

INSERT MANUAL COVER

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
 - Convulsions Eye or muscle twitching Altered vision
 - Loss of awareness Involuntary movements Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

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INTRODUCTION

SHOWTIME® CHAMPIONSHIP BOXING™ Allows one or two players to experience the excitement of boxing in the big arena. The game features a mixture of 14 different heavyweights and welterweights fighting in four different arenas from around the United States with the ultimate ambition of winning the Showtime® Belt and becoming “King of the Ring.”

GETTING STARTED

To start a game, please put the Showtime® Championship Boxing™ Game Disc in the Disc Slot and the power will turn on. Follow the instructions displayed on the screen.

GAME IN BRIEF

There are two main goals for the player when playing Showtime® Championship Boxing™. The first goal is to slowly work your way up the ladder of competitions and belts through two different weight divisions in the single player game, unlocking new boxers and competitions as you go until you are crowned champion of the Showtime® Belt and King of the Ring for both weight divisions. The second goal is to enjoy knocking your friends out in two player mode.

Before each single fight or belt competition that you take on, you can select your boxer from the available fighters in that division. The number of fighters available will increase each time you win a new competition. It is useful to check out the information available about the different fighters to learn their strengths and weaknesses, amongst other things.

You can then use the fighters to play in the eight single player competitions offered by the game or to indulge in a friendly two player slugfest.

IN GAME CONTROLS

Throughout the game hold the Wii Remote™ in the right hand and Nunchuk™ in the left hand.

Menu Controls

Navigation - Menus can be navigated either by using the + Control Pad on the Wii Remote or by pointing the Wii Remote at the screen and using the cursor.

Selection - To either change or select an item on the menus, the player should press the A Button when he or she is over that menu item.

Progress - To progress on to the next menu screen, the player should navigate to the OK menu button in the bottom right corner of the screen and press the A Button.

Going Back - To return to the previous menu, the player should press the B Button at any time.

In Game Controls

Guard Position (This is the default stance for your boxer while he is fighting.)

Clench your fists holding the Wii Remote in your right hand and Nunchuk in your left hand so that the + Control Pad on the right hand and the Control Stick on the left hand are directly facing you to assume guard position. You can perform jabs and power hooks from this position.

Moving around the ring

Move the Control Stick Up, Down, Left, and Right to move around the ring.

Defense

Upper Block - From guard position, tilt the top of both controllers toward you to block head punches. (You can only throw jabs from this position.)

Body Block - From guard position, tilt the bottom of both controllers toward you and inward to block body punches. (You can perform body shots and power uppercuts from this position.)

Dodge Right - From guard position, tilt both controllers right to dodge right. You can perform inside left jab and wide right hook and power wide right uppercut from this position.

Dodge Left - From guard position, tilt both controllers left to dodge left. You can perform inside right jab, wide left hook, and power wide left uppercut from this position.

Short punches

From guard, dodge, and body block positions move either hand toward the screen quickly to perform a jab, wide hook, or body shot (Punch type thrown depends on hand used and starting position as described above).

Powered Punches

Powering Up - Press and hold the B Button (for right hand) or Z Button (for left hand) to power up a hook, uppercut, or wide uppercut. The longer you power up the more powerful the punch will be (Punch type powered depends on hand used and starting position as described above).

Throwing Powered Punches - To throw any powered punch, move the powering hand quickly towards the screen.

Dummying Powered Punches - Release the B Button or Z Button at any time to dummy a powered punch.

Get Up Game Controls

When you are knocked down, you will see an image of the referee counting and a black circle with a red dot in the middle moving in a circular motion. In order to get up successfully, using the Control Stick on the Nunchuk, you must line up a second red circle (shown with an "L" inside), with the red dot inside the black circle.



ON SCREEN INDICATORS



Health Bar - Each boxer has a red bar, which indicates the his current health level. This bar is decreased in length every time the boxer is hit, and the harder he is hit, the more damage the boxer will take. When his health is reduced to zero, he will be knocked down. If the boxer manages to avoid being hit for a short period of time, then his health bar will be replenished. The player also regains his health after each round.

However, be warned that each time a fighter is knocked down, his maximum health is permanently damaged. The more rounds a boxer fights, the slower his health regenerates.

Punch Damage Indication - Each time a boxer gets hit, you can see a dark red stripe left behind on his health bar for a short time. This dark red stripe shows how much health that boxer lost from the last punch that hit him.

Energy Bar - Each boxer has a yellow bar, which indicates the amount of energy he has. This bar is decreased in length every time the boxer throws a punch. Big punches, missed punches, and blocked punches use up even more energy. If a boxer's energy is close to zero, he will sound out of breath and will not be able to throw punches properly.

If the boxer refrains from powering up or throwing punches for a short period of time, then the bar will slowly increase in length as he regains energy. Between each round all of the boxer's energy is restored.

If the player is knocked down, the amount of energy he has will increase the likelihood that he will be able to get up successfully before being counted out.

Knockdown Lights - These indicate how many times in a round that each player has been knocked down.

Round Timer - This indicates how much time is left in the current round.

GAMEPLAY HINTS

- Powered punches can do a lot of damage to your opponent, but powering for too long can give your opponent time to dodge or block a punch before it is thrown.
- The longer you power a punch, the more damage it will do.
- Keep an eye on the energy levels of both yourself and your opponent. When a boxer throws a lot of punches, his energy level (yellow meter) becomes low, he will be out of breath, cannot hit you, and will have less energy to recover from a knockdown. You should use this opportunity to punish him.
- Always pay attention to your opponent's stance. With experience you can use this to predict his next attack even before he throws a punch!

- It is to your advantage to read your opponent and position yourself so you are defended from his probable next move while remaining ready to attack him.
- Good defense is the key to victory in boxing. Avoiding punches does not initially hurt your opponent, but it tires him. Every time you successfully dodge or block a series of punches, it enables you to counterattack while your opponent is too tired to hit back.

PUNCH OUTCOMES

Initial Stance	Player Punch Type Thrown		Punch Outcome from Opponent's Stance				
	Hand Used	Punch Type	Default Block	Upper Block	Body Block	Dodge Left	Dodge Right
guard position	quick left	left jab	hit	block	hit	miss	miss
	quick right	right jab	hit	block	hit	miss	miss
	powered left	left hook	hit	block	crit	miss	crit
	powered right	right hook	hit	block	crit	crit	miss
upper block	-	-	-	-	-	-	-
body block	quick left	left bodyshot	hit	crit	block	hit	hit
	quick right	right bodyshot	hit	crit	block	hit	hit
	powered left	left uppercut	block	block	crit	miss	miss
	powered right	right uppercut	block	block	crit	miss	miss
dodge left	quick left	left wide hook	hit	block	crit	miss	crit
	quick right	right inside jab	hit	block	hit	crit	miss
	powered left	left wide uppercut	block	block	crit	miss	miss
	powered right	-	-	-	-	-	-
dodge right	quick left	left inside jab	hit	block	hit	crit	miss
	quick right	right wide hook	hit	block	crit	miss	crit
	powered left	-	-	-	-	-	-
	powered right	right wide uppercut	block	block	crit	miss	miss

GAME MODES

All Game modes can be played with either Heavyweight or Welterweight boxers.

Single Fights (Quick)

If you just want to get on with the action as quickly as possible, you should select a One or Two Player Game from the main menu and then select Quick in the Rounds option in the fighter selection menu. In quick fights there is only one round and the fighters simply keep on going until one of them is knocked out.

Single Fights (Regular)

Single fights for one or two players can also be fought in contests set over 4, 6, 8, 10 or 12 rounds and can be decided either by KO (knockout), TKO (3 knockdowns in one round) or, if neither KO or TKO apply, then by Points.

Points System

After each round, each boxer is given a number of points out of 10 based on his performance in that round. These points per round are then added up to give him his total points score at the end of the fight. If neither fighter is knocked out by either KO or TKO by the time the bell to end the last round has sounded, then the boxer with the most points wins the contest.

Belts

The Amateur, Contender, and Showtime® Belts are a series of 3, 4, and 6 fights respectively for one player only. Each fight is set over 4 rounds of 3 game minutes each and are decided by KO, TKO, or Points. If the player manages to win the first fight, then he will automatically proceed to the next fight in the series. If the player manages to win the final fight in the series, then he will win the belt. (The latest attempt a player makes at winning a belt is automatically saved between fights.)

King of the Ring

King of the Ring is a fun game mode for one player only where the player selects his boxer and then takes on all other boxers in his weight division in one long round. The opponent boxers enter the ring one after another, so as soon as one is knocked out, the next one will be ready to fight. If the player manages to knockout all six opponents, then he will be declared King of the Ring. (Note: This is a very difficult Game Mode to win)

UNLOCKING SYSTEM

Boxers

Initially there are 3 boxers available to choose from each weight division. When you win a belt for the first time, the champion of that belt will be unlocked and made available for selection as a player boxer for all subsequent games. When all three belts are won, an additional bonus boxer will also be unlocked.

Competitions

Initially the player only has access to single fights and the Amateur Belt competition for each weight division. When the player successfully wins the Amateur Belt in a weight division for the first time, he unlocks the Contender Belt for the same weight division. When he wins the Contender Belt, he will unlock the Showtime® Belt and when he wins the Showtime® Belt, he will unlock the King of the Ring competition for that weight division.

MENUS

Main Menu

One Player Game

Two Player Game - Goes straight to boxer selection options for two player game
Settings
Information

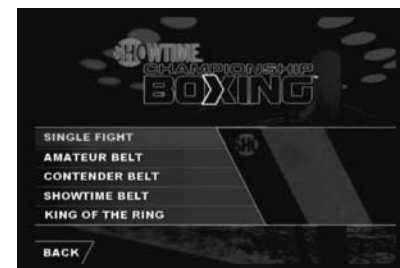
One Player Game

Amateur Belt – Player starts or continues a series of 3 fights to win Amateur Belt.

Contender Belt – Player starts or continues a series of 4 fights to win Contender Belt (if unlocked).

Showtime® Belt – Player starts or continues a series of 6 fights to win Showtime® Belt (if unlocked).

King of the Ring – Player takes on six boxers one after the other in one long round (if unlocked).



Settings

Cutsscenes before fight – On/Off

Cutsscenes between rounds – On/Off

Sound Effects – On/Off

Music – On/Off

Invert Player 2 Controls – On/Off

Information

Controls – Summary of Controls

Game rules – Summary of Game Rules and some fighting tips

Boxer information – Information about each boxer in the game

Credits – List of Game Credits

Boxer Selection

Weight Division – Choose between Heavyweight and Welterweight fighters.

Player One Boxer Selection – Choose boxer for Player One.

AI Boxer Selection (for one player single fight) – Choose Computer controlled opponent.

Player Two Boxer Selection (for two player fight) – Choose boxer for Player Two.

Fight Length (for one or two player fight) – Select number of rounds or 'Quick' fight.

Ring – Select Arena from choice of New York, Las Vegas, Los Angeles and Chicago.



TWO PLAYER GAME

If you choose two player game, each player can use his controller to choose his boxer and his shorts (these are the only options available to player 2 on this screen). Player 1 can set all other options.

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