This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.
Thank you for selecting the Punch-Out!!® Game Pak for your Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

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PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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OBJECT OF THE GAME/GAME DESCRIPTION

Little Mac: A 17-year-old fighter from the Bronx in New York. He loves nothing better than a tough challenge.

Doc Louis: An ex-heavyweight who was a famous hard hitter in the U.S. around 1954.

It all began one day when Little Mac and Doc Louis met by chance. Doc became Mac's trainer, teaching him everything there is to know about boxing. Doc and Mac's story continues over a seemingly endless path, until one day a champion is born.
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1

- Control Pad
- SELECT button
- START button

Controller 1 — Used for all games

Controller 2 — Not used

To start a New Game

- New game
- Pass key selection
- Continue game
- Game start
- Round start
- Pass key input

• Press the START button to begin each round.
During the Game

Dodge to right
Dodge to left

Once: block
Twice rapidly: ducking

If pressed between rounds, Doc's encouraging advice can increase Mac's stamina.

Punch to left face
Punch to right face

Right body blow
Left body blow
(When Mac is knocked down, press rapidly and he'll get up.)

Uppercut
(If the number of stars is 1 or greater)
3. HOW TO PLAY

The title will appear when the START button is pressed during the demonstration display. Using the top and bottom of the + control pad, select either a new game or continued game. If NEW is selected, the game will begin when the START button is pressed. If CONTINUE is selected, use the left and right sides of the + control pad to select the pass key, then press the A or B button to input the pass key. If the pass key is correct, the game will begin from the boxing circuit corresponding to the pass key.

The title will reappear if the pass key is incorrect. Reselect CONTINUE and input the correct pass key.

- The game will begin with Little Mac ranked in 3rd place on the minor circuit. His ranking will go up each time he wins a match. If he loses, rematch or his ranking will go down.
- Little Mac will give up and retire if he loses a total of three matches.
- The World Video Boxing Association’s (WVBA) circuits begin with the minor circuit and continue through the major circuit and the world circuit.
Pass Keys

- Pass keys will be displayed when Little Mac becomes the champion of the minor circuit and the major circuit. Write down the pass key when it appears. These pass keys can be input to begin the game from the bottom ranking in the major or world circuit, even when the game has been turned off before proceeding.

- Little Mac's match record and circuit level are saved with the pass key until he becomes circuit champion.

WVBA Rules

- A match consists of three rounds, each of which is three minutes long.
- A boxer is knocked out (KO) if he does not get up within a count of 10 after being knocked down.
- A technical knockout (TKO) is scored if a boxer goes down three times in one round.
- The referee determines the winner according to match points if time runs out in the 3rd round. (Watch out for unfair "hometown decisions" against Little Mac.)
Be sure to write down your pass key!

<table>
<thead>
<tr>
<th>Opponents Name</th>
<th>Pass key</th>
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**Hearts (Mac’s fighting spirit):**

Little Mac can punch whenever he has one or more hearts. He will lose a heart each time his opponent blocks or dodges out of the way of one of his punches, and will lose three hearts if he is punched by his opponent. When the number of hearts goes to zero, Little Mac is too tired to punch (he will change color), and must avoid punches by dodging or ducking to gain hearts.

**Stars:**

The number of stars is the number of uppercuts that Little Mac can use. When he scores with an effective punch, a star will appear on his opponent’s head and the number of stars will increase by one. Little Mac will lose one star if punched by his opponent and will lose all of his stars if he gets knocked down. The maximum number of stars is three.
Stamina Meters:
These meters show how much stamina Little Mac and his opponent have left. Stamina will drop when a boxer is punched. A boxer will go down if his stamina drops to zero; his stamina will recover when he gets back up (although the amount of recovery depends on the count on which he gets back up). Once in each match Little Mac can receive advice from his trainer Doc and get a stamina boost if the SELECT button is pressed during an interval.

Match Points:
Match points are won when Little Mac punches his opponent. Uppercuts and effective punches win the greatest number of match points.

Elapsed Time:
Shows the lapsed time for the current round.

Round:
Shows the number of the current round.
Screen display before fight

Mac's Statistics
Little Mac's match record
Wins - Losses KOs

Little Mac's ranking

Circuit name

Opponent's Statistics
Opponent's ranking

Opponent's name

Opponent's record

Place of origin

Age

Weight in pounds

MINOR CIRCUIT
RANKED: #2
GLASS JOE
FROM BRONX
AGE: 17
WEIGHT: 107
0 - 0 0KO
VS.
1 - 99 1KO
"PROFILE"
FROM PARIS, FRANCE
AGE: 38
WEIGHT: 110

LITTLE MAC
RANKED: #3
Screen display between rounds

Doc and Mac's dialogue

Opponent's dialogue

This dialogue may be a helpful hint to winning the match!
4. LITTLE MAC'S OPPONENTS

France's Glass Jaw
GLASS JOE

Ranking: Minor circuit, 2nd
Record: 1 win, 99 losses, 1 KO
Place of origin: Paris, France
Age: 38
Weight: 110 lbs

The German Steel Machine
VON KAISER

Ranking: Minor circuit, top
Record: 23 wins, 13 losses, 10 KOs
Place of origin: Berlin, West Germany
Age: 42
Weight: 144 lbs

Tropical Chief
KING HIPPO

Ranking: Major circuit, 2nd
Record: 18 wins, 9 losses, 18 KOs
Place of origin: South Pacific, Hippo Islands
Age: ??
Weight: ???
King Hippo's weak point: His body; you can knock him out with body punches if you can make him drop his guard.

**The Reckless Bald Bull**

**BALD BULL**

*Ranking:* Major circuit, Champion  
*Record:* 34 wins, 4 losses, 29 KOs  
*Place of origin:* Istanbul, Turkey  
*Age:* 36  
*Weight:* 298 lbs

You'll also meet a bunch of other hard-punching veterans in the ring, including Piston Honda, Don Flamenco, Great Tiger, Mr. Sandman, Soda Popinski, and Super Macho Man. Are you tough enough to go the distance?

Defeat all your opponents, then come face to face with the legendary **Mr. Dream** in the dream fight!
Basic Technique
1. More of your punches will reach the opponent if you aim where he’s not guarding.
2. Little Mac won’t be able to punch when he’s tired (when he has no hearts), and his opponent will immediately start punching. Dodge his punches and recover hearts.
3. Little Mac's left punch is a little faster than his right, but it's not quite as strong.

Winning Technique
1. Dodge opponent's punches and then punch back immediately. You'll startle your opponent (his face will show it). This is your chance — punch furiously and you should score.
2. If your opponent comes up on the count of 1 after you’ve knocked him down, go with an uppercut for a sure knock-down.
3. During an interval: Use the advice of trainer Doc Louis to your best advantage.
WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS (“PRODUCT”)

“HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED
WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN
YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A
GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. (“Nintendo”) warrants to the original purchaser
that this product shall be free from defects in material and workmanship
for a period of 90 days from the date of purchase. If a defect covered
by this warranty occurs during this 90-day warranty period, Nintendo
will repair or replace the defective product or component part, at its
option, free of charge.

WARRANTY SERVICE OR
REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty
expiration:

1. DO NOT return your product to the retailer.

2. Please call the NINTENDO WORLD CLASS SERVICE® Center
Consumer Assistance Hotline at: 1-800-255-3700. Our hours of
operation are from 4:00 am to Midnight, Pacific Time, Monday
through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on
Sundays (times subject to change). If the Nintendo Service
Representative is unable to solve the problem over the telephone,
you will be referred to the nearest AUTHORIZED NINTENDO
WORLD CLASS SERVICE® Center for prompt, professional
warranty service or repair and replacement components. You
may also refer to your yellow pages directory under the heading of
Video Games - Service & Repair, for the nearest location.

To satisfy the needs of our customers, Nintendo maintains a
professional network of AUTHORIZED NINTENDO WORLD CLASS
SERVICE® Centers located in major metropolitan areas and also
offers express factory service. In some instances it may be
necessary to ship the complete product, FREIGHT PREPAID AND
INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged
by negligence, accident, unreasonable use, commercial use,
modification, tampering, or by other causes unrelated to defective
materials or workmanship. This warranty shall not apply if any product
serial number has been altered, defaced, or removed.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING
WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A
PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS
FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE
CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL
NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL
DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS
OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada
only. Some states/provinces do not allow limitations on how long an implied
warranty lasts or exclusion of consequential or incidental damages, so the
above limitations and exclusions may not apply to you. This warranty
gives you specific legal rights, and you may also have other rights which
vary between states/provinces.
NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.