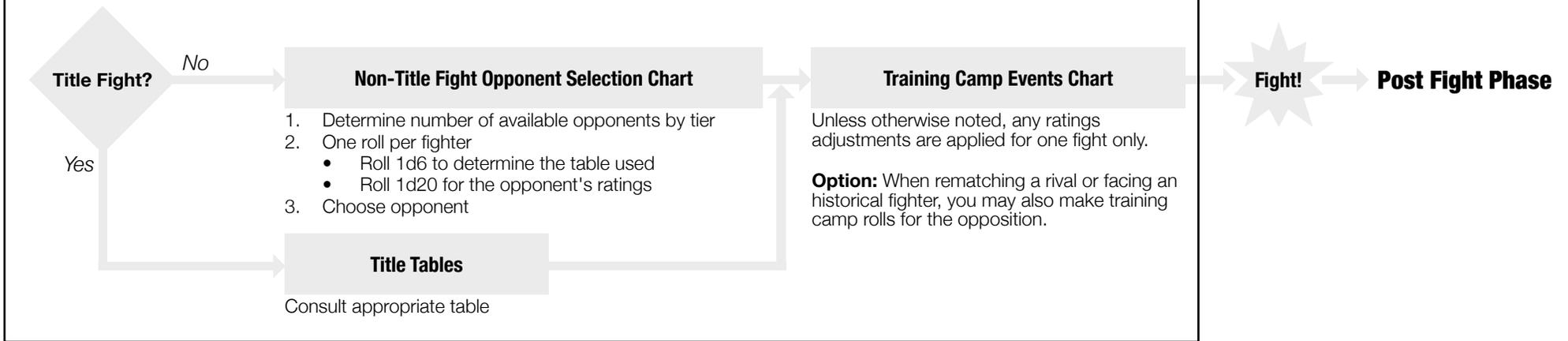
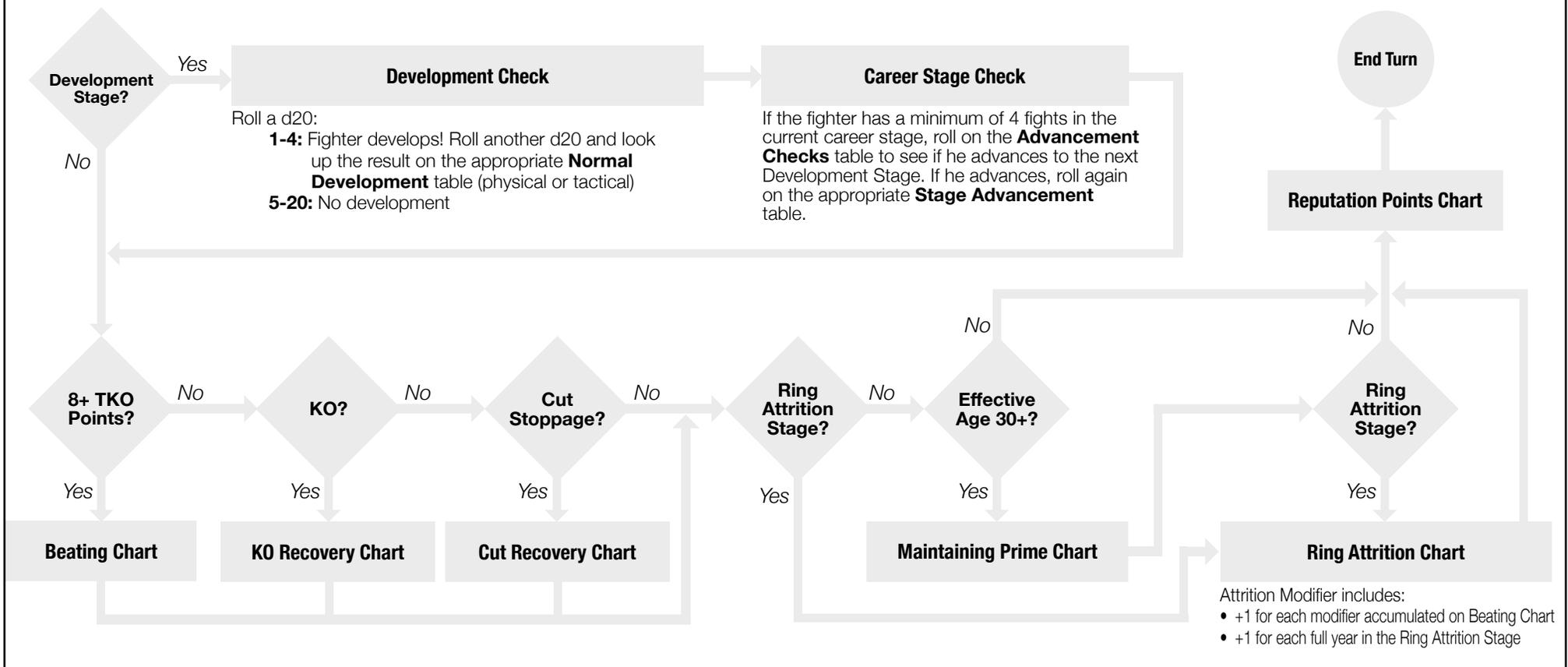


# Legends of Boxing - Career Campaign - Turn Flowchart

## Pre Fight Phase



## Post Fight Phase



# Legends of Boxing - Career Campaign - Glossary of Terms

**Career Stage** - Provides the structure for developing and aging fighters, and defines key development points in a fighter's life path. At each career stage, the fighter's ratings are more likely to be impacted in a major way. Thus, the emphasis in career stage development is on key ratings such as CON and DEF. The five stages below are also grouped into two metaphases. The first four phases mark the period of development, culminating in the Prime stage, while the last stage accounts for the inevitable aging process that begins to take a toll on a fighter's abilities.

**Developmental Stages** - *Novice* → *Seasoned* → *Adept* → *Prime*

**Aging Stage** - *Ring Attrition*

**Competition Level** - This is the framework for your opponents with four broad levels as shown below. You may often select from opponents at competition levels above or below you, and these choices impact the accumulation of *Reputation Points* or *REP*. Each competition level is subdivided into tiers, but these tiers are only used for fine-tuning opponent selection, and do not impact determining level differences when rolling on the *Reputation Points* table.

**Competition Levels** - *Regional* → *National* → *Continental* → *World*

**Competition Level Benchmarks** - In order to progress to the next Competition Level, a fighter must accrue enough Reputation Points to do so.

**Reputation Points (REP)** - These points represent the fighter's renown and prestige in the boxing world. Your fighters reputation is measured on a scale of 0 to 100 and gauges your fighter's level of competition. REP may not fall below 0, nor go higher than 100.

**Campaign Turn** - The story of a career unfolds one fight-at-a-time, called a campaign turn.

**Pre-Fight Phase** - *Opponent Selection* → *Training Camp* → *Fight*

**Post-Fight Phase (Development)** - *Fighter Development* → *Career Stage Advancement* → *Beating & Stoppage Check* → *Maintaining Prime Check* → *Reputation Change*

**Post-Fight Phase (Ring Attrition)** - *Beating & Stoppage Check* → *Fighter Attrition* → *Reputation Change*

**Effective Age** - Fighters have their actual age and what is known as their *Effective Age*. Starting at the *Effective Age* of 30, a fighter must make an *Attrition Check* after each fight. The *Beating Chart* includes results that can increase a fighter's *Effective Age*, potentially shortening the length of the fighter's Prime stage.

**Pacing** - This refers to the number of fights per year. There is no rule for how many fights a fighter must schedule each year, it is up to the gamer to decide. Ending a year is at the gamers discretion. The Campaign Guide provides the following guidelines. Note that the age in parenthesis is the fighters *Effective Age*.

**Novice (17+):** 8-10 fights per year

**Seasoned (18+):** 6-8 fights per year

**Adept (19+):** 4-6 fights per year

**Prime (20+):** 2-4 fights per year

**Ring Attrition (30+):** 1-3 fights per year