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Punch out guide switch

1987 boxing sports fighting video game published by Nintendo This article is about the 1987 NES game. For other video games of the same name, see Punch-Out! (arcade games) and Punch-Out! (Wii).
Punch-Out!! The front packaging of the re-release.
Developer(s)Nintendo
R&D3[1]
Publisher(s)Genyo Takeda
Producer(s)Minoru Arakawa
Designer(s)Kazuo Yoneyama
Mayumi Hirota
Programmer(s)Masato Hatakeyama
Artist(s)Makoto Wada
Composer(s)Yukio Kaneoka
Akito Nakatsuka
Kenji Yamamoto[2]
SeriesPunch-Out! Platform(s)Famicom/NES
Arcade (PlayChoice-10)
ReleaseGold Version:JP: September 18, 1987Mike Tyson's Punch-Out!!!NA: 18.10.1987JP: September 21, 20151990EU: August 15, 1990Genre(s)Sport, fighting
Mode(s)Single-player
Punch-Out!!, [a] originally called Mike Tyson's Punch-Out!!,[b] is a boxing game for nintendo entertainment system (NES) developed and released by Nintendo in 1987. Years later, worldwide releases of the game were rebranded as Punch-Out! Part of Punch-Out! series, it is an adaptation of both Punch-Out!!! and Super Punch-Out! arcade games with some variants. The game received criticism and many publications often list it among one of the greatest video games of all time. [3] Development
Genyo Takeda (the producer of Punch-Out! arcade games), was the awarded director of the NES variant of the game. Because the NES was not as powerful as the arcade hardware, Takeda and his crew realized that it would be impossible for the NES port to faithfully mimic the arcade graphics. Instead of making the playable boxer wire-framed or transparent to see an opponent, they decided to make the playable boxer more short-bodied, allowing players to easily see opponents over the large head room of the playable boxer. Because of the playable boxer's short stat, they renamed the unknown challenger to Little Mac, a name that would remain relatively consistent throughout the series. Along with the boxer's new name and appearance, a plot was created, background music played during matches, animated movie sequences to break up the regular gameplay, and a password system to save progress. The game also changed the AI ability of opponents, with each opponent following a set pattern that required trial and error and memorization of players to figure out how to defeat each one. This was added to the game to make it less arcade which, where opponents were more randomized in their moves, to ensure that the games would not continue for long before a player had to put more money in the machine to keep playing. Around the time the gold version of the game was released for an NES Open Tournament Golf competition[4] Nintendo of America founder and former president Minoru Arakawa attended a boxing match with future heavyweight champion Mike Tyson. Watching the boxer fight, Arakawa was so amazed by the athlete's power and skill, he was inspired to use the athlete's name and likeness in the upcoming port of Punch-Out!! series to help the game sell better. Tyson was rumored to have been paid \$50,000 for a three-year term for his likeness. This transaction was something of a risk for Nintendo, as it happened before Tyson won the World Boxing Council (WBC) heavyweight championship from Trevor Berbick on November 22, 1986, a feat that greatly boosted profits for the game. [6] Gameplay
This section needs additional citations for verification. Please help improve this article by adding quotes to trusted sources. Non-source material can be challenged and removed. In 2020, there were 100,000 people who stayed (Learn How and When to Remove This Template Message) A screenshot showing Punch-Out!!' s gameplay. In it, Little Mac has turned at the right time to defend against Bald Bull's Bull Charge, and immediately knock him down. Punch-Out!! has a boxer known as Little Mac, fighting his way up through the ranks of the World Video Boxing Association. After meeting a number of colorful fictional opponents in three circles, the goal is to win a final Dream Fight against a highly skilled boxer. In the Gold Version, this is the Super Macho Man, which was also the last opponent in the arcade version; in the original version released in the West, Mike Tyson's Punch-Out!!!, this is the real Mike Tyson, then world heavyweight champion; in versions released in the West after the license to use Mike Tyson expired, this is the fictional Mr. Dream. Little Mac has a limited repertoire compared to most of its opponents. His strokes are limited to left and right jabs, left and right body blows, and a powerful uppercut. Uppercut can only be used when the player earns a star, which is usually achieved by countering the opponent just before or after certain attacks are launched. The player can acquire up to three stars. To perform the uppercut, the player must press the Start button when an asterisk is earned. To defend, mac can dodge left or right, duck, and block punches by setting up his guard. Little Mac also has a heart attack, which decreases by being hit, blocking a punch, or throwing a punch that your opponent avoids or blocks. When the counter decreases to zero, Little Mac temporarily turns pink and looks worn out, so the player can not attack, but still able to dodge, duck and block. At this point, Mac can regain some hearts (and his normal color palette) just by avoiding your opponent's punches. He immediately loses all his hearts by being knocked down, but can regain some by getting up. A fight can end with a knockout (KO), if a fighter fails to get up within ten seconds of being knocked down; by technical knockout (TKO), if a fighter is down three times in a one or by decision, if the fight lasts three full rounds without a clear winner. To win by decision, the player must accumulate higher than a certain score by beating the opponent and/or knocking him down; the required total varies from one boxer to the next. However, some matches cannot be won in this way and will automatically result in a loss to the player if the opponent is not knocked out. Mac can only get up twice during a match; if he is knocked down a third cumulative time, he will not be able to rise and thus lose by technical knockout. When Mac loses his first match against a ranked opponent, he will have a chance to fight a rematch. But if he loses a Title Bout, he will fall in the rankings - one place for the Minor or Major Circuits, two places for the World Circuit. Losing a rematch causes him to fall one place (unless he is already at the bottom of his circle), forcing him to fight his way back up. A third loss (not necessarily a subsequent one), or a loss in Dream Fight, ends the game. Theme song
The theme song The theme song for Punch Out!!! is Look Sharp/Be Sharp March, composed by Mahlon Merrick sometime between 1953 and 1956. The theme was originally used for the radio and TV program Gillette Cavalcade of Sports (races 1942–1960), a program that covered a variety of sports, but over time began to focus more on boxing. Before the release of Mike Tyson's Punch Out! In 1987, the song was featured in the 1980 boxing film Raging Bull. Draw See also: List of Punch-Out! characters Little Mac faces a total of 14 opponents: three in the Minor Circuit, four in the Major Circuit, six in the World Circuit, and Mike Tyson/Mr. Dream. But three of the World Circuit's matches involve previously defeated opponents with new moves. Apart from King Hippo, each opponent character sprite is used twice during the game, with a change of head image, colors, and special features. In addition Mario makes a cameo appearance as the referee. These characters include: Glass Joe: A stereotypical wimp from Paris, France. First fought in the Minor Circuit. Von Kaiser: A former military officer from West Berlin, west Germany. He's the other minor circuit opponent. Piston Honda: An experienced boxer from Tokyo, Japan. He's a champion of the Minor Circuit. Don Flamenco: A former bull fighter from Madrid, Spain. Don is the first major circuit boxer and the first boxer to need a strategy involving his mockery. King Hippo: An overweight fighter from Hippo Island, South Pacific. He can only be hit on the stomach, which remains well guarded until his hands go far up in the air; and if knocked down once, he will not get up again. Hippo is a major circuit boxer. Big Tiger: An Indian boxer who can teleport and trick the player. Bald Bull: Bald Bull is a fighter from Istanbul, Turkey, and has his own signature He will charge on Little Mac to knock him down in one stroke, which can be prevented with a body blow. He's a major circuit champion. Soda Popinski: A burly Russian who likes to drink soda. Originally called Vodka Drunkenski. Mr. Sandman: A black boxer from Philadelphia, known for his triple uppercut moves that can be fatal to the player. Super Macho Man: World champion in circult. Mike Tyson: The last fight in the game and is listed as one of the hardest bosses in the entire video game story. [quote required] Mr. Dream: A reskin for Mike Tyson in the game's re-releases. Versions
[quote required] Before the public release of Mike Tyson's Punch-Out!!!, Nintendo released the game in a gold-colored Famicom cartridge simply titled Punch-Out!! in Japan, without Mike Tyson in it, as a prize for participating in the Famicom Disk System Famicom Golf: U.S. Course tournament held in September 1987. 10,000 units were produced, half were given as high score prizes, and the rest was given as a lottery winnings. [8] Mike Tyson does not appear in this version of the game; instead, the final opponent is Super Macho Man, who was also the last opponent in Super Punch-Out! arcade games. Nintendo later released Punch-Out!! for the audience like the Mike Tyson version in Japan. [9] Punch-Out! After Nintendo's license to use Mike Tyson as a special Punch-Out! character expired, it replaced Tyson with a fictional character called Mr. Dream and re-released the game for NES as just Punch-Out!!! in limited quantities in North America in August 1990[10] and in Europe in 1991. [11] Despite the short run as an NES cartridge, this version is used in all Virtual Console releases, Animal Crossing and NES Classic Edition. Other releases
In Animal Crossing for Nintendo GameCube, it's one of the rarer unlockable NES games available in the game. Punch-Out!!! (released under the title Punch-Out! With Mr. Dream in English to separate the game from Mike Tyson's Punch-Out!!!) was released on Wiis Virtual Console service on March 30, 2007 in Europe and Australia, on April 3rd, 2007 in Japan, and on April 16, 2007 in North America. Punch-Out! With Mr. Dream was later released on Nintendo 3DS's Virtual Console service 1. on the Wii U's Virtual Console service in North America, Europe and Australia on 20. and on the North American and PAL region versions of the NES Classic Edition, which was released on November 11, 2016. The latest release is on NES/Famicom as part of the Nintendo Switch Online subscription service on April 10, 2019. Reception
reception review scorePublicationScoreAllGame[12]GameSpot8/10[13]Gen4 [fr]90%[14] Punch-Out! has mainly been well received by critics. A GameSpot reader ranked as the sixth largest NES game. It was ranked as the 17th [15] In August 2008, Nintendo Power listed it as the sixth best Nintendo Entertainment System video game, and praised it for putting arcade-style fun over realism. [16] Author Steve L. Kent called it the second major game of 1987. [6] Author Nathan Lockard cited graphics, violence, controls and the variety of being a true classic and one of the best NES games. [17] In 2005, Punch-Out! was incorporated into GameSpot's list of the greatest games of all time. [18] GamesRadar ranked it as the 11th most 10th of the year. The staff called it a brilliant puzzle [disguised] as a sports game. [19] Punch-Out! sold in excess of 2 million copies. [20] Game Informer ranked the Mike Tyson version as its 14th player of the year. The staff noted that no boxing game since Punch-Out has been like beloved. [21] Other appearances
Punch-Out! was featured in the comics of Valiant's Nintendo Comics System. Three stories are based around Little Mac, Doc Louis and other boxers from the NES version, and Mac briefly appears in the comic book that introduces the story of Captain N: The Game Master. Mac does not appear in the Captain N stories themselves; King Hippo, however, is referred to as a villain. Also in the opening sequence of the Captain N TV series, protagonist Kevin Keene was seen playing Mike Tyson's Punch-Out! before he was forced into a vortex that was formed in the television screen. [22] In Super Smash Bros. Brawl performs Little Mac like a regular trophy and an assist trophy. In the same game, the music from the Manhattan skyline scene in Punch-Out! can be heard in the song titled Famicom Medley. In the Wii game titled Captain Rainbow, Little Mac appears as a supporting role. Little Mac makes its debut as a playable character in Super Smash Bros. for 3DS and Super Smash Bros. for Wii you and returned in Super Smash Bros. Ultimate. Punch-Out!!! made an appearance on The Tonight Show on October 29, 2014. Mike Tyson, who was one of the guests that night, was challenged by host Jimmy Fallon to defeat himself in the fight on live TELEVISION. But the real Tyson was defeated in the first round and lost by TKO. The training sequence is referenced in the Family Guy episode A Fistful of Meg by Meg running behind Quagmire, who rides. In addition, in the episode Not All Dogs Go to Heaven, Peter is shown asking for cheats to the game, having been stuck at Bald Bull for four years at the time. Power Punch II Main Article: Power Punch II After the release of Punch-Out!!!, Krome Studios Melbourne began developing an official sequel with Mike Tyson with manager Don King. Originally titled Mike Tyson's Intergalactic Power Punch, the game was to take the series into space where Tyson would in an intergalactic boxing tournament against various aliens. However, the game's production ran into immediate trouble after Tyson's imprisonment in 1991 for the alleged rape of Desiree Washington. Beam changed the Tyson character's name to Tyler and changed King, but did little to change Tyson's character sprite in the game. Nintendo watched the game and disliked it, refusing to publish it because of a lack of quality. In the end, ASC Games published the title, and the game was released on NES as Power Punch II, despite it being the first Power Punch title. Notes
^ Japanese: Panchi-Auto! ^ Japanese: Avg. Hepburn: Maiku Taison Panchi-Auto! References
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