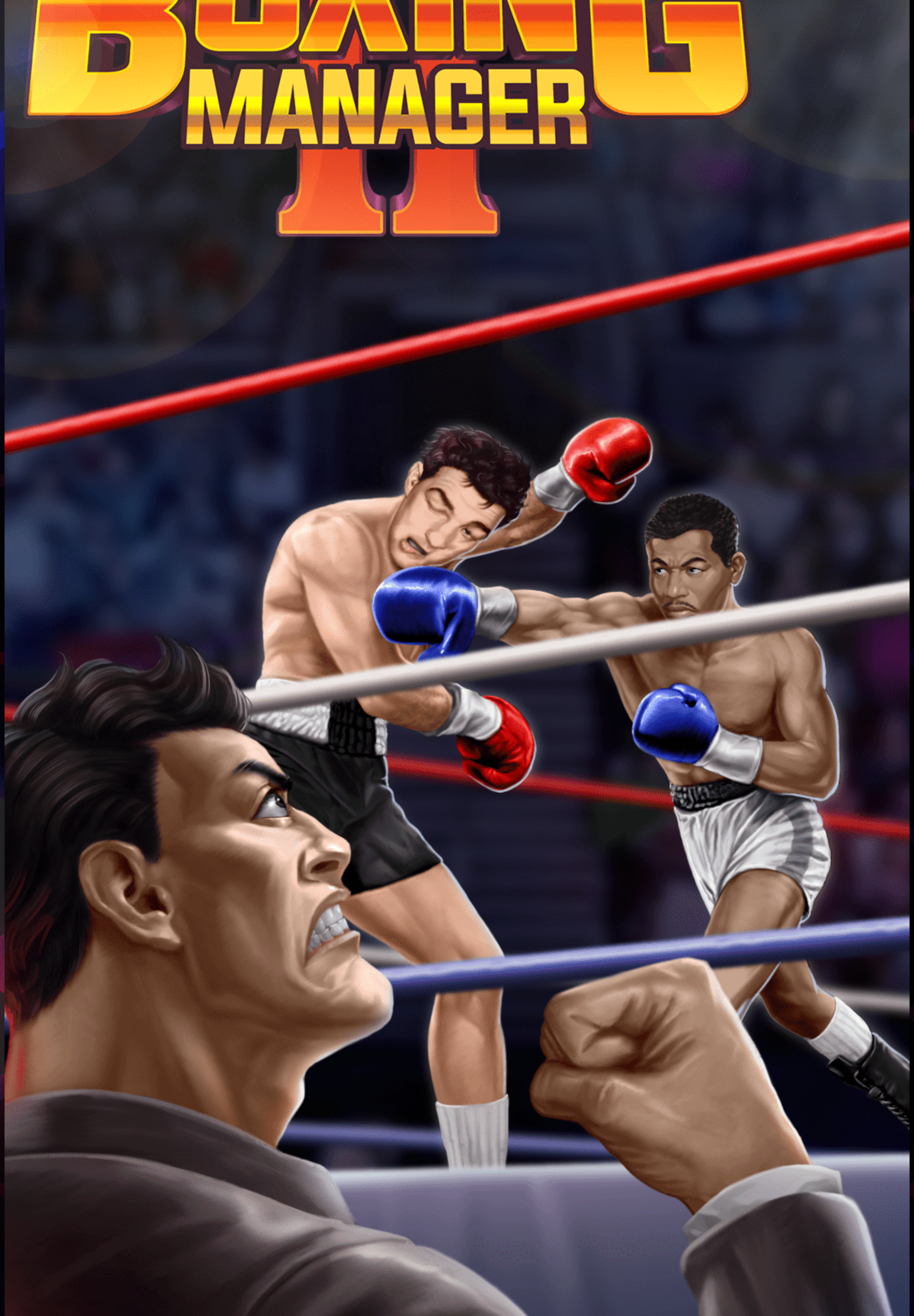
WORLD CHAMPIONSHIP BOXING MANAGER II

BOXING MANAGER II

RETRO HI-BIT



INSTRUCTION MANUAL

★ WCBM2 ★

TABLE OF CONTENTS

World Championship Boxing Manager 2 2
Game Modes 3
★ Story Mode 3
★ Career Mode 6
Boxers 7
★ Boxer Stats 8
★ Archetypes 10
Facilities and Staff 11
★ Office Hub 11
★ Boxer Recruitment 12
★ Staff Recruitment 12
★ Gym 14
★ Clinic 18
★ Lounge 19
★ Facilities Improvement 20
Energy and Stress 22
Booking Fights 23
★ Ranking Up 24
★ Advertising Fights 25
Fight System 27
★ Stat Effects 27
★ Tactics System 30
★ End of Round Items 31
★ Post Fight Options 32
Trinkets 33
Events 35

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STORY



The boxing world is at your fingertips in this streamlined and outrageously entertaining sports management simulation. Simpler interfaces and more straightforward decision-making deliver a tighter gameplay loop that keeps up the pace and your boxers in the action.

Enlist competitive fighters, recruit top-notch staff, and ride the hype train all the way to endorsement city! Watch it all play out in the ring as your fighter takes the throne…or gets KO'd.

GAME MODES

At the start of the game, the player is given the liberty to choose which mode they want to play.

The game features two gameplay modes. Story-oriented players can follow a scenario of a manager aiming to be the best in Story Mode, where each level has different goals and objectives; while a more casual player can dive right into the gameplay with Career Mode and enjoy doing things at their own pace.

STORY MODE

The world of boxing is brimming with unforgettable stories of individuals overcoming impossible odds. WCBM2 captures these tales of struggle, determination, and triumph through various scenarios, with each offering a complete narrative experience where your choices matter.

As you finish the stories, the star boxers become available for hire in the Career Mode.

The game includes the following stories.

GAME MODES

★ SCRAPPY ENTREPRENEUR

Can a small-time, back alley promoter and an amateur scrapper make it in the big time? Or will their checkered pasts put their dreams down on the mat?

★ SUGAR: THE STORY

From the incredible backstory behind his name to his fabulous exploits throughout Europe, lace up the gloves of Sugar Ray Robinson as you relive his story!

★ FAMILY FEUD

Jacqui Jefferson is a sensation on the boxing circuit. Her performance in the ring is undeniable, and she steals the scene during weigh-ins and promos—but lately, Jacqui seems to think she'd be better off on her own . . .

★ TEDDY: THE STORY

He is known as the "Bull Moose" and one of America's greatest presidents. Theodore Roosevelt was many things, including a naturalist, military leader, historian, explorer, president, and . . . boxer?

GAME MODES

★ UPPERCUTS AND SNOWGLOBES

Is it boxing intuition and wisdom? Or does this prodigy get advice from a higher plane? Find out as you lead him, and his boxing students to victory—or supernatural defeat!

★ SUE: THE STORY

Sue "Tiger Lilly" Fox is a forerunner of women's boxing. Throughout her life, she did all she could to promote women's boxing and get it the respect it deserves—play to find out how!

★ BECOMING RESPECTIVELY

When a strange Hollywood actor needs to get into character for an upcoming role, it will put the reputation—and future—of a local boxing gym on the line.

★ THE BROCKTON BOMBER STORY

Relive the unbelievable story of Rocky Marciano, and find out how grit, determination, and faith led him to become the only undefeated heavyweight in history!

GAME MODES

CAREER MODE

Career Mode contains less story and dialogue and focuses on the management part of the game. It is not as time-restricted as Story Mode (where matches take place on certain dates) and the player will be able to book and train boxers at their own leisure and pace.

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BOXERS

Boxers are segmented into tiers. These tiers determine how skilled the boxer is. When a boxer is generated in the recruitment tab or as an opponent their tier determines the total stat of that boxer. Boxers generated can be +/- 10% of the stats given below.

TIER	STAT TOTAL	AVERAGE PER STAT
Amateur	105	15
Novice	210	30
Bronze	315	45
Silver	420	60
Gold	525	75
World Class	630	90

BOXERS

BOXER STATS

Each boxer has 7 stats used to represent how good they are in a particular aspect of boxing. Offensive stats include Strength, Speed, Accuracy, and Technique. Defensive stats include Endurance, Blocking, and Footwork. The description for each stat is as follows:

★STRENGTH — Affects how strong a boxer's punches are. The higher the strength, the more damage inflicted to the opposing boxer.

★SPEED — Affects how fast a boxer throws their punches. The higher the speed, the shorter the cooldown time between a boxer's punches.

★ACCURACY — Affects how good the boxer is at throwing precise punches. The higher the accuracy, the less likely it is for the boxer to miss their attacks.

★ENDURANCE — Affects how much damage the boxer can take before getting knocked out. The higher their Endurance, the more punches it would take to knock this boxer out. This directly influences Stamina, which is the value that the game uses to determine the amount of HP a boxer has. Stamina also affects how long the boxer can throw attacks before being winded.

BOXERS

★ **BLOCKING** — Affects how proficient the boxer is at blocking attacks. The higher the blocking, the lower the damage they take from enemy punches.

★ **FOOTWORK** — Affects how good at dodging the boxer is. The higher the footwork, the easier it is for the opposing boxer to dodge attacks.

★ **TECHNIQUE** — Affects how good the boxer is at finding an enemy's weak spots. The higher their technique, the more likely it is for boxers to land a blow on the enemy's weak points.

★ **REPUTATION** — Affects how popular the boxer is. All boxers start with 0 reputation and cannot be adjusted during Boxer Customization. This affects various things in-game, such as the pool of random Events that can occur to the player and how much money the boxer makes through fights.

Stats range from 1 to 100. The average starting stats of each boxer are around 10 for each depending on the archetype. A boxer can't max all the stats to 100. The upper limit for each stat is determined by the archetype of the boxer.

BOXERS

ARCHETYPES

Boxers have 9 different archetypes. These archetypes impact the boxer's abilities. Boxer's total stats are then allocated into skills based on the archetype chart below.

ARCHETYPE	STRENGTH	SPEED	ACCURACY	ENDURANCE	BLOCKING	FOOTWORK	TECHNIQUE
Generic	14.29%	14.29%	14.29%	14.29%	14.29%	14.29%	14.29%
Defensive	10.00%	10.00%	10.00%	20.00%	20.00%	20.00%	10.00%
Tank	13.64%	9.09%	13.64%	18.18%	18.18%	13.64%	13.64%
Tortoise	16.67%	8.33%	16.67%	16.67%	16.67%	8.33%	16.67%
Juggernaut	17.39%	13.04%	17.39%	13.04%	13.04%	8.70%	17.39%
Hare	11.11%	22.22%	11.11%	11.11%	11.11%	22.22%	11.11%
Glass Cannon	20.00%	15.00%	15.00%	10.00%	10.00%	10.00%	20.00%
Acrobat	10.00%	15.00%	15.00%	10.00%	10.00%	20.00%	20.00%
Offensive	18.18%	18.18%	18.18%	9.09%	9.09%	9.09%	18.18%

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FACILITIES AND STAFF

The use of facilities is a primary way to train and treat your boxer to prepare for upcoming fights. Hiring specialized staff members helps operate these facilities.

OFFICE HUB

This allows players to hire a boxer and staff, book and manage fights, manage boxer schedules, and more. Office gives you the ability to visit other facilities.

★ RECRUITMENT
Lets you recruit Boxers and Staff members.

★ SCHEDULE
Shows you the calendar to book and manage fights.

★ TRINKETS
Allows you to view and manage trinkets that you currently have.

★ CLOCK OUT
Lets you end the day.

★ RECORDS AND STATS
Shows the records held by different boxers.

★ ROSTER
Lets you manage your boxers.

★ GYM, CLINIC, AND LOUNGE
Lets you train and treat your boxers.

FACILITIES AND STAFF

BOXER RECRUITMENT

When recruiting, boxers are procedurally generated, created from a pool of appearances that the game chooses from. Each boxer will be chosen from a list of preset sprites and their recolors. Their stats will also be randomized as well. These randomized stats follow the Boxer archetype and tier system described above. Their looks can be customized by the player.

Boxers will also have randomly-generated names assigned to them, but can still be customized by the player. Names are limited to 8 characters for the boxer's first name, and 10 characters for the boxer's surname.

STAFF RECRUITMENT

Aside from facilities, the player will be able to hire staff members in order to alter the effects of each facility. Staff members are required to be paid on a monthly basis. Their effects will remain as long as they are employed. Only one of each Staff Type can be employed at a given time. The types of staff members that can be hired are as follows:

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FACILITIES AND STAFF

★ **MEDICAL STAFF**

Doctors allow boxers to recover energy in the clinic. Some doctors can also diagnose the energy levels of boxers. Physical Therapists allow boxers to reduce stress but in the lounge. Physical Therapists can also check the stress levels of boxers.

★ **TRAINERS**

Depending on the trainer, they alter the stats given by workouts.

★ **SECRETARIES**

Provides data of opponent's stats before the match.

Staff salary is based on the boxer tier. The staff salary is listed below.

TIER	SALARY
Amateur	350
Novice	750
Bronze	1350
Silver	2000
Gold	2750
World Class	3600

FACILITIES AND STAFF

GYM

Gym allows boxers to train their skills and stats. You can train a boxer's stats and skills.

★STAT TRAINING

Stats are mainly increased through self-trained workouts, or coached workouts. Self-trained workouts increase and possibly decrease specific stats based on the selected workout. Coached workouts are similar, but they employ the use of the staff coach, which alter the bonuses that each workout provides. Stat training consumes energy but generates while resting which not only regenerates energy but also reduces stress. The energy consumption is depended on the type of training.

- ★ **At the beginning of the game, the player can only use basic workouts,**
- ★ **More workouts are unlocked after completing certain conditions.**

★ **INNATE TALENT: A boxer will also have two innate stats that receive a training bonus, and two stats that receive a training penalty. Note that if a stat is rolled for both a bonus and a penalty, it cancels each other out. This is also generated when the boxer is created.**

FACILITIES AND STAFF

When a stat is trained, it gains points. This value is further modified by a boxer's innate talents. For stats that the boxer receives a bonus in, this point gain is multiplied by 1.5; for stats that the boxer receives a penalty in, this point gain is multiplied by 0.67.

Workouts that indicate a Major Increase in stats double this amount. Minor Decrease is just the negative version that uses the same formula.

If you don't train a certain stat for 1 month it goes down using the same formula. The next penalty is applied after 2 weeks, followed by 3 days then everyday. Training that stat for a day resets this penalty timer.

Stat training costs money.

STATS	MINOR TRAINING COST	MAJOR TRAINING COST
0-30	10	15
31-45	25	35
46-60	45	65
61-75	65	95
76-90	90	135
90+	120	180

FACILITIES AND STAFF

★SKILL TRAINING

The player will be able to let a boxer undergo skill training for a cost. The cost of training depends on how many skills that boxer already has.

SKILL NUMBER	COST
1	1500
2	3200
3	5400
4	8000
5	11000
6	14400

Skills are randomly generated passive abilities that provide bonuses to a boxer during fights. These are mostly conditional buffs. Doing so will cause the boxer to expend additional energy over the course of one week, after which the boxer will learn a new skill based on their current stat spread. Skills require specific stat requirements. If the boxer does not meet the requirements, the player will be alerted before sending the boxer to undergo skill training.

FACILITIES AND STAFF

How Passive Skills are generated:

- **Passive skills come in two parts**
  - **The Prefix — This determines the bonus**
  - **The Name — This determines the condition when the bonus activates.**

A boxer can only learn one skill per tier.

PREFIX	EFFECT	REQUIREMENT
Bare	Enemy Block Chance -10% per skill level	20 Blocking per skill level
Charming	Enemy Evasion -10% per skill level	20 Footwork per skill level
Cold	Enemy Attack Speed -10% per skill level	20 Speed per skill level
Erratic	Enemy Critical -10% per skill level	20 Technique per skill level
Evasive	Evasion +10% per skill level	20 Footwork per skill level
Faint	Enemy Stamina -10% per skill level	20 Accuracy per skill level
Fatal	Critical +10% per skill level	20 Technique per skill level
Flashy	Enemy Accuracy -10% per skill level	20 Accuracy per skill level
Hindering	Block Chance +10% per skill level	20 Blocking per skill level
Precise	Accuracy +10% per skill level	20 Accuracy per skill level
Quick	Attack Speed +10% per skill level	20 Speed per skill level
Rending	Enemy Defense -10% per skill level	20 Durability per skill level
Resilient	Defense +10% per skill level	20 Durability per skill level
Steadfast	Stamina +10% per skill level	20 Durability per skill level
Strong	Attack +10% per skill level	20 Strength per skill level
Tough	Enemy Attack -10% per skill level	20 Strength per skill level

FACILITIES AND STAFF

NAME	EFFECT	REQUIREMENT
Brace	Effects trigger after being winded for the first time, until the end of the round.	10 Speed per skill level
Bully	Effects trigger when the enemy has 30% HP or less.	10 Strength per skill level
Counter	Effects trigger after the enemy blocks your attack, until the end of the round.	10 Technique per skill level
Interrupt	Effects trigger after blocking an attack, until the end of the round.	10 Blocking per skill level
Luck	Effect lasts while you have 30% HP or less.	10 Strength per skill level
Opening	Effects trigger after the enemy becomes winded for the first time, until the end of the round.	10 Durability per skill level
Poise	Effects trigger after dodging an enemy attack, until the end of the round.	10 Footwork per skill level
Rage	Effects trigger after the enemy performs a critical hit, until the end of the round.	10 Blocking per skill level
Rival	Effects lasts while the enemy hasn't been winded yet.	10 Speed per skill level
Start	Effect lasts for the first 7 seconds of each round.	10 Accuracy per skill level
Strike	Effects trigger after performing a critical hit, until the end of the round.	10 Technique per skill level
Tempo	Effects lasts while you haven't been winded yet.	10 Durability per skill level
Whiff	Effects trigger after the enemy dodges your attack, until the end of the round.	10 Footwork per skill level

CLINIC

Clinic allows boxers to recover Energy whenever they have a Rest Day on their schedule. Having the player visit the Clinic allows them to spend money on additional treatments that restore energy. More treatment options become available upon reaching a higher facility tier.

FACILITIES AND STAFF

You need to hire a Doctor to access the Clinic. Boxers can only be treated at the Clinic once per day.

Following is the list of treatments available

TREATMENT	UNLOCKED AT	EFFECT	COST
Basic Treatment	Amateur Rank (Start)	Restores 8 Energy	200
Advanced Aid	Novice Rank	Restores 16 Energy	500
Expert Healing	Silver Rank	Restores 24 Energy	1300
Panacea	World Class	Restores 32 Energy	2400

LOUNGE

Allows boxers to relieve Stress whenever they have a Rest Day on their schedule. Having the player visit the Lounge allows them to spend money on additional treatments that remove Stress. More treatment options become available upon reaching a higher facility tier. You need to hire a Therapist to access the Lounge. Boxers can stay at the Lounge to relieve stress once per day.

FACILITIES AND STAFF

Following is the list of treatments available

TREATMENT	UNLOCKED AT	EFFECT	COST
Stretching	Amateur Rank (Start)	Reduces stress by 16	200
Aromatherapy	Novice Rank	Reduces stress by 32	500
Reflexology	Silver Rank	Reduces stress by 48	1300
Deep Tissue Massage	World Class	Reduces stress by 64	2400

FACILITIES IMPROVEMENT

Facilities can be improved by the player. They cost a large sum of money but are permanent. Upgraded facilities increase the effects each facility provides, reducing the time it takes to reach the player's goals.

Similar to boxers, each Facility has a rating that ranges from Amateur to World Class facilities. Their rankings follow the same as boxers.

- ★ Amateur
- ★ Novice
- ★ Bronze
- ★ Silver
- ★ Gold
- ★ World Class

FACILITIES AND STAFF

The following is a list of changes that players gain when upgrading their facilities

FACILITY RANK	GYM BASE POINT GAIN	CLINIC REST DAY ENERGY RESTORATION MULTIPLIER	LOUNGE REST DAY STRESS REMOVAL MULTIPLIER	COST TO UPGRADE
Amateur	0.1	1.0	1.0	-
Novice	0.2	1.1	1.1	5,600
Bronze	0.3	1.2	1.2	13,000
Silver	0.4	1.3	1.3	22,000
Gold	0.5	1.4	1.4	32,000
World Class	0.6	1.5	1.5	44,000

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ENERGY AND STRESS

Stress is a mechanic that measures a boxer's mental health. It is measured from a scale of 0 to 100. Stress increases during training days and increases faster after multiple training days in a row. Stress also increases when a boxer loses a fight, or does not get praised after winning a fight. When Stress reaches 100, the boxer quits and leaves.

Boxers who quit may appear as an opponent, retaining their appearance and name, but may have different stats.

Energy measures the boxer's physical health. Having low energy during a Fight makes your boxer suffer stat penalties. Having 30 Energy or below when a fight starts gives the boxer a -25% stat penalty, decreasing by -2% per point below 30. Starting a fight with low energy penalizes a boxer's stamina.

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BOOKING FIGHTS

Earning commissions on fights will be any manager's primary source of income.

There are multiple kinds of Fights that can be booked:

★ EXHIBITION — A practice match that does not affect rankings. Serves as a practice so that the player can see how they fare against other amateur boxers. No energy, stress, and time is consumed.
★ LOCAL MATCH-UP — A standard fight. Boxers expend energy and stress normally. Most of a manager's initial earnings come from local match-ups.
★ TOURNAMENTS — Similar to a local match-up but involves multiple fights in a row. Earnings are potentially larger than single fights, but will definitely tire out boxers more.
★ CHALLENGER TOURNAMENT — A tournament that serves as an entry ticket to the Championship match.
★ CHAMPIONSHIP MATCH — A very prestigious match. Requires to have won the corresponding qualifier in order to participate in.

Exhibition and Local Match-Ups will be available on any day of the week when booking fights. However, Tournaments, Qualifiers, and Championships are only available on certain dates.

★ WCBM2 ★

BOOKING FIGHTS

For Exhibition, Local Match-Ups, and Tournaments, the player can send multiple boxers to fight on the same day. They will have a different set of opponents and each boxer can come out a winner. Only one boxer can be sent to participate in the Qualifiers.

RANKING UP

The boxer has to participate in a Challenger Tournament to get a shot at the Championship Match. Winning the championship match promotes the boxer to the next tier.

★ CHALLENGER TOURNAMENT — A 16-man tournament (4 fights in one day) which happens every 17 days. Represented by a blue inverted triangle on the calendar. Participants will be at the same Tier. Winning this tournament unlocks a "Championship Fight" after 1 month. If you lose the championship fight you have to win the tournament again to fight the champion.

★ CHAMPIONSHIP FIGHT — This is a 1v1 against the champion. They will be on the next rank. If you are World Class Rank then they will be the same rank but stronger. This champion for each tier will be different, but for a specific tier they stay the same until beaten by one of your boxers.

BOOKING FIGHTS

TIER	CHAMPIONSHIP NAME
Amateur	Street Championship
Novice	District Championship
Bronze	Regional Championship
Silver	State Championship
Gold	National Championship
World Class	World Championship

ADVERTISING FIGHTS

Players will be able to promote their fights to a wider audience through different channels. Doing so costs money, but greatly enhances the change in a boxer's reputation based on the outcome of the fight. Higher reputation helps the boxer make more money.

The Reputation change will be equal to the additional amount the boxer will gain if they win the fight.

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BOOKING FIGHTS

OPPONENT TIER	ADDITIONAL REPUTATION	COST
Amateur	+1	150
Novice	+2	300
Bronze	+4	550
Silver	+8	900
Gold	+16	1200
World Class	+32	2000

★ WCBM2 ★

FIGHT SYSTEM

Each boxer has 7 stats used to represent how good they are in a particular aspect of boxing. Offensive stats include Strength, Speed, Accuracy, and Technique. Defensive stats include Endurance, Blocking, and Footwork.

Each boxer has a set of variables;

- HP
- Attack
- Attack Speed
- Accuracy
- Defense
- Stamina
- Block Chance
- Evasion
- Critical

STAT EFFECTS

Each stat affects multiple variables and how they interact with each other.

- STRENGTH
  - Increases damage dealt per punch
  - Increases loss of stamina when opponents block our punches
  - Decreases loss of stamina when we block punches

FIGHT SYSTEM

★ SPEED

- ★ Increases punch frequency (punches per second)
- ★ Increases chance of landing punches
- ★ Increases chance of dodging enemy punches

★ ACCURACY

- ★ Increases chance of landing punches
- ★ Increases damage dealt per punch
- ★ Increases chance of critical punches (dealing double damage)

★ ENDURANCE

- ★ Increases health amount (reaching zero results in KO)
- ★ Increases stamina amount (reaching zero disables punching and blocking)

★ BLOCKING

- ★ Increases chance of blocking punches
- ★ Increases damage reduction on successful blocks

★ FOOTWORK

- ★ Increases chance of dodging enemy punches
- ★ Increases damage dealt per punch

★ WCBM2 ★

FIGHT SYSTEM

★ TECHNIQUE

- ★ Decreases stamina loss when punching or blocking
- ★ Increases stamina recovery over time

These stats work together to make up the Fight System of the game.

- ★ Boxers will continually throw punches at a rate equal to their attack speed.
- ★ Punch accuracy is dependent on the attacker's accuracy and the defender's evasion.
- ★ Damage done is dependent on the attacker's attack and the blocker's defense.
- ★ Damage dealt is subtracted from the defender's HP.
- ★ Damage dealt can be doubled based on the attacker's Critical.
- ★ Damage dealt can be halved based on the defender's Block Chance.
- ★ Stamina is reduced each time a boxer throws an attack.
- ★ A boxer is winded if reduced to 0 Stamina.
- ★ When a boxer is winded, instead of attacking, they regenerate 25% of their maximum Stamina until full.
- ★ A boxer is knocked out if reduced to 0 HP.
- ★ When knocked out, the boxer has one chance to get back up and try to fight back. This regenerates some HP and Stamina.

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FIGHT SYSTEM

- ★ The match lasts for 10 rounds (20 secs each)
- ★ If a boxer doesn't get knocked out then there is a unanimous decision by the judges.
  - ★ There are 3 judges
  - ★ Each judge has a different personality
- ★ In case of a Draw during the tournaments there is a rematch

TACTICS SYSTEM

During fights, the player will be able to influence the fighting style of the boxer by telling them to adopt a certain tactic. This is done during the round breaks in the post round UI where you can select a tactic for the next round. The player will be able to choose among these tactics.

1. Stay on the Offensive
   - ★ Increased Punch Frequency 1.5x
   - ★ Decreases Block & Dodge Chance 0.5x
2. Take Risks
   - ★ Increase Punch Frequency 2.5x
   - ★ Decreases Block & Dodge Chance 0.4x
   - ★ Increased Receiving Crit Hit Percentage 4x

FIGHT SYSTEM

3. Bide Your Time
    - ★ Increase Block & Dodge Chance 2x
    - ★ Decreases Punch Frequency 0.5x
4. Neutral
    - ★ Normal Punching and Defending Frequencies

Opponents randomly pick one of three Tactics to adopt based on their Archetype.

END OF ROUND ITEMS

At the end of every round the player can use one item to regenerate the boxer's health or stamina.

1. Water Bottle
    a. Regenerates 40% of the stamina
2. Enswell
    a. Regenerates 20% of the health
3. Icepack
    a. Regenerates 80% of the stamina which after 10 secs depletes by 40%*
        - ★ *40% of the stamina that was actually regenerated

FIGHT SYSTEM

4. Swab Sticks
    a. Regenerates 60% of the health which after 10 secs depletes by 30%*
        ★ *30% of the health that was actually regenerated

If the boxer is hit by a critical hit in the previous round then he only regenerates some part of the health specified above.

POST FIGHT OPTIONS

After every match the player as a manager has to choose between options such as genuinely encouraging a boxer after a loss making them less stressed, or blindly praising them, spoiling them, and making them not try that hard in future fights.

A spoiled boxer is penalized with a x0.95n stat multiplier. Where n is the number of times the boxer is spoiled.

This penalty can stack based on how many times you spoil the boxer and can only be removed by Not Celebrating a Win, or Reprimanding them after a Loss.

TRINKETS

Participating in fights grants the player trinkets that the manager can give to the wrestler before a fight. Trinkets wear out as they are used and have the life of 5 boxing events. They have a wide variety of effects randomly determined by the game.

Trinkets are selected in the Fight Booking screen. Only one boxer can use a trinket at any given time and benefit from its effects. If a boxer's fight is scheduled and he is set to use a trinket, no other boxer may use the trinket until the booked fight is over.

Trinkets will have varying rarities that represent its power; with rarer trinkets being generally more powerful. Trinkets provide a percentage bonus to stats based on the Boxer's actual stat. This bonus can exceed the conventional maximum for a stat. This will be displayed beside the actual stat in green numbers.

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TRINKETS

Trinkets provide bonuses to one to two stats based on its rarity.

RARITY	NUMBER OF STAT BONUSES	BONUS RANGE	ODDS OF OBTAINING
Common	1	12.5% ~ 25%	19
Refined	2	12.5% ~ 25%	8
Superior	1	50% ~ 75%	3
Masterwork	2	37.5% ~ 50%	1

Superior Trinkets can only be obtained starting from Bronze tier fights and higher. Masterwork Trinkets can only be obtained in Gold tier fights and higher.

EVENTS

At the start of each day, random events may occur. These range from staff disagreements, or activities related to the boxer during their days off. Most of these events involve choices that the player needs to make as a manager, which produce different outcomes.

The chance of a random event occurring each day is 5%.

For events that allow for either a positive or negative outcome, a choice will be presented to the player, asking if they want to continue / participate with the event. For events that are single-sided (purely positive or purely negative), the player will not have a choice and have its effect occur to them.

Events occur based on the reputation of the roster.

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NOTES

ZIG
GUR
AT