WORLD CIRCUIT BOXING

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TABLE OF CONTENTS

- **Match/Schedule Simulation**
- **Advancing the Season**
- **Retirees**
- **Hall of Famers**
- **Gym Training**
- **Gym Departures**

Fight Cast
- **Navigation**
- **Fight Concepts**
- **Simulation Speed**

Gyms
- **Navigation**
- **Active/Inactive Gyms**
- **Gym Concepts**
- **Recruiting/Selling Fighters**
- **Fighter Management**
- **Powerups**
- **Editing the Gym**
- **Creating a new Gym**
- **Creating a new Fight Style**
- **Upgrading the Gym**
- **Terminology and Stats**
- **Gym Rankings**

Fighter Creator/Editor
- **Navigation**
- **Naming the Fighter**
- **Choosing a Nation**
- **Fighter Appearance**
- **Fighter Parameters**
- **Fight Styles**
- **Saving the Fighter**
- **Prospects**

World History
- **Navigation**

INTRODUCTION

In the modern era, boxing popularity has been on the decline due to the emergence of MMA and several gimmick-laden types of combat sports. One of the most widely criticized part of the sport is the

fact that there is no governor for the many different sanctioning bodies. It seems in nearly all other sports there is a league, a commissioner, or some organization which is in place to assure the integrity of the game itself. Boxing doesn't have such an authority. This lack of institution leaves the sport as a haven for crooked dealings and folks who manipulate the system in order to collect an income. Because of this, the long-standing records of the sports, must be viewed with a skeptical eye.

Personally, I don't blame the sport for such shenanigans. Long ago, someone should have come up with a way to prevent things like fighters ducking fighters, fighters being able to distribute the purses in a way that best suits them, and the sheer number of fights which are trumped up as the next big thing, only to fall short of the mark. The sport itself is still artful and awesome. I will never forget the night I watched Buster Douglas knockout Mike Tyson, or when George Foreman reclaimed the heavyweight title in his 40s. In more modern history, fights like the Kelly Pavlik stunning victory over Jermaine Taylor harken back to such a time, even if guys like the Klitschkos and Mayweather are still dancing around the epic struggles which made the sport what it was in the old days.

This game, is the culmination of years of frustration about the sport. It was created to establish what I believe would be the correct way to control a boxing league from top to bottom. It was inspired by not only the real sport that I grew up watching with my dad, but by the games that brought the fight to me across the many consoles and systems I've owned.

First of all, it's a little out there. There are no weight classes, nor any fighter weights to speak of. There is one governing league, The World Circuit Boxing federation. There are four fight seasons a year in accordance to the calender. This game, though it may not be visually stunning, relies more on depth. Though it is a 'simulator', it advances the idea of just watching a mock fight, and gives the player the ability to run their own gym, recruiting fighters in the way that most other professional sports recruit their participants.

World Circuit Boxing at its core is a simulation/management game. The player (or players, as we recommend), will take on a gym, recruit fighters, manage them with video game style 'powerups', and then watch them do their thing in the ring. The game has a vast world, with fighters being spawned from every independent state in the world, and allows the player to create boxers at will. It rewards this creative streak, by donating money (gym points) to the players gym. Fighter records are saved both during and after their careers. There's a hall of fame, and a clear, understandable way to reach it.

I said the game is intended to take the corruption out of the sport, but honestly, the game is set up in such a way that you can be as corrupt as you want to be. There is nothing stopping you from making your fighter fight for the title in the first fight of their careers. Yet, though I have left this open, I have also provided a way for the league to run like a tight ship, with fighters having no control over the who they'll be facing. I guess, in the end, the amount of corruption involved, is entirely up to you.

THE CIRCUIT

The Circuit is that main governing force discussed early on in the introduction. And, though you can elect to run a gym (or many gyms), you are also the commissioner of the sport. The Circuit is made up of gyms and the fighters that make up those gyms, as well as **free-fighters**, who are not affiliated, but fight through the rankings on their own. The circuit runs on a four-season calender year, during which a single schedule is created or generated and fought through (like an enormous fight-card). The circuit tracks active fighters, prospects and retired fighters. It ranks fighters in a World Ranking system in addition to ranking them within their given regions (based on fighter nationality). There is both a world title (ONE WORLD TITLE!) and a title for each region. The Circuit is happy to schedule all the fights for you, and this will assures that there is a system to how a fight is put together. However, as the commissioner, you are also permitted to take this out of the Circuit's hands and schedule the fight yourself. (See Scheduling and Gameplay Settings for more info). In a large Circuit, we recommend letting the circuit create the matchups.

The Circuit will track active fighters, incoming prospects, and even fighters who have retired. In addition, it has a Hall of Fame, which accepts the greatest of the fighters, and of which you, as commissioner, can adjust the thresholds for acceptance into. (See Gameplay Setttings). In addition, the Circuit keeps championship records, world leaderboards, and even a place to compare fighters from specific nations.

THE BOXERS

The Circuit is made up of fighters, collectively, the Boxers. Though WCB allows the player to create boxers, the Circuit will randomly generate them on their own each time a season is advanced. The number of boxers generated is dependent upon the Circuit's size. It is important for the WCB to create these fighters so that they can replace the fighters who will retire. In this way, the Circuit keeps a the Circuit size constant and gives an infinite pool of fighters for gyms looking to improve their stables. The boxers which are randomly generated, will have varying parameters. The following discusses each parameter:

Power
Power is the measure of a boxer's strength. This dictates how much damage a punch from the given boxer is capable of doing during a match. Power is maxed at 100.

Speed
Speed is the governor of punch output. Though a fighter will never throw an exact number of punches per round during combat, the speed of a fighter is the measure of the max possible output, therefore, a fighter with high speed will be more apt to throw a lot of punches during a fight. In addition, speed is a factor in controlling the fighter's evasiveness and defenses. Speed is maxed at 100.

Stamina
Stamina dictates how long a fighter can fight at max capabilities, and, coupled with other factors, how much damage a boxer can take. Stamina is a key element in a boxer's success, especially as they rise to the higher rankings where fights are scheduled for more rounds and competition stiffens. Stamina is maxed at 100.

Toughness
Toughness is also a factor in the amount of damage a boxer can take during a fight. But it also governs the amount of damage the fighter will take on each punch that gets through his defenses. For this reason, a fighter with good toughness will be less suseptible to big shots than those with lesser toughness. Toughness is maxed at 100.

Heart
Heart is the governor of the boxer's will. How many times is the fighter willing to get off the canvas if he's knocked down? Heart is important, especially against big punchers, as a fighter's will may be the only thing that keeps him the fight until the opponent tires in the later rounds. Heart is maxed at 100.

Health
Health is perhaps the greatest parameter. A fighter who is in good health, will fight closer to their max parameters. But a fighter who is hurting, or suffering from low-health will not fight up to par. If a boxer's health drops below the 50 mark, they will not be scheduled by the circuit, and listed as injured. It is critical that a gym keeps a close eye on their respective boxers' health in order that they stay in

fighting condition. Health is maxed at 100.

Persona
A fighter's persona governs the dialogue they share with opponents in the ring. A fighter's persona has no effect on that boxer's skill.

Fight Style
Unlike persona, the fight style of a fighter has an impact on their fighting **in and out of** the ring. Fight Style not only governs their nature and preferences during a bout, but also controls how the fighter will train. There are 10 default fight styles, but a gym can also produce new fight styles (see Custom Fight Styles). The following, lists the default Fight Styles:

Brawler- The brawler is a fighter who goes about fighting with reckless abandon, unafraid to mix it up in the ring. In training, the brawler tends to focus on toughness, with minor focus on heart and power.

Merchant- The merchant is the speedy fighter who dominates fights with quick reflexes and large punch output. In training, the focus is on speed, with minor focus on stamina and heart.

Bruiser- The bruiser is a heavy-handed puncher, who is also capable of taking fights into the later rounds if the need be. In training, the bruiser focuses on power, with minor focus on toughness and stamina.

Warrior- The warrior is a fighter who is looking to get to the late rounds. Warriors are usually the prototype fighters, who can survive and out box their opponents. In training, the warriors focus on stamina, with minor focuses on toughness and heart.

Speciman- The speciman is the gym rat, who often comes to a fight ripped and looking the part. Because of this dedication to the gym, they seem to have no weakness and no stand-out strength. Warriors train with minor focus on power, speed, stamina, and toughness.

Weasel- The weasel is the trickster. The weasel relies on wits and tactics to outsmart and outlast opponents. The weasel focuses training on speed and toughness, with no minor focal points.

Hulk- The hulk is the monster that is difficult to hurt and who throws a powerful fist when in the ring. Outside the ring, the hulk has no minor focuses, but features training on power and toughness.

Soldier- The soldier is a fighter who relies on their will to survive and instincts to win. In training, the soldier focuses on stamina and heart, with no minor focuses.

Lion- The lion is a well-balanced fighter who is both agile and strong. Lions rush in for the kill and don't sly away from a challenge. Lions don't have a specific focus, but have minor focuses in power, speed, toughness, and heart.

Shark- The shark is a ferocious competitor that relies solely on instinctual tactics to undermine the plans of their opponents. Sharks focus on toughness when training, but have minor focuses on stamina and heart.

special note *As a gym owner, you are given access to editing your fighters. Though some parameters, like Power, Speed, Stamina, etc., can't be changed, Fight Style can be altered. Knowing*

the deficiencies of your fighters' unchangeable parameters can help you in deciding what fight style focuses on those that require further training. Therefore, you can change fight styles to improve that which needs improved and remove focuses where the fighter has maxed out his potential.

Age

A boxer's age is a determining how long the fighter will continue to be active in the circuit. Each fighter has a preset **retirement age**. This age cannot be seen by the player, but exists for each fighter. When this age is reached, the fighter will begin contemplating retirement. At some point, age will cause a fighter to retire. As commissioner of the circuit, though unable to control the exact retirement age of fighters, you can set the range of which fighters will consider retirement. (See Gameplay Settings for info.) Most fighters enter the circuit at age 18.

Nickname (Alias)

A nickname has no bearing on the skill of the fighter. Editor fighters, (those that start in the circuit and who are taken from the 'fighter files', have preset aliases. However, **randomly generated boxers do not. A boxer will receive an alias once they have fought in 20 bouts within the circuit**. This nickname will be generated, but gyms can alter the fighter's nickname once the given pugilist has reached the 20 bout mark. In addition, since the nicknames actually come from the 'nickname' files in the Editor folder of the application, you are able to modify the nicknames and add to the nicknames list at any time with a simple text editor.

Nationality

A boxer's nationality does not have affect on how the perform in the ring. However, a fighter's nationality has a dramatic affect on his generated name and the titles for which the boxer can fight. Each nation of the 194 available independent states, has its own language, (from which it will draw names), abbreviation (which shows up on some scenes), and its own regional values. The regional values of a nation is what determines both the availability of the fighter to specific gyms, and what titles are applicable. For instance, the nation of Mexico (MEX), has the language of Spanish. Fighters therefore get their name (when generated) from the 'spanish.txt' file in the Editor folder of the application. In addition, fighters from mexico can fight for both the North American Championship, and the Central American Championship, respectively. As a note, the nationality of a fighter may also come into play when the boxer receives a generated nickname. For instance, a fighter from Mexico may receive a number of prefixes to their nickname based on Mexico, ("Mexican", "Spanish", "Mexico City", "Tijuana", etc). You can alter the language names in the editor folder, but the nationally-based nickname prefixes are established and can't be altered. Nor can the championships available to each nation's boxers. Keep in mind that some nations, like France, for example, has properties which only make one regional title available to its fighters, the European. However, **all boxers can fight for the World Title!**

Appearance

The appearance of a boxer has no bearing on their skill. When generated, a boxer is given a random appearance. This randomization ignores all the stereotypical facets of appearance, and even adds some odd color possibilities to the equation. For instance, there is a chance the fighter will have green or blue skin. As a default, there are 42 skin variations, over 300 hair color/style combinations, and over 200 beard/color combinations. This makes it so that a good variety of appearance is involved in the circuit's random generations. As commissioner, you can set up the percentage of bald fighters, as well as the percentage of fighters with facial hair (see Gameplay Settings for more info).

CONTROLS

World Circuit Boxing can be played with both a keyboard or a PC controller. Since the game has no feature for first person fighting, the controls are mainly used to open and close the dialogues that accompany each scene. Here is a general list of the controls and what they do. Keep in mind however, that each scene has its own controls which may differ from the following list. In some cases, in-game controls are displayed to help along the way:

ARROW KEYS:
The arrow keys are mainly used to move the cursor to the options on lists you may want to explore. During some scenes, the arrow keys can be used to distribute points to certain parameters. You will know where you're at on the screen, because of the cursor, which will flash. When you don't see a flashing cursor, you may be on a view-only window.

SPACE/ENTER/Z:
These three buttons are referred to as the 'action button'. These are the buttons which can select the options you wish to choose. Most conveniently, the Spacebar can be used as the main action button.

X/ESC:
These buttons are mainly referred to as the 'back button'. This will allow you to move back a scene in some instances, and to cancel and close things when they popup, like view-only windows.

S:
This button is mainly used to call up information about a given option. In some instances, it can be used to sort columns of information.

SHIFT:
This button is mainly used to shift between things like the active gym, when more than one gym exists. It can also be used to change the upcase/lowercase of a 'naming' scene where applicable. Further, there are some instances in which the SHIFT button can cycle between selectable options, for instance the 'build' of the boxer you're creating or the increment amount when placing wagers.

Q/W:
These buttons are mainly used during long lists. When pressed, they will skip an entire page up or down, so that you can more easily navigate through such game environments and options.
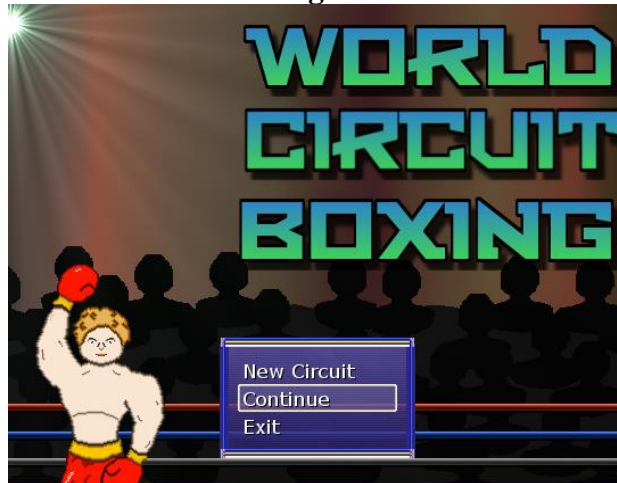
F12:
This button will restart the game completely. You will be taken to the Main Menu on the title scene. Pressing F12 does NOT save your game's progress!

1. STARTING UP

When World Circuit Boxing first starts up, you will be brought to the screen displayed in image 1a.
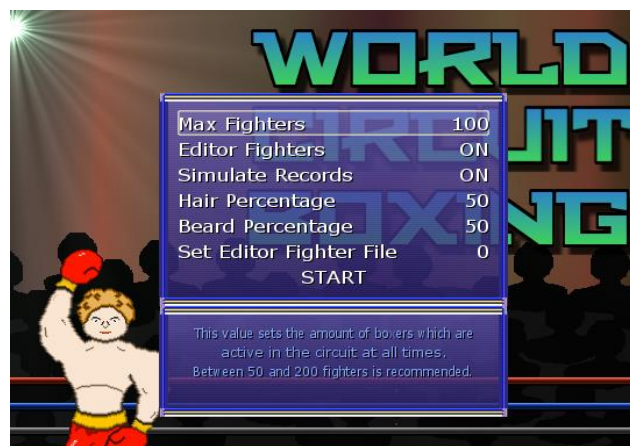
1.1 STARTING AND CONTINUING

image 1a

Selecting 'New Game' here will begin the process of setting up and beginning a new game. The first time you play, World Circuit boxing, only the 'New Game' and 'Shutdown' options will be available. Only when there is a game saved, will you be able to continue, by selecting the 'Continue' option.

1.1.1 New Game Settings

When you select 'New Game', you will be then prompted with the new game settings. These settings, shown in image 1b are used to setup the world boxing environment when it initially begins. When the new game settings appear, you can use the arrow keys to navigate down the window to the options you wish to alter. 'Max Fighters', 'Hair Percentage' and 'Beard Percentage' are altered by pressing the

arrows left and right, while the options 'Editor Fighters' and 'Simulate Records' are altered by pressing the action button. Further, you can pull up a choice box by selecting 'Set Editor Fighter File' with the action button, as shown in image 1c, below.

Image 1c

MAX FIGHTERS:
The Max Fighters option allows you to set the amount of boxers who are active in the circuit at any one time. This number will hold true throughout the entire game, adding new fighters as active fighters retire. The maximum is 500. The minimum is 50. We recommend between 100-300. Too few fighters could make some regions void of boxers, and thus titles will be vacated. Having too many fighters can make it difficult to climb the rankings and take much longer for fighters to become true contenders. In testing, it has been found that fighters will reach the top of the rankings (if they are not retired) in about 20-30 fights if there are 200 or so fighters in the circuit.

EDITOR FIGHTERS:
The Editor Fighters option controls whether or not to use the fighters saved as a CSV in the Editor's folder. By default, there are two editor fighter files. There are custom fighters that we have created listed on the 'fighters_0' file. And there are boxers based on real-life fighters in the 'fighters_1' file. ('Real-life' fighters are based on BoxRec.com stats and film study in some cases.) Therefore, if you select to leave the 'Editor Fighters' option to 'ON', then the fighters from the file you select under the 'Set Editor Fighter File' will be placed into the circuit upon the beginning of the game. WCB has set this up so that you can create your own custom fighters by simply creating a CSV of your own and giving it a name like 'fighters_2'. For more on this process, you need to see the 'External Modifications' section. When 'Editor Fighters' is 'ON', the fighters from the CSV file will be used to fill the circuit first, before randomly generated fighters are created to fill the rest of the circuit's vacancies. For instance, if you have a 'fighter_x' file and you have 13 fighters created, those 13 fighters will be placed in the circuit first. Say the 'Max Fighters' has been set to 100. In that case, after the 13 fighters are placed, the program will generate 87 more fighters to fill the position. In addition, if you set the 'Max Fighters' option to less than the amount of the fighters on the fighter file you're using, fighters at the bottom of the CSV will not be used.

SIMULATE RECORDS:
This option allows you to give simulated records to all the fighters who start in the circuit. In other words, it will be like the fighters in the circuit have already fought (even though no historical account

of the fights will exist) and will be given random records. This sets everything from bouts, to wins, to knockouts, etc. Conversely, if you set the Simulate Records option to 'OFF', every fighter in the circuit will be making their debut. Note that it is impossible to create fighters in the Editor Fighters file that start with a given record. Therefore, even the 'real-life' fighters will have a randomly generated record to start with, dismissing their real-life stats. Finally, the program is designed to give each fighter a random number of up to 50 bouts when creating simulated records.

HAIR PERCENTAGE:
This option allows you to set the percentage of fighters that will be generated having 'hair'. This means that whatever percentage (out of 100) is left, will be bald fighters when they start their careers. This setting can be changed from the in-game settings later. So if you find that there are too many or too few bald fighters in the league, you can adjust this percentage at any time. It's just important to set it here so that randomly generated fighters which are created at the beginning of the circuit have a guideline established by your preference. Also, keep in mind that 'Editor Fighters' have a set hair, so they will not undergo the percentage preference upon creation.

BEARD PERCENTAGE:
This is exaclty like the 'Hair Percentage' option, but it controls the percentage of fighter who will be created having facial hair.

SET EDITOR FIGHTER FILE:
As discussed in the 'Editor Fighters' option, this option will bring up a window which will allow you to adjust the file from which the editor fighters are created. **This will have no effect if the 'Editor Fighters' option is set to 'OFF'.** The value given with the option corresponds to the given fighter file in the Editor folder. It only takes into consideration those files which are named 'fighters_x', with x being the value shown in the option in the settings window. For instance, if you set the value to '1', it will pull fighters from the 'fighters_1' file in the Editor folder upon circuit creation.

START:
When you are satisfied with your settings, you can select 'START' with the action button and advance to the next step in starting your new game.

special note *At any time, you can press the 'X' button to return from the settings to the startup menu, canceling any changes you've made to the settings.*

1.1.2 Save File Selection

When you have finished with the settings and select the 'START' option, a new window will appear.

Image 1d

Image 1d shows the 'Save File Selection' window. From this window, you are given the choice of where your circuit will be saved in-game whenever you choose to save it. There are a possible 6 save slots at your disposal. These correspond to the folders in the 'Saves' directory of your WCB game. Furthermore, they correspond to the 'save' file located in the appropriate folder.   It is possible to select any of the 6 slots available. However, once a game is saved onto a slot, that slot will be marked with an asteriks ("*"). This is important to remember, as **selecting a slot with an asteriks could result in saving over a currently saved game!** One thing to remember is that merely selecting the save slot here doesn't actually save the game. Once you've started your game, you will need to manually select save from the Home Scene in order to perform the actual save. For this reason, we recommend an immediate save whenever you create a new game from the Home Scene.

When you select your slot, you will see another Window.

Image 1e

Image 1e is the last window you will see before starting a new circuit in WCB. This gives you one final chance to confirm that you are ready to begin. Select 'UseSlotX' option to continue and begin creating your circuit. Selecting 'Cancel' will return you to the Slots for another selection. When you have selected the 'UseSlot' option, the 'creating' window will appear and the program will begin

initializing your circuit for WCB. During this process, there is no input from the player, and thus, you must wait until the circuit is completely created. Keep in mind that the amount of time this takes is based on your settings. A circuit with 500 fighters will take longer to initialize than one with 150 fighters. Furthermore, it takes a little longer if you chose to place editor fighters and if you have opted to generate a record for each of the fighters in your circuit. When the process is over, you will taken to the 'Home Scene' where your game of WCB will begin!

1.1.3 Continuing a Saved Game

WCB is designed to make it a breeze (and a much faster process) to continue a saved game than to start a new one. In fact, when a game has been saved, WCB will open the startup menu having the 'Continue' option already highlighted.

To continue a previously saved game, Simply choose 'Continue' from the startup menu and select the slot which your game was saved on. Viola! You will be taken to the 'Home Scene' where you can continue your circuit!

1.1.4 Exiting the Game

To exit the game, you just need to select the 'Exit' option from the startup menu. Doing so will shutdown WCB.

2. HOME

The Home Scene is the base scene of WCB where all other scenes are linked. The Home Scene is broken into 6 windows, as shown in image 2a.

Image 2a

2.1 HOME SCENE WINDOWS

2.1.1 Calender Window
The Calender Window appears in several scenes throughout WCB. This little window, pictured in image 2a in the top, left-hand corner, gives the player the current date of the given circuit. There are no specific 'dates' in WCB, instead the circuit operates in seasons. Four seasons per year and an infinite amount of years. The player has ultimate control on how fast the circuit advances and how many fights are fought each season. (See the Scheduling section for more info on advancing the season.) For the most part, the circuit's calender is used for historical record-keeping, but there are instances, such as a fighter's chosen retirement or a fighter's salary being due that rely heavily on the circuit's calender and the process of time. The Calender Window can appear at different locations on the screen dependent upon which scene the player is currently in.

2.1.2 Header Window
The Header Window, shown in image 2a in the upper, right-hand corner, is used throughout WCB and most often it is used to display what scene the player is in or what task they are performing. You can always tell that you are on the Home Scene when you see 'World Circuit Boxing' displayed in the header window.   Though the Header Scene's size and placement can be altered, it is most-often displayed at the top of the screen.

2.1.3 Active Gym Window
The Active Gym Window is an important window to keep an eye on. It can appear in different scenes and is shown in image 2a near the bottom, left-hand corner. In WCB, only one gym can be active at a given time. When the game first starts, one gym is created, and thus it's name will be displayed in the Active Gym Window. It is important to note which gym is active because certain tasks, like creating a new prospect or recruiting fighters, are credited to the active gym. You alter the active gym from several scenes, including the Home Scene, by pressing 'SHIFT'.

2.1.4 Gym Points Window
The Gym Points window is displayed in image 2a in the bottom, left-hand corner, however, it can often be found in different places on the screen. The importance in the window is that it simply provides the funds of the active gym at any given time. Gym Points are the currency of WCB and to establish a

truly dominant gym, the player must seek to raise gym points and spend gym points wisely. Whenever the active gym is changed, the gym points window will change as well to display the current gym's points. (For more on using Gym Points, see the section on Gyms).

Image 2b

2.1.5 Active Boxer Profile Window

During the Home Scene, the Active Boxer Profile Window is displayed on the right side of the screen, as shown in image 2a. The window is used in many scenes displays an overview of a specific boxer's stats and information. When in the Home Scene, you can press the 'S' button on your keyboard to alter the Active Boxer Profile Window and display a different, random circuit boxer.

BOXER NAME: The Active Boxer Profile Window is shown close-up in image 2b. Along the top of the window, we see the boxer's name in gold lettering. If the boxer is part of a gym's stable, the name of the boxer's name will also be highlighted in a box featuring the gym's specific color. The boxer's name can include his alias (nickname) if it's applicable.

BOXER NATION NAME: Below the boxer's name in the Active Boxer Profile Window, we see the boxer's nation's name in orange.

BOXER AGE: On the same line as the nation name, the boxer's age is displayed in white text 'X yrs.', with X being the age of the given fighter. **Note that the age of a boxer is one factor in when the boxer retires.**

POW: displays the boxer's **power** parameter. This can be written in either white or green. **If a boxer's parameter is displayed in GREEN text, it signifies that the fighter is receiving a bonus to the given parameter by way of the equipment he's wearing.**

SPD: displays the boxer's **speed** parameter.

STM: displays the boxer's **stamina** parameter.

TGH: displays the boxer's **toughness** parameter.

HRT: displays the boxer's **heart** parameter.

BTS: displays the bouts the fighter has fought in.

RDS: displays the rounds the fighter has fought.

W: displays the fighter's wins.

L: displays the fighter's losses.

D: displays the fighter's draws.

KO: displays the fighter's knockouts.

KD: displays the fighter's knockdowns.

XO: displays the amount of times the fighter has been knocked out.

XD: displays the amount of times the fighter has been knocked down.

CP: displays the fighter's career points. **Note that a boxer's Career Points is the main factor in determining when the fighter retires.** CP is awarded as follows:

3 points for a victory
-3 points for a defeat
2 points for a knockout
1 point for a knockdown
-1 point for being knocked down
-2 points for being knocked out
5 points for a Minor Title
3 points for a Minor Title Defense
10 points for a World Title
5 points for a World Title Defense

CHAMPIONSHIPS: Below all the stats and parameters, the Active Boxer Profile Window will usually display an open space. However, when a fighter is possessor of a title (championship), this area is used to display the titles they currently hold. Here are the icons used to display each title:

STRK: This is states the current 'streak' of the fighter. This tracks consecutive wins, losses, or draws respectively. A fighter who therefore has won his last two fights, as is the case with the boxer in **Image 2b**, this will say 'won 2'.

RANK: This is the blue number to the far right of 'STRK'. This tells the fighter's current World Circuit world ranking. If the fighter is the reigning world champion, it will give an asterisk (*) instead of a number.

LAST FIGHT: If a fighter has yet to fight, there will be a simple 'None' here. However, if a fighter has fought, this will display the results of his last fight. With the result abbreviations, followed by the opponent who he has faced. In **Image 2b** we see that the fighter has won his last fight by knockout (KO) in the 10th round against opponent *Chizoba Alameiyaseigha*.

HEALTH: Below the 'LAST FIGHT' result, there is a bar attached to a red heart. This represents the current health of the fighter. When the fighter is good health, the bar will appear green. When he is in a cautionary state of health, the bar will be yellow. When the bar is red, the fighter is injured and cannot fight. **Health in World Circuit Boxing is CRITICAL! A fighter's parameters are affected by the state of his health.**

special note *As a gym owner, it is imperative to keep an eye on all the stable fighters' health. There are remedies for low health, including resting a fighter or healing them with power-up from the Gym Shop.*

EARNED DOLLARS: Earned Dollars, or 'e$' is the total personal earnings of the fighter. This value has little effect on a fighter who is in a gym's stable. However, free agent, unsigned boxers can use e$ to provide better equipment for themselves.

TITLES: A fighters title history is displayed in the bottom left hand corner of the Boxer Profile Window (see **Image 2b**). 'WT' stands for World Titles. 'MT' stands for minor titles. A world title is the pinnacle of a fighter's active goals. It represents that he is the best fighter in the current circuit. Minor titles are based on the fighters region. On the Boxer Profile Window, the values presented are a large number and a small number to its upper right for each scenario. The big number represents how many times the fighter has won a respective title and the small number displays how many title defenses of the type he has made.