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Introduction

Welcome to *HEAVYWEIGHT THUNDER*, the game that casts you as a rising superstar on a quest to become the world's top-ranked boxer. As every great contender knows, it takes more than fists of steel to become a living legend... you also need to carry yourself like a champion both inside and outside of the ring.

HEAVYWEIGHT THUNDER is a complex game, and likely very different from what you're used to. We heavily recommend reading through this document and following the guidelines presented herein.

Afterwards, it's further suggested you reference the game's training menus to acquaint yourself with the experience. To access these tutorials from the main menu, click **TRAINING**, then select **HOW TO PLAY**.

When you're done, take time to return to the **TRAINING** menu and select **MOVE LIST** to scan through your preferred fighter's basic arsenal and receive instructions on how to perform their different attacks.

Afterwards, we suggest trying a few **INSTANT ACTION** fights on the **VERY EASY** difficulty setting to become oriented with how the game plays.

By the time you're able to throw jabs, body blows, and hooks with moderate consistency, you'll be ready to enter **TOURNAMENTS** or try your hand at the game's greatest challenge, a grueling **CAREER** mode.

Technical Specs

PC System Requirements

700 MHz CPU, 128 MB RAM, 500 MB of Free Hard Disk Space

Windows® 98SE/Me/2000/XP

16 MB Display Adapter (OpenGL-compliant*)

Sound Card

DirectX® 8.1 or later

* Heavyweight Thunder has been tested with **NVIDIA TNT2**, **NVIDIA GeForce**, and **ATI RADEON 9000** series and higher.

Installation

Run **AUTORUN.EXE** or **SETUP.EXE** to begin the installation process. Follow the instructions that are given.

Controls and Movement

HEAVYWEIGHT THUNDER is a game of few buttons, but what few buttons it relies upon have a wide range of uses.

Forward	W
Left	A
Back	S
Right	D
Dash Forward	Double-tap W
Dash Left	Double-tap A
Dash Back	Double-tap S
Dash Right	Double-tap D
Left Punch	Left Mouse Button
Right Punch	Right Mouse Button
Block High Punches	Touch nothing, you will automatically block.
Block Low Punches	Space Bar
Change Camera	TAB
Display Moves List (in the game)	~ (tilde)

Offense and Defense

To block high incoming punches, release all keys.

To block low incoming punches, press the space bar.

You can tell whether an attack is aimed high or low using the colored glove icon that appears below your fighter.



If the icon is red, the attack is aimed high, at your boxer's face.



If the icon is green, the attack is aimed low, at your boxer's body.

The direction the glove icon is pointing towards also gives you a heads-up as to which side the attack is coming from. This information is important if you intend to dash out of the way and counterattack.

The Simu-Punch System

To execute simple jabs, press the left or right mouse buttons.

To execute more complex attacks, hold the left or right mouse button down and slide the mouse in smooth lines or arcs, then release the mouse button.

The mouse represents your fighter's fists, and the lines you "draw" represent the motion of his fist. Different attacks require different mouse motions, and each character possesses several unique attacks.

Training and Moves List

For a complete listing of character attacks, and the mouse motions associated with them, run *HEAVYWEIGHT THUNDER*, and:

1.) Click on **TRAINING** from the main menu, then

2.) Click on **MOVE LIST** and choose the character you wish to learn more about.

From this menu, you can view a character's moves and combinations. Press the up and down arrows to scroll through each page.

You can also display the moves list for your current boxer during a fight by pressing the "~" key.

From with the **MOVE LIST** menu, you will see symbols like:



This represents an attack. The mouse picture tells you which button to hold down. In this case, you would hold the left mouse button. While holding the button, you would slide the mouse straight up, and then slide the mouse diagonally towards the lower left. Now release the mouse button. The character will perform the attack.

To see a visual representation of the above explanation, run *HEAVYWEIGHT THUNDER* then:

1.) Click on **TRAINING** from the main menu, then

2.) Click on **HOW TO PLAY**

Fight Basics

Statistics

Your HEALTH and STAMINA are displayed on the upper left-hand side of the screen, while the opponent's HEALTH and STAMINA are displayed on the upper right-hand side.

The red bar is your HEALTH. If this is reduced to nothing, you'll be knocked to the canvas.

The smaller blue bar below the HEALTH bar is your STAMINA bar. Every action (punching, blocking, etc.) you perform takes a bit of STAMINA away. After enough STAMINA is spent, the bar turns green, then purple.

When the bar is purple, your fighter is tired, and his strength begins to suffer. Penalties associated with being tired include sluggish movement and an inability to inflict as much damage on opponents as a fully rested fighter would.

If the STAMINA bar turns white, your fighter becomes especially fatigued, sluggish, and unresponsive. Luckily, you can refill STAMINA by hanging back and resting for a few moments.

Fight Rules: Rounds

Fights can go up to 5 rounds. Each round lasts a minute and a half. The fight is stopped when one of the fighters has been knocked down three times, or at the end of the final round.

Fight Rules: Scoring

As in real championship boxing, scoring is handled via a 10 point system. This is a simple system that works by having a panel of judges decide a winner and loser at the end of every round. The winner of the round is awarded 10 points and the loser receives 8 or 9 points, depending on how badly he lost.

At the end of the fight, the points are totaled, and the fighter with the most points wins.

Fighting Basics

All fighters sport derivations of the following attacks:

Jab

The jab is a quick attack to the face that doesn't do much damage by itself. Just tap the mouse buttons to throw one. Increase jab damage by throwing multiple jabs consecutively. This is called a combination, or "combo." You can execute a basic jab combo by quickly tapping the left mouse button, then the right mouse button. You can also tap the right mouse button and then the left mouse button.

Body Blow

The body blow is slower than the standard face jab, but deals more damage. Because it is slower, there is also a slightly higher risk that your opponent will block the attack.

To perform a body blow, hold the left or right mouse button then slide the mouse down towards you in a straight line. Release the button you were holding, and stop sliding the mouse down. The boxer will perform the move.

You can also create combinations from body blows. To do this, hold the right mouse button, begin sliding the mouse downward, then, while continuing to slide the mouse, release the right mouse button, and press the left mouse button. Release the left mouse button and stop sliding the mouse down. If you responded fast enough, your boxer will perform two body blows in rapid succession.

Face Hook

The face hook is a strong attack to your opponent's head. Warning: it's even slower than the body blow, so you should use it cautiously.

To perform a right-handed face hook, hold the right mouse button and slide the mouse towards the upper left-hand side of the screen. Release the mouse.

To perform a left-handed face hook, hold the left mouse button and slide the mouse towards the upper right-hand side of the screen. Release the mouse.

You can perform face hook combos by performing a right face hook followed quickly by a left face hook. Alternately, you can reverse directions and perform a left face hook followed by a right face hook.

Body Hook

The body hook is much like the face hook. Alternate between face and body hooks to keep your opponent guessing.

To perform a left-handed body hook, hold the left mouse button and slide the mouse towards your right in a straight line. Release the left mouse button.

To perform a right-handed body hook, hold the right mouse button, and slide the mouse towards your left in a straight line. Release the right mouse button.

Just like face hooks, you can perform body hook combos by performing a left body hook followed quickly by a right body hook. You can also perform a right body hook followed by a left body hook to achieve similar results.

Haymaker Punch

This is a long-range heavy attack that every fighter has in his arsenal. It is slow to execute, and therefore has a high risk of

being blocked.

To perform the punch, hold the right mouse button and slide the mouse upwards in a straight line facing away from you. Release the mouse button

Uppercut

The uppercut is a shot to the chin that stuns your opponent. The uppercut is moderately fast, but has a very short range.

To perform a right-handed uppercut, hold the right mouse button, slide the mouse straight down, and then slide the mouse towards the upper right in a straight line. Release the right mouse button.

To perform a left-handed uppercut, hold the left mouse button, slide the mouse straight down, and then slide the mouse towards the upper left in a straight line. Release the left mouse button.

These are only a few of the attacks in each fighter's repertoire. Be sure to check out each fighter's moves list for a complete listing of your fighter's attacks, combos, and special moves.

Fighting Tips

Vary your attacks between high and low punches to keep the computer guessing, otherwise adversaries will learn your tricks and respond to them quicker.

One way to avoid keeping this from happening is to throw a few high strikes, then attempt a surprise body blow.

Also keep your eyes on your HEALTH and STAMINA. Rest often to conserve and recover energy.

Don't wait for the opponent to come to you... be proactive and pound them into submission.

A strong defense is key to success as well. Work on reacting to the

block icons that appear below your character. Faster reflexes = better performance.

Playing HEAVYWEIGHT THUNDER

On the main menu, you will see the following tabs:

Options

Click on the **OPTIONS** tab to enter the **OPTIONS** sub-menu, where you can change game settings

Volume = Changes overall game volume

Gamma = Adjusts the game's brightness

Texture Detail = Setting this to **LOW** may improve game speed, especially if your video card has less than 32MB of memory

Background Detail = Set this to **LOW** to improve frame rates on certain video cards

Particles = Turning particles **OFF** will also improve game performance on various video cards.

Click on **ACCEPT** to activate the changes you've made

Create Boxer

HEAVYWEIGHT THUNDER ships with 10 boxers to begin with. You can change these boxers' statistics and appearance using the **CREATE BOXER** option, and save edited characters under a unique name of your choosing.

The first menu under **CREATE BOXER** presents you with two windows. Click on a fighter in the right-hand window to display his statistics in the left-hand window. You can then choose to edit or delete your selected boxer. Note that you cannot edit or delete

any of the original 10 boxers, only the ones you create.

To create/edit a boxer, click on the **CREATE** button on the bottom of the screen. This will take you to the **CREATE A BOXER** window. Here, you can select one of the basic 10 boxers as your archetype, and enter a name for your character. Once you are done, click on **CREATE** and choose basic character attributes. Then click on **SAVE**.

Your character is now created. To edit his statistics and appearance, go back to the main **CREATE BOXER** menu. Scroll through the boxer list in the right-hand window until you see your boxer. Click on the boxer to display his stats in the left-hand window. Now, hit **EDIT** on the lower portion of the left window.

You are now in the **EDIT** menu. There will be an upper window and a lower window on-screen.

The upper window lets you manipulate your boxer's appearance. Click on **TORSO**, **SHORTS**, or **MITTS** to display a list of the available textures for that body part, and select the textures you wish.

The lower window allows you to change the character's statistics by lowering certain figures and raising others.

Click on **SAVE** to finalize your decisions.

Instant Action

INSTANT ACTION lets you duke it out with one of the basic 10 boxers, or one of the new boxers you've created. This is a good place to learn the ropes or practice advanced moves.

- 1.) Start by clicking on **INSTANT ACTION** from the main menu
- 2.) Select the boxer you wish to use from the list of boxers on the right
- 3.) Click **PLAYER** on to choose the boxer as your own character
- 4.) Select the opponent you'd like to fight from the list of boxers on the right

- 5.) Click **CPU** to choose that boxer as your opponent
- 6.) From the bottom left-hand menu, you can cycle through available arenas
- 7.) Click on **FIGHT** to start the match

Tournament

Here you can climb the world rankings by beating all 8 boxers to win each tournament, or create your own tournament to compete in.

Entering a Tournament

- 1.) Click on the **TOURNAMENT** tab from the main menu
- 2.) Click on **NEW GAME**
- 3.) From the top right-hand window, select the tournament you wish to join.
- 4.) From the bottom right-hand window, select the boxer you will use.
- 5.) Enter a name for this game in the gray box.
- 6.) Click on **CREATE** to create the new game.

Loading a Tournament

You can load a game you've created by clicking on **LOAD GAME**. Afterwards, simply select your saved game from the list on the right and click on **FIGHT** to resume playing it.

The Tournament Screen

The tournament is represented as a vertical ladder. You start at the bottom and must work your way up to the top. To start fighting the opponent currently selected, click on **FIGHT**.

Creating a Tournament

You can make your own tournament to compete in, and even include your own original fighters. To do so, click on **CREATE TOURNEY**. This brings up a new menu.

On the left side of the screen you'll see 8 blank spaces. These will eventually contain the names of each opponent you'll face in the tournament. Beside every blank slot is the difficulty setting for each character, which determines how tough of a rival they'll be. Begin by clicking on a blank space.

On the right-hand side of the screen, you'll see a listing of all available boxers. Select a boxer by clicking on their name to fill in the blank slot you've got highlighted on the left-hand side. Once you have filled in all 8 open slots and assigned each opponent a difficulty setting, click on the gray bar to enter a name for this tournament

Click on **SAVE** to make this tournament available for play.

Editing a Tournament

Choose **EDIT TOURNEY** to change the roster and difficulty settings of an existing tournament. This menu operates similar to the one accessed from the **CREATE TOURNEY** tab.

Note: you cannot edit any of the three default tournaments included out of the box.

Viewing Top Scores

Want to see how well you've done in a tournament? Click on **TOP SCORES** from the main tournament menu. Then, select the desired tournament from the list on the right.

Saving your progress

Tournaments take a few hours to play through, so your progress is saved automatically after each fight.

Career Mode

Career mode invites you to take a boxer of your choice through

several leagues in an attempt to unite the world belts. But fighting is only part of the challenge. In the world of ***HEAVYWEIGHT THUNDER***, money talks, and managing your time, training, and bank account is just as important as knocking out opponents.

Creating a Career

Begin a new career by clicking the **CAREER** button on the main menu. This brings up a new menu.

Start by clicking the **CREATE** button, located at the bottom of the screen.

Here, you can select one of the 10 basic boxers, or a boxer you made in the **CREATE A BOXER** menu as your character. Enter the name the career should be saved under in the grey box. Click on **CREATE** to begin your career.

Loading a Career

To load a Career, click on the **CAREER** button from the main menu.

Then select your career from the list on the right. Click **START** to load the career you've selected.

Career Mode Overview

This section will walk you through your first career fight in detail, while at the same time describing the basic gameplay mechanics.

Create a game as described above. Enter the game you have created.

Career Mode Main Screen

You begin career mode in the HUB menu. A calendar takes up most of the screen.

To the right of the calendar is a vertical list of graphic buttons.

These include, in descending order:

- Read Mail or Schedule a Fight - This is where you go to set up fights
- Buy Stuff (The Shop) -This is where you can purchase goods and services
- Your Stuff - Go here to check out your material possessions
- Your Stats - Go here to assign experience points after a fight.
- Betting Arena - Need a quick buck? Head here to bet on amateur fights.
- Loan Shark - Click here for a loan, but you'll be paying it back with interest.
- Go Gamble in Las Vegas - Be a high roller in Vegas. It's a risky way to make money, but could pay off. Beyond associated risks, another drawback is that you lose a week of training while traveling. The main reason to go to Vegas, however, is to temporarily boost MORALE and POPULARITY, which increases the winner's purse awarded for each fight, so be sure to schedule fights right after going to Vegas.
- Vacation Planner - Vacations, like Vegas trips, give you a spike in popularity. Popularity increases the winner's purse of a fight, so it benefits you to have a high popularity rating **BEFORE** you schedule a fight. Be warned, though: you'll have to skip training while on vacation, so party with care.

On the far right of the career HUB is a listing of your boxer's statistics. At the beginning of your career, your stats are very low,

and special moves are not available to you. But, as you progress, you can develop your fighter's skills and earn additional attacks.

Statistics

In career mode, your character has two sets of statistics. CHARACTER STATISTICS concern your fighting abilities. These include:

Strength = Determines the power of your attacks

Health = Defines the amount of damage you can receive

Stamina = How much abuse you can take before tiring out.

Will = Establishes how fast you recover from falls, and how much health you regain afterward

Speed = How fast you move

Reach = A representation of how far away your attacks can reach

Most of these statistics can be increased by assigning experience points to them through the **STATISTICS** menu. After a fight, these stats will be temporarily decreased depending on how much damage you took. These statistics will recover as weeks pass. Therefore, it is wise to wait a few weeks between fights. You can speed up a fighter's rate of recuperation by increasing your **MORALE**, which we'll discuss later.

LIFE STATUS show how high a public profile you're maintaining. These include:

Earnings = How much money you've amassed.

Popularity = How much fame you enjoy. Increase your fame by acquiring a posse and groupies. Not only does **POPULARITY** increase the winner's purse of a fight, some fighters won't even face you if

you're not popular enough.

Respect = Gain respect - which determines how other boxers look at you - by winning fights

Prestige = Certain Items increase PRESTIGE. Unlike POPULARITY, PRESTIGE determines how much class your character has. Certain boxers will only fight you if you have enough prestige.

Morale = Determines how fast you heal after a fight. A good MORALE score means you can heal faster after a fight, thus you can participate in more fights a year. Increase MORALE by buying TOYS. As you increase your stats, heal time becomes longer, and you will need to purchase many more TOYS to maintain short post-fight recovery periods.

Bill = A summation of the monthly costs associated with maintaining your lifestyle. Each bill is determined by the material wealth you have amassed. HOUSES, PETS, and STAFF have monthly costs associated with their upkeep. Balancing your character's budget - e.g. making sure you can afford all those wonderful upgrades - is key to a long career.

Advancing Through Weeks

The calendar found on the Career Mode main screen lets you know when you have events coming up.



Click on the large green arrow button to advance to the next week. Any activities that are to take place the current week (such as paying bills, entering a fight, etc) occur when you press this button.

The system auto-saves your game every time you advance a week.

To view future or past months, press the up and down arrows on the far left side of the screen. To go to the current month, press the C button on the far left side of the screen.

Getting Started

When you first enter the career HUB, you will notice that the **MAIL** option is flashing. Click on it to go into your mailbox.



READ MAIL / SET A FIGHT

MAIL is the way you receive fight information and schedule fights. When you first enter your mailbox, you will have a few messages welcoming you to the world of *HEAVYWEIGHT THUNDER*.

Read the messages. Notice that the check-mark (a.k.a. new mail) icon beside the letter subject goes away. You can click on the trash can located above the letter to delete the letter.

To schedule a fight, click on the **GREEN SEND**



CHALLENGE icon on the upper right of the screen.

You are now in the **CHALLENGE MENU**. There is a list of fighters on the left-hand side of the screen. They are organized from the easiest opponents on the top to the hardest at the bottom. Press the up and down arrows next to the list to view all of the fighters you can face off against. Scroll back to the top and select the top-most fighter.

When you select a boxer, the right side of the screen displays his stats and the requirements you must meet in order for him to

accept a fight with you. These requirements may include a certain level of PRESTIGE, a certain level of RESPECT, or a gift. If you meet all of his requirements, he will accept your challenge. Mail him a challenge by pressing the mail button at the bottom of the screen. A message will appear at the bottom of the screen informing you that he has accepted your fight. Go back to the main **MAIL** menu by clicking on the Back



icon located in the upper right hand corner of the challenge menu. You will have a letter from the opponent's team. Click on the letter to display it. Click the **SET DATE** button at the bottom of the letter to schedule the fight.

A new window pops up letting you pick a fight day. Select "3 weeks from now". Click **SET** at the bottom of this window to set the fight date.

To get into the fight you scheduled, go back to the HUB and press the large green button to advance through the weeks until you get to the fight week, represented by a red glove. To initiate the fight, hit the green button while the fight week is highlighted.

Note: your progress is saved when you hit the green button.



YOUR STATS

When you complete a fight, you will be awarded experience points. After a fight, be sure to head over to the **STATISTICS** menu, where you can spend the experience points you gained improving your character's abilities.

Experience points can be assigned to **STRENGTH**, **HEALTH**, **STAMINA** and **WILL**.

To the right of this list is a display showing the special moves you can currently use. You can unlock access to special moves by hiring **COACHES** from the **SHOP** menu. Obviously, after your first fight, you won't have the cash for a new coach just yet.

Note: A few weeks from the current date you will be able to challenge the same opponent for more experience points and money. As you gain more experience and become a powerful fighter, these initial boxers will provide you with less and less experience. Then again, beating them will always provide you the same amount of money, so taking easy fights is a good source of quick revenue.

Assign experience points to one of your statistics.

Head back to the **HUB** and click on the **SHOP** icon.



BUY STUFF

The **SHOP** menu is where you go to buy material objects and upgrade your crew. Be sure to stop by the **SHOP** after a fight to pick up new goods and services, and expand your material wealth. You can also sell items you no longer need here, but if you sell items while you are having financial problems, the world will think ill of your current state, and your **POPULARITY** will suffer accordingly.

Items you can purchase include:

Homes

Anything you purchase in *HEAVYWEIGHT THUNDER* takes up space. When you begin, you have very little space, and thus your ability to attain possessions is limited. Buying better homes gives you access to more space, but also increases the amount you'll spend on each monthly bill.

In addition to providing living space, homes also generate decent amounts of **PRESTIGE** for you, called the **H.A.P. cap**. However, to gain these prestige points within you need to purchase furniture and accessories to populate the home.

If you ever find yourself with the need to downsize your home, be sure to liquidate enough of your stuff so the smaller home has enough room for the material possessions you plan to move into it.

Home Accessories

There are a wide variety of accessories you can acquire to spruce up your home.

Furniture, swimming pools, and entertainment centers increase the **PRESTIGE** of your home, so if you have a mansion, you'd

better buy some top-quality accessories to match.

Security systems protect the goods you own. The world of *HEAVYWEIGHT THUNDER* has a dark side, and crime rates are at an all-time high. Occasionally, a burglar will attempt to break into your home. A good security system is the best defense.

Pets

Owning exotic pets is a good way to increase your PRESTIGE. High class boxers will not fight you unless you have enough PRESTIGE.

Toys

Toys give you a bit of PRESTIGE, but they mainly function as a source of entertainment, and increase your MORALE. MORALE increases the rate at which your character recuperates after a fight.

As you improve your character's skills and move into the higher echelons of boxing, you will require more and more entertainment, so you will need to buy more expensive toys, such as yachts and personal jets. On top of that, your boxer will become quickly bored with his toys, so you will need to keep buying new toys in order to maintain a high MORALE level.

Luxury Items

These are rare and expensive items that increase your PRESTIGE. More importantly, though, some boxers require gifts in order to accept a fight with you, and these gifts are usually of the rare and expensive variety.

Coaches

COACHES affect your statistical scores and open access to special moves. Most coaches improve certain statistics at the expense of others. The more expensive the coach, the more they increase your stats overall, and the more special moves they make available

to you.

Groupies

Groupies raise your POPULARITY. Having a high POPULARITY can increase a fight's purse, so it definitely pays to have a posse. This isn't too important during your first few fights, but you'll want to start building a following as soon as you can afford it.

Once you've finished your shopping spree, you can check out your possessions by clicking on the **YOUR STUFF** tab at the main career HUB.

Let's do that now. Click on the exit button on the top right-hand corner of the **SHOP** screen. Once back at the HUB, click on the **YOUR STUFF** icon.



YOUR STUFF

Here you can view your homes, home accessories, pets, toys, and even the trophies and awards you have accumulated throughout your career.

Click on the category of items you'd like to browse. From the menu which pops up afterwards, scroll through the list on the left-hand side of the screen to see all of your possessions and information on them.



VACATION PLANNER

After you've experienced a few fights, you might want to think about planning vacations.

Vacations give you short **POPULARITY** boosts. **POPULARITY** determines which fighters will accept a bout with you.

Later in the game, **POPULARITY** also increases the winner's purse of a fight, so it is wise to take vacations from time to time **THE WEEK BEFORE** you schedule a fight.

However, vacations do take a week off of your training schedule, so be sure you are in good health if you have a fight coming up.

To plan a vacation, click on the **VACATION** tab to go to the Vacation Planner menu.

From here, select a vacation from the list on the left. On the right, you will see details about the vacation, as well as its cost.

Schedule a date for the Vacation. Click on the **SET** icon at the bottom of the screen to accept the vacation.

When you go back to the main HUB, there will be an icon on the date you selected showing a vacation has been scheduled for that week.

Press the green button until you are on the vacation date. Then press the button again to initiate the vacation. Now, schedule a fight.



GO GAMBLE IN LAS VEGAS

Las Vegas vacations are similar to regular vacations in that they give you temporary POPULARITY boosts. But, in Vegas, the more you gamble, the more temporary POPULARITY *and* MORALE you gain. You might even wind up making a few bucks at the tables.

The temporary POPULARITY gained from going to Vegas can be used to challenge fighters who would normally be out of your POPULARITY range. So be sure to schedule a fight immediately after you come back from Vegas.

All of the gambling games you'll find in Vegas are intuitive and should be easy to get into, but here are a few instructions. First, on the main Las Vegas menu, you can click on any of the three games: blackjack, poker, or slots.

Each game is set up similarly. You control everything with the buttons on the bottom of the screen. The buttons on the bottom right-hand side of the screen define how much money you are betting.

Hit the **REBET** button to reset the current bet if you want to bet less money. For blackjack and poker, the **DEAL** button starts the game once you have made your bet. Note that for both of these games, you must bet at least five dollars before the dealer will deal.



BETTING ARENA

Another way to make a buck without risking your hide is to bet on amateur boxing.

Click on the money icon to go into the **BETTING ARENA** menu.

You can place two kinds of bets:

- 1.) The top menu lets you place a victory bet, where you bet on who'll win each bout.
- 2.) The lower window lets you place a bet on who'll win each individual round. The more rounds you bet on, the higher your payout will be.



LOAN SHARK

Been spending too much cash at the poker tables? If you find yourself in dire financial straits, you can always take out a loan.

Click on the **LOAN SHARK** icon to bring up the loan pop-up window. From this menu, you can set your desired loan amount and give yourself time to pay the loan back.

However, if the set date for payback arrives, but you can't pay off the loan with interest, then it's time to start selling off your belongings. After all, loan sharks aren't the kind of people you say no to.

Tips For Playing Through Career Mode

- Remember, you can fight opponents you have already defeated, just give them a few weeks to recover.

- Late in the game, be sure to maintain a high MORALE rating by purchasing new TOYS every few months. New TOYS keep your fighter in good spirits, and he will heal much faster after a bout, allowing you to take in many more fights per year. The system will

alert you when a TOY has lost its luster. You can then sell it and buy a new one.

- Make wise financial decisions, but don't be afraid to live large when the urge strikes... that's part of the fun of being a heavyweight superstar.

Troubleshooting

HEAVYWEIGHT THUNDER runs poorly on my system / frame rates are too low:

Your computer may not be able to game's graphics at their highest level of detail. Go into the **OPTIONS** tab on the main menu. Set **BACKGROUND DETAIL** to **LOW**. You may also want to set **PARTICLES** to **OFF**. Thirdly, you might try setting **TEXTURE DETAIL** to **LOW** as well.

- Upon launching *HEAVYWEIGHT THUNDER*, the game gets as far as the menus, but won't load a fight:

Your video card may not have enough memory to load a fight. Try going into the **OPTIONS** tab on the main menu. Set **TEXTURE DETAIL** to **LOW**.

- The game is too bright, but my screen and Windows desktop are OK:

Gamma settings may be incorrect. Go into the **OPTIONS** tab from the main menu. Press the **DEFAULT** button to reset them. If the problem persists, try lowering the **GAMMA** value on the left hand menu.

- *HEAVYWEIGHT THUNDER* runs, but looks choppy:

Try setting **VSYNC** to **ON**. Do this at your video card's configuration menu. See your video card's manual for instructions on how to set **VSYNC**.

Once **VSYNC** is on, the game should seem a bit smoother.

- I have an up-to-date video card, but the game still doesn't run:

Make sure you have the latest drivers for your video card and the latest version of Microsoft's DirectX, free for download at www.microsoft.com.

- The **OPTIONS** menu shows garbage values for settings:

An external program may have interfered with the game's normal operation. Go into the **OPTIONS** menu and click the **DEFAULT** button. Accept these settings and restart the game.

Credits

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"Ship Of Fools Feat. Akem - Materials" is written by T. Palmér, P. Camilo, H. Lindroth & A. Moberg. C & P 2004 Ship Of Fools through Xplosion Sfx & Music Design. All rights reserved. For more info visit www.xplosion.se

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