Introduction

Welcome to Boxing Club Manager.

Boxing Club Manager is a game where you simulate managing your own boxing gym, in which you will hire trainers, recruit fighters, arrange fights and challenge for title belts. The game features 68 gyms from around the world and begins with 612 fighters, spanning the 17 weight classes, all vying to be crowned champion.

Fighters

A fighter's status is either amateur or pro-fighter. The main difference between amateur and pro-fighters is that once a fight is arranged, pro-fighters go into training camps for 8 weeks to prepare for the fight. Amateur fights can be arranged for a few day's time so can be fought on short notice.

All fighters have 11 attributes, which will combine to influence their performance in a fight. These attributes will rise and fall over time, determined by the training settings which are set.

Training

Fighters who are not currently in a training camp, will undergo general training. Trainers can be allocated to general training, and the trainer's knowledge attributes will impact on the effects to the fighters in general training.

Training camps can be arranged, for Pro-fighters, with up and coming fights. Trainers can be allocated to training camps, in the same way as general training, but those trainers knowledge attributes in this case will only effect the pro-fighter in that training camp.
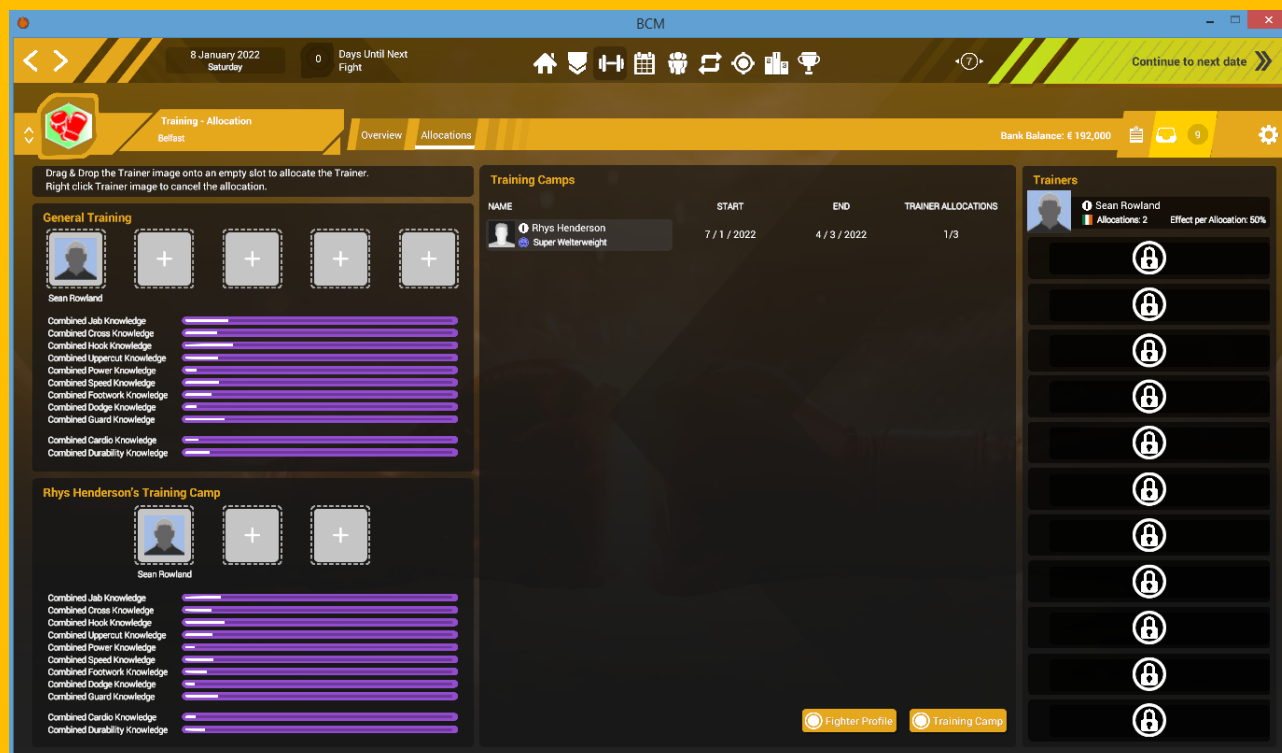
All fighters generate a number of training points they can assign to attributes. The amount of training points available to a fighter is determined by their potential, and whether or not they are in a training camp. The more training points assigned to an attribute, the higher the likelihood this attribute will improve with training, over time.

Trainers can be hired and fired accordingly. Check the Advertise for Trainers checkbox to receive emails from interested trainers, and decide whether to take them on at your gym. The number of trainers that can be employed at any one time is determined by the level of the gym.

Trainers have their own set of knowledge attributes. Trainers with higher attribute values demand higher wages, but have an increased effect on the attribute improvement of fighters, when allocated to their training.
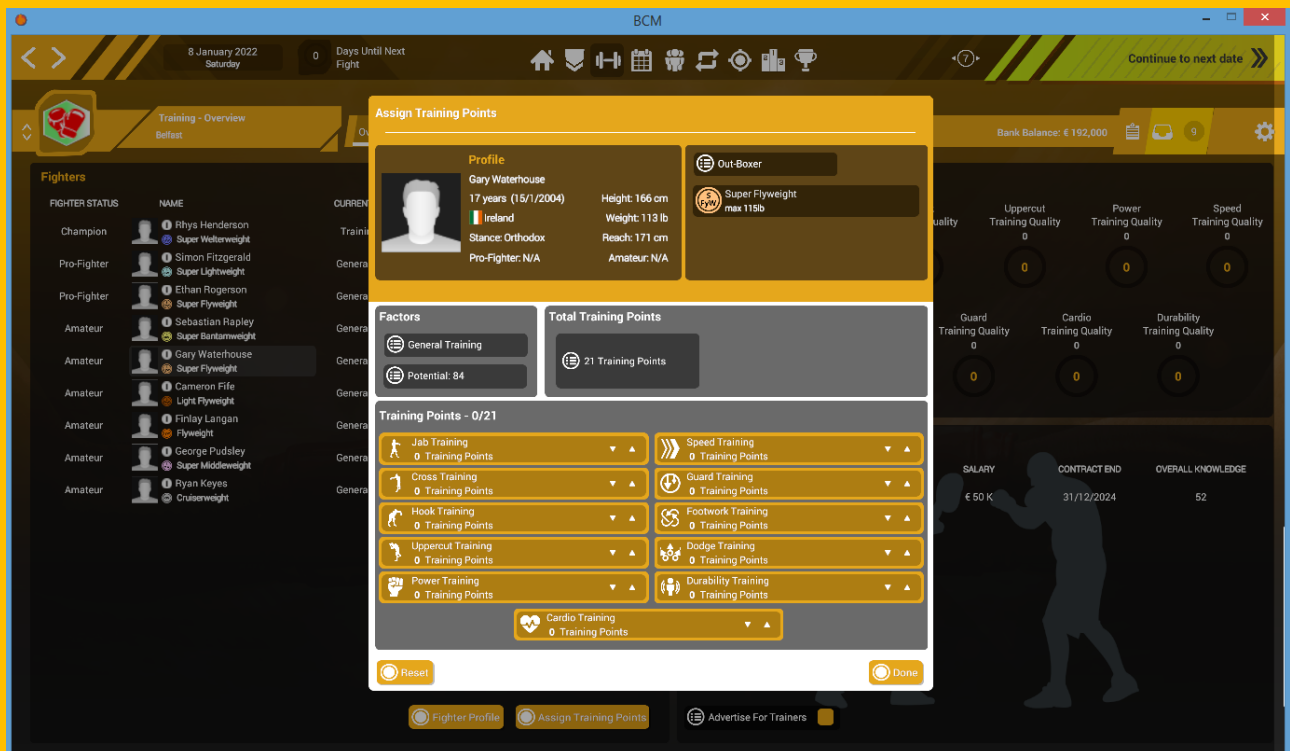
Arranging Fights

Fights need to be arranged for the fighters at your gym. Available opponents will be listed, along with a list of available events. Opponents may accept or decline the fight offer. Once a pro-fighter has a fight offer accepted, their training camp will need to be arranged.
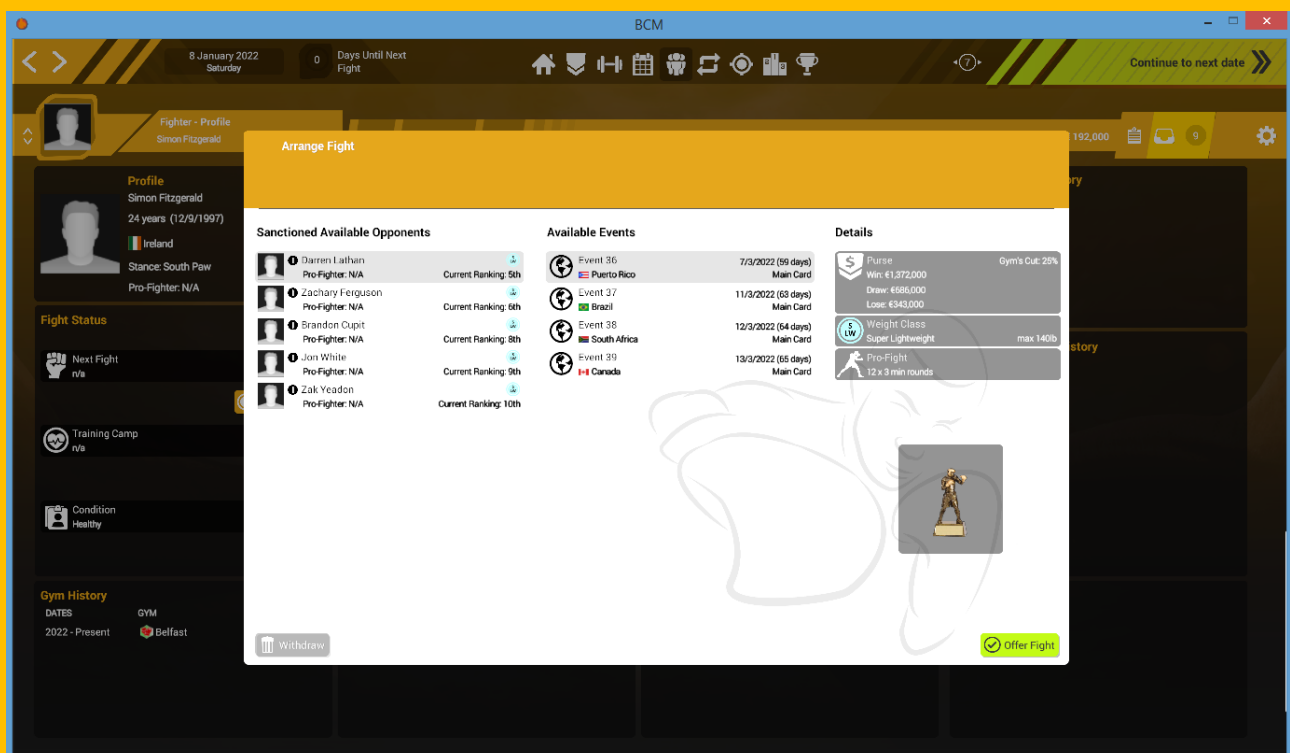
Fights

On fight day, fights can either be quick simmed or you can attend the 3D fight.

Quick Sim Fight will calculate the fight scorecard automatically . . .

Attend 3D Fight will show the whole fight in 3D . . .

FAQ