

# Punch-Out!! Featuring Mr. Dream

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## Basic Controls

Dodge punches/Menu navigation	+
Right punch/Enter pass key	A
Left punch/Enter pass key	B
Uppercut/Confirm/Start round	START

Left body blow	Press <b>B</b> to throw a left-handed punch at your opponent's torso.
Right body blow	Press <b>A</b> to throw a right-handed punch at your opponent's torso.
Left jab	Push <b>B</b> while holding + to make a left-handed jab towards your opponent's face.
Right jab	Push <b>A</b> while holding + to make a right-handed jab towards your opponent's face.
Duck + Weave	Press + in time to dodge your opponent's punches.
Block	Hold + to block your opponent's punches.
Duck	Tap + twice to duck your opponent's punch.
Uppercut	If you have at least one ☆, press START to launch an uppercut.
Getting back up	When you have been knocked to the ground, tap <b>A</b> and <b>B</b> repeatedly to get back on your feet.

## Recover

Press SELECT in between rounds to recover some stamina. This can only be used once per fight, so use it wisely.

Press START during the demo to go to the title screen. Select NEW to play the game from the start, or if you have a pass key, select CONTINUE to start from a later point in the game.



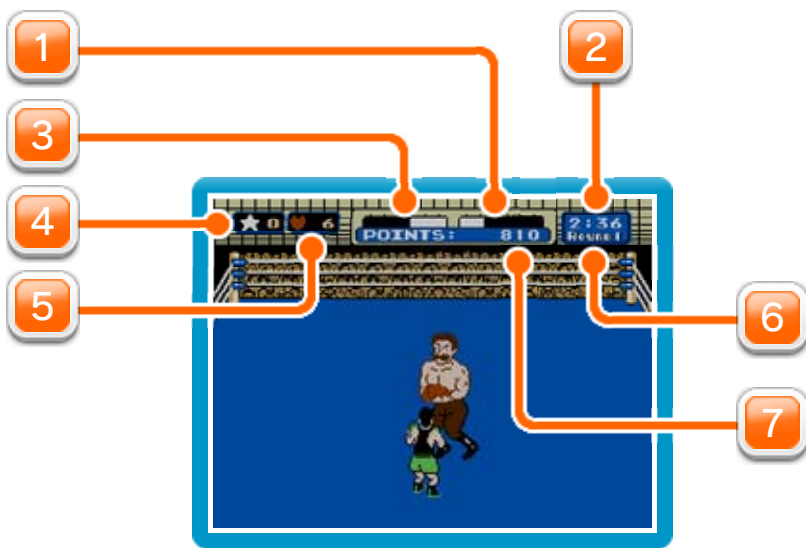
Take control of Little Mac and battle for titles as a pro boxer. Each match consists of three rounds, lasting three minutes.



K.O. your opponent, or knock him to the floor three times in a single round (T.K.O.) to win and progress to the next fight. If you and your opponent are both standing when the bell goes, then victory will be determined by points, but the judges aren't too keen on Little Mac!

### ● If You Lose...

If you lose a total of three matches it will be game over. Also, if you lose certain matches your ranking will also go down.



1 Opponent's stamina

2 Remaining time

3 Little Mac's stamina

4 Number of ☆

5 Number of hearts

6 Round

7 Points

## ● Punching

Little Mac has four types of punch at his disposal.

However, each time one of his punches misses its mark, or he is struck by his

opponent, he will lose some

hearts. When all the hearts are gone, he will be unable to attack for a short period of time, so be sure to dodge effectively and restore lost hearts.



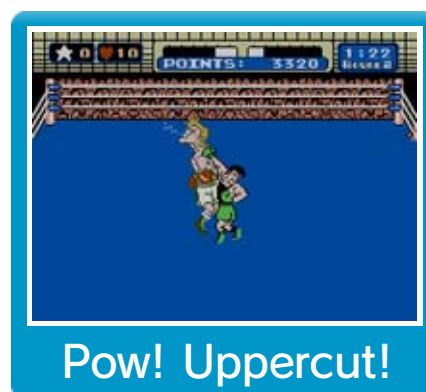
## ● Uppercuts

If you have at least one ☆,

Little Mac will launch an uppercut when you press START. Increase the number of ☆ by hitting your

opponent with certain

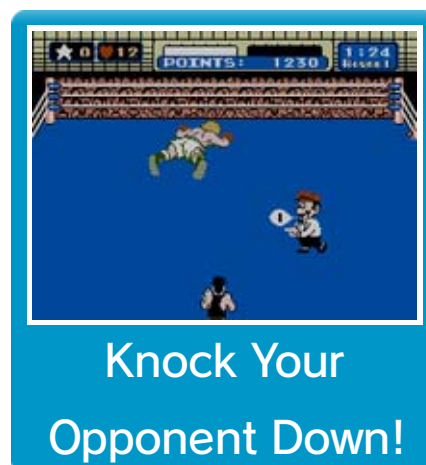
attacks. However, you will lose a ☆ every time your opponent's blow connects, and if you are knocked down or the round ends, you will lose all your ☆.



## ● Stamina

Stamina will go down every time Little Mac is punched, and he will be knocked to the ground when stamina reaches zero. If you can't get him back on his feet

before the referee counts to ten, he will be knocked out. If knocked down, tap **A** and **B** repeatedly to get back up.



If you win the Minor, Major or World Circuit, you will see a pass key. Take a note of these pass keys, and next time you play, select CONTINUE from the title screen and enter the pass key. You'll start with the lowest rank in the respective circuit.

