



Introduction

Welcome to Boxing Club Manager.

Boxing Club Manager is a game3 where you simulate managing your own boxing gym, in which you will hire trainers, recruit fighters, arrange fights and challenge for title belts. The game features 68 gyms from around the world and begins with 612 fighters, spanning 17 weight classes, all vying to be crowned champion.

Fighters

A fighter's status is either amateur or pro-fighter. The main difference between amateur and pro-fighters is that once a fight is arrange, pro-fighters go into training camps for 8 weeks to prepare for the fight. Amateur fights can be arranged for a few day's time so can be fought on short notice.

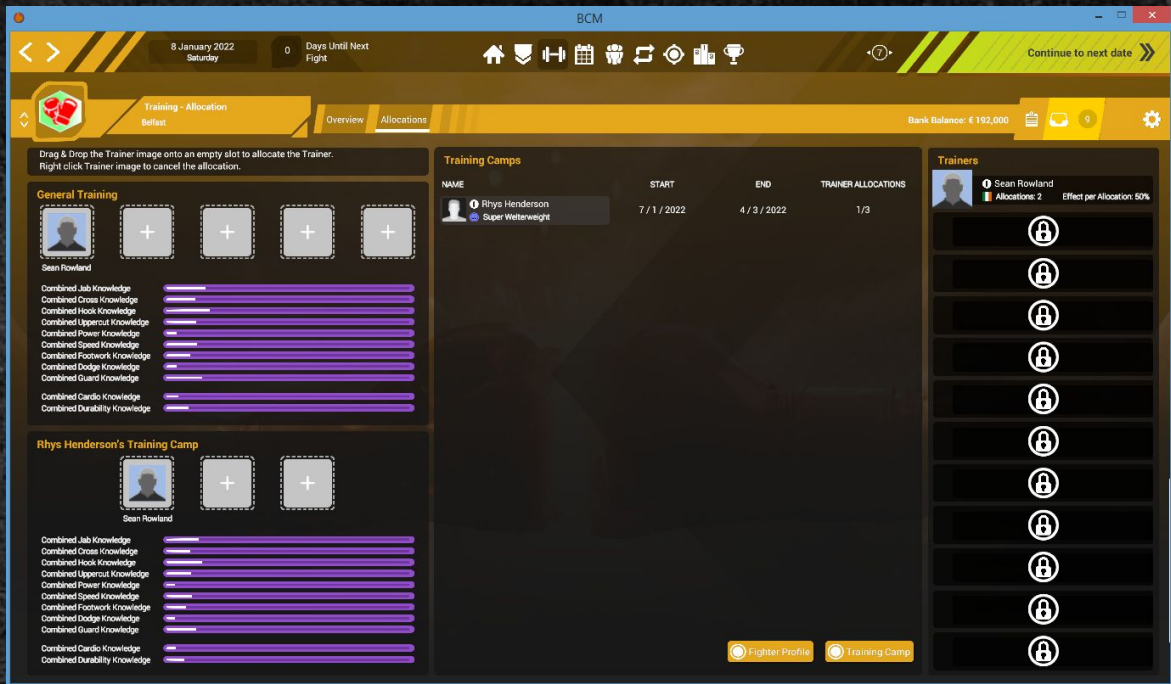
All fighters have 11 attributes, which will combine to influence their performance in a fighter. These attributes will rise and fall over time, determined by the training settings which are set.



Training

Fighters who are not currently in a training camp, will undergo general training. Trainers can be allocated to general training, and the trainer's knowledge attributes will impact on the effects to the fighters in general training.

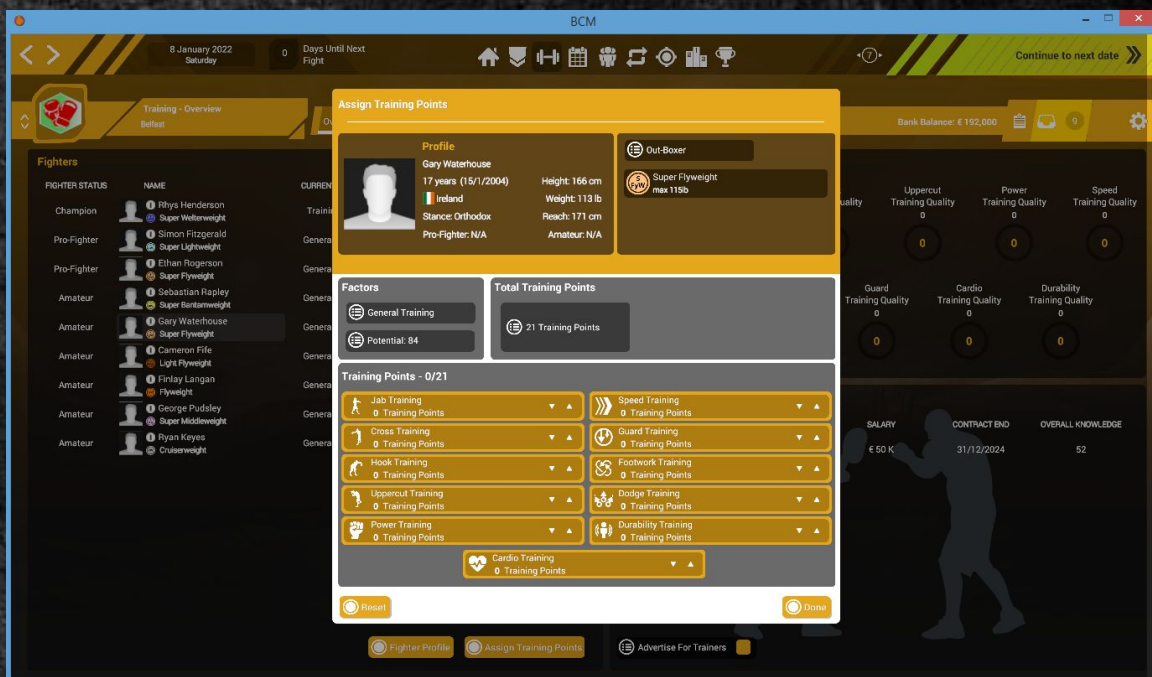
Training camps can be arranged, for Pro-fighters, with up and coming fights. Trainers can be allocated to training camps, in the same way as general training, but those trainers knowledge attributes in this case will only effect the pro-fighter in that training camp.



All fighters generate a number of training points they can assign to attributes. The amount of training points available to a fighter is determined by their potential, and whether or not they are in a training camp. The more training points assigned to an attribute, the higher the likelihood this attribute will improve with training, over time.

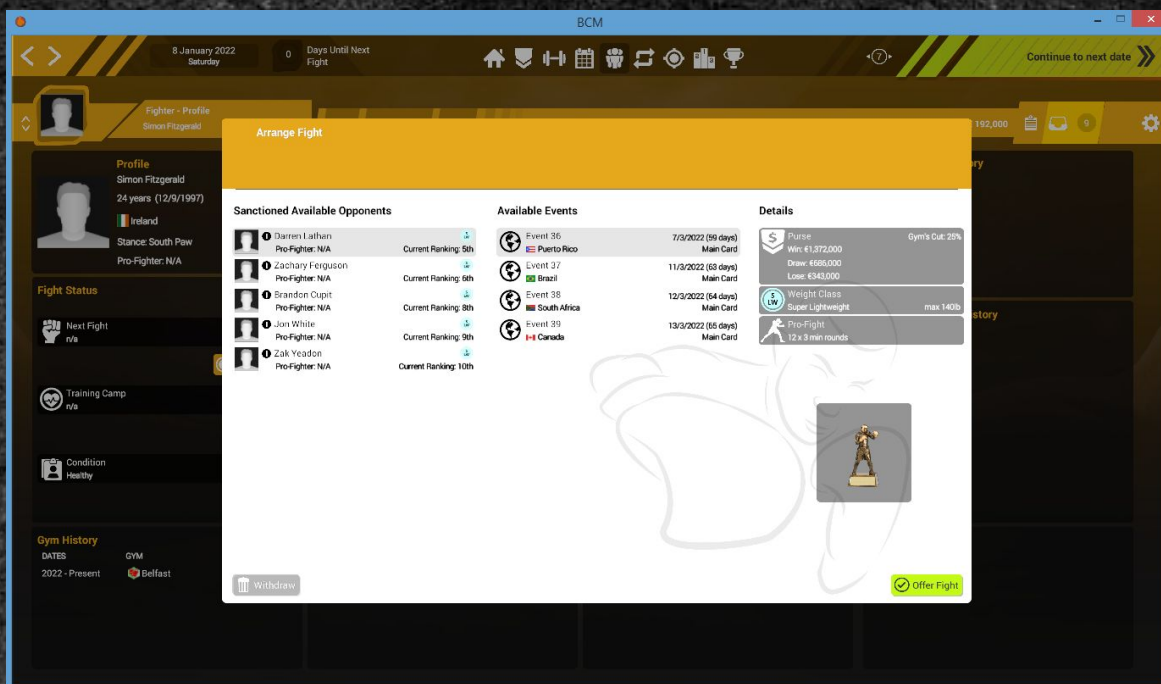
Trainers can be hired and fired accordingly. Check the Advertise for Trainers checkbox to receive emails from interested trainers, and decide whether to take them on at your gym. The number of trainers that can be employed at any one time is determined by the level of the gym.

Trainers have their own set of knowledge attributes. Trainers with higher attribute values demand higher wages, but have an increased effect on the attribute improvement of fighters, when allocated to their training.



Arranging Fights

Fights need to be arranged for the fighters at your gym. Available opponents will be listed, along with a list of available events. Opponents may accept or decline the fight offer. Once a pro-fighter has a fight offer accepted, their training camp will need to be arranged.



Fights

On fight day, fights can either be quick simmed or you can attend the 3D fight.

Quick Sim Fight will calculate the fight scorecard automatically.



Attend 3D Fight will show the whole fight in 3D.



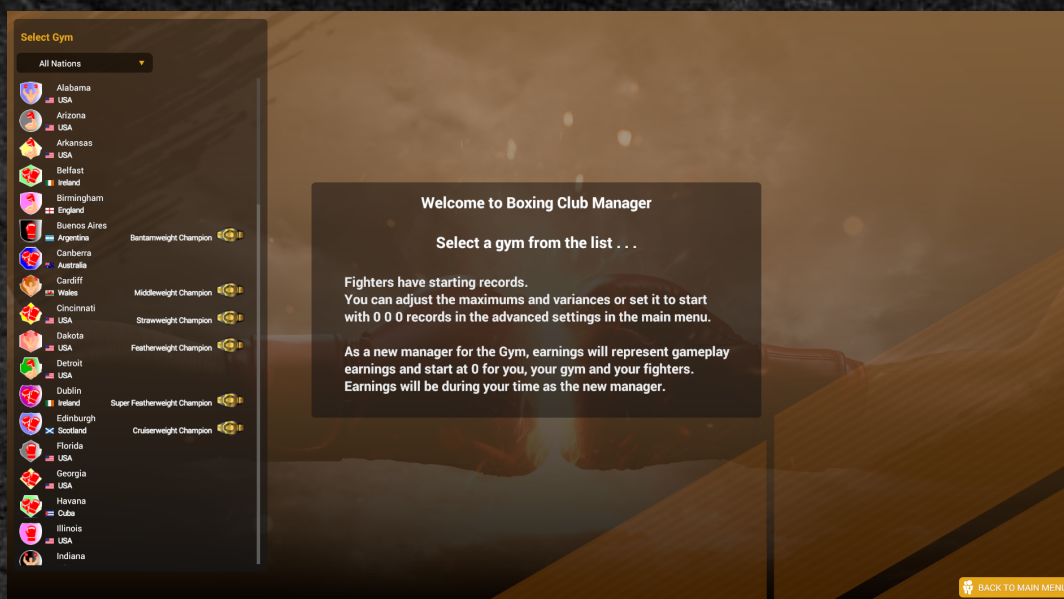
Starting Records

By default, there are now starting records for NEW GAMES based on the average attributes of each fighter.

You can adjust the maximums and variances or set it to start with 0 0 0 records in the advanced settings in the main menu. You may want to start with 0 0 0 records so that records are accumulated from scratch during game time. This is how it previously worked.

As a new manager for the Gym, earnings will represent gameplay earnings and start at 0 for you, your gym and your fighters.

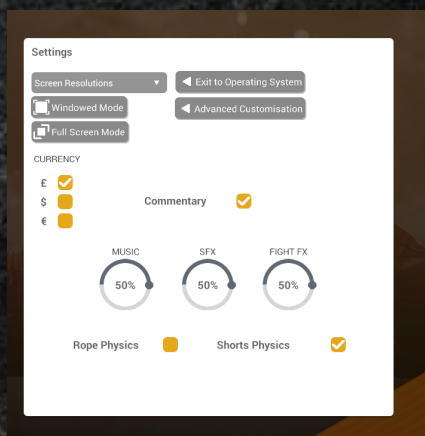
Earnings will be during your time as the new manager.



Below is the fighter display on the select gym screen, if there are starting records (i.e. they are not 0 0 0) it displays them under the Pro/Amateur title.



There is a new option in settings to edit the ranges of the starting records - Advanced Customisation.



This will bring you to the screen below. There is a switch "USE STARTING RECORDS" by default it is on, the option is there to go back to not using starting records and starting fighters with 0,0,0 should you want to.

MAX VALUES FOR FIGHTER STARTING RECORDS

VALUES CAN BE UP TO 2* THE DEFAULT

	PRO			AMATEUR		
	W	L	D	W	L	D
HEAVYWEIGHT	33	2	1	63	14	0
CRUISERWEIGHT	35	4	2	58	12	0
LIGHT HEAVYWEIGHT	44	4	1	62	12	0
SUPER MIDDLEWEIGHT	32	4	2	60	14	0
MIDDLEWEIGHT	42	4	2	66	25	0
SUPER WELTERWEIGHT	37	4	2	50	15	0
WELTERWEIGHT	39	4	2	100	29	0
SUPER LIGHTWEIGHT	40	3	1	66	22	0
LIGHTWEIGHT	29	5	3	53	15	1
SUPER FEATHERWEIGHT	37	3	1	50	18	0
FEATHERWEIGHT	44	3	2	51	18	0
SUPER BANTAMWEIGHT	37	4	2	55	20	0
BANTAMWEIGHT	42	7	3	55	23	0
SUPER FLYWEIGHT	51	6	3	60	12	1
FLYWEIGHT	38	4	2	62	14	1
LIGHT FLYWEIGHT	34	5	2	82	22	1
STRAWWEIGHT	34	5	2	89	24	1

WIN VARIANCE

You can adjust the values here to get more variety in the starting wins.
 Max range below is -0.3 to 0.0.
 Max range above is 0.0 to 0.3.
 Without variance (i.e. ranges set to 0) wins will be linear, the top fighter of the class getting most wins to the worst fighter getting the least.

PRO RANGE -0.10 TO 0.10

AMATEUR RANGE -0.10 TO 0.10

RESET TO DEFAULTS

CANCEL RESET TO DEFAULTS

USE STARTING RECORDS ☒

OK

Attributes, what, how and where they are used

There are two sets of attributes for fighters. The base set and the training set.

The base set is the fighters main attributes and each range from 1 - 99.

Behind the scenes, the training set is the daily accumulated training attributes obtained through training and is influenced by the trainers training knowledge.

Behind the scenes, the range for this set is 1-16.

This set is added to the base set to form the overall stat for that attribute. When added it will remain within the min/max range of 1 - 99.

The trainer has a set of knowledge attributes.

Fighter attributes are:-

*Jab
Cross
Hook
Uppercut
Cardio
Guard
Power
Speed
Durability
Footwork
Dodge*

Trainer attributes are:-

*Jab Knowledge
Cross Knowledge
Hook Knowledge
Uppercut Knowledge
Cardio Knowledge
Guard Knowledge
Power Knowledge
Speed Knowledge
Durability Knowledge
Footwork Knowledge
Dodge Knowledge*

.....Attributes, what, how and where they are used

The attributes are used to influence the boxing styles where an average will be calculated from all the attributes with an additional emphasis made to the ones that are particular to the style.

The styles and the corresponding attributes emphasised are:-

Boxer Puncher

All attributes × 1

Out Boxer

Jab × 3
Cross × 1
Footwork × 2
Speed × 2
Dodge × 2
Cardio × 1

Slugger

Hook × 2
Uppercut × 2
Power × 3
Guard × 2
Durability × 2

Swarmmer

Cross × 1
Hook × 1
Uppercut × 1
Cardio × 4
Speed × 2
Power × 1
Footwork × 1

