

Super Punch-Out FAQ/Walkthrough

by AboveAverage

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The Super Punch Out FAQ
Written and Published by Above Average
For the Super Nintendo Entertainment System
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I dedicate this FAQ to Brian P. Sulpher. We were originally going to do a Super Punch Out faq together, but it just never happened. I kept putting it to the side and eventually we dropped it. Which is fine. You got me interested in faq writing, and I am happy you did. Thanks for everything man.

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02. I N T R O D U C T I O N
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Super Punch Out is a follow up game (not exactly a sequel) on the Super Nintendo to the legendary Mike Tysons Punch Out on the NES. It is not as great as the original, but is still very fun. Super Punch Out is much more arcade style more then anything. The game features some old favorites from previous Punch Out games such as Bald Bull and Mr. Sandman as well as many new and entertaining opponents. There are a total of four circuits (Minor, Major, World, Special) with four opponents in each, all with there own special attacks and weaknesses. This was one of those games I would rent over and over again when I was younger. Only recently did I find a copy on ebay.com and now own the game. Although I had already beaten the game many times on emulator, it was much more fun playing with the actual controller then with a keyboard. In any case, I hope you enjoy this FAQ and if you have anything to add, please email me at the address provided in the Legal Info section.

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03. B A S I C C O N T R O L S
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Heres just a simple review of the games controls. This includes how to jab, bodyblow, dodge, block, duck, etc.

Jabbing: There are two types of jabs you can execute. These are punches that are directed at your opponents head. You can use left jabs and right jabs. To

throw a left jab, press (Y) while holding the up direction on the d-pad. Left jabs are quick, but rather weak. Right jabs can be done by pressing (B) and holding up on the d-pad. Right jabs are a bit stronger than lefts, but also a bit slower. It's all about checks and balances.

Body Blows: There are two types of body blows you can perform. You can do a left body blow by pressing the (Y) button. You can do right body blows by pressing the (B) button. Generally left and right body blows do the same amount of damage at the same pace.

Uppercuts: These are one of the more heavier punches, they are quite powerful. First, you must build up the "S" meter at the bottom of the screen. You do this by punching your opponent, if your hit by the opponent, this meter decreases. If your knocked down it will be empty of power. Once you have build up enough power on the meter, you can use this attack. Press (A) and hold the d-pad up to release a strong right uppercut.

Hooks: These punches are just as strong as uppercuts. First, you must build up the "S" meter at the bottom of the screen. You do this by punching your opponent, if your hit by the opponent, this meter decreases. If your knocked down it will be empty of power. Once you have build up enough power on the meter, you can use this attack. Press (A) to release a vicious left hook.

Dodging: To do a dodge, simply press the left or right direction on the d-pad to dodge an opponents incoming attack. Tap the left direction for a left dodge and the right direction for a right dodge.

Guarding: There are two types of guarding. You can protect your upper body from jabs thrown by an opponent by holding the up direction on the d-pad. Your mid section is automatically always guarded, so you don't have to press anything to guard your lower body from an opponents body blow. I call this the neutral position.

Ducking: Most of the time, you will not have to duck an opponents attack. Dodging or blocking usually does the trick, but at rare moments, you will have to duck an opponents punch. To duck under a punch, simply press the down direction on the d-pad. This form of defense is good for avoiding Bear Huggers and Mad Clowns attacks. You can duck most punches if you wanted to, the only punch you can't duck is a body blow.

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04. S P E C I A L T E C H N I Q U E S
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Here are some special types of attacks that you will find useful during your quest for fast times. This includes things such as rapid punching and counterpunching.

Rapid Punching: This can be done with hooks or uppercuts. First, you must build up the "S" meter at the bottom of the screen. You do this by punching your opponent, if your hit by the opponent, this meter decreases. If your knocked down it will be empty of power. Once you have build up enough power on the meter, you can use this attack. Now, if you want to use rapid uppercuts, repetitively press (A) while holding the up direction on the d-pad. To unleash rapid hooks, repetitively press (A). Rapid punches are much more faster than a single KO punch, but are much more weaker.

Counterpunching: This technique is very important for successfully pulling off some of the fast time strategies. To do a Counterpunch, wait until you see your opponent preparing to release a punch and then quickly interupt their attack by punching them with the opposite glove before they release their

punch. If done correctly, your opponent will have a stunned look on their face.

Powering Up: If you have been dominating your opponent for quite awhile, the image of your boxer at the top of the screen will start to flash red. When you see this, it means you are powering up. You can throw punches faster than usual, and if you have your power meter full, your uppercuts and hooks become insanely powerful. You can really kick some ass when powering up. This effect will wear off with time and you will be back to normal status.

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05. S C O R I N G S Y S T E M

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In this section we will explain how the scoring works, how much each punch is worth, extra point bonuses, etc.

- Normal Punch..... 30 Points
- Counter Punch..... 100 Points
- Uppercut/Hook..... 150 Points
- Rapid Punch..... 80 Points
- Knockdowns..... 500 Points
- Super Knockdown..... 1500 Points

Other Methods of Scoring:

Normal Punches: Every normal punch is worth 30 points each, normal punches are attacks such as jabs and body blows. Everytime they hit your opponent, 30 points is added onto your total score.

Counter Punches: Every counter punch are worth 100 points each, counter punches are when you interrupt your opponents punch with the opposite glove. Everytime you land a counter punch, 100 points is added onto your total score.

KO Punches: Each uppercut or hook are worth 150 points each. These are when you have a full power meter and press the (A) button + The up direction (Uppercut) or just the (A) Button (Hook). Each time you land these powerful punches, 150 points is added to your total score.

Knockdowns: Every time you send an opponent crashing down to the mat, 500 points is added to your score. However, if you land a super knockdown, 1500 points go to your score. Super knockdowns are when you send your opponent to the canvas with the use of an uppercut or hook. I reccommend performing super knockdowns often if your going for high scores.

Technical Points: Technical Points are for points for blocking, dodging, and ducking. They don't have a set value, it depends on your performance.

Time Bonus: There is a number counting down at the upper-left part of the screen, that is the time bonus. The quicker you beat your opponent, the bigger this number will be. It decreases every second of match. The number will be added to your final score at the end of the fight as it stands.

Remaining Stamina: The more stamina you have remaining, the high your score will be. You can be knocked down three times before you are defeat by TKO, so you will have three energy bars when the game is calucalating your score. Each full bar of stamina is worth 2400 points each.

No Rematch Bonus: If you defeat your opponent without using any of your rematch continues, 15,000 points is rewarded and added onto to your score at the end of your fight.

Special Prize: These are when you perform dizzy spells, overcoming special attacks, etc. Each time you punch an opponent while their in their dizzy spell pattern, 3000 Points are rewarded and added to your final score at the end of the fight under special prize.

Plus occasionally 150 points will be added onto your score occasionally, for unknown reasons.

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06. M I N O R C I R C U I T S T R A T E G I E S

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We are at all the walkthrough of the faq. I will pass on my limited knowledge of this game.

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Gabby Jay
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Name..... Gabby Jay
Ranked..... #3 Minor Circuit
From..... France
Record..... 1-99
Age..... 56 years old
Weight..... 110 lbs

First Match Quote: "Let me win! I have lost so many times I forgot how winning feels!"

Rematch Quote: "I like winning! Keep challenging me, it's good for my ego!"

Profile: Your first challenge is the 56-year-old frenchman, Gabby Jay. Gabby however, compared to Glass Joe from Mike Tysons Punch Out (NES) is actually a pretty decent fighter at first encounter. He fires attacks more frequently than Glass Joe, and even has one special attack that is pretty powerful. He puts up a good fight for a first-level opponent, but is still pretty easy once you get the basics of the game down.

Special Moves

Super Hook - Gabby will back up and step around shouting "Come on! Come on!" and then come forward with a strong hook. You can dodge this attack or for an easy knockdown, hit him as he comes down with the correct glove (I believe its the left hand you use to knock him down).

Healing - You can't really do anything about this but it does not happen too often. He will back up and shout "Yay!" and will regain some energy.

Defense Mode - His trainer will shout "Back off! Catch your breath!" and Gabby will from here rarely attack and dodge some of your punches. Be without fear, he can still be very easily hit and knocked down from here.

//////////
Bear Hugger
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Ranked..... #2 Minor Circuit
From..... Canada
Record..... 17-12
Age..... 32 years old
Weight..... 440 lbs

First Match Quote: "Watch Out! I am a killer! I am the bear hugger!"

Rematch Quote: "You've come back for another spanking, eh?"

Profile: This next fight, by his appearance, will probably intimidate you a bit. Bear Hugger is a 440lbs monster from Canada. He's going to give you some trouble at first, but will very soon become an easy fight. Once you master his "Bear Hug" attack he will become much easier. One word of advice: Do not try any body blows on him. He will absorb the blows and stick his tongue out at you.

Special Moves

Bear Hug - This move occurs very often during the fight, he will taunt you but pointing at himself, signaling you to punch him. You attack with a jab that he blocks, and then crushes your head with both his fists. After you initially hit him, duck under his fists and then counter punch. Don't duck too early though.

Attack Mode - His trainer will shout out "Go! Attack him now!" and he will back up, with his fists above his head, stomping his boots. Don't be afraid though, this just means he is going to use regular attacks from now on (jabs, uppercuts, hooks, etc)

/////////
Piston Hurricane
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Ranked..... #1 Minor Circuit
From..... Cuba
Record..... 21-10
Age..... 25 years old
Weight..... 170 lbs

First Match Quote: "Can you ride out the storm or be caught in my Hurricane Rush?"

Rematch Quote: "Hmph!! Don't you know when to give up?"

Profile: Since his last appearance in the 1984 arcade version of Punch Out, he has changed alot. In the arcade version, he looked alot like Apollo Creed from Rocky I and II. Apparently he got a new hair do, and some new boxing gear, totally reinventing his image. One thing he has really lost however, is his fighting skills. He served as a pretty decent challenge in the arcade version, especially in the blue gloves. In the SNES version now, is a whole different story. Prepare yourself for a complete pushover with only one little problem ready for you...

Special Moves

Hurricane Rush - This is the one move that can make this guy a pain in the ass. He will back up, grunt, then come forward with the following combo (Jab, Body Blow, Jab, Body Blow, Jab, Body Blow, Uppercut). It's alot easier to overcome then it seems. For the first jab, block. For the next body blow do nothing. Your body is automatically guarded when you do not press any other buttons. Just block, then nothing, block, then nothing, etc. Dodge the last uppercut then counter.

Fancy Footwork - This is really a pain. Piston does a bunch of fancy footwork skills. Theres no real solution to this, just dodge and counter when your given the chance. Watch out for some quick body blows occasionally.

/////////
Bald Bull
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Ranked..... Minor Circuit Champion
From..... Turkey
Record..... 34-19
Age..... 36 years old
Weight..... 290 lbs

First Match Quote: "You'll be down for the count with one punch from my Bull Charge!"

Rematch Quote: "You've got a lot of guts challenging me again!"

Profile: Here is your first proper challenge in the game...he is the notorious Bald Bull! He has been in just about every Punch Out game ever made has featured this tough turk. He has always served as a roadblock in all games and Super Punch Out is no exception. He is the first opponent to put up a decent fight along and the first opponent with a very strong special attack. His Bull Charge will send you down regardless of stamina if it connects. Defeat him and win the WVBA Minor Circuit Title.

Special Moves

Bull Charge - He backs up to the top of the ring, and charges down and then unleashes a huge uppercut that will knock you down if it hits you. You can duck the punch and counter punch, or you can hit him as he comes forward with careful timing for an instant knockdown on his part.

Bobbing Combo - He will bob his head from side to side, then release two weak jabs followed by an uppercut. Block those two jabs and then dodge the uppercut and counter from there.

Squatting Double Uppercut - He will squat down a bit, then come up with two slow uppercuts. Dodge with careful timing and then counter.

Job well done, you have completed the Minor Circuit. But your journey has truly just began. You've got plenty of challenge up ahead...

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07. M A J O R C I R C U I T S T R A T E G I E S
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Bob Charlie
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Ranked..... #3 Major Circuit
From..... Jamaica
Record..... 24-13
Age..... 26 years old
Weight..... 140 lbs

First Match Quote: "People who can't feel the rhythm are so lost! Do you have the rhythm?"

Rematch Quote: "Hey you! You don't seem to have the rhythm!"

Profile: Bobs a pretty easy challenge and almost anyone will be able to crush over him on first try. Its surprising that there wasnt too much controversy over his named being closely linked to "Bob Marley". He likes to hop around the ring from time to time, but it is not too much of a problem. Use KO punches often to floor this bum as soon as you can.

Special Moves

Windmill Punch - He backs up to the front of the ring and steps around chanting "Woo! Woo!" and then comes forward in spinning his fist until he gets down to you and attempts to hit you with a large spinning uppercut which will cause quite a lot of damage. Luckily he is very easy to hit when he comes down with any type of punch, and will fall down instantly when he is hit. You can hit him with a hook if you can time it correctly for some bonus points.

Shuck and Jive - His trainer will shout "Bob, time to shuck and jive!" and Bob Charlie will start using fancy footwork similar to Piston Hurricane. He will confuse you a bit with all the movement he does, but hitting and uppercutting him are really not much trouble once he throws a full punch (Dodge and counter).

Jive Combo - He will move his guard a bit, then come through with two quick body blows. Not much of a threat at all, just remain neutral and then counter.

//////////

Dragon Chan

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Ranked..... #2 Major Circuit

From..... Hong Kong

Record..... 15-7

Age..... 22 years old

Weight..... 130 lbs

First Match Quote: "You will find yourself face down...when you wake up!"

Rematch Quote: "Same results everytime. The world of fighting is a harsh one isn't it?"

Profile: Get ready for one tough time...Dragon Chan is one opponent that will serve as a major roadblock for players. The speed of his punches and the power of his kicks are overwhelming at first, but with some practice, you'll be able to take him out. The dragon death kick is quite difficult to time correctly just because its so fast, and many tend to move too early. He will definitely irritate your patience at first, but once you get the timing of his kicks down, you'll be able to finish him off easily. Hooks are a bit more effective than uppercuts. so I would recommend you use them more often.

Special Moves

Dragon Death Kick - He will jump from ring post to post and then attempt to land a jumping kick on you. If he connects, you will lose all stamina and fall down. You can stop it, so you have to duck under his kick to avoid it, then counter. This is a very difficult move to get the correct timing down, for the best results duck when he makes his karate sound on the second pole, duck.

Triple Dragon Kick - His trainer will shout something in Chinese and then he will start to flicker, and then release three direct kicks at you in a row. This is a very hard attack to avoid. You have to see what side (right or left) Dragon Chan is on (and about to release the kick) and then dodge the opposite way. If he hits you about 1/3 of stamina is taken away.

Inner Healing - His trainer will say something in Chinese and then he will start to flicker and regain some energy. Hit him as he is flickering so that he will not be able to regain his stamina.

//////////
Masked Muscle
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Ranked..... #1 Major Circuit
From..... Mexico
Record..... 19-5
Age..... 29 years old
Weight..... 240 lbs

First Match Quote: "You should give up now senior!"

Rematch Quote: "Cheater? I don't know what your talking about amigo!"

Profile: The masked Mexican isn't too much of a bother as your previous fight, and only major attack is his double head smash, which is quite powerful. One thing of note is that you will have to use both gloves in this fight because of the large amount of leaning Masked Muscle does when he throws hooks. You will have to throw a counter with the opposite glove. KO Punches are very effective and can be throw as a single counter punch very easily.

Special Moves

Blinding Spit - His trainer will shout "Spit in his eye!" and then he will do just that a spit a strange substance in your face. It will not do any damage, but if it hits you, everything on the screen will turn blurry and you will not be able to punch for a set period of time. You can still dodge and block though. To avoid this attack, duck just before the spit is released, then counter.

One Two Combo - He will shake his fist, then throw a single jab followed by one annoying hook. This attack does not do much damage, but is very annoying when your hit by it. Block the jab and then remain on neutral guard to block the body blow.

Double Head Smash - This is one of his strongest moves, which he uses at random times. He will make a slight sound then come through with two huge headbutts that take away quite a lot of energy. You have to be ready and dodge as he moves his head down and makes a motion sound.

//////////
Mr. Sandman
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Ranked..... Major Circuit Champion
From..... New York City
Record..... 29-3
Age..... 28 years old
Weight..... 230 lbs

First Match Quote: "Had your good night kiss? Cause I am about to put you out for the night!"

Rematch: "I hate holding back. This time I won't hesitate to use all my power on you!"

Profile: Mr. Sandman has returned again, only this time he does not serve as big of a threat as previous encounters. The one thing that is a little tricky about him is the speed of his punches. His hooks are fairly fast and very strong, however his uppercuts are exceptionally slow and can cause you to dodge too early and be hit. After two knockdowns, he will merge into aggressive mode, where he lets all his power out and will perform his triple razor uppercut very often as well as his

nightmare combo occasionally. I recommend using hooks more often than uppercuts because he tends to block uppercuts much more often than hooks.

Special Moves

Triple Razor Uppercut - He only uses this move fully when he's in aggressive mode. He will start drumming his boots then release three quick uppercuts in a row. This is Mr. Sandman's trademark attack that he has used in past Punch Out games, but here this attack is very easy to dodge. Dodge each punch with careful timing and counter. Before aggressive mode, he will perform one single razor uppercut occasionally. Dodge and counter.

Nightmare Combo - This move can be a real pain sometimes. He will taunt you a bit, then throw two right jabs followed by one powerful left jab. Block the two initial jabs and then dodge the last one. Counter quickly or else he will block your punch.

Aggressive Mode - His trainer will shout "Give him full power now, champ!" and from here Mr. Sandman will start attacking more often and use his triple razor uppercut and sand combo very often. Be without fear, his punches are still pretty easy to dodge and counter and he'll be out for the TKO in no time.

Now with the Major Circuit out of the way, get ready to face some of the world's top ranked fighters in the World Circuit. If you thought this was hard, your instore for a hell of a lot more coming up...

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08. W O R L D C I R C U I T S T R A T E G I E S
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Aran Ryan
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Ranked..... #3 World Circuit
From..... Ireland
Record..... 18-10
Age..... 23 years old
Weight..... 160 lbs

First Match Quote: "Your wimpy little punches won't even faze me!"

Rematch Quote: "All I have to do is stop your KO punches and this match will easily be mine!"

Profile: The Irish brawler is a difficult fighter at first because of the speed of his Irish jig, and for the fact that he will drain your energy and KO meter everytime you use a KO punch. Despite this statement, I highly recommend you do use KO punches. Once you figure out exactly when to hit him to halt his KO drain, he becomes a lot easier. I used to have a lot of trouble with the Irish jig because it took me awhile to learn how to guard properly for it, and since the punches in his Irish jig are very fast, he gave me a lot of frustration. Although now I can finish him off under thirty seconds now, I will never forget how much of a tough time this character gave me.

Special Moves

KO Drain - Everytime you use a KO punch (Uppercut or Hook) he will grunt, lift his guard twice and then grab you and shake you for awhile and drain your energy and KO meter and regain some of his lost stamina. After he lets go, he will follow through with a huge uppercut. The KO Drain itself can not knock you down, but the uppercut

afterwards can easily. When he raises his guard the second time, hit him with a body blow to stop his KO Drain. If you like, you can use another KO punch after you stun him and repeat the whole process over until he falls down. If he does grab you, mash the buttons to get him off you, then get ready to dodge his uppercut, and of course, counter.

Irish Jig - This is very similar to Pistons Hurricane Rush, except much faster and a bit more complicated to get the hang off. He will back up, grunt, and then come forward alternating body blows and jabs. His first punch in the combo will be a body blow, not a jab! So you need to do the opposite blocking pattern from Piston Hurricane. This means to start with a neutral guard, then raise your guard (block), then go back to neutral status, then raise your guard again. Repeat this blocking pattern until he stops and goes for an uppercut. Dodge the uppercut and counter, I highly recommend you use a KO punch in your counter (if you have one) to stop the rest of this attack.

For the remainder of the attack, he will just the exact same alternating punches that Piston Hurricane used (Jab, Body Blow, Jab, Body Blow, Jab, etc). Therefore you raise your guard, then remain neutral, then raise your guard again, then remain neutral again, then raise your guard, etc until the end of the attack. After phase two of this attack he will throw another large uppercut, dodge and counter.

//////////
Heike Kagero
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Ranked..... #2 World Circuit
From..... Japan
Record..... 14-8
Age..... 19 years old
Weight..... 120 lbs

First Match Quote: "Be gentle with me please! Hoo, Hoo, Hoo!"

Rematch Quote: "Uh Oh! Is it you again?"

Profile: The next Michael Jackson with grey hair. This guys a freak. Nineteen years old, pink gloves, purple trunks, make up, long grey hair...not the average looking folk. Despite this he is actually fairly difficult and puts up a fight. However how he can hurt you by whipping you with his hair is beyond me. I would reccommend using body blows and hooks as they are slightly more damaging then jabs and uppercuts. Also do not try to throw a wild KO punch as he will more then likely dodge away from it.

Special Moves

Hair Sweep - Heike well bend down, then whips his hair at you rapidly twice in attempt to hit you. His hair hurts a great deal. For the first hair sweep, dodge left, and for the second sweep, duck and then counter.

Dual Smash - Heike will bend down smiling, then release two quick body blows followed by a firm uppercut. Remain in neutral status for the two body blows, then dodge and counter the uppercut.

Dual Snap - He will step around a bit, freakishly smiling, then release two quick jabs, followed by an uppercut. Similar to the Dual Smash, using two jabs instead of two body blows. Raise your guard for the two jabs, the dodge and counter the uppercut.

Mirage Dance - His trainer will say "Show him the Mirage Dance!" and Heike will start teleporting all over the screen. You can try to hit him while he's moving, but its pretty hard and completely random. This isn't really a threat, but he can stop and attack at any moment, just be on alert at all times.

//////////
Mad Clown
//////////

Ranked..... #1 World Circuit
From..... Italy
Record..... 17-9
Age..... 29 years old
Weight..... 390 lbs

First Match Quote: "Welcome! Now lets get this show on the road!"

Rematch Quote: "Huh? Don't you like my show?"

Profile: The large Italian circus performer is one tough clown, with a variety of moves, amazing speed, a strong punch, and a fat belly, he will surely floor you several times before you can get the hang of him. Like Bear Hugger, he can not be hit with body blows regularly, as he will absorb the punch in his big stomach and smile at you. After two knockdowns, he will perform an insane showtime combo that can do some serious damage if not dealt with the right way. Once you master him he's pretty fun to fight.

Special Moves

Circus Slap - This is a difficult move to get used to. He can do this with both of his gloves. He fakes an uppercut, then comes back with a massive backhand smash that can take a massive amount of emergy away. You have to be ready for this attack at any time and dodge the opposite direction of the punch and counter. Therefore if he throws a clown slap with his right hand, dodge left, and vice versa. Clown slaps are more commonly used with his left glove.

Clown Counter - If you throw a punch and Mad Clown dodges away from it, he will respond with a vicious body blow. I recommend dodging this blow, so that you can counter, however you can also block this punch by remaining in neutral status.

Head Crush - He will swing his arms apart, then come down on you and crush your head between his two gloves, which will drain quite a lot of stamina, then throw you aside and release a huge uppercut that will do some heavy damage. Duck under his arms as he comes down on you, and then counter. This move looks very similar to Bear Huggers attacks, just much more damaging.

Juggling Act - Mad Clown will do a backflip to the front of the ring, and then start juggling some small red balls for awhile. He then proceeds to throw them at you, in pairs of two. He will throw three pairs at you. The balls will be aimed at either the left side, right side, or middle of the screen. If he throws them to the left, dodge right. If he throws them to the right, dodge left. If he throws them in the middle, duck. After the three pairs are thrown, he will do a backflip back to fighting position and perform a super powerful head crush that will instantly knock you down. Duck under the head crush, and counter.

Showtime! - After he is knocked down two times, he will get up and his trainer will yell "Show time!" and Mad Clown performs a huge combo of attacks. He will do the following combo:

Jab, Jab, Jab, Jab, Hook, Jab, Jab, Jab, Jab, Uppercut, Jab, Jab, Jab, Jab,
Circus Slap, Circus Slap

Block the first four jabs, then dodge the hook and counter. Then block the next four jabs and dodge, counter the uppercut. Block four more jabs and then dodge and counter the two circus slaps. You can also use KO punches in your countering, so hopefully you

can knock Mad Clown down for the third and final time before he does his complete attack.

/////////////////
Super Macho Man
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Ranked..... World Circuit Champ
From..... California
Record..... 29-3
Age..... 28 years old
Weight..... 230 lbs

First Match Quote: "Be sure to stand clear while I pose to my fans!"

Rematch Quote: "Fighting hurts my gorgeous body, but trashing wimps like you makes it all worthwhile!"

Profile: It seems like everytime we see Super Macho Man, he's always different. His hair especially, keeps changing between black and grey. He's got a nice tan and grey hair this time, and it seems as if he has been working on his image more then boxing as he is not as big an obstacle in this game as in previous Punch Out games. One important thing to do is watch his cornerman comments and since what letter exercise program he is going to do and react properly. His super spin punch is used rarely and sometimes not at all.

Special Moves

Exercise Program A - His trainer will shout "Exercise Program A!" and Macho Man will release a combo of four jabs at you. Block each punch, then counter with body blows (He will block if you counter with jabs)

Exercise Program B - His trainer will shout "Exercise Program B!" and Macho Man will throw four body blows at you. Remain in neutral position to block these, then counter with jabs (If you counter with body blows, he will block them)

Exercise Program C - His trainer will say "Exercise Program C!" and Super Macho Man will throw three quick uppercuts at you, similar to Mr. Sandmans razor uppercut. Dodge each uppercut carefully, then counter.

Super Spin Punch - He will pull his fist back, flash, then release multiple spinning 360 degree punches at you. The number of punches he will throw is random. You have to duck under each punch thrown. If your hit you will fall down automatically. This is one tough move, so when he finishes, pay him back with some hard counter punches! In addition he will also release a single spin punch occasionally at random times in the match.

Good job, your now the WVBA World Circuit Champion. But whats this? If you managed to complete each circuit with a perfect 4-0 record, you have more work to do! Go on...if you dare! Also note that if you used any cheating devices (Game Genie, etc) the following circuit will not be available to you.

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09. S P E C I A L C I R C U I T S T R A T E G I E S
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/////////////////
Narcis Prince
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Ranked..... #3 Special Circuit

From..... U.K.
Record..... 12-3
Age..... 20 years old
Weight..... 150 lbs

First Match Quote: "I will not let you touch my beautiful, beautiful face!"

Rematch Quote: "I won't forgive you if you hurt my face! I just won't do it!"

Profile: The arrogant royal is your first encounter in the Special Circuit, yet, surprisingly, is very easy. He will do anything and everything to defend his "beautiful" face and he will block all jabs unless you can sneak in a hit to his face. There are a couple of ways to do this.

- When he performs his British beating, block all the punches, then counter with one body blow and one jab
- Dodge an uppercut, and counter with one body blow and one jab
- Counterpunch a hook, then throw a jab
- Block two of his jabs from his British beating and then counterpunch the third

Once you hit his face, he will appear angry and brutal, but actually is no problem, just dodge and counter his attacks, and use KO punches often. Make sure to uppercut his face hard to piss him off. Also note that Narcis throws punches in pairs, so if he throws one jab, he will most likely follow it up with another.

Special Moves

British Beating - Narcis will start to flicker, then deliver three quick jabs at you. Raise your guard and block each jab. Then counter with one body blow and one jab to set him off.

Royal Counter - If you throw a punch at Narcis Prince and he dodges it, he will counter with a hard body blow, which will pack some power. Dodge this punch as it comes.

Anger Mode - If you manage to hit his face, he will go into a rage. He'll back up to the front of the ring and let out an angry grunt with a face beat red with fury. He will now throw punches a bit more faster. You can hit his face anytime you want when he's in anger mode. Try your best to knock him down quickly before his trainer says "Stay Calm Matey!" from which he will return to regular status.

//////////
Hoy Quarlow
//////////

Ranked..... #2 Special Circuit
From..... China
Record..... 62-13
Age..... 78 years old
Weight..... 100 lbs

First Match Quote: "Please take it easy on an old man, won't you?"

Rematch Quote: "Still a bit wet behind the ears aren't you sonny? You make good exercise!"

Profile: Your in for one hell of a battle here. Hoy Quarlow is a 78 year old man with

a bloody cane that he loves to beat the shit out of you with. He's one of the toughest opponents to finish off for the first time. Punching him is a little bit different than what you used to. You must use both hands in this fight because Hoy will lean to the opposite side after you hit him. Therefore when you dodge and counter, you will have to counter with a left, right, left, right, left, etc. Don't try throwing any wild punches as he will grab you and throw you to the side and hit you with an old mans slap.

Special Moves

Triple Cane Combo - He will always start the match off with this move. He will raise his cane in the air, and attempt to hit your upper body with it three times, followed by a low swing of the cane aimed at your lower body. Raise your guard and block the first three shots, then dodge the low swing and counter.

Old Mans Slap - If you throw a punch and miss, he will toss you to the side and then use this attack. Its basically a very hard jab. It hurts your energy quite alot. Dodge this attack when he makes a grunt (telegraphing that this punch will follow).

Seniors Staff Combo - He will use two low swings with cane followed by one old mans slap. Remain in neutral position for the first two swings, the dodge the slap and counter.

Sweeping Backhand - After one senior staff combo and one old mans slap, he will use this attack. It's a backwards swing aimed towards your upper body. You have to duck under his sweep and counter.

Cane Killers - He will step back and move around a bit, hopping from side to side, and then come down with a swing of the cane. He does this attack four times in a row, you must dodge each correctly, meaning that if the cane swing is on the left side, dodge right, and vice versa. After four times, you can dodge the fourth and final time, then counter.

Crazy Cane Combo - Before this attack, he will start spinning his cane around, then unleash three high cane attacks, followed by three more high cane attacks, two low cane attacks, and two more low cane attacks. Raise your guard and block the first six, the remain in neutral position for the last four, then counter.

Vaulting Kick - He will put his cane down, then use it as a vaulting pole to leap up and kick you in the face. Dodge the kick and then counter. Its one large loss if your hit with it.

//////////
Rick Bruiser
//////////

Ranked..... #1 Special Circuit
From..... Unknown
Record..... 41-1
Age..... Unknown
Weight..... 210 lbs

First Match Quote: "My brother may be the champ, but only cause I let him win!
I am the best really!"

Rematch Quote: "Having a rough day buddy? I'll tell my brother you said hi!"

Profile: Rick Bruiser is the champions twin brother, and he's out to prove he's just as tough as his brother. He has some killer attacks and some cement packed punches. The alternating punching as done on Hoy Quarlow does not need to be applied here but is reccommended to use just to get used to. Not many other notes about him, just be

careful on him and practice often to face the champion of the game...

Special Moves:

Jab Counter - If you hit him while he's off guard or hit him with either of the two KO punches, he will have a stunned look on his face, then return with a hard jab. You can move away from this punch by dodging the opposite way, however I recommend raising your guard and blocking this jab.

Arm Crusher - When Rick starts to shiver after he blocks one of your punches, then smash his elbow down on the glove which he blocked, which will paralyze that specific hand for about ten seconds. To avoid this dodge the opposite way of his elbow crush then counter.

Bruiser Combo - Rick will flicker shortly, then throw a three punch combo consisting of one body blow, one jab, and one uppercut. It is possible to dodge all of these punches at once, but is very difficult, and the easiest way to get through this attack is to remain in neutral position for the body blow, raise your guard and block the jab, and dodge and counter the uppercut.

Earthquaker - Rick backs up, brings his elbow down (not hitting you) this effect causes the screen and game to freeze for about a second, then Rick will follow this up with a fast uppercut that will knock you down immediately if it hits you. This is one of the hardest moves in the whole game. You have to time your dodge so that it freezes the dodge about half way through, and when he resumes you can just finish the dodge and counter.

Elbow Smash - Rick will throw an uppercut, which you will dodge, then smash his elbow down on you immediately after. It's pretty easy to dodge, but it will hurt a great deal if it hits you.

//////////
Nick Bruiser
//////////

Ranked..... Special Circuit Champion
From..... Unknown
Record..... 42-0
Age..... Unknown
Weight..... 210 lbs

First Match Quote: "....."

Rematch Quote: "Don't even try..."

Profile: Here we are, at the games climax...and it's not going to be easy. Nick is going to make every second of this bout a fight to the end. The alternating style of punches must be used on him. He will always start the fight in a half frozen state where he will not guard at all, but release very quick and very strong punches. KO punches are pretty difficult to land on him, as he will block most of these punches, or come down with an arm crush. Survive the fight and bring him down three times and win the ultimate prize of the Special Circuit title!

Special Moves

Frozen Mode - He will always begin the match in a half frozen state, throwing punches in pauses. During this time he will be very easy to hit, yet will release punches at lightning speed and high power. When he throws a body blow, counter with body blows, and when he throws a jab, counter with jabs. During the time he pauses, I recommend hitting him with jabs as often as you can. Around 0'25"00 he will perform Nicks bruiser

and then resume to fight normal (see below).

Double Uppercut - This is similar to Mr. Sandmans triple razor uppercut, however only with two uppercuts. He will drum his boots, then follow through with two quick uppercuts. Dodge carefully and counter.

Arm Crusher - When Nick starts to shiver after he blocks one of your punches, then smash his elbow down on the glove which he blocked, which will paralyze that specific hand for about ten seconds. To avoid this dodge the opposite way of his elbow crush then counter.

Cannon Combo - The sound of a cannon will go off, then Nick will start a pattern of alternating body blows and jabs. These punches are slow, yet powerful and while blocking will work, it will cause a small amount of damage by blocking as well (I guess the impact from the punches still hurts a bit). Dodging these punches is not possible. I used to start neutral, then raise my guard, then go neutral, then raise my guard, etc until this long combo is over. However, I found by accident that if you block the first body blow, then throw a jab, then remain neutral and block the body blow, then jab, etc that after awhile it will work as a counterpunch and interrupt and stop his cannon combo. Try whatever comes easier to you.

Airborn Assault - He will back up to the front of the ring, then very quickly dash down and attempt to throw a flying hook at you, which if it hits, will knock you down silly immediately. The easiest thing to do is dodge his first hook, then duck under two more fast hooks he will throw afterwards, then counter. Check out the next section for something that will stop this attack at once and send him down...

Congratulations! You have finished the game! Now sit back, watch the credits and see each opponents parting words...

=====
10. F A S T T I M E S T R A T E G I E S
=====

Here are methods of scoring some low times on each opponent. Most of the credit here goes to Brian Sulpher.

=====
Gabby Jay (6.60 - 7.20 seconds)
=====

Wait until he drops his guard, then pound him away starting with five left jabs followed by two right jabs + an uppercut to make him dizzy. He will stumble to the right, and then to the left, so hit him just as he's moving far left and if timed correctly, he will fall down and stay down for the KO.

=====
Bear Hugger (17.90 - 18.20 seconds)
=====

As soon as the match starts throw a left jab at Bear Hugger. He will block your punch, and the proceed with his Bear Hug. Duck under his gloves, then counter with five left jabs at him. Now wait for him to taunt you (He pats his chest) then throw a body blow, which will stun him followed by two left jabs. Now throw a left jab again, he will block it and go for his Bear Hug. Duck again, then counter with two left jabs then an uppercut. Again, throw a left jab that he will block, then duck his Bear Hug, now this time, fire rapid uppercuts at him until he backs up (His trainer will say "Go! Attack him now!"). Now, wait until you see him pull back his arm before he releases a jab, throw two solid uppercuts that he knock him down and keep him down for the KO.

=====
Piston Hurricane (6 seconds)
=====

Wait until he drops his guard, then fire away with left jabs until you hear him let out

a grunt and he steps back. Time a hook so that it is released a little before he returns. If done correctly, he will fall down instantly.

When he gets up, throw a quick solid hook to send him down again, which will lead to the KO.

=====
Bald Bull (09 - 14 seconds)
=====

Throw two left jabs as soon as he drops his guard at the start of the fight. Now, counterpunch his right hook with a left body blow, which will lead to two more left body blows. Next counterpunch his left jab with a right jab, leading to two more right jabs + an uppercut. If everything was done right, he will go dizzy. He spins around in a circle-like pattern. Wait until he is about three quarters done with his dizzy pattern, then throw a hook at the right time to knock him down.

When he gets up, counterpunch his left jab with a right jab, followed by one more right jab and an uppercut to knock him down a second time.

Once he gets up again, he will go for his Bull Charge. Throw a body blow at the right time (Throwing the body blow at the second step down) for the TKO.

=====
Bob Charlie (6 - 8 seconds)
=====

When he drops his guard throw left jabs repeatedly until he becomes dizzy. He will back up to the front of the ring unsteadily and then come forward again. Hit him as he comes forward with an uppercut to knock him down.

When he returns throw two solid hooks, and he's down again for the KO.

=====
Dragon Chan (8 - 12 seconds)
=====

When his guard drops immediately throw two left jabs. Now counterpunch his left jab with a right jab, and then follow it up with two left body blows. Again, counterpunch his left jab with a right jab, now follow it up with one left body blow + a hook. He will become dizzy and move from side to side in a half circle motion. Hit him with a hook as he comes down from the left side and he will be down.

Your going to have to hope that he does his Inner Healing when he gets up. If he does his Triple Death Kick, your time with be a bit slower. All you have to do is time an uppercut so that it hits him during his healing at the right time to knock him down again for the KO.

=====
Masked Muscle (9 - 14 seconds)
=====

Throw two left jabs as soon as his guard drops. Now, counterpunch his left uppercut with a right body blow, which will lead into two more right body blows. Then counterpunch his right uppercut with a left body blow, which will lead into one more right body blow + a hook to dizzy him. He will fall down on one knee and then get back up. Throw a hook as soon as he falls down (He gets up very quickly) to send him down to the mat.

=====
Mr. Sandman (18 - 20 seconds)
=====

Open with three Left Jabs, a Right Jab to counter his left Jab, and then throw two more Right Jabs while he is stunned. How counter his Right Body Blow with a Left Body Blow, and then throw a Super Hook to make Mr. Sandman dizzy. After he spins to the

top of the ring, throw a Super Uppercut just as Mr. Sandman comes back into range to knock him down.

Throw two Left Jabs immediately, a Right Jab to counter his left Jab, and then throw a Super Uppercut to send Mr. Sandman down yet again.

Use a Left Jab to counter his Right Cross, followed by a Super Uppercut. Now dodge the three Uppercuts from his Midnight Sleeper attack, and then Jab his face to stun him, followed by a Super Uppercut. Then counter his Right Cross with a Left Jab to knock Mr. Sandman down into the TKO.

=====
Aran Ryan (11 - 16 seconds)
=====

When his guard drops, throw two left jabs. Now wait until he's about to punch, then release two more left jabs. He will now hop to the left side, throw five more left jabs in a row to make him dizzy. He will turn around and stumble from right to left with his back turned. Hit him with a hook as soon as he stumbles in front of you and if done correctly, he will send him down in a crazy motion.

When he gets up, counterpunch his left jab with a right jab, followed by two left jabs. Now counterpunch his second left jab with a right, now follow it up with one left jab and then an uppercut for the second knockdown.

When he gets up again, time a hook so that it intercepts his left hook for the third and final knockdown.

=====
Heike Kagero (12 - 15 seconds)
=====

When his guard drops, throw six left jabs, then one right jab, followed by two more left jabs to dizzy him. All he will do is back up in a dodging kind of motion, just throw a hook when he starts to move back to regular position to knock him down.

When he returns, counterpunch his right uppercut with a left body blow, which will lead into two more left body blows then uppercut. Now counterpunch his right hook with a left body blow + an uppercut for the second knockdown.

He will return again, so counterpunch his right uppercut with a left body blow again, which will lead into another left body blow + an uppercut for the last knockdown.

=====
Mad Clown (13 - 17 seconds)
=====

Throw two Left Jabs, use a Left Jab to counter his Right Jab, followed by two more Jabs while he is stunned. Next you need to counter his Left Cross with a Right Jab, and then throw Jabs till he stumbles out of the stun into a dizzy walk. Throw a Super Uppercut to catch him as he enters into range to knock Mad Clown down.

Throw a Left Jab, counter the Right Hook with a Left Jab, and then throw a Super Uppercut. Next you need to counter his Backhand Punch with a Left Jab (throw it as he starts to step forward to deliver the punch) to stun him, followed by a Super Uppercut to knock Mad Clown down again.

Counter his Left Jab (he throws it immediately) with a Right Jab and then throw a Super Uppercut to knock Mad Clown down for the TKO!

=====
Super Macho Man (16 - 19 seconds)
=====

Throw a Left Jab (if he hops to the side at any time, the strategy is invalid for the fastest time), counter his Left Jab with a Right Jab, followed by two more Jabs. Counter his Left Jab with a Right Jab, followed by two more Jabs. Counter his Right Hook with a Left Body Blow, throw a Body Blow, and then throw a Super Hook to cause Super Macho Man to become dizzy. Throw a Super Hook as Super Macho Man comes into range to knock him down.

This section is dependent upon him throwing the proper punches (he will often go on another pattern of punches). Throw a Left Jab, and then you need him to throw a Right Hook, which you counter with a Left Body Blow, followed by a Super Hook. Counter his Left Hook with a Right Body Blow, followed by a Super Hook to knock Super Macho Man down again.

Avoid whichever Exercise Program Super Macho Man uses, stun him (with the proper punch for whichever Exercise Program he used), and then throw a Super Punch (Hook or Uppercut depending on where you stunned him) for the knock down and the TKO!

=====

Narcis Prince (11 - 14 seconds)

=====

The more Narcis Prince dances around, the longer your time will be. Narcis Prince is very odd in his behaviours, so much so he is near impossible to predict. Therefore, I will cover the for sure parts of the fight, but you will need to use his attacks against him to your own ends.

Start off by countering his Right Hook with a Left Body Blow, and then jab him in the face to cause him to back up in a furious rage (you did tag his face after all). You will need him to open with two two Leftt Jabs next. Counter his Left Jab with a Right Jab, Jab him, counter his Left Jab with a Right Jab, and then Jab him. Next you will need to dodge the Right Uppercut (once again you are at his mercy to throw it), and throw Rapid Punch Uppercuts to make Narics Prince dizzy. Now throw a Super Hook just as he starts to regain his footing to knock Narcis Prince down.

When he returns, throw a Right Jab to counter his Left Jab, which will cause him to back up in a rage. When he is just about back into the fight, Unleash a Super Uppercut, which will connect for the knock down if you timed it correctly. If he falls down, you will have succeeded in garnering a KO!

=====

Hoy Quarlow (19 - 21 seconds)

=====

Throw two Left Jabs (these must land, so if he dodges/blocks, restart), Left Jab his face to stop the High Triple Cane attack, followed by a Right Body Blow to counter his Low Single Cane attack (hit him with one Left Jab to end his stun). Next you will counter his Low Single Cane attack with a Right Body Blow, one Left Body Blow to end the stun, and then counter his Kick with a Left Body Blow, followed by Rapid Punch Uppercuts to make Hoy Quarlow dizzy. Time your Super Hook to connect just as he spins back to the area in front of your fighter to knock Hoy Quarlow down.

Let Hoy use his Low Triple Cane attack (just stand there to block), counter his Left Jab with a Right Jab, and then throw a Super Hook. Now counter his Left Jab with a Right Jab to knock Hoy Quarlow down again.

Throw a Left Body Blow to counter his Low Single Cane attack, followed by a Super Hook. Next you will counter hir Left Jab with a Right Jab, followed by a Super Hook to send hoy Quarlow to the nat for the TKO!

=====

Rick Bruiser (16 - 19 seconds)

=====

Start off with a Left Jab, dodge his counter Left Jab, counter his Left Jab with a Right Jab, throw two more Jabs, and then immediately counter his Left Jab with a Right Jab (throw two Jabs on his stun). Next you will counter his Right Hook with a Left Body Blow, followed by a Super Uppercut to make him dizzy. Throw a Super Hook to connect with Rick Bruiser as he moves back in to send him to knock him down.

Throw a Left Jab, dodge his counter Left Jab, followed by a Right Body Blow to counter his Left Hook, followed by a Super Hook to knock Rick Bruiser down again.

He will wait a second before using his Left Hook, Right Jab, Left Uppercut Flash combo, of block low, block high, and then dodge the Uppercut portion, land a Left Body Blow, followed by a Super Hook for the knock down and the TKO!

=====
Nick Bruiser (9 - 15 seconds)
=====

Throw two left jabs. Now, his next punch must be a super jab, or else the won't work. You have to time a right jab so that it counterpunches him and then you can follow it up with several left and right jabs. Once this pattern comes to an end, throw a right jab to dizzy him to the front of the ring. He will walk down, so hit him with an uppercut just before he comes down to knock him down.

Throw one right jab when he returns. Again, the next punch must be a super jab. Counterpunch it with a left jab this time, followed by one right jab, one left, one right then an uppercut to send him down. If everything went correctly, he will be out for the KO!

=====
10. D I Z Z Y S P E L L S
=====

These are special movements and when to hit the opponent while they are stunned dizzy. Credit to Brian P. Sulpher for this writing up some of this info.

=====
Gabby Jay
=====

Stun him: Start the match with five left jabs, followed by two right jabs, then release one uppercut.

Movement: He will stumble off to the side (if it was a right hand, he will move to your boxer's right, and if it was a left hand, he will move off to the left side). He will then stumble back in front of your boxer, across to the far side, and then finally stumble back to the position in front of your boxer (provided you do not hit him during his dizzy spell).

Hit Him : Throw your attack so it will just connect as Gabby Jay just moves into range of your Boxer. The Super Hook is the preferred punch to use on him, as it allows your Boxer to reach him the soonest.

=====
Bear Hugger
=====

Stun him: Throw one left jab, which he will block, and then he'll use a bear hug. Duck under it, then counter with five left jabs. Now wait for his taunt and stun him with a body blow and follow it up with two left jabs. Now

throw a jab, he'll block, duck his bear hug, the counter with two left jabs + an uppercut. Again, throw a jab, he'll block, duck, and now rapid punch him until he's dizzy.

Movement: This big man from the Great White North will walk backwards unsteadily to the ropes, bounce off of them and wander back towards your Boxer with the same wobble in his steps.

Hit Him : Wait for Bear Hugger to start his third step forward, you should unleash a Super Uppercut to knock this large fellow to the mat.

=====
Piston Hurricane
=====

Stun him: As soon as the match starts, fire away with left jabs until he's stunned.

Movement: Piston Hurricane will move off to the side (it looks like he is dodging your attacks), and then come back to the front of your Boxer. If you use the left punch to trigger the dizzy spell, Piston Hurricane will go left. If you use the right punch to trigger the dizzy spell, Piston Hurricane will go right.

Hit Him : Just as Pistn Hurricane starts his sliding motion to get back in towards the middle of the ring, throw a Super Hook to knock the Cuban to the mat.

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

Stun him: Throw two left jabs as soon as his guard drops, then a right body blow to counter Bald Bulls left body blow, and then use two more right body blows. Next up is a left jab counterpunch on Bald Bulls right hook, followed by one more left jab and then an uppercut to make him dizzy.

Movement: The Turkish Terror will spin off around the ring in a circle when he becomes disoriented. If you delivered a punch with your right hand, he will spin clockwise, and if you deliver a punch with your left hand, he will spin counter-clockwise.

Hit Him : Wait for Bald Bull to rotate his way through three-quarters of his spin before throwing your Super Hook to knock him to the canvas.

=====
Bob Charlie
=====

Stun him: As soon as the match begins, just jab him to death until he's dizzy.

Movement: Bob will grunt as he wobbles off on an angle (left hand sends him to the right, the right hand sends him to the right), where he will take three hops forward to resume the fight.

Hit Him : Your job is to time your Super Uppercut so you start it at the same time Bob Charlie just as he begins his first hop. This means he will catch the fist on his jaw just as he is beginning his second hop, and he will fall flat to the mat.

=====
Dragon Chan
=====

Stun him: Counterpunch his first two jabs with a right jab(s), then counterpunch his body blow with a left body blow(s) + one hook at the end. Counterpunch his next jab with a right jab(s) and one uppercut to finish off. If its neccessary, counterpunch his next jab with two right jabs and wait. He will now be all dizzy.

Movement: Chan will move off to the side, move down towards your Boxer on an arc, pass by to arc up to the other side, and then finally swing down on the same arc to finally stop in front of your Boxer to resume the fight.

Hit Him : You will try to land your punch just as Dragon Chan enters into the range of your fists, causing him to fall down and kiss that canvas!

=====
Masked Muscle
=====

Stun him: When he drops his guard, throw two left jabs, then counterpunch Masked Muscles hook with a body blow, followed by two more right body blows, then counterpunch his right hook with a left body blow, then one more left body blow + a hook to make him unsteady.

Movement: Masked Muscle will grimace as he falls onto his butt, open his eye, step onto one knee, and then step back up to full height to continue the fight.

Hit Him : Your job is to throw your Super Hook as he opens his eyes while on his butt so the punch will land as he in his crouching position. If you use a regular Body Blow to take him down, you will throw it just as he enters his crouching phase. If you do either method succesfully, you will have a rather large and mean Mexican shaking the ring as he tumbles downwards.

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

Stun him: When his guard drops, throw two left jabs, counter his left hook. Throw two more left jabs, then counterpunch his left hook with a right jab, followed by one left jab + a hook to make him go dizzy.

Movement: Mr. Sandman will loppily twirl to the right on a 45 degree angle, pause, twirl to the left on a 45 degree angle, pause, and then finally twirl back towards your Boxer.

Hit Him : Wait for Mr. Sandman to start downwards and as he is halfway through his first twirl on the way down, throw the Super Uppercut to send the Sandman to have some sleepy time on the oh so comfortable ring.

=====
Aran Ryan
=====

Stun him: Immediately release two left jabs, pause for a while and wait for him to just start his left jab, then two more left jabs. When he stops moving throw four more jabs to dizzy him.

Movement: He will stumble to the side, spinning around once before stopping, followed by reversing the same spin movement back to the position in front of your Boxer.

Hit Him : Wait for him to start his movement back towards the middle of the ring, at which point you will throw a Super Hook to knock the Irishman to the floor. Wait till he is halfway through his spin back towards the middle before using a regular Body Blow to knock the man out with a Shamrock Surprise of your own.

=====
Heike Kagero
=====

Stun him: Start with six left jabs, followed by one right jab, + two more left jabs.

Movement: He will give out a grunt as he slides to the side with a smirk on his face where he will pause before sliding back in to straighten up and continue the fight.

Hit Him : Watch for Kagero to slide off to the side with that irritating smirk on his face, and just as he starts to move in to resume the fight, throw a Super Hook or Body Blow to put a face of pain on him and wipe that smirk away. Heike Kagero will then slam into the padded corner and collapse to the mat below.

=====
Mad Clown
=====

Stun him: Start off with two left jabs, then counterpunch his right jab with a left jab, a throw two more left jabs at him. Now counterpunch his left hook with a right jab and follow it up with two more right jabs and he'll go dizzy.

Movement: He will make an odd noise as he kind of motions like he is juggling (although he is juggling nothing) as he moves to the side, pauses, and then starts across the ring to pass your Boxer to the other side, pauses, and then finally moves back to the centre in front of your Boxer.

Hit Him : Wait for Mad Clown to start his second step towards the centre of the ring before unleashing your Super Uppercut to knock the opera clown down. However, you will need to wait for until he finished his second step/begins his third step to throw a regular old Jab at him for the knockdown through that method.

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

Stun him: Start with one left jab when his guard drops, then counterpunch his left jab with one right jab and proceed with two more right jabs. Repeat this again on his next jab. Next, counterpunch his right hook with a left body blow, and continue with one left body blow + an uppercut and he'll be unsteady.

Movement: He will grunt briefly before doing a "I have to go the bathroom" walk with his knees together as he moves backwards on angle to stop just short of the ropes, pause, and then waddle forward to resume the fight.

Hit Him : Wait until Super Macho Man starts his third hip waggle as he wobbles forward to send the over-muscled moron to the mat. You will need to wait about a quarter of a second to use a regular body blow to knock him silly.

=====
Narcis Prince
=====

Stun him: Counterpunch his right hook with a left body blow and throw one jab to anger him, from here he will come down and use randomized attacks, rapid uppercut him when you get the chance to get him dizzy.

Movement: Narcis, ever the priss, will show some shock on his face, followed by a grimace as his leg strength wavers, followed by him starting to stand up, and then he will stand up to continue the fight.

Hit Him : Just as Narcis starts to rise from his weak-legged position, land a punch (either a Super hook or a Body Blow) to send the snob of Britain down to test the texture of the ring.

=====
Hoy Quarlow
=====

Stun him: Throw two left jabs (these must land, so if he dodges/blocks, restart), left jab his face to stop the triple cane combo attack, followed by a right body blow to counter his low single cane attack (hit him with one left jab to end his stun). Next you will counter his low single cane attack with a right body blow, one left body blow to end the stun, and then counter his kick with a left body blow, followed by rapid punch uppercuts to make Hoy Quarlow dizzy.

Movement: The Oldest Boxer Alive will spin off around the ring in a circle when he becomes disoriented. If you delivered a punch with your right hand, he will spin clockwise, and if you deliver a punch with your left hand, he will spin counter-clockwise.

Hit Him : Wait for hoy Quarlow to rotate his way through three-quarters of his spin before throwing your Super Hook to knock him to the canvas.

=====
Rick Bruiser
=====

Stun him: Start off with a left jab, then immediately dodge his counter jab, then right after counterpunch his left jab with a right jab. This will lead into another left jab you need to counterpunch with a right jab continue it up with two more right jabs. Counterpunch his right hook with a left body blow + an uppercut.

Movement: He will emit a groan, stumble a step to the side as he half spins, puases, and then recovers by doing the half spin back to the fight.

Hit Him : Wait for Rick Bruiser to start to reverse his path with his spin back to the centre of the ring before throwing your Super Hook/Body Blow to knock the muscle-bound twin to the ground.

=====
Nick Bruiser
=====

Stun him: When the match starts hit him with two left jabs, then dodge and counter his attack properly (Counter jabs with jabs and hooks with body blows). Attack his head often and soon enough he'll be all dizzy.

Movement: Nick will stumble backwards, looking like he had one too many eye openers before the fight, stop at the ropes, and then cockily walk back down to a position just in front of your boxer to resume the fight.

Hit Him : As Nick Bruiser starts to take his second step back into the fight by stepping towards your Boxer, take that time to lambast him with a Super Uppercut. Wait for Nick to finish his second step before throwing a Jab to bruise the Bruiser into falling down.

=====
11. T R I C K S A N D T I D B I T S
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This part of the faq is for all the little tricks that can be done on the opponents that are not well known.

When Aran Ryan backs up to charge down for the Irish Jig, if you hit him at the precise time, he will be stunned and fall down immediately. It is not recommended because its pretty difficult to hit correctly.

When Nick Bruiser backs up to perform the Airborn Assault, you can actually hit him and he will fall down immediately regardless of energy. When he backs up and makes that swaying sound, throw a right jab in the air and it will hit him as he comes down and if timed correctly, he will hit the mat instantly.

When an opponent is down, you can mash the X, Y, B, A, L and R buttons to regain small bits of stamina.

When Piston Hurricane backs up to prepare for his Hurricane Rush, hit him with a hook when he comes forward and his attack will be cancelled out.

Mad Clowns showtime jabs can be counterpunched with a carefully timed right jab. His circuis slap can also be counterpunched by jabbing him as soon as he starts to move forward.

Hoy Quarlows cane killers can be counterpunched by throwing a jab before he starts to come down with a swing. If timed right he will fall down immediately. Another little thing you can do on Hoy is counterpunch his vaulting kick.

You can freeze the game on Aran Ryan with a little glitch. Lose all just the slightest of your stamina. Now attack him until your KO meter is full. Time a KO punch at the same time as one of Arans punches so that both punches hit both you and Aran at the same time. You will fall down, and Aran will go to grab you for his KO drain, so he can not move back into his corner until you get up and as soon as he moves back into his corner, a glitchy noise will occur and then afterwards no sound at all. Now, pause the game and the game will freeze until reset.

When Narcis Prince does his British beating, block two of his punches then counterpunch the third and he will go into his rage from there.

The maximum amount of total overall wins is 255. Try finishing the game with a perfect record of 255-0 (I have done it before).

=====
12. S E C R E T S
=====

There aren't too many secrets for this game, here is all I know.

=====
Enter your name in Japanese
=====

Highlight "New Game" and press (X) + (A).

=====
Soundtest
=====

When the Nintendo logo appears, hold the (L) + (R) buttons on Controller 2. Listen to the sound effects and music with Controller 1.

=====
Special Ending Scenes
=====

To see special ending scenes, simply beat the Special Circuit without losing. It'll show new scenes along with the ones normally shown. They are not available if you used Game Genie.

=====
13. L E G A L I N F O
=====

Below are 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 as soon as possible. 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.

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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
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