



How to Get a Fighter

To get a fighter for your gym you need to navigate to the "My Gym" menu at the top of the page. You have 4 options to get a fighter. These are all explained below.

Creating a Regular Fighter

Choose the "Create a REGULAR Fighter" page from the My Gym menu.

What you will see is:

- **Name**
 - The name you want to give to your fighter
- **Division (limit)**
 - Division is the weight division you would like to place your fighter in.
 - Limit is the maximum weight your fighter will fight at in this division. Although your fighter can lose 5% of his body weight before a fight to reach the division weight limit before suffering endurance penalties.
 - Example – Joe Bloggs is in Lightweight and weighs 141lbs. He can diet down to 133.95lbs before a fight.
 - If Joe Bloggs has to lose more than 5% of his body weight to reach the division weight limit he will be weakened by excessive dieting. This will result in loss of endurance for him in his fight
- **Build**
 - Build helps to determine a fighter's weight and has no other effect.
- **Strength**
 - Is used as an offensive weapon and factors heavily in the amount of damage you do to your opponent. It can also be used as a defensive weapon when using the "clinch" fighting style. Increases in strength make your weight go up and decreases in strength make your weight go down.
 - Fighting styles that utilize strength:
 - Clinch
 - Inside
- **Speed**
 - Speed equals more punches landed. Speed also adds to the power of a punch. Comparing two equally strong fighters, the speedier fighter's punches will do more damage.
 - Fighting styles that utilize speed:
 - Counter
 - Feint
- **Agility**
 - The defensive factor. The greater the Agility the less damage you will take and the fewer punches your opponent will land.
 - Fighting styles that utilize agility:
 - Ring

- Chase
- **Toughness**
 - Toughness is the ability of a fighter to take a punch, and is used to determine his stamina. Tougher fighters will be able to throw more punches for more rounds, and will be able to sustain more damage before being knocked down.
 - No fighting style utilizes toughness.
- **Height**
 - Taller fighters will gain additional agility and speed during a match to simulate the effect of reach. Taller fighters will also weigh more than similarly built, but shorter fighters.
 - Fighting style that utilizes height:
 - Outside
- **Total Ap's (Ability Points)**
 - You have 54 Ap's to distribute between your abilities.
 - This differs from recruiting fighters and gifted fighter creation in the following ways:
 - Recruited fighters are limited to the ability total and distribution they already have. Most likely they will have 53Ap's at creation but can possibly be less or more depending on previous injuries and current rating/status.
 - Gifted fighters start with 58Ap's

Note: Creating a new regular fighter will cost you \$1US. You will need to acknowledge this in the checkbox that precedes this line:
"I understand that \$1 US will be deducted from my account balance"

How do you decide where to distribute you're ability points?

The first thing you need to think about is how you want to build your new fighter. At first you should steer clear of creating a balanced type fighter or in other words a fighter that has all his ability points distributed close to evenly across his abilities. These are the toughest fighters to manage because you do not have a clear advantage in any ability over your opponent. This impacts on the different fighting styles and their associated bonuses either will be small or none, and this game is a lot easier if you have the upper hand.

What you should do is start with one of the more common fighter types in the game. Common fighter types are categorized due to how their abilities are distributed and the term you will see used most often is "strength/agility rating" or just S/A. S/A is simply calculated by subtracting your fighters' agility from his strength.

The common fighter types are:

- Slugger (S/A of +6 or more)
 - Sluggers should be as short as possible for their division because the fighting style they should use the most is clinching and a height advantage is actually detrimental while using the clinch.
- Dancer (S/A of -6 or less)

- Taller, faster and more agile than a slugger this type of fighter will try to win by decision but may have enough strength to score a freak knock out against a desperate opponent.

There are many different sub classifications of both these fighter types but for now while you are learning it is easiest to minimize the game lingo.

These are a few examples of starting Ap's for several of Fong's sluggers:

- Fear Factor, 4 feet 10 flyweight started with 24-12-10-12 (str-spd-agl-tgh)
- Mini Clone V1, 4 feet 10 strawweight started with 23-11-11-12.
- Big Mac Junior, 5 feet 9 heavyweight started with 20-9-7-10

These are a few examples of starting Ap's for several of Balrog's dancers:

- Hidden Identity I, 5 feet 1 strawweight started with 8-16-17-13
- Patrick Fitzpatrick III, 5 feet 7 welterweight started with 8-12-16-12
- Hidden Identity IX, 6 feet 1, light-heavyweight started with 7-11-12-12
- Conn Cornwall, 6 feet 6 heavyweight started with 6-9-12-10

Note: These fighters were all created when new fighters were only 53 Ap's

Creating a Gifted Fighter

Gifted fighter creation was implemented in September of 2010. Gifted fighters are created in exactly the same way as you create a regular fighter. The only difference is that these beasts are created with 58Ap's rather than 54Ap's.

You can not pick and choose when to create one of these fighters. You have a 1 in 100 chance of receiving a gifted fighter token every time you create a regular fighter. If you are lucky enough to receive a gifted fighter token you go to the "Create a GIFTED Fighter" page under the "My Gym" menu to use it.

Gifted fighter tokens can only be used once so use it wisely.

Gifted fighters are not allowed to hire conditioning coaches.

Note: Creating a new gifted fighter will cost you \$1US. You will need to acknowledge this in the checkbox that precedes this line:

"I understand that \$1 US will be deducted from my account balance"

Creating a Freak Fighter

Freak fighters are also created in exactly the same way you would create a regular fighter. The sole difference is the height limitations are extended in both directions.

Regular fighters are limited to a maximum height of 6'9 and a minimum height of 4'10.

Freak fighters can be made with a maximum height of 7'7 and a minimum height of 4'0.

Note: Creating a new freak fighter will cost you \$5US. By creating a freak fighter you have automatically acknowledged this.

Recruiting a Dumped Fighter

Recruiting a dumped fighter is free.

Dumped fighters are regular fighters that have been created by other gyms but have for one reason or another been sacked.

Your limitation with these fighters is that all their ability points have already been distributed. Some of these fighters have experience in the ring and as such may have carry over bonus points or injury points. Dumped fighters typically have only 53Ap's so will be automatically starting at a slight disadvantage.

When you open the "Recruit a DUMPED Fighter" page you will see:

- Fighters available for recruitment
- Division drop down menu.

Choose the division you want to recruit a fighter in via the drop down menu. Read through the table to view where the fighters ability points have been distributed in to select the type of fighter you would like to recruit. All of the information in the table has been explained in "Creating a Regular Fighter" apart from the last 4 columns:

- Rating - A fighter's ranking determined by consecutive fight outcomes.
 - Example - Joe Bloggs won his first 6 fights to achieve a rating of 6.
- Status - The maximum rating that a fighter has reached.
 - Example - Joe Bloggs lost 2 fights in a row after winning his first 6 fights. He now has a rating of 4 and a status of 6.
- Bonus Points - Bonus points are gained when you win a fight and your rating equals your status. 300 bonus points will give you an extra ability point. For more information on how bonus points are awarded see the "Fighter Help - Bonus points system" under the "Help" menu.
- Injury Points - Injury points are given after a fight where your damage exceeds your tolerance. 300 injury points will subtract an ability point from your fighter. A fighters' tolerance is determined by his age. For more information on how tolerance and injury points are calculated see "Fighter Help - The effects of aging" under the "Help" menu.

I hope that this has assisted you in creating some of your first fighters in Big Dawg Boxing. Enjoy the game and good luck in the ring!

Balrog