



GAME MANUAL

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WELCOME!

Title Bout Boxing Quiz puts you in the ring against either a live opponent or one of twenty-one individually rated computer opponents. The power behind your punches is your knowledge of boxing. The harder the question answered, the harder your punch lands. Miss and give your opponent the opportunity to throw a counter-punch. Of course, if you're slow "throwing your punch", be ready to take a shot because the guy your fighting is just waiting for a chance to land first and take control of the action.

Title Bout Boxing Quiz is a hybrid that combines graphic, animated boxing with traditional trivia. The questions and answers activate the action, points are scored and registered via animated graphics and the "computer judge" and the game is won by boxing criteria - decisions, draws or stoppages!

However, Title Bout Boxing Quiz is more than just an entertaining and challenging game. It's an education. By the time you work through the 1000 questions including in the initial release, you'll know more about boxing than many so-called experts.

And free downloads from the OOTP Developments website will keep your Title Bout trivia game current and your replay ability constant.

(NOTE: Every button in the game is a rollover help button, which gives a concise explanation to what will happen when you select it. The game is extremely intuitive. The following documentation is meant to give more detailed explanations of the various screens.)

GETTING STARTED

Before beginning the game, make sure your computer system meets or exceeds the game's stated system requirements.

	Minimum Requirements	Recommended
Operating System:	Windows 95	Windows 98 or higher
CPU:	Pentium or equivalent	Pentium II class (or equivalent) 266 mhz or higher
Memory:	64 MB RAM plus Windows swap file enabled	128 MB RAM or greater
Hard Disk Space:	20 MB for game install, additional space for saved games and statistics	Same
Audio System:	Windows compatible sound card	Same
Video System:	1024x768 display capable of running 24-bit color or higher	32-bit color mode
Miscellaneous:	Microsoft DirectX 9.0	Same

OPENING SCREEN

Par for the course, the opening screen serves as the main menu. The choices are, for the most part, self-explanatory. Nevertheless, here is a quick rundown on each of your options:

-  **Start Fight:** Selecting this option immediately places you into the opponent selection screen, allows you to select the options for the upcoming fight and puts you one step away from the opening bell.
-  **Continue Fight:** This choice allows you to load a saved fight.
-  **Game Options:** Specific global options can be toggled on or off from this screen and program utility selections can be made from here.
-  **Fighter Records:** Complete statistics for both human and computer fighters as well as current rankings are accessed via this selection from the main menu.
-  **Encyclopedia:** The knowledge base of the game provides you with in-depth explanations on each answer. Over 3000 lines of text make up this nearly book-length segment of the product.
-  **Quit Game:** Allows you to force yourself to abandon this addicting game and sends you back to Windows, where spreadsheets and word processors await you!

Opening Screen



STARTING A FIGHT

This is the most important screen, next to the “fight screen” itself. Here you can select the following fight options:

-  **Human vs. Human or Human vs. Computer**
-  **The length of the upcoming fight, 3, 6, 10, 12 or 15 rounds**
-  **A chance to add/delete fighters**
-  **An opportunity to look at the records for Fighter #1 and Fighter #2**

Other buttons allow you to start the fight, exit to the main menu, or exit to Windows. Once you have decided to “start the fight,” you will be taken to a final pre-fight screen which announces the upcoming bout. You, your opponent and all options are displayed, along with a final opportunity to go back and change the options, return to the main menu or begin the game.

THE FIGHT SCREEN

The fight screen is divided into parts, with the upper third showing the animated graphics of the fighters in the ring, ready to start to throw punches and the lower two thirds of the screen depicting the question/answer area as well as the various buttons that activate the proceedings. See the illustration below for an example of the Fight Screen.





The Top of the Screen: In the upper left hand corner, you'll see the logo and under it the name of Fighter A and his points scored in the current round. The middle of the screen is occupied by beautifully animated graphics, depicting the action in the ring.

In the upper right hand corner, you'll find the following information: the current round number, total rounds being fought and the time left in the current round. Under that will be the name and points scored for Fighter B.



The Middle of the Screen: This portion takes up the majority of the screen. Immediately below the boxing ring, you'll find five buttons, each one labeled and illustrated with a punch type and corresponding point value. Selecting one of these buttons at the appropriate time activates both the question and multiple-choice answers in the box below.

The punch types and point values are indicative of the power of the punch and the difficulty of the question about to be asked. A five-point punch (combination) is much more difficult than a one-point punch (jab). To the left and right of the question/answer area are running totals of the type of punches thrown and the number of punches landed in each category for each of the fighters.



The Bottom of the Screen: The lower fourth of the screen contains the functional buttons used to answer questions (throw punches), start the fight or the round, cancel or save a fight.

“THROWING” A PUNCH

To answer a question/throw a punch, you may either hit the appropriate response key or click on it if you are using a mouse. The “Q” key controls Fighter A and the “P” key controls Fighter B.

The Green Slide Bars: The two green curved slide bars are the timing device. They dictate how much time you have left to indicate that you'll attempt to answer the question and how much time remains to actually do so. The more time you spend deciding whether or not to answer the question, the more time your opponent has to “click” in and “throw” a punch.

Please note (those of you who think you are slick!) that clicking immediately upon the appearance of a question in an attempt to thwart your opponent's chance to click is a poor strategy. The amount of time you have to answer the question is much shorter than the time you have to click in/throw the punch. Using the above “strategy” will usually result in a counter-punch for your opponent!

LANDING A PUNCH

Landing a punch occurs when you correctly answer a question. If you correctly answer a question while you're in control, you'll receive the point value of the punch thrown (i.e. throw an Uppercut (4 points) and answer the question correctly and the punch landed will score 4 points).

If you answer a question after your opponent has missed while in control, you are "counter-punching" and if you answer correctly, you'll receive, at random, from 1 to 3 points.

Correctly answering a question that you've initiated keeps you in control, meaning that you continue to select the type of punch/difficulty of the question being asked.

The same applies to your opponent. Correctly answering a question on a counter-punch, will throw the next question up for grabs, with neither combatant selecting the punch type.

MISSING A PUNCH

Missing a punch means that you've missed the question. Doing so provides your opponent with the opportunity to land a counter (answer the question). A counter-punch, as mentioned, will score from 1 to 3 points, even if the question was originally a 5-point question.

The diminished scoring is based upon two factors: (1) the punch being thrown - the counter - isn't the original punch; and (2) the chance of answering the question correctly is now 1 in 3 rather than 1 in 4!

If both fighters miss on the question asked, the fighter who originally chooses the question gets to select the next punch, or question difficulty.

KILLER INSTINCT AND KNOCKDOWNS

Landing enough punches in a row will result in "killer instinct" kicking in. When this occurs, the fighter whose killer instinct is in effect will have a variable amount of time to answer question after question (although an opponent may still score with a counter-punch).

Killer Instinct is predicated on several factors, including point differential and number of points scored in a row. Three consecutive 5-point punches/correct answers could trigger it or four consecutive 3-point punches and a 2, 4 or 5-point punch.

A fighter who takes too much damage will be knocked to the canvas. Depending upon his ratings, he may or may not be saved by the bell. Fighters can be saved by the bell in any round.

Killer instinct may occur more than once in a round for either or both fighters. Multiple knockdowns are quite possible as well.

CLINCHES AND MOVEMENT

As in any fight, there will be lulls in the action. Fighters might clinch or jockey for position. During these segments, no question will appear.

YOUR OPPONENTS

The artificial intelligence behind the computer opponents is simple but elegant and efficient. There are seven levels of fighters and three types of fighters per level. Each level of fighters is represented by a pure slugger, a pure boxer and a boxer/slugger.

The three major differences between the types deal with speed, accuracy and power.



The Slugger: The "Slugger" will throw a punch (buzz in) slower than the other two and will miss more often. However, he will attempt far more 4 and 5-point punches than the norm. When he's "on", he can pile up points in a hurry.



The Boxer: The "Boxer" will throw a lot of punches (attempt to answer more questions) than either the slugger or the boxer/slugger. He'll have a high degree of accuracy but will lean strongly toward throwing jabs and hooks (1 and 2-point punches/questions).



The Boxer/Slugger: The "Boxer/Slugger" is a hybrid, hitting harder than the boxer but not as hard as the slugger; and "buzzing in" quicker than the slugger but not as fast as the boxer.

Difficulty levels range from 4 (the weakest opponent) to 10 (the toughest opponent). The difference between each level is based on two primary keys: speed in attempting to answer a question and accuracy once the attempt has been made.

STAT-TRACKING

Statistics accumulate on either side of the question/answer "box", showing the punches landed and punches missed in each of the categories. Punches landed make up the right hand column and punches missed the left. Therefore, "Jab: 2 3" would indicate that 2 jabs had landed and 3 jabs had missed.

BETWEEN ROUNDS

The Round Summary that appears between rounds is comprised of several parts. Of foremost importance, of course, is the scoring of the prior round. You'll find the number of points scored by each fighter and the winner of the round listed.



You'll also, however, be exposed to a first in-fight look at the boxing encyclopedia that is an integral part of this boxing/trivia hybrid. You have four options from which to choose:

- **Show all used answers:** This reveals the correct answer and complete encyclopedia entry for all questions used during the round.
- **Show all answers:** This option places every question in the game at your disposal, duplicating the individual "Encyclopedia" option found on the Main Menu.
- **Don't show any answers:** By selecting this option, no answers are shown, regardless of whether or not they were answered correctly or incorrectly.
- **Show correctly answered questions:** Most players will probably wish to use this option. It shows only the questions that were answered correctly by either fighter, leaving missed questions unrevealed for "untainted" use in upcoming fights.

THE END OF THE FIGHT

A graphic screen appears, showing the two fighters and the referee. As the winner of the bout is announced, the referee raises the hand of the victorious fighter and the appropriate text appears.

TECHNICAL SUPPORT

Troubleshooting Tips

Before exploring other support options, you may wish to review the following troubleshooting tips, which help resolve most common technical issues.

End Unnecessary Background Tasks

Processes take up resources such as memory and processing power. One of the most common reasons for a game to crash, have slow performance, or just not start are processes running in the background, also known as background tasks. You should be logged in with an account that has administrator privileges to perform these steps. **WARNING:** Do NOT End Process on explorer.exe or processes with "SYSTEM" or "SERVICE" in the username. Ending these processes may prevent Windows from running correctly. Also, ending another user's process will cause all of their open programs to close, which may result in a loss of all unsaved work.

User Switching in Windows XP

One of the features of Windows XP is the ability to switch users while leaving all your programs open and running. This will take up resources such as memory, processing power and possibly network resources that the game may need. This may cause games to have poor performance, crash, or just not start correctly. If you are logged in as an account with Administrator privileges, you can logoff other users.

Update your Drivers

It is recommended to check with your hardware manufacturer to make sure you have the latest and most compatible drivers installed on your system. As far as games are concerned, the drivers for your video card and sound card are two of the most important.

Use Windows Update!

Microsoft will often release updates to improve the performance and compatibility of Windows along with various other items. Open www.windowsupdate.com in your browser and follow the instructions that appear closely.

Make Sure Your Version of DirectX is Up To Date

The latest version of Microsoft DirectX is 9.0 . DirectX is a free download available from Microsoft's web site at www.microsoft.com/directx.

Run ScanDisk and Defrag

ScanDisk is a Windows utility that will check the files and folders in your computer for any errors such as lost clusters, incorrect file size and cross-linked files. **Defrag** searches your drive(s) for fragmented files which can cause slow performance and an increase in the chance of disk errors.

Enable Virtual Memory

Windows has the ability to use virtual memory. If a program's memory needs exceed how much free physical RAM you have, it will use Virtual Memory. Virtual memory also goes by the names Disk Cache and Swap File. Virtual memory is created on the hard drive and takes up space. Since it is on the hard drive, it will take longer to load than physical RAM. A game can use between 50 MB and 300 MB of virtual memory. You will need this much free space on your hard drive so that the program can run correctly. If you don't have enough virtual memory space, a game can run slowly, or not run at all.

Contacting OOTP Developments Support

For more support options, please contact us by email at support@ootpdevelopments.com. We also encourage you to visit the OOTP Developments Message Boards and specifically, the Title Bout Tech Support section, as frequent updates and technical issues are discussed in-depth on our message boards.

Contacting eLicense Support



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