 915 6683
Minor Circuit	97	1	107 347 3924	Major Circuit	97	1	961 243 7942	World Circuit	97	1	200 017 6689
Minor Circuit	98	1	069 133 5924	Major Circuit	98	1	932 800 8542	World Circuit	98	1	241 911 7689
Minor Circuit	99	1	099 337 5924	Major Circuit	99	1	940 841 8542	World Circuit	99	1	267 013 7689

CIRCUIT	WON	LOST	PASSWORD	CIRCUIT	WON	LOST	PASSWORD	CIRCUIT	WON	LOST	PASSWORD
Minor Circuit	0	2	040 760 7568	Major Circuit	0	2	049 731 5533	World Circuit	0	2	665 893 1674
Minor Circuit	1	2	249 751 7468	Major Circuit	1	2	065 833 5533	World Circuit	1	2	695 097 1674
Minor Circuit	2	2	259 712 7468	Major Circuit	2	2	085 735 5533	World Circuit	2	2	755 803 1674
Minor Circuit	3	2	267 753 7468	Major Circuit	3	2	099 837 5533	World Circuit	3	2	585 007 1674
Minor Circuit	4	2	237 110 7868	Major Circuit	4	2	030 731 6533	World Circuit	4	2	647 893 3674
Minor Circuit	5	2	245 151 7868	Major Circuit	5	2	056 833 6533	World Circuit	5	2	677 097 3674
Minor Circuit	6	2	255 112 7868	Major Circuit	6	2	076 735 6533	World Circuit	6	2	737 803 3674
Minor Circuit	7	2	061 153 7868	Major Circuit	7	2	600 837 6533	World Circuit	7	2	707 007 3670
Minor Circuit	8	2	032 710 8468	Major Circuit	8	2	641 731 7533	World Circuit	8	2	669 893 5670
Minor Circuit	9	2	040 751 8468	Major Circuit	9	2	667 833 7533	World Circuit	9	2	699 097 5670
Minor Circuit	10	2	239 850 7568	Major Circuit	10	2	045 031 5733	World Circuit	10	2	655 493 1074
Minor Circuit	11	2	249 811 7568	Major Circuit	11	2	065 933 5733	World Circuit	11	2	695 297 1074
Minor Circuit	12	2	257 852 7568	Major Circuit	12	2	079 035 5733	World Circuit	12	2	745 403 1074
Minor Circuit	13	2	267 813 7568	Major Circuit	13	2	099 937 5733	World Circuit	13	2	785 207 1074
Minor Circuit	14	2	235 250 7968	Major Circuit	14	2	036 031 6733	World Circuit	14	2	637 493 3074
Minor Circuit	15	2	245 211 7968	Major Circuit	15	2	056 933 6733	World Circuit	15	2	677 297 3074
Minor Circuit	16	2	051 252 7968	Major Circuit	16	2	680 035 6733	World Circuit	16	2	767 403 3070
Minor Circuit	17	2	061 213 7968	Major Circuit	17	2	600 937 6733	World Circuit	17	2	707 207 3070
Minor Circuit	18	2	030 850 8568	Major Circuit	18	2	647 031 7733	World Circuit	18	2	659 493 5070
Minor Circuit	19	2	040 811 8568	Major Circuit	19	2	667 933 7733	World Circuit	19	2	699 297 5070
Minor Circuit	20	2	239 910 7668	Major Circuit	20	2	045 131 5933	World Circuit	20	2	656 893 2674
Minor Circuit	21	2	247 951 7668	Major Circuit	21	2	059 233 5933	World Circuit	21	2	686 097 2674
Minor Circuit	22	2	257 912 7668	Major Circuit	22	2	079 135 5933	World Circuit	22	2	746 803 2674
Minor Circuit	23	2	265 953 7668	Major Circuit	23	2	095 237 5933	World Circuit	23	2	776 007 2674
Minor Circuit	24	2	235 310 7068	Major Circuit	24	2	036 131 6933	World Circuit	24	2	638 893 4674
Minor Circuit	25	2	041 351 7068	Major Circuit	25	2	660 233 6933	World Circuit	25	2	608 097 4670
Minor Circuit	26	2	051 312 7068	Major Circuit	26	2	680 135 6933	World Circuit	26	2	768 803 4670
Minor Circuit	27	2	069 353 7068	Major Circuit	27	2	606 237 6933	World Circuit	27	2	798 007 4670
Minor Circuit	28	2	030 910 8668	Major Circuit	28	2	647 131 7933	World Circuit	28	2	650 893 6670
Minor Circuit	29	2	048 951 8668	Major Circuit	29	2	651 233 7933	World Circuit	29	2	680 097 6670
Minor Circuit	30	2	237 050 7668	Major Circuit	30	2	039 431 5133	World Circuit	30	2	646 493 2074
Minor Circuit	31	2	247 011 7768	Major Circuit	31	2	059 333 5133	World Circuit	31	2	686 297 2074
Minor Circuit	32	2	255 052 7768	Major Circuit	32	2	075 435 5133	World Circuit	32	2	736 403 2074
Minor Circuit	33	2	265 013 7768	Major Circuit	33	2	095 337 5133	World Circuit	33	2	776 207 2074
Minor Circuit	34	2	031 450 7168	Major Circuit	34	2	640 431 6133	World Circuit	34	2	668 493 4070
Minor Circuit	35	2	041 411 7168	Major Circuit	35	2	660 333 6133	World Circuit	35	2	608 297 4070
Minor Circuit	36	2	059 452 7168	Major Circuit	36	2	686 435 6133	World Circuit	36	2	758 403 4070
Minor Circuit	37	2	069 413 7168	Major Circuit	37	2	606 337 6133	World Circuit	37	2	798 207 4070
Minor Circuit	38	2	038 050 8768	Major Circuit	38	2	631 431 7133	World Circuit	38	2	640 493 6070
Minor Circuit	39	2	048 011 8768	Major Circuit	39	2	651 333 7133	World Circuit	39	2	680 297 6070
Minor Circuit	40	2	277 714 7168	Major Circuit	40	2	139 741 5533	World Circuit	40	2	845 813 1674
Minor Circuit	41	2	285 755 7468	Major Circuit	41	2	155 843 5533	World Circuit	41	2	875 017 1674
Minor Circuit	42	2	295 716 7468	Major Circuit	42	2	175 745 5533	World Circuit	42	2	935 823 1674
Minor Circuit	43	2	001 757 7468	Major Circuit	43	2	709 847 5533	World Circuit	43	2	905 027 1670
Minor Circuit	44	2	071 114 7868	Major Circuit	44	2	740 741 6533	World Circuit	44	2	867 813 3670
Minor Circuit	45	2	089 155 7868	Major Circuit	45	2	766 843 6533	World Circuit	45	2	897 017 3670
Minor Circuit	46	2	099 116 7868	Major Circuit	46	2	786 745 6533	World Circuit	46	2	957 823 3670
Minor Circuit	47	2	007 157 7868	Major Circuit	47	2	790 847 6533	World Circuit	47	2	987 027 3670
Minor Circuit	48	2	078 714 8468	Major Circuit	48	2	731 741 7533	World Circuit	48	2	849 813 5670
Minor Circuit	49	2	086 755 8468	Major Circuit	49	2	757 843 7533	World Circuit	49	2	879 017 5670
Minor Circuit	50	2	275 854 7568	Major Circuit	50	2	645 701 1733	World Circuit	50	2	835 413 1074
Minor Circuit	51	2	285 815 7568	Major Circuit	51	2	659 803 1733	World Circuit	51	2	875 217 1074
Minor Circuit	52	2	091 856 7568	Major Circuit	52	2	679 705 1733	World Circuit	52	2	965 423 1070
Minor Circuit	53	2	001 817 7568	Major Circuit	53	2	695 807 1733	World Circuit	53	2	905 227 1070
Minor Circuit	54	2	079 254 7968	Major Circuit	54	2	636 701 2733	World Circuit	54	2	857 413 3070
Minor Circuit	55	2	089 215 7968	Major Circuit	55	2	060 803 2739	World Circuit	55	2	897 217 3070
Minor Circuit	56	2	097 256 7968	Major Circuit	56	2	080 705 2739	World Circuit	56	2	947 423 3070
Minor Circuit	57	2	007 217 7968	Major Circuit	57	2	006 807 2739	World Circuit	57	2	987 227 3070
Minor Circuit	58	2	074 854 8568	Major Circuit	58	2	047 701 3739	World Circuit	58	2	839 413 5070
Minor Circuit	59	2	086 815 8568	Major Circuit	59	2	051 803 3739	World Circuit	59	2	879 217 5070
Minor Circuit	60	2	275 914 7668	Major Circuit	60	2	135 141 5933	World Circuit	60	2	836 813 2674
Minor Circuit	61	2	081 955 7668	Major Circuit	61	2	769 243 5933	World Circuit	61	2	806 017 2670
Minor Circuit	62	2	091 916 7668	Major Circuit	62	2	789 145 5933	World Circuit	62	2	966 823 2670
Minor Circuit	63	2	009 957 7668	Major Circuit	63	2	705 247 5933	World Circuit	63	2	996 027 2670
Minor Circuit	64	2	079 314 7068	Major Circuit	64	2	746 141 6933	World Circuit	64	2	858 813 4670
Minor Circuit	65	2	087 355 7068	Major Circuit	65	2	750 243 6933	World Circuit	65	2	888 017 4670
Minor Circuit	66	2	097 316 7068	Major Circuit	66	2	770 145 6933	World Circuit	66	2	948 823 4670
Minor Circuit	67	2	005 357 7068	Major Circuit	67	2	796 247 6933	World Circuit	67	2	978 027 4670
Minor Circuit	68	2	076 914 8668	Major Circuit	68	2	737 141 7933	World Circuit	68	2	830 813 6670
Minor Circuit	69	2	882 955 8668	Major Circuit	69	2	161 243 7939	World Circuit	69	2	800 017 6664
Minor Circuit	70	2	071 054 7768	Major Circuit	70	2	749 441 5133	World Circuit	70	2	866 413 2070
Minor Circuit	71	2	081 015 7768	Major Circuit	71	2	769 343 5133	World Circuit	71	2	806 217 2070
Minor Circuit	72	2	099 056 7768	Major Circuit	72	2	785 445 5133	World Circuit	72	2	956 423 2070
Minor Circuit	73	2	009 017 7768	Major Circuit	73	2	705 347 5133	World Circuit	73	2	996 227 2070
Minor Circuit	74	2	077 454 7168	Major Circuit	74	2	730 441 6133	World Circuit	74	2	848 413 4070
Minor Circuit	75	2	087 415 7168	Major Circuit	75	2	750 343 6133	World Circuit	75	2	888 217 4070
Minor Circuit	76	2	095 456 7168	Major Circuit	76	2	776 445 6133	World Circuit	76	2	938 423 4070
Minor Circuit	77	2	005 417 7168	Major Circuit	77	2	796 347 6133	World Circuit	77	2	978 227 4070
Minor Circuit	78	2	872 054 8768	Major Circuit	78	2	141 441 7139	World Circuit	78	2	860 413 6064
Minor Circuit	79	2	882 015 8768	Major Circuit	79	2	161 343 7139	World Circuit	79	2	800 217 6064
Minor Circuit	80	2	131 720 7468	Major Circuit	80	2	849 751 5533	World Circuit	80	2	065 833 1670
Minor Circuit	81	2	149 761 7468	Major Circuit	81	2	865 853 5533	World Circuit	81	2	095 037 1670
Minor Circuit	82	2	159 722 7468	Major Circuit	82	2	885 755 5533	World Circuit	82	2	155 843 1670
Minor Circuit	83	2	167 763 7468	Major Circuit	83	2	899 857 5533	World Circuit	83	2	185 047 1670
Minor Circuit	84	2	137 120 7868	Major Circuit	84	2	830 751 6533	World Circuit	84	2	047 833 3670
Minor Circuit	85	2	145 161 7868	Major Circuit	85	2	856 853 6533	World Circuit	85	2	077 037 3670
Minor Circuit	86	2	155 122 7868	Major Circuit	86	2	876 755 6533	World Circuit	86	2	137 843 3670
Minor Circuit	87	2	961 163 7868	Major Circuit	87	2	200 857 6539	World Circuit	87	2	107 047 3664
Minor Circuit	88	2	932 720 8468	Major Circuit	88	2	241 751 7539	World Circuit	88	2	069 833 5664
Minor Circuit	89	2	940 761 8468	Major Circuit	89	2	267 853 7539	World Circuit	89	2	099 037 5664
Minor Circuit	90	2	139 860 7568	Major Circuit	90	2	845 051 5733	World Circuit	90	2	055 433 1070
Minor Circuit	91	2	149 821 7568	Major Circuit	91	2	865 953 5733	World Circuit	91	2	095 237 1070
Minor Circuit	92	2	157 862 7568	Major Circuit	92	2	879 055 5733	World Circuit	92	2	145 443 1070
Minor Circuit	93	2	167 823 7568	Major Circuit	93	2	899 957 5733	World Circuit	93	2	185 247 1070
Minor Circuit	94	2	135 260 7968	Major Circuit	94	2	836 051 6733	World Circuit	94	2	037 433 3070
Minor Circuit	95	2	145 221 7968	Major Circuit	95	2	856 953 6733	World Circuit	95	2	077 237 3070
Minor Circuit	96	2	951 262 7968	Major Circuit	96	2	280 055 6739	World Circuit	96	2	167 443 3064
Minor Circuit	97	2	961 223 7968	Major Circuit	97	2	200 957 6739	World Circuit	97	2	107 247 3064
Minor Circuit	98	2	930 860 8568	Major Circuit	98	2	247 051 7739	World Circuit	98	2	059 433 5064
Minor Circuit	99	2	940 821 8568	Major Circuit	99	2	267 953 7739	World Circuit	99	2	099 237 5064

MISCELLANEOUS // GENERATING A PASSWORD

FOLLOW THESE SIX STEPS BELOW TO GENERATE YOUR OWN MTPO PASSWORD.

STEPS:

0 CHOOSE MAC'S RECORD
Pick Mac's record by choosing the circuit, wins, losses, and number of KOs.

1 SELECT TABLE
Select the table using *Appendix A*.

2 CALCULATE CHECKSUM
Calculate the checksum by adding the individual numbers, then subtracting from 63.

3 IDENTIFY CELLS FROM TABLE
Build Mac's record by highlighting the corresponding cells in the table.
Always use the biggest numbers first (e.g. 51 is 40+10+1).

4 REPLACE CELLS WITH BITS
Replace all non-highlighted cells with a 0 (false) and all highlighted cells with a 1 (true). Each table row will produce a 3-digit bit.

5 CONVERT BITS TO OFFSET
Convert each bit to an offset number using *Appendix B*.

6 ADD OFFSET TO BASE CODE
Add each offset number to the base code found in the table, which produces the final password.
If the number is greater than nine, only use the second digit.

EXAMPLE

World Circuit, 65 wins, 2 losses, 51 KOs

SELECT TABLE 1

TITLE	LOSSES	TABLE
World	2	B

CALCULATE CHECKSUM 2

65 wins, 2 losses, 51 KOs

6 + 5 + 2 + 5 + 1 = 19

63 - 19 = 44

IDENTIFY CELLS FROM TABLE B 3

GROUP 1

Wins +80	**Wins +40**	KO +2
KO +1	**Checksum +8**	**Checksum +4**
KO +8	KO +4	**Wins +20**

GROUP 2

Wins +10	Checksum +2	Checksum +1
KO +80	**KO +40**	Wins +2
Wins +1	0	0

GROUP 3

Wins +8	**Wins +4**	KO +20
KO +10	**Losses +2**	Losses +1
Title +2	Title +1	**Checksum +32**
Checksum +16	0	0

65 Wins (40 + 20 + 4 + 1)
51 KOs (40 + 10 + 1)
44 Checksum (32 + 8 + 4)
2 Losses (2)

REPLACE CELLS WITH BITS 4

GROUP 1

0	**1**	0	= 010
1	**1**	**1**	= 111
0	0	**1**	= 001

GROUP 2

0	0	0	= 000
0	**1**	0	= 010
1	0	0	= 100

GROUP 3

0	**1**	0	= 010
1	**1**	0	= 110
1	0	**1**	= 101
0	0	0	= 000

CONVERT BITS TO OFFSET 5

GROUP 1	GROUP 2	GROUP 3
010 = 2	000 = 0	010 = 2
111 = 7	010 = 2	110 = 6
001 = 1	100 = 4	101 = 5
		000 = 0

The offset sequence is 271 024 2650

ADD OFFSET TO BASE CODE 6

BASE CODE	OFFSET	PASSWORD
6	+ 2	= 8
3	+ 7	= 10 = 0 (right digit)
5	+ 1	= 6
7	+ 0	= 7
9	+ 2	= 11 = 1 (right digit)
3	+ 4	= 7
1	+ 2	= 3
4	+ 6	= 10 = 0 (right digit)
2	+ 5	= 7
0	+ 0	= 0

The password is 806 717 3070

DID YOU KNOW?

"Dear Lord, please give me the cheat codes for Mike Tyson's Punch Out!!. I have been stuck on Bald Bull for four years. I tried Left, Left, Up, B, Dodge, Uppercut, but he still knocks me out.

And you know, they say you're supposed to go Right, B, Up, Dodge, Left, Upperc...whoa, listen to me, telling you how to play the game."

— Peter Griffin, Family Guy

APPENDIX A

Which table to use?

TITLE	LOSSES	TABLE
Minor	0	A
Minor	1	B
Minor	2	C
Major	0	B
Major	1	C
Major	2	A
World	0	C
World	1	A
World	2	B

APPENDIX B

Bits to offset numbers

BIT	OFFSET
000	0
001	1
010	2
011	3
100	4
101	5
110	6
111	7

TABLE A

Base code: 635 791 5429

GROUP 1		
Checksum +16	Wins +80	Wins +40
KO +2	KO +1	Checksum +8
Checksum +4	KO +8	KO +4
GROUP 2		
Wins +20	Wins +10	Checksum +2
Checksum +1	KO +80	KO +40
Wins +2	Wins +1	0
GROUP 3		
0	Wins +8	Wins +4
KO +20	KO +10	Losses +2
Losses +1	Title +2	Title +1
Checksum +32	0	0

TABLE B

Base code: 635 793 1420

GROUP 1		
Wins +80	Wins +40	KO +2
KO +1	Checksum +8	Checksum +4
KO +8	KO +4	Wins +20
GROUP 2		
Wins +10	Checksum +2	Checksum +1
KO +80	KO +40	Wins +2
Wins +1	0	0
GROUP 3		
Wins +8	Wins +4	KO +20
KO +10	Losses +2	Losses +1
Title +2	Title +1	Checksum +32
Checksum +16	0	0

TABLE C

Base code: 635 790 7428

GROUP 1		
Checksum +32	Checksum +16	Wins +80
Wins +40	KO +2	KO +1
Checksum +8	Checksum +4	KO +8
GROUP 2		
KO +4	Wins +20	Wins +10
Checksum +2	Checksum +1	KO +80
KO +40	Wins +2	Wins +1
GROUP 3		
0	0	Wins +8
Wins +4	KO +20	KO +10
Losses +2	Losses +1	Title +2
Title +1	0	0

DID YOU KNOW?

Holding up increments the value of certain RAM addresses used to calculate events such as stamina refills and 'random' stars.

It is believed this was an intentional decision by the programmers to associate up with aggressive and down with passive behavior.

A CARTRIDGE ATTACHMENT DESIGNED BY CODEMASTERS THAT MODIFIES GAME DATA ALLOWING THE PLAYER TO MAKE GAMES EASIER OR ACCESS UNUSED CONTENT. A SINGLE GAME GENIE COULD SUPPORT 3 CODES AT ONCE BUT IT IS POSSIBLE TO CONNECT TWO GAME GENIES TOGETHER TO ENTER UP TO 6 CODES (REQUIRED FOR STARTING AT CERTAIN FIGHTERS). MOST NES EMULATORS HAVE GAME GENIE SUPPORT THAT ALLOWS MORE THAN THE ORIGINAL 3-6 CODE LIMIT. THE ACTION REPLAY, CODE BREAKER AND GAMESHARK ARE THE SPIRITUAL SUCCESSORS FOR LATER GENERATION CONSOLES.

PASSWORD	DESCRIPTION
AAPLLL	Similar to SAPLLL with a few changes (Tyson can be KO'ed in first round)
AAVEAOTP	Always able to throw star uppercuts
AAVETLGA	Normal punches do more damage
AAVETLGE	Knock down opponents with one punch (not all punches or against King Hippo)
AGIONS	Mac appears in white at start of round (glitches until end of round after knockdown)
AGUELIGA	Random high stamina refreshing
ALNEVPEY	Never lose stars
ALNEYAEI	Opponents always miss
ALVAYPEY	Always able to throw star uppercuts
ANAZON	Blank screen (game can be heard and played)
ANIELT	No timer and sound issues
ANZAST	*"The Little Macs!"* (extra Mac sprite)
AOIONS	*"Another different TKO code"* †
APGENP	More stars
APIONS	Similar to AGIONS
ATEALIXZ	Infinite stamina
ATOEXESA SXKAYKSE	Opponents start with no stamina
AXIONS	*"The TKO code!! After knocking down an opponent wait a while for Mario's twin to announce the TKO victory"*
EANALL	*"Phantom Punch Knockdown"* (sprite issues, invisible instant knockdown punch)
EATEAT	*"Tyson absolutely chewed up the game!"* (opponent sprite issues)
ESTATE	Mac and Mario sprite issues
EXSELL	One punch knockdown (not all boxers)
GIGEEE	Mac's stamina appears to be full
GKAUTO	Similar to KOAUTO except opponents do not change color and Glass Joe says all quotes between rounds
GTTZZZ	*"Instagram"* (washed out arcade-style colors)
GZKETGST	Infinite hearts
INUAIZSY	Opponents can't block punches
IOUSSS	Opponents get back up with slightly less stamina
IPAKIN	Sound issues
ITPAYY	Point and opponent sprite issues
KGLOSS	Freezes when Mario says *"Fight"*
KKOUTO	Glass Joe, Great Tiger and Mike Tyson will frequently dodge attacks
KOAEEA	Mac's stamina appears to be low
KOAUTO	Stars, heart and timer issues. Different opponent colors and easier KOs. Mac regains hearts slowly and cannot get up after a knockdown. No messages between rounds. King Hippo is virtually unbeatable!
KOOLYO	Opponents never attack (can't beat Hippo)
KOOUTO	Different opponent patterns and fast timer
KUZEAK	Win by decision without fighting
KVKAAGLA	Replenishes stamina between rounds
KYLOSS	Freezes when Mario says *"Fight"*
LASAEPAA	Start each round with 3 stars
LAYZEY	Mixed green and white Mario colors
NAPANA	Both boxers start with no stamina, opponent sprite issues, very short round
NAYZEY	Similar to LAYZEY however Mario wears a white streaked hat
NOTAIS	Mac and Mario issues, opponent doesn't get up after being knocked down but round continues (not all boxers)
OAPLLL	*"Similar to the SAPLLL code with some differences and Tyson can be KO'd in the 3rd round."* †
OGTZZZ	Green tint
OKLOSS	*"KO mode!"* (after knocking down an opponent Mario will start the count, then when the opponent is getting up another Mario will enter and continue the count up to 10 for a KO. If Mario freezes, reset and try again)
OKPGOK	Graphics and opponent sprite issues, easy opponent KO, freezes after Glass Joe
OLTZZZ	Purple tint
OSTILL	*"The Illusion Fighters"* / *"Enter the Dragon Mirror Fight"* (opponent sprite split horizontally)
OXOULU	*"Ultimate KO mode!"* (KO after first knockdown)
OZLOSS	*"Always lose by controversial KO without fighting!"* †
PAXEUPAE	Hearts stay at 99
PGAAPG	*"Maximum Point Outburst"* (certain punches loop for very high scores, may infinite loop)
PGAAPS	Only Mac's stamina runs down, round ends when opponent attacks
PGTZZZ	Green tint

† *Unverified*

PILONS	*"Longer pause between round starts and after knockdowns"* †
POPEZY	Super fast rounds
PPNZGGAA	Fight against the demo version of Bald Bull. Use in conjunction with IEUPEZAE and PEUPSXSY to stop the game from quitting after 2 minutes (requires NES hard restart)
PTTZZZ	Game Boy colors
PXPXPX	*"Removes opening Mike Tyson screen"* †
SAGEYN	Never ending round
SAPLLL	*"Many opponents such as Great Tiger stay down for the count after being knocked down. Others such as Glass Joe get up with more energy and opponents like Tyson get up with less energy."* †
SAYZEY	Similar to LAYZEY however Mario wears a white hat
SIZEKO	Round ends when one of Mac's jabs is blocked
SIZZLE	Crowd cheers then game freezes
SNAKEO	Opponent sprite issues (vertical)
STAYZK	Music is slowed and altered
STNAAUIV	Stunned punches do less damage
STNAPUIV	Stunned punches do more damage
STTZZZ	Gray tint
SXOEYNVV	Infinite time
SZSEZPAX	No stamina refresh for opponents
SZVAAOIV	Take less damage
SZVALPAX	Take even less damage
TATALL	Match-up screen issues, Mario count always 1, quick Mac victory celebration
TAYEIT	Changes rounds, freezes timer, Tyson's punches are weaker
TONILL	*"Too close for comfort"* (opponent sprite appears close to Mac)
TYOULU	No TKO against most opponents
TZLOSS*	*"Instant controversial TKO code!"*
UKKAIKVO XEKATGLA	Opponents return with full stamina after knockdown †
UZLOSS	*"Instant loss!"* †
YATZEY	*"Mike Tyson's Black-Out!!"* (black background and mostly black sprites and animations)
YOZEAK	Win by decision without fighting
YZLOSS	*"Instant win!"* †
ZAPEEE	Mac starts with no stamina, opponent sprite issues

ZAPLLL	*"Similar to the SAPLLL code, however some opponents get up with no energy and Tyson can be KO'd in the 2nd round."* †
OZNXZGSE ZANXLGPA SANXGKOZ PANXIGEA	Start at Von Kaiser
OZNXZGSE PANXLGPA SANXGKOZ PANXIGEA	Start at Piston Honda 1
OZNXZGSE LANXLGPA SANXGKOZ PANXIGEA	Start at Don Flamenco 1
OZNXZGSE GANXLGPA SANXGKOZ PANXIGEA	Start at King Hippo
OZNXZGSE IANXLGPA SANXGKOZ PANXIGEA	Start at Great Tiger
OZNXZGSE TANXLGPA SANXGKOZ PANXIGEA	Start at Bald Bull 1
OZNXZGSE YANXLGPA SANXGKOZ PANXIGEA	Start at Piston Honda 2
OZNXZGSE AANXLGPE SANXGKOZ PANXIGEA	Start at Soda Popinski
OZNXZGSE PANXLGPE SANXGKOZ PANXIGEA	Start at Bald Bull 2

DID YOU KNOW?

Tyson from *MTPO* appears as a boss in *I Wanna Be The Guy: The Movie: The Game*, a freeware indie retro 2D platformer best known for its notorious difficulty, unorthodox level design and assets from many other games.

OZNXZGSE ZANXLGPE SANXGKOZ PANXIGEA	Start at Don Flamenco 2
OZNXZGSE GANXLGPE SANXGKOZ PANXIGEA	Start at Super Macho Man
OZNXZGSE LANXLGPE SANXGKOZ PANXIGEA	Start at Mr. Sandman
OZNXZGSE IANXLGPE SANXGKOZ PANXIGEA	Start at Mike Tyson

† *Unverified*

SPEED / SCORE RECORDS (AS OF PUBLISHING)

	RedTom's Record Shrine				Twin Galaxies	TASVideos	SDA	SDA	
						TAS (AD 2010)	Best Times	Segmented (AC)	High Score
	MTPO (PAL)	PO (PAL)	MTPO (NTSC)	PO (NTSC)	MTPO (NTSC)	MTPO (NTSC)	MTPO (NTSC)	MTPO (NTSC)	MTPO (NTSC)
Glass Joe	0:42.00 (TR 2002)	0:41.97 (TR/MT 2011)	0:42.00 (2002)	0:42.00 (2003)	0:42.00 (many)	0:42.00	00:42.00 (AC 2010)	00:42.00	16,150 (AC 2012)
Von Kaiser	0:35.97 (TR 2003)	0:35.97 (TR 2003)	0:35.97 (MT 2005)	0:36.82 (AD 2005)	0:35.97 (MG 2011)	0:35.97	00:36.61 (AC 2010)	00:37.82	11,830 (JC 2009)
Piston Honda 1	0:42.00 (TR 2003)	0:44.82 (TR 2003)	0:42.97 (MT 2005)	0:43.97 (AD 2005)	0:52.97 (BP 2010)	0:40.25	00:43.82 (AC 2010)	00:47.25	19,210 (JC 2009)
Don Flamenco 1		0:14.61 (KE 2010)	0:14.97 (Multiple)		0:11.97 (MG 2011)	0:14.97	00:14.97 (AC 2010)	00:15.00	19,120 (AC 2012)
King Hippo	0:44.99 (TR 2002)	0:40.82 (TR 2002)	0:37.61 (MT 2004)	0:37.97 (CV 2003)	0:37.61 (MG 2011)	0:37.61	00:37.61 (AD 2010)	00:41.82	1,540 (AC 2012)
Great Tiger	0:55.82 (KE 2010)	0:53.00 (TR 2002)	0:47.48 (MT 2008)	0:48.48 (JW 2004)	0:47.48 (MG 2011)	0:47.48	00:47.99 (AC 2010)	00:48.61	22,120 (JC 2009)
Bald Bull 1	0:59.25 (TR 2002)	1:30.61 (TR 2002)	0:57.99 (MT 2008)	0:59.82 (JW 2004)	1:37.97 (BS 2005)	0:57.82	01:01.97 (AC 2010)	01:12.61	23,870 (JC 2009)
Piston Honda 2	0:51.25 (TR 2004)	0:57.61 (TR 2002)	0:50.97 (MT 2005)	0:54.25 (AD 2005)	0:59.82 (BP 2010)	0:50.25	00:52.48 (AC 2010)	00:58.97	16,490 (AC 2012)
Soda Popinski	0:51.61 (TR 2003)	0:57.48 (TR 2003)	0:46.48 (MT 2009)		0:53.97 (BP 2010)	0:45.25	00:50.25 (AC 2011)	00:56.97	14,400 (JC 2009)
Bald Bull 2	1:35.25 (TR 2002)	1:41.82 (TR 2002)	1:21.82 (MT 2009)	1:30.48 (AD 2005)	1:37.97 (AF 2010)	1:08.97	01:25.97 (AC 2011)	01:29.97	16,270 (JC 2009)
Don Flamenco 2	1:26.25 (TR 2003)	1:39.97 (KE 2010)	1:23.97 (MT 2011)	1:40.97 (JW 2003)	1:23.97 (MG 2011)	0:58.00	01:26.48 (AC 2011)	01:56.48	13,510 (JC 2009)
Mr. Sandman	2:29.99 (TR 2002)	2:14.97 (MG 2011)	2:19.48 (MT 2011)	2:39.25 (JW 2003)	2:18.82 (MG 2011)	2:18.00	02:20.00 (AC 2010)	02:24.61	10,530 (JC 2009)
Super Macho Man	1:09.25 (TR 2003)	1:13.25 (KE 2010)	0:48.82 (MT 2007)	1:04.00 (JW 2004)	2:15.48 (ES 2009)	0:45.25	0:50.97 (AC 2010)	01:10.82	18,040 (AC 2012)
Mike Tyson/Mr. Dream	2:55.xx (TR 2003)	2:53.99 (TR 2002)	2:13.xx (MT 2009)	2:23.xx (JS 2004)	2:35.xx (DT 2003)	1:58.xx	02:19.xx (AC 2011)	02:29.xx	14,700 (AC 2012)

REGULAR CIRCUIT RECORDS (MTPO NTSC)

INITIALS	YEAR	REAL TIME	IN-GAME TIME	SCORE
AC (Single Segment, SDA)	2010	18:59	17:06	
AC (Segmented, SDA)	2010		16.31.72	
AD (Tool Assisted Speedrun)	2011	17:47.71		
AJF (Twin Galaxies)	2011			165,340
MT	2008	18:49	16:59	
NM (Twin Galaxies)	2006		36:43.71	

CLOCK STOP GLITCH RECORDS

	MTPO (PAL)	MTPO (NTSC)	PO (NTSC)
Don Flamenco 1	0:10.61 (RT 2004)	11.97 (MT 2004)	
Soda Popinski		31.97 (MT 2009)	0:33.25 (AD 2005)
Don Flamenco 2		46.48 (MT 2007)	
Super Macho Man		35.97 (MT 2007)	

PLAYER INITIALS

INITIALS	PLAYER
AC	Anil 'Sinister1' Chirayath
AD	Andrés 'Adelikat' Delikat
AJF	Andrew J Fisher
AF	Andre Furrer
BP	Brian Picchi
BS	Brian Sulpher
CV	Chrome Virus
DT	Daniel Teixeira
ES	Erik Schonewille
JC	Joel 'Collegejew629' Cohen
JS	'JediSamurai'
KE	Kristian Emanuelsen
MG	Michael Girard
MT	Matt Turk
NM	Nik Meeks
TR	Tom 'RedTom' Roth

PAL VS NTSC

PAL RUNS AT 50HZ WHILE NTSC RUNS AT 60HZ. A 10 FRAME WINDOW IS ROUGHLY 1/5 OF SECOND ON PAL AND A 1/6 OF A SECOND ON NTSC. THE FAMICOM AND NTSC VERSIONS OF MTPO BOTH RUN AT 60HZ AND BEHAVE THE SAME WAY.

CHARACTER DIFFERENCES

GLASS JOE

Speedy counters can occur on both *PO* and *MTPO* (NTSC) as well as *PO* (PAL). The clock can be stopped without the use of speedy punches. Speedy punches and the *Clock Stop Glitch* cannot be used at all on *MTPO* (PAL).

Timing differences allow rapid punches and a slightly faster KO time of 41.97!

KING HIPPO

The maximum number of punches Mac can perform after intercepting an overhead jab is 8 for PAL compared to 9 for NTSC. This results in an additional jab required for a PAL knockdown and subsequent slower speed record.

GREAT TIGER

On *MTPO* (PAL) the gem flash occurs at different times so strategies like the *Turban Tantrum* and *Tiger's Turmoil* cannot work.

DON FLAMENCO 1 AND 2

In *MTPO* (NTSC) the *Clock Stop Glitch* can occur earlier if Mac throws a speedy counterjab after dodging the *Deep Right Cross*, which he will block to stop the clock. The clock can also be stopped in the *PO* (NTSC) version, but only by using the *Goldilocks* counter and not the blocked jab. This is one of the only major differences, other than Mr. Dream replacing Tyson, between the NTSC versions of the game and possibly represents an attempt by the programmers to fix the *Clock Stop* 'bug'.

SUPER MACHO MAN

The *Dizzy Destroyer* does not work on PAL as he will block the jab, but can still be guttered. Maximum damage uppercuts (as he lowers guard for 19 damage) do not work for PAL versions either.

For NTSC he will take 2 unstunned uppercuts before dodging all others (excluding the *Spin Sucker*) until Mac has 3 stars in reserve at which point he will take 3 more star uppercuts and the cycle repeats. In the *PO* (PAL) version he will accept all uppercuts and never dodges.

SODA POPINSKI

On NTSC he will take 2 unstunned uppercuts before dodging the rest — unless Mac has 3 stars in reserve at which point he will take 3 more star uppercuts and the cycle repeats. In the *PO* (PAL) version he will accept all uppercuts and never dodges.

MR. SANDMAN

This character might have the most differences between the versions. The *Extended Wacky Waker* is shortened to 14+1 punches for *MTPO* (PAL). For *PO* (PAL) it does not require perfect quick dodging and can even be done with regular dodging.

On PAL if Mac throws a body blow at Sandman he will try to retaliate with a jab of his own, which can be intercepted with a jab or body blow (right body blow does the most damage) due to Mac's increased speed. In both NTSC versions Mac will be punched during the intercept and even if the punch lands, will cause no damage (observed in the *Midget Sandman Glitch*).

PISTON HONDA 2

The *Dizzy Destroyer* does not work on PAL version. He will block the jab, but can still be guttered.

CONTROVERSY

Multiple *Twin Galaxies* record holder, Michael Girard, was suspected of cheating and subsequently challenged by Matt Turk and Anil Chirayath.

The submitted Mr. Sandman time of 2:18.97 could not be sufficiently proven and resulted in all his times being removed from *Twin Galaxies*. The submitted record by Michael Girard was performed using a PAL cartridge on an NTSC console, but submitted as an NTSC record.

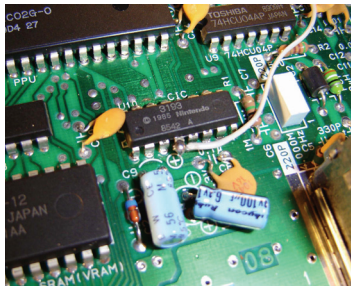
The PAL version runs 10Hz slower resulting in timing differences where Mac punches slightly faster allowing him to intercept Sandman's punches, which is impossible on the NTSC version. This leads to a faster time.

He has since resubmitted scores but there is still contention over the times and a good possibility that these too will be challenged.

The *Twin Galaxies* record for Don Flamenco 1 is faster than the best TAS time because the *Clock Stop Glitch* is allowed provided the clock is restarted within 5 seconds! This appears to be an arbitrary decision by the lone referee.

High scores by Jack Wedge are not included because they are unverified and contain errors.

NES LOCKOUT CHIP



Developed for the NES to address the counterfeit software issues of the Japanese Famicom, the lockout chip was to prevent unlicensed companies from distributing games and stop the copying of imported titles.

Licensed companies could buy lockout chips for their cartridges for around $9 per chip. Some companies managed to bypass the lockout and produce unlicensed games, including Tengen who were ruled as having infringed on Nintendo's copyright. Macronix Inc. filed U.S. patent 5,004,232, which details a method for getting around the lockout. During the life of the NES, Nintendo periodically modified the console causing some unlicensed games to stop working.

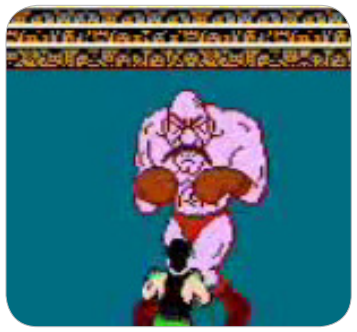
Identical chips are fitted to the console and inside every game cartridge. Pin 4 dictates whether the chip functions as either a 'lock' (console) or 'key' (cartridge). The lockout chip is in fact a 4-bit microprocessor with its own internal ROM and RAM. The program in the ROM is called 10NES.

When switching on the NES, the CPU and PPU are held in a reset state. The two lockout chips then talk to each other and if identical, the communication matches and the lockout chip releases the reset state on the console allowing the game to start. If a lock is present and does not match, the lockout chip causes the console to repeatedly reset. If there is no lock (both chips may be keys) the lockout chip does not reset the console.

The console lockout chip can be disabled by modifying the console and disconnecting pin 4 from the motherboard. This will allow the NTSC and PAL versions of *MTPO* and *PO* to all be played on a single console.

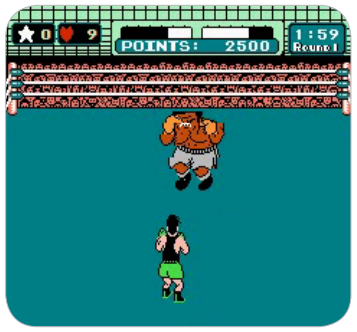
PAL games running on NTSC consoles behave as if overclocked.

MISCELLANEOUS // GLITCHES & HACKS



SODA CROUCH GLITCH

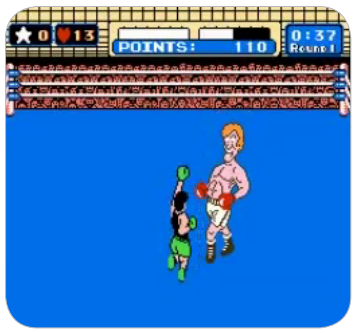
Be in a blocking position when Soda does an uppercut and he will freeze for a few seconds making him susceptible to a body blow. An unstunned uppercut after freezing Soda will result in an instant knockdown.



MIDGET SANDMAN

Body blow Mr. Sandman just as Mac is knocked down to cause his sprite to compress to about half the height. His sprite returns to normal once Mac gets back up. If both fighters have no energy and punch at exactly the same time, Mac will be knocked down while his opponent takes no damage.

Caused by the RAM address for Sandman's height (address $0080) changing from 10 to 8 when he is punched and not restored until the fight resumes.

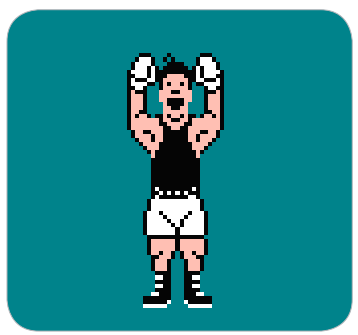


UNUSED DODGE HACK

Using the Game Genie code KKOUTO, it's possible to see Glass Joe, Great Tiger and Mike Tyson dodge punches. The AI of the game prohibits Glass Joe and Great Tiger from ever dodging an attack, while Tyson rarely dodges.

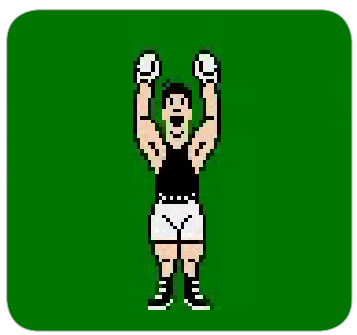
GREAT TIGER 10 COUNT HACK

Using a hex editor to change offset x540F from 94 to 93, Great Tiger will rise on the 10 count because he cannot normally be KO'ed.



MR. SANDMAN DECISION

By manipulating the score required to win by decision using an emulator, it causes a graphical glitch.



KING HIPPO DECISION

By manipulating the score required to win by decision using an emulator.

CLOCK STOP (CS) GLITCH

The clock can be stopped against certain opponents who can be rapid punched followed by a delayed punch for a star — or blocked body blow followed by a blocked jab. Rapid punches temporarily stop the clock and a late punch bypasses the re-initialization of the clock. This glitch was fixed for the release of *PO*.

The clock is restarted when throwing multiple punches, a star uppercut, or knockdown. To keep the clock stopped, only single late punches and gutters should be used — this is referred to as the *Rules of Engagement*.

DEMO BALD BULL

The demo shows Mac fighting Bald Bull — except Mac has 99 hearts instead of 15, fights on the dark blue canvas of the Minor Circuit, and Bull uses a different fighting pattern.

Game Genie codes can be used to fight against the demo version (PPNZGGAA) with additional codes (IEUPEZAE and PEUPSXSY) are required to prevent the game from ending after 2 minutes. Defeating Bull displays the Tyson ending.

GREAT TIGER KO

It takes 7 knockdowns to get a KO on Great Tiger, resulting in a round 3 TKO (a TKO has preference over a KO). Tiger returns after the 6th knockdown with 8 stamina — his trigger for the next knockdown to be a KO. Using an emulator to manipulate his return stamina to 8 after the 5th knockdown (instead of 6th) the subsequent knockdown results in a KO. Alternatively using game genie codes to disable the TKO rule (TYOULU) and stop the clock (SUSETNSO), a KO occurs after the 7th knockdown.

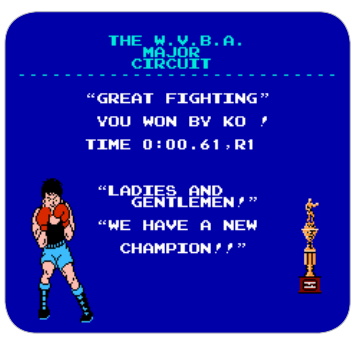
GHOST BODY BLOW

Quick dodge an uppercut and counter with a very fast left body blow, which will pass through the opponent. The opponent's face will react to being hit instead of the usual body blow animation.

Works on opponents who throw an uppercut (or occasional hook) which cannot be countered with a body blow. Tested against Tiger, Bull 1, Soda, Sandman and Tyson.

BALD BULL 1 KO

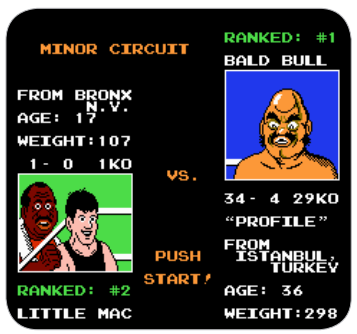
Using Game Genie codes to disable the TKO rule (TYOULU) and stop the clock (SUSETNSO), a KO occurs after the 12th knockdown. After the 7th knockdown he requires a star to knock him down — just like Bald Bull 2.

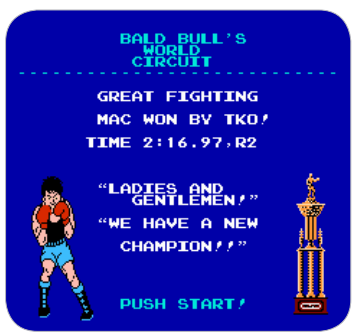


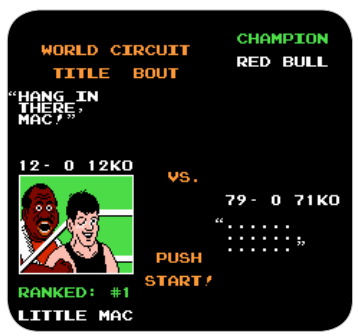
STAR UPPERCUT KING HIPPO

What happens if Mac actually hits King Hippo with a star? Using the game genie code LASAEPAA allows Mac to start with 3 stars. The star deals damage, but there is no hit animation programmed — the uppercut passes through Hippo.

MISCELLANEOUS // HACKED ROMS



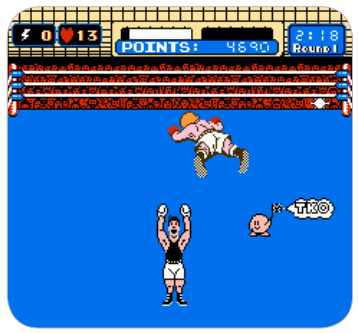


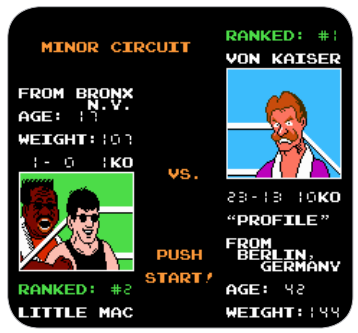


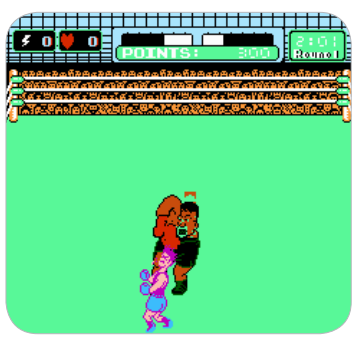
BALD BULL'S PUNCH-OUT

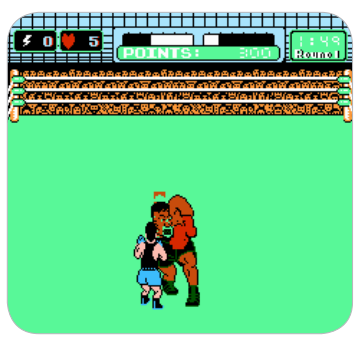
Created by Master Phred to replace every character with the Bald Bull sprite. The game froze when replacing Mike Tyson or Mr. Dream so the gold Japanese ROM was used because it ends with Super Macho Man. The hack features a new introduction, new ending, all characters are Bald Bull, each Bull uses a different strategy, and there is a final boss: Red Bull! Be sure to defeat the first two Bulls within 2 minutes of the first round or Mac will lose the fight!

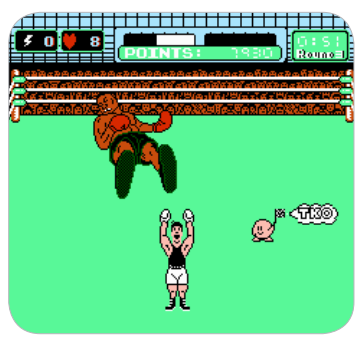
"Also, there is a way to get stars from Red Bull in round 1 — just think forty two..."





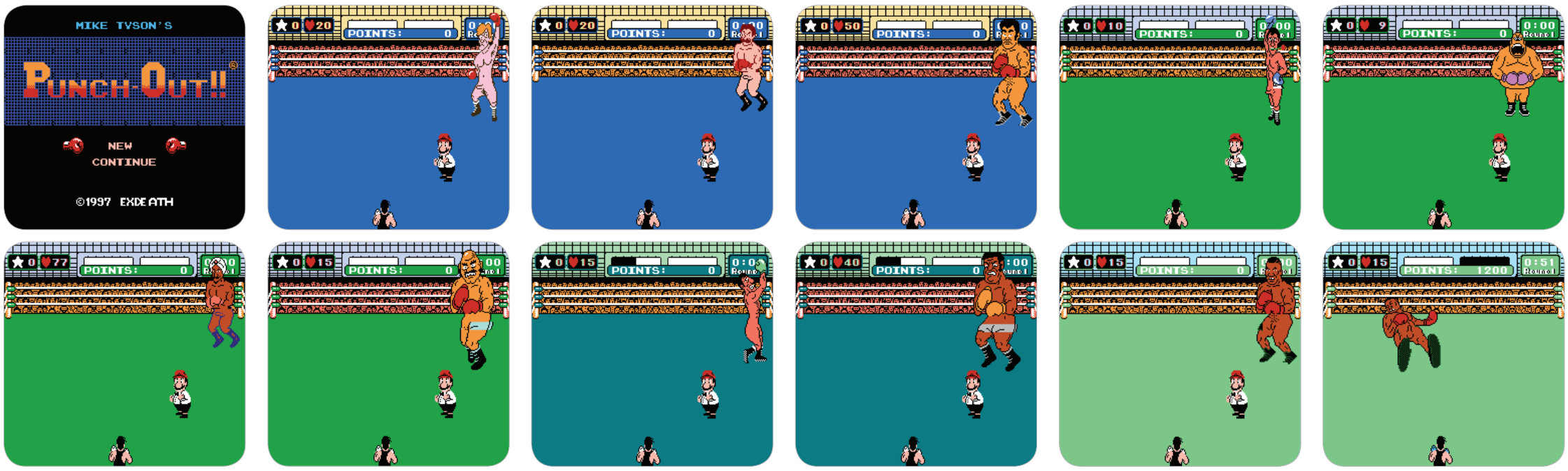






MIKE TYSON'S BITE-OFF!!

Created by Rahga, the hack features a new introduction, new ending, Kirby as referee, font changes, stars replaced by a thunderbolt and Tyson's hook is now a bite!



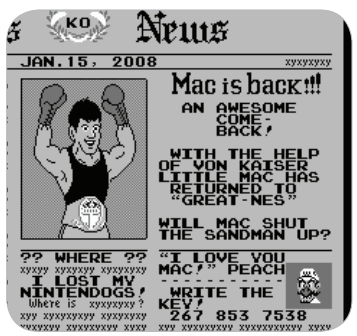
NUDE PUNCH-OUT!!

Created by ExDeath, the hack features a modified title and naked sprites. Bald Bull and Mr. Sandman don't have genitals, while Soda and Super Macho Man are unmodified. Some fighters' original sprites reappear when they are punched.

PHRED'S COOL PUNCH-OUT!!

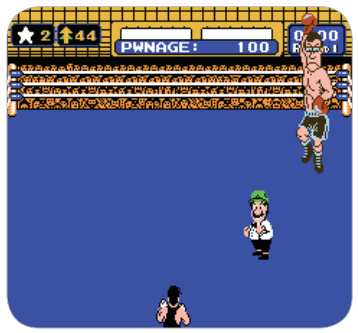
Created by Master Phred, the hack features a new introduction, ending, opponents and text.

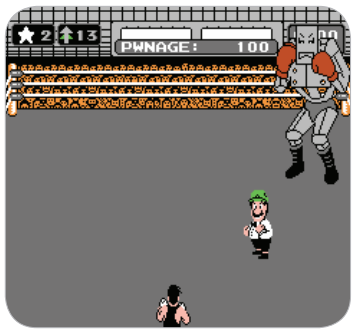
MISCELLANEOUS // HACKED ROMS (CONT'D)

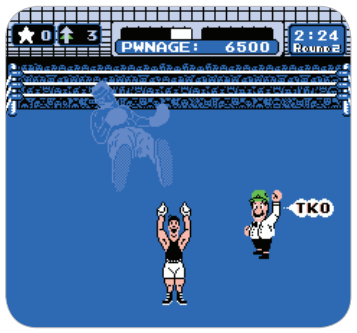


THE ALL NEW? PUNCH-OUT!!

Created by RatedJpG in 42 days, the hack features new graphics, ring colors, text and gameplay changes. The game follows the story line of the *Punch-Out!! Trailer* video by Team Awesome in which Mr. Sandman's son is the new WVBA champ and challenges anyone to beat him — offering a prize of 10 million rupees. King Hippo is now a promoter and in charge of Sandman's career. Characters from *Super Punch-Out!!* (SNES) retain their original quotes. Also, be sure to check the *All New Credits* by inputting 106-113-0120, holding Select, and pressing B and A together!

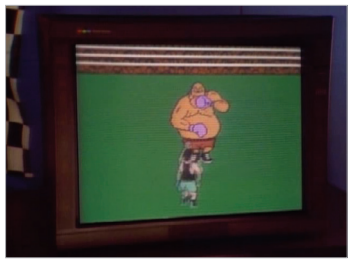






PHRED'S COOL PUNCH-OUT 2 TURBO

Created by Master Phred, this hack sequel features increased speed for Little Mac, new opponents, text and gameplay. The order of fighters is different and difficulty has been raised on some fighters. Master Phred is Mac's new coach as Doc Louis has decided to step back in the ring. Also Mac starts each round with 2 stars and can hold a maximum of 7, Luigi replaces Mario and there is a hidden fight!



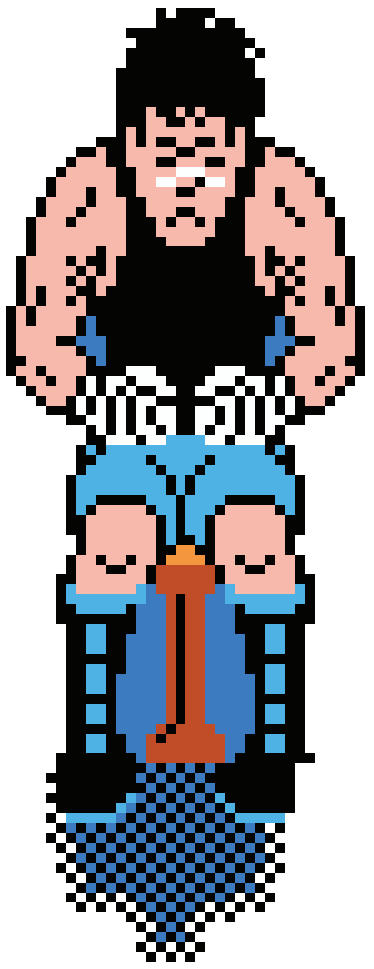
CAPTAIN N: THE GAME MASTER

An American animated television series that aired on television from 1989 to 1991 as part of the Saturday morning cartoon lineup on NBC. It had 34 episodes spanning over 3 seasons and incorporated elements from many popular Nintendo games of the time.

The show's hero, Kevin Keene, can be seen playing Punch-Out!! against King Hippo during the opening credits. Episode 4, 'Videolympics', is the only episode to contain elements from Mike Tyson's Punch-Out!!, by being set in the Punch-Out!! world. Other episodes simply contain King Hippo who is voiced by Gary Chalk.

DID YOU KNOW?

The question *"Who is not an opponent on MTPO?"* appeared on the TV show *Millionaire* with the possible answers Von Kaiser, Super Macho Man, Soda Popinski or Max Payne. The contestant answered Super Macho Man and was eliminated at $50,000.



LOSING

A single loss to Mike Tyson or 3 losses to any other opponent will result in the game over screen.

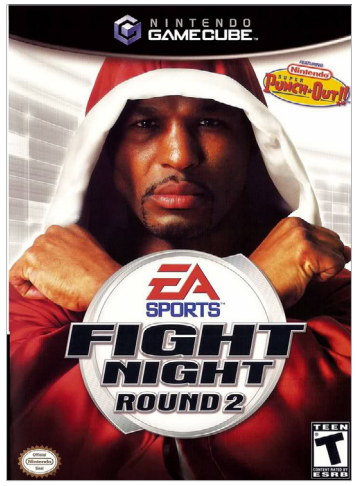
OPPONENT	1 LOSS	2 LOSSES
Glass Joe	Let's rematch!	Let's rematch!
Von Kaiser	Let's rematch!	You'll be ranked down to #2
Piston Honda 1	You'll be ranked down to #1	You'll be ranked down to #1
Don Flamenco 1	Let's rematch!	Let's rematch!
King Hippo	Let's rematch!	You'll be ranked down to #3
Great Tiger	Let's rematch!	You'll be ranked down to #2
Bald Bull 1	You'll be ranked down to #1	You'll be ranked down to #1
Piston Honda 2	Let's rematch!	Let's rematch!
Soda Popinski	Let's rematch!	You'll be ranked down to #5
Bald Bull 2	Let's rematch!	You'll be ranked down to #4
Don Flamenco 2	Let's rematch!	You'll be ranked down to #3
Mr. Sandman	Let's rematch!	You'll be ranked down to #2
Super Macho Man	You'll be ranked down to #2	You'll be ranked down to #2

ANIMAL CROSSING

PLATFORM	GameCube
YEAR	2001
CAMEO	Punch-Out!! (NES)

A social simulation series, developed and published by Nintendo, in which the player lives in a village inhabited by anthropomorphic animals. The series is notable for its open-ended gameplay and extensive use of an internal clock and calendar to simulate the real passage of time.

A total of 20 NES titles are available to be played in their original format within the game. 10 games are obtainable by playing the game (*Balloon Fight*, *Clu Clu Land*, *Donkey Kong*, *Donkey Kong Jr. Math*, *Excite Bike*, *Golf*, *Pinball*, *Tennis*, *Wario's Woods* and *Baseball*), 5 via codes released by Nintendo of Europe (*Soccer*, *Donkey Kong Jr.*, *Donkey Kong 3*, *Clu Clu Land D* and *Punch-Out!!*), 4 so-called 'forbidden four' games unobtainable without an Action Replay (*Mario Bros.*, *Ice Climber*, *Super Mario Bros.* and *The Legend of Zelda*) and 1 fake NES game obtainable on April Fool's Day (*Super Tortimer*).



FIGHT NIGHT ROUND 2

PLATFORM	GameCube
YEAR	2005
CAMEO	Super Punch-Out!! (SNES), Little Mac

The sequel to *Fight Night 2004* and the only in the series to be released on GameCube, which contains a playable version of *Super Punch-Out!!* (SNES) along with Little Mac as an unlockable character.

WARIOWARE: SMOOTH MOVES

PLATFORM	Wii
YEAR	2006
CAMEO	Little Mac, Referee Mario, Glass Joe, Von Kaiser, Bald Bull

The fifth game in the *WarioWare* series of party games, built around a collection of microgames (approximately 5 seconds each) in rapid succession. The microgames are divided into several stages loosely connected by a story. Little Mac appears in the microgame, *Punch-Out!!*, where the player assumes the role of Mario and must count out 3 boxers (Glass Joe, Von Kaiser then Bald Bull) knocked out by Little Mac.

SUPER SMASH BROS. BRAWL

PLATFORM	Wii
YEAR	2008
CAMEO	Little Mac, Music

The third installment in the *Super Smash Bros.* series of crossover fighting games, developed by an ad-hoc development team and published by Nintendo. *MTPO* sound effects can be heard as Little Mac attacks and music from the jogging scene can be heard in the song titled *Famicom Medley*. Mac is voiced by Hisao Egawa.

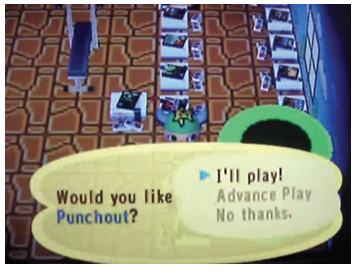
Little Mac appears as a Regular Trophy and an Assist Trophy who attacks by dealing two straight punches and an uppercut. The trophy reads *"A lightweight scrapper from the Bronx. After meeting with a former boxing great named Doc Louis who fell from glory, Mac takes Doc on as his coach, and together the pair try for the championship belt in the WVBA. Little Mac works his way up the ranks of the WVBA, taking out foes several times his size. By landing multiple blows, Little Mac gains a [star] uppercut."*

CAPTAIN RAINBOW

PLATFORM	Wii
YEAR	2008
CAMEO	Little Mac

Released exclusively in Japan, an action adventure game that involves making friends with past Nintendo characters by granting their wishes. Little Mac lives in a boxing ring and wishes to become world champion once again, but has been unemployed and become obese. The player must help Mac lose weight to resemble his original appearance — although it is possible for Mac to lose too much weight and become dangerously thin!

3. 1. 2004


Would you like
Punchout?
I'll play!
Advance Play
No thanks.

PUNCH-OUT!!
NEW
CONTINUE
©1987 Nintendo
©1990 Nintendo

Welcome to
Animal
Crossing

IGN.COM

IGN.COM

IGN.COM

EA
SPORTS
FIGHT
NIGHT
ROUND 2

Play this microgame?
Yes
No
KO! Hurry up with the count!

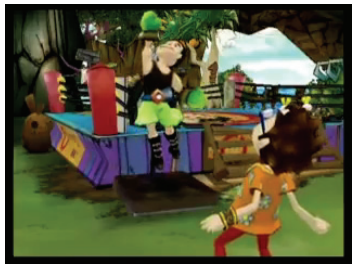
Count!

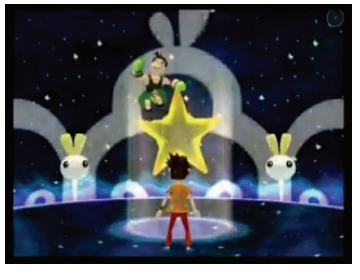
KO!

WarioWare
SMOOTH MOVES

SUPER
SMASH BROS.
BRAWL

世界的なチャンピオン
リトルマックです



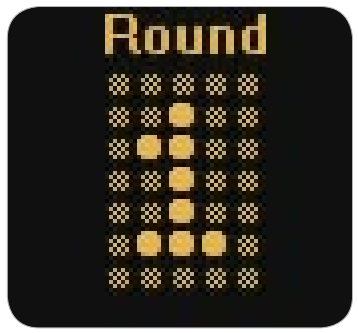


CAPTAIN
RAINBOW

MISCELLANEOUS // HOMAGES & COPYCATS

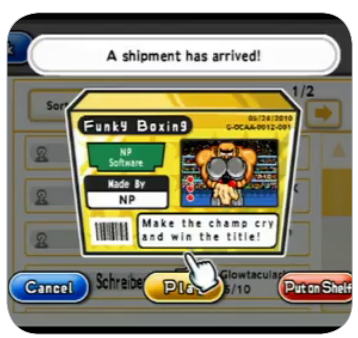
MIKE TYSON: MAIN EVENT

This free app by Rock Software for the iPhone or iPad plays almost identically to the original — except for in-game currency (used to buy *Power Punches*), leaderboards and achievements.



SIEMENS SL45I

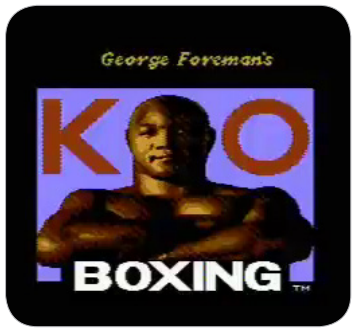
A port for the Siemens SL45I phone, it features 4 different attacks, guarding, dodging, 2 special attacks and 3 opponents. Requires 57kB of free memory!

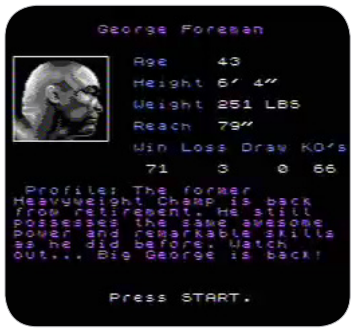


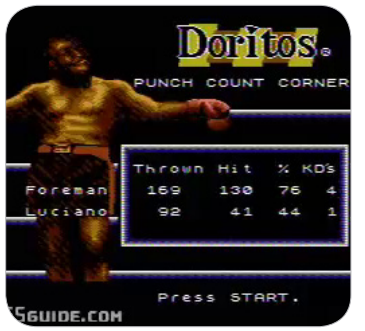
WARIOWARE: D.I.Y.

"Make the champ cry and win the title!" Funky Boxing, a downloadable Big Name Game microgame is a homage of *Punch-Out!!* made by Chris Slate, editor of *Nintendo Power* magazine.

To win the player must tap the screen and punch the opponent's face 3 times. The audience is comprised of *Nintendo Power* staff members.



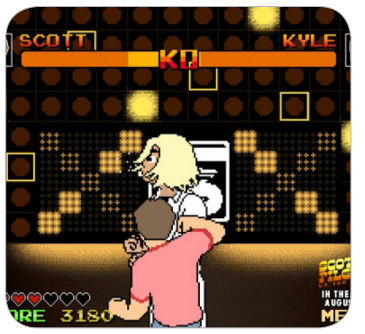




GEORGE FOREMAN'S KO BOXING

Released in 1992 by Acclaim, the player must defeat generic boxers in order to take on George Foreman in a 12-round match. The game features knockout instant replays, various camera angles and in-game advertising.

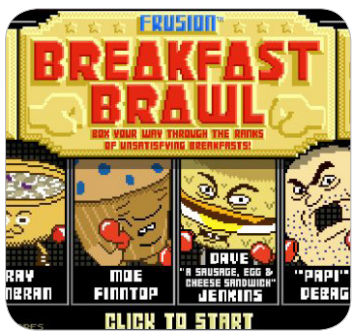
"You're 'Big George' Foreman - the people's champion - and you've got an appetite for big action that only KO boxing can satisfy. It's a full menu of hard-hitting, real-ring action! Take on a roster of heavyweight contenders as you go for the World Championship. Rock your opponents with stinging left-right combos and pound your way to the title with a spectacular 'Big George' Super Punch, while the computer tracks the action. George Foreman's KO Boxing puts the power of the greatest knockout artist in your hands!"

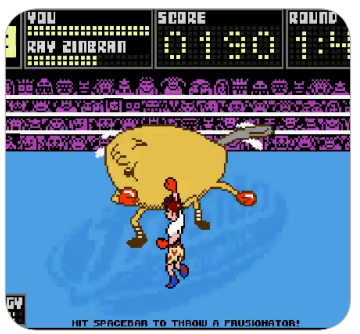


PILGRIM'S PUNCH-OUT!!

"A Game of Epic Epicness!" A retro-styled homage to *Punch-Out!!*, only with the cast of endearingly racist caricatures replaced by all seven of Ramona's ex-boyfriends from the *Scott Pilgrim vs. The World* movie.

The free app also featured two trailers for the movie, a movie picture gallery, a 'look inside' video, *ComicCon* information, a *Facebook* feature and high score table. There are three cutscenes and the *Power of Love* sword can be used as a super attack. The font used for the gameplay is *Joystik*.





BREAKFAST BRAWL

Box your way through the ranks of unsatisfying breakfast! An eclectic remake of *MTPO*, the game plays virtually identically but with well-built, breakfast-themed characters.
"Knock out the bad breakfast choices, and beat the bagel to become a breakfast champion."

ROMS

A ROM image is a computer file which contains a copy of the data from a chip — often a video game cartridge. The term is frequently used in the context of emulation, whereby older games are copied and run on computers using a piece of software known as an emulator. Popular NES emulators are *iNES*, *vNES* and *FCEUX*.

FILENAME	SIZE	DESCRIPTION
Mike Tyson's Punch-Out!! (PC10)	265kB	PlayChoice-10 version
Mike Tyson's Punch-Out!! (PRG 0) (U)	257kB	NTSC version
Mike Tyson's Punch-Out!! (PRG 0) (U) [b1]	257kB	Ignore
Mike Tyson's Punch-Out!! (PRG 1) (U)	257kB	NTSC version
Mike Tyson's Punch-Out!! (PRG 1) (U) [b1]	257kB	Ignore
Mike Tyson's Punch-Out!! (PRG 1) (U) [b2]	257kB	Ignore
Mike Tyson's Punch-Out!! (PRG 1) (U) [h1]	257kB	Ignore
Mike Tyson's Punch-Out!! (PRG 1) (U) [h2]	257kB	Ignore
Mike Tyson's Punch-Out!! (PRG 1) (U) [o1]	257kB	Ignore
Mike Tyson's Punch-Out!! (Rev 0) (E) [!]	257kB	PAL version
Mike Tyson's Punch-Out!! (Rev 1) (E) [!]	257kB	PAL version
Mike Tyson's Punch-Out!! (U) [b1]	257kB	Ignore
Punch Out!! (U) [b1]	257kB	Ignore
Punch Out!! (U) [o1]	513kB	Ignore
Punch-Out!! (E) [!]	257kB	PAL version
Punch-Out!! (J)	130kB	Japanese gold version
Punch-Out!! (U)	257kB	NTSC version
Punch-Out!! (U) [o1]	257kB	Ignore
Bald Bull's Punch-Out!!	257kB	Hack
Mike Tyson's Bite Off (Hack)	257kB	Hack
Nude Punch-Out!!	257kB	Hack
Phred's Cool Punch-Out 2 Turbo	257kB	Hack
Phred's Cool Punch-Out!!	257kB	Hack
Punch Out!! Kirby (Hack)	257kB	Hack
The All New Punch-Out!!	257kB	Hack
Mike Tyson's Intergalactic Power Punch (U) (Proto) [b]	385kB	Prototype

NES SOUND FORMAT (NSF)

A sound data file containing instructions for NES sound hardware, containing the entire soundtrack and sound effects. NSF files are modified NES ROMs with all game code and graphics removed, leaving only the music engine.

FILENAME	sound-rip.nsf
SIZE	33kB

SOUNDTRACK

While no official soundtrack was ever released, an unofficial soundtrack is available on the internet in OGG format — a free, open digital music standard. The composer for all tracks is credited to Yukio Kaneoka, Akito Nakatsuka and Kenji Yamamoto.

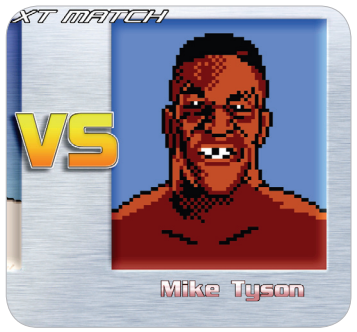
TRACK	TITLE	LENGTH	SIZE
01	Title	0:08	114kB
02	Introduction	0:22	318kB
03	Glass Joe / Mr. Sandman	0:06	96kB
04	Round Start	0:03	60kB
05	Boxing	1:14	1.1Mb
06	Opponent Is Down	0:20	330kB
07	You Won	0:04	78kB
08	Von Kaiser / Super Macho Man	0:04	71kB
09	Title Bout!!	0:05	78kB
10	Piston Honda	0:06	115kB
11	Get Up!	0:20	335kB
12	We Have a New Champion!!	0:06	116kB
13	Training / Credits	1:03	895kB
14	Don Flamenco	0:06	109kB
15	King Hippo	0:04	72kB
16	Let's Rematch!	0:04	86kB
17	Great Tiger / Bald Bull / Mike Tyson / Mr. Dream	0:03	63kB
18	Soda Popinski	0:06	100kB
19	New Champ!	0:09	153kB
20	The Dream Fight!!	0:04	66kB
21	Game Over	0:10	166kB
22	Great Fighting!!	1:06	933kB

ROM LABELS EXPLAINED

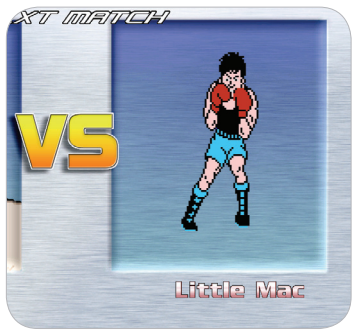
KEY	DESCRIPTION
[a]	To fix bugs or to eliminate compatibility with Game Genie or Action Replay codes
(PRG #)	Same as [a] but more likely to use the publisher's official version numbering
(U)	USA and English Canadian
[b#]	Bad dump (incomplete or corrupted)
[h#]	Hack (new introduction, cheats, region free, graphic changes or total conversion)
[o#]	Overdump (contains repeated data that should be discarded)
(E)	Europe
[!]	Verified good dump (exact copy of the cartridge with no modifications)
(Rev #)	Revision by publisher
(J)	Japan

M.U.G.E.N

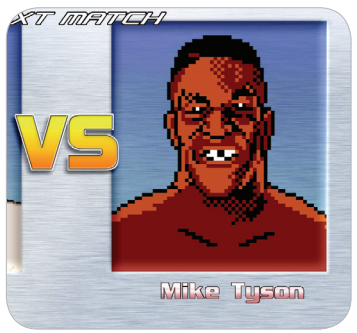
A freeware 2D fighting game engine designed by Elecbyte. Released in 1999 it allows anyone to create characters and background stages similar to commercial games. Officially, Elecbyte claims to have forgotten what the acronym M.U.G.E.N stood for, but the documentation states that its meaning referred to the days when the engine was meant to emulate shooting games as opposed to fighting games. The meaning of mugen in Japanese is unlimited.

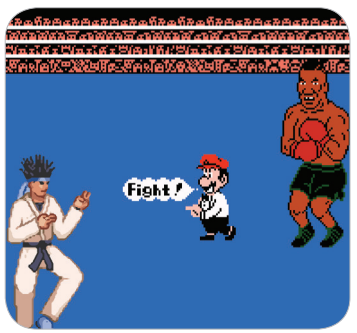


NAME	Mike Tyson
AUTHOR	fhqwhgads7
SIZE	3,789kB
FILENAME	MikeTyson_IWBTG
DESCRIPTION	Based upon the boss in the game *I Wanna Be The Guy: The Movie: The Game*, fighting automatically takes place on his stage. Much larger than a normal character, his attacks interact with the bricks in the stage. He can be attacked with projectiles and must be stunned and knocked down 3 times.



NAME	Little Mac
AUTHOR	Da Hoax
SIZE	929kB
FILENAME	mac
DESCRIPTION	An experimental character.





NAME	Mike Tyson
AUTHOR	Bane84
SIZE	447kB
FILENAME	miketyson
DESCRIPTION	Based on the character from *MTPO*, fighting automatically takes place on his stage. He must be hit above the waist and is immune to throws and projectiles, but still retains an instant KO uppercut.

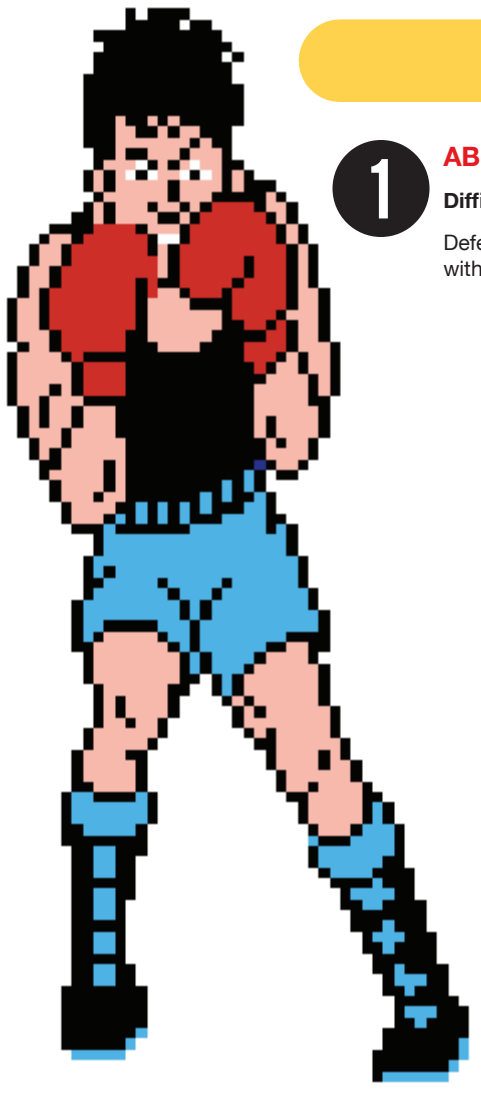
RECORDED MOVIES

Used by the *FCEUX* NES emulator to record and playback movies, since replaced by the new and improved FM2 format. Another popular recording format is NSM, which can be played with the *NESticle* emulator.

FILENAME	adelikatv4-miketysonspunchout.fm2
SIZE	941kB
DESCRIPTION	NES *MTPO* (USA PRG1) in 17:47.71 by Adelikat. TAS that does not use the *Clock Stop Glitch*.

FILENAME	adelikatv3-punchout-cs.fm2
SIZE	1,020kB
DESCRIPTION	NES *MTPO* in 19:17.96 by Adelikat. TAS that uses the *Clock Stop Glitch*.

MISCELLANEOUS // ACHIEVEMENTS



1 ABOVE THE BELT

Difficulty: 1

Defeat King Hippo without body blows

2 CAN'T STOP THIS

Difficulty: 1

Perform the *Clock Stop Glitch*

3 BIG IN JAPAN

Difficulty: 3

Finish *Punch-Out!! (Special)*

4 LIGHTWEIGHT

Difficulty: 4

Finish the game with 12 winning decisions

5 THE SANDMAN

Difficulty: 4

Finish *The All New Punch-Out!!*

6 BARBERS DON'T QUIT

Difficulty: 4

Finish *Bald Bull's Punch-Out!!*

7 LIKE DONKEY KONG

Difficulty: 4

Finish *Phred's Cool Punch-Out 2 Turbo*

8 BELOW THE BELT

Difficulty: 5

Perform the *Midget Sandman Glitch*

9 IN ANOTHER CASTLE

Difficulty: 5

Finish the *Another World Circuit*

10 ALIEN POWER PUNCH

Difficulty: 5

Finish *Mike Tyson's Intergalactic Power Punch*

THINK YOU ARE A PUNCH-OUT!! CHAMPION?

TRY THESE CHALLENGES ON FOR SIZE!

17 UNTOUCHABLE

Difficulty: 10

Defeat every opponent in the first round without taking damage

16 SUPER BLACK-OUT!!

Difficulty: 10

Finish *Mike Tyson's Black-Out* (Game Genie)

18 IT'S OVER 9000!

Difficulty: 10

Finish the game with over 200,000 points

15 TRUE FINGER SPEED

Difficulty: 10

Finish the game in under 20 minutes

14 FINGER SPEED

Difficulty: 8

Finish the game in under 25 minutes

13 ZEE UPPERCUT!

Difficulty: 7

Finish the game without star uppercuts

12 ROCKY MARCIANO

Difficulty: 7

Finish the game with a 14-0 record

11 BUSTER DOUGLAS

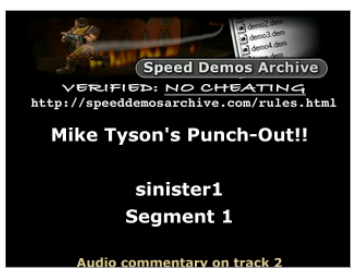
Difficulty: 6

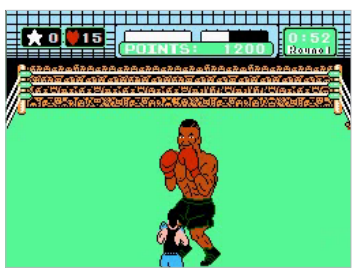
Finish the game

MISCELLANEOUS // VIDEOS

TITLE	NES Commercial
AUTHOR	Nintendo
DURATION	0:26
DESCRIPTION	Official 1987 TV commercial for the United States version of *MTPO*.

TITLE	Famicom Commercial
AUTHOR	Nintendo
DURATION	0:29
DESCRIPTION	Official 1987 TV commercial for the Japanese version of *MTPO*.



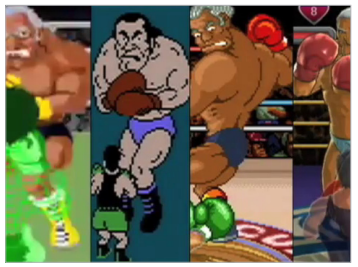


TITLE	Mike Tyson's Punch-Out!! segment run in 16:31.72
AUTHOR	sinister1
DURATION	21:30
DESCRIPTION	*"This game has long deserved a place on SDA. It is one of the greatest NES games of all time, but also one of the most difficult to speed run. I remember when I first visited the SDA site I looked for this game immediately and was disappointed to not see it. I am very happy to have filled this void and hope this run encourages more people to make attempts at this game whether they be single segment, individual level, or segmented. PS: There is a bonus audio commentary on track 2 of the video."*

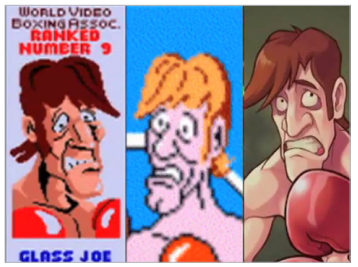
TITLE	Mike Tyson's Punchout in 17:47 by adelikat
AUTHOR	adelikat
DURATION	19:11
DESCRIPTION	*"This is an improvement to my previous TAS that does not use the clock stopping glitch. It improves Soda Popinski to 45.25 (was 45.67) and Don II to 58.00 (from 58.61)."*

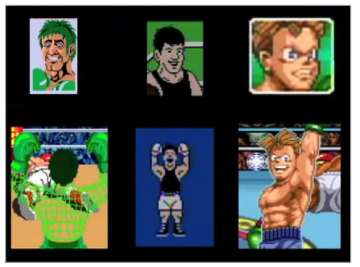
TITLE	TAS: NES Punch-Out!!, Mike Tyson's (USA PRG1) in 17:52.4
AUTHOR	Phil & Genisto
DURATION	19:16
DESCRIPTION	Original Tool-Assisted Speedrun (TAS) video. *"The objective is not to beat your opponent... but to humiliate him by winning as fast as possible."*

TITLE	Mr. Sandman World Record
AUTHOR	MKWizardMikeGirard
DURATION	2:09
DESCRIPTION	*"World record time on Mr. Sandman with a time of 2:14.97. This was played on an NTSC NES with a PAL Punch-Out!! cartridge."*



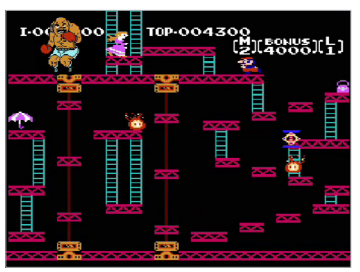
TITLE	Punch-Out!! “Boxer Evolution” video
AUTHOR	1UP.com
DURATION	3:44
DESCRIPTION	*“See Little Mac and some of his greatest foes from the very beginning. In this Punch-Out!! Evolution video you will see Glass Joe, Gabby Jay, Great Tiger, Bear Hugger, Vodka Drunkenski, Soda Popinski, Bald Bull, Super Macho Man, and Mr. Sandman.”*





TITLE	Punch Out!! - Series Evolution
AUTHOR	GameTrailers
DURATION	3:51
DESCRIPTION	*“From eight-bit TKOs to the Wii-tastic future!”*

TITLE	Mike Tyson’s Punch Out Walkthrough Showcase
AUTHOR	Kingdom Carts
DURATION	6:30
DESCRIPTION	*“This is just a showcase of a 19 PART WALKTHROUGH — most of these strategies are explained in great detail in the first stages of this tutorial.”*

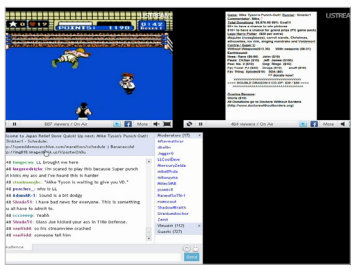
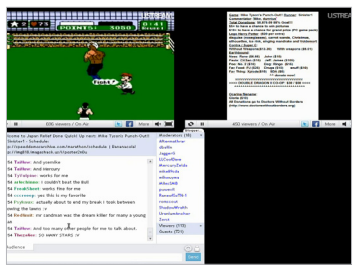
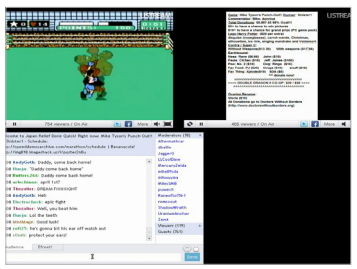


TITLE	Mike Tyson’s Punch Out Walkthrough
AUTHOR	Kingdom Carts
DURATION	1:38:59
DESCRIPTION	*“I’m redoing the Punch Out series. I'll bother with the descriptions when I'm finished.”*

TITLE	Punch Out!! Decisions, Decisions: Glass Joe
AUTHOR	Collegejew629
DURATION	5:33
DESCRIPTION	*“Welcome to my new Punch Out collection! In this series I want to do two things. 1) win every fight by decision (or lose if I can’t win by decision), and 2) Show how many times Mac can get knocked down before not being able to get up at all. Against Joe, Mac can fall 3 times before not being able to get up.”*

TITLE	Punch Out: Decisions, Decisions: Von Kaiser
AUTHOR	Collegejew629
DURATION	4:58
DESCRIPTION	*“You can get knocked down 3 cumulative times before being unable to get up. You will NEVER believe what he can do.”*

MISCELLANEOUS // VIDEOS (CONT'D)

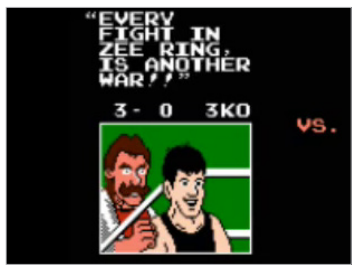




TITLE	Japan Relief Done Quick! - Punch Out !
AUTHOR	Nuage13
DURATION	23:53
DESCRIPTION	*"Speedrun Marathon 2011. Special Japan Welcome to Japan Relief Done Quick! Thanks for watching."*

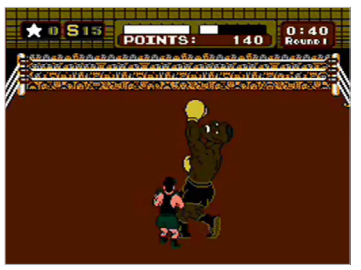
TITLE	Awesome Games Done Quick — Mike Tyson's Punch out!! (22:45)
AUTHOR	Speed Demos Archive
DURATION	22:45
DESCRIPTION	*"From SDA's 2nd Annual Speed run marathon, this time titled Awesome Games Done Quick. Where over $52,000 was raised for preventcancer.org. Taking place over 4 days and running over 100 games. The cause was noble and the runs were awesome! Played by Sinister1."*

TITLE	Mike Tyson's PUNCH-OUT!! (NES) — Tyson KO'd in the dark!
AUTHOR	Daniel T
DURATION	8:23
DESCRIPTION	*"Mike Tyson gets beaten in the dark. Performed by Daniel T (aka DTysonator) on a real NES home console, recorded on VHS, and digitally produced by 'cyriades'. The black out effect is made by Daniel T's own Game Genie code creation, YATZEY."*

TITLE	Bald Bull's Punch-Out!!
AUTHOR	HexidecimalBeefTrogg
DURATION	23:35
DESCRIPTION	*"Bald Bull's Punch-Out!! An all new rom hack created by Master Phred. This is recorded from version 1.0 of Bald Bull's Punch-Out!!. A patch for version 2.0 is available for download at http://punchout.masterphred.com as well as my Phred's Cool Punch-Out!! rom hack."*

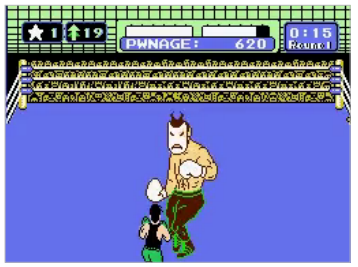


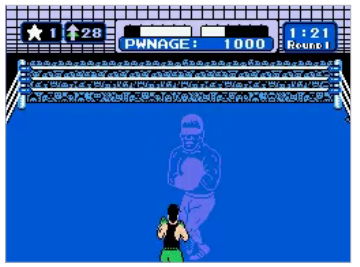
TITLE	The All New? Punch-Out!! Trailer (A new ROM hack!)
AUTHOR	RatedJpG
DURATION	3:36
DESCRIPTION	*"Inspired by Team Awesome's Punch-Out!! Trailer, I created this 'new' Punch-Out!! ROM for NES emulators. A patch should be out by mid-January so stay tuned! Please don't forget to post your comments and let me know what you think... :D."*



TITLE	The All New? Punch Out!! ROM hack
AUTHOR	KingdomCarts
DURATION	17:57
DESCRIPTION	*"This is a showcase of 'The All New? Punch Out!! — The Sandman' hack by RatedJpG. To display the hack, I have used Andrès Delikat's (Adelikat) tool-assisted speedrun (TAS) for the game. Enjoy the inhuman reflexes of the slow-downs, save-states, re-records, and frame-by-frame-advancements that only an emulator could provide."*

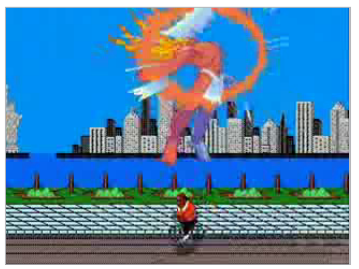
TITLE	The All New? Punch-Out!! Trailer 2
AUTHOR	RatedJpG
DURATION	1:33
DESCRIPTION	*"The second trailer announcing the release of the Punch-Out!! mod inspired by Team Awesome's vids. The addy for the web page is case sensitive... just write it AS IT IS and you should get there! All comments welcome. Enjoy."*



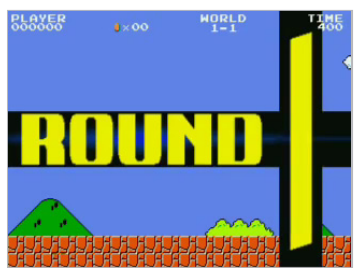


TITLE	Phred's Cool Punch-Out 2 Turbo
AUTHOR	HexidecimalBeefTrogg
DURATION	4:41
DESCRIPTION	*"This punchout NES rom hack is made by Master Phred. I hope to have this hack done soon as well as the formerly titled Major and World circuit videos posted!"*

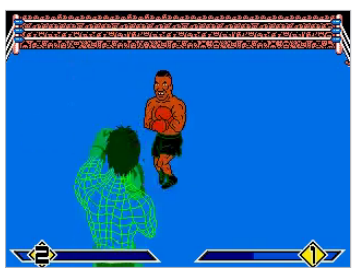
TITLE	Phred's Cool Punchout!!! Nes Hack
AUTHOR	123musiclover
DURATION	19:12
DESCRIPTION	Full playthrough of the NES hack.



TITLE	Mugen Quickie: Doc Louis and Gill glitch
AUTHOR	DarkLegendVampire
DURATION	1:27
DESCRIPTION	*"What happens when you pit a bike thief against a disturbing, yet powerful red and blue man? Watch and find out."*



TITLE	Super Doc Louis
AUTHOR	LastSteelgod
DURATION	0:20
DESCRIPTION	*"Doc Louis from Punch Out!! takes the old Super Mario Bros. course for a spin. He goes around in circles forever so I just ended it early."*

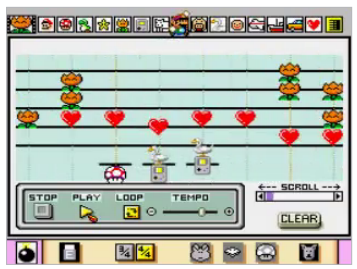


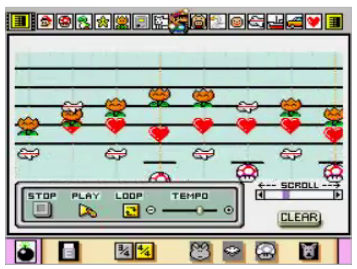
TITLE	MUGEN Wire Boxer Vs Mike Tyson
AUTHOR	andersonkenya1
DURATION	1:31
DESCRIPTION	*"I played as Wire Boxer (Me) to defeat Mike Tyson, it was not very difficult, I just need to watch out (for the) Mike Tyson uppercut!!!"*

MISCELLANEOUS // VIDEOS (CONT'D)

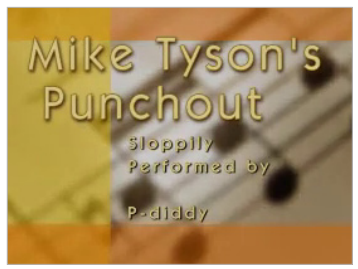
TITLE	Interactive Punch-Out!!
AUTHOR	ZackScott
DURATION	3:03
DESCRIPTION	*"Check out this interactive version of the classic NES Mike Tyson's Punch-Out!! My friend Samuel outfitted a boxing dummy so that this Nintendo game can be played by punching the dummy."*

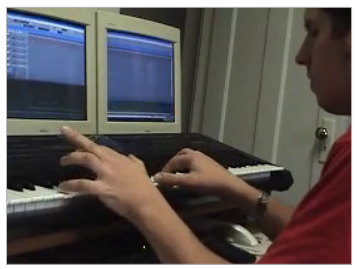
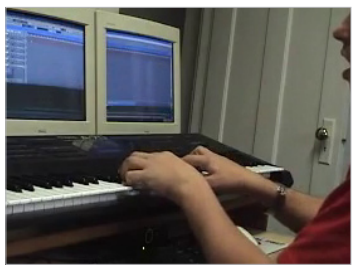
TITLE	RetroKinect introduction
AUTHOR	EatsTooMuchJam
DURATION	2:42
DESCRIPTION	*"A demonstration video of my first stab at a retro game controller powered by Kinect. I sped up most of it since these demos tend to be extremely boring. It's also way funnier sped up — if only I had rights to Yakkity Sax, this could have been way funnier!"*



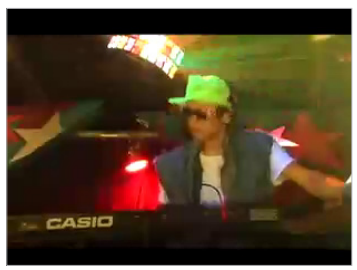


TITLE	Mike Tyson's Punch Out! on Mario Paint
AUTHOR	TomBobBlender
DURATION	2:34
DESCRIPTION	*"Using Mario Paint, I arranged several Punch Out!! Themes. Enjoy!"*



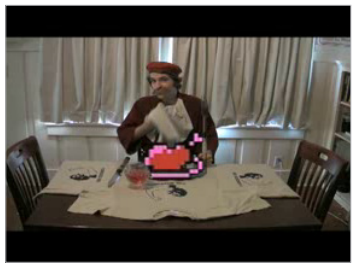



TITLE	NES Piano — Mike Tyson Punchout Theme
AUTHOR	patrickjosephbrown
DURATION	1:48
DESCRIPTION	*"Mike Tyson's Punch-Out!! theme played by ear — not perfect, but still fun."*

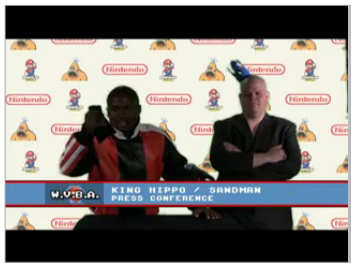


TITLE	Rump Posse does Mike Tyson's Punchout!!!
AUTHOR	horsedivorce
DURATION	2:21
DESCRIPTION	*"This is a music video consisting of live footage of the Atlanta workout band Rump Posse! They do pushups, they get in shape, and most importantly, they have the sweetest riffs ever!!! In this video, they cover the theme song to the NES game 'Mike Tyson's Punchout' and go insane doing it! Check out the dude hanging from the rafters!! It's the funniest video I've seen in ages. 'Live and die by the dream!'"*

TITLE	Tekken 6 - Casual Gameplay - Origin vs. JRuckus (2/4)
AUTHOR	PureEdgeGaming
DURATION	11:31
DESCRIPTION	Little Mac skin of Steve in *Tekken 6*. Seen at the 9:12 mark of the video.



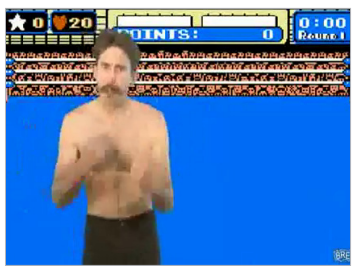
TITLE	A message from Von Kaiser
AUTHOR	Team Awesome
DURATION	1:21
DESCRIPTION	*“High Five City and Team Awesome are proud to announce that the ‘Zee Uppercut’ shirts are here! All donations proceed High 5 City.”*



TITLE	Punch-Out!! Trailer - Nintendo Short Cuts
AUTHOR	Team Awesome
DURATION	4:31
DESCRIPTION	*“Team Awesome’s entry in the Nintendo Short Cuts Showcase Contest. Our mission was to stay true to the Punch-Out!! game characters while molding them to fit our modern day story. From the game that lives on in our childhood memories of Nintendo, we present to you our adaptation of Punch-Out!!. Redemption is just three fights away.”*

TITLE	Mega64: Punch Out!!
AUTHOR	Mega64
DURATION	2:13
DESCRIPTION	*“Derek reprises his role as Doc in the world of Punch Out, only to find little interest in his advice... or his chocolate. (Debuted at PAX 2009).”*

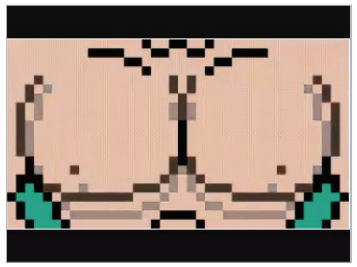
TITLE	PUNCH OUT!
AUTHOR	The Adventures Of Duane BrandO
DURATION	3:36
DESCRIPTION	*“The group is separated now with Duane’s solo work ‘Action Adventure World’ and BrandO’s solo work ‘The Amazing BrandO’.”*



TITLE	Punch-Out Rap
AUTHOR	Break.com
DURATION	3:21
DESCRIPTION	*“With the release of the new Punch-Out on Wii next week, here’s a tribute to King Hippo, Super Macho Man, Little Mac, and the rest of the old school bangers.”*

TITLE	Mike Tyson's Punch Out LIVE!!
AUTHOR	Break.com
DURATION	3:18
DESCRIPTION	*“A live, on-stage reenactment of the popular game ‘Mike Tyson’s Punchout’ for the NES/Famicom.”*

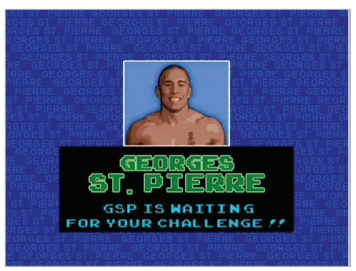
MISCELLANEOUS // VIDEOS (CONT'D)



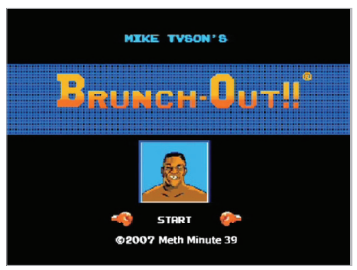
TITLE	Turbo Punch Out Cinema-rama
AUTHOR	Teshinator
DURATION	1:07
DESCRIPTION	*"And now, our feature presentation..."*

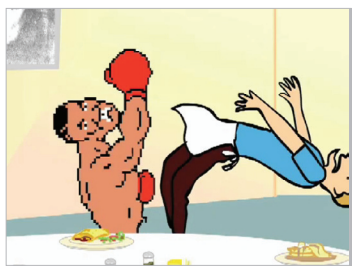
TITLE	Mike Tyson on Monday Night Raw 1/11/2010
AUTHOR	DaglesTA62
DURATION	10:02
DESCRIPTION	Mike Tyson returns to Raw as the special guest host to name the #1 contender at the *2010 Royal Rumble* to face Sheamus for the WWE Championship. Features multiple references to *MTPO*.

TITLE	Fedor Emelianenko's Punchout Nintendo (1988)
AUTHOR	AceBradley
DURATION	2:01
DESCRIPTION	*"Fedor, doing what he does best."*



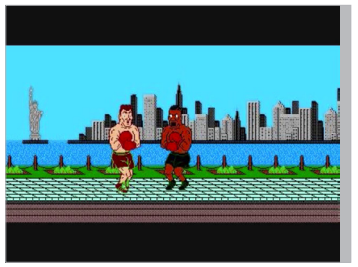
TITLE	George St. Pierre PUNCHOUT!
AUTHOR	JeeHadJoe
DURATION	1:54
DESCRIPTION	*"That's right, Nintendo meets GSP in this classic battle from the early days!"*



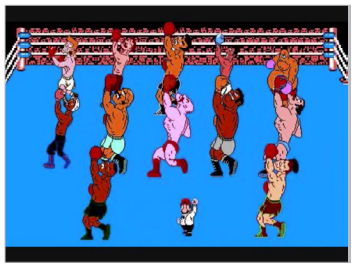


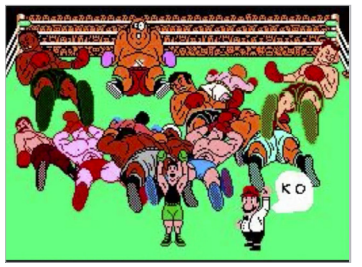
TITLE	The Meth Minute 39: Mike Tyson's Brunch Out!!
AUTHOR	Dan Meth
DURATION	1:38
DESCRIPTION	*"This is episode 5 of 'The Meth Minute 39', an original series of short cartoons by animator Dan Meth. What happens when the hipster brunch scene meets the 8-bit Nintendo rage of boxing icon Mike Tyson? This, apparently. This cartoon includes adult language, so we recommend you watch it twice on your iPhone while sipping a mimosa."*

TITLE	Mike Tyson's Paparazzi Punch-Out!!
AUTHOR	Jimmy Kimmel Live!
DURATION	0:46
DESCRIPTION	Humor following Mike Tyson's arrest for punching a paparazzi.

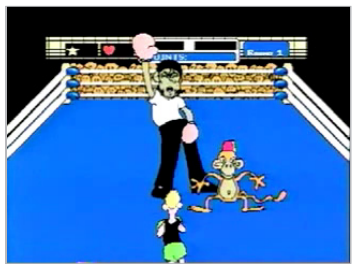


TITLE	Punch-Out!! Bloopers
AUTHOR	MarioAndSonicLover
DURATION	2:33
DESCRIPTION	Strange video featuring *Punch-Out!!* characters in other games and acting out scenes from TV.





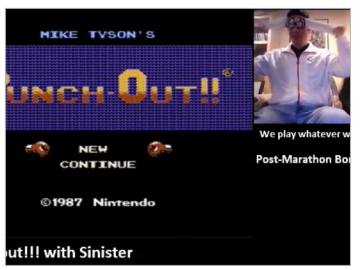
TITLE	Punch-Out!! Bloopers 2
AUTHOR	MarioAndSonicLover
DURATION	5:02
DESCRIPTION	Strange video featuring *Punch-Out!!* characters doing a dance followed by a re-enactment of the ‘Soup Nazi’ scene from *Seinfeld*.

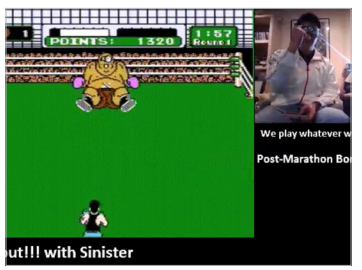


TITLE	Michael Jackson's Punch-Out!!
AUTHOR	Mike L. Mayfield and the Citizens Against Safety Goggles
DURATION	1:51
DESCRIPTION	*“Little Mac Culkin’s bout with the King of Pop, Michael Jackson — based on the single greatest video game of all time. KO!”*

TITLE	Awesome Games Done Quick 2012 - Punch Out + blindfolded
AUTHOR	Speed Demos Archive
DURATION	40:15
DESCRIPTION	*“Demolishing over 100 games to support the Prevent Cancer Foundation.”* Over $400 was donated towards sinister1 playing *MTPO* blindfolded...

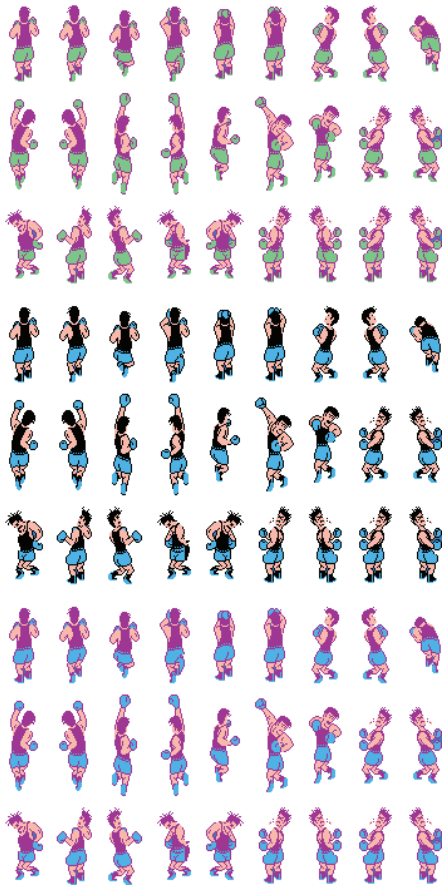
TITLE	Glitched Mike Tyson’s Punch-Out!!
AUTHOR	sinister1
DURATION	8:21
DESCRIPTION	*“Sinister1 practising Mike Tyson’s Punch-Out!! blindfolded for AGDQ 2012 courtesy of Mikwuyma’s TwitchTV stream. Commentators are Mike Uyama and jprophet22.”*

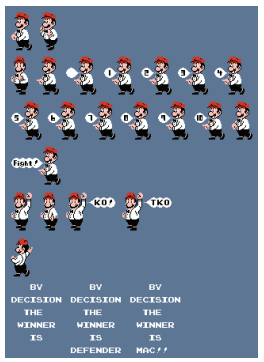


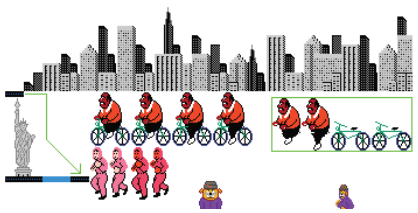


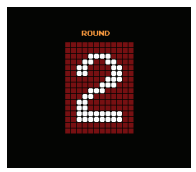
TITLE	Blindfolded Mike Tyson’s Drunk-Out!!
AUTHOR	sinister1
DURATION	18:43
DESCRIPTION	*“Sinister1 getting his drunken revenge on MTPO during the AGDQ 2012 bonus stream.”*

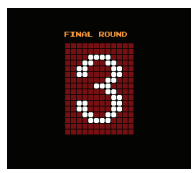
MISCELLANEOUS // SPRITES

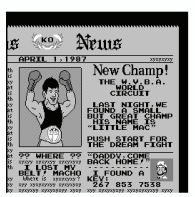


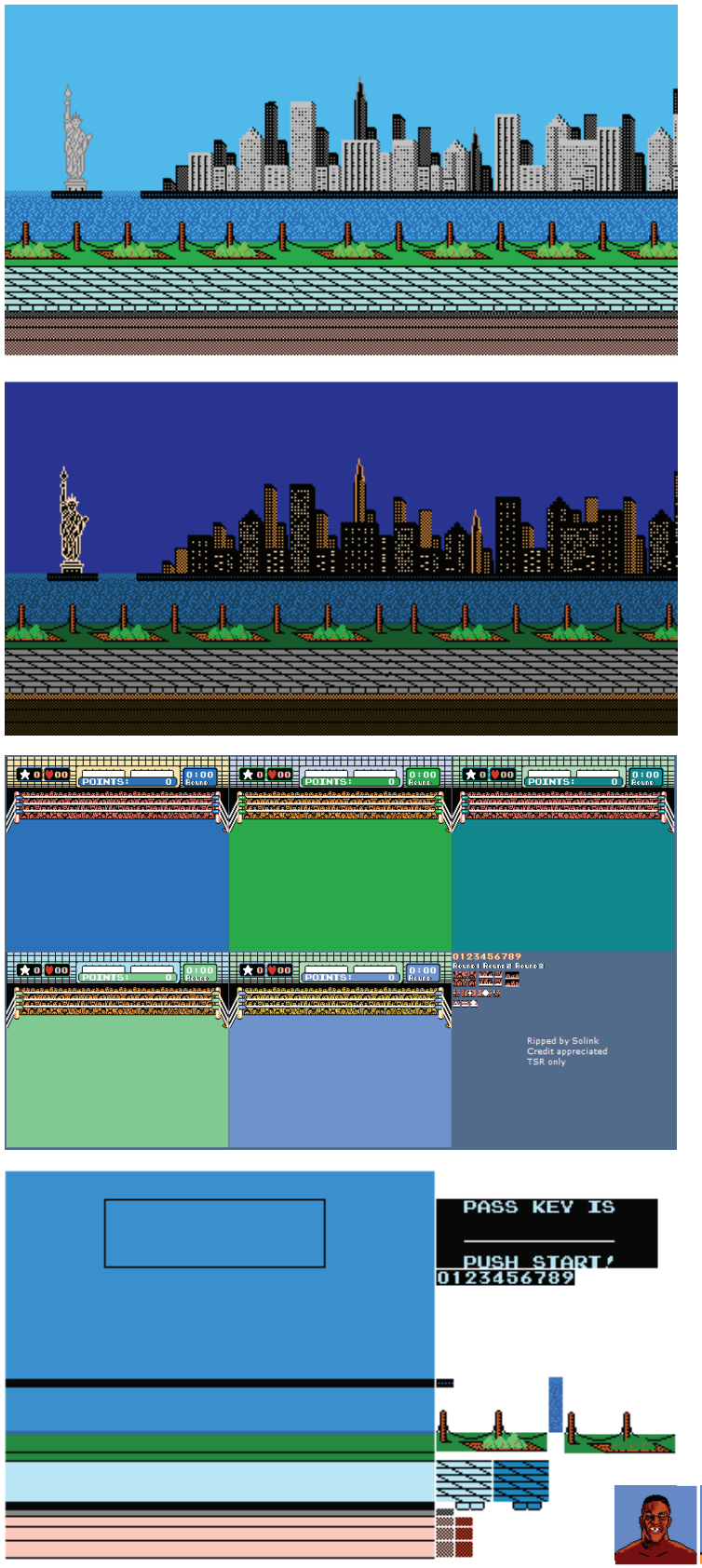


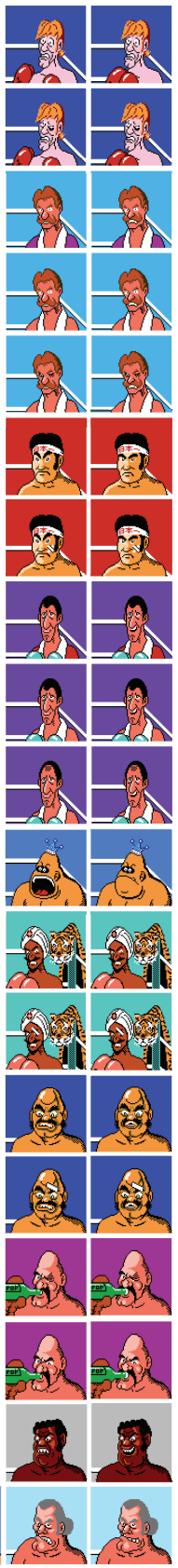


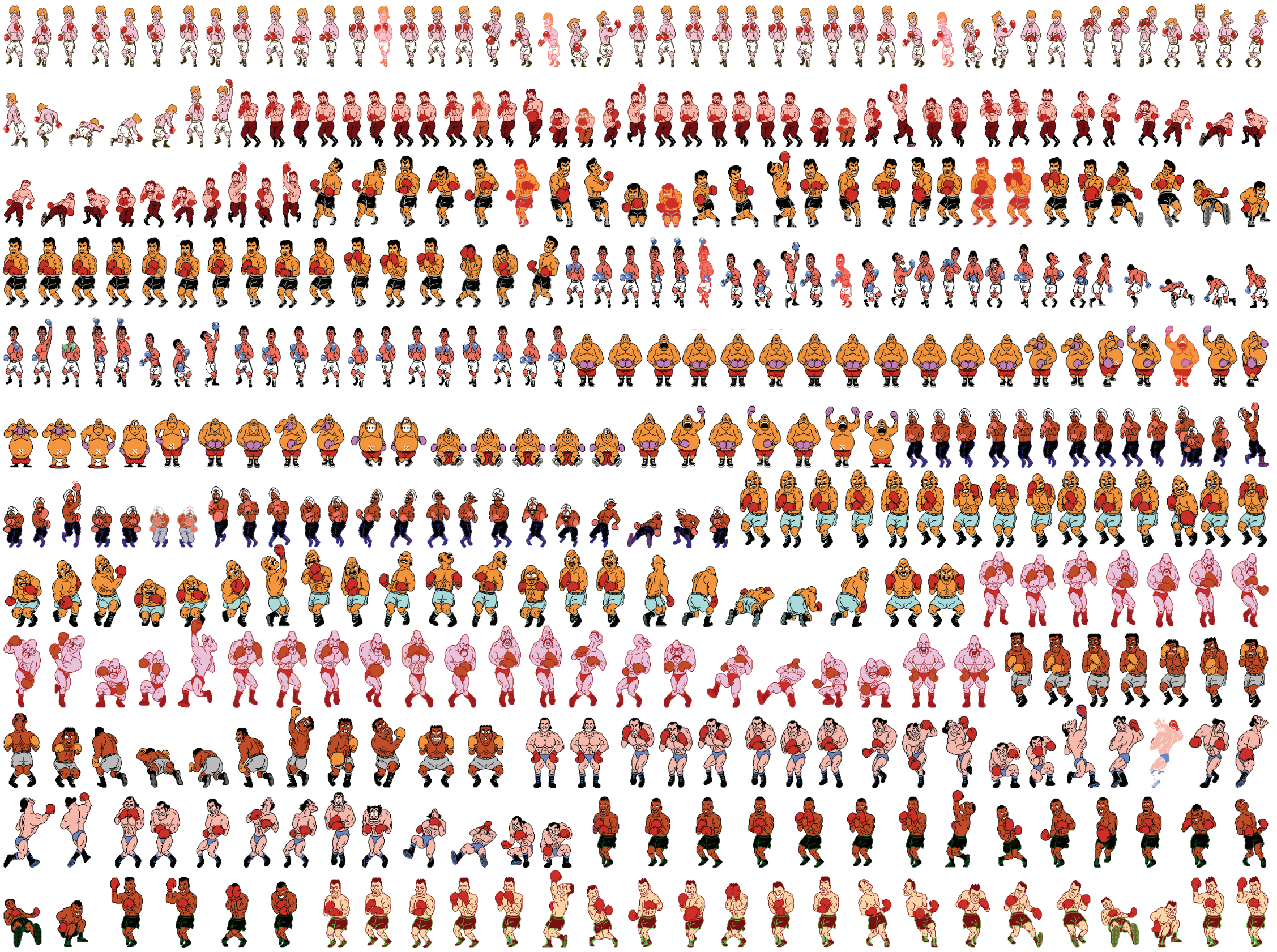




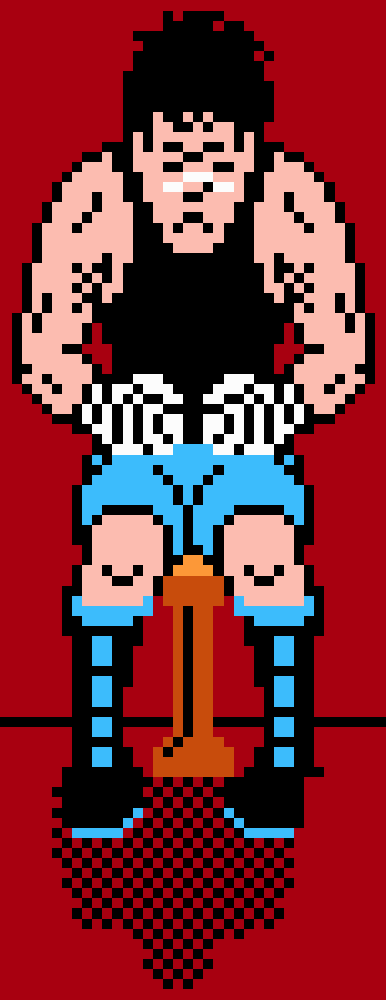








GIVE UP?



RETIRE?

GAME OVER

“START TRAINING
MAKE A COMEBACK!”