

## World Boxing Manager Full Crack [FULL]



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### About This Game

World Boxing Manager is a game in which you develop and manage the careers of young, hungry boxers desperate for glory. You scout and recruit fighters from a pool of amateurs who come to train at your gym - it's up to you to decide who to mold into championship material. Build their careers up in regional events until they are ready to make the leap onto the world stage and fight for world titles.

Can you develop a world champion fighter capable of unifying all of the titles in his weight class? Try this game and find out!

### Fighter Training

- Train specific stats, or train a whole set of stats according to a desired fighting style.
- When a fighter has an upcoming match, he can begin a training camp.
- Gains made during training camps occur at a much quicker pace than during regular training, but are temporary and only apply to the next match. Thus, the player is able to tailor training camps to whomever his fighter is fighting against next.
- This also means that part of the player's responsibility as a manager is to find a balance between the longer-term, permanent development of his boxers and the short-term rewards of training for and winning matches.
- Hire trainers for bonus training camp gains. However, if your trainers end up training too many fighters at once, their effectiveness will suffer as they are forced to spread their time out between multiple fighters. It's up to you to determine the best way to prioritize the trainer's time.

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- Make sure that you schedule enough time before each match for your fighter to make weight. Different fighters cut weight at different rates, so if your fighter takes a long time to burn it off, you'll have to account for it.

## **Sparring**

- Pit any two of your fighters, professional and amateur alike, against one another in training matches in order to see how they perform in actual matches.
- If one of your students manages to knock out one of your pros, it might be worth it to train him instead!
- Fighters are able to learn Traits, which are permanent boosts which increase their effectiveness as fighters. The only way to learn new Traits is to spar.

## **Match Making**

- Set up matches against fighters all over the world.
- You obtain more money for winning, but gain more experience from losing. It's up to you as the manager to either cherry-pick easy opponents for money or try your luck against better opponents in order to move more quickly up the rankings.
- Hire cable and PPV networks to air your fights for extra money and exposure. However, this can backfire if your fighter loses!

## **Fight Night**

- Call out instructions during the match and between rounds in order to make adjustments as you see fit.
- If your opponent has a weak jab, stay on the outside and pick him apart; if he has a weak chin, get in his face and smash it in!
- After the match, you can view statistics in order to determine where your fighter needs to improve.

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Title: World Boxing Manager  
Genre: Simulation, Sports, Strategy  
Developer:  
Aggroblakh  
Publisher:  
Aggroblakh  
Release Date: 9 Dec, 2016

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English



### Florent Rousseau vs. Linus Larsen

Featherweight Undercard Match - Friedrich Krueger vs. Joffrey Baird



Tale of the Tape	
<i>Friedrich Krueger</i>	<i>Joffrey Baird</i>
<i>Age: 24</i>	<i>Age: 36</i>
<i>Nation: Belgium</i>	<i>Nation: England</i>
<i>Reach: 66"</i>	<i>Reach: 63"</i>
<i>3W - 3L - 2KO</i>	<i>2W - 1L - 2KO</i>



**Round 1**

	<i>Friedrich Krueger</i>	<b>3:0</b>	<i>Joffrey Baird</i>	
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**Next Step**



September 20, 2036

Johann Kastner

Personal Information

Name: **Johann Kastner**  
 Fighting Style: **Sluggier**  
 Stance: **Orthodox**  
 Weight Class: **Super Welterweight**  
 Natural Weight: **153.40**  
 Current Weight: **153.40**  
 Reach: **68"**

Offense		Defense	
Jab	6	Head Move.	7
Cross	8	Body Move.	7
Lead Hook	6	Guard	3
Rear Hook	15	Clinch	7
Uppercut	11	Footwork	10

Mental		Physical	
Positioning	4	Power	17
Timing	7	Speed	13
Aggression	9	Endurance	8
Adaptability	7	Recovery	13
Discipline	7	Toughness	12

Natural Traits

Heavy Jab - maximum jab level of 25

Previous Matches

Loss: Donovan Robinson - Unanimous Decision - Rd. 8(3:00) - Sp  
 Loss: Donovan Robinson - Majority Decision - Rd. 8(3:00) - Sp  
 Loss: Donovan Robinson - Unanimous Decision - Rd. 8(3:00) - Sp

Match Stats (Landed/Thrown):

Jabs: 37/70  
 Crosses: 47/53  
 Lead Hooks: 18/19  
 Rear Hooks: 11/16  
 Uppercuts: 10/16  
 Blocks (Head): 0/15  
 Blocks (Body): 0/15  
 Dodges (Head): 5/18  
 Dodges (Body): 1/11  
 Counters (Head): 7/22  
 Counters (Body): 7/32

Donovan Robinson

Personal Information

Name: **Donovan Robinson**  
 Fighting Style: **Boxer**  
 Stance: **Orthodox**  
 Weight Class: **Super Welterweight**  
 Natural Weight: **162.85**  
 Current Weight: **162.85**  
 Reach: **63"**

Offense		Defense	
Jab	9	Head Move.	9
Cross	11	Body Move.	9
Lead Hook	1	Guard	13
Rear Hook	6	Clinch	12
Uppercut	7	Footwork	5

Mental		Physical	
Positioning	15	Power	5
Timing	11	Speed	19
Aggression	8	Endurance	5
Adaptability	6	Recovery	3
Discipline	4	Toughness	4

Natural Traits

Start Match

Import Opponent



May 31, 2036

**Donovan Robinson**

Personal Information	
Name	<b>Donovan Robinson</b>
Fighting Style	<b>Boxer</b>
Stance	<b>Orthodox</b>
Target Weight	<b>162.85</b>
Natural Weight	<b>Super Welterweight</b>
Current Weight	<b>162.85</b>
Reputation	<b>Local Name</b>
Reach	<b>63"</b>

Offense		Defense	
Jab	9	Head Movement	9
Cross	11	Body Movement	9
Lead Hook	1	Guard	13
Rear Hook	6	Clinch	12
Uppercut	7	Footwork	5

Mental		Physical	
Positioning	15	Power	5
Timing	11	Speed	19
Aggression	8	Endurance	5
Adaptability	6	Recovery	3
Discipline	3	Toughness	4

Natural Traits

Heavy Jab - maximum jab level of 25

**Super Welterweight**

Select Region/Organization

**North America**

Possible Opponents

First Name Last Name

Alfredo Jimenez  
Antonio Ledesma  
Baltasar Maldonado  
Bastien Labelle  
Carlos Lujan  
Daniel Nunez

Upcoming Event Dates

July 20, 2036 - Bruce Butler vs. Charles Buckley  
July 4, 2036 - Nazim Favara vs. Jonathan Barton  
June 13, 2036 - Carmelo Campos vs. Juan Escobar  
July 19, 2036 - Robert Manning vs. Gary Rodgers

Select Match Type

**Super Welterweight Title Fight**

Select Title (if possible)

(Non-title match)

Event Date

July 1, 2036

Guaranteed Payout

100

PPV/Network Split

0

**Negotiate Terms**

**Carlton Forbes**

Personal Information	
Name	<b>Carlton Forbes</b>
Fighting Style	<b>Swarmer</b>
Stance	<b>Orthodox</b>
Reputation	<b>Rising Star</b>
Reach	<b>70"</b>

Offense		Defense	
Jab	3	Head Movement	6
Cross	3	Body Movement	13
Lead Hook	5	Guard	3
Rear Hook	16	Clinch	7
Uppercut	3	Footwork	10

Mental		Physical	
Positioning	11	Power	7
Timing	5	Speed	2
Aggression	7	Endurance	5
Adaptability	1	Recovery	8
Discipline	3	Toughness	10

Natural Traits

Likelihood

**Very Likely**

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#### Best spreadsheet I ever played

. This game is really addictive. Just one more fight, just one more sparring, just another upgrade and there is another hour gone. Yes, it's a bit repetitive, when it comes to sparring or negotiations with networks, trainers or other boxers because you need too many clicks for everything, but the fundament of this game is really good. The match-results are plausible and the tactics have a significant effect. The game has the potential to be even better and it's great to see, that the developer is still working at it. I'm glad that I discovered it.. The game was fun.. Imagination had its part in making this enjoyable.. after a bit it became a complete grind that became extremely boring and it got to the point where I wasn't even paying attention to stats or anything I was just going through the motions.. I won just about everything I could with 5 active fighters having 2 of them be the main bread winners.. I can say for 5 dollars though I got over 20 hours of gameplay on a text based game and could hardly achieve that on some of these other titles having literally 1,000 times the amount of content via graphics, items, dialogue and so on. I will give this game a thumbs up because of that.. Very basic, text only, boxing manager. Perfect for what it is. I cant recommend the game until a few issues get fixed. Most game is skip tut's because i honestly dont need them. This game desperately needs one but does not have one. You can maybe figure things out on your own but honestly you probably will need outside resources of which there are few for this game. Secondly even for the things you can figure out certain things make no sense. When matchmaking you can send one request with one fighter and have to see if they accept or decline. While i understand why i would have liked a system where you send requests to multiples and prioritize them. Because the thing about it is the person will most of the time in my experince decline even if we are around the same level of ability, rank and renown. Then the game does not notify you they decline, only if they accept. So then you have to waste another day trying to send out another match. After you get a mtach you have to get them down to weight, which guess what isnt clear how to do again beacuse of no tut. I havent been able to progress this cycle. I will not refund the game though i should on principle because i really want to like it. Please dev if you read this take these factors into considderation as i love management games and esepcially boxing.

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Garbage half star rating. Do waste you time or money.. Like the sport itself, this game requires some patience and study. Work through it a bit and you will uncover the extraordinary depth of 'World Boxing Manager'. It is at once fairly easy to master and so challenging that you'll have to tear yourself away from it. This is not one of those silly games where you play it for a day or two and forget it. It is a simulation that will keep you coming back day after day. The price? As of this writing, it's less than an Abe Lincoln and worth much more. FIVE STARS OF FIVE!. Great concept, poorly executed, this game couldve been amazing, unfortunately it isnt detailed enough in regards to finances, matchmaking and boxing language i.e (the use of rear hook instead of left hook or right hook) using real existing boxers and organisations could've taken this game to the next level i understand there may be branding/copyright issues but it would have made a massive improvement, the main gripe i have about this game is the amount of time you have to lose skipping each day it becomes very tedious after a while and makes you want to give up on the game, it would have been much better if you could just choose a training category and simulate until the day of the fight, where as instead you have to skip each day one after another while random boxers that have no connection to you whatsoever are given simulated outcomes, ive played this game now for 2 hours and i cant play anymore as it is unenjoyable and unrealistic, one thing to note though it is only £4 so what do you expect, i had high hopes for this when i saw it in the steam store and its turned out to be a let down, unfortunately i highly doubt i will ever click its play button again.. Since the recent update the game crashes no less. Also, when you win a world title you cannot defend it, its as if you didn't win one at all, but this is fine for regional titles. Also, when you win a world title it does not appear in your list of titles which is not good for a record-junkie like me. I have stopped playing the game since this, its just simply time consumption with no satisfaction and it takes way too long to train someone into the perfect boxer - even with a perfect gym and equipmtent.. For what it is, it will do. Price is okay and you'll get enough play before you get bored, and you know you get bored of ALL games eventually.. Seems like a game with alot of depth but abit shy to show it at first, ive put in maybe 4 hours and i feel like ive hit my gyms limit with just becoming local weight champion, followed by a losing streak right after it, noramlly around 12 wins in a row before hand, unno if thats just odd luck or not but after reading a few forums found out as you do better your gym rep grows making new students (possibly better than my first gen fighters...)



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