

Nintendo Gateway 64 - Executive Summary

Game Title	Ready 2 Rumble™ Boxing
Manufacturer	Midway Home Entertainment Inc.
Trademark Information	© 1999 Midway Home Entertainment Inc. All rights reserved.
Category	Sports / Boxing

Game Description

From the moment Ready 2 Rumble Boxing's raucous theme song kicks in, it's clear that the game takes a light-hearted, fun approach to the sport of boxing. It features more than 13 boxers from every corner of the globe including both men and women. Ready 2 Rumble Boxing operates on a fairly simple control system, using the C Buttons for punches and the A and B Buttons for blocking. The position of the Control Stick, when these buttons are pressed, determines the power of the punch or the direction of the boxer's weave.

Players may select their boxer choosing from slower, more powerful, or quick and slippery ones.

Controller Functions

Control Stick:	Moves boxer
Control Pad:	Moves boxer
A Button:	Low block
B Button:	High block
Control Stick + A	Dodges body
Control Stick + B	Dodges head
Z Button:	Not used
L Button:	Not used
R Button:	Not used
Up C Button:	Right jab
Down C Button:	Left body
Right C Button:	Right body
Left C Button:	Left jab
Start:	Pause

Tips and Tricks

Hook = Control Stick Up or Down + a jab

Uppercut = Control Stick towards opponent + a jab

Overhead = Control Stick away from opponent + a jab

Taunt = Left C Button + Down C Button or Up C Button + Right C Button

To lunge a opponent and land a variety of body shots use the Control Stick + a body punch.

