FOR THE COLECOVISION · SUPER GAME MODULE

KNOCKOUT KING

TWELVE FIGHTERS. ONE BELT.
TAKE THE CROWN!



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SUPER GAME MODULE REQUIRED · 1 PLAYER

Knockout King

A Punch-Out-style boxing game for the ColecoVision. 512K MegaCart ROM, Super Game Module required.
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Running it

`Knockout King.rom` is a 512K MegaCart image. Load it in an emulator with SGM support (e.g. Gearcoleco, blueMSX, ColEm, CoolCV, ares) or flash it to a MegaCart. Without an SGM the game shows "SUPER GAME MODULE REQUIRED".

The first 32K (banks 0 and 1) are left as $FF so the cart also works on the ColecoVision Phoenix.

Controls

Input	Action
Left / Right	Dodge (only the start of a dodge is safe: time it)
Down (tap)	Duck under a hook
Down (hold)	Block (jabs only)
Left or right button	Body punch with that hand
Hold Up + button	Head punch
Any keypad key but 0	Power punch (S meter: see below)
Other button straight after a punch	Turn it into a hook (slower, wider, +3 damage)
Keypad 0	Pause
Mash buttons when down	Get back up (fill the GET UP! bar)

Title menu: START, LEVEL (easy / normal / hard: changes how much warning you get before each punch), ROUNDS (1 or 3), TIME ATTACK (left/right picks any fighter you've beaten this session, fire starts: one fight against the clock, on the LEVEL you've picked). The fighters' faces take turns in the corner of the title screen.

Cheats (on the title screen). Both play the same SGM "secret found" jingle when you enter them:

- **0**: Time Attack lets you pick any fighter (the TIME ATTACK line shows a fighter instead of NONE). It stays on until the console is switched off.
- **2**: START becomes START: CIRCUIT 2 (press 2 again to turn it off). You begin at fighter 7, Junkyard Jax, with the first six counted as beaten (Time Attack offers them, and you get the Iron Titan's extra continue).

Power meter (S)

The S meter along the bottom holds 24 points in three levels of 8. It fills from the right toward the S, with a chime each time it reaches a new level:

You do	Meter
Land a head punch	+1
Land a body punch	+2
Land a counter	+6
Perfect dodge	+4
Get hit	-8 (one whole level)

Rapid jabs don't add to it. Any keypad key except 0 throws the punch for the highest level you've reached and empties the whole meter (any points above that level are lost). Nothing happens under 8 points, and you can't throw one while you're exhausted.

Level	Meter	Punch
1	8-15	**Uppercut**: a big single head blow (18 damage, minus his defence) that leaves him reeling. If he's blocking, it's stopped and costs you a heart.
2	16-23	**Rapid fire**: six lightning jabs, left-right-left, that land wherever he is.
3	24	**KO punch**: 34 damage (minus his defence), smashes through his guard, flashes the screen white and leaves him stunned on his feet.

Cash in early for a quick uppercut, or stay clean and save up for the KO punch: one hit costs you a whole level.

Feel

- Punches land 2 frames after you press. Head shots hit harder and freeze longer; body shots build the S meter faster.
- Counters crack (a different sound) and get an "ooh" from the crowd. The screen never shakes or jolts. The crowd cheers louder as he weakens.
- The health bars drain down to the new value instead of snapping.
- The GET UP! bar fills right to left, like the S meter.
- Knockdowns play in slow motion; a T.K.O. flashes the screen white.
- The fight never stops for a taunt: the action and the music keep going.
- The fight runs at a slightly calmer pace (it skips a beat every 8th frame, except on a frame where you've just pressed something, so your controls stay just as quick).
- When he's nearly beaten he gets desperate and attacks faster.
- Before round 1 the announcer calls him in ("FROM BUNTOWN... DOUGHY DALE!") over a fanfare.
- Your best KO time against each fighter (this session) shows at the bottom of his pre-fight card.
- Win it all and you hold the champion's belt over your head, then the credits roll: every fighter with his portrait, hometown and record, then you, with its own SGM theme.
- **Dodge counters:** the first punch you throw right after a clean dodge or duck is a counter (double damage). The window is 45 frames on easy, 30 on normal, 20 on hard.
- **Stun:** three counters in a row, or a KO punch that doesn't drop him, leaves him out on his feet ("STUNNED!"), swaying, and every punch lands.
- **Signature combos:** every fighter has one, and shouts its name as he starts it: Double Doughnut (Dale), Sunburn Slaps (Dave), Cyclone Rush (Kid), Brick Charge (Baron), Snake Bite (Mamba), Titan Hammer

(Titan), Junkyard Rush (Jax), Belly Bump (Mike), Shogun Slash (Sho), Calculated (Doc), Mad Dog Bite (Malone), Mayhem Double (Max).

- **Hit counter:** punches landed in a row show "4 HITS!", "5 HITS!"... From 4 in a row each punch does +1 damage, from 8 in a row +2. Getting hit, or a punch that's blocked or missed, breaks the chain.
- **Guard break:** land three body shots in a row and he covers low: "HEAD OPEN!", his head is open for a moment (and the other way round: three head shots, "BODY OPEN!").
- **Perfect dodge:** dodge in the last 3 frames before his punch lands: a sparkle, a moment of slow motion, "PERFECT!", bonus S meter and points.
- **Weak spots:** Baron Von Brick's guard is a wall and Mamba Monroe's ordinary misses only leave a short opening, but when their signature combo misses they're wide open for twice as long and every punch does double damage ("WEAK SPOT!"). When Doc Dynamo's Calculated combo misses, the first punch you land stuns him.
- Each fighter roars his own way as his signature combo starts.
- Every knockdown that ends a fight (K.O. or T.K.O., his or yours) rings the bell. Rapid jabs tick as they fire.
- Press fire during the announcer's ring intro to skip it.
- The pre-fight card shows the circuit (CIRCUIT 1, CIRCUIT 2 or SPECIAL) bottom right, and your best K.O. time bottom left.
- After a win the next card shows your old rank, then ticks it up with a chime (RANKED: #12 to #11).
- Beat an earlier best K.O. time and the result screen plays a fanfare: "NEW RECORD!".
- The last ten seconds of a round: the clock flashes and the crowd roars.
- The result screen's stats (punches landed, counters, knockdowns) count up with a tick.
- On the knockdown count, 8, 9 and 10 land with a heavy thud and a white flash.
- Game over shows the fighter you reached, your score, then your best score this session.
- The pause banner reads "PAUSE - 0 TO GO ON". PRESS FIRE! blinks under the title menu.
- Hit-stop depends on the punch: rapid jabs barely pause, hooks freeze longer than straight punches, counters longer still, and the KO punch longest of all.
- Your boxer leans in as he punches and flashes when he's hit.
- Every kind of punch has its own impact sound: jab, head shot, body shot, hook, uppercut, KO punch and counter.
- If nobody lands a punch for 6 seconds the crowd boos; when he's nearly out, the crowd goes quiet.
- **K.O. time bonus:** win by K.O. or T.K.O. and every second left on the clock is worth 10 points (x3 in round 1, x2 in round 2), counted up into your score on the result screen.
- **Special Circuit:** win the title and START on the title screen becomes SPECIAL CIRCUIT (left/right switches back). All 12 fighters again, with shorter openings, less warning, harder punches, less time between attacks, and signature combos far more often. It stays unlocked until the console is switched off.
- **Rage:** up from his second knockdown he's furious ("HE'S FURIOUS!", a short pause), and faster for the rest of the round.
- His big uppercut flashes a glint on his glove as he coils (not on hard).
- Blocking a jab shoves you back a little.
- Sounds: sneaker squeaks on dodges and ducks, a whoosh on every punch, a crowd that murmurs louder as he weakens, a low-health alarm (your bar flashes too), a higher chime for each power level.
- The result screen shows punches landed, counters, knockdowns and the time.

- Leave the title screen alone for 20 seconds and the game plays itself (any key stops it). Screens wipe away to black between scenes.

Before each fight

A pre-fight card shows your opponent (portrait, record, his quote) and you (a corner tip for this fight, your rank from #12 up to #1), with its own SGM theme. Press fire to step into the ring.

How to fight

The rhythm is Super Punch-Out's: **he swings, you dodge, then you unload.**

- Read his wind-up: every punch animates in stages (pull back, cocked, swing, impact) and a "ting" sounds about a third of a second before it lands. Big pull-back = hook or uppercut; short one = jab.
- **Jabs** can be blocked. **Hooks** and **uppercuts** can't: dodge them (blocking a hook still costs half the damage).
- A dodged punch leaves him staggered and wide open: punches land anywhere, and you can chain them quickly (press again as one ends).
- Hitting him while he winds up is a counter: double damage and a big boost to the S meter.
- Otherwise he guards high or low: punch the zone he isn't covering.
- Hooks swing round: the glove comes in from the side and the arm sweeps flat across the front of his body, then follows through.
- Every fighter also has a **turned uppercut**: he crouches behind his gloves, then twists side-on and the punch curves up across his body. It can't be blocked.
- Every fighter has a **big uppercut**: he coils down low, explodes up off the mat and finishes with his arm straight overhead. Dodge it.
- Most fighters (all but Doughy Dale, Baron Von Brick and Macho Mike) can slip a punch thrown at their guard, leaning out of the way, and may counter straight after. Wait for the opening instead of swinging blind. After a few hits in a row he covers up and may counter.
- **Don't mash.** A punch into his guard bounces off: your arm needs a moment before it can punch again. Keep punching into his guard and he will counter for sure (Dale and Dave after 4 blocked punches, down to 1 for Max, sometimes one more), and you can't punch through that counter: dodge it. Blocking or flinching only pauses his attack timer, so pressure alone won't keep him from swinging.
- Each fighter is a step tougher than the last: less waiting between attacks, shorter wind-ups, harder hits and quicker counters. (Tuned with the test bot on hard so the toughest fights are the last two, Mad Dog Malone and Max Mayhem.)
- Every landed punch freezes the action for a moment with a spark, and his head snaps left or right (or he doubles over from body shots).
- **Hearts** (on the ROUND line): 20 each round. A punch he blocks or a jab you block costs one, getting hit costs three. At zero you're exhausted: you turn pink and can't punch until you dodge two of his punches (getting up from a knockdown also gets your wind back). You come out of it with 8 hearts.
- The **S meter** at the bottom fills as you land punches and drops a level when you get hit. Any keypad key (not 0) throws the power punch for the level you've reached (see Power meter above).
- Rounds run 0'00"00 to 3'00". Three knockdowns in a round is a T.K.O. If nobody is knocked out, the judges decide by damage dealt.

- You start with 3 continues, and earn one more each for beating The Iron Titan and Mad Dog Malone.

Sound and music (SGM)

- The second circuit (fighters 7–12) has its own pre-fight theme (a racing B minor pulse) and fight theme (a fast E minor metal gallop).
- Punches landing (head crack / body thud), getting hit, hitting the canvas, "super punch ready" and the super punch (wind-up whine + big impact) are SGM effects: they play on the AY's third channel and noise generator, which the music hands over for a moment.
- Smaller cues (the opponent's "ting" tell, whiffs, blocks, bell, count, crowd) use the console's own sound chip, so they mix with everything.
- Pausing plays its own laid-back little SGM tune; the fight theme comes back when you un pause.
- Separate SGM themes play while he's down for the count (a triumphant loop) and while you're down (a slow, tense heartbeat); the fight theme returns when the fighter gets up.

Fighters, in order (12):

1. Doughy Dale
2. Sunburn Dave
3. Kid Cyclone
4. Baron Von Brick
5. Mamba Monroe
6. The Iron Titan
7. Junkyard Jax
8. Macho Mike
9. Shogun Sho
10. Doc Dynamo
11. Mad Dog Malone
12. Max Mayhem (final boss)