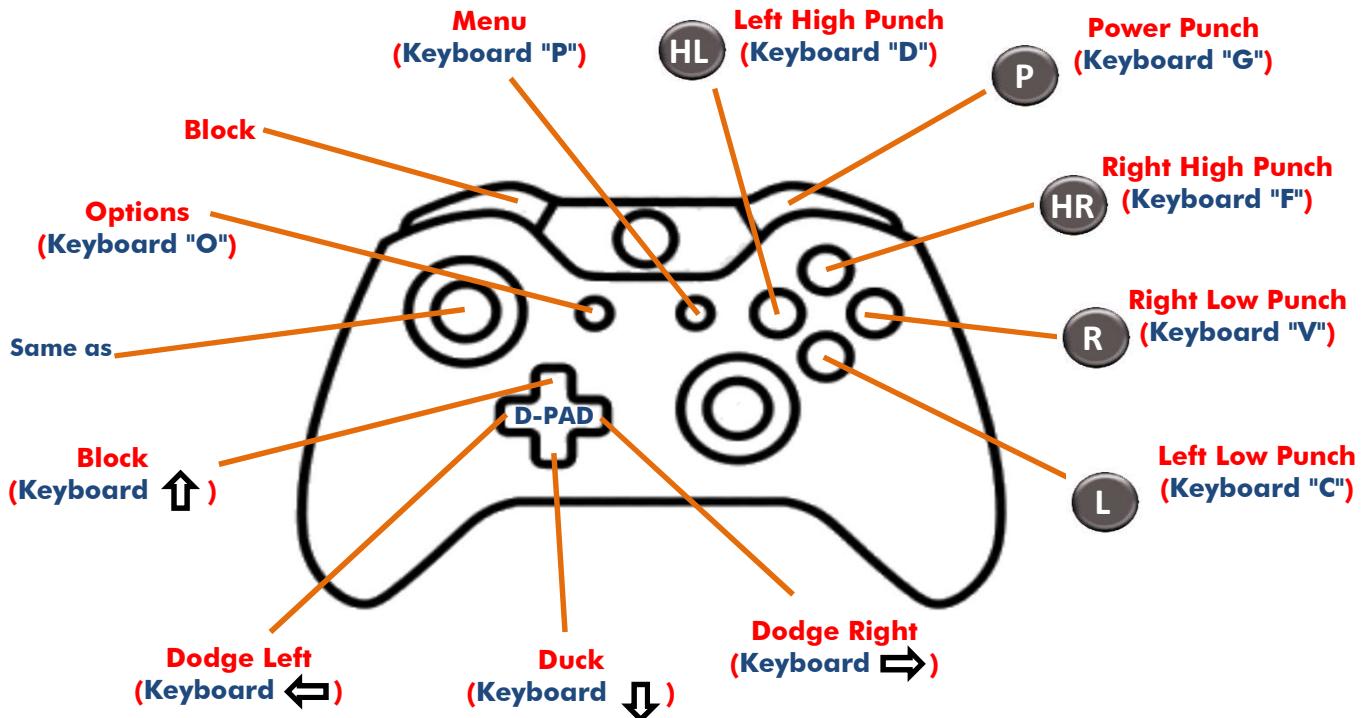


THROWDOWN BOXING 2

Players Guide

Controller Layout



To Options page.

STATS

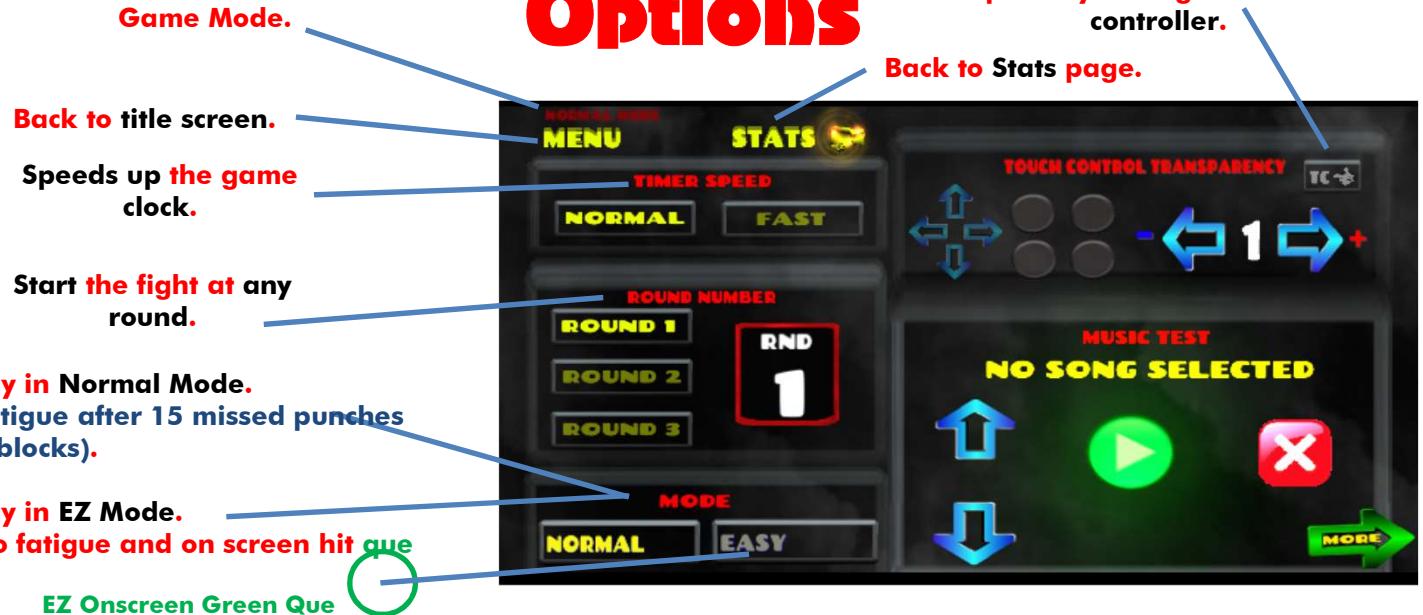
Back to title screen.

Round you defeated
you opponent in.

The clock time you defeated
you opponent in.



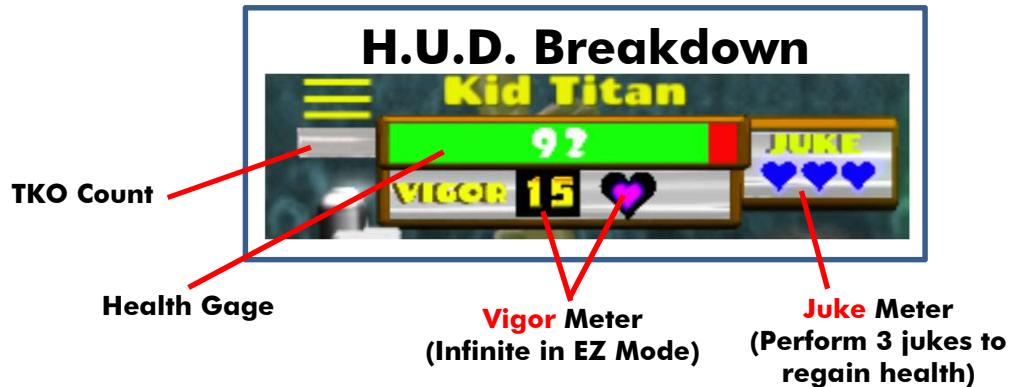
Options



COACH BAGGY'S LESSONS (Play Defensive!!!)



Don't tire yourself! Wait until your **opponent misses** and then **punish them!** Watch your **Vigor meter** and **health**. When your Vigor gets down to zero by **blocking** to much or **missing** to many punches you'll get **tired Kid!!!**



Dodge OR



Duck OR Block



Then



Punish!!

The Basics

COMBOS



Alternating Side Combos (Fast Release Combos)

HL



HR



2
HITS!

Or

L



R



2
HITS!

Tip:
Chain high punches with high punches or low punches with low punches to combo your opponent.

Never mix high and low punches mid combo!

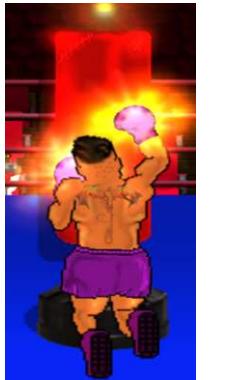
After 3 hits, alternating combos rage faster and become more damaging!

Single Side Combos (Slow Release Combos)

HR

HR

2
HITS!



Tip:
This is the simplest way to combo. You can just hold down the punch buttons for repeated punching during single side combos.

Or



2
HITS!



L

L

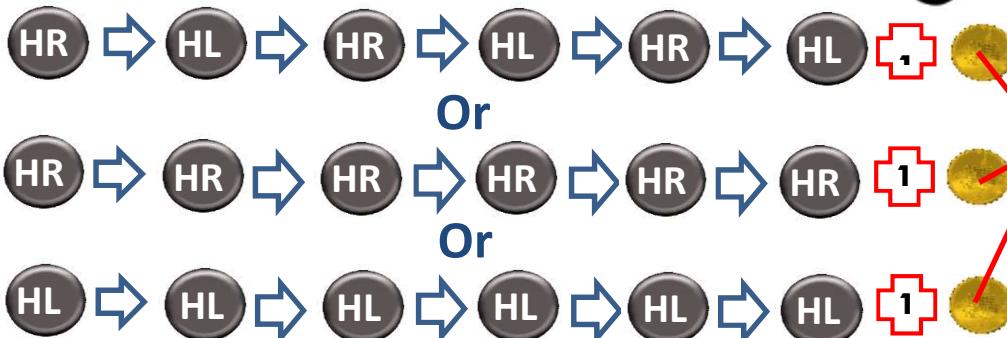


Advanced Combos

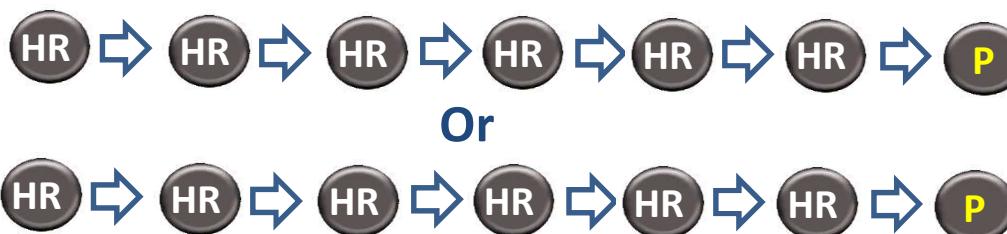
And Power Punching



Earn a Power Punch Token!



Tip:
A completed combo sequence on weaker opponents earns you a Power Punch Token.



Tip:
On stronger opponents no token is earned during combos. However you can earn tokens other ways.
Try to end your combos in a power punch for more damage.



Power Punch!!!

Make them block!



Pro Tip:
To connect on 99% of your power punches make them block then immediately follow up with a power punch!!

Then Power Punch!!



Power Punches are invincible, and can help



you recover from your

Fighting Strategies

Each opponent has abilities and weaknesses that you must remember a master counter.

You also have abilities to master and weaknesses to avoid.

FAST ATTACK RECOVERY



Dodge then immediately hit any punch button to



Or



Duck then immediately hit any punch button to



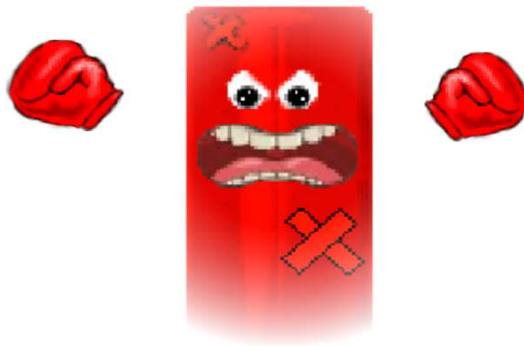
WEAKNESS



Too much blocking or too many blocked, missed punches will cause you to lose vigor. When vigor reaches zero you'll be tired, dizzy and vulnerable for 3~4 seconds!



TRAINING MODE



Use my training mode to improve your skills and to earn secrets Kid!

