



BOXING MANAGER

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Credits

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New game

Making a new game

Boxing Manager starts you out on the bottom rung of the managerial ladder.

You start each new game with a single gym in a country of your choice.

From there you pick a group of novice fighters, hire a trainer for the gym and embark on a career within the world of boxing.

Choosing your names

You make a new game from the opening screen of the game by selecting New Game.

Firstly, add the first and second names you wish to use as manager. These are the names you will use throughout your career in the game.

The game also generates a “business” name for you but you can also choose your own.

Remember, you cannot change them so make sure you choose good ones!

Choose game world type

You can choose from two types of game world: a new game world with entirely new generated fighters or a new managerial game using the game world from a previous saved game.

If a previously created game world is available on the device, you will have the option to use the “Previously Generated Game World”.

Boxing Manager allows for unique game world to persist and develop with you even when you create new managerial games.

Choosing this option allows players to start a new managerial game as normal but by reusing the same game universe as their previous game. Allowing for an immediate greater familiarity with the game world of their new game and in order to create a richer and deeper game experience as that previous game world develops further in the new game created.

Your first gym

After making these selections and allowing the game to do some setup you will create your first gym!

Gyms are a crucial feature in Boxing Manager.

Your first gym comes as part of your starting business.

The size of your Gym determines how many fighters can sign to your stable at any one time.

Gym location determines from what countries and regions you can sign fighters from.

The gym’s trainers, facilities and existing fighters determine the quality of fighter you can sign to the gym.

Equally, training programmes for fighters can be determined once you have hired a trainer for your gym.

Your first fighters

Once you have created your first gym you can sign fighters.

A starting manager can pick up to four fighters at the start of the game.

At this stage, you can choose to pick none. However, the choice of fighters at this stage will always be better than those after the 'new game' mode has ended.

After selecting your starting fighters, the game's set up will complete and take the player to Boxing Manager's Main Menu.

Note: The selection of fighters available at the start of the game may be smaller when using the "Previously Generated Game World" option.

Basic Boxing Manager game play

After setting up the game world, you are taken to the Boxing Manager Main Menu.

From here you will continue playing the game.

The game world takes place over an indefinite number of weeks. During each game week you can perform a number of actions such as scouting and signing new fighters, managing your global network of gyms, changing training plans, watching and betting on any Boxing Manager scheduled bout, as well as managing the corner when your own fighters take to the ring.

The game advances one week at a time and gameplay continues until you have conquered the world of boxing or have run out of funds and goodwill with which to continue as a manager.

Aside from new rankings appearing monthly, everything else, as in the real world of boxing appears as it is generated in the game world. No fixture lists, no guaranteed winners, It's boxing.

Good luck.

Let's get it on.

Boxing Manager Main Menu

Boxing Manager's main menu provides a gateway to the game's most significant features.

In particular, you can access the areas where you manage your stable of fighters, stay abreast of the wider game world as well as advancing within your unique game world.

News and In-Tray

From title fight news to info regarding extra payments made after fights, from ranking updates to training news, any important game information appears in the In-Tray area of the Main Menu.

Tapping each item reveals more information about the specific item including options to react to the In Tray item.

Keep up to date with the In-Tray to avoid missing out on crucial game information.

The News icon text changes colour to alert the player to any new news or in tray item in the current week.

Gyms

Gyms are essential in developing a successful stable of fighters.

From the Gym menu you can get an overview of all your stables, your weekly gym costs and details on stable size and gym locations.

Go to the Gyms section of this manual for more details.

Stable

The stable provides an easy to access overview of all fighters currently under contract to you.

It also displays at a glance ordering of the stable by the number of fights, remaining, current XP, current and contracted minimum fight fees. The stable also shows your fighters' attitudes towards you!


Rankings

The Rankings screen gives access to the entire collection of boxers in their particular game world.

Fighters can be filtered in a number of ways.

By clicking a fighter's name, the full details and fight record for that fighter can be viewed.

Rankings update approximately every four weeks. Each time that the rankings are updated an In Tray item will appear informing you of changes for fighters currently under contract to you.

 **TIP** After winning a fight it is usually a good idea to wait until new rankings are generated. This will allow you to benefit from any positive change to the fighter's ranking.

Finances

The Finances screen provides a detailed breakdown of your stable's finances, breakdowns of cost and revenues and other relevant details such as fight records.

In addition to the current values, the Finances shows the changes to these values over three time periods of One Week, One Month and Six Months.

Current Funds shows the total available funds to the player.

Fight Revenue P/L shows the amount that has been received from fight gate and additional payments from fights involving the player's fighters.

Betting P/L displays the profit/loss figure for all bets that the player has made in the current game world.

Gym Costs displays the costs incurred through both setting up new gyms and the ongoing running costs of that gym including the current trainer's salary.

Rating displays the managerial rating for the player. This is also appears displayed on the Stable screen.

XP indicates the manager's current total of Experience Points which can be used at various stages of the game.

Titles

The names and title record of every champion in each game world unfolds on Boxing Manager's Titles screen.

Bouts

A full list of the scheduled bouts in the game appears by tapping the Bouts menu item.

On entering the Bouts screen, the player can filter any forthcoming fight via the bottom menu.

Whether you are looking for the list of upcoming title fights, this week's bouts or your own fighter's forthcoming bouts, the Bouts screen provides easy access to view the fight list. When tapping the respective fight in the list, a Tale of the Tape style comparison appears, comparing the relevant fighter's significant attributes

★ Star ratings are shown for fights of special significance. The bigger the fight the more stars you'll see against a fight on a scale of 1-5 stars.

👑 The crown icon against the name of any fight signifies that the fight has world title designation.

📺 **TIP** You can watch and bet on any scheduled fight within Boxing Manager. You can even determine the strategy and tactics of your own fighters by assessing the fight in this way.

Upcoming Big Fights

The Main Menu displays a list of upcoming title fights including those involving your fighters.

Prior to the fight night for each bout, tapping the fight will show a comparison between the two combatants. Whilst on fight night, tapping the fight will show the Watch/Bet option so that you can bet and view the fight.

In Boxing Manager you can watch and bet on any fight.

To see a list of fights scheduled for the week in question then go to Bouts>This Week's Fights.

Tapping the Boxing Manager logo



📺 **TIP** You can return to the main menu at any point in the game! Tap the Boxing Manager logo wherever it appears § the bottom right hand hand of the screen

Advance game

Tapping the Advance Game button updates the game one week at a time.

The Advance game button lives in the bottom right hand corner of the screen.

During the game advance, all scheduled fights that week are simulated in full, the schedules updated, all fighters fitness assessed and updated and rankings updated when appropriate.

If when tapping the Advance button a stable fight remains scheduled for that current game week the player will be displayed a list of fights for that week involving fighters from their stable.

Gyms

Gyms are at the heart of Boxing Manager.

In order to sign fighters to your stable you must first have built a gym to assign them to.

The size of each gym determines how many fighters can be signed to that gym. Consequently, gyms determine the overall size of your stable.

The location of the gym determines what nationalities and regions you are able to sign fighters from. For example, if you want to sign fighters from the USA you will have to create a gym in the USA. Alternatively, you can create a gym in a nearby country, encouraging/allowing USA-based fighters to relocate to it

Gym facilities, alongside the quality of the stable, attract trainers to work at each gym.

Gym overview

The Gym overview screen gives you a summary of the gyms currently under your control.

To access a gym, tap its name in the Gym list.

The Gym overview screen shows details of how many fighters remain to be signed to your stable and which gym has remaining capacity to assign them to.

Creating Gyms

Gym location

The location of your gym relates directly to the nationality and region of the fighters interested in signing to your gym and stable.

If a manager does not possess a world class reputation, fighters from other countries are unlikely to join. There are exceptions. For example, when a manager has a world class reputation or the gym possesses high-profile/prestige champions.

Once chosen, a gym location cannot be changed.

In smaller counties or where boxing has less popularity there may be occasions where gyms do not attract any fighters. Given the dynamic and unique nature of every game of Boxing Manager this occurs on a random basis. An absence of fighters in any location does not mean there will always be no fighters - it simply means that there are none at this precise moment/moment in time.

Gym size and facilities

When you create a gym, you are able to determine both the size and facilities of the gym.

There are seven sizes of gym to choose from.

Gym Size	Number of fighters in gym
XXS	2
XS	3
S	4

Gym Size	Number of fighters in gym
M	6
L	8
XL	10
XXL	12

Gym facilities determine how attractive the gym appears to trainers and fighters who can potentially sign for your gym.

The gym facilities also have some bearing in terms of the success or otherwise of each fighter's respective training plan.

Gym Facilities
Minimal
Basic
Average
Well-equipped
State of the art

Trainers

After creating a gym, you need a trainer. Certain game elements such as assigning trainer routines to fighters are not possible until a gym has a trainer employed at it.


A list of available trainers in that locale can be seen from each gym screen.

Hiring and firing trainers

Displayed on the list of available trainers are an overview of a trainer's abilities and attributes and weekly cost of their salary.

A currently hired trainer can be fired directly from the menu option on their page. It will be likely that a payment of advance wages will have to be paid as part of their firing.

Firing a trainer can also result negatively in the relationships with the fired trainer as well as with any fighters in your gym who work well with the trainer or if the firing appears unjustified to the fighters

 **TIP** Whilst superficially easy to change a trainer, the effect in in changes of trainer within the gym and on the fighters at that gym are often significant. Any changes should not be undertaken lightly let alone regularly.

Upgrade the gym

The options for upgrading the gym are shown by accessing the Upgrade option from the gym menu. The options for those upgrades are shown above the choices for size and facilities made when initially creating the gym.

Attracting and signing fighters to gyms

You build your stable of fighters in Boxing Manager by signing interested fighters to your gym.

To find a list of fighters who may be interested in both signing to your gym and you managing them, go to the Gym in question and tap Interested Fighters.

From there you will be able to approach fighters who may be interested and choose from a range of possible contract options relating to length of contract, guaranteed fight fees and a signing bonus.

Whilst the fight fees are paid per fight, the manager must have available funds in their current funds to pay the signing bonus if the contract is to be signed.

Fighters

Signing Fighters

You can sign fighters to your stable by going to the relevant gym and viewing a list of Interested Fighters.

These are fighters who, for a variety of reasons, are attracted to your gym. Being local to that gym is the primary reason but others such as facilities at the gym, the current trainer, the gym's reputation as well as the quality and status of other fighters all play a part.

If a fighter wants to sign with you, tap the Sign button on his screen. If the fighter wants to talk they'll notify you and two contract options are provided to choose from.

As your reputation grows in the game the number of type of options available to you increase and decrease accordingly.

Fighter Contracts and Fees

An important part of Boxing Manager lies in our unique fighter fee system. Success in the game will not come without mastering the ability of making money out of enough fighters to build your bank.

Every fighter in the game possesses an estimated purse fee that, all things being equals, represents a fair purse for their next fight. The figure updates throughout the game against events such as fight results, rankings, injuries and so on.

Successful managers need to sign and renew fighter contracts to strategically make more money on their winning fighters.

Having losing fighters remains a fact of life for all managers. The trick remains in ensuring that you don't lose too much on those signed fighters whose value has decreased after losing, especially if you have signed a long and expensive contract

Renegotiating existing contracts

Once a fighter belongs to your gym you can maintain a relationship with them that involves (assuming both sides are amenable) a constant process of renegotiation.

A boxing career can, if successful, very quickly generate vast wealth for both manager and fighter. At times these changes can come so fast that imbalances between the fighter's contracted purse fee and the amount that they are currently worth can widen significantly within a two or three fight period.

Consequently, there are times when fighters will refuse to sign for fights unless you look to address these imbalances within the contract.

Honouring the nature of contracts with successful fighters can be as much a part of giving back some of the huge gate receipts to ensure that the relationship with fighters remain on a good level.

Fight Record

Fight record displays a list of the fighter's professional fights to date.

The list shows each fighter together with the opponent, the opponents record at the time of fight and details of the result itself.

Depending on screen size other items are also shown. These include the rankings of each fighter for each world title organisation at the time of the fight being created (not fought). Also the fighter's fee at the time of the fight may also be displayed.

Following a fighter

You can follow a fighter in order to bookmark them for easy future reference and to receive news items relating to their career.

Follow a fighter via the menu of the Fighter's own screen. Similarly, unfollow a fighter from the fighter's screen.

Fighter Attributes

A fighter is comprised of a number of attributes which represent their fighting style and competency in specific areas relating to their boxing and physical skills.

These attributes are at the heart of the game and are used as part of the management and game world models. More specifically, they form a large part of the inputs in Boxing Manager's unique fight engine.

Unless specified, fighter attributes are rated 1-20 where 1 represents the lowest possible value and 20 the highest possible value.

Ring generalship

Fighter's "Ring generalship" attribute determines how much boxing craft the fighter possesses. The higher the Ring generalship attribute, the more potential that the fighter can dictate or control the flow of the fight.

Punching Power

Punching Power defines the ability of a fighter's punch to put another on the canvas. The higher the rating the greater the probability that a punch thrown will have knockdown/knockout potential. There are of course countless fighters through the ages that have made their names and reputation without necessarily possessing a knockout punch. However, the greater the chance of knockout and the greater the financial opportunities as early finishes increase the chance that a fighter's contract value will rise and thus fighter's with strong power in their fists are highly sought.

Aggression

Aggression has two broad effects. Firstly, in the ring it can be used to intimidate lesser aggressive fighters. Certain judges may also appear influenced by an aggressive fighter or fighting style and potentially score closer rounds in that fighter's favour.

Punch Accuracy

Punch accuracy refers to the likelihood that a fighter's punch lands. The higher a fighter's Punch Accuracy attribute, the higher the probability that their punches will hit the target.

Defensive Skills

The fistic art of boxing relies as much on avoiding being hit as it does on landing punches. If you don't get hit, you don't get hurt. Simple.

Factored against the accuracy of his opponents punches, a fighter with a strong defence can often seem difficult to beat even if their other attributes are not so strong.

Punch Resistance

How well can your fighter take sustained punishment? All the boxing skills in the world won't mean much at all if the guy can't take more than a few punches without physically giving up. Substantial decreases in a fighter's Punch Resistance may come about as a consequence of a fighter running out of energy during a fight.

Chin

Whoever the fighter there inevitably comes a time when a big punch lands on their skull. An inherent ability to stay on their feet at this time separates the greats from the merely good. The higher the Chin rating, the greater the chance they may withstand the harder punches.

On The Canvas

Rare in the history of boxing are those fighters who avoid being knocked down. So when the inevitable strikes and the guy hits the canvas, how well do they react to taking a count? The higher the rating, the better the chance that they'll have sufficient wherewithal to gather their thoughts and climb to their feet before the count of ten.

Cut tendency

Depending on bone structures and skin type, some guys just cut and bleed away.

The higher the Cut Tendency attribute the more likely the fighter cuts during a fight. The use of a Trainer during a fight with a high Cutwork attribute provides the best way to mitigate cuts when they occur. Trainers with a low Cutwork rating may create the opposite effect when working a corner for a fighter suffering a cut.

Dirtytiness

The effects of a dirty fighter appears as a greater propensity for the fighter to fight dirty. On the positive side of the attribute this means that the fighter can gain a benefit in terms of roughing up their opponent, resulting in greater physical damage and/or expended energy. This benefit sits alongside a risk of receiving penalty or deduction from the referee when fighting dirty.

Dedication

The greater a fighter's dedication to training and development, the higher chance that their training effort and programme will result in positive changes. Consequently, fighters with low Dedication attributes are those whose attributes are very slow to change as a result of their respective training programme.

Fitness

At fight time the fight engine applies the "Fitness" attribute, alongside "Stamina" to determine the amount of energy that the fighter possesses for that fight. Fitness changes on a week by week basis according to the fighter's "Dedication" level, the amount of relevant training in their current training plan, and whether or not they are scheduled to fight.

Visible/Invisible Attributes

There are a vast range of attributes for fighters and game world in general within Boxing Manager. The majority of these attributes are visible. However there are some that are not.

As we develop the game the visible status of individual attributes can and will change.

For example, the **Potential** attribute exists in the invisible state and provides a good example of why or how an attribute may not be chosen for display.

Injured fighters

Fighters can become injured during fights and training.

When a fighter becomes injured the nature of the injury and duration of the injury are shown on that fighter's screen. Fighters that are injured are unable to fight. When a fighter under contract to you becomes injured, you will not be able to make fights or modify training for that fighter until they have recovered.


Making fights/Matchmaker

Signing fighters with both sufficient skills and potential is only the first part in becoming successful within Boxing Manager.

The second step is to ensure that your fighters are matched well enough to climb the rankings and to gain credibility in their bid to become a champion.

To make a fight, a fighter must possess a current ranking from a world governing body. Without a current ranking a fight cannot be scheduled. To obtain a ranking for a fighter simply wait for the next rankings to be published.

However, finding the credible opponent and making sure your guy doesn't lose or get stretched too much is also important. A single loss to an up-and-coming fighter's record can provide a fatal blow to even the most promising fighter's aspirations to greatness.

 **TIP** A heavy KO for example can seriously affect a fighter's Chin value as can a TKO for the Punch Resistance figure.

Negotiating fight terms

On accepting terms for a fight the fighter may, when they feel the estimated gate receipts far exceeds their contracted fee, decide not to accept the terms for the fight.

In this situation the manager can elect to:-

- A. Cancel the terms and find a different opponent and terms that are acceptable to the fighter
- B. Renegotiate the existing contract either by making a new contract with them or by matching their guaranteed fee to any increase in contract value

Growth

In addition to defining a Training Plan, in Boxing Manager, a fighters attributes can be updated using a combination of a trainer's own attributes, the fighter's Potential rating and the amount of Experience Points (XP) that the fighter has acquired over the course of their career to date.

The combination of XP and fighter Potential can be used throughout the game to develop attributes that are underdeveloped or that may have deteriorated through injury, age or defeat.

XP

As a fighters career progresses, with each fight they acquire XP. The better the opponent and whether they win, lose or draw determines the amount of XP a fighter receives after each fight.

Fighters accumulate XP with every fight.

XP works in two ways.

Firstly, XP can then be used to develop individual fighter attributes.

Secondly, XP that has not been used to develop fighter attributes grows in value with every fight that the fighter has. Thus XP increases like interest if the manager does not immediately use it to increase a fighter's attributes.

A balance should be struck between using XP to update a fighters attributes after every fight and developing existing XP.

Fighter Potential

The Potential attribute determines the degree to which a fighter's attribute can update during the course of the game. The more Potential the fighter possesses and the quicker or more effective a fighter's training will be. Equally the cost (in XP) of Growth for each fighter relates directly to the fighter's Potential.

The Potential attribute indicates the likelihood that a fighter's attributes can develop through training. For example, a large amount indicates a high probability that they will develop as a boxer, a lower amount, that the fighter's ability can develop but with less likelihood of doing so.

The Gym screen indicates the amount of Potential possessed by a fighter.

A fighter's potential changes throughout the game. Age, results, as well as, training regimes and trainers and methods play a factor in the amount of change.

For example, a fighter can receive additional Potential after a fight. Whilst each fighter's characteristics are unique to themselves, the chance of a fighter with a Potential of 15 receiving additional Potential after winning a fight is approximately 40%. A fighter with Potential of 9 would see around a 20% chance of extra Potential. Whilst a fighter with a Potential of 3 would have only 5% per winning fight of increasing their Potential.

A key factor in succeeding as a manager in Boxing Manger lies in balancing the use of Potential through training and using Growth whilst not using up Potential too fast in relation to topping it up through fight victories.

Development cost

A fighter's attributes can be updated for a cost. The cost for each attribute change depends on the relative attributes of the fighter's trainer.

Not only is the trainer important in determining the cost of attribute development, the fighter's own Potential attribute comes into play.

As a fighter's career progresses the cost of development increases in direct relationship to the decrease in the fighter's Potential.

Thus, lower Potential = more XP required.

Higher Potential = less XP required.

Youth Development

A trainer's Youth Development attribute comes into play when using XP to develop a fighter's attributes.

Trainers with higher Youth Development ratings will see attribute development considerably easier with younger/rookie fighters than those trainers who possess poor Youth Development ratings.

Once a fighter has moved beyond his first few fights, the effect of the trainer's Youth Development rating will vanish.

Training

Managers can both extend the size of their stable but also significantly influence the development of their fighter's attributes using the TRAINING function.

In order for a fighter's training to be set, the fighter's current gym must employ a trainer. If the gym does not employ a trainer then the player cannot modify the fighter's programme.

In instances where a training programme previously exists and the gym does not currently employ a trainer, the previous fighter's existing plan will remain in operation. Thus, until a new trainer is employed by the gym, no changes are possible.

A fighter's training programme can be defined or edited via the Fighter menu and the Gym option.

The training programme selected affects a fighter in two ways. Firstly on an ongoing basis a training programme can result in changes on a week by week basis. A manager will be informed of any change by an In-Tray item. The In-Tray item will inform them of the change to the attribute.

Training effects can also be checked for at the time of a fight for the fighter(s) in question. The training programme can affect a number of elements of a fighter's attributes.

Fighter training in Boxing Manager is accessed from the fighter screen and the GYM button.

Training Effects

The effects of training occur at two points in the game.

Each week the fighter's potential and dedication are looked at in combination with their respective training programme and its history and potential for changes can occur there. The manager is notified of these changes within the In-Tray/News section.

The effects of training are also felt at fight time where the ability to change tactics and a fighter's immediate fitness and stamina levels are directly affected by the choices of training programme in the period leading up to the fight.

Training Programme

Strength

Training here affects, to varying degrees, those attributes such as **Punching Power**, **Aggression** and **Chin**.

Ringcraft

When focussing on Ringcraft, the trainer will affect in some way the respective fighter's **Ring generalship**, **Defence** and **Punch Accuracy** attributes.

Physical

Stamina, fitness and occasionally Chin and Resistance can be affected by setting the Physical training programme.

Resilience

Punch resistance, Chin and Stamina are all affected by the Resilience training programme.

Strategy

The Strategy training programme affects the effectiveness of a fighter when changing strategy, style and tactics during a fight.

Potential

See Fighter potential

Training Dedication

The rate at which the benefits of training are accrued by a fighter are determined to a significant degree by their **Dedication** rating as well as other game universe factors.

Training Intensity

There are four settings per Training area.

None: no training takes place for these attributes or skills. Those attributes or skills are at risk of seriously diminishing at this level of intensity.

Requires 0% effort.

Minimal- a small amount of training is dedicated when set to Minimal. Fighters with this level of training intensity can expect to see some diminishment on relevant attributes at this level.

Requires 10% effort.

Balanced- this level of intensity will most likely (but not always) see a moderate improvement of a relative attribute above its current level. Balanced intensity also allows for the potential of attributes to grow over the course of a fighter's career.

The default setting for all training areas is Balanced.

Requires 20% effort.

Intensive- the marked increase in effort requires this will guarantee an improvement of a relative attribute. Depending on game conditions and the fighter's Determination and potential can also result in larger improvements as well as increasing the likelihood of permanent improvements to attributes.

Requires 30% effort.

Training Plans

Training plans can be set/changed at any time except in the last two weeks before a fight.

Changes to a plan are not advised in the last four weeks before the fighter has a scheduled fight. Any change in this period risks diminishing the effects of training in the previous period and is determined by each fighter's Adaptability. All fighters will lose some benefits from a change in plan, some more than others.

Effort Levels

Effort level - In most circumstances a Training Plan cannot be saved if the total level of effort is greater than 100%. Where the effort is greater than 100%, the manager must lower training intensity in one or more areas for the Training Plan before the plan can be saved.

Moving weight divisions

Those managers who have a world champions in their stable can move a champion up a weight division.

Unlike in current times, with a multitude of weight divisions and sub divisions, only the best fighters of their era will ever become multiple weight world champions in the eight weight division of Boxing Manager.

The option to move weight divisions appears within the Matchmaker screen for all current champions who do not have a fight currently scheduled.

When looking to change weight, the likely changes to the fighter's attributes as a result of moving up in weight are displayed in summary form. The most likely changes will occur to the fighter's Box Office, Punch, Chin and Punch Resistance.

Until the fighter changes weight division the actual effect remains unknown. Once moved, the attribute changes are applied immediately. The likelihood of attribute changes being positive or negative are dependant on many factors such as Potential, Adaptability and Intelligence as well as some random factors.

Upon moving division the fighter loses their world title belt and becomes ranked at the new weight. This new ranking occurs at the time of the next ranking update, not at the time of the weight change. No guarantee exists once the fighter has moved weight that they will rank high enough to make an immediate challenge at the new weight.

Note: Once a fighter has moved they cannot move back to their previous division.

When a world champion moves up a weight and thus vacates their title, an interim champion is automatically created. They are considered as champion and their next fight will be for the title.

Rankings and world titles

Success in boxing depends on climbing the world rankings, attempting to get a shot at one of the champions and then winning that fight.

Having a decent enough fighter won't ever be sufficient in its own to do all three and that's where boxing managers come in.

Finding and making the right fights, against the right opponents, at the right time plays a massive part in managerial success, and knowing where fighters sit in each set of rankings can make the difference between title success or fading out somewhere outside the world top ten.

World rankings

Boxing Manager comprises of three world ranking and title organisations. Fighters rise independently in each of the rankings depending on the result of previous fights and how those previous opponents ranked themselves.

The three world titles are unique and have different characteristics in terms of their individual ranking systems, each of which remains undisclosed to the manager other than the name and abbreviation of the organisation.

Regional rankings

There are also five regional ranking organisations arranged on a broad and largely continental basis. No titles exist as yet for these regional organisations. However, much like the world ranking organisations, managers can customise both the name and the abbreviations of each of the regional organisations.

World title prestige

In terms of prestige, the organisations are ranked from left to right. Therefore, the left-most title represents the most prestige and value, and the right-most title representing the least prestigious and valuable

Title organisation name change

The unique features and ranking differences are inherent in each of the title organisations. Managers cannot change these.

However, in order to make the game as entertaining and realistic as possible, managers can change the names of each of the world titles as well as the regional ranking organisation details.

To change these details, tap the *Titles* button the main menu and Title Config.

Managers can change name and abbreviations to anything of their choosing. Once changes are made, these changes persist in every new game until the deletion of the app from the player's device.

From this screen, the manager can also change the name and abbreviations of the five regional/continental ranking organisations.

Watching fights

You can watch and bet upon ANY fight in Boxing Manager regardless of whether you manage either of the fighters taking part.

You can watch a fight by tapping the Go to fight button on the Fight screen.

At the fight you can do a number of things (aside from buy yourself a hotdog and a beer).

You can bet on any fight in the game world. To bet on a fight you must place your bets before the first bell by tapping the Betting option where it appears in the menu.

On entering the fight screen the configuration of the bottom menu will change to reflect your relationship with the fight.

For those fights where you are the manager of one or both the fighters, managers are presented with the opportunity to work in the corner and provide instructions to their fighters as well as receive updates at the end of each round from the trainer in the corner with the fighter.

Fight Instructions

When a fight involves one of your fighters, managers have the opportunity to give the fighter instructions before the fight and between rounds.

All or nothing	Offensive	An extreme instruction. Your fighter will look to take more control of the fight as they look for a KO. Going for the big punch however creates big holes in their defence and they may become increasingly susceptible to having to take a count themselves.
Jab and move	Outside	Jab and move allows the fighter to use more of the ring and decrease the chance of getting them getting hit. It also decreases the chance of getting tagged with a big punch. These benefits are however balanced by a significant increase in the amount of energy the fighter expends each round moving around the ring.
Cover up	Defensive	Covering up allows the fighter to attempt to shield themselves from punishment. By increasing defence and using their arms as protection they reduce their chances to fight back in becoming a more static (albeit better protected) target for their opponent.
Go to the body	Inside	Setting your fighter to go to work on their opponents body sees them largely sacrificing knockdown opportunities and some defence as they work inside and look to steadily lower their opponent's energy levels.
Use the ring	Outside	Moving constantly around the ring the fighter expends more energy whilst becoming harder to hit. The fighter's knockdown opportunities are reduced significantly. Also some judges find the style too evasive and not aggressive enough to score in the fighter's favour and close rounds can often go against a fighter using the ring.

Smother inside	Inside	Smothering allows greater control in the clinch and decreases the amount of leverage in their opponent's punch power, thereby reducing the chances of knockdowns. However, the smothering fighter becomes significantly easier to hit as they focus on reducing the effect rather than actually defending the punch.
Plant your feet	Offensive	Leveraging more strength into the single punch, the extra punch power obtained by planting the feet comes at the expense of being more static and thus easier for the opponent to avoid.
Go for Knockout	Offensive	The fighter will go looking to gain control of the exchanges in search of a clean knockout. He'll significantly compromise his defence and leave his chin wide open to a big punch when doing so.
Pile on pressure	Offensive	Some fighters look to dominate and control the fight by getting on the front foot and attempting to throw more combinations, albeit at the expense of using considerably more energy.
No instruction	Neutral	The fighter takes to the ring and fights according to their natural abilities and attributes.

Fight Betting

Having a bet remains an intrinsic part of fight night and Boxing Manager allows you to bet on any fight in the game.

The in-game bookmaker compiles odds on an "on demand" basis come the night of any fight.

To view the odds, go to watch the fight as you would any normal fight. The Betting button remains available until the sound of the first bell. The odds will take a short time to be created on the first time viewing the markets for a fight

Two markets are created for each fight. Firstly, a Win market. The player can pick either fighter or the draw as options to bet with this bet.

The second market has the name Win Type. Betting on this market allows a manager to pick both the name of the fighter and the type of victory (eg KO, TKO, Pts) for a wider variety of prices to choose from and useful if the fight has a heavy/short favourite in the Win market.

The type of event and your managerial history with the in-game bookmaker stake sizes are determined at the time of bet submission prior to placement.

In App Purchases

There are a number of In App Purchases (IAP) within Boxing Manager.

Cash Boosts

These IAP allow a one-time only boost to the funds in your current game.

They can be used just once.