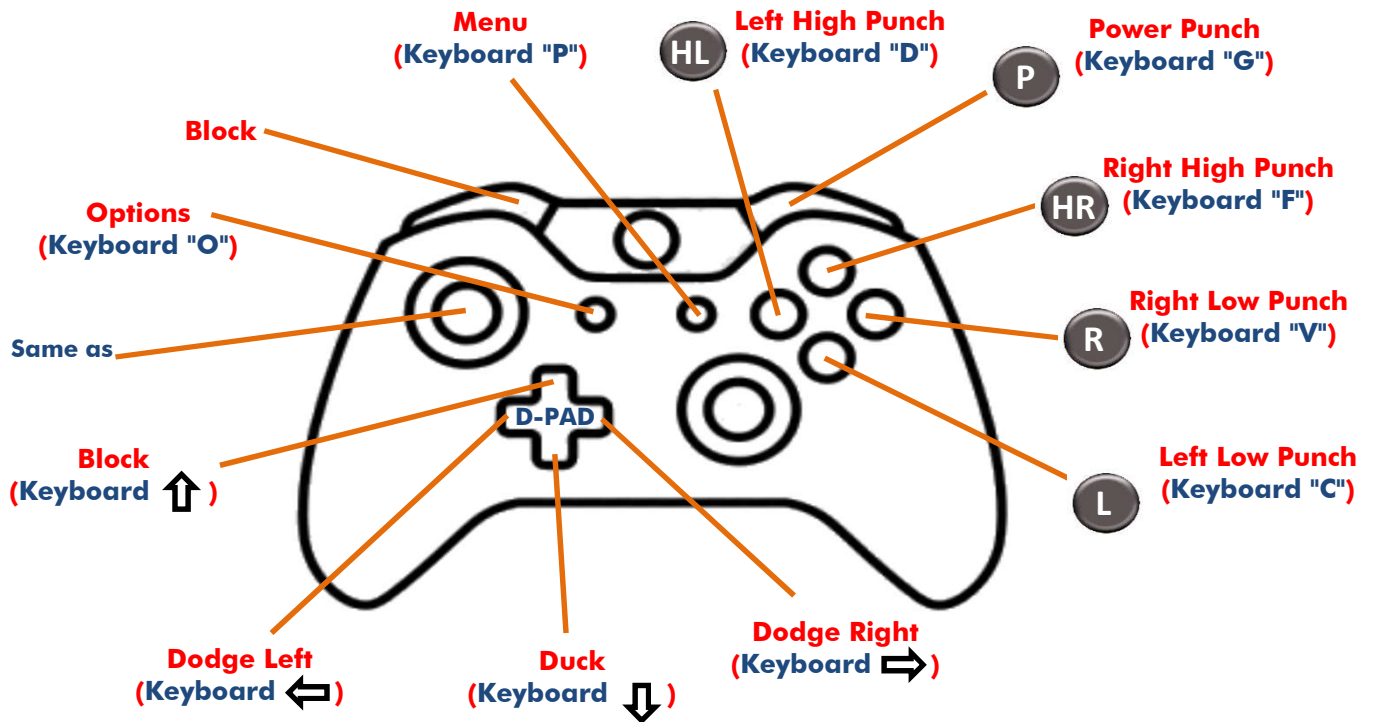


# THROWDOWN BOXING 2

## Players Guide

### Controller Layout



### STATS

To Options page.

Back to title screen.

Round you defeated  
you opponent in.

The clock time you defeated  
you opponent in.

MENU		OPTIONS		VICTORY STATS			
	ROUND:	TIME:		ROUND:	TIME:	ROUND:	TIME:
	0	0		0	0		0
	RND	Seconds		RND	Seconds		RND
	0	0		0	0		0
	RND	Seconds		RND	Seconds		RND
	0	0		0	0		0
	RND	Seconds		RND	Seconds		RND
	0	0		0	0		0
	RND	Seconds		RND	Seconds		RND

# Options

Game Mode.

Transparency setting for touchscreen controller.

Back to title screen.

Back to Stats page.

Speeds up the game clock.

Start the fight at any round.

Play in Normal Mode.  
(Fatigue after 15 missed punches or blocks).

Play in EZ Mode.  
(No fatigue and on screen hit que)

EZ Onscreen Green Que



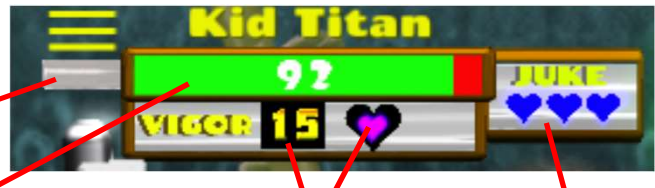
## COACH BAGGY'S LESSONS

**(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!!!**

### H.U.D. Breakdown



TKO Count

Health Gage

Vigor Meter  
(Infinite in EZ Mode)

Juke Meter  
(Perform 3 jukes to regain health)



Then



**Dodge OR Duck OR Block**

**Punish!!**

# The Basics

## COMBOS



### Alternating Side Combos (Fast Release Combos)

HL



HR



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!

L



R



Or

2  
HITS!

### 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.

L

L



2  
HITS!



Or



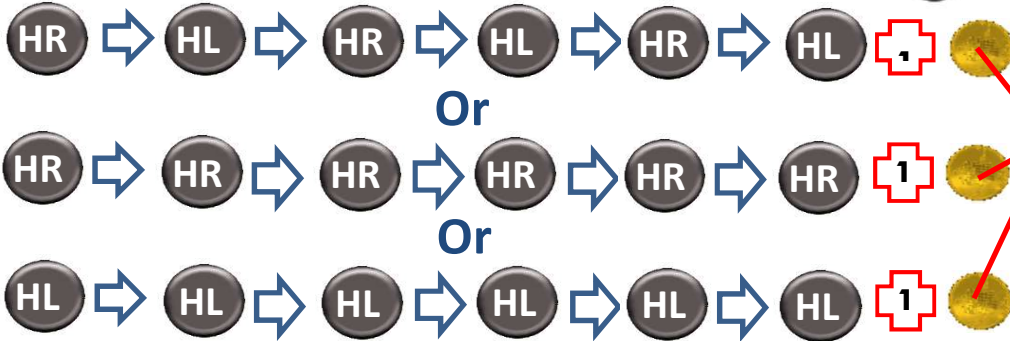
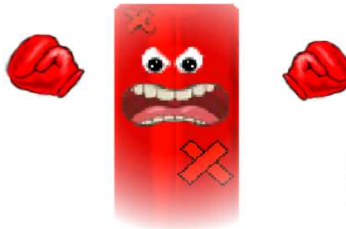


# Advanced Combos

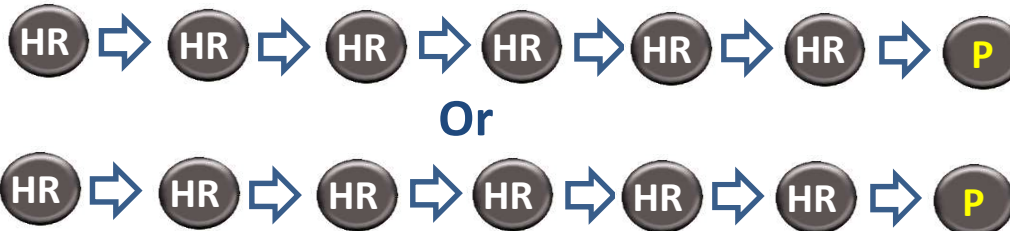
## And Power Punching



Earn a Power Punch Token!



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



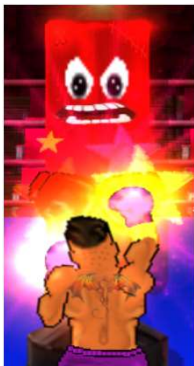
**Tip:**  
On stronger opponents no token is earned during combos. However you can earn tokens other ways. Try to end your combos in a power punch for more damage.



**Power Punch!!!**

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

Make them block!



Then Power Punch!!



Power Punches are invincible, and can help



you recover from your

## Fighting Strategies

Each opponenet has abilities and weaknesses that you most remember a master countering.

You also have abilities to master and weaknesses to avoid.

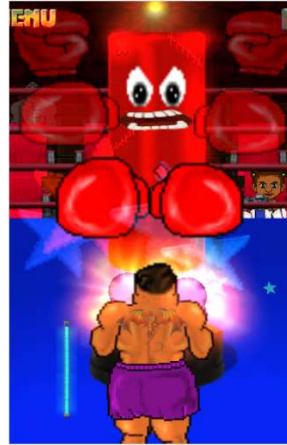
## FAST ATTACK RECOVERY



Dodge then immediately hit any punch button to



Or



Duck then immediately hit any punch button to



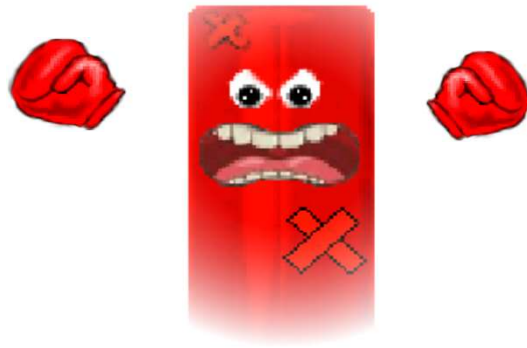
## WEAKNESS



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!**

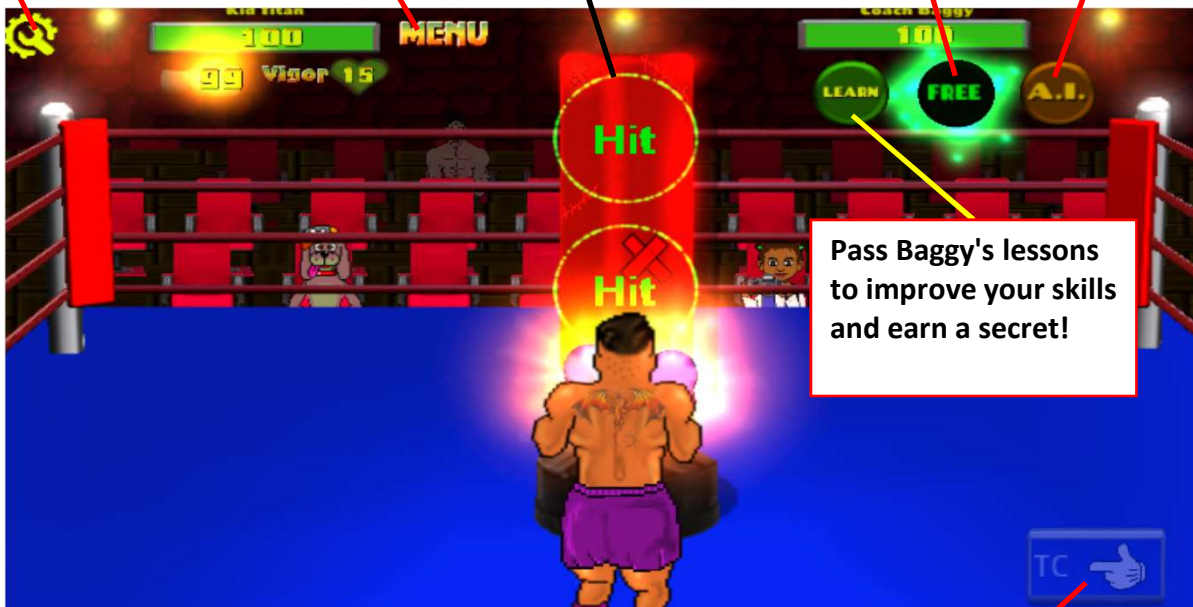
Customize your Kid Titan!

Back to title screen

Baggy's Hit Que

Press up to 3 times to select different trails. Complete trails to earn trophies and secrets!

Press up to 3 times to face 3 levels of A.I.



Pass Baggy's lessons to improve your skills and earn a secret!

Turn on onscreen Touch Controls.









