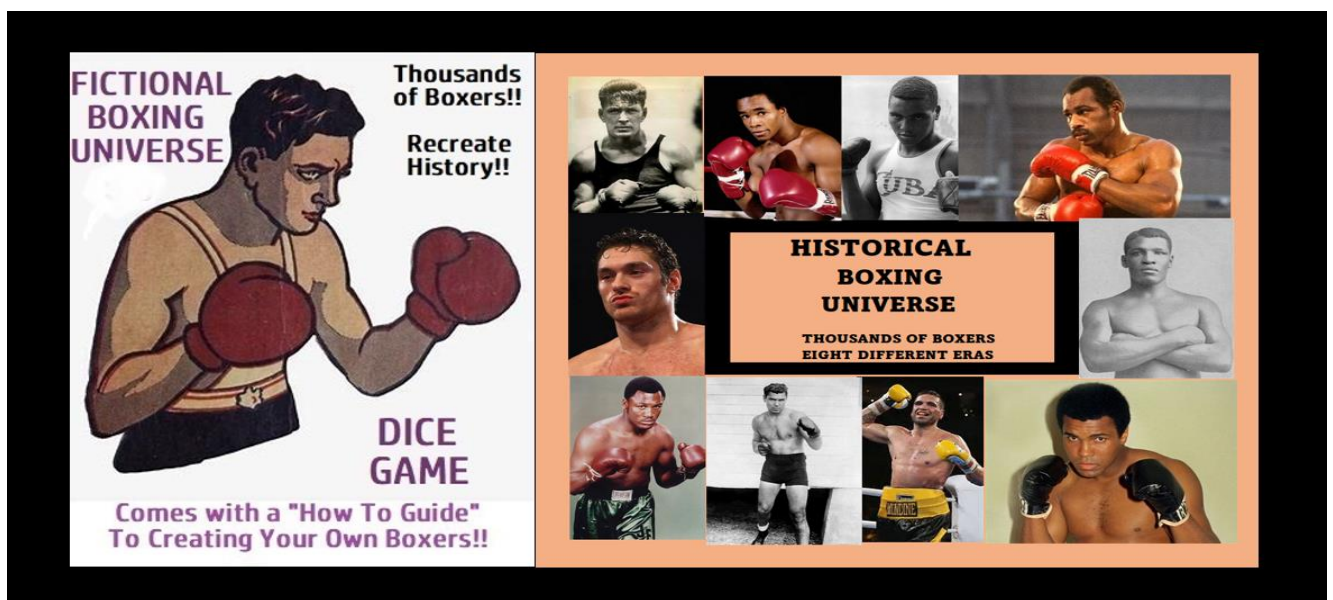


The Pro Boxing Universe Dice Game is a game that allows the player to recreate boxing history. The game comes in two main versions:

A FICTIONAL FIGHTER game known as the FICTIONAL BOXING UNIVERSE which contains eight different ERAs of boxing using FICTIONAL Fighters.

A HISTORICAL FIGHTER game known as the HISTORICAL BOXING UNIVERSE which contains eight different ERAs of boxing using REAL Fighters.



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I. WELCOME TO THE PRO BOXING UNIVERSE

The Pro Boxing Universe (PBU) is an Excel, PDF, Dice and Charts game. It is not necessarily a “Long Play Game”. I would say the game is probably more of a Medium Play Game. I say Medium Play because the full play game is not a punch-by-punch game but a round-by-round game. There is also a “Basic Game”, “Quick Play” and “Super Quick Play” version of the game included. The game provides everything from Pre-match and Post-match scenarios to career building possibilities with built-in backstory of strengths and weaknesses. There is an Out of the Ring Chart that could see any Fighter experience: Serious Life Events, Management and Relational Issues, Injuries and even Catastrophic events.

You can play the game any way that you like. You can do one offs, tournaments, big shows or you can recreate Boxing History! There are 17 different weight classes with thousands of Fighters. Each boxer comes with a Career Start Year, Birth Country, and Weight Division to give you a great opportunity to set up your FICTIONAL or HISTORICAL BOXING UNIVERSE any way that you desire. You can fight a guy from 1840 vs a guy from 2022 if you like or you can begin any year and start from there.

One unique dynamic of the game is that it comes with different game charts to reflect the eight different real-life ERAS of boxing (London Prize Ring Rules ERA, Marquess of Queensbury Rules ERA, The MAFIA ERA on up to today’s Modern Rules ERA). Each different ERA contains different possibilities of how a fight will be handled, such as Unlimited Rounds, Rounds only ending when someone is knocked down, fights only ending when a Fighter cannot continue, a fight ending when the Police stop it because “boxing is illegal” etc. This is sure to add a much greater depth and enjoyment to the game as you can watch the “History” of boxing unfold!

The FICTIONAL BOXING UNIVERSE contains all fictional Fighters. This gives you the opportunity to watch careers unfold right before your eyes without any bias or expectation! You will find yourself growing attached to certain Fighters because you experienced their career with them. You will hate those that upset your favorites. You will respect even those you hate!

The HISTORICAL BOXING UNIVERSE contains thousands of real-life Fighters. From Jack Johnson to Muhamad Ali. From John L. Sullivan to Mike Tyson. From Harry Greb to Roberto Duran. From Peter Jackson to Tyson Fury! Just like in the FICTIONAL game, you can fight the greatest vs the greatest or redo and recreate a Historical career.

The Fighters are all different, which means some are better than others! That means that some Fighters are definite future Elite Champions, while some are, as the old sports writers used to call them, “Palookas”. Some are Contenders, some are “Tomato

Cans”. Some are Journeymen while some are true Gatekeepers! Each Fighter is rated in 13 different categories such as the ability to control the fight, punching power, the ability to take a punch, pre-fight training, even how well known the Fighter is in the media and more!

The PBU will bring you hours and hours of intimate game play filled with excitement, intrigue, heartache, and surprises. It is sure to become a tabletop classic for any true boxing fan!

II. GAME DEFINITIONS

The PBU comes with thousands of boxers that have 18 Personal Info/Individual Ability Ratings categories that make each Fighter unique and different from each other. These are the 18 categories:

A. PERSONAL INFO and INDIVIDUAL ABILITY RATINGS USED IN THE GAME

1. PERSONAL INFO

Debut – This is the year that the Fighter began his/her professional boxing career. This is helpful if you want to run a linear, chronological “universe”. You can decide how your yearly calendar unfolds, when it ends, and when to add new Fighters for the next year. There is a blank calendar included that will help you line up fights for a year if you wish to use it, of course, it is all up to you. You can literally continue to move forward from 1840 to 2024! You also can ignore the Career Debut Year or even change it if you like to fit any plan of playing.

Career End (For Real Fighters Only) – This is helpful if you want to play a more realistic, chronological fashion game and have a Fighter retire at the time they actually retired in real life.

Date of Birth (For Fictional Fighters Only) – This is helpful if you want to set a time limit of how long you want a Fighter’s career to be (IE: You may decide that a certain boxer will retire at the age of 38 or whichever age you choose). One of the “Optional Rules” contains a suggested way to adjust a few of the Fighter’s ratings to reflect them getting older.

Country – The birth country of the Fighter. This is helpful if you want to have regional fights and maybe even regional champions (IE: A British Champion, A Canadian Champion, etc.). There are also downloadable files available that break down the regions of the world as well as a file that lists many of the boxing organizations around the world. These would be helpful if you wanted to separate your Fighters by geographical regions.

Stance – A Fighter is either Right-Handed (Orthodox) or Left-Handed (Southpaw). Right now, this does not affect anything, but I may make adjustments in this area since in real life this can be a huge factor.

Name – This is what you think it is. Each fictional and historical Fighter has a first and last name. I tried to the best of my abilities to make the Fictional names region and country appropriate. These names will eventually be very important to you as you play through history. Obviously, the Historical game has thousands of boxers that are known from throughout the various ERAs of boxing history.

Division – This is the Fighter’s main weight class that he/she fights in. Currently, there are 17 weight classes. In the Historical game, the Fighters are rated for the division that they were most active in. In the fictional game, I tried to have Fighters of the different weight classes not have a career start year before their weight class was established. The exception is that from 1840-1866, it was mainly an “Open Weight” fight scene. So, Fighters regardless of size could fight each other. In these ERAs, I still included the Fighter’s “size” or what their weight class would be. I think this is important because even though they all fought each other, size did make a difference. I have given you an adjustment suggestion to a Fighter’s rating if for example a true Heavyweight was fighting a true Lightweight.

You can also move the Fighters up or down a weight class if you choose to have them fight different opponents. I have given you some suggested ratings adjustments if you want to move a Fighter up or down in weight class!

2. INDIVIDUAL ABILITY RATINGS – It may be helpful to take a look at a Fighter’s ratings as you read the definitions.

Debut	End	Country	Stance	Last Name	First Name	Sex	Div.	TR	L.S.	Con.	G.R.	Sta.	P.P.	Chin	K.I.	C.U.	Rec.	Cuts	Fouls	Pop.
1960	1971	Mexico	Righthanded	Pimentel	Jesus	Male	BW	9	1	8	1	8	7	3	8	1	2	2	2	4

Talent Rating (TR) – This is an overall rating of a Fighter. This is helpful in knowing just how good of a boxer the Fighter actually is. This rating goes from “0” (which is the worst) to “14” (which is the best). This TR rating is the main factor in determining how effective a Fighter might be in the ring. Of course, a Fighter’s out of the ring and training habits may greatly change how a Fighter moves forward in a current bout!

Lifestyles (LS) – Every Fighter is rated on how well he/she is physically prepared for his fight. Unfortunately, each Fighter has his/her own set of personal struggles that may hinder their “ring readiness” and their career! This could greatly affect the Fighter’s performance. (See the LIFESTYLES and PREFIGHT TRAINING chart). With these ratings also being “personal struggles”, they can add great “backstory” to each Fighter and fight! A portion of this Chart is borrowed with the permission of Anthony Crooks, the

designer of the great boxing game, GLORY DAYS BOXING. The portion of the chart that is Anthony's is taken from a chart he shared years ago with those of us active on the Title Bout Championship Boxing game forum!

Control (CON) - This is one of the most important ratings in the game. This is the Fighter's ability to take control of the tempo of a fight, and to carry out his fight plan at the expense of his opponent. The higher the rating, the greater the Fighter is at controlling the round and fight!

Groove Round (GR) – I know, weird name. The number assigned to this category is literally the round number that a Fighter has hit his/her stride. Some Fighters need a round or two to warm up, others are ready to fight from the opening bell! The Rating number tells you what round the Fighter has found his groove (IE: "2" means the Fighter will be at his best beginning in the 2nd round. "3" means 3rd round, etc). This is important because a Fighter will not be at his top Talent Rating (TR) until that round starts!

Stamina (Sta)- The Stamina number also directly correlates to rounds. A Stamina rating of "6" would indicate that if a Fighter takes a normal amount of punishment during a fight, he'll begin to tire after the 6th round. Once a Fighter has reached his Stamina round, he/she will begin to lose 1 Talent Rating (TR) for each additional round fought. (IE: if a Fighter has a "6" Talent Rating and a "7" Stamina Rating, that means if he/she is in a 10 round fight, once they reach the 8th round, their "6" Talent Rating drops to "5". In the 9th round it drops to "4" etc. This could greatly affect the Fighter's Effective Punches Landed!

Punching Power (PP) - This category indicates one-punch power. This is their ability to take out an opponent with a single shot or turn the course of the fight around with one punch. This will definitely come into play when determining a possible Knock Down or Knock Out! A rating of "1" means a Fighter is not a power puncher and probably will not get many knockouts. A "10" and above is a knockout specialist!

Chin (Chin) – This 0 to 10 rating tells you how well a Fighter can take a power punch. "0" is the best rating meaning a Fighter takes a good punch. "10" is a glass jaw and will go down fairly easily against power punchers!

Killer Instinct (KI) – This 1 to 10 rating, with 1 being the lowest, tells you how likely a Fighter is to finish off his opponent after he has him/her hurt.

Cover Up (CU) - This 0 to 4 rating tells you the ability of a Fighter to go into a complete defensive shell to weather his opponent's Killer Instinct phase. A "0" is not very good at surviving, whereas a "4" can often protect him/herself during the Knockout attempt!

Recovery (Rec) - Some Fighters get knocked down and bounce right back up and take the fight to the opponent. Some Fighters just cannot get past being Knocked Down. This 0 to 10 Rating (0 being the best) gives you an idea of how well the Fighter bounces back from being Knocked Down. A 3-4 rating would be a “Normal” average for most Fighters. A 0-2 Rating means the Fighter Bounces Back really well. A 5 and higher Rating means the Fighter really struggles to get his feet back under him after being knocked down. When a Fighter gets knocked down, you will roll on the Recovery Chart to see how well the Fighter recovers and how the next round is affected.

Cuts - This rating indicates a Fighter’s susceptibility to being cut from either a punch or a head-butt. The range here is only 1-4, with a 1 indicating that the Fighter seldom bleeds and a 4 indicating that he opens up almost every fight. You will use the CUTS CHART for the effects of the cut to a Fighter’s ability to continue.

Fouls - Some Fighters are more disciplined than others. The less disciplined, the more they are likely to commit fouls during the bout. A Rating of “1” means that the Fighter commits fewer fouls, whereas a “4” is much less disciplined and commits more fouls.

Popularity (Pop) - This rating (1 through 10 with 10 the best) indicates how well known a Fighter is. This does not necessarily mean how “loved” he/she is, but how recognizable they are to the public. This comes into play when deciding who you want to “Main Event” a boxing card and it also may affect how the judges tally their scorecards at the end of a fight! There is an “Optional Rule” included that adds depth to the game and forces you to carefully choose which Fighters you have on a card. With this Optional Rule, you will roll to see what size venue you are booking. The size of the venue will determine how many “Big Names” or “Popular” Fighters you can have on a card! Again, this venue and promoter part of the game is completely optional.

III. PBU CHARTS LIST (Game Play Charts Are Included In Every Zipped File For Each Individual ERA). You will notice that many of the Charts cover multiple ERAs. You do not need to continue to “Re-print” a Chart if you have already printed it out.

A. Game Play Chart - A quick glance chart that has the steps to play the game in one place. This one chart reminds you to choose Judges, roll for Pre-Fight training, set up Scorecards, roll for Round control and more.

B. Judges Chart (1920-Present) and Referees Chart- During the ERAs of JUDGES, you will have to roll to choose who the other two Judges will be for your bout. You are a Judge and will score the Round as designated by your dice rolls, BUT your other two Judges may have a certain bias that affects how they score a Round! There is an Optional Referees Chart that can bring a unique twist to the game!

- C. Lifestyle and Pre-Fight Training Charts** – These charts differ depending on the ERA that you are choosing to play. Every Fighter has a Lifestyle Rating that could affect how well they are prepared for their upcoming fight. These charts are adapted from charts that were created by Anthony Crooks and shared years ago on the Title Bout Championship Boxing forum. The charts include Pre-Fight Training, Serious Life Events, Catastrophic Events, Training Injuries and more that could not only affect the fight but the Fighter’s career!
- D. Effective Punches Landed Charts (EPL)** – This may be the most important chart in the game. In a fight, each Fighter will land a number of punches that help them “score” in the Round and does damage to their opponent. This chart shows you how many effective punches each Fighter scored in the Round! These Charts change throughout the ERAS to best represent Weight Classes, etc. for that particular ERA.
- E. Fouls, Cuts and Injuries Chart** – During a fight, a Fighter may get busted open, injured or commit fouls. This chart lets you know how the cut, injury or foul will affect the Fighter the rest of the fight and maybe even into the future. The Early ERAs have a special “Fouls” chart that represents that particular ERA.
- F. Killer Instinct Chart** – At certain points in a bout, a Fighter can try to put their opponent down! The Fighter’s Killer Instinct rating will be cross checked against their opponent’s ability to Cover Up. Will the Fighter survive, be knocked down or maybe even get knocked out?
- G. Knock Down / Knock Out Chart** – On the Round scoring chart, if you are given the instruction to score a Round 10-8, you will roll on the Knock Down / Knock Out Chart to see if the staggered Fighter is either knocked down, knocked out or just dominated so badly that while he survived the Round, he was outscored by a large enough margin to deserve a 10-8 score! Can choose to go for Knock Out on the KILLER INSTINCT CHART!
- H. Recovery Chart** – A Fighter that has been knocked down will either survive or be counted out. If the Fighter survives, you will use his/her RECOVERY rating and RECOVERY Chart to determine how well they bounce back from the beating. Some do not recover well at all. Some may get up and knock out the Fighter that just knocked them down!
- I. Quick Play Charts and Quick Play Round KO and Time Chart** – When wanting to play a long tournament or “Flesh out” some undercard bouts or add depth to a Fighter’s career, you may want to do a “Quick Play” version of the game. These charts will allow you to Quick Play or “Super Quick Play” some bouts as well as be able to tell what Round the Quick Play bout ended and what time it ended in the round. The Time Chart can be used even if you are not playing the “Quick Play” version. You can use it to determine what time a fight ended in any bout that ends in a stoppage.

- J. Round Scoring Chart** – Each Round is scored according to the rules of the ERA. In the early years, the Referee was the only Judge. In the 1920's Judges were added, who choose the winner of each Round. In the 60's the 10 Point Scoring System came into play. The Judges that you choose for the fight will greatly affect how the fight is scored!
- K. The MAFIA ERA has a special “Mafia Chart”** – In the ERA in which Organized Crime controlled boxing, this chart allows unique situations to occur that could lead to tragedy!
- L. The GOLDEN ERA has a special “Golden ERA Chart”** – This chart is for the ERA in which boxing faced its greatest media growth. That growth would turn some into superstars and some would lose it all due to their new fame and fortune.
- M. Various Length Scorecards** – The Scorecards are in Excel spreadsheet form. This allows you to either print them out or to copy and paste info into them on your computer. There is also an “Electronic Scorecard” that you can use in Excel form to use on your computer.
- N. Optional Promotional and Venues Rules** – These charts allow you to add a different approach to the game. Each ERA has different types of venues in which to promote your shows. The type of venue determines how many fans can be expected to come to the show. The number of fans determines how popular your Fighters can be to fit on the show. This forces you to carefully choose your fight card and can affect how a Fighter's popularity changes! These charts come with **Blank Boxing Card Sheets Using Venues** to help plan your fight card. Again, this is a totally Optional part of the game.

O. OTHER HELPFUL FILES: These files are to help add more depth to your game

- 1. Create Your Own Random Fictional Fighters** – Friend and gamer, Paul Govier created these random charts to help you create Fictional Fighters by rolling dice for each talent and ability category.
- 2. Different Countries and Regions to Set Up Geographical Regions** – If you want to set local and regional organizations and champions, this file helps you to organize your boxing universe into geographical areas.
- 3. Optional PBU Blank Calendar** – If you want to set your boxing universe up by having Fighters build their careers by facing opponents with a little less skill and improving as they progress. This calendar gives suggestions on how to move your Fighters forward.
- 4. Optional Rule for Changing Weight Divisions** – These are suggested adjustments that you can make to a Fighter if you want them to change weight classes and face new opponents.

5. **Optional Rule for Aging a Fighter** – These are suggested adjustments that you can make to a Fighter if you want to simulate them growing older and slowing down in skills and abilities.

IV. HOW TO PLAY THE GAME

DICE: At least 3 d6. I like to have 3 d6 (1 Red d6, 1 White d6, 1 Blue d6). When rolling all three on a chart read in the order of Red, White, then Blue. When needing to roll 2 d6, For the RED CORNER roll the Red and White Dice. For the BLUE CORNER roll the Blue and White Dice. Read the two Dice as Color of Corner first, then the White Die. When rolling only one die, you can either roll the die that corresponds to the color of the Fighter's Corner or just roll the White Die.

Another option for dice, and great time saver, is to have 7 d6. I do this especially when I use BALL ROLLER Digital dice. I have 1 Red die, 1 Blue die, 1 White die, 1 Black die, 3 Green dice. I use these dice this way: I roll all 7 dice at one time. The Red die is for the Red Corners CON. The Blue die is for the Blue Corners CON. The White die is for the PACE roll. The Black die is for the CON Adjustment roll. The three Green dice is for the 1st Fighter's EPL roll. You will need to roll the Green dice again for the other Fighter's EPL roll. This just makes the game go faster.

GAME PARTS: The game consists of lists of thousands of boxers and their ratings. I have chosen to make them in Excel form so you can easily adjust and change any ratings that you like as obviously not everyone will agree on every rating. There are Game Play Charts and Scorecards. All of these are in Excel or PDF form and can be printed out.

GAME PREMISE: The game is designed to allow the player to create their own "FICTIONAL" or "HISTORICAL" boxing universe. The game can be played to run one off bouts, tournaments, even recreating the History of Boxing. As mentioned above, one of the unique features of this game is that it is designed to mimic the different ERAS of boxing. It begins with what is known as the LONDON PRIZE RING RULES ERA. These Fighters are from 1840 to 1866. While all of the Fighters have the same ratings as Fighters of today, the game charts are different from the other ERAS of the boxing world. These differences (Unlimited Rounds, Only Knock Downs End a Round, etc.) in game charts allow a unique game play that allows for boxing to evolve over the years to be the sport of today. There are Eight different ERAs represented in this game, thus some would say that there are actually Eight different games! If you consider that there is a Fictional and Historical game, that makes 16 different games!!

You decide how you want to set up your Universe. You can focus on one weight Division or use all 17 different Divisions, unless of course, it was in the mid 1800's when there were no weight classes. You can have the greatest face off anytime or you can play the game "chronologically" and add Fighters as is scheduled per their Career Start

years. Regardless of how you decide to play, you will soon get attached to your boxers and get intimately involved in their career!

A. HOW TO FIGHT A BOUT

Once you have decided your two opponents or your complete Bout Card, there are basically three different scenarios for each fight and Fighter: **Pre-Fight, The Fight, and The Scoring of the Fight.**

1. PRE-FIGHT – 1st Choose The Judges and Referee For The Fight. (Before 1920, Judges were not used) One of the most important decisions made in a boxing bout is who will be the Judges? If a fight is stopped due to Knock Out or TKO the Judges do not come into play, but if the fight goes the distance, the Judges decide who wins. The problem is that every Judge has a personal bias that makes them lean toward voting for certain boxers in close fights. In this game, you are one of the Judges or Referee pre-1920. Your scoring will be done by what the Effective Punches Landed Chart dictates, but the other two Judges will sometimes vote for their bias favorites. Before you start the fight, you must Roll to determine the two other Judges. Using the JUDGES CHART, roll 3d6 and add all three dice together (IE:1-1-1 = 3). In this sample the first Judge will be number “3” which is “Judge A”. Roll again for the second Judge. Let’s say that this time you roll (1-6-3 = 10) Your second Judge is number “10” which is “Judge H”. On your score card there is a place to write your two Judges down. In the first box it is you. The second box write Judge A. In the third box, write Judge H. Now, looking at the chart you will see that every Judge has 5 biases rated from 1 to 5. That means that number 1 is most important to that Judge. In our sample, Judge A’s 1st bias is “Hometown”. That means if the fight is being held in the Hometown or Home Country of one of the Fighters and the Effective Punches Landed are a difference of 2-3 Punches, this Judge will score the Round for the Fighter that is fighting in his Hometown even if the other Fighter led by the 2-3 punches. If there is no Hometown Fighter, you will move to this Judge’s second bias, which in this example is “Champion”. That means in Rounds with 2-3 Punch difference this judge will vote for the Fighter who holds a Title. If both or neither do, move to the third bias, etc. Once you figure out who this Judge has a bias toward, write that Fighter’s initials in the box with the Judges name. Do the same process for the second Judge. It is okay if both Judges have the same bias. If a Judge has “NO BIAS”, they will judge the Round the same as you, per the Round Scoring Chart.

The game also allows you to choose a Referee for the Bout if you choose to. This is Optional. If you choose to use this rule, you will see that in a similar Roll to choosing Judges, you can decide a Referee that comes with his/her own personal Bias. Each Referee is Rated on how quickly they will stop a fight, whether or not they will allow the fighters to fight on the inside and how strict they are on calling fouls. Each of these could effect how the bout unfolds!

– **2nd Roll to determine how the Fighter’s Lifestyle and Pre-fight Training effects the Fighters.** This is where a Fighter’s LIFESTYLE rating (LS) comes into play. Use the

LIFESTYLE AND PRE-FIGHT TRAINING Chart 1 and roll 3 d6 to see if the Fighter's lifestyle has affected his/her in ring abilities for this fight. After rolling on Chart 1, your result may be on Chart I or you may be guided to Chart 2 or an additional ERA Chart for an outcome. The roll will either determine the Fighter's Pre-Fight condition or maybe even trigger an out of the ring event that could radically change a Fighter's fight or career! If you do roll an out of the ring event and the Fighter continues on to fight, unless you are instructed to adjust the Fighters TR, consider the Fighter to have a "normal" pre-fight training. Some Fighters are well disciplined, some are not. A bad roll can result in a Fighter losing his advantage in the ring. A good roll can allow him/her to be in top shape for the fight.

Each FICTIONAL Fighter has been given a LIFESTYLE rating. Below are the 12 different possible ratings:

1. **Top Shape:** Mentally and physically, this Fighter almost always comes into the ring at his/her peak.
2. **Good Shape:** Mentally and physically, this Fighter comes into the ring in peak shape the majority of the time.
3. **Decent Shape:** Mentally and physically, this Fighter comes into ring in peak shape more often than not.
4. **Softy:** This Fighter works hard to battle weight problems. If he/she is not careful they can show up not in their best condition.
5. **Living It Up:** This Fighter loves to party! Unfortunately, the High Life can sometimes lead to them showing up in not peak ring shape
6. **Inconsistent:** This Fighter has some fights where he is in Tip Top Shape. Sometimes, not so much! You just never know.
7. **Under Achiever:** This Fighter usually suffers from ring rust due to lack of serious training and often performs below expectations and reputation.
8. **Punching Bag:** While this Fighter can punch with the best of them, he doesn't mind taking a beating to give one! This Fighter may experience more injuries.
9. **Distracted:** Often this Fighter is not quite all there for his fights due to out of the ring problems. It is not that they lack skill, but they find it hard to focus on what they need to do to be their best.
10. **Just Miserable:** This Fighter is often at odds with everyone in his life.
11. **Injury Prone:** This Fighter just does not have the physical make up to stay healthy.
12. **Uncommitted:** This Fighter has never really committed to the profession of boxing. He fits fights in when he can, thus he/she is not always at their best.

The HISTORICAL FIGHTERS have 5 different possible LIFESTYLE/PRE-FIGHT TRAINING possibilities: TOP SHAPE, GOOD SHAPE, DECENT SHAPE, FAIR SHAPE and INCONSISTENT SHAPE.

So, before you start your fight, you must check to see who the other two Judges are and what condition the Fighters are in as they enter the ring using the two LIFESTYLE and PRE-FIGHT TRAINING Charts!

2. THE FIGHT – The first thing that you will need to do after you determine the PRE-FIGHT affects, you will need to fill out the score card. You can either print one out or fill it in on your computer. If you choose to keep it on your computer, make sure you make a new blank copy to use before filling in the info. That way you will always have a blank to copy from.

A. FILL IN SCORE CARD – (Before reading this section, you may want to have a scorecard in front of you. You may even benefit from actually choosing a couple of Fighters to write their actual ratings on the scorecard). Of course, write the Fighter's names on the score sheet. You choose which corner (Red or Blue). Then fill in the ratings in the spaces provided. The ratings are beside each Fighter and can be copied in by copy and pasting or writing out on paper by hand (If you are doing the "Quick Play Mode" you will need to write in the info as copy and paste will not line up since you do not need all of the ratings for quick play).

There are three things that can really alter the very important TR rating. The **TR Rating** is the Fighter's Talent Rating which is his/her overall boxing ability.

1. The **LIFESTYLES and PRE-FIGHT TRAINING** Chart info you determined earlier can affect how a Fighter comes to the ring and can change his/her TR.

2. The **GR is the Fighter's Groove Round** rating. I know that sounds silly, but think of it this way, it takes different Fighters a different amount of time to settle into the fight and be at their best. Some Fighters are fired up and ready as soon as the first bell rings. Some Fighters take a round or two to find their "Groove". You need to check each Fighters **GR**. If the GR is "1", the Fighter is at their full Talent Rating (TR) in the first round. If the Fighter's GR is "3", they will not be at their full TR rating until the 3rd round. If the GR is "2" it is the second round before they are at full potential, etc. On the score sheet write the Fighter's TR above or below the round depending on which corner the Fighter is in. If it is the third round, before he/she is in their groove, write the Fighters TR rating above or below the 3rd round. If the GR rating is the first round write the TR number above or below the first round. If the Fighter won't be at full potential say, until the 4th round, you will write the TR by the 4th round BUT for the first 3 rounds you will drop the Fighter's TR by one point! So, if a Fighter's TR is "7" and his/her GR is "3", on the score card for the first 2 rounds his/her TR will only be "6". Starting in the 3rd round it will become "7" because the Fighter is now in their groove. This could make a huge difference! Write above or below (depending on whether the Fighter is in the Red Corner or Blue Corner) each round what the TR is for that round!

3. The **STAMINA (STA)** rating. It is really simple, if the GR is when the Fighter has found his/her groove, then think of the Stamina rating as being when the Fighter starts to run out of gas! The Stamina rating is a number that represents the round in which the Fighter's endurance or stamina begins to run out. If a Fighter has an "8" Stamina rating that means that **AFTER** the 8th round the Fighter will begin to tire. Every round after their Stamina round you will take one TR point away for each round past the stamina round. IE: if the Fighter's TR rating is "9" and their Stamina rating is "6" that means in round 7 the TR drops to "8". In the 8th round it drops to "7". In the 9th round it drops "6" etc. This can create a big problem for the Fighter! If a Fighter's TR is already "0" and they reach their stamina round, since their TR cannot get any lower, start subtracting one total from the dice roll when checking for Punches Landed. Subtract from ROLL total not punches landed (IE: If you roll a "7" look for the punches landed on the "6" column

So, before you start the fight, Fill in the ratings info for the Fighters. The very important Talent Rating (TR) may be adjusted due to the PRE-FIGHT TRAINING, The GROOVE ROUND and the STAMINA rating. The other ratings will all be used as the fight unfolds.

B. BEGIN THE FIGHT – Once you have your score card ready, it's time to start your fight. Before each round you have to determine **1. which Fighter controls the round** and **2. how he/she will pace themselves**. You can either do this in two separate rolls with one die or roll two dice at the same time (One for CONTROL and the other for the PACE). Rolling two dice will speed up the process.

1. Who Controls The Round? (Chart is on GAME PLAY CHART) Each Fighter has a **CONTROL (CON)** rating. This is the Fighter's ability to control the action in the ring. Some Fighters are great at this and some will very seldom control the fight. To determine who has control of the particular round, roll 1 d6 for each Fighter. Add the dice roll total to each Fighter's CONTROL number. The Fighter with the highest total wins control of the round. IE: Fighter A has a CONTROL rating of "7" and he/she rolls a "6" on the d6. That Fighter's total is "13". If Fighter B has a CONTROL rating of "6" and rolls a "4", that Fighter's total is "10". So, that means Fighter A wins control of the round. If the two Fighters roll for the same total, neither gets control. It is definitely best for a Fighter to gain control though, because it affects the Fighter's EFFECTIVE PUNCHES LANDED total. So, to recap: To begin a round, Roll to see who has CONTROL of the round. Next you will determine the Pace of the round.

2. Round Pace – (Chart is on GAME PLAY CHART) Once you know who has control of the round, using 1 d6, roll to determine the intensity of the round. A roll of 1 means the round will be slow and plodding. If the roll is between 2-4, it will be a normal paced round. If the roll is 5-6 it is an aggressive round. Each pace affects the round. For our example let's say we roll a "5" so, the Pace or intensity of the round will be "Aggressive"

3. What Difference Does The First Two Rolls Make? (Chart is on GAME PLAY CHART) So, the Pace we have rolled is “Aggressive” and Fighter “A” has control. Now we need to see how the Fighter being aggressive will help him/her in the round by rolling on the **Fighter Control Adjustment Chart**. Roll 1 d6 and read the result. **For our example let’s say you rolled a “4”. On the Fighter Control Adjustment Chart a “4” under “Aggressive” says “plus 4”**. That is very important! I will show you in a minute how it affects everything.

4. Roll For Each Fighter’s Effective Punches Landed Total – (Look at the EFFECTIVE PUNCHES LANDED CHART) Once you know who controls the round, you will use the Effective Punches Landed Charts. The Weight Class of the Fighters determines which of the Effective Punches Landed Charts you use (In the Open Weight ERA there is only one Punches Landed Chart). You will notice that the lighter weight classes throw and land more punches than the heavier weights. Honestly, lighter weights do throw more punches, but what is most important in this game is **WHO LANDED MORE PUNCHES**. So, in our example. Fighter “A” having CONTROL, rolled “**Aggressive**” for his/her intensity or pace. You rolled a **plus “4”** for their pace. Now you must roll for each Fighter’s **EFFECTIVE PUNCHES LANDED** by using the **EFFECTIVE PUNCHES LANDED CHART**. Let’s say your two Heavyweights are facing off in round 1. Fighter “A” has a TR rating of “8”. Fighter “B” has a TR rating of “7”. For Fighter “A” you roll a “18”. On the EFFECTIVE PUNCHES LANDED CHART that is a total of “32” **BUT WAIT, remember that Fighter “A” has a “plus 4”** because he/she is aggressively controlling the round! So, **add 4 to that roll and that makes a total of 36 Punches Landed!**

Now let’s roll for Fighter “B”, who has a “7” TR rating. Let’s say that you roll a “16”. On the chart for a Heavyweight rolling a “16” with a TR rating of “7”, the punches landed total is “28”. So, Fighter “A” has 36 punches landed and Fighter “B” has 28 punches landed.

5. SCORING THE ROUND – (Look at SCORING CHART. The chart is different depending on the ERA of boxing) In this game YOU are one of the judges unless it is an early ERA where you are the Referee! Your score is directly connected to the actual punches landed. If Judges are used, the **SCORING CHART** will let you know if their bias comes into play or if they have to score the Round for the Fighter that truly won the Round. So, for your score of the round, which will be filled in on the score card, you use the **SCORING CHART**. You need to subtract the Lowest amount of punches landed from the highest amount (in our example you would subtract 28 from 36, which makes a difference of “8”). On the modern ERA scoring chart if the difference is 3 or less you score the round 10-10. If the difference is 4-9, you score the round 10-9 for the Fighter who had the most effective punches landed. In our example, this round would be a 10-9 lead for Fighter “A” by the other two Judges also since

he/she led by “8” punches! If you are fighting a bout before 1960 you will not use the 10 Point System, you will just mark the Fighter with the most punches scorecard as him winning the round),

6. ANOTHER PRACTICE ROUND – You need to roll again to find out who controls the next round. Let’s say Fighter A again gains control, but this time, let’s say it is a “Plodding” round when you Roll for CONTROL. In our example this time, let’s say you Roll a “2” when you roll on the FIGHTER CONTROL ADJUSTMENT CHART which is a “Minus 1 from Opponent”. That means whatever the Opponent’s dice total is that the Fighter rolls, “1” Punch will be deducted from the Total.

In this example, now when you roll on the EFFECTIVE PUNCHES LANDED CHART, Let’s say Fighter “A”, who has a TR rating of “8” rolls a “17”. That is score of “31” punches landed. When Fighter “B” rolls, who has a TR rating of “7”, they get a roll of “4”, which is “16” punches landed. **BUT WAIT, don’t forget to deduct “1”** because of Fighter A’s Plodding control of the Round. That means that Fighter B’s Punch Total is “15”. That is a difference of “16”! Looking at the Scoring Chart a difference of 16 triggers an automatic Knock Out! If the difference had been 13 to 14, the chart says to go to the **Knock Down / Knock Out (KD/KO) Chart!** On this chart you are told to cross check the Fighter with the highest roll’s “PUNCHING POWER” rating against the “CHIN” rating of the Fighter with the lowest punches landed. If our example had of been a Knock Down instead of a Knockout, you would have been instructed to check the Fighter’s **RECOVERY (Rec) and roll on the RECOVERY CHART**

7. OTHER CHARTS THAT COME INTO PLAY – Just as an example of other things that can happen in a fight, when you look at the Scoring Chart, it is possible for a Fighter to use his/her “**KILLER INSTINCT**” to go for a KO. On the PUNCHES LANDED Chart there is a possibility of **CUTS, FOULS or INJURIES** occurring. Also, depending on the ERA, certain rolls on the **PUNCHES LANDED** chart can trigger a Fighter being thrown down and even the Police interrupting the bout! When a fight goes the distance, you have to go to the score cards.

8. JUDGES SCORE CARDS – If a fight goes the distance in early ERAs, you just total up the number of rounds won for each Fighter and determine the winner. If it is the ERA of JUDGES, IT CAN GET TRICKY! Boxing has been known for controversial judging since the sport began. We know that your “Judging” is accurate because you will be using a chart to tell you how to score using the punches landed differential, but what about the other judges? Well, that’s where the other Judge’s bias may really affect the final outcome of the fight!

C. TIME SAVING QUICK PLAY GAME

In order to “Flesh out” your universe or maybe even play a longer tournament, you may want to get faster results for certain bouts. PBU has a Quick Play and Super Quick Play mode included with the game. There are scorecards for the Quick Play versions that are different than the regular scorecards. This is how to play the regular Quick Play mode:

- Roll on the Lifestyles and Pre-Fight Training to see if it affects how the Fighters enter the bout and make adjustments to Fighter's TR rating just like you would in the regular play version.
- Next sum up the Power Punching (PP) Ranking vs CHIN Ranking for both Fighters. To do this, Add the PP of one Fighter to the CHIN rating of his/her opponent and divide by 2 (round up if the total includes a half number. IE:71/2 is an 8). Do this with the second Fighter also. These numbers are the ADJUSTED KO numbers that you will use to start the Quick Play game. Here is a Sample below:

	Punching Power (PP)		CHIN	
Adjusted KO				
IE: Fighter A	7	←	5	7+3=10 divide by 2 = “5”
Fighter B	4	←	3	4+5=9 divide by 2= “4.5”

Since you round up Fighter B's total, both Fighters have an Adjusted KO rating of “5”

- Roll 2 d6 for the Fighter with the HIGHEST Adjusted KO Rating first. If both Fighters have the same Adjusted KO, then roll first for the Fighter with the highest TR. If that number is the same, roll for the Fighter with the highest Killer Instinct rating first. If that number is the same, roll for the Red Corner first. If the roll total is equal or less than the Adjusted KO Rating the Fighter gets a KO!
- IE: If you roll for above Fighter A first and roll a 6 the Fighter DOES NOT get a KO since our example Fighter has an Adjusted KO of “5”. If a KO occurs, you then roll to see what round the KO occurred in on the Round KO Chart.

If the first Fighter did not get a KO, you then roll for the next Fighter. Let's say Fighter B rolls a “3”, that Fighter DOES get a KO since the roll was equal to or less than that Fighter's Adjusted KO number!

If you had rolled a “6” or higher, that Fighter would not have gotten a KO and the fight will go the distance! You would have to check the QUICK PLAY ROUNDS WON CHART to see how many Rounds the Fighter with the HIGHEST TR + POPULARITY won during the fight.

If the fight “goes the distance”, Add Fighter A's TR rating and POP rating together and get a total. Then add Fighter B's TR rating and POP rating together to get a total. Subtract the lowest total from the highest total. Let's say Fighter A's TR + POP = 14 and Fight B's TR + POP = 9, that is a difference of “5”.

Look on the Rounds Won Chart. Find the TR + POP difference column (in this example it would be the 3-5 Diff Column). Find the rounds fought column (8, 10, 12 for modern ERAs, 15, 20, 40, 60 in the 1880's). In our example let's say you planned a 12 round fight. Roll 2 d6. For our example, let's say you rolled an "8". On the Rounds Won Chart in the modern ERA a roll of "8" under the 12 Round Column in the 3-5 TR + POP Difference column it reads "8". That means the Fighter with the highest TR + POP won 8 rounds of the 12 Round fight and is the Unanimous Decision Winner. If you had rolled a "4" or "5" it would have been a draw!