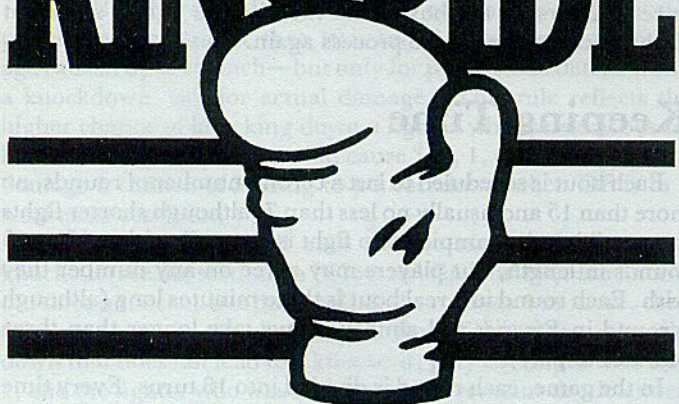


RINGSIDE



Introduction

Ringside is a game that recreates the action of a boxing match. Players assume the roles of the fighters in the ring, each one trying to score a knockout or a decision over his opponent. Although each match is contested between two players, it's possible for three or more people to be involved in the Campaign Game. Each player in a *Ringside* campaign acts not only as a boxer (when he is scheduled to compete) but as a manager with more than one fighter in his stable.

On a match-by-match basis, each player strives to become the best fighter by taking and holding the championship. In the Campaign Game, which may be moderated by a nonplaying "promoter" (although this is not necessary), players seek to gain success in the ring and to translate that success into money winnings, so as to be acclaimed the best (richest) manager of fighters. Rules for the Campaign Game are given in a separate section, following the rules for how to conduct a boxing match.

Game Components

In addition to these rules, *Ringside* includes the following components:

- The playing surface, containing the boxing ring itself plus other features and information needed to play the game: a Round Track and a Turn Track, used for timekeeping; an Endurance Track for each fighter; two copies of the Punch Chart, to determine how effective a boxer's punches are; two Tactics Boxes where players display special tactics they have chosen; and two spaces where players can place Fighter Cards for the boxers they are representing.

- Four circular Fighter Markers (two for immediate use and two spares), used to mark the positions of the boxers in the ring and to show whether each one is attacking or defending.

- Two sets of Tactics Markers (a total of eight square counters), used to indicate a special tactic (if any) that a player has chosen for his fighter.

- Twelve Status Markers, used in the appropriate places on the playing surface to keep track of the passage of time in a bout, to mark a boxer's Endurance, and to indicate how many rounds of the bout each fighter has won.

- A group of 13 blank Fighter Cards, with names and statistics left to be filled in by players. The cards can be used to hold information taken from the list of heavyweight boxers given in the rules, or they can be used for other boxers that you create.

- And, you'll need dice: 1d20 and 1d6 (or 1d4, if you have one) for determining fighter abilities, 2d6 for selecting punches, and either 2d10 or 1d10 and 1d20 for generating numbers from 1 to 100, which are used in the play of the game.

In addition, it's a good idea to have pencils and scrap paper handy for jotting down bits of information as the fight progresses.

Fighters and Their Abilities

Individual fighters are each described by a set of numbers that relate to their abilities. If you want to use historical boxers, you can select fighters from the list given with these rules, or else you can "create" other historical fighters by assigning them numbers according to their abilities in the ring. It's also possible to generate imaginary fighters by dice rolls, using the following system:

Agility: A number from 41 through 60, generated by rolling 1d20 and adding 40 to the result.

Punches: The six punches in each fighter's repertoire are uppercut, right jab, right hook, combination, left jab, and left hook. Each punch has a rating of 1, 2, 3, or 4. To generate a rating for a punch, roll 1d6. If the result is 5 or 6, reroll. If the result is 1 through 3, use that number for the rating. If the result is 4, roll the die again and use that result as the rating; thus, the only way to obtain a rating of 4 for a punch is to roll 4 twice in a row. (Rerolls can be avoided by using a 4-sided die, if one is handy.)

Endurance: A fighter's base Endurance is a number from 1 through 20, generated by a roll of 1d20. To that number is added, before a bout, 7 points for each scheduled round of the bout. Thus, a fighter with a base Endurance of 8 who is about to start a 12-round bout has an Endurance total of $(12 \times 7 + 8 =) 92$.

Counterpunch: A number from 11 through 30, generated by rolling 1d20 and adding 10 to the result.

Preparing for Play

After each player has decided on the fighter he will represent, unfold the playing surface and place it on a table between the players. The playing surface contains the boxing ring (the 6×6 square grid in the center, where the action of the fight takes place) place Endurance Status Markers on the Endurance Tracks to indicate each fighter's ability at the start of the bout. Each player takes a set of Tactics Markers and sets them off to the side of the playing surface. Two Fighter Markers (of different colors) are placed in diagonally adjacent squares in the center of the ring.

Just before the bout begins, each player rolls dice to generate a number from 1 to 100. The player with the higher number becomes the attacker to begin the first round. (Note: If you're not familiar with how to get a number from 1 to 100 using dice, either of these methods works well. Use two 10-sided dice of different colors, designating before the roll which one represents the tens digit and which one represents the ones digit. Or, roll 1d10 for the tens digit and 1d20 for the ones digit, reading only the last digit for any result of 10 or higher, so that a roll of 5 on the d10 and 18 on the d20 gives a final result of 58. From now on, we'll refer to the process of generating a number from 1 to 100 as "rolling 1d100.")

At any time during a round, one boxer will be the attacker (referred to as AT) and the other one the defender (DF). One side of each Fighter Marker shows a boxer in an attacking position, with arms extended; the other side shows a defender, holding his gloves close to his head. As your boxer switches between being the attacker and the defender, flip the marker to the appropriate side.

The roles of attacker and defender may change frequently. On each turn of a round, AT throws a punch. If it misses, the current turn ends and DF becomes the attacker for the following turn. If it hits, DF takes damage from the punch, possibly being knocked down or knocked out. If the bout does not end at this point, AT remains the attacker for the following turn unless DF makes a successful counterpunch. (All of this will be explained in detail below.)

Status Markers

These counters are placed on the playing field and moved during the game to keep track of how the fight is going.

At the start of a bout, the "Round #" marker is placed in the "1" box on the Round Track. As each round begins, this marker is moved to the next higher-numbered box on the track until the fight ends (because of a knockout or because all of the scheduled rounds have been played).

The "Turn #" marker is placed and moved in much the same way, along the Turn Track. Each round begins with turn #1 and ends when turn #18 is over. When the "Round #" marker is advanced, put the "Turn #" marker back on the "1" box and begin keeping time for the next round.

Each player has a "Rounds Won" marker for his fighter. Place a boxer's marker on the "1" box of the Round Track when he first wins a round, and advance it along the track as he wins other rounds. Both markers will be stacked in the same box if the fighters have won an equal number of rounds. If a round ends in a tie, note that fact on a piece of scrap paper.

Each player uses two sets of Endurance Markers (four counters marked "End"). At the start of a bout, place two of these on each section of the Endurance Track to indicate the fighter's beginning Endurance total. For example, if a boxer begins with an Endurance of 83, two markers go on the "80" box and two on the "3" box. As the fighter loses Endurance during a round, move one pair of markers along the sections of the Endurance Track to display his current total. (If a fighter with Endurance of 83 loses 4 points, move one marker from 80 to 70 and one marker from 3 to 9 to reflect this change.) By

keeping one pair of markers stationary from the beginning of the round to the end and moving the other pair to show Endurance losses, you can quickly determine at the end of the round how much damage each fighter has taken during that time. Then, before the next round begins, put both pairs of Endurance Markers on the boxes that identify the fighter's current Endurance and begin the process again.

Keeping Time

Each bout is scheduled to last a certain number of rounds, no more than 15 and usually no less than 7 (although shorter fights are possible). A championship fight is generally either 12 or 15 rounds in length, but players may agree on any number they wish. Each round in a real bout is three minutes long (although a round in *Ringside* will almost always take longer than three minutes to play).

In the game, each round is divided into 18 turns. Every time the players return to step 1 of the sequence of play (see below), a new turn begins—but if the turn just finished was the 18th turn of the round, then the round is over.

At the end of each round, each player notes how many Endurance points his fighter lost during that round. This number is used to determine which boxer won the round, which becomes important if the fight ends in a decision (see the section on "How to Win"). After the winner of the round is determined, each fighter's Endurance is increased by 10 points (the benefit of resting between rounds). However, a fighter's Endurance can never be improved above the total with which he began the bout.

Sequence of Play

1. Hit Determination

To determine whether the attacker strikes the defender, AT rolls 1d100. If the result is higher than DF's Agility rating, the punch has struck home. If the punch misses, go to Step 5 (Movement). If it hits, proceed with Step 2, below.

2. Damage

If a boxer's punch hits his opponent, then the amount of damage caused by the punch depends on which type of punch was thrown and which punch was anticipated. Each player takes 1d6 and, concealing it from the other player's view, places it on the playing surface with one of the sides facing up. The number on this side refers to one of the punches in each fighter's repertoire; the player of the attacker indicates which punch is being thrown, and the player of the defender tries to guess which punch the attacker is using.

The players reveal their choices simultaneously, and they are cross-indexed on the Punch Chart printed on the sides of the playing surface. To the result from the Punch Chart, add AT's rating for the punch he chose. This number is the amount of damage the punch caused. Subtract the number from DF's current Endurance and proceed with step 3.

3. Knockdown

If a punch causes 4 or more points of damage, AT rolls 1d100. If that result is less than or equal to the amount of damage caused, then DF is knocked down.

If DF's Endurance is reduced to 0 or less as a result of the punch that just landed, then 10 is added to the amount of damage caused by the punch—but only for purposes of determining a knockdown, not for actual damage. (This rule reflects the higher chance of knocking down a fighter who is nearly out on his feet, and gives punches that cause 3, 2, 1, or even 0 points of damage a chance of leading to a knockdown when DF is in a weakened condition.)

After a knockdown, AT rolls 1d10 to see if he has scored a knockout (see the section on "How to Win," below). If a knockout does not occur but the result of the roll was 4 or more, then an extra turn is marked off on the Turn Track. After a knockdown that does not lead to a knockout, play continues with step 1, and the fighter who was knocked down remains the defender.

If a knockdown does not occur, proceed with step 4, below.

4. Counterpunch

If DF is hit by a punch but not knocked down, he can attempt to counterpunch by rolling 1d100. If the result is less than or equal to DF's Counterpunch rating, then DF throws a punch (using the procedure in step 1). Note: If the players return to step 1 because of an attempted counterpunch, a turn is *not* marked off.

If the counterpunch hits, then DF becomes the attacker and play continues with step 2 (determining damage). After the effect of the counterpunch is determined, the original attacker gets an opportunity to counterpunch, and the roles of the boxers continue to alternate as long as they keep landing successful counterpunches (they are standing toe to toe, slugging it out). No matter how many counterpunches are exchanged before a missed punch occurs, all of this action occurs in the same turn; the turn marker is not moved again until players return to step 1 after a miss.

If DF's Counterpunch roll is too high, or if DF throws a counterpunch and misses, proceed with step 5, below.

5. Movement

If this step is played after AT throws a punch and misses, then DF must move one square sideways or backward, into any square that is not adjacent to one of the sides of AT's location.

If this step is played after AT has hit DF and DF has missed a counterpunch attempt, then DF must move one square directly backward away from AT—a sideways or diagonal backward move is not permitted. However, if DF is on the ropes (in a square along the edge of the ring), he may move diagonally backward if that is his only possible move.

If DF is on the ropes and cannot move at all after he is hit, then DF's Agility rating is reduced by 10 for as long as he remains in that position.

After DF has moved, AT must move to a space adjacent to DF—unless the fighters are still diagonally adjacent, in which case AT does not have to move but may do so.

When movement is finished, play continues with step 1 (if the end of the round has not been reached). The roles of AT and DF remain the same if AT has just hit DF, or they switch between the fighters if AT has just missed with a punch.

Punching Fatigue

A boxer who throws a lot of punches will tire more quickly than one who throws fewer. If a fighter hits his opponent more than five times in a round, he loses one point of Endurance for every punch after the fifth one that connects. (One or both players should use pencil and paper to keep track of how many punches have landed, so they know when this Endurance penalty comes into play.) In a round with lots of action, it's possible for both fighters to lose Endurance because they're pummeling each other so frequently.

How to Win

A boxing match can be decided by knockout (KO), technical knockout (TKO), or decision.

A knockout can occur after any knockdown. After DF has been knocked down, AT rolls 1d10. If the result is 10, AT wins the fight by KO. (The other fighter has been counted out.) If DF's current Endurance is 0 or less (after subtracting damage for the punch he has just taken), then AT adds 4 to the result of the roll. In such a case, an extra turn will always be marked off (see step 3 of the sequence of play), because the "count" will always be at least 5, and AT scores a knockout on a roll of 6 or higher.

A technical knockout is automatically declared when a fighter's Endurance falls to -25 or less. He is unable to continue the fight, and his opponent is awarded a victory by TKO.

If all of the scheduled rounds of a bout are played without a KO or TKO occurring, then the winner by decision is the fighter who won the greater number of rounds. The winner of a round is the fighter who caused the greater amount of damage to his opponent in that round.

Note: Punches that lead to knockdowns count as double damage, for purposes of determining the winner of a round. When a knockdown occurs, one or both players should note on a slip of paper how much damage the punch caused, so there is no confusion when the end of the round is reached and damage totals are added up.

A round is scored as even (no winner) if both fighters cause the same amount of damage. If each fighter wins the same number of rounds, the bout is declared a draw.

Saved by the Bell

Players should agree before a bout begins whether it is possible for a fighter to be saved by the bell. If so, then any knockdown that occurs in the last turn of a round cannot possibly lead to a knockout, because the round will end before the count gets to 10.

Example of Play

Thanks to the *Ringside* rules, we're about to begin the first confrontation ever between two great heavyweight champions from different eras—Muhammad Ali and Rocky Graziano. (See the list of statistics later in the rules for the numbers that describe each fighter.)

Ali rolls higher on 1d100 to start the first round and goes on the attack. He decides to start by throwing his best punch, a left jab. He rolls 63 on 1d100—higher than his opponent's Agility rating, which means that the punch hits its target. But Rocky guessed correctly, anticipating the left jab (both players put up a 5 on 1d6). The cross-indexed entry on the Punch Chart is -1, the worst possible result for the attacker. The punch still does 4 points of damage (Ali's left jab rating of 5, minus 1), but it could have been worse. Marciano's Endurance drops by 4 (the player moves one or two Endurance markers along the track to reflect Rocky's new total).

Because the punch was a 4-pointer, there is a chance that Marciano gets knocked down by it—but Ali has to roll a 4 or less on 1d100, which is pretty tough even for him to do. The result is 58, so there is no knockdown.

Now Rocky has a chance to punch back. He rolls 35 on 1d100, which is less than his Counterpunch rating, meaning that he did get off a punch. He rolls again, trying to beat Ali's Agility rating and actually land the blow. This time the result is 88—a hit. Marciano goes for an uppercut, and is happy to discover that Ali was expecting a combination. The cross-indexed entry on the Punch Chart is 4, added to Marciano's uppercut rating of 4—and the punch does a whopping 8 points of damage! Muhammad is shocked, losing 8 points of Endurance, but escapes being knocked down (Marciano rolls 15 on 1d100).

It's Ali's turn to counterpunch, but he swings and misses (rolling a 54). Since Ali is currently the defender, he must move to the side or away from Marciano. Rocky moves forward, pressing his assault. He rolls 1d100 and gets a 69—just barely greater than Ali's Agility rating, which means that he has hit Muhammad again. Which punch will it be this time: another uppercut, or one of his 5-point blockbusters? . . .

Special Tactics

Rarely do fighters just stand and punch each other from the start to the finish of a bout. Both boxers can use special tactics—covering up, backpedaling, clinching, and rushing—to reduce their chances of being hit or increase their chances of doing damage to their opponent. The first three are defensive tactics; one and only one of them can be used during any particular turn. After DF selects a special tactic (or declines to do so), AT can choose the rushing tactic, if DF's tactic does not prohibit rushing. When a player wants to use a special tactic, he selects the appropriate marker and places it in his Special Tactic Box near the edge of the playing surface. A special tactic can only be chosen at the beginning of step 1, just before AT rolls to see if his punch has hit, and not at any other time during a turn.

Covering up

DF can choose to cover up, protecting himself more effectively by using his arms to shield his body and face. Covering up adds 10 to DF's Agility rating, but also adds 20 to AT's Agility rating. The Agility adjustments last until the next time the same fighter is DF in step 1, or until DF hits with a counterpunch. A fighter can continue covering up from turn to turn by simply leaving the "Cover Up" marker in the Special Tactics Box.

Backpedaling

DF can choose to backpedal, trying to stay out of the range of AT's punch. This tactic adds 25 to DF's Agility rating, but allows AT to remain the attacker for another step 1 procedure, even if his first punch misses. *Exception:* Play proceeds normally if DF makes a successful counterpunch after AT's miss. By landing a punch, DF has automatically abandoned his backpedaling tactic.

This tactic is generally only useful if DF is far ahead in rounds or in points within the current round, or if DF has had his Endurance drastically reduced. Backpedaling cannot be used when DF is trapped on the ropes.

Clinching

This defensive tactic is useful when DF is on the ropes, or when DF's opponent has a strong right hook or left hook. When DF chooses to clinch and is trapped on the ropes, this tactic negates the normal 10-point loss in Agility that a fighter on the ropes normally suffers when he is unable to move. During a clinch, no hooks may be thrown by either boxer. (If AT accidentally selects a hook, the punch is considered an automatic miss.)

A clinch can be carried over from turn to turn if AT continues to hit with his punches and DF continues to miss with his counterpunches. If DF chooses to maintain his clinch after being hit and after missing his counterpunch, then movement (step 5 of the sequence of play) does not take place; the fighters stay where they are, and play goes from step 4 immediately back to step 1 and the beginning of another turn.

A clinch must end as soon as AT misses a punch. (In effect, the reason AT missed is because DF abandoned the clinch in order to dodge the blow.) A fighter may not clinch on two successive opportunities, since this is interpreted as an attempt to stall, and the "referee" will immediately separate the fighters to prevent the second clinch. Example: DF chooses to clinch. AT misses his punch, which means that DF's clinch is discontinued. DF becomes AT for the start of the next turn and misses his punch, so the fighters switch roles again. If DF chooses to clinch at the start of this turn, the tactic will not be allowed.

The attacker may not rush (see below) if a clinch is in effect.

Rushing

This offensive tactic may be chosen by AT, after DF has selected a special tactic (if any), except if DF has chosen to clinch or if DF is trapped on the ropes.

Rushing lowers both fighters' Agility ratings by 10 and also raises DF's Counterpunch rating by 15. The effects of a rush continue until DF hits with a counterpunch or until AT prepares to throw another punch at the start of step 1. In other words, a rush never lasts for more than one turn. However, AT can choose to rush on successive turns for as long as he desires, if DF does not become trapped on the ropes and does not choose to clinch.

Combinations of Tactics

When rushing and either covering up or backpedaling are used in the same turn, all adjustments to fighters' ability scores are cumulative. The possible combinations and their effects are these:

DF covers up, AT rushes:

AT Agility +10

DF Agility no change, or -10 if trapped on ropes

DF Counterpunch +15

DF backpedals, AT rushes:

AT Agility -10

DF Agility +15

DF Counterpunch +15

Optional Scoring System

If players desire, they may use a "10-point must" or "5-point-must" system to score each round of a bout. In these systems, the winner of a round always receives the maximum number of points, and the loser gets a number of points that relates to the difference in the amount of damage each fighter took. If the bout does not end in a KO or a TKO, the winner is the fighter with the greater number of points.

Damage Difference	10-point must		5-point must	
	Winner	Loser	Winner	Loser
0 - 1	10	10	5	5
2 - 20	10	9	5	4
21 - 40	10	8	5	3
41 - 60	10	7	5	2
61 or more	10	6	5	1

Fighters from History

The following list contains *Ringside* statistics for 30 of the most famous heavyweight boxers in history. Players can choose fighters from this list to recreate bouts that actually occurred (Ali vs. Frazier, Dempsey vs. Tunney), or to stage "what-if" bouts between fighters from different eras (as in the example in the rules, where Ali fights Marciano). Also, using these numbers as a basis for comparison, players can assign statistics to modern-day fighters who don't appear on this list.

Many of the abilities for these fighters are higher than the numbers that can be obtained by using the dice-rolling rules for generating fictional fighters. These "inflated" numbers are designed to represent the extraordinary abilities of these fighters

(part of the reason many of them became champions), and are not meant to encourage players to boost the ability scores of fighters they create.

	Ag	UC	R	J	RHC	Co	LJ	LH	CP	End
Muhammad Ali	68	4	3	4	3	5	4	34	23	
Duane Bobick	46	2	2	3	3	3	3	20	8	
Oscar Bonavena	51	2	2	3	3	3	3	25	19	
Ezzard Charles	58	3	3	3	3	3	3	28	15	
George Chuvalo	49	2	2	3	3	2	2	21	20	
James J. Corbett	60	2	2	2	2	2	2	20	13	
Jack Dempsey	58	3	3	4	3	4	4	30	20	
Jimmy Ellis	50	3	2	3	2	2	2	22	13	
Zora Folley	53	2	2	3	2	3	2	20	16	
George Foreman	58	4	4	4	4	4	4	31	8	
Joe Frazier	58	3	4	4	4	3	4	30	18	
James J. Jeffries	60	3	4	4	4	3	4	31	20	
Ingemar Johanssen	55	2	2	3	2	3	4	27	14	
Jack Johnson	68	2	3	3	3	2	3	29	17	
Sonny Liston	56	3	3	4	4	3	4	28	18	
Joe Louis	66	4	4	5	4	4	5	38	22	
Ron Lyle	50	2	2	3	2	2	3	21	16	
Rocky Marciano	58	4	5	5	5	4	5	36	22	
Karl Mildener	51	2	2	2	2	2	2	21	15	
Archie Moore	50	2	3	3	2	3	3	25	12	
Ken Norton	52	3	2	4	3	3	3	20	11	
Floyd Patterson	56	3	3	3	2	2	3	24	12	
Jerry Quarry	49	2	2	3	2	2	2	21	13	
Max Schmeling	55	3	3	4	3	3	3	26	14	
Earnie Shavers	45	2	3	5	4	3	4	25	17	
John L. Sullivan	50	2	2	3	2	2	2	20	22	
Ernie Terrell	50	2	2	2	3	3	2	22	14	
Gene Tunney	61	3	3	4	3	3	4	30	22	
Jersey Joe Walcott	55	2	2	3	2	3	2	19	12	
Cleveland Williams	52	2	2	2	2	3	3	22	12	

The Campaign Game

Each player in the campaign version of *Ringside* strives to do more than win boxing matches, although that's still the most important objective. In the campaign game, each player acts as the manager of one or more fighters and tries to accumulate more money in prize earnings than any other manager.

The Promoter

The campaign game can be played without a promoter, but there are some advantages to using one. If a player is willing to assume this role instead of being a manager, and if the other players agree to having a promoter run the campaign, then the promoter performs the following functions:

1. Keeping track of the schedule (time and place) of bouts that are arranged between managers—or, alternatively, being the one in charge of all such scheduling.

2. Maintaining a list of fighters' rankings, the current number of Popularity Points each fighter has, and each fighter's up-to-date ability scores (allowing for adjustments due to experience).

3. Keeping a list of cumulative earnings of each fighter and the cut of those earnings that each manager has received.

4. Supervising or administering any transaction between managers (the sale or trade of a fighter) or between a manager and one of his fighters (retirement of a boxer or the acquisition of a new one).

5. Making any decisions—from an impartial point of view—that are necessary to resolve disputes. (For instance, if one of the campaign regulations is that the best-quality arena can only be used for a single bout on one night of game activity, and two pairs of managers both want to schedule a fight there at the same time, then the promoter steps in. He may award the arena to whichever bout he feels should take place first, or he may decide to conduct an auction to determine whose fight gets put on the schedule.)

If a promoter is not used, managers will have to do all the record-keeping (on the honor system, of course), and will have to come up with ways to avoid or resolve possible conflicts.

Starting a Campaign

Before anything else can take place, each manager must put together his stable of fighters. There are a number of ways to accomplish this; as long as everyone agrees on how it's done, any method can be used. Some possibilities:

— Each manager rolls dice to create a certain number of fighters.

— From a list of pregenerated fighters (either historical or fictional, or a mixture), each manager selects one in turn until all players have a certain number of fighters.

— Each manager starts with a certain amount of imaginary money, and an auction is conducted for the rights to own particular fighters. Each player can continue to buy fighters until his money is exhausted, which means that some managers might have more fighters than others.

Experience

Every time a fighter wins at least two fights in a row, he gains a small amount of "experience," which translates into an improvement in one of his ability scores. To find the effect of an experience benefit, the player rolls 1d10 and applies the result as follows:

1 - 5: +1 to Endurance

6 - 8: +1 to Agility

9 - 10: +1 to Counterpunch

A fighter gains experience for every successive victory (third, fourth, fifth, etc.) as long as he keeps winning, but if he loses a fight, he must again win two in a row to gain more experience.

A fighter's abilities may be increased beyond the normal maximums (20 for Endurance, 60 for Agility, 30 for Counterpunch) as the result of experience. However, a fighter cannot gain more than 10 points of Endurance or 5 points to his Agility or Counterpunch ratings because of experience. If a die roll indicates an increase in a category where the fighter has gained the maximum amount, then he gets no experience benefit for the bout he has just won.

Retirement

A fighter may be retired at any time after he has fought 10 times, or if he loses three fights in a row. A player who retires a fighter may roll dice to generate a new fighter, or may replace him by any other agreed-upon method.

The Manager's Cut

Whenever a manager adds a fighter to his stable, he rolls 1d20 and adds 10 to the result (yielding a number from 11 to 30). This is the percentage of that fighter's earnings that the manager will receive.

The initial cut percentage remains in effect for 10 fights. If the fighter is not retired at that time, a new cut is determined with another die roll. This time, the die roll is increased by 1 for each loss the fighter has suffered and decreased by 1 for each victory the fighter has scored. If the fighter remains active, this procedure is repeated after every 10 fights he engages in. However, the manager's cut can never be lower than 10% or higher than 30%, even if a modifier to the die roll calls for a result outside those bounds.

Popularity

As the campaign progresses, each fighter accumulates Popularity Points, describing his standing with the fans and reflecting, to a degree, his ranking among other fighters of his class. As described in the following section ("The Arenas"), a fighter's Popularity Points (POP's) sometimes determines where he can fight and how much money he can earn in a bout.

After each fight, POP's are added to or subtracted from a fighter's total, as follows:

+2 for winning by KO

+1½ for winning by TKO

+1 for winning by decision

+½ for each knockdown punch, not including a

KO punch (this award applies to *both* fighters)

-½ for losing by decision

-1 for losing by TKO

-1½ for losing by KO

Fighters also receive POP's according to their ranking within their class. The current champion automatically receives 10 POP's. Other fighters receive POP's according to this formula: Contender's rank (#1, #2, etc.) subtracted from 51 and divided by 10, with fractions rounded to the nearest ½ POP. Examples: The #1-ranked contender receives 5 POP; 51 minus 1 is 50, divided by 10 equals 5. The #4 contender receives 4½ POP; 51 minus 4 is 47, divided by 10 is 4.7, rounded to 4½.

The Arenas

Fights may be scheduled in five different arenas. Each arena will schedule one "card" of fights (from a single bout up to several, depending on the number of managers and fighters in the campaign) for every week of game time. The arenas and the requirements and benefits that apply to each one are as follows:

The Best: This is the only place where a fight for the championship can be conducted. It is also the place for bouts in which the fighters have a combined POP total of 35 or more, or where one fighter has POP of at least 20 and his opponent has POP of 10 or more. Championship fights are at least 10 and no more than 15 rounds in length, as agreed upon by the managers or as dictated by the promoter. Other bouts are 8–12 rounds in length.

The purse for a championship fight awards a base of \$35,000 to the winner and \$15,000 to the loser, with each total increased by \$1,000 times the POP of the particular fighter before the bout began. Examples: If a fighter enters a championship bout with 22 POP's and loses, he earns \$37,000; if a fighter goes into a championship fight with 16 POP's and wins, he takes home \$51,000.

In a non-championship fight, the winner receives \$7,000 and the loser gets \$3,000, with each total increased by \$100 times the combined POP of the boxers before the fight began. Example: Fighters with POP's of 22 and 16 meet in a non-championship bout. Their combined POP is 38, which increases each fighter's earnings by \$3,800, so that the winner receives \$10,800 and the loser \$6,800.

High Class: Bouts conducted here must involve fighters with a combined POP of at least 26, or two boxers with a high POP of at least 16 and a low POP of no less than 6. All fights are 6–12 rounds in length. Winnings are \$2,000 for the winner and \$1,000 for the loser, plus \$50 times the combined POP added to each fighter's purse.

Middle Class: Fights in this arena must be between fighters with a combined POP of at least 18, or two boxers with a high POP of at least 12 and a low POP of no less than 3. Bouts are 6–10 rounds in length. Winnings are \$700 for the winner and \$300 for the loser, plus \$20 times the combined POP for each fighter.

Low Class: Bouts conducted here must be between fighters with a combined POP of at least 10, or must involve at least one fighter with a POP of 8 or higher. Fights are 5–8 rounds in length. Winnings are \$300 for the winner and \$100 for the loser, plus \$10 times the combined POP added for each fighter. (If the combined POP is a negative number, the purse is not reduced below the minimum awards of \$300 and \$100.)

The Pits: Any bout may be conducted here, regardless of how low the fighters' POP totals are. Fights are 3–7 rounds in

length. The purse is \$70 for the winner and \$30 for the loser, plus \$10 times the combined POP added for each fighter. (If the combined POP is a negative number, the purse is not reduced below the minimum awards of \$70 and \$30.)

Frequency of Bouts

No fighter can compete more often than once every four "fight nights" without incurring a penalty. If a new card of bouts is scheduled every week in the campaign, for instance, then any fighter who returns to the ring sooner than one month (four weeks) of game time after his previous fight must begin the bout still suffering from the effects of any damage (loss of Endurance) that he had sustained by the end of his previous fight.

Crowning a Champion

All boxers may not be created equal, but at the start of a *Ringside* campaign, each fighter should have an equal chance of becoming champion—at least until his first bout is over.

The easiest and quickest method to determine a champion at the beginning of a campaign is to conduct a single-elimination tournament between all boxers involved. Pairings can be determined randomly, or fighters can be seeded so that, barring any upsets along the way, the two best boxers will ultimately meet to decide the champion. While the tournament is going on, losers in earlier rounds can be fighting each other, so that by the time a champion is crowned, it will also be possible to determine rankings for the various contenders.

In order to keep the manager of the campaign's original champion from getting ahead of all other managers in earnings too quickly, it is recommended that the first championship fight (between the final two contenders, before a champion is actually crowned) have a purse no larger than the normal award for a non-championship fight in The Best arena.

After that, let the champion beware! Every fighter worth his salt will be coming after the crown, not only for the honor of being The Champ, but so that his manager can score a financial knockout over everyone else!

Credits

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