

Glory Days Boxing Rating Guide

This guide will provide a general framework for rating Boxers in Glory Days Boxing. As we all know, Boxing is a very subjective sport, due to weight classes, quality of opponent and era, which makes heavy use of a statistical rating method nearly impossible. This guide will provide a basic framework for classifying fighters into different tiers, then populating their cards with ratings in power, chin, propensity to foul, incur cuts, take punishment, score and defend. Within this framework will be subjective points to consider for adjusting ratings, applying traits and ring generalship.

To utilize this guide to create your own fighters you will need Excel, or an excel compatible program, or a graphics creation program (such as PowerPoint) to enter ratings and fighter information, which can then be saved in PDF format. You will also need to heavily utilize BoxRec, CompuBox stats where available, YouTube and other internet sources such as Wikipedia, articles, etc. There is no way to rate fighters to 100% accuracy, but the hope is this guide, which is the base of how I rate fighters in the game, will get as close as possible to real life.

Rating steps

- Determining Rating and Ring General Stars (BoxRec factors heavily here in getting a base).
- Power, both fresh and fatigued.
- Chin KD, KO and Will, both fresh and fatigued, with the goal to get balance across all three ratings combined.
- Cuts, Fouls and Stamina.
- Defense and Counter.
- Punches Landed ranges. Descriptions of punches landed are applied from a static database and should be utilized in a way that brings a fighter's style to life. (I.e., Floyd Mayweather Jr. gives an image of "Flurry of blows from all angles" and not "Launches a smothering attack.")
- Foul- and cut/swelling-type distribution, which again is influenced by fighting style and propensity to suffer different types of damage more frequently. (Think Muhammad Ali versus Henry Cooper and whom you consider more of a bleeder.)

Fighter rating and Ring Generalship stars

- Fighters are sorted into 9 tiers:
 - 10 Star – Great
 - 9 Star – Elite
 - 8 Star – Excellent and Good
 - 6 Star – Respected and Solid
 - 5 Star – Average and Journeyman
 - 4 Star – Opponent
 - 3 Star – Mediocre
 - 2 Star – Poor
 - 1 Star – Bum

The dual labels in the 5, 6 and 8 star tiers are subtle differences generally reflected in things like punches landed, chin or traits. Example: two 8 star fighters, one Good, one Excellent, may have equal overall talent but the Good may have a more susceptible chin or lands fewer punches.

Assigning rating tiers and RG stars calls for the most subjectivity as well as research. I will use all-time Heavyweights as examples as I go through this process.

Using BoxRec all-time ratings fighters, are sorted into preliminary tiers:

- The top 75 fighters in each weight class of all time are set in tier 1, which includes 8, 9 and 10 star fighters (Excellent, Elite and Great ratings).
- Rankings between 76-250 classify a fighter between 6 or 8 stars (Respected, Solid and Good ratings).
- Rankings between 251-500 classify a fighter between 4 or 5 stars (Opponent, Journeyman and Average).
- Rankings 501-1000, 3 stars (Mediocre).
- Rankings 1001-2000, 2 stars (Poor).
- Rankings 2001+, 1 star (Bum).

It is important to recognize that these are not final ratings. At this point you would research their BoxRec records and determine the fighter's "strength of resume," which can result in movement between initial tiers and rankings within these tiers. To demonstrate this, we will consider Floyd Patterson, Jack Johnson and Joe Louis.

BoxRec rankings

Patterson – 6

Johnson – 65 (which puts him behind such stalwarts as Bob Baker and Lee Savold)

Louis – 1

This is where the detailed review/fun starts. Johnson's rating is absurdly low. Other sites such as Ranker, Bleacher Report and Boxing Scene have him as top 10 or better. Conversely, Patterson at number 6 is grossly overrated. You can certainly make a case for Louis at numbers 1-3 all time. Let's look at each now.

Louis – This is an easy Great rating. Not much to review here. Looking at his record in BoxRec, his three losses are all to high-level fighters, one when he was well past his prime, against Rocky Marciano. You could say the same about his bout with Ezzard Charles. Louis avenged his first loss, to Schmeling. He has high-level wins over Schmeling, Walcott and five others. He keeps the Great rating.

Patterson – His record against top-tier opposition was 4-7. Two of those wins were against Ingemar Johansson; one of his losses was to Jerry Quarry. Patterson's best wins were Johansson and an aging Archie Moore. He did not have the strongest chin, and over his career he had a lot of wins against less-than-world-class fighters. He drops to the bottom of this tier, with 8 stars and an Excellent rating.

Johnson – Likely hurt in the BoxRec ratings by two things: The HW class in his prime was not strong and, until he won the title, many fighters avoided him. Half his losses came after the age of 40, when he was fighting to eat. Even his loss to a ponderous Jess Willard at age 37 is clouded in controversy, as it was alleged the loss was part of the negotiation to return from exile. Losses to Hank Griffin and Joe Choynski are against top-level guys. He also lost to Marvin Hart, who was the interim HW champion when James Jeffries retired. His best wins (Sam Langford, Sam McVea and Bob Fitzsimmons) came before he won the title, with all-time LHW great Jack O'Brien and a badly past-prime Jeffries the best afterward. Beyond that Johnson was relegated to fighting other black heavyweights, whom he largely owned, over and over, and a steady stream of "White Hopes" like Al Kaufman, Fireman Jim Flynn and Frank Moran, who were not near his level. The one promising fighter from this contingent, Luther McCarty, died after a fight before his opportunity came. Research for Johnson then

extends to accounts of his prowess in articles and watching YouTube, where he often toyed with his opponents effortlessly. He gets bumped to Great.

As you can see, the greatest amount of subjectivity comes into slotting the initial ratings and RG stars and you can have fighters rise and drop within a tier, or drop/rise to a different tier based on detailed research of their records and other sources. This is one of the things that make boxing such a great point of discussion, so enjoy the process.

Putting the cards together

Once the final ratings are determined and RG stars assigned, the next step is to determine whether the fighter should be balanced between inside and outside, unless a fighter shows propensity to fight at one distance more than the other. (Think Dempsey and Mayweather Jr.) The tables below give you multiple options for assigning inside/outside distances to a card, with the table on the right showing how to distribute those stars.

Outside	Inside	Inside	Outside	RG *	Rating	Total Stars
Inside	Outside	Outside	Outside	#4/1/1	Great	10
Inside	Inside	Outside	Inside	4/1/1	Elite	9
Outside	Inside	Inside	Inside	3/2/1	Excellent	8
Inside	Outside	Outside	Outside	3/2/1	Good	8
Outside	Outside	Inside	Inside	2/2/2	Respected	6
				2/2/2	Solid	6
Inside	Outside	Outside	Inside	1/3/2	Average	5
Outside	Inside	Outside	Outside	1/3/2	Journeyman	5
Outside	Outside	Inside	Inside	0/4/2	Opponent	4
Inside	Inside	Outside	Outside	0/3/3	Mediocre	3
Inside	Outside	Inside	Inside	0/2/4	Poor	2
Outside	Inside	Inside	Outside	0/1/5	Bum	1

#For fighters rated great, there is 1 * result, 3** results, 1 * result and 1 - result**

When designing a card, I rotate among the 8 patterns above on the cards for assigning inside/outside, to provide some variety. The RG* column indicates how many star results to apply and should match a given fighter's style. From left to right they are **, * or -. (3+) means Great fighters get one *** result and three ** results). Stars should be assigned to match a fighter's propensity to fight and succeed at different distances. A good inside fighter who is Elite would typically have two ** inside ratings and a * inside rating, along with two outside ratings of ** and one -. If a fighter is dominant inside and weak outside, he could get **, **, ** inside and **, *, - outside. This is based on discretion and knowing a fighter's preference.

Power

Median ranges are listed below and could fluctuate several percentage points either way, based on level of opposition, reputation and total fights. A KO percentage of 80% of wins is much more impressive for a 30-2-0 (24) fighter than it is for a 30-21-2 (24), since the former's KO% of all fights is 75% compared to the latter's 45%. Base line is always KO% of wins, then adjust. The power number after the slash, which is used when an opponent is hurt, is based on a fighter's finishing ability (killer instinct) and ranges from +0 to +4 of the regular fresh power number. Example: Dempsey gets finishing power +4 (resulting in 5/9) based on his tenacity when he had an opponent hurt. Ali gets a boost of +1 (4/5) since he did not have that reputation. A fighter's power numbers are also adjusted based on level of competition. Deontay Wilder has a KO percentage of over 95, but gets a 6 because of level of competition, rather than a 7. He also gets the Iceman trait for his 1 punch power when he figures out an opponent. Marciano at 88% qualifies for a 7 because he knocked out better fighters and had arguably more power than Wilder when you factor in body mass and leverage.

Median ranges: Rating – Percentage (fluctuations can be 5-10% higher or lower based on criteria above)

7 – 90%	4 – 70%	1- 25%	• Killer instinct adjustment: +0 to +4 on number after the slash.
6 – 85%	3 – 55%		• Fatigue adjustment is based on late round stoppages and come-from-behind stoppages, ranges from -1 to -4.
5 – 80%	2 – 40%		

Chin

Chin KD and Chin KO ratings are derived from both total KO losses, as well as the percentage of losses come via KO/TKO. You will also factor in knockdowns, which are often available in the footnotes of fights on BoxRec. As a general rule, the ranges below give you a base for KD and KO ratings. You would then adjust -1 to +3 rating points either way based on who stopped them and at which career stage.

KO losses	KO Rating	KD rating (KO rating +/- knockdowns not resulting in a KO/TKO)*
0-1	1-3	1-4
2-3	2-6	2-6
4-5	3-8	2-8
6-8	4-9	3-9
9-10	5-10	4-10
11+	6-12	5-11

To achieve a realistic balance, if a fighter is not knocked down much but does get knocked out most of the time are, or a high percentage of their losses are by KO, the Chin KD rating may actually be lower than the Chin KO rating. Examples: Bob Satterfield, 13 of 25 losses by KO. Base rating starts at 6, with a big jump to 12 when fatigued to balance stats, and it was usually decent punchers that stopped him early. His high Will ratings also allow for early stoppages to lighter-hitting fighters that catch him. Conversely, Primo Carnera was stopped 5 times, but all his stoppage losses were by TKO and generally came later in the fight (only 1 before round 6). His fresh KO rating of 1 reflects his ability to get up after being knocked down, which he was prone to. When he fatigues, his Chin KD jumps to 7, Chin KO to 5, and Will from 4 to 8, to capture these tendencies. Again who stopped him comes into play – and he could absorb punishment.

Will

The Will rating is assigned based on higher of Chin KD/KO ratings, in the ranges below. It requires review of a fighter’s fight logs on BoxRec, with discretionary adjustments for reputation and who their stoppage losses were to. But as a general rule, using the ranges below will get you on the right track.

Chin KO/KD (higher of)	Will Rating range
1	2-3 (Even George Chuvalo has a 2 rating here)
2	3-5
3	4-6
4	5-7
5	6-9
6	7-10
7	8-12
8	9-14
9	11-16
10	13-18 (This would also apply to anything over 10 KO/KD)

Fatigued ratings are based on late stoppages on the fighter's record, as well overall stamina ratings. You would add 1-6 to the fighters fresh KD, KO and Will ratings with the average being +2 or +3. Again, total stoppages come into play here as you look to achieve balance and realism.

Stamina

Base number starts at 70 and is adjusted up/down based on late stoppages for (positive) and against (negative), as well as decision victories, fighting style and reputation. Adjustments are made in steps of 5. Fighters from long ago, who competed at a slower pace, will generally have higher stamina ratings, while modern fighters who tend to expend more energy with movement will stay closer to the base. Two examples follow.

- Harry Greb – No fight footage exists for him, only a sparring session and some general training film. Starting with a base of 70, adding 5 points each for number of decisions wins, fight frequency, reputation as a relentless attacker and stoppage wins in the 5th round and later, his total stamina for 10 rounds is 90. Stamina for 12/15 rounds is an extra 10-20 points, with Average or Above Average fighters typically always getting 20. So Greb's final numbers are 90/110. (Reading fight descriptions on BoxRec can help here too)
- George Foreman – A thickly muscled "young" Foreman was notorious for poor stamina in the first incarnation of his career. Excellent examples of this were his losses to Ali and Jimmy Young. Starting at a base of 70, drop 5 for reputation and 5 for lack of late stoppage wins – only 6 of 68 bouts after Round 5, and two of those were in the "old" George era, where he was more deliberate and not as muscular. Final stamina rating 60/75, with only a 15-point boost to 12/15 round stamina due to the reasons indicated.

Cuts and Fouls

These areas are going to be based on stoppages by cut, propensity to cut, (BoxRec will also mention this on occasion) and fight research. Fouls are rated on DQ losses, reputation, fight research. As in a lot of areas, stats and complete information are hard to find in these areas, especially with older eras, so reputation is a big factor here.

For cuts I place fighters in 5 tiers and assign ratings based on the numbers in parenthesis for each tier. The majority of fighters will be in the Average tier. Photographs of fighters will also show how often they bled.

- World Class bleeder (14-17)
- Above Average bleeder (10-13)
- Average bleeder (6-9)
- Below Average bleeder (4-5)
- Tough skins and not the pants from the 70s. (2-3)

Cut rating examples:

- Tony Galento – Just looking at the heavy scarring around his eyes you see a World class bleeder and he is often bloody in fight films you can find, plus he had 3 TKO losses specifically due to cuts. He gets a 16.
- Muhammad Ali - Never stopped on cuts, his face was not scarred, and you see no photos of him with facial lacerations. Below Average, and gets a 4. Not quite a Tough skin, because you have to factor in swelling as well. The other area you manipulate is in the Cut/Swelling column. Ali only has 6 of 20 rolls (only 2 gashes) that lead to a cut or gashed eye, which should apply to most everybody rated in the Tough Skin to Average tiers. A World Class bleeder like Galento has 10 total eye cut rolls, 4 of them gashes.

For fouls I put fighters in 4 tiers:

- Dastardly (11-15)
- Dirty (7-10)
- Average (4-6)
- Clean (2-3)

Foul rating examples:

- Fritzie Zivic is generally regarded as one of, if not the dirtiest, fighters of all time. He goes to the Dastardly tier based solely on reputation and gets a 12 for the sole reason that he surprisingly never lost a fight by DQ. But he had a penchant for making dirty fighting part of his game, with the discretion to know when enough is enough. With a couple of DQ losses he would have gotten a 14 or 15.
- Sugar Ray Leonard gets a 3 for the obvious reasons – outside fighter, good reputation and no fights where things got chippy. Most fighters will be 4-6 in this area.

Defense and Counter

I put these two together, as good defensive fighters are typically solid counter punchers as well.

Fighters are sorted into 5 tiers for defense. Typically fighters with 5 or more -1 results based on the tiers below will have one or two -2 PL for Defense.

Rating	-1 PL	-2 PL	+1 PL	+2 PL	Counter
Adept	1-5	6-7	-	-	1-7
Adept	1-5	6	-	-	1-6 or 1-7
Adept	1-5	-	-	-	1-6
Good	1-4	-	-	-	1-5 or 1-6
Good	1-4	-	5	-	1-5 or 1-6
Average	1-3	-	4	-	1-5
Average	1-3	-	4-5	-	1-4 or 1-5
Average	1-2	-	3-5	-	1-4 or 1-5
Poor	1	-	2-5		1-4
Poor	-	-	1-6		1-3 or 1-4
Non-Existent	-	-	1-6	-	1-3
Non-Existent	-	-	1-5	6	1-2 or 1-3
Non-Existent	-	-	1-5	6-7	1-2 or 1-3

Examples:

- Using Ray Leonard at WW again, he is ranked as an Adept defensive fighter, so 1-4 on his Defense roll results in a punch reduction of -1 PL and a 5 roll results in -2 PL, as he had the ability to make opponents miss badly at times. It is typical for a fighter who is Adept to have one result as a -2.
- Thomas Hearns at WW is in the Good defensive tier, but that is mainly based on his ability to use his long jab as a defensive tool, keeping fighters at distance. He gets a -1 PL on a roll of 1-4 and a +1 PL on a roll of 5, as he occasionally got a bit lazy with his guard. So while Leonard would slip/block punches, Hearns was more likely to deduct a punch due to his opponent not being able to close the distance enough to land.
- Ricky Hatton is in the Poor tier, as he as a pressure fighter who put defense last. He gets a -1 on a roll of 1, solely because his pressure could reduce an opponent's punch output. But he was more likely to add a punch due to his offense-first style, so he gets a +1 result on a roll of 2-5.

Counter shots on misses tie directly to the defensive tier as well, as a fighter with a greater aptitude for defense is generally more able to take advantage of an opponent's miss. Using the 3 fighters above:

- Leonard – Counters on 1-7, again due to his elite defense, where he could exploit misses through movement and his ability to slip and anticipate a retaliatory shot.
- Hearn – Counters on a roll of 1-6, which also ties into the space he was able to create, dropping that right hand or a hook in response to a punch that fell short from his opponent.
- Hatton – Counters on a roll of 1-5, as he was average in this area and more likely to land a counter shot due to his general work rate.

Punches Landed Range

This is another area where you would assign tiers to begin. Although we have CompuBox for modern fighters, it obviously doesn't help with older eras. Again, watching fights on YouTube, reading fight descriptions and/or summaries on BoxRec along with reputation help here. There is an additional level to this, which applies to where a fighter is most effective, inside or out: It determines what numbers you enter into the Excel punch distribution helper. Based on modern CompuBox averages, the tiers are broken down as indicated below.

- Elite – Fighters in this class, and there are not many, would land a percentage rate of 44% or more.
- Above Average – Fighters in this class land between 37-43% .
- Average – Fighters in this class land between 30-36%.
- Below Average – Fighters in this class land 29% or less.

The following chart will tell you how to enter punches in Excel helper for punch distribution.

		Overall	Balanced	Inside or outside	
		Punch%	Card Average	Best	Worst
Elite		48	60	63	57
		47	59	62	56
		46	58	60	55
		45	56	59	53
		44	55	58	52
Above Average		43	54	56	51
		42	53	55	50
		41	51	54	49
		40	50	53	48
		39	49	51	46
		38	48	50	45
		37	46	49	44
Average		36	45	47	43
		35	44	46	42
		34	43	45	40
		33	41	43	39
		32	40	42	38
		31	39	41	37
		30	38	39	36
Below Average		29	36	38	34
		28	35	37	33
		27	34	35	32
		26	33	34	31
		25	31	33	30

Breaking down what this all means:

A fighter who can be counted on to land an estimated 38% (and yes, due to lack of stats this can be subjective) would get punches assigned as follows. If he was a truly balanced fighter, which rarely applies, he would get 0-47 punches landed inside and 0-47 punches landed outside. If he was stronger on the inside he would get 0-49 punches landed inside and 0-44 punches outside. If he was more dominant inside you could add 2 inside to adjust that to 0-51 inside and reduce it by 2 to 0-42 outside. The Excel helper allows you to adjust/enter how the punches are broken down among 5 PL, 4 PL, 3 PL, 2 PL, based on overall fighter rating. Reminder, this design is not to reproduce statistics, it is to give you the most realistic outcome possible and best reflect a fighter's style, work rate, accuracy and output.

Example:

Muhammad Ali –Studying fight film, descriptions, available data and reputation, Ali is 43-44%, so cusp of Elite. Using the top row of Above Average (43%). if balanced Ali would have gotten 54 punches landed in both inside and outside, 0-53 punches landed. Because he was dominant from space and less so inside, I added 8 to his “best” location, outside and deducted 8 from inside giving him 62 punches landed outside (0-61) and 46 punches landed inside (0-45).

There are three tiers for assigning punches based on overall rating. Respected and above, Opponent to Solid and Bum to Mediocre. These tiers are again used to produce the most realism possible in terms of fight outcomes.

You can see on the snip from the Excel helper how the punches landed were distributed on the card for Ali's best location (outside) to arrive at a total of 202 punches distributed between 2 PL and 5 PL.

For Ali, you want to capture his ability to flurry from the outside, so he was given a range of 8 for outside 5 PL. The trickle-down effect of this is that it means more 2 punch combinations as well, which Ali was known for, as well as more 3 punch combinations (22 total here). When entering on the card, since the value starts at 0, remember to subtract one from the subsequent numbers. With 0-7 range for 5 PL, the 4 PL range starts at 8, so add 15 to that, not 16 to get the range of 8-23 and ensure the card is balanced. The ranges for misses, clinches, fouls and event never change, with misses starting at the next number after the punches landed result and going to 82 inside and 90 outside. This ensures balance with these results and overall realism.

Punch Distribution (Best/Worst location ranges)			
Respected and Above			
	Balanced	Best	Worst
	43	62	46
	156	202	150
5 PL	4 PL	3 PL	2 PL
	6	12	16
			12

Punch Total
46

Muhammad Ali - HW				56-5-0 (37)	
1	Outside	***	Power	4/5	2/4
2	Inside	-	Chin KD	1 (5)	2 (6)
3	Outside	**	Chin KO	1	2
4	Outside	**	Will	3	4
5	Outside	*	Cut	4	Stamina
6	Inside	**	Foul	3	90/110
Roll with it: Slips punches well -1 from opps power					
Inside	Cut/Swelling chance 19-20				Outside
0-3	Masterful Boxing working levels 5 PL				0-7
4-17	Dances and pumps in the Jab 4 PL				8-23
18-35	Sharp three punch combo 3 PL				24-45
36-45	Crisp Jab-Cross combo connects 2 PL				46-61
46-82	Misses check opponents counter				62-90
83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99

Two more examples:

- Tommy Burns, the shortest Heavyweight champion, was obviously going to be better from the inside. However he had unusually long arms for his height as well, so his size disadvantage was not as pronounced as one might think. Tommy graded at a 38, slightly above average and received the base 0-49 landed inside (50 punches landed) and 0-44 outside.
- Tony Galento, also short as well as pudgy, graded average at 36%, so his base would have been 47 punches landed inside and 43 outside. He was a dangerous inside fighter, but never going to outbox anyone from space, ever. So both inside and outside were adjusted by 5 to give us 52 punches landed inside (0-51) and 38 punches landed outside (0-37). These examples show both the norm and some of the extreme adjustments to locations. Like many other areas rating a fighter, they are subjective and require some discretion, and at times research. You won't have much if any data on lesser-known fighters, so there will be times you are going by records, level of opponent on BoxRec and not much else. But that is the fun half the time.

Note: When using the Excel helper:

Each column for the breakdown of PL values must be calculated separately, using the green input cells in Columns M, N, O, P, Rows 10, 20 or 30, based on the fighters rating tier.

Per the example on Page 8 for Muhammad Ali, after you determine the ranges for Balanced, or for Best and Worst, a total will appear beneath each range. That total must match the number in blue at the bottom of the calculations.

*When distributing punch totals between 5, 4, 3, and 2 punches landed, the general rule is to add the fewest punches to 5 PL, the 4 PL. Depending on the rating tier 3 PL or 2 PL would have the most. The key is Punch total in highlighted cells Q10, Q20 or G30 and the total volume in N 12, N 22 and N 32 must balance. Green boxes are where you would enter values, blue boxes are used to reconcile.

Foul and Cut/Swelling distribution

Distributing these values on the bottom of the card depends on the fighter's style (fouls) and cut/swelling frequency, as well as style. A fighter who cuts excessively – think Henry Cooper, whose cut section is snipped below – will have many more opportunities for eye cuts, versus swelling, bloody nose etc. Cooper has 12 eye cut/gash opportunities related to his Cut rating for this reason. Most fighters will resemble the Lennox Lewis snip on the right with 5-7 eye cut opportunities.

Cooper

Defense	1-3	-1	Cut/Swelling
	4-5	+1	1-2 Swelling left eye
Counter	1-3	Hook-2	3-4 Swelling right eye
	4-6	Cross-2	5-7 Cut left eye
Fouls		8-10	Cut right eye
1-6	Low Blow	11-13	Gash left eye
7-10	Head Butt	14-16	Gash right eye
11-15	Holding	17	Cut left cheek
16-18	Elbows	18	Cut right cheek
19-20	Rabbit Punch	19-20	Bloody Nose

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Lewis

Defense	1-4	-1	Cut/Swelling
	5	+1	1-4 Swelling left eye
Counter	1-3	Hook-2	5-8 Swelling right eye
	4-6	Cross-2	9-10 Cut left eye
Fouls		11-12	Cut right eye
1-7	Low Blow	13	Gash left eye
8-12	Head Butt	14	Gash right eye
13-17	Holding	15-16	Cut left cheek
18	Elbows	17-18	Cut right cheek
19-20	Rabbit Punch	19-20	Bloody Nose

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When in doubt, err on the side of caution and stick to the normal ranges for eye cuts and swelling (5-7 eye cut/gash results, 8-10 swelling results). These are also tilted towards whether a fighter is orthodox or southpaw. A right-handed fighter would have a higher range for cuts and swelling over his left eye if the ranges were an odd number, with the opposite true for southpaws.

For fouls follow a similar principle. Brawlers/pressure fighters are more likely to commit fouls like low blows, head butts and elbows. A slick boxer, or one who prefers to fight from space, is more likely to hold when things get rough inside or potentially go low using a jab to the body to create space. Examples of Galento (the former) and Ali (the latter) reflect this on their cards, as Ali would look to avoid dirty infighting and Galento embraced it. So Galento only has 3 holding results and Ali 8.

Galento

Defense	1-2	+1
	3-5	+2
Counter	1-4	Hook-2
	-	Cross-2
Fouls		
1-6	Low Blow	
7-11	Head Butt	
12-14	Holding	
15-18	Elbows	
19-20	Rabbit Punch	
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Ali

Defense	1-3	-1
	4-7	-2
Counter	1-3	Hook-2
	4-7	Cross-2
Fouls		
1-5	Low Blow	
6-8	Head Butt	
9-16	Holding	
17-18	Elbows	
19-20	Rabbit Punch	
Glory Day		

Card Creator

The Card Creator is an Excel document (you can use Google docs if you don't have Excel) that holds all the key elements needed to assemble a card. It also has templates for both the PDF and Print format of cards for the game, each with a 3 fighter capacity.

- Fighter Rating template holds rating tiers based on BoxRec all-time rankings and how to distribute RG stars to a fighter's card. As indicated in the instructions, this is not a hard and fast slotting of fighters. You must use discretion based on records, quality of opponents, how dominant a fighter was in his or her era and consensus view of the fighter among multiple rating resources.
- Location templates – 8 pre-formatted patterns for inside and outside fighting, can copy to the card.
- Power – Initial slotting of power number based on KO percentage and adjustments for level of competition. This also has the adjustment that reflects killer instinct.
- Fighter card template for creating a card.
- Chin Rating – Populated based on total KO/TKO losses. Assign numbers in each range based on the level of opponents who caused KOs, as well as career stage if needed. This applies to both Chin KO and Chin KD, with adjustments to KD rating based on durability (ability to get up from knockdowns and survive a KO, or a fighter who was not knocked down much but often stopped when hurt). The standard ranges will fit 80-90% of fighters.
- Will Rating – Ties directly to the higher value of either Chin KD or Chin KO rating.
- Defense and Counter – Shows ranges to apply to the cards based on defensive tier rating.
- Punch Distribution Chart – After calculating a punches landed percentage based on the table on Page 7, you will determine if the fighter is balanced, or has advantages inside or out, adjusting numbers for each location up or down if need to better reflect the fighter's style. You will then enter the higher number (inside or out) in the best column based on the where the fighter's ranking falls (Respected or above, Opponent to Solid, Bum to Mediocre) and the other number in the worst column. Under each entry you will have a 3 digit number. You will then enter numbers under each punch output number (5 PL, 4 PL, etc.) until the total at the bottom of the box, in the blue cell, matches the number in the blue row under best/worst, then distribute accordingly on the cards.
- Punch descriptions/traits – Enter punch descriptions based on style and any traits if needed to accentuate a certain skill/vulnerability of the fighter, and your card is ready to hit the ring.