

TITLE BOUT

Championship Boxing

2013

Presented By

pisd



<http://www.pisd.co.uk>

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INTRODUCTION

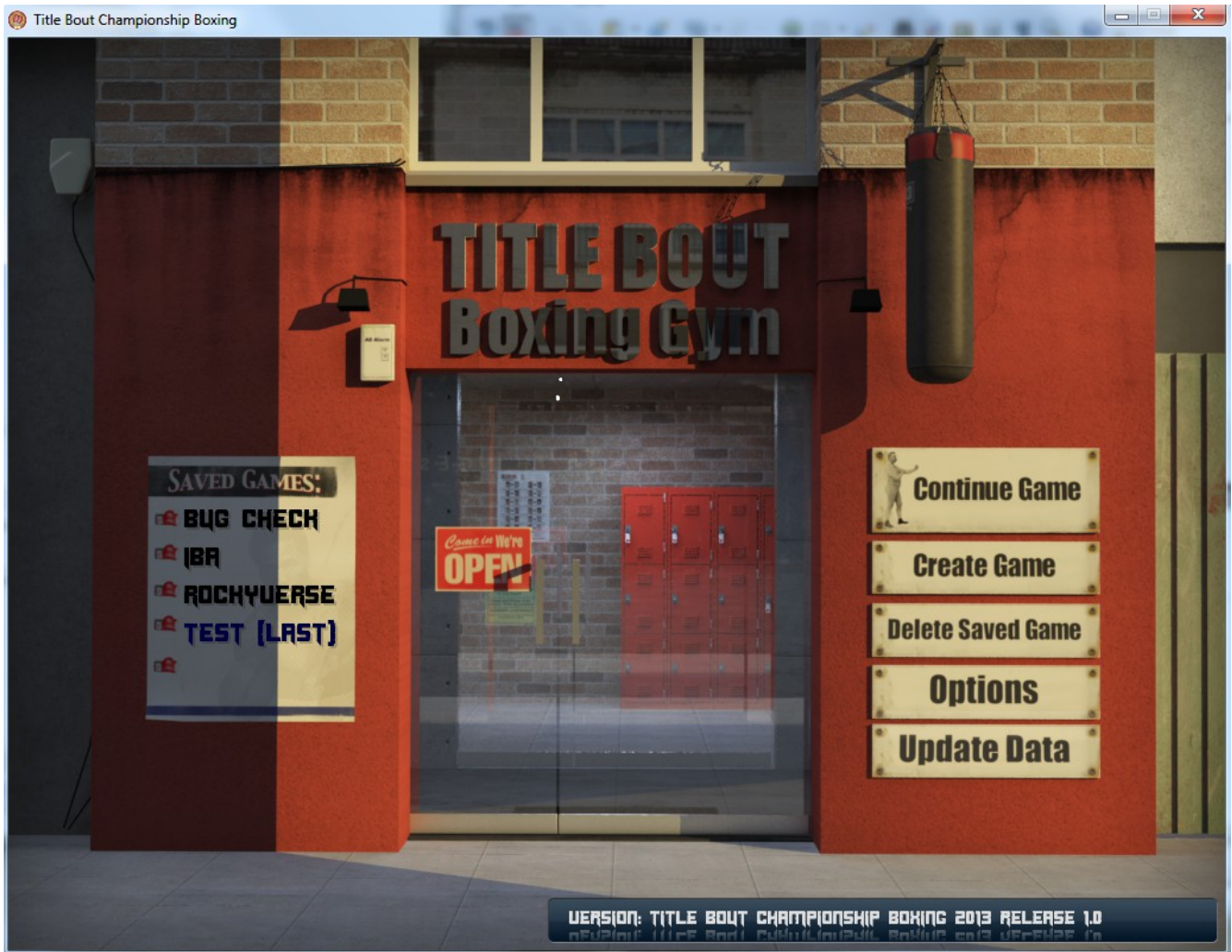
Title Bout Championship Boxing 2013 is the latest rendition of the award-winning Title Bout Board game that was created by Jim and Tom Trunzo over 40 years ago. It is the newest computer version of this classic game. It combines the programming expertise of Paul Norman and Andreas Raht along with the graphic brilliance of Aurelio Barrios. The game also has a vibrant community that has contributed to this version in various ways as well. Title Bout Championship Boxing 2013 is quite simply the most detailed and accurate simulation of the sport of professional boxing ever to see the light of day. It is our hope that you will enjoy it.

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Home Screen



On the home screen you will see to the right, Continue Game, Create Game, Delete Saved Game, Options, and Update Data. It is recommended that you update your data first, as new fighter ratings are being added several times a week. From there, click on Create Game, so you can start playing.

Create Game



When you see this screen, you can name your game, decide if it will be in Simulation Mode or not, Add in your choice of active or retired fighters, or both at your pleasure. The Select button will allow you to pick and choose all fighters, only men, only women, then check or uncheck the weight classes you wish to add. The Career Start option allows you to set a range (in years) of fighters you want for your universe database. Example: You wish to run a universe of fighters from 1940 to 1960 only.

Once done setting up your basic game universe, click the OK button and we will go to the Universe you have created. If you have an existing Universe from Title Bout 2.5, you may chose to import that universe at this time. You will want to name it the same as the 2.5 Universe as well.

Please be patient, it will take some time to create your new Universe.

Main Game Page



As you can see, the Main Game Page has a lot of options for you to choose from, and we will cover them all over the next several pages. The interface is very intuitive as you mouse over an item the blue bar on the bottom right will tell you what it is. From here you can:

Look at fighters, groups, divisions, venues, etc on the lockers. On the bulletin board you can click on game options, look at game credits, update from pool (This is strongly recommended at the very start of the universe, so you have all the latest fighters and ratings), look at game stats, and most importantly save game. The posters allow you to set up a fight card or tournament, as well as edit your ring card girls. The towel is for the Head to Head game, which is a betting game you can play with friends. Start Fight will allow you to choose two fighters of your liking to dive right in. And Main Menu will take you back to the Home Screen.

For now let's click on Start Fight!

Start Fight Page



As you can see, we have several options here. First select your two fighters, then you can choose to set Career State, Condition, Trainer, Cut Man, or designate home town favorite or defending champion. You will notice the options on the red bar are not highlighted, as until you choose your fighters and their settings, you will not be able to set those options.

For this fight we will go with Roberto Duran and Benny Leonard. Both fighters will be in their prime and in top condition. The rest of the settings we will leave at default.

Next click on Title Fight and highlight a title if you choose (Shift-Click to choose more than one title). Then click on the Fight Options tab.

Fight Options



From here you can choose your date, set the rules by organization, or your own custom rules, You can also decide to be the corner-man for a fighter by deselecting Automatic Strategy. You can also choose the Venue, Announcer, Referee, Ring Card Girl, and Judges. Only click Adjust for Weight if your fighters are in different weight classes and wish to do so. Also, you'll note Judges Bias. Each judge is rated based on how they have judged fights during their careers. Each referee is rated as well.

For this fight we will leave Venue and Staff at random, while using WBA rules and allowing the computer to handle the strategies for both fighters. The Analysis page gives a brief description of the fight, while the training page allows for you to train your fighter if you choose in whatever area you feel they need the work for the fight at hand.

We will click Fight from here.

Pre-Fight Details

TITLE BOUT PRE-FIGHT DETAILS
Fighters Condition

Condition Teams Event

Roberto Duran vs. **Benny Leonard**

	RECORD: 0-0-0 RANK: - DIVISION: Lightweight TITLES: RATING REC: 1968-01 CS ADJ: Yes CAREER: Prime		RECORD: 0-0-0 RANK: - DIVISION: Lightweight TITLES: RATING REC: 1911-01 CS ADJ: Yes CAREER: Prime
---	--	---	--

Duran trained hard and he's chafing at the bit, waiting for this fight to begin. Duran can fight as boxer or slugger. He has a Control Factor of 12 vs a Boxer, and a Control Factor of 13 vs a Slugger.

The fighters haven't fought against each other.

Leonard appears to be in great condition; he looks like he's come to fight. Leonard, a Boxer, has a Control Factor of 14 vs a Boxer, and a Control Factor of 14 vs a Slugger.

The fighters haven't fought against each other.

FIGHTERS CONDITION CANCEL CONTINUE

This screen along with the Teams and Event screens are pretty self explanatory. Control Factor shows how the fighter controls the flow of the bout against either a boxer or a slugger. Duran has problems with slick boxers, while Leonard is strong against either. The Teams section shows the fighters trainer and cut-man while the event tab shows the venue, announcer, referee, judges and the fight commentator.

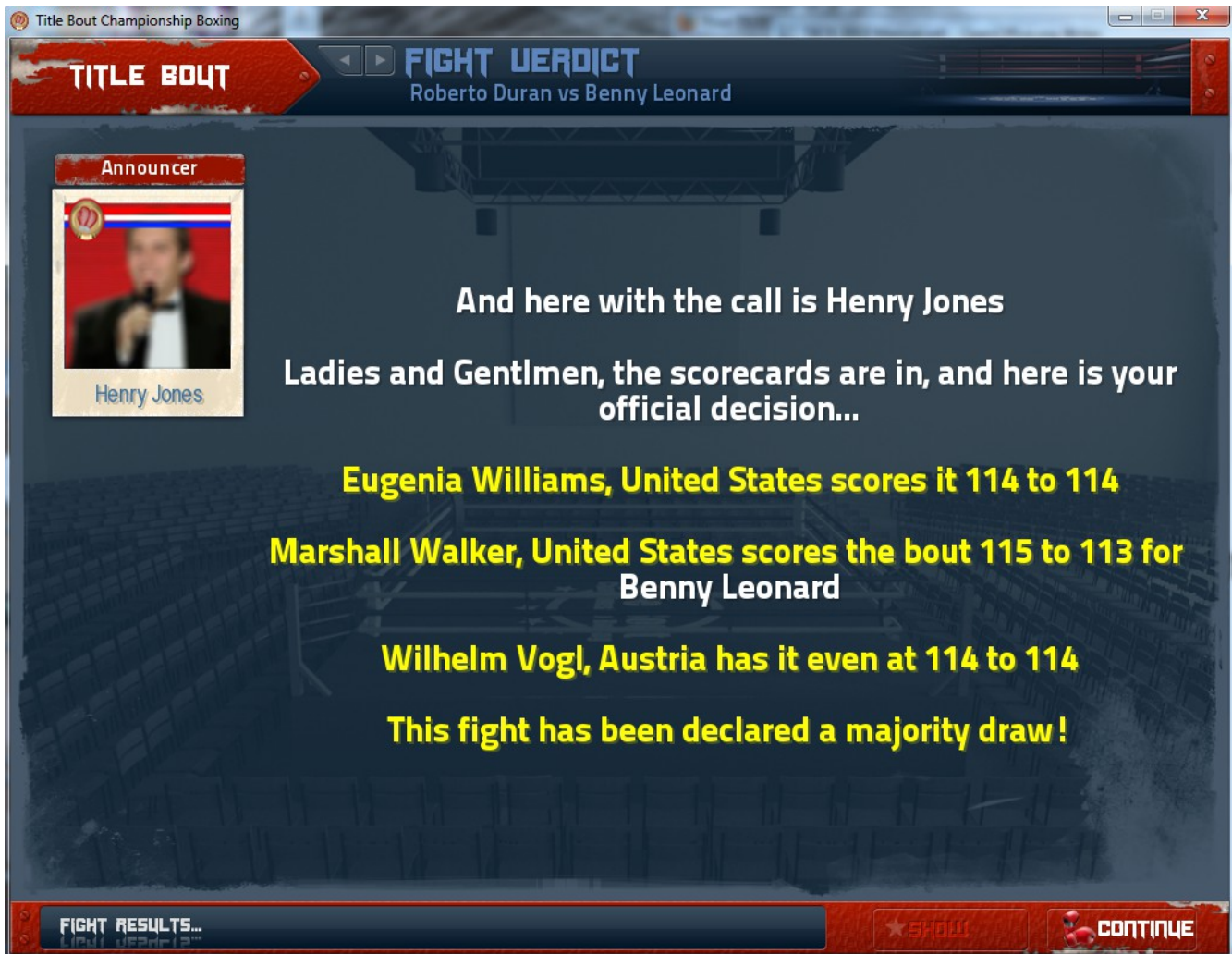
Now it's time for our first fight!

Fight Screen

The screenshot displays the 'Title Bout Championship Boxing' interface. At the top, it shows the fighters: Roberto Duran (Panama, *1951, 0-0-0) and Benny Leonard (United States, *1896, 0-0-0). The current round is Round 1 of 5, with a time of 0:00. The central area shows a 3D view of the boxing ring. On either side of the ring are panels for fighter stats, including Endurance, Control Factor, Hitting Power, Defense, Punching, Counterpunching, Chin vs Knockdown, Chin vs Knockout, and Recovery. Below the ring is a commentary section with a round indicator (1-12) and a text box containing the following text: "Duran takes a heavy combination downstairs. Duran appears shaken by those punches! Duran said he wanted to start fast but, he still hasn't found his rhythm. Leonard digs a short hook to ribs of Roberto Duran. Leonard is giving Duran a lot of side-to-side movement. Duran brushes the ropes and forces his way back to ring center. There's the bell. Round 1 is history. We've got a lot more action coming up." At the bottom, there are control buttons: "Next Commentary", "Play Round", "Play Bout", "Score Cards", "Fast", and "FINISH".

This is where the action happens. From here you can watch the fight unfold. Each fighter's traits (shown), Stats (round and fight totals), condition (cuts, swelling, etc) and Corner (for those that wish to control the strategies) can be accessed. As you can see, our pugilists have distinctive ratings that show you how they hold up in various ways. In the center is our ring, where we can see the fighters in action, and below the ring is the commentary section. You can control the speed of the fight, line by line with the “next commentary” button, Play Round or Play bout. Tables will allow you to take a closer look at the fighters ratings, corner-men, judges etc. while finish will fast forward through the fight to the end at any point during the fight. The beauty of TBCB2013 is that if you do click “finish” you can still see the results on a blow by blow basis through your HTML browser.

Fight Verdict



This screen is pretty straight forward, it shows the results of the fight. Press continue to move to the next screen.

Post Fight Summary

TITLE BOUT **POST FIGHT SUMMARY**
This fight has been declared a majority draw.

Fighters Traits Punches Options

Roberto Duran vs. Benny Leonard

Roberto Duran	Benny Leonard
RECORD: 0-0-1	RECORD: 0-0-1
RANK: -	RANK: -
DIVISION: Lightweight	DIVISION: Lightweight
TITLES:	TITLES:
RATING REC: 1968-01	RATING REC: 1911-01
CS ADJ: Yes	CS ADJ: Yes
CAREER: Prime	CAREER: Prime

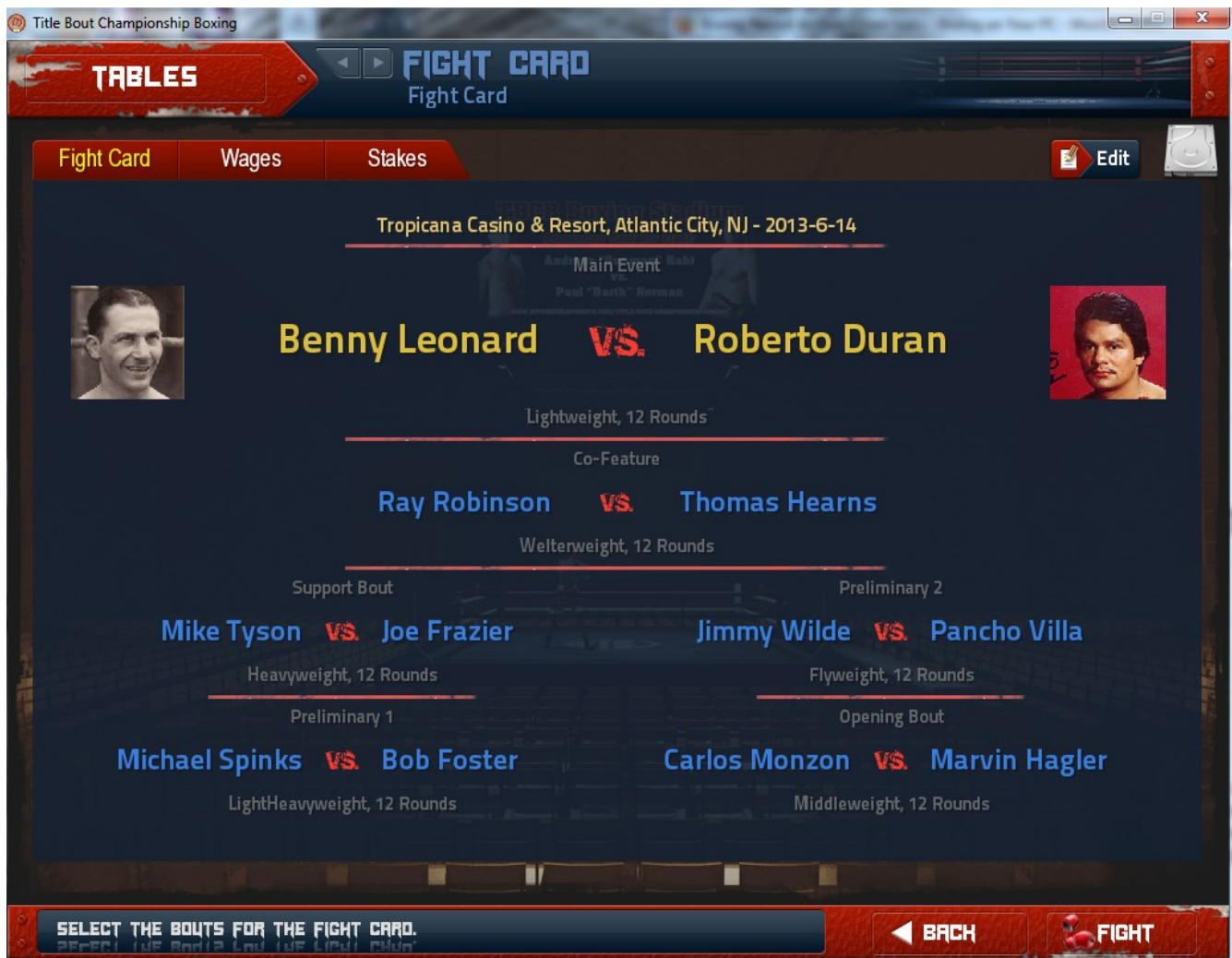
Cumulative Record	Statistics
Win /Loss Percentage: 0.0%	Knockdowns (For/Opp) 0/0
Knockouts/TKOs: 0/0	Punching Accuracy: 19.3%
Knockout Percentage: 0.0%	Cuts (For/Opp): 1/0
	Total Rounds: 12
	Average Rounds: 12

Cumulative Record	Statistics
Win /Loss Percentage: 0.0%	Knockdowns (For/Opp) 0/0
Knockouts/TKOs: 0/0	Punching Accuracy: 40.3%
Knockout Percentage: 0.0%	Cuts (For/Opp): 0/1
	Total Rounds: 12
	Average Rounds: 12

FIGHTER RECORDS HAVE BEEN UPDATED WITH THE FIGHT RESULTS **UPDATE** **FINISH**

Statistics are the life blood of any sports simulation, and that holds true with Title Bout Championship Boxing 2013. Here you update the records of the fighters, then can take a look at statistics on this screen as well as comparing pre-fight and post-fight traits on the 2nd tab. The 3rd tab shows punch stats for the entire fight. By clicking options you can call up the score cards of the judges to see how each saw the fight round by round, as well as load the fight commentary for the entire bout in your HTML browser. You also have the option of bypassing the setup for an immediate rematch if you so choose in the Options drop down. Now you've had a chance to fight your first fight and see how the ebb and flow of the game goes, we will delve further into the other options from the Home Screen.

Fight Card Screen



As you can see, there are plenty of options on the Fight Card Screen. Click on the Edit button and you can Open the Auto-scheduler for a random card, Set the main event options for the entire card, Change the venue and date as well as decide how many fights you wish to have on the card. I went with a rematch of Leonard-Duran for the main event due to the draw in the first fight we did. Also, we have a dream card of “what if” fights. Next Click on wages and you will see purses for each fighter on the card. Stakes allows you to bet on each fight, and shows the odds of the bouts to be fought. Click fight to continue.

Card Details



TABLES **6 SCHEDULED BOUTS**
Select a scheduled bout from the list below

Columns **Edit**

No.	Bout	Rds	Fighter 1	Odds	Fighter 2	Odds	Winne	Dec	View	Bet Result
1	Opening Bout	12	Carlos Monzon	1	Marvin Hagler	1			<input type="checkbox"/>	
2	Preliminary	12	Michael Spinks	1	Bob Foster	1			<input type="checkbox"/>	
3	Preliminary	12	Jimmy Wilde	1	Pancho Villa	1			<input type="checkbox"/>	
4	Support Bout	12	Mike Tyson	1	Joe Frazier	1			<input type="checkbox"/>	
5	Co-Feature	12	Ray Robinson	1	Thomas Hearns	1			<input type="checkbox"/>	
6	Main Event	12	Benny Leonard	2	Roberto Duran	3			<input type="checkbox"/>	

SET REPEATS TO ZERO TO VIEW A BOUT. **BACK** **START**

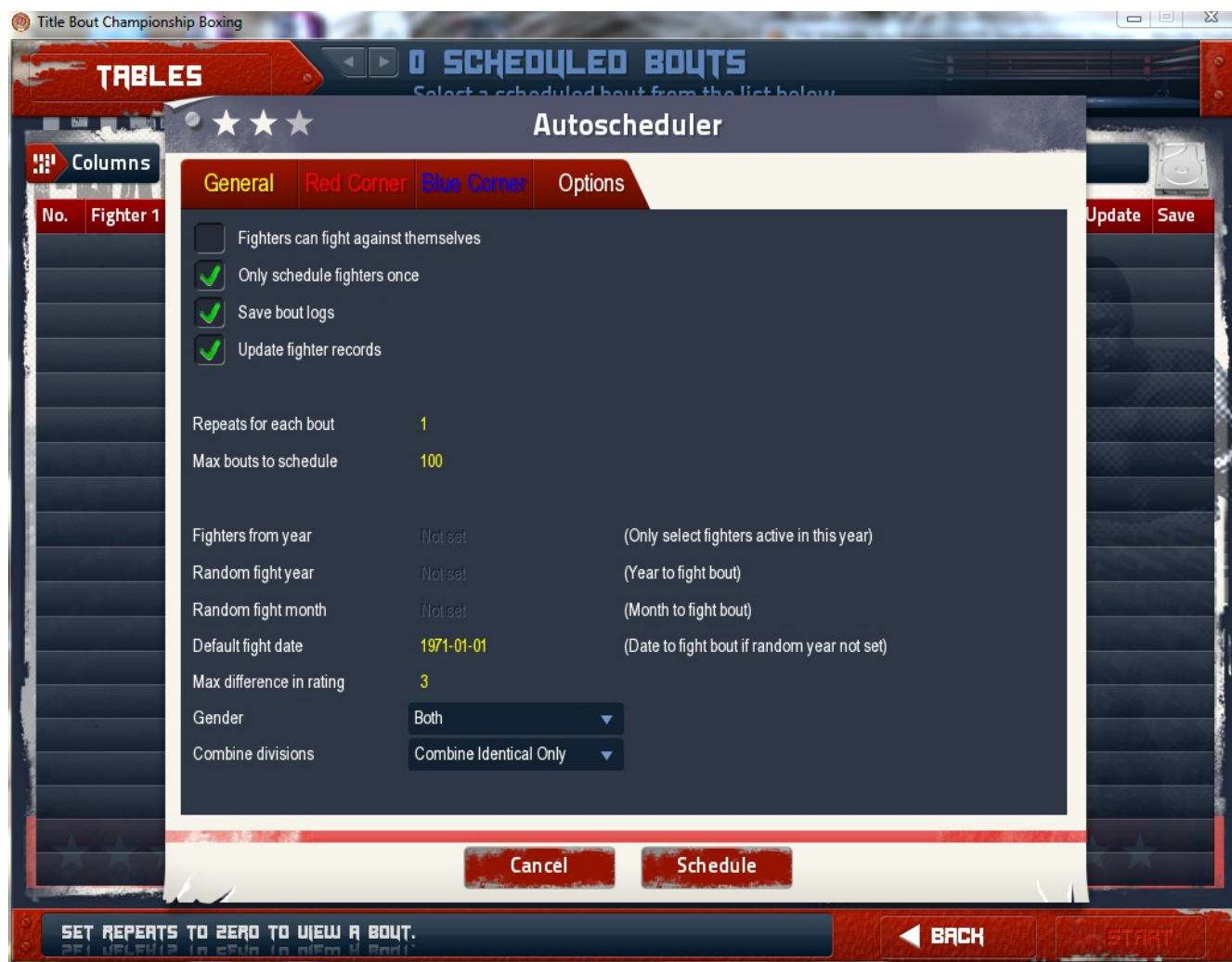
On this screen you can set the columns you wish to see on this table. You can also look at other tables, to change the corner-men, Announcer, Referee, etc. The odds of the fight are also shown. If you wish to watch each fight unfold, click the “view” button for the fights you wish to watch. After you finish the card, don't forget to save, as the game automatically updates the records for you from the Fight Card. Next up is the Tournament Setup option.

Tournament Setup



As you can see, you can name your tournaments, set the date, choose between 4 and 16 fights, set the bracket rounds (useful for elimination tourneys), set the type as single or double elimination, or a round robin tourney. From the edit menu you can either use the auto-scheduler or you can choose fighters individually with Open Bout Settings. Once you have set your tournament, hit the start button and you will have the option of viewing fights of particular interest to you, or you can speed through the tournament if you have limited time. Once finished you can open the summary from the edit screen in your browser, replay the tourney or set up a new tournament. Once finished, hit the back button until you return to the main screen and again, don't forget to save.

Auto-scheduler



Using the auto-scheduler is fairly simple to do. From the General tab you can choose how many fights, up to 999 fights. You can choose fighters that are only active in a particular year, set the year to fight, and month as well. If you leave those fields blank then it will be totally random. You can choose the gender or combine divisions as well if you so choose. Now click on the “Red Corner” tab.

Auto-scheduler Pt. 2



From here you can hand choose certain fighters to go in the schedule if you wish. On the left you have options for Group, Era, Divisions, Nations, Rank and/or Rating, amount of bouts having fought, days inactive, style, right or left handed fighters. On the right you can choose Career Stage, Condition of the fighter, His/Her trainer and cutman, as well as designating Hometown Favorite or Defending Champion. The Blue Corner tab is set up the same, and on both you have the option of copying the settings from the other corner. Next is the Options tab.

Auto-scheduler Options



From the Options tab you can set the rules of the fights you are scheduling. Also Venue, Announcer, Ring Card Girl, Judges & Referee. Choose the number of rounds, how long, if you are going to control the strategies, or if the computer will, check for injuries and/or adjust for weight. Judges bias as well. Once you have set these options, click schedule. With this setting I also set columns on the next screen to allow you to view fights that interest you.

Tip: With the auto-scheduler, if you are setting up a universe, you can set up a group called "Tomato Cans" (usually 0-1 ratings) and choose different groups. The nice thing about this is you can start building records for your better fighters by setting the TC group on one corner and your fighters you're building in the other. You can also set it up for say, 25 fights 4 rounds, then set another 25 for 6 rounds for instance. This allows you to stagger fights, as unless you use clear fights in the edit menu, the fights stay until you complete the schedule. You can also sim 999 fights in less than 5 minutes, and see the results of every fight in the browser afterward.

Ring Card Girls

TABLES

4 RING CARD GIRLS

Select a ring card girl from the list below

Columns Search: Edit

First Name	Last Name	Nickname	Sex
	<Generic Ring Card Girl>		Female
Tony	California	Six Pack	Male
Amy	Longlegs	The Smile	Female
Brittney	Palmer		Female

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK OUT

Here you can add Ring Card Girls. Click on Edit, then choose new. I've added Brittney Palmer here as an example.

Ring Card Girl Details



For Windows go to Computer/Libraries/My Documents/tbcb2013/data/images/ring_card_girls.

The best image sizes is 140x140 in jpeg format. Images should be Lastname_firstname as in Palmer_Brittney. Inside the game click on the Ring Card Girl Button, click Edit in the upper right corner and click New. Then just input the Ring Card Girls first and last name, save then go back to the Ring Card Girl list screen. The next time you access the individual Ring Card Girl record her picture will be there.

Note: If you already have Ring Card Girls added from 2.5 simply import your universe and they will be there. If you start a new universe, the Ring Card Girls will be there already, you simply have to add their names to the list from the game.

Organizations

TABLES 9 ORGANISATIONS
Select an organisation from the list below

Columns Filters Search: Edit

Name	Description	Men	Women	
IBF	International Boxing Federation	Yes	No	View/Change
IBO	International Boxing Organization	Yes	No	Select All
IFBA	International Female Boxers Association	No	Yes	De-Select All
IWBF	International Women's Boxing Federation	No	Yes	Inverse Selection
WBA	World Boxing Association	Yes	No	New
WBC	World Boxing Council	Yes	No	Delete
WBO	World Boxing Organization	Yes	No	Export To Data
WIBA	Women's International Boxing Association	No	Yes	
WIBF	Women's International Boxing Federation	No	Yes	

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME. BACK QUIT

From here you can add organizations or edit existing organizations. You can change the rules to suit your needs. Let's create a new Organization and call it TBCB. Click Edit then New to set up your new Organization.

New Organization



Here you set the name of your new organization, set the rules, decide if you want men, women or both to be covered by it. Later we will set the rules for TBCB in the Rules Page.

Groups



We start with two default groups, Men and Women. Groups are handy for tournaments and universes both. You can put fighters into multiple groups as needed. As an example, if you are running a universe that has regional and world champions, you can set up your various regions as groups, then also include the fighters in the world group as well. Setting up a group is fast and easy, simply click edit then new, name your group, make any notes in the notes column then click save. Then you only have to edit your fighters into the group or groups you wish for them to be in.

Divisions

17 DIVISIONS
Select a division from the list below

ID	Abbr	Name	Active	W.Min	W.Max	Boxers Factor (!)	Boxers Factor (!)
0	HW	Heavyweight	Yes	191.00	0.00	9840	400
1	CW	Cruiserweight	Yes	176.00	190.00	2060	1
2	LHW	LightHeavyweight	Yes	169.00	175.00	3980	350
3	SMW	SuperMiddleweight	Yes	161.00	168.00	1610	290
4	MW	Middleweight	Yes	155.00	160.00	5520	480
5	JMW	JuniorMiddleweight	Yes	148.00	154.00	2280	580
6	WW	Welterweight	Yes	141.00	147.00	5640	250
7	JWW	JuniorWelterweight	Yes	136.00	140.00	2720	430
8	LW	Lightweight	Yes	131.00	135.00	5970	620
9	JLW	JuniorLightweight	Yes	127.00	130.00	1940	330
10	FW	Featherweight	Yes	123.00	126.00	5020	500
11	JFW	JuniorFeatherweight	Yes	119.00	122.00	1480	430
12	BW	Bantamweight	Yes	116.00	118.00	3810	430
13	JBW	JuniorBantamweight	Yes	113.00	115.00	1070	240
14	FLY	Flyweight	Yes	109.00	112.00	2910	260
15	JFLY	JuniorFlyweight	Yes	106.00	108.00	1470	190
16	SW	Strawweight	Yes	0.00	105.00	1430	140

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK **OUT**

On the division page, click on a division to view. You will have several options, you can adjust weights if you choose, move the fighters in a weight class to another weight class, view division history & activate or deactivate a division in your universe. This is good if you want a universe without all the Jr classes for instance. Simply decide where you wish for the Jr's to go, then move them en-mass and deactivate the weight class.

Venues

Title Bout Championship Boxing

TABLES 622 VENUES
Yankee Stadium

Columns Filters Search: Edit

Name	City/State	Country	Era	Rating	Seats
Wembley Arena	London	England	Current	4	12750
Wembley Stadium	London	England	Historical	5	100000
Westburg Stadthalle	Westburg, Rheinland-Pfalz	Germany	Current	1	750
Westchester County Center	White Plains, NY	United States	Current	2	3500
Westfalenhalle	Dortmund, Rhine-Westphalia	Germany	Historical	4	18000
Westshore Doubletree Hotel	Tampa, FL	United States	Current	1	1000
Wheeling Island	Wheeling, WV	United States	Current	2	2000
White City Stadium	London	England	Historical	5	54000
Winnipeg Convention Centre	Winnipeg, Manitoba	Canada	Current	2	3000
Winterland Arena	San Francisco, CA	United States	Historical	4	7500
Wollstein Center	Cleveland, OH	United States	Current	4	13610
Wonderland Arena	London	England	Historical	2	2000
Wrigley Field	Chicago, IL	United States	Historical	5	39000
Wyndham Nassau Resort	Nassau	Bahamas	Current	1	1650
Xichang Prefectural Arena	Xichang, Sichuan Province	China	Current	2	4000
Yakama Legends Casino	Toppenish, WA	United States	Current	1	1000
Yankee Stadium	New York, NY	United States	Historical	5	72000
Ynares Plaza	Binangonan, Rizal	Philippines	Current	1	1250
York Hall Leisure Centre	London	England	Current	3	1200

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK

You can add your own venues world wide, as well as adding your own photos. To add photos find your TBCB 2013 folder in your documents file. The path for Windows 7 is Documents/tbc2013/data/images/venues. For this demonstration we will use Yankee Stadium. Download a picture of Yankee Stadium that you like and name it Yankee Stadium with no underscore, just a space. Save it to the folder above. Open Yankee Stadium, and you will find that your picture is now in place.

Fighters

Title Bout Championship Boxing

TABLES **8895 FIGHTERS**
Select a fighter from the list below

Columns Filters Search: All Divisions All Groups Edit Page 1 of 465

Nation	First Name	Last Name	Div	Bts	Record	Last 5	Rk	R▲	T	Career	DOB	St	E10	F/S
	United States	Ray Robinson	WW	1	1-0-0(1)	█	15		Prime	1921	Either	10	0	
	Brazil	Eder Jofre	BW	0	0-0-0		15		Prime	1936	Either	9	1	
	United States	Muhammad Ali	HW	0	0-0-0		15		Prime	1942	Boxer	10	3	
	United States	Gene Tunney	LHW	0	0-0-0		14		Prime	1897	Boxer	10	1	
	United States	Michael Spinks	LHW	1	1-0-0	█	14		Prime	1956	Either	10	3	
	United States	Barney Ross	LW	0	0-0-0		14		Prime	1909	Either	10	1	
	Netherlands	Lucia Rijker	JWW	0	0-0-0		14		Prime	1967	Either	8	2	
	United States	Willie Pep	FW	0	0-0-0		14		Prime	1922	Boxer	10	2	
	United States	Archie Moore	LHW	0	0-0-0		14		Prime	1913	Either	10	2	
	United States	Rocky Marciano	HW	0	0-0-0		14		Prime	1923	Slugger	10	0	
	United States	Joe Louis	HW	0	0-0-0		14		Prime	1914	Either	10	1	
	Mexico	Ricardo Lopez	SW	0	0-0-0		14		Prime	1966	Either	10	2	
	United States	Ray Leonard	JMW	0	0-0-0		14		Prime	1956	Either	9	2	
	United States	Benny Leonard	LW	2	1-0-1(1)	█	14		Prime	1896	Boxer	10	1	
	United States	Harry Greb	MW	0	0-0-0		14		Prime	1894	Slugger	10	0	
	United States	Tommy Gibbons	LHW	0	0-0-0		14		Prime	1891	Boxer	10	1	
	United States	Bob Foster	LHW	1	0-1-0	█	14		Prime	1938	Either	9	1	
	Panama	Roberto Duran	LW	2	0-1-1	█	14		Prime	1951	Either	9	1	
	United States	Jack Dempsey	HW	0	0-0-0		14		Prime	1895	Slugger	10	0	

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK OUT

This is where it all happens. You can create new fighters by hand, use the Random Fight Generator to create masses of fighters within whatever parameter you wish and much more. Let's take a look at Sugar Ray Robinson for our examples.

Fighter Details

TITLE BOUT ROBINSON, RAY
United States, 1921, retired, 1-0-0 (1)

Fighter Details Biography Ratings Statistics Personal History Titles Title History

First Name	Ray
Last Name	Robinson
Nick Name	Sugar
Nationality	United States
Sex	Male
Date of Birth (yyyy-mm-dd)	1921-05-03
Date of Death	1989-04-12
Birth city	Ailey, GA
Birth Country	United States
Hometown	Harlem, NY
Skin Colour	
Reach (in")	72.5"
Height (ft'in")	5'11.0"
Weight Range (lb)	134.25 to 168.50
Career Start	1940 Age: 19, 73 years ago
Career End	1965 Age: 44, 48 years ago, 25 years
Groups	Men

✓ Link with data pool ✓ Auto Aging ✓ Include in Auto-schedules

Notes:

FIGHTER DETAILS FOR ROBINSON, RAY CAN BE CHANGED

◀ BACK ⊗ QUIT

As you can see, there's a lot in the Fighter Details section. You can edit a fighters name, nationality, gender, date of birth or death, Birth City or country, set the hometown, Reach, Height, Weight range, & Career Start and End. You can also add or remove them from different groups you have set up. If running a tourney for instance you may wish to unlink the fighter from the data pool and disable auto-aging. That way the fighters stay at their prime for the entirety of the tournament. On the next page we'll look at Biographies.

Fighter Biography



Each fighter has a biography already provided. However, you may wish for more details about a particular fighter on your data base, so the game is set up so you can edit your biographical data as you see fit.

Fighter Ratings

ROBINSON, RAY
United States, 1921, retired, 1-0-0 (1)

Current Rating (3 in total) Prime WW **Edit**

Style	Either	Control vs Boxer	13	Punches %	2 Pt.	3 Pt.
Fouls	Occasionally	Control vs Slugger	13	Jabs	22.00	2.00
		Chin vs Knockdown	1	Hooks	12.00	6.00
Fight Inside	4	Chin vs Knockout	0	Crosses	12.00	6.00
Fight Outside	4	Recovery	0	Combinations	15.00	7.00
Cover Up	4	Resistance to Cuts	1	Uppercuts	14.00	4.00
Go For Knockout	3	Absorb Punishment	1	Total: 100.00		
Clinching	69	Killer Instinct	9	Hitting Power	7	
		Aggressiveness	8	Punching	42	
Draw Power	10	Endurance	10	Counter Punching	44	
Conditioning	1	Defense	-6	Punches Missed	60	
Intellect	10	Fast Starter	0			
Proficiency	10	Fight on Ropes	1	Overall Rating	15	Calculate

FIGHTER DETAILS FOR ROBINSON, RAY CAN BE CHANGED **BACK** **QUIT**

Here is where you can hand create, or tweak fighter ratings. Some ratings are better the higher they are, while others are better the lower they are. Feel free to experiment by changing ratings on a fighter, then use calculate to better understand how they will effect your fighter. Don't save these experimental changes unless you really want them however.

Fighter Statistics

The screenshot shows the 'Fighter Statistics' page for Robinson, Ray. The page is titled 'TITLE BOUT' and features a navigation menu with tabs for 'Fighter Details', 'Biography', 'Ratings', 'Statistics', 'Personal History', 'Titles', and 'Title History'. The 'Statistics' tab is active, displaying a 'Fighter Record' modal window. The modal window has a title 'Fighter Record' and a subtitle 'Enter new fighter record:'. It contains a list of statistics with input fields: Won (1), Lost (0), Draw (0), Knockout (0), Technical Knockout (1), No Decision (0), No Contest (0), and Disqualified (0). Below the modal window, there is a table showing the fighter's record over 15 rounds. The table has columns for 'Rd', 'Num', 'KOs', and 'Stops'. The 'Total' row shows 12 wins, 1 loss, and 0 draws. The 'Total' row also shows 30.3, 12.1, 64.8, 12.1, 31.9, and 25.8. At the bottom of the page, there is a message: 'FIGHTER DETAILS FOR ROBINSON, RAY CAN BE CHANGED' and buttons for 'BACK' and 'QUIT'.

Record	W	L	D
Record	1	0	0
Record Last 10	1	0	0
Record Title Bouts	0	0	0

Rd	Num	KOs	Stops
		For	Agst
1	1		
2	1		
3	1		
4	1		
5	1		
6	1		
7	1		
8	1		
9	1		
10	1		
11	1		
12	1	1	
13			
14			
15			
Total	12	1	

Stat	Value
Won	1
Lost	0
Draw	0
Knockout	0
Technical Knockout	1
No Decision	0
No Contest	0
Disqualified	0

Total 12 1 30.3 12.1 64.8 12.1 31.9 25.8

The only thing on the Fighter Statistics page that can be edited is the Fighter Record. This allows you to use real to life records prior to starting your game universe.

Judges

Title Bout Championship Boxing

TABLES 376 JUDGES
Select a judge from the list below

Columns Filters Search: Edit

First Name	Last Name	Nationality	Era	Bias1	Bias2	Low Sr	High Sr
<Generic 1>	<Generic 1>	England	Active	None	None	7	
<Generic 2>	<Generic 2>	England	Active	None	None	12	
<Generic 3>	<Generic 3>	England	Active	None	None	17	
Silvestre	Abainza	Philippines	Active	None	None	29	
Kazuo	Abe	Japan	Active	None	None	0	
Don	Ackerman	United States	Active	None	None	17	0 83
Miguel	Acuna	United States	Active	None	None	0	2 98
Gwen	Adair	United States	Active	None	None	0	0 100
Frank	Adams	United States	Active	None	None	2	1 97
Elmo	Adolph	United States	Retired	None	None	10	4 86
Joe	Agnello	United States	Retired	None	None	19	8 73
Uriel	Aguilera	Colombia	Active	None	None	33	0 67
Artie	Aidala	United States	Retired	None	None	13	6 81
Blake	Allen	United States	Active	None	None	7	0 93
Berit	Andreasen	Denmark	Active	None	None	6	3 91
Raffaele	Argiolas	Italy	Active	None	None	8	0 92
Manuel	Arroyo	Colombia	Active	None	None	17	0 83
Paul	Artisst	United States	Active	None	None	8	0 92
Alfred	Asaro	France	Active	None	None	15	4 81
Francisco	Booz	United States	Active	None	None	10	7 89

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK OUT

The Referee Screen works the same as the Ring Card Girl Screen, including the protocol to add photos of the different referees if you so choose. A good resource for referee photos is www.boxrec.com.

Referees

Title Bout Championship Boxing

TABLES 137 REFEREES
Basile, Jorge

Columns Filters Search: Edit

First Name	Last Name	Nationality	Era	Judgement	Fouls	Stoppage
	<Generic Referee>	England	Active	20	Normal	Normal
Silvestre	Abainza	Philippines	Active	15	Lenient	Normal
Elmo	Adolph	United States	Retired	15	Strict	Early
Jorge	Alonso	United States	Active	15	Normal	Normal
Julio	Alvarado	Panama	Active	10	Normal	Late
Anibal	Andrade	Uruguay	Active	15	Normal	Early
Telis	Assimenios	United States	Active	15	Normal	Normal
Jorge	Basile	France	Active	15	Normal	Normal
Rudy	Battle	United States	Retired	5	Lenient	Late
Kenny	Bayless	United States	Active	5	Strict	Normal
Carlos	Berrocal	Panama	Retired	10	Lenient	Normal
Malcolm	Bulner	Australia	Active	10	Normal	Normal
Rocky	Burke	United States	Active	15	Normal	Normal
Robert	Byrd	United States	Active	10	Lenient	Normal
Raul	Caiz Jr.	United States	Active	10	Normal	Normal
Raul	Caiz Sr.	United States	Active	10	Lenient	Normal
Johnny	Callas	United States	Active	15	Normal	Normal
Frank	Cappuccino	United States	Active	10	Strict	Late
Billy	Cavanagh	United States	Retired	15	Normal	Normal
Kevin	Champion	United States	Active	20	Normal	Late

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK QUIT

You can add referees, edit them, add pictures, etc. To add pictures, use the same protocol as Ring Card Girls. Names should be Lastname_Firstname to add the pictures.

Announcers

TABLES 27 ANNOUNCERS
Select an announcer from the list below

Columns Filters Search: Edit

First Name	Last Name	Era	
	<Generic>	Active	View/Change
Johnny	Addie	Retired	Select All
Bob	Alexander	Active	De-Select All
Joe	Antonacci	Active	Inverse Selection
Mark	Beiro	Active	New
Ben	Bentley	Retired	Delete
Michael	Buffer	Active	Export To Data
Ray	Connelly	Retired	
Jeff	Connor	Active	
Lupe	Contreras	Active	
Ed	Darien	Retired	
Jim	Fitzgerald	Active	
Jake	Gutierrez	Active	
Pat	Harker	Active	
Amy	Hayes	Active	
Chuck	Hull	Retired	
Joe	Humphries	Retired	
Henry	Jones	Active	
Billy	Jordan	Retired	
Howard	Leigh	Retired	

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK QUIT

Announcers follow the same protocol for editing and adding pictures as Ring Card Girls.

Corner-men

Title Bout Championship Boxing

TABLES 149 CORNERMEN
Select a cornerman from the list below

Columns Filters Search: Edit

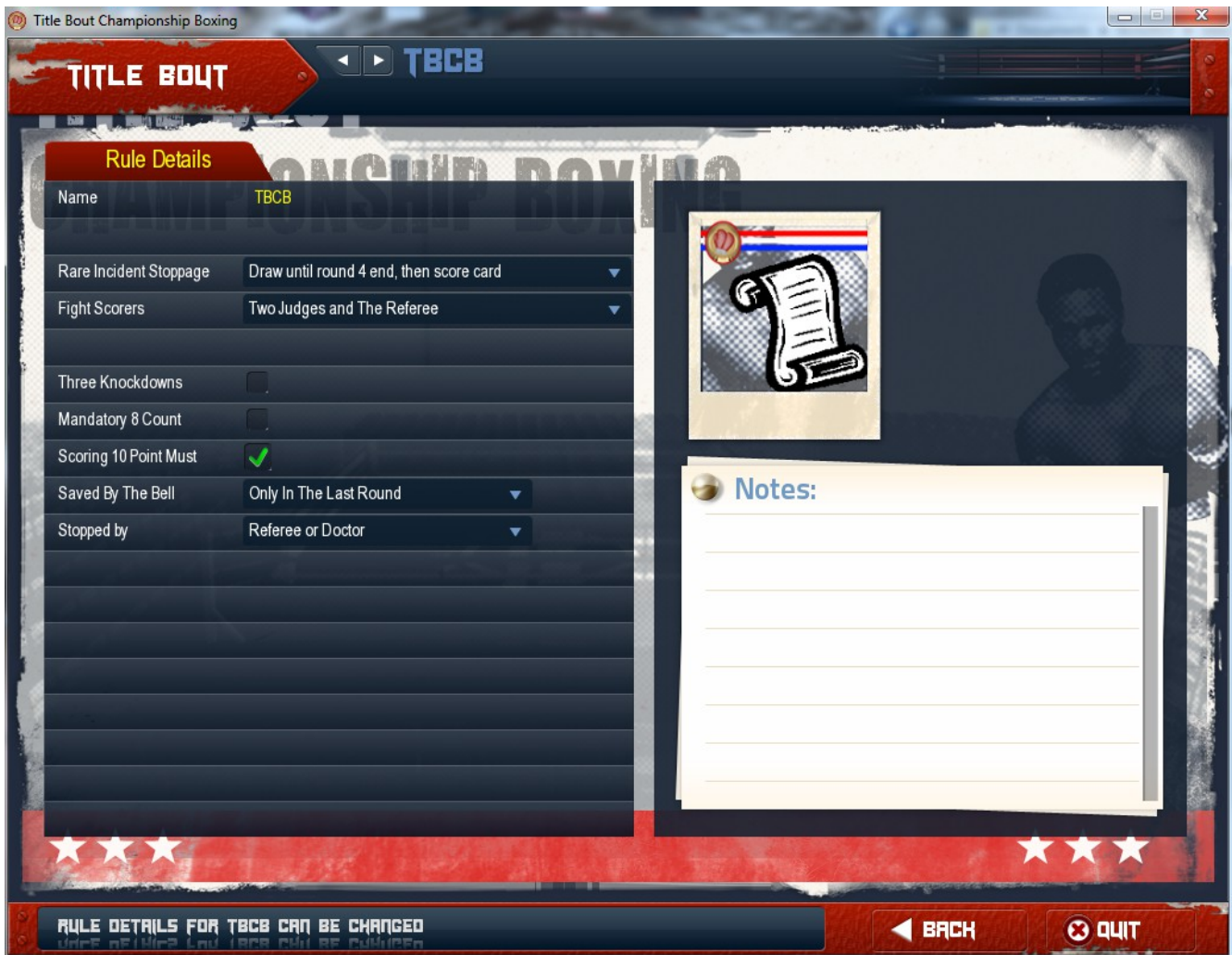
First Name	Last Name	Era	Speciality	Discipline	Motivator	Strategy	Red.Sw	Cl.Cuts	Tr. View/Grade	Tr. Ave.
<Generic Cut Man>		Active	Cutman	0	0	0	7	8		
<Generic Defense>		Active	Trainer	4	3	3	0	0		
<Generic Offense>		Active	Trainer	4	3	3	0	0		
<Generic Trainer>		Active	Trainer	4	3	3	0	0		
Kenny	Adams	Active	Trainer	6	7	8	0	0		
Eddie	Aliano	Retired	Cutman	0	0	0	10	13	0	0
Ray	Arcel	Retired	Trainer	8	8	10	0	0	9	9
Teddy	Atlas	Active	Trainer	10	10	8	0	0	8	9
Jimmy	August	Retired	Trainer	7	8	8	0	0	8	8
Frank	Bagley	Retired	Both	7	7	8	10	13	8	8
Gregorio	Benitez	Retired	Trainer	6	8	7	0	0	8	6
Ted	Bentham	Retired	Both	6	7	7	7	7	7	7
George	Benton	Retired	Trainer	7	7	8	0	0	9	8
Ignacio	Beristain	Active	Trainer	10	9	10	0	0	8	8
Whitey	Bimstein	Retired	Both	9	8	9	9	9	8	8
Dan	Birmingham	Active	Trainer	10	10	9	0	0	9	8
Jack	Blackburn	Retired	Trainer	9	8	8	0	0	8	10
Lennox	Blackmoore	Active	Trainer	6	6	6	0	0	6	7
Chuck	Bodak	Active	Cutman	0	0	0	9	12	0	0
Dhil	Borgia	Active	Trainer	9	10	7	0	0	6	9

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK QUIT

Corner-men can be edited for a variety of abilities depending on their strengths. Kenny Adams for instance is strong on strategies, but doesn't do any cut-work. Some corner-men are versatile and can do both. You can add your own corner-men as you see fit, and they use the same photo protocol as the Ring Card Girls if you choose to add pictures.

Rules



Earlier we created TBCB as a new Organization. It is this screen that allows us to edit the rules for the organization. When you click on the rules locker, double click on the organization you wish to edit then you can change Rare Incident Stoppage (usually accidental butts), Who does the scoring, knockdown rules, scoring rules, and who can call for an injury stoppage.

Nations

TABLES 248 NATIONS
Select a nation from the list below

Columns Search: Edit

Name	Boxers Factor Men	Boxers Factor Women
3	1	1
Afghanistan	1	1
Albania	20	1
Algeria	140	1
American Samoa	10	1
Andorra	1	1
Angola	10	1
Anguilla	1	1
Antigua And Barbuda	10	1
Argentina	1520	50
Armenia	50	1
Aruba	20	1
Australia	2340	70
Austria	40	10
Azerbaijan	1	1
Bahamas	80	1
Bahrain	1	1
Bangladesh	1	1
Barbados	40	1
Belarus	40	10

USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

BACK QUIT

When creating random fighters, you can choose the nationality of the fighters you create. If you do not choose, the game uses the Boxers Factor to create a representative number of fighters based on the ratio of fighters from each nation. Each nation has its own flag which is shown on the menu.

History

Title Bout Championship Boxing

TABLES **107 HISTORIES**
Select a history record from the list below

Columns Search: Edit

Div	S	T	Date	Loc	F1 Name	F1 Last5	F1 Rec	R1	Dec	LR	SR	F2 Name	F2 Last5	F2 Rec
SW	M	✗	1971-1-1	Mexico City, DF	Genki Ohnaka		0-0-0	W	UD	10	10	Ganigan Lopez	0-0-0	
SW	M	✗	1971-1-1	Bangkok	Lito Dangud		0-0-0	L	TKC	8	10	Ratanapol Sor Vc	0-0-0	
SW	M	✗	1971-1-1	Paranaque City, M	Macario Santos		0-0-0	W	TKC	9	10	Michael Landero	0-0-0	
SW	M	✗	1971-1-1	Albuquerque, NM	Kenneth Maldon:		0-0-0	W	UD	10	10	Yuki Hashiguchi	0-0-0	
SW	M	✗	1971-1-1	Bangkok	Rocky Lin		0-0-0	W	UD	10	10	Ngaoprajan Siths	0-0-0	
SW	M	✗	1971-1-1	Tokyo	Masatate Tsuji	■	1-0-0	W	MD	10	10	Ernesto Rubillar	■	0-1-0
SW	M	✗	1971-1-1	Bangkok	Wanheng Menay		0-0-0	D	D	10	10	Rommel Lawas	0-0-0	
SW	M	✗	1971-1-1	Jakarta	Nico Thomas		0-0-0	L	TKC	8	10	Zukisani Kwayiba	0-0-0	
SW	M	✗	1971-1-1	Tokyo	Masatate Tsuji		0-0-0	W	UD	10	10	Ernesto Rubillar	0-0-0	
SW	M	✗	1971-1-1	Kempton Park	Thethani Qwazi		0-0-0	L	UD	10	10	Khanongsaklek K	0-0-0	
SW	M	✗	1971-1-1	Cordoba	Aswin Sithlakmu:		0-0-0	L	TKC	9	10	Hector Luis Patri	0-0-0	
SW	M	✗	1971-1-1	Cartagena	Miguel Barrera		0-0-0	D	D	10	10	Toshikazu Waga	0-0-0	
SW	M	✗	1971-1-1	Tokyo	Mario Rodriguez		0-0-0	W	KO	9	10	Hiroshi Kasamat	0-0-0	
SW	M	✗	1971-1-1	Jakarta	Manuel Vargas		0-0-0	W	UD	10	10	Marti Polii	0-0-0	
SW	M	✗	1971-1-1	Tokyo	Takuya Mitamura		0-0-0	W	UD	10	10	Manny Melchor	0-0-0	
SW	M	✗	1971-1-1	Bangkok	Kwanthai Sithmc		0-0-0	W	UD	10	10	Khullie Makeba	0-0-0	
SW	M	✗	1971-1-1	Mexico City, DF	Moises Fuentes		0-0-0	L	KO	8	10	Sung-Woo Lee	0-0-0	
JLW	M	✗	1971-1-1	Monterrey, Nuev	Julio Cesar Chave		0-0-0	W	TKC	1	10	Acelino Freitas	0-0-0	
SW	M	✗	1971-1-1	Tokyo	Yuichi Hosono		0-0-0	L	TKC	3	10	Kermin Guardia	0-0-0	★ ★
SW	M	✗	1971-1-1	Tokyo	Redell Lamela		0-0-0	W	TKC	10	10	Shinichi Tamaki	0-0-0	

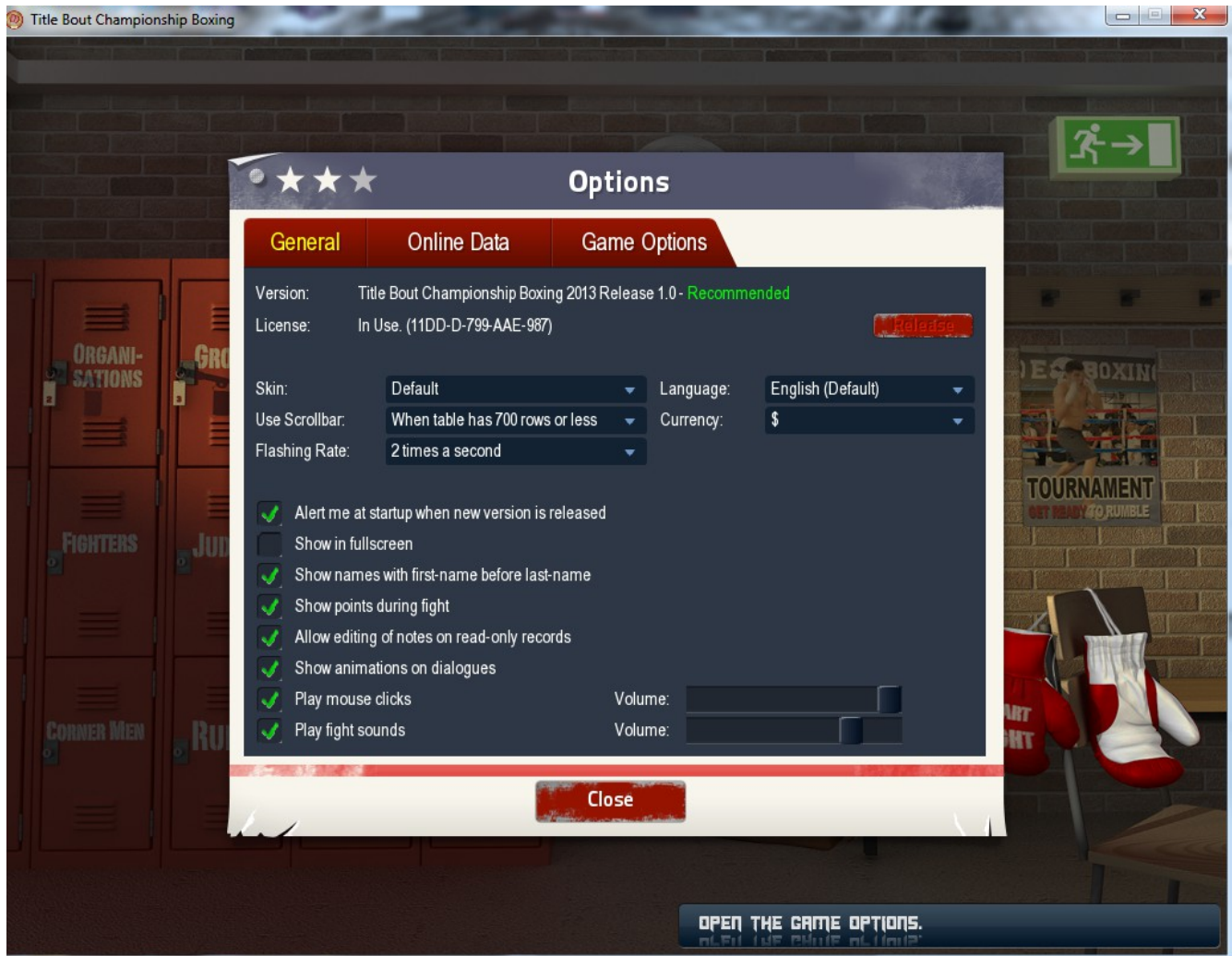
USE THE 'SHIFT' KEY TO SELECT MORE THAN ONE ROW AT A TIME.

← BACK → QUIT

From the History Locker you can see the entire history of your universe as it unfolds. You can call up bout logs with your browser.

Tip: The game uses your default browser for all browser related activities.

Options – General



From the main menu click on options then make sure you're on the General tab. Here is where you will set various basic options, such as skin (There is a skinning tutorial available from Paul Norman on the www.pisd.co.uk website.), when to use the scrollbar, Language (English and Spanish are currently supported, however the commentary is in english for both.), Currency for your head to head game. Full Screen is supported in 1024x768 only at this time, your monitor & graphics card must be able to support this resolution. You also have the option to show or not show points during a fight, set the sound and animations as you so choose.

Options – Online Data



Here you can easily tell if you have the latest data for the game. As you can see in this screenshot there are updates available. You can choose Update, which will update only the items shown as available, while Update All will try to update the entire database. The latter option takes quite a bit of time, and I would not recommend it unless you need to repair a corrupted data base.

Options – Game Options



With Game Options you can set ranking rules, Game year offset (Example: -50 will set your game year to 1963), and Fighter Aging options. The defaults will give a fighter from 45 to 95 fights if you use auto aging during their career. You can also reset the fighters and their history if you start a universe but decide to restart for some reason. CS Adj Will set the career stage of the fighters based on the number of fights they've had using the auto aging, once you activate it.

Statistics

The screenshot shows the 'Statistics' menu in the game 'Title Bout Championship Boxing'. The interface includes navigation buttons for 'All Nations', 'All Eras', 'All Divisions', 'All Groups', and 'Edit'. The current view is for 'Wins'.

Select a category:	Pos	First Name	Last Name	Division	Value
Wins	1	Julio Cesar	Chavez	JuniorLightweight	3
Winning percentage (min 20 bouts)	2	Masatate	Tsuji	Strawweight	2
Most stoppages scored (KOs & TKOs)	2	Hector	Camacho	JuniorLightweight	2
Stoppage percentage (min 20 bouts)	4	Ala	Villamor	Strawweight	1
Most losses suffered	4	Manuel	Vargas	Strawweight	1
Losing percentage (min 20 bouts)	4	Rafael	Torres	Strawweight	1
Most consecutive wins	4	Wolf	Tokimitsu	Strawweight	1
Most consecutive knockouts	4	Walter	Tello	Strawweight	1
Most consecutive losses	4	Katsunari	Takayama	Strawweight	1
Most times stopped	4	Hirokazu	Takahashi	Strawweight	1
Most punches thrown in a fight	4	Makoto	Suzuki	Strawweight	1
Highest avg. punches thrown per fight	4	Asawin	Sordusit	Strawweight	1
Most punches landed in a fight	4	Ratanapol	Sor Vorapin	Strawweight	1
Highest avg. punches landed per fight	4	Kwanthai	Sithmorseng	Strawweight	1
Most connect percent in a fight	4	Jesus	Silvestre	Strawweight	1
Highest avg. connect percent per fight	4	Macario	Santos	Strawweight	1
Lowest opponent connect percent in a fight	4	Merlito	Sabillo	Strawweight	1
Lowest avg. opponent connect percent per fight	4	Jack	Russell	Strawweight	1
Most rounds fought	4	Mario	Rodriguez	Strawweight	1
Highest avg. rounds fought per fight (min 20 bouts)	4	Carlos Alberto	Rodriguez	Strawweight	1
Lowest avg. rounds fought per fight (min 20 bouts)	4	Daniel	Reyes	Strawweight	1
Highest performance points total	4	Javier Martinez	Resendiz	Strawweight	1
	4	Husni	Ray	Strawweight	1

At the bottom of the screen, there are buttons for 'VIEW FIGHT STATISTICS.', 'BACK', and 'QUIT'.

Here you can see who's doing best in your TBCB Universe. The statistics are broken down so you can choose groups, divisions, era, or nationality. There are a myriad of statistics available for your enjoyment, From wins to highest punch percentage, and much more!

Update From Pool



This is the 2nd option for updating your database. This only works if you have updated the fighters from the start page. You can pick and choose which gender and divisions you wish to update as well.

Game Credits

Design and Programming: Paul Norman & Andreas Raht

Artwork: Aurelio Barrios

Special Thanks: Marcus Heinsohn & Marc Vaughan

Data Base & Research: Mark A Jones (Ice Tea) & James Davern (Jackyle)

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Rob Morris, Rocco Del Sesto, Scoman, ShaunGBD, Tiger Fan

Special Inspirational Thanks: Jim & Tom Trunzo for the original Board Game Title Bout published
by Avalon Hill

Manual Credits

Written and edited by: John “Infinity” Fehner

Special thanks to Antonin for clarifying the protocol for adding photo's of Ring Card Girls and other pictures.

Surprise: There are 4 hidden cookies in the game. Check the forums for details!