

Punch-Out! FAQ

by AboveAverage

Updated to v2.1 on Apr 26, 2004

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The Punch Out featuring Mr. Dream FAQ
Written and Published by Above Average
For the Nintendo Entertainment System Console
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I dedicate this FAQ to all the Punch Out fans out there who have come up with some really killer strategies and continue to find new tricks in this great game even after seventeen years. For Tom Roth, Brian Sulpher, Daniel Teixeira, Martin Charlebois, Jack Wedge, Chrome Virus, Sean Szafran, Miles Hardison, Matt Turk and all the other Punch Out fans out there. Thank you all for your strategies, support, and effort. Without all that, I wouldn't have been able to write this FAQ. Thank you for everything, you guys are the greatest.

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02. I N T R O D U C T I O N
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"Its a right jab, a left hook, an uppercut!"

It's Punch Out! The classic boxing game that never seems to get old. After all these years myself and many others can't seem to get tired of this great game. This game has really stood the test of time very well, it's often considered one of the greatest games of all time. I sure do think so. While it's not like real boxing the least bit, considering the only real movement you are doing is dodging and punching. The real fun comes out in the comical characters, exploiting weaknesses, and discovering new patterns, methods, and punch combos. The fact that this game has such an extreme amount of depth is amazing. Well, all I know is I have been playing this game since as long as I can remember and I haven't gotten the least bit bored of it. Well in any case, I hope you enjoy this FAQ, and if you have anything to add, email me at the address provided in the Legal Info section.

This game is a re-release of Mike Tyson's Punch Out, released in 1987. The real reason for the re-release is because Tyson's contract with Nintendo expired and he didn't renew it, so in 1990 they came out with this game. It is not because of Tysons rape trials as many people think (That happened in 1992, this version came out in 1990) It's pretty much the same except Mr. Dream is the final opponent instead of Mike Tyson. Aside from that, there are some other minor differences between the two versions. But for the most part, they are the same. However, I would prefer the Tyson version over this one only because the

original feels more classic than this. Well enough chit chat, on with the guide...

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03. C H A R A C T E R P R O F I L E S

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Each fighters ranking, record, hometown, age, weight, and trash talk are listed here.

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Little Mac

=====
Ranked: #3 Minor Circuit
Record: 0-0 0KO
Hometown: Bronx, New York
Age: 17
Weight: 107lbs

Little Mac is the main character of the game on a path to fame. His ambition is to become WVBA Heavyweight Champion. With the help of his trainer, Doc Louis and you, the player, Mac will be able to live his dream. It's a story of victory but the road is long, the future of Mac's boxing career is in your hands. Work your way through the rankings of the Minor, Major, and World circuits and get the fight of your life...a dream bout with Mike Tyson!

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Glass Joe

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Ranked: #2 Minor Circuit
Record: 1-99 1KO
Hometown: Paris, France
Age: 38
Weight: 110lbs

"Watch the Jaw! Don't hit my jaw!"
"This is my last match! I am too old for fighting"
"Make it quick! I want to retire!"
"Do I have time to take a nap before the fight?"

=====
Von Kaiser

=====
Ranked: #1 Minor Circuit
Record: 23-13 10KO
Hometown: Berlin, Germany
Age: 42
Weight: 144lbs

"Surrender! Or I will conquer you!"
"I was a boxing teacher at the military academy!"
"I'll teach you a lesson! You'll fall down!"
"Your punch is soft! Just like your heart!"

=====
Piston Honda

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Ranked: Minor Circuit Champion/#5 World Circuit
Record: 26-1 18KO
Hometown: Tokyo, Japan
Age: 28

Weight: 174lbs

"You should wear a helmet when you fight me!"

"I'll give you a TKO from Tokyo!"

"Where is the NHK TV Cammera? Hello, Tokyo!"

"Sushi, Kamikaze, Fujiyama, Nippo ichi..."

"I still remember our first fight! Now I am gonna pay you back, Banzai!"

=====

Don Flamenco

=====

Ranked: #3 Major Circuit/#2 World Circuit

Record: 22-3 9KO

Hometown: Mandrid, Spain

Age: 23

Weight: 152lbs

"People like my hair! Don't mess my hair!"

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

"I'm a beatiful fighter! I have such a style!"

"Carmen, my love, I dance so sweet for you!"

"Flamenco strikes back! Return of Don!"

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King Hippo

=====

Ranked: #2 Major Circuit

Record: 18-9 18KO

Hometown: Hippo Island, South Pacific

Age: ??

Weight: ??

"Do you like my new trucks? Their size XXX large! Ha, ha, ha!"

"I feel like eating. After I win, lets go to lunch! 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!"

=====

Great Tiger

=====

Ranked: #1 Major Circuit

Record: 24-5 3KO

Hometown: Bombay, India

Age: 29

Weight: 132lbs

"A kitten is no match for a tiger!"

"So a pussycat wants to fight a tiger?"

"Beware of my tiger punch!"

"I have purred long enough! Now hear me roar!"

=====

Bald Bull

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Ranked: Major Circuit Champion/#3 World Circuit

Record: 34-4 29KO

Hometown: Istanbul, Turkey

Age: 36

Weight: 298lbs

"This time I'm gonna charge right over you."
"My Barber didn't know when to quit...Do you?"
"Hey! Little Mac! Maybe Doc should throw you a towel!"
"Doc can't help you now. Will you beg me for help?"
"Zip your lip, Doc! Little Mac is mine now!"

=====
Soda Popinski
=====

Ranked: #4 World Circuit
Record: 33-2 24 KO
Hometown: Moscow, U.S.S.R.
Age: 35
Weight: 237lbs

"After you lose, we'll drink to your health! Ha, ha, ha!"
"Would you like some punch to drink? Ha, ha, ha!"
"I drink to prepare for a fight. Tonight I am very prepared!"
"I'm going to make you feel punch drunk!"
"I can't drive, so I'm gonna walk all over you!"

=====
Mr. Sandman
=====

Ranked: #1 World Circuit
Record: 27-2 21 KO
Hometown: Philadelphia, Pennsylvania
Age: 31
Weight: 284lbs

"Hey! Mac Baby! Say Goodnight!"
"Welcome to dreamland baby!"
"I think you're gonna have a nightmare tonight!"
"Bedtime for Little Mac!"

=====
Super Macho Man
=====

Ranked: World Circuit Champion
Record: 35-0 29 KO
Hometown: Hollywood, California
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!"

=====
Mr. Dream
=====

Ranked: The Dream Bout
Record: 99-0 99KO
Hometown: Dreamland
Age: ??
Weight: 235lbs

"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

seconds of round one, Glass Joe will make no attempt to do anything at all. You can throw a set of high jabs, then once he blocks, throw a set of low jabs. You can repeat this until about 0:40 of the round. At 0:40, he backs up and taunts you. Then he comes down and releases a weak punch. As he comes forward, throw a punch and if timed right, it will immediately knock him down. If your lucky and it was timed perfectly, that one punch will KO him. If not, he will usually get up at the count of one, which means one uppercut sends him down again. Just hit him with some jabs until you get a star, and then immediately use it. He does attack after 0:40, however he is not very aggressive and will usually only punch if your not doing anything at all. So just keep attacking him and using stars on him and he's out cold in no time.

Win by Decision: 5,000 points or more

=====
Von Kaiser
=====

Your next bout is with the gritty German, Von Kaiser. Von is alot more difficult then Glass Joe however he is still pretty easy. His guard is very weak most of the time, allowing you to sneak in plenty of punches. Keep attacking him all around until you get a star. Von Kaiser is very vulnerable to stars when used in a counter punch. So, after you receive a star, dodge his punch, counter with one high jab and the star uppercut and he will fall down immediately. Repeat this routine until he is down for the TKO.

Win by Decision: 8,000 points or more

=====
Piston Honda
=====

Your first championship bout with the charismatic Jap, Piston Honda. The first few times around, more then likely your going to have a little bit of trouble with him because he is the first opponent who forces you to use real strategy. Your going to have to wait for his punch, dodge, and counter punch. This is the basic key to victory on most of the opponents regular attacks in the game. At 1:00, he will back up, jump around a bit, and then come forward with a fury of punches. If you can hit him when he comes forward, he will fall down. If you miss time that punch, he's going to wind up hitting you, and all you can do from there is block (You can also avoid his fury by quick dodging over and over, but its much more difficult). Piston also has a relatively weak guard and if you can get through his defense you'll get a star. Honda is a very easy opponent once you adjust to what you have to do and figure out the basics of the game.

Win By Decision: Impossible

Now you have become the WVBA Minor Circuit Champion. Watch Mac and Doc stroll past the Statue of Liberty in Little Macs pink jogging suit. Write down the pass key (Which will be 005 737 5423 if you didn't lose a fight) and prepare for the Major Circuit opponents...

=====
Don Flamenco
=====

Your next bout is against the dancing lover boy, Don Flamenco. This opponent is a complete joke. He will stand there and taunt you, not attacking you at all unless you throw the first punch. So, throw a punch at him. Don will block your punch, and respond with a quick uppercut. Dodge his uppercut, and counter punch with as many high jabs as you can. That's all you have to do. The only other thing is when he gets up after being knocked down, he will immediately release

a quick uppercut at you. Be prepared for that once he returns to stage. Additionally when he gets up from a knockdown, you get hit him with a left low jab as his fist is in the air and knock some stars out of him. On another note, if you hit him with a star, he will immediately fall down regardless of his amount of energy.

Win By Decision: 10,000 points or more

=====
King Hippo
=====

Your next bout is against the tropical chief, King Hippo. The king is the first major roadblock in the game, because there is only one specific pattern you can use to defeat him. The "Dodge and Counter" rule does not work here either. In order to defeat this tank, look for his open-mouth punch. He will raise his fist up with his mouth wide open and pause for a second. This is your cue to "Close his big mouth" with a high jab. His pants will fall down and you need to follow this up with a set of low jabs to the band-aid on his belly. Repeat this pattern until he falls down. Once he falls down the first time, he won't ever be able to get back up again, and the match is yours.

Win By Decision: Impossible

=====
Great Tiger
=====

Your next bout is against the magical arab, Great Tiger. Great Tiger was originally in the Super Punch Out arcade and apparently took a big hit in the NES version in terms of difficulty. For the first minute of the fight, Tiger will only throw jabs at you. You can block his jab and counter with a few high punches. You can also dodge his jab, and counter with a delayed punch in the gut for a star. Do as you want, and after the first minute, Tiger will switch to uppercuts. You can dodge and counter his uppercuts if you want, and you can also throw a low jabs at him and get some stars. There are a variety of things you can do against him, so do as you wish. Now, at 2:30 of the round, Great Tiger will back up, and start his "Tiger Punch". He teleports around the ring in a circle throwing a punch at you each time he comes by you. This move is very difficult to overcome at first, but what you have to do is block each punch that comes to you. Your best bet is to hold down block, and when your guard his broken by his punch, immediately go into the blocking position again. Repeat until he is finished with his punch. After his attack you will see that he is daized, and one high punch will knock him down. Once you get the timing down for his Tiger Punch, a TKO is in the cards.

Win By Decision: 10,000 points or more

=====
Bald Bull
=====

Get ready for one hell of a fight. For the first twenty seconds of the fight, he will throw spinning jabs at you. He spins his gloves and then throws a quick jab at you. For starters I recommend you just dodge his jab and counter with one high punch. After about twenty seconds he switches to hooks and uppercuts. Dodge and counter. Watch out for his uppercuts, they are quick and very powerful. At 2:00 of the round he will back up to the end of the ring and charge down at you and release a gigantic uppercut that will knock you down if it connects. You can dodge his Bull Charge but he will just keep using it over and over again. You have to hit him with a low jab on the third bounce forward to knock him down. His stunned face makes it all worth while. Overall, Bald Bull is a fairly easy opponent as well with some practice.

Win By Decision: Impossible

Now you have become the WVBA Major Circuit Champion. Watch Mac and Doc stroll by the Statue of Liberty at night time. The Statue of Liberty looks great in this scene, all lighted up. Write down the pass key (777 807 3454 if you didn't lose a fight) and get ready for the toughest contenders of the WVBA in the World Circuit!

=====

Piston Honda

=====

Hey look the "champ" is back. Piston Honda has improved in his skills a little but he is still pretty easy. His guard is alot tighter now. When he bounces his eyebrows up and down, that is the signal that he is about to release three straight jabs in a row. Dodge them all. Right after he will usually release an uppercut. At the 1:00 mark of the round, he will back up and immediately come forward with a fury of punches. If you can time a punch so that it hits Piston just as he comes forward, it will knock him down and knock him out (99% of the time)! If you mistime that punch, your going to have to block each punch then as your next option. Also look out for his "Flincher" attack which he bends down squatting and then comes up with a large uppercut. Simply go punch for punch with him and he will be out soon enough.

Win By Decision: 3,000 points or more

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Soda Popinski

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Your next bout is against the drunken Russian, Soda Popinski. His main arsenal of attacks include hooks, uppercuts, and a random jab. There are a few interesting things you can do with him. If you dodge his hook and counter punch with a delayed low jab, it will hit him in the gut and sometimes produce a star. Shots to the gut are very rare on him, and it's fun to apply this one him. If you dodge his hook, and counter with one high punch, followed by a slightly delayed low punch, the effect will also produce a star. For uppercuts, hold block before he releases his uppercut. If done correctly, you will have Soda frozen in a crouching position for a limited amount of time until you let go of block. You can also dodge his uppercut and counter with a delayed high punch for an easy star. Soda is not a very hard opponent otherwise, however at first his bizzare speed and timing of his punches can throw you off. With a bit of practice, you can breeze through him easily.

Win By Decision: 10,000 points or more

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Bald Bull

=====

Didn't we just fight him? Anyway the Major Circuit champion is back, and he has a few new tricks up his sleeve. In order to knock him down, you will either have to hit him on his Bull Charge or use a star to finish him off when his energy is low. With regular punches, he will not fall down and when his stamina reaches zero, it will just fill up again slightly. Fortunately, stars are very easy to get out of him. When he is standing there switching his guard up and down, you can hit him with any punch to get a star. He will do this when he gets up from a knock down, when you get up from a knock down, or at random intervals during the fight. Other then this he hasn't improved much at all. The only other factor to watch out for is his counter jab. If you are counter punching him too slow, he will block your punch, and follow it up with a jab of his own. At 2:00 he will back up for his Bull Charge. Another trick you can do

is dodge his first attempt at the Bull Charge. His second attempt will be a closer distance which makes it alot easier to hit him when he charges down. He isn't much more difficult then the first fight, just use star uppercuts to knock him down and that's all there is to it.

Win By Decision: 7,000 points or more

=====
Don Flamenco
=====

The Red Rose of Spain has returned...and is alot tougher then his first appearance. Out of the three fighters that returned for a rematch, he is the most improved. At the start of the round he will throw three straight jabs in a row followed by a hook. Dodge each and counter punch. You can throw low jabs after you dodge and counter his first straight punch, but is not recommended for starters. The difficulty with him is that he throws his punches so awkwardly that it throws off your timing. At 1:30 of the round he will switch back to his old routine. Your going to have to throw a punch at him which he will sometimes block and other times respond with an uppercut. Wait until he swings and then counter punch from there. Don still has a weak spot for stars so if you happen to get one, use it wisely. Theres nothing too hard about him, he just throws his punches oddly-timed in hopes to throw you off.

Win By Decision: 5,000 points or more

=====
Mr. Sandman
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Get ready, your in for one tough battle. Mr. Sandman is one of the toughest opponents of Punch Out, some consider him even harder then Mike Tyson. As the round begins, he will start of will spinning jabs similar to Bald Bull, except a bit faster. Dodge as his gloves are rolling for the best results here. After fifty seconds, he will switch to hooks, which is quite powerful if you are hit. They are thrown at the same speed as Bald Bull. Dodge, counter with one high punch, and then a set of low punches (Somewhat like King Hippo). Sandman will continue to throw hooks until 1:30 of the fight...he will pause for a bit then release three ultra powerful uppercuts in a row. Your only option is to dodge these punches (I believe you can duck under each one as well but that is much tougher) Once his combo is finished, counter punch with one high punch, followed by a series of low punches. This attack is called the Razor Uppercut. Thats about as much as I can give you. Your going to have to adjust and practice with him to get the hang out it.

Win By Decision: Impossible

=====
Super Macho Man
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Your World Circuit Championship bout is against the Hollywood Muscle Man, Super Macho Man. His hooks and uppercuts are identical to Soda Popinski. His energy is very slow to deplete as well. Your basic dodge and counter works here but just always watch him closely because his uppercuts are especially quick and powerful. If you run out of hearts, he will bend down, do a very quick spat and come up again with a very fast uppercut, that is very difficult to dodge. I would advise you to keep watch of your hearts and try not to run out. His special attack is called the Super Spin Punch which is used after he gets up from a knock down. What he does is back up slightly and spin around in circles over and over with a punch coming at you after he spin. This attack is very hard to master and it will take you a great amount of practice to get it down. Watch him closely as he does his spins and dodge with perfect timing. The more

precise you dodge, the less spins he actually does. When he is finished, you can pay him back with a set of speedy high jabs. Super Macho Man also release a mini-spin punch at random times in the fight, which is just one spin punch. He will pause for several seconds before he throws it, so you know. With time and plenty practice, you'll be able to smoke him any time.

Win By Decision: Impossible

You are now the WVBA World Circuit Champion. Enjoy a newspaper clip with a photo of Mac, a small article, and a passkey (267 853 7538 if you did not lose a fight) and get ready for the fight of a lifetime, the dream bout with Mike Tyson!...I mean er...Mr. Dream...

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Mr. Dream

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Your final opponent is the white Mike Tyson poser with a bogus record (99-0 99KO), Mr. Dream. For the first 1:30, Dream will release dynamite uppercuts that will knock you down with one touch. This is perhaps the hardest part of the fight, surviving his first 1:30 barrage. Sometimes he likes to pause and wait awhile, building up the tension as to when the uppercut is going to be released. He flashes slightly before he throws his uppercuts, so be ready and dodge, and counter with two high punches. If you made it through the first part of the match, the second part is pretty easy. After the 1:30 mark, he will begin to throw much weaker jabs at you. They can really mess with your counter punch timing. Hang in there and make it to the next round. Recharge your energy if needed.

The second round is a bit rougher, he starts off with lightning quick jabs in five sets of two. Your better off blocking each of his jabs (You can dodge or duck them as well, but I recommend blocking). If you want, block two of his jabs and try to throw a low punch at him and if timed correctly, you will get a star. After these jabs are finished, he will switch to hooks and uppercuts. Hang in there, dodge, and counter. If you want you can use a delayed counter punch to get a star out of him as well. Now, at 1:30 of the round, he will start to blink his eyes. Hit him to get a star and then be ready to block a whole fury of punches. Look out for the hard uppercut right after he is finished as well. He will do his Blink-a-bout attack again at 2:30 of the round. Do as I stated before and you can make it to the next round.

The third round with Dream is probably the worst. The reason is because he is completely random with his attacks. One little move he does in this round that he doesn't show in the first two rounds is his quick double jab + uppercut combo attack. If he happens to pause from fighting for a bit, be ready to block two very fast jabs and dodge a huge uppercut right after. Try to go punch for punch with him in this round, and keep your cool, remain focused and calm, and if you can earn 5000 points or more, you can defeat him by decision. Simply out box him in the second and third rounds and try to accumulate a score over 5000 and the decision is in your favor.

Win By Decision: 5,000 points or more

Well you did it. You defeated the Legendary Mr. Dream. After winning the bout he will give a small speech: "Great Fighting!! You were tough, Mac! I need seen such finger speed before!" After that he will wink at you, and you will see each opponents picture with the theme music playing in the backround, and after Super Macho Man, you will see Little Mac in his "Champion Stance" with your winning records and the end at the bottom. Okay, so it's not the greatest ending in history, but hey, this is an eight bit boxing game, what could you expect?

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06. P A S S K E Y S

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Here is a list of some passkeys, and a few oddball ones.

=====

Another World Circuit

=====

135 792 4680 holding down select, A, and B at once.

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Busy Signals

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800 422 2602
075 541 6113
206 882 2040

^ Credit to Master Phred for the last two ^

=====

Credit Code

=====

106 113 0120 and holding down select, A, and B at once.

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Other Codes

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Here are a few passkeys to start you at different points in the game.

005 737 5423: Don Flamenco 1
777 807 3454: Piston Honda 2
267 853 7538: Super Macho Man
007 373 5963: Mr. Dream
932 820 8538: 0-0 at the end
961 263 7938: 99-0 in the end
267 853 7537: Record to 89W-2L-89KO

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07. T I P S A N D T R I C K S

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Here are a couple of neat little tricks you can do throughout the game.

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KO Mr. Sandman

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Before you start the bout, use the trick to make Little Mac lose some energy. Let Mr. Sandman knock you down once in the beginning of the round with his punches. After you get up, make sure Mr. Sandman doesn't knock you down at all for the rest of the match. Knock him down twice each round and he should stay down for the count on the sixth knockdown in round three. (Credit to Red Tom)

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KO Super Macho Man

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If you can knock down Super Macho Man twice each round, and not lose any energy at all, on the fourth knockdown in round two, he will be knocked out. (Credit to Red Tom)

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KO Mr. Dream

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In basic terms, if you knock down Dream six times (twice each round) and remain flawless the entire fight (Blocking counts as being hit, as Mac losses some energy) There is a pattern to follow for Round two, check Brian Sulphers "Vs. Mike Tyson" FAQ on gamefaqs.com to read more. It can be hard at first, but with a little practice, it becomes easy and very fun to perform. (Credit to Brian Sulpher)

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Knock Out Trick (NESticle Emulator)

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This trick may only be done if the game is played on the NESticle emulator. Select "CPU", "NES Movie", and "Record" to capture your match. If your boxer is knocked out, play the movie and stop a few seconds before your boxer is knocked out. The emulator will start the game exactly at the point where it was stopped, allowing you to avoid the mistake that lead to the knock out.

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The One Count Trick

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If any opponent gets up at the count of one, a star uppercut will knock them down immediately regardless of there energy.

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The Nine Count Trick

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Getting up at the count of nine will restore you with the most energy possible when you return to the fight. I believe it restores your energy fully on every opponent except Great Tiger (Can anyone confirm this?).

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Regain Energy

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To regain energy, rapidly press select after a round. You will regain a certain amount of stamina. This only works once per fight.

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Lose Energy

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To lose 50% of your energy, rapidly press select before the fight. This only works once, it disables the regainenergy for one fighy. You can only use this after you defeat Great Tiger.

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Getting Stars on Mr. Sandman

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Stars can be received using delay punches or gutters as on other opponents when fighting Sandman in the third round. He only gives up stars in the last round.

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Mr. Sandman Glitch

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In the 1st part of round one, dodge Mr. Sandmans spin punches. After the spin punches, he will throw cross punches. Dodge the 1st cross then throw two left uppercuts. Then keep throwing left body blows until you get knocked down. What happens is: Mr. Sandman will block your second uppercut then counters at the same time your body blow hits him. Both Mac and Sandman will get hit simultaneously. This will keep happening if you keep body blowing him. Eventually, you will run out of energy and get knocked down. But your blows

will still hit Sandman. When this happens the graphics on sandman will get messed up and he will shrink down two half his size. For as long as you stay knocked down. For a real treat, see what happens when you dont get up...

=====
The CS Glitch
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You can actually stop the clock from moving on certain opponents. In order to do so, you must be playing an opponent where "speedy punches" are possible (Don Flamenco, Soda Popinski, Super Macho Man, Glass Joe). Dodge there punch, and counter with a handful of speedy punches, and then a second or two, and then deliver a late speedy punch. The effect causes the time to stop moving entirely. It will be frozen forever unless you get knocked down, knock the opponent down, use a direct star uppercut, or use multiple high jabs. The trick has lead to some extremely fast times such as 0:38 TKO on Super Macho Man and 0:11 KO on Don Flamenco. (Credit to Matt Turk)

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Passkey Trick
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Look at a password (besides the Credit and Another World Circuit passwords). If the third digit is a 5, then you can change it into a 3 and end up with a different password, but with the same record. For example. Let's use the 005 737 5423 code. The third digit is a five. Change it to a three to get 003 737 5423. You now have two codes, but the record is not changed at all. This works the same if the third digit is a 6, then you can change it into a 4 and get the same record. (Credit to Master Phred)

=====
Quick Punches on Dream
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If you press reset on your NES, and wait for the story mode to start up, return to the main selection screen and input the Mr. Dream pass key as the music is still playing and they say the results will allow Mac to punch Dream faster.

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Increased life Jogging
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If you press the buttons A and B during the New York training sequence, it is said to increase Mac's stamina levels slightly.

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08. R E C O R D S
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Here is the list of the quickest times on each opponents known. Note that these times were performed on the Mike Tyson version of Punch Out, just so you know. (cs = the clock stop glitch was used to get this particular time)

=====
World Records
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Glass Joe:	0:42.00, R1 KO! by More then One
Von Kaiser:	0:36.48, R1 TKO by Matt Turk
Piston Honda:	0:46.97, R1 TKO by Matt Turk
Don Flamenco:	0:11.82, R1 KO! by Matt Turk cs
King Hippo:	0:37.25, R1 KO! by Matt Turk
Great Tiger:	0:47.97, R1 TKO by Matt Turk
Bald Bull:	0:59.82, R1 TKO by Matt Turk
Piston Honda:	0:52.97, R1 TKO by Matt Turk
Soda Popinski:	0:34.82, R1 TKO by Matt Turk & Myself cs

Bald Bull: 1:28.97, R1 TKO by Matt Turk
Don Flamenco: 0:46.97, R1 TKO by Matt Turk cs
Mr. Sandman: 2:27.61, R1 TKO by Matt Turk
Super Macho Man: 0:38.97, R1 TKO by Matt Turk cs
Mike Tyson: 2:21.99, R1 TKO by Matt Turk

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Personal Bests
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Glass Joe: 0:42.00,R1 KO!
Von Kaiser: 0:37.25,R1 TKO
Piston Honda: 0:49.35,R1 TKO
Don Flamenco: 0:11.97,R1 KO! cs
King Hippo: 0:40.82,R1 KO!
Great Tiger: 0:48.82,R1 TKO
Bald Bull: 1:14.82,R1 TKO
Piston Honda: 0:57.25,R1 TKO
Soda Popinski: 0:34.82,R1 TKO cs
Bald Bull: 1:33.99,R1 TKO
Don Flamenco: 0:49.XX,R1 TKO cs
Mr. Sandman: 2:45.99,R1 TKO
Super Macho Man: 0:48.61,R1 TKO cs
Mike Tyson: 2:34.XX,R1 TKO

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09. M I S C E L L A N E O U S I N F O
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Heres some info with no real worth, just interesting stuff.

No fighter in either either NES version of Punch Out will ever get up at the count of seven. Opponents can rise at any other number counted except seven. I don't know why, but I happened to pick up on this in recent fights.

Check out the Bald Bull demo, the ring color is blue, which is the minor circuit ring color and Bald Bull only in the Major and World Circuits. They mixed up the ring palettes in this demo.

After you knock down King Hippo, watch Marios count carefully. He actually pauses between the numbers five and nine. Now in reality, a referee would never get away with slow counts. I guess because it's Mario they let him slide :) It actually occurs because of delayed animation frames.

The Power Glove sold for the NES for Punch Out was a failure. The Glove is very difficult to use in the game, even Glass Joe can smoke you when working with this useless, pathetic accessory. They should have had better controlling and there should have been two gloves sold so that it could be like real boxing. I heard that there was a certain control or something you could hit to make this device functionally, but I am not sure if theres any truth to that.

Check out the newspaper after you defeat Super Macho Man. A little headline reads "Daddy, come back home!" This has lead to a widely debated topic of what exacty that means. Most think Mario is married and has at least one child, and they miss him because his off referring at WVBA contender ranking matches.

When Little Mac knocks down an opponent, his trunks and gloves are white. When he returns to the match, his clothes change to the color jade. This happens because of the limited colors on the NES. Since Mario's uniform is white, Mac's clothes turn white because there would be too many colors on the screen if his clothes were to remain jade.

When Piston Honda or Mike Tyson start there special punches, you can block each of there punches and counter with four high jabs. Use this information to get some extra damage out of Honda & Tyson. Heres another Honda/Tyson tidbit, you can dodge there special attack if your dodging is superior, however you can't dodge Tyson's blink-a-bout in round three, because he will keep on punching until you block. I also heard if you hit Mike Tyson on a certain blink, he will fall down rather then yield a star.

In fights, you and your opponent can actually be punched at the same time. The effect makes a crazy sound. However you and your opponent can't be knocked down at the same time. Mac will fall down, and your opponent with stay up with no energy. I wonder what would happen if you both fell at the same time?

Here is some additional info of interest. You know the Bald Bull 2 slow punch on his jabs for stars of course. Well, this can be applied on any of Soda Popinski's punches as well! It has no real worth, but it is a neat diversion from regular tactics. It seems to get capped off after a certain point however. If you use this to knock him down, he will fall in an unusual way.

10. L E G A L I N F O

Okay, I have a new addition to my legal info section, it's actually a list of sites that can not post my FAQ. I have seen this list in many FAQs and decided to use it in mine. From what I here, these sites have cruelly ripped FAQs from others in which they didn't even ask for permission. Here is the message seen in many other FAQs, and now in mine.

The following are sites that can not use my work. If you see these sites using any of my FAQs, please e-mail me ASAP. Each of these websites are sites that have plagiarized myself or others in the past, or simply taken our works without our prior permission. Since they do not have enough respect for the authors (or an ignorance of the law), I am expressly forbidding them from using my work. I will not promote such sites that partake in these actions.

911 Codes	http://911codes.com
9 Lives	http://www.9lives.ru/eng/
Bean's PSX Dimension	http://www.bean.dk/psx/index.htm
Cheat Code Central	http://www.cheatcc.com
Cheat Index	http://cheatindex.com
Cheat Matrix	http://cheatmatrix.com
Cheat Search	http://cheatsearch.com
Cheatstop	http://www.panstudio.com/cheatstop/
CNET Gamecenter	http://games.netscape.com/Faqs/
Console Domain	http://www.consoledomain.co.uk
Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
Games Domain	http://www.gamesdomain.com
Game Express	http://www.gameexpress.com
Games Over	http://www.gamesover.com/
Mega Games	http://www.megagames.com
Square Haven	http://www.square-haven.net
Ultimate System	http://www.flatbedexpress.com
VideoGaming.net	http://www.videogaming.net/

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