

世界ヘビー級チャンピオン
Mike Tyson's
PUNCH-OUT!!
マイク タイソン・パンチアウト!!

AN EXOR'S DUNGEON GUIDE

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W.V.B.A. MINOR CIRCUIT



GLASS JOE

- **Record:** 1-99 1 KO
- **Age:** 38
- **Weight:** 110 lbs
- **From:** Paris, France
- **Decision:** 5,000 points

As you might expect, Glass Joe is the weakest opponent in the game. He's an older boxer who never had any success and doesn't know when to quit (he won only one of 100 fights). Only the most novice players may find it difficult to defeat him. As his name indicates, if you hit him with a star uppercut it will put him down instantly. Glass Joe's opening pattern is simple: he will guard his face or body, and if you hit where he is not guarding three times, he will switch his guard. He will attempt to throw jabs and the occasional hook if you let him, but keep pounding and he won't get half a chance. If he blocks a high shot, switch to low, and vice versa. Keep the pressure on and he'll crack under it. If you punch him in the face while he is winding up for the right hook, you may earn a star. His special move is the taunt, where he jumps back and taunts you. Then he will jump back to the center and will throw a hook. If you land a quick jab or body blow as he jumps back into the center, you will knock him down or you can TKO him if you time your body punch.



VON KAISER

- **Record:** 23-13 10 KO
- **Age:** 42
- **Weight:** 144 lbs
- **From:** Berlin, Germany
- **Decision:** 8,000 points

Von Kaiser is not as easy to defeat as Glass Joe: instead of just pounding, you need to stand back a bit and watch what he does. When he wobbles his head, this is a "telegraph", a signal that he's about to do a certain move – in this case, a jab. Dodge the jab, then hit him with a few jabs of your own. If you manage to punch him in the head when he wobbles it, you will earn a star. You may also punch him in the stomach when he lifts his gloves. When he squats to uppercut, hit him with a punch to the stomach using the closer hand. You will get a star. Keep punching him this way until you have three, and then use them – if you land any uppercut on Von Kaiser when he is stunned, it will knock him down. Additionally, after he throws an uppercut, dodge and attack him with alternating body blows. He won't recover and you can continue to hit him until he is knocked down.



PISTON HONDA

- **Record:** 26-1 18 KO
- **Age:** 28
- **Weight:** 174 lbs
- **From:** Tokyo, Japan
- **Decision:** *Cannot win by decision*

Piston Honda is the last match of the Minor Circuit. He replaces Piston Hurricane from the arcade game and he has a similar special punch. When he steps back, that's the signal that he will use the Piston punches. His main telegraph is that he twitches an eyebrow before throwing a jab. As before, dodge the jab and hit him a few times. When he jumps back and does a little dance, he's about to come at you with his Honda Rush. This is a flurry of punches which is easily blocked. However, if you hit him with a jab or body blow *right* when he jumps back into the center (as you can do against Glass Joe's taunt), he will fall down and possibly KO.

Honda is also very easy to counter-punch - hit him anywhere when he wiggles his eyebrows and in the face when he pulls one hand back, and you can get stars.

W.V.B.A. MAJOR CIRCUIT



DON FLAMENCO

- **Record:** 22-3 9 KO
- **Age:** 23
- **Weight:** 152 lbs
- **From:** Madrid, Spain
- **Decision:** 10,000 points

Don Flamenco can be difficult if you are not familiar with his pattern. First, he will stand and taunt you. When you try to jab him, he will do his Flamenco Punch, a powerful move that will make this match difficult if you don't dodge it. When he does this move, he will stand up straight and raise his arm, quickly followed by a very swift and broad punch that looks sort of like an uppercut. Dodge as soon as you see him raise his arm (in fact, you can dodge just after he blocks the punch).

After you dodge the punch, hit him with alternating jabs: left, right, left, right, etc. It will not work if you hit the same side twice, or if you are a bit too slow in alternating the jabs (which causes him to be knocked back slightly). He will just stand there letting you hit him with alternating jabs until he falls down! When he gets up, he will *immediately* do a Flamenco Punch, which you likewise need to *immediately* dodge, then you repeat the process. If he hasn't hit you by the time you knock him down the second time, you will probably get a KO!

An even easier method, is when he gets up after the first knock down and goes for the Flamenco punch, instead of dodging, just start throwing left jabs to his stomach. He will keep trying for his Flamenco punch and you keep countering with a left jab to the bread basket until he goes down. He will not get up after this.

If you're unlucky and he knocks you down, beware that he will immediately do a Flamenco Punch when you get up. He will also perform the punch when you are stunned, which is dodged just as easily.



KING HIPPO

- **Record:** 18-9 18 KO
- **Age:** ??
- **Weight:** ???
- **From:** Hippo Island, South Pacific
- **Decision:** *Cannot win by decision*

King Hippo is not so tough once you know his secret. He has two telegraphs: if he raises a fist to his mouth, he's about to punch. But it's the other telegraph you're interested in: he quickly vibrates, opens his mouth, and goes for the overhead smash. Give him a jab to his open mouth. If you do, his boxing shorts will drop and expose his bandaged navel. Repeatedly punch that bandage up to eight times until he pulls his pants up. Just repeat this process until you knock him down. He'll fall back against the ropes, and will be unable to get up.

He has one move where he will jump back and start hopping around. After this he jumps to the center and does many open mouthed punches. This is a big chance to do a lot of damage to him. His punches are quite powerful, so beware! It is not possible to earn stars against King Hippo.

Not doing well? Here's a small trick: keep punching him in the stomach until you're tired. Then, once he starts this barrage of open mouth punches (he does it when you're tired, that's the point), dodge them until you regenerate (usually you dodge twice to regenerate). Then, on the next open mouth punch, punch him in the mouth and punch repeatedly in the stomach. Keep doing it AFTER he starts blocking, until you get tired again. Repeat the process until you K.O. him. The reason why it has to be body blows and not uppercuts is because when you uppercut he usually counterattacks.




GREAT TIGER


- **Record:** 24-5 3 KO
- **Age:** 29
- **Weight:** 132 lbs
- **From:** Bombay, India
- **Decision:** 10,000 points

Great Tiger starts the first round with a series of jabs. He has a telegraph for his jab that is a little difficult to see. The jewel of his turban will flash, but you have to watch closely because it's small and the color change isn't tremendous. Alternatively, you can throw a high punch which he will block and counter-punch. Dodge his counter-punch and get a high punch in of your own and repeat. You will only be able to get one punch in at a time.

Following the fact that you can jab to make him counter-punch, if you block this counter-punch instead of dodging it, Great Tiger will be stunned, allowing you to get in 5 jabs. You can keep doing this and maybe knock him down quickly.

After 60 seconds of this, he will go into his series of uppercuts. Hit him with a body shot in the direction he ducks down in and repeat with the opposite direction as he switches to the other side. You will get a star for every one of these body shots. Once you have 3 stars built up, let him throw his uppercut, dodge it, and then counter with a high punch then and uppercut. Repeat this process until you run out of stars then get 3 more by hitting him with body shots and do it over again. This way makes Great Tiger one of the easiest fighters to beat in the game (equivalent to Von Kaiser). Done correctly, you will easily have him TKO'd before 2:30 in the first round when he does his magician routine.

At 2:30 in the first round, he will disappear and do his magician routine. As soon as he disappears, hold  to block. You will see shadows of him going about in a circle, pausing when you block his punch. Each time you block his

punch, hold  to block the next one. After the fifth time you block, he will stand in the middle, dizzy and stunned. Hit him with a jab or uppercut and he will fall down. He will start the magician routine at the beginning of round 2 and 3, as well as at 1:30, and 2:30 in either round.



BALD BULL

- **Record:** 34-4 29 KO
- **Age:** 36
- **Weight:** 298 lbs
- **From:** Istanbul, Turkey
- **Decision:** *Cannot win by decision*

Bald Bull telegraphs a jab by circling his fists. He telegraphs a hook by rapidly raising and lowering his guard. Dodge either attack and return jabs as normal. In the beginning, he will do only jabs. Then he will start doing hooks and uppercuts. He will do a jab every once in a while to catch you off-guard. When opening against Bald Bull, when he circle his fists, try to throw jabs to his face twice. If successful, you will get a star after the 2nd jab. Then you can attempt to alternate between uppercuts and star-earning jabs. If you succeed at this strategy, you will knock him down in 18 seconds so you can TKO him in the first round. You can also earn stars by jabbing him in the face just as he winds up for a right hook, but the timing is difficult.

At times he will jump back and run toward you. This is his Bull Charge. He does this at 2:30 in every round, as well as 2:00 in Round 1, 1:00 in Round 2, and 1:30 in Round 3. After hopping forward at you, he will do a really fast uppercut that will instantly knock you down. However, if you throw a body blow right after he performs the third jump, you will hit him in the stomach and instantly knock him down. If you dodge the Bull Charge, he will just jump back and do it again, and again, until one of you gets knocked down or the clock runs out.

If you are bad at timing the Bull Charge, you're in luck. There's a camera in the lower right corner of the crowd that will flash in the middle of the Bull Charge. If you time it well and punch him around the time the camera flashes, you will knock him out. It will still require timing, but at least you know the Charge has a telegraph. The camera won't flash in the rematch. Watch the bearded man in the bottom left of the crowd, and punch when he nods. This will knock Bald Bull down. In order to make this easier, you can dodge the first Bull Charge, and Bald Bull will only go to about halfway down the ring. The bearded man will still nod, but you have a 13 frame window to punch as opposed to 4 frames. (Nobody knew this secret until 29 years after the release of the game).

W.V.B.A. WORLD CIRCUIT





PISTON HONDA (REMATCH)

- **Record:** 26-2 18 KO
- **Age:** 28
- **Weight:** 174 lbs
- **From:** Tokyo, Japan
- **Decision:** 3,000 points

Piston Honda is more difficult this time. He has the same moves and telegraphs as before, but with different timings and he doesn't dance as much before the Honda Rush.

When he wiggles his eyebrows he is doing 3 quick jabs - after the first jab, you should go for a quick 1-2 combo which should give you 2 stars (if you go for just one punch, he'll still have to complete his final jab). After the jabs he will follow with 2 uppercuts which is when you can counter attack, but you can't get a lot of hits unless you get the stars. He also has a move where he crouches down and changes direction twice before performing a fast uppercut. After he has finished shifting direction, dodge the uppercut.

He performs the Honda Rush at 1:00 and 2:00 of Round 1, 0:30 and 2:00 of Round 2, and 0:30 of Round 3. When performing the Honda Rush, he simply steps back and immediately rushes back in. If you can't knock him down as he

jumps back to the center, hold  to block and keep pushing  after every punch. He will finish the rush immediately with an uppercut so you should block all the jabs and then dodge. If you run out of hearts he will start doing hooks until you regain hearts or he knocks you down. However, as with Bald Bull 2, the bearded man near the bottom left of the crowd will nod when you need to punch. Press the button as soon as he nods, and Honda will go down for the KO. With this strategy, you only have to hit him once, ending the round with the minimum 1010 points needed to win.

If you knock him down when he starts his first or second Honda Rush, he will not get up. Even if you can't knock him down you will probably have the 3,000 points required to win by decision.




SODA POPINSKI

- **Record:** 33-2 24 KO
- **Age:** 35
- **Weight:** 237 lbs
- **From:** Moscow, USSR
- **Decision:** 10,000 points

Originally known as Vodka Drunkenski in the previous arcade game, Soda Popinski is the second fastest fighter you compete against (the fastest being his palette-swap, Super Macho Man). He specializes in hooks and uppercuts. He will start the match primarily with hooks and transition to uppercuts. He will also rarely throw in a jab to throw you off balance. Sometimes he will do a little dance, which telegraphs three jabs. This happens most often, but not always, when you run out of hearts. If you're not out of hearts, you can hit his face a few times after each jab but watch out for the next.

Soda is one of those guys that are very hard if you don't know the trick, but very easy if you do. The trick is, when he

ducks (signifying an uppercut), hold  to put up your guard. This will cause him to pause with an odd look on his face. At this time, throw a body blow and get a star. If you can use that star immediately afterwards, he'll be knocked down. Repeat this a second time, and he will get knocked down again. However, doing it a third time will not work, because he will dodge it. You must either stun him quite well and hope that it hits, or time it so that it hits when he's doing a hook. As a result, knocking him down normally is the preferred method.



BALD BULL (REMATCH)

- **Record:** 34-5 29 KO
- **Age:** 36
- **Weight:** 298 lbs
- **From:** Istanbul, Turkey
- **Decision:** 7,000 Points

Your rematch against Bald Bull is a bit unusual. You will be unable to knock him down normally. You must either star uppercut him when his health is low enough, or hit him during his Bull Charge. This means you should save your stars until he's almost out of health unless you think you can get another star before his health gets low enough. Bald Bull is frustrating and annoying in the rematch. He's the only one who can get up on the 9 counter, and he ALWAYS gets up on the 9 counter (He doesn't do this in the first match though).

His Bull Charge still occurs at regular intervals: he will always perform one at 2:00 in every round, as well as at 0:30 in the second and third rounds.

Due to the uppercut requirement, Bald Bull actually makes it easy for you to earn stars. You won't be able to reliably earn stars by countering his spinning fist jabs anymore, as he seems to have learned to block, after which he immediately counters. After one of you gets knocked down, Bald Bull will do a taunt, standing there raising and lowering his gloves repeatedly. When he does this you are free to hit him to earn a star. He will occasionally do this at other times as well. This will provide the stars you need to knock him down.

Also, the camera trick in the first match isn't present in the rematch, instead there will be a bearded guy on Bald Bull's left nodding to indicate the timing. Another helpful tip is that if you dodge his first attack with the Bull Charge, after he backs up and charges again, the window to take him down increases from 4 frames to 13.



DON FLAMENCO (REMATCH)

- **Record:** 22-4 9 KO
- **Age:** 23
- **Weight:** 152 lbs
- **From:** Madrid, Spain
- **Decision:** 5,000 points

Don Flamenco will take you more seriously this time around. He will no longer allow you to pummel him endlessly when you hit him with alternating jabs. He still has his Flamenco Punch, but it plays a less important role in this match. He will no longer do it when you knock him down, but he will if he knocks *you* down. His strategy in this fight is to drain your hearts.

The match begins with a series of jabs and hooks. He has no special telegraph for these except that he does them slowly. As usual, dodge and return jabs of your own. Eventually he will start taunting you. When you punch, he will block your shot and sometimes, but not always, do a Flamenco Punch. It no longer matters if you use alternating punches when you counter the Flamenco Punch, and in fact you may get more punches in if you don't. You will get more punches the faster you dodge, as with most fighters, but you can also use the pattern left left right to get more punches out of him than you would have without a pattern. This pattern only works once, so use it wisely, and preferably when he is close to full health. Be patient as this fight will drag on for a while, and it's quite likely you will end up winning or losing by decision.

Additionally, if you can time the switch from his jab to his right hook you can pick up a star by jabbing him in the face after he throws the jab but before he throws the hook. You can also get a star by hitting him with a body blow when he backs up to do his jab. If you punish three of his jabs in a row, he will swing a right hook, which you can block for four punches instead of the two you get from dodging.






MR. SANDMAN

- **Record:** 27-2 21 KO
- **Age:** 31
- **Weight:** 284 lbs
- **From:** Philadelphia, PA
- **Decision:** *Cannot win by decision*

This is by far your toughest match yet, perhaps the toughest opponent in the game except for Iron Mike himself. Forget about a round 1 TKO, you'd be lucky to knock him down twice in the first round. In fact, don't even try to knock him down twice in the first round. If his health is low towards the end of round 1, just dodge his moves instead of knocking him down. This way you'll be able to knock him down at the beginning of round 2, making it easier to get a round 2 TKO.

Mr. Sandman will begin the match with jabs, telegraphed the same way as Bald Bull, but quicker. Do not bother dodging them unless you are an expert (or you just keep dodging repeatedly, it's not 100% efficient, but it's good enough). Instead, block them. His right jabs (to your left) will be retracted immediately, but he will pause after you block a right jab, giving you a chance to hit his face one time before you must resume blocking. Eventually, at around 50 seconds, he will throw a hook.

From this point forward, you should do this pattern that's somewhat similar to the King Hippo technique: throw a jab at his face (he will dodge it), dodge his hook, and hit his face one time. He will raise his guard to cover his face, but he will still be stunned. Then, give him three body blows. After he recovers, repeat: swing at his face, dodge, hit his face, body blows. Eventually, he will block your jab.

When he blocks your jab, you are in trouble. He is about to perform his Dreamland Express move. You might have noticed his rapid uppercuts before the match. He was not just showing off – he can really execute uppercuts that fast. After standing for a few seconds, he will flash white and very rapidly throw three uppercuts. Dodge all three times – you need to use the quick-dodge technique, where you press  and immediately press , and . As soon as you get back in the middle, you need to dodge again, until finally his third uppercut misses. If he misses his last uppercut, hit his face and, as before, follow up with body blows. If he missed all three, punch him once to the face and 15 times to the body!!

In rounds 2 and 3, after a knockdown (whether you knock him down or vice versa), he will always perform the Dreamland Express. He will also do it at other times, especially during round 3. For this reason, you really want to knock him out in round 2 instead of round 3.






SUPER MACHO MAN

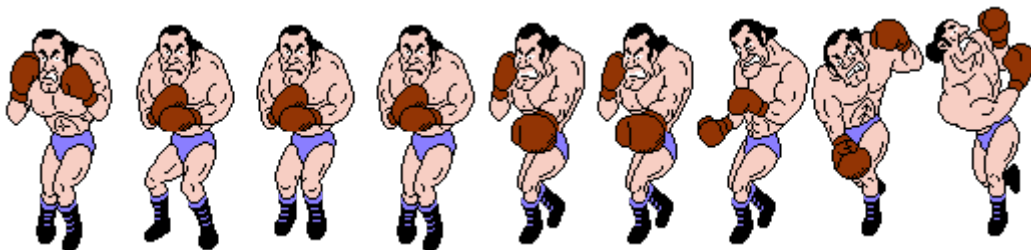
- **Record:** 35-0 29 KO
- **Age:** 27
- **Weight:** 242 lbs
- **From:** Hollywood, California
- **Decision:** Cannot win by decision

Super Macho Man probably isn't as hard as Mr. Sandman, but that doesn't mean he's easy.

Super Macho Man is pretty much a souped-up Soda Popinski. He is much quicker, but it is still easy enough to dodge his moves when you get used to his timing. He traded in Popinski's jabs for two Spin Punches. The first type will damage you greatly. You can tell when he is about to do this one because he will stand still for a few seconds, blocking your punches but doing nothing else. Then he will do a quick vibration – you should dodge *immediately*, and the punch will miss you. After you knock him down, he will use the second type when he gets back up. This type of spin-punch will knock you down immediately if it connects. Again he will stand inactive for a few seconds, but instead of vibrating he will wind up. He's about to spin in place several times. When he flashes, dodge. Then, dodge each time just before his punch reaches you (this actually isn't that challenging, just dodge repeatedly in a quick rhythm). Don't bother counting his swings because the number changes each time; just wait until he stops. Then pound his face for as long as you can.

When he's preparing for a spin punch (AKA, standing still), try tapping , then release and punch him in the stomach to get a star, note that you have to time it correctly or else he will block it. If you do a full dodge after he uppercuts or throws a hook, and then punch him almost immediately, you can get a star, but you won't be able to punish the punch he just threw. Also, it's noticed he dodges the star punches the more frequent you do them. It's a good idea to do a star punch *immediately* after the Spin Punch or Super Spin Punch, when he is in a position where you can counter-punch. Additionally, you can try to star punch him when he vibrates on the Spin Punch (although that requires precise timing, so keep that in mind).

(Note: If you lose to Super Macho Man, you will be knocked down to #3 and have to face Don Flamenco again, rather than #2 and facing Mr. Sandman.)



THE DREAM FIGHT



"IRON" MIKE TYSON

- **Record:** 31-0 27 KO
- **Age:** 21
- **Weight:** 225 lbs
- **From:** Catskill, NY
- **Decision:** 5,000 points

Mike Tyson is by far the toughest opponent in the game, making Mr. Sandman and Super Macho Man seem easy. He is considered by many gamers to be one of the hardest bosses in video game history. This fight requires a *lot* of skill, reflexes, and maybe some luck. You may go for months without beating Tyson. At the very least, it is not something you are likely to master in an afternoon. At some point you may be able to beat Mike consistently, but be assured that it requires a dedication, and many, many hours of practice.

In later versions of the game, Mike Tyson is replaced by Mr. Dream, from Dreamland. The only difference between Mr. Dream and Mike Tyson is the graphics; all other moves, patterns, and lines of dialogue remain the same.

ROUND ONE

Tyson will start out with a series of Dynamite Punches. He telegraphs them with a brief blue flash followed *immediately* by a swift uppercut. To make matters worse, he varies his timing very well so that it's impossible to predict, and if it connects it will automatically knock you down. If that weren't bad enough, this flurry of Dynamite Punches will last a minute and thirty seconds. The only good news is you can usually get in two jabs after each one. Until he stops doing Dynamite Punches, that is the only damage you can do to him.

The most serious error you can make is dodging too soon. Sometimes Mike will use a regular rhythm and put you into a "groove" so that you could end up dodging in time to this groove instead of watching him. If this happens, you will end up dodging while he pauses a bit longer and he will hit you as you come back in. This principle also applies to Tyson's other moves, though they are far less dangerous. Just remember: **don't try to predict Tyson's timing**. You can't win that way. Watch for his move and only act when you see it. This requires lightning-fast reflexes, but it's still better than dodging too soon and kissing canvas.

When you do get to hit Tyson after a Dynamite Punch, remember this rule: hit him with the opposite hand he tried to punch you with. For example, if he throws a Dynamite Punch with his left hand, hit him with your right. Remember that his left hand is on your right and right hand in on your left. In other words, throw the punch that mirrors his. After this phase ends, he will throw hooks for the rest of the round, telegraphed by very brief winks. If you've done well you might manage to knock him down once, but if the round's almost over you'll want to wait to knock him down in round 2 and try to TKO him. However, it won't make a big difference unless you're already good at fighting him in round.

ROUND TWO

For the first thirty seconds of this round, he will throw jabs which are not telegraphed at all, but usually come in pairs. The best bet for the beginner may be to block them, or you can quick body blow to get a star, though you will run out of hearts. A good pattern to use is, immediately when the round starts, body blow, immediately body blow again, then immediately block. If done correctly, this will guarantee you a star, or a 6 second knock down if he is one hit from a knock down. If you knock him down with this strategy, hold block until he jabs twice, then continue the pattern until you run out of hearts and get tired. When you run out of hearts, he will switch to hooks and Dynamite Punches until you're normal again. Dynamite Punches will no longer automatically send you to the canvas, and you can get an average of 6 hits on him after each. After the first thirty seconds are over he will again go back to hooks and Dynamite Punches whether you are tired or not. He will almost always, throw Dynamite Punches in pairs. If he throws any punch with his right fist, though, he will always follow it with the same punch from his left. If you see him standing for a few seconds not doing anything, be careful as this signals a Dynamite Punch.

Two times in this round (at 1:30 and 2:30 on the clock) he will stand back and blink. When he does, hit him for a star and immediately block his four incoming hooks (they will be uninterrupted, rather like Piston Honda's Hurricane Rush). This is followed by two Dynamite Punches. After the four hooks, punch him four times in the face, or three times followed by an immediate uppercut. He will respond to this with two dynamite punches as well. If you hit him at the right time while he's blinking (about 3 in-game seconds after he starts doing it), he will instantly fall down, but it's extremely difficult to time.

If you get a star on him, the best time to use it is when you dodge a hook and jab once. It's not very safe to do it in response to a Dynamite Punch.

ROUND THREE

It's tough just to make it here, as things continue to get harder! Tyson will be throwing a *lot* of Dynamite Punches this round, mixed freely with his hooks. To make things worse, he'll be throwing jabs in pairs again. A long pause means you should watch for a Dynamite Punch, and a *really* long pause means you should block the incoming jabs. This is when he throws the kitchen sink at you, so your best bet here is to use lightning reflexes and prayers.

Cross your fingers and hope you've worn him down enough to TKO him. Even if you can't, you might win by decision if you manage to get 5,000 or more points.



"THE LEGENDARY" MR. DREAM

- **Record:** 99-0 99 KO
- **Age:** ??
- **Weight:** 235 lbs
- **From:** Dreamland
- **Decision:** 5,000 points

In later releases that lacked the Mike Tyson license, *Punch-Out!! featuring Mr. Dream*, Mr. Dream is used instead. He has the same strategy as Mike Tyson.

PASSWORDS

005 737 5423 - Major Circuit, with perfect play (Only KO or TKO before, no losses)

777 807 3454 - World Circuit, with perfect play (Only KO or TKO before, no losses)

940 861 8538 - Super Macho Man

007 373 5963 - The Dream Fight

800 422 2602 - Nintendo's old customer service number, see for yourself.

135 792 4680 - Another World Circuit (hold select and press A + B after entering). This lets you play one long circuit with everybody, though leaves out Glass Joe, Von Kaiser, Piston Honda's first fight, Don Flamenco's first fight, and Bald Bull's first fight.

106 113 0120 - View the credits. (hold select and press A + B after entering).