

# Ready 2 Rumble Boxing: Round 2 FAQ

by Z-Force

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**This walkthrough was originally written for Ready 2 Rumble Boxing: Round 2 on the DC, but the walkthrough is still applicable to the PS2 version of the game.**

Ready 2 Rumble Round 2 for Dreamcast FAQ v0.5

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## INTRO AND DISCLAIMER

Due to the popularity of my original Ready 2 Rumble FAQ, I have decided to begin a FAQ for the sequel. This FAQ is based on the Dreamcast version of the game, but should be applicable for the PS2 and whatever other versions are

available. If you wish to use this FAQ on your page, feel free to, just let me know that you are using it so I can add your site to the list. This FAQ is a copyrighted work, and I will NOT be happy if you try using it for profit.

**VERY IMPORTANT:** Please read the FAQ thoroughly before emailing me ANY questions regarding this game. Everything that I know about the game is included in the FAQ. Also, this FAQ covers the DREAMCAST version of this game.

Do NOT email me questions regarding other versions of the game, as I do not know the answers. I only have played the Dreamcast version of the game. Any emails sent that violate these two policies will be ignored. I did not want to do this, but I have gotten too much mail asking about things I don't know, and other versions of the game. Thank you.

#### Version History

V0.1 (10-26-2000) The very first version. Most of the basics are up, much more to come.

V0.2 (10-27-2000) Added info on the boss, Rumbleman. Also added info on the training modes, secrets section, and Boris Knockimov's moves. Added more places to get this FAQ

0.3 (10-29-2000) Added contributors section, along with several bits of info that were sent in. Filled in some info on character moves.

0.4 (11-1-2000) Added some more move descriptions. Added some more secrets, including the confirmation of Bill and Hilary Clinton.

0.5 (1-2-2001) Haven't updated in a while, but I've added lots of stuff that readers have sent me. Also, there is a second part to the disclaimer, regarding sending me email. Please read it before sending me anything.

#### Places to get this FAQ

[www.gamefaqs.com](http://www.gamefaqs.com)

[www.gamewinners.com](http://www.gamewinners.com)

[www.cheatcc.com](http://www.cheatcc.com)

[www.fookes.clara.net](http://www.fookes.clara.net)

<http://www.cheatsforplaystation2.com/>

<http://www.cheatplanet.com/>

<http://www.worlddesign.net/>

<http://www.cheaterswin.com/>

<http://www.redcoupe.co.uk/>

<http://www.cheatstop.com/>

[http://www.geocities.com/mikej7\\_2000/](http://www.geocities.com/mikej7_2000/)

<http://www.gameexperts.com/>

<http://www.thegamingresource.com/>

<http://www.cheatcity.com/>

#### CONTRIBUTOR LIST

Cactusjack1999 - stats for Shaq, MJ, and Rumbleman. Added info about the Clintons possibly being in the game. Tips for beating Rumbleman. Training Mode cheat. Added info on hidden characters and some other secrets.

RJ Streety - Corrected a mistake I made on Selene's moves, and added info on the holiday costumes.

Jeremy Kinzer - Added a trick to help score 1st round KO's

#### LEGEND AND BASIC MOVES

All moves assume your character is facing right

f = forward

b = back

u = up

d = down

RH = Right High (Y on DC controller)

LH = Left High (X on DC controller)

RL = Right Low (B on DC Controller)

LL = Left Low (A on DC controller)

## BASICS

Changes from R2R 1

- Better graphics
- Better Computer AI. The computer is now considerably tougher to beat, especially in the higher levels. You won't be able to blow through all the opponents like you could before.
- More fighters. Many of the original fighters return, along with several new ones, including Guest Stars, Michael Jackson and Shaquille O' Neal.
- New and improved Championship Mode
- Tournament and Team Battle Modes, great for 2 player action.
- New Rumble Flurry system, explained below
- Parrying punches, explained below as well.
- You can now move for a time after knocking a foe down, Use this to your advantage by hitting a few more blows or doing a taunt to gain some RUMBLE letters.
- Arch Rivals, each character has a rival character, when you fight that rival, there are special sayings that the fighters will have for each other.

**Punching:** Your 4 buttons each do different punches. If you just press the button, you will do a left or right jab or body blow. Don't underestimate these punches as they are useful for softening up an opponent. If you press a button plus a direction, you can do more powerful punches such as a hook or uppercut. These are more powerful, but also are slow.

**Defense:** R blocks high, L blocks low. Blocking is useful to stop weaker punches, but if the other guy is throwing heavy artillery, combine L or R with a direction on the stick. This will allow you to duck or sway. Sometimes, it's possible to rope-a-dope your foe by holding a block button and pressing various directions on the stick. This is a fun way to frustrate people. (Note, these two statements were blatantly ripped off my original R2R FAQ, but they still hold true here) In Round 2, you can now do a parry by double tapping L or R. If you time these right, you can deflect the opponent's punch, leaving them open to a big counter.

**Taunting:** You can now do 4 different taunts. Use the combinations A+X, B+Y, A+Y or X+B. A major change is that you can now gain RUMBLE letters if you can complete a taunt without getting hit.

## RUMBLE MODE

You gain RUMBLE letters by connecting with good punches or taunting. Press the L and R triggers to enter Rumble Mode once you have one or more Rumble levels built up. In Round 2, you can earn up to three RUMBLE levels, the color of the letters will go from yellow (level 1), Red (level 2), and finally White (level 3) When you are in Rumble Mode, your power is increased. You can also hit X + Y to pull a rumble flurry, which is a powerful flurry of blows. At level 2,

your flurry's power is increased, and at Level 3... it becomes a single super blow, which knocks the foe out of the ring, gaining you the victory. At the end of a round, you lose a level of RUMBLE power, and if you are knocked down, you lose all of em.

#### THE FIGHTERS

##### Afro Thunder

Hometown: New York City, NY

Height: 5'7"

Weight 121 lbs

Reach: 70"

Age: 24

Rival: G.C. Thunder

Profile Afro Thunder might have gone Hollywood for a while, but he's back. Spurning boxing for 3 years to pursue a career in action films, he returns with a purpose: upstaging his cousin G.C. Thunder, who entered the boxing arena in an attempt to fill Afro's shoes. The movie industry may have temporarily sapped him of his boxing skills, but Afro's stage presence and incomparable showmanship are fine tuned. The bitter family rivalry has inspired a newfound motivation in Afro, who promises to make a headline making ring return

Other Info:

Special Attacks:

B, F + RH

B, B, RH, RH

B, B, RH

Combos

DF + RH, LH, RL

LH, LH, RH, RH, RH - Two jabs, followed by a flurry of blows from his other hand. The flurry is kinda slow, and fairly easy to block.

U/D + LL, RH

##### Selene Strike

Hometown: Brasilia Brazil

Height: 6'2"

Weight 130 lbs

Reach: 80"

Age: 27

Rival: Mama Tua

Profile The towering Selene Strike is fighting her way back. After having suffered a serious setback when she went down at the hands of new boxer, Mama Tua, a fight which she had figured to dominate. Strike, has been battling the demons of her own confidence. Now training with Lulu Valentine, Strike has added new boxing techniques, by utilizing her gymnastic skills and strength training, which have resulted in a restored assurance in her own abilities. She'll start the championship journey with faith in herself and some new weapons of war.

Other Info: - Selene is one of the better characters in the game. She has good speed, and decent power and variety of attacks.

Special Attacks:

B, B + RH - A REALLY short, and almost useless overhand blow. Only used in the combo shown below.

F, F + RH - A powerful uppercut shot. Useful in close as it does nice damage, and can be comboed.

B, F + RL - A low backhand blow. Good damage and great range. Use this one often to keep opponents away.

#### Combos

LH, RL, LL - 3 quick strikes. This is probably Selene's most useful combo.

F, F + RH, RL, LH - Two of Selene's specials are chained together. This is good for damage and keep away games.

B, B + RH, RH, RH - Though easy to remember, this combo has poor range, and you must be VERY close to connect.

Boris "The Bear" Knokimov

Hometown: Zagrev, Croatia

Height: 6'3"

Weight 218 lbs

Reach: 73"

Age: 33

Rival: Butcher Brown

Profile When describing Boris "The Bear" Knokimov, opponents use the word "sellout." Knokimov prefers the term "opportunist." Aware of the advantages of his boxing prominence, Knokimov has for the past three years gone on an endorsement blitz, advertising himself and his products on infomercials the world over, which have garnered him a particularly strong following in his homeland. Realizing that a return to the ring would lengthen his 15 minutes of fame, and his capitalistic endeavors, Knokimov is back with logos, sponsorships and renewed vigor.

Other Info: Boris is a very well rounded character to fight as. His main emphasis is on power, but he has decent speed as well, along with a solid variety of punches. One of the better players to begin playing the game with.

Special Attacks:

F, B + RH - A powerful backhand blow. Somewhat slow, but does good damage if it connects.

F, B + RH, LL - Same as above, but with another blow tacked on to it.

B, F + RL - A powerful lunging straight punch. It hits low, so use it to catch guys off guard

U, D + LL OR D, U + LL

#### Combos

LH, LH, RH - Two jabs followed by a straight. This is a great bread and butter combination attack to use, as it will wear out the opponent. As a variation, just do the first two hits, these are useful as a poking attack.

F + LL, RH, LH

B, F + RL, LH, LH, RH

Butcher Brown

Hometown: District of Colombia

Height: 5' 9:

Weight 235 lbs.

Reach: 82"

Age: 26

Rival: Boris Knokimov

Profile Banned from boxing two years ago for using the mystical and deadly knockout punch dubbed "The Devastator" in an annihilation of "The Bruiser" Bruce Blade, Butcher Brown has been reinstated and is tanned, rested and ready. One problem: his former mentor, who long sought to instill some much-needed mental stability into the life of Brown, has since retired. Although he's physically ready to rumble, Brown must follow the path of mental discipline in order to regain the championship.

Other Info:

Special Attacks:

B, F + RH

B + LH

B + LH, RL, LL  
B, F + RH, LH, RL, LL

Combos

DF + RH, RH, RH  
RH, LH, LH  
B + RH, LH

Angel "Raging" Rivera

Hometown: Monterrey, Mexico

Height: 5'9"

Weight 153 lbs

Reach: 71"

Age: 26

Rival: Rocket Samchay

Profile: Although Angel "Raging" Rivera's name is usually preceded by the word "showboat," he's far from being all style and no substance. He finally nabbed a championship when he defeated Rocket Samchay in a grueling, controversial twelve-round battle. Rivera began his career as a pugilistic purist, eschewing flashiness for sound, conventional technique but altered his approach after a loss to an unorthodox foe. The transformation complete, Rivera proves that style points do count.

Other Info: Angel is a rather well rounded fighter. He has good speed, and variety of punches, though he has a somewhat unorthodox style as well.

Special Attacks:

B, F + RH - A powerful jumping uppercut. Does great damage if it connects.

F, B + RL

F, B + RL, RH

F, B + RL, RL, LL, RL

Combos

F + LH, LH, LL  
U/D + LL, RL, LH  
U/D + RH, LH

Mama Tua

Hometown: Kalopei, Oahu

Height: 6'0"

Weight 400 lbs

Reach: 77"

Age: 55

Rival: Selene Strike

Profile Mama Tua entered the Ready 2 Rumble ring quite by accident, but it will be her opponent's mistake if they take the 400-pounder lightly. Mama took up boxing as a means of working out and staying fit, but soon realized she had an affinity for handling heavyweights due to her long days raising son Salua, the famed boxer who recently turned wrestler. The family skills are evident in Mama, who obviously doesn't need to live vicariously through her children. Short on ring experience but long in the tooth (and on the scale), Mama is an intriguing competitor.

Other Info:

Special Attacks:

F, F + RH

B, F + LL

B, B + RH

B, B, F + RH

Combos

LH, LH  
U/D LH, RL

Joey T.

Hometown: Milan, Italy

Height: 6'4"

Weight 287

Reach: 79"

Age: 38

Rival: Lulu Valentine

Profile Joey T. honed his boxing skills as a ruthless hitman, so it shouldn't come as a surprise that he was completely embarrassed when he lost to a girl, Lulu Valentine. After that humiliating defeat, Joey T. vowed never to get knocked down again and has improved on his formerly rudimentary boxing skills. With Mama Tua as a sparring partner, Joey T. has added a new arsenal of punches to complement his bone-crushing blows. The next goal for Joey T: containing that legendary temper.

Other Info: Joey fights a lot like Tank Thrasher in the original R2R. He's very strong, but also slow. Use his power to your advantage, and you can whup many a foe.

Special Attacks:

F, F + RL - A Low punch followed by a belly bop. Does some decent damage if it connects, but has poor range.

B, B, F + LL - A rapid fire flurry of body blows. Does some decent damage, but is rather easy to avoid.

B + LH + RH - A powerful double fist punch. Slow, but has good range and does heavy damage. Use it to punish people who try to taunt you.

Combos

RH, LH, LH - A Straight right followed by two jabs. This combo is rather slow, and not very useful.

U/D + RL, LL, RH, RH

DF + LH, RH

Jet "Iron" Chin

Hometown: Taipei, Taiwan

Height: 5'8"

Weight 148 lbs

Reach: 78"

Age: 23

Rival: Johnny "Bad" Blood

Profile Jet "Iron" Chin parlayed his homeland popularity and successful run at the championships of the Rumble Tournament into a prosperous boxing school. Using distinguished Chinese boxing technique complemented by his own, proven style, Chin has trained some of the greatest boxers in the globe, including Afro Thunder and Rocket Samchay. Not ready to retire, of course, Chin believes that his experience as a boxer combined with being a savvy trainer have made him a more complete fighter. The "Beast from the East" is ready to rumble!

Other Info:

Special Moves

F, B + RH

B, F + LH

B + LH

B + LH, LL, RL, RH

Combos

U/D LH, RH, LL, RH

F + LH, LH, LH  
DF + LH, LL, RH

Lulu Valentine

Hometown: Seattle, Washington

Height: 5'2"

Weight 108 lbs

Reach: 64"

Age: 27

Rival: Joey T

Profile Lulu Valentine is no one-dimensional woman, and those two dimensions, boxing and fashion design, hardly seem compatible. But we're talking about Lulu Valentine, who possesses the fastest punch on the circuit. Critics wonder whether she's coming back to the ring for a legitimate shot at the championship or merely to promote her successful line of trendy sportswear. Either way, Lulu's sure to bring excitement to the canvas, whether it's with her boxing prowess or signature fashion statements.

Other Info: Lulu is probably the fastest character in the game. However, she has poor offensive power and terrible reach. If you want to play her well, you'll need to employ a strategic stick and move style.

Special Attacks:

B, B, F + RH - A double uppercut type punch. Not too effective, but useful as a surprise ploy

F + LH + RH

F + LL + RL - A double low punch. Pushes the enemy back, and can gain you a couple RUMBLE letters

Combos

LH, RH, RL, RL - A good 4 punch combo. You may also want to just use the first two punches to keep the enemy back, and not commit yourself to a big combo.

DF + LH, RH

F + LL + RL, RL, RH, RH, LH (According to RJ Streety, you can hit LH again for an extra hit)

J.R. Flurry

Hometown: Los Angeles, California

Height: 5'11"

Weight 150 lbs

Reach: 75"

Age: 24

Rival: Wild "Stubby" Corley

Profile Maturity has done a lot for J. R. Flurry. Once dubbed "The Prodigal Pugilist," because of the manner in which he turned on his former coach, Gino Stilleto, who then met Flurry in the ring and handed him his lone defeat, Flurry has since tossed aside his arrogant, disrespectful ways. Make no mistake, you'll still find some attitude from Flurry, but now it is only punctuation to refined skills and superior knowledge of the sweet science. Prodigal no longer, Flurry presents a big challenge to all his boxing opponents.

Other Info: JR is an excellent counter character. Most of his moves are designed to punish foes who make mistakes. Other than that, he's got decent speed, but his power is somewhat lacking.

Special Attacks:

B, F + RH

F, B + LH - JR crouches down and throws a powerful uppercut. Best used to dodge a foes hit and come up with a big counter attack. It has really bad



range though.

B + LH - A double hit combo. This move is easy to do and very useful for a variety of situations.

Combos

F + LH, LL, LL, LH

U/D + LH, RH, LL

RH, RH - A very simple two hit combo. Use it to keep foes off their guard.

Johnny "Bad" Blood

Hometown: Papatoetoe, New Zealand

Height: 6'2"

Weight 231 lbs

Reach: 87"

Age: 21

Rival: Jet "Iron" Chin

Profile Johnny "Bad" Blood, brother of former Rumble participant Jimmy Blood, is a walking contradiction. Despite the fact that he's lived the serene lifestyle of a sheepherder most of his years, Blood has also tempted death in his native New Zealand by engaging in the fierce battles of small pubs and back alleys. And although his Maori fighting ways are savage, Blood exercises a certain control, partly fueled by his disciplined desire to measure up to the past successes of his brother.

Other Info: Johnny has tremendous power, and great reach. Along with that, he's got fair speed. Definitely one of the best guys in the game.

Special Attacks:

B, B, F + LH

F + LH + RH - A powerful 4 hit combo punch. Use it to push your foe back and keep them off guard.

B, B, F + RH

Combos

U/D + RL, LH, RL

DF + RH, LH

LH, RH

"Big" Willy Johnson

Hometown: Chester, England

Height: 5'9"

Weight 175 lbs

Reach: 72"

Age: 111

Rival: Robox RESE-4

Profile "Big" Willy Johnson is in a time warp, but one that has served him well. A gritty, old-school boxer, Johnson would prefer to fight without gloves but has adapted to the modern age by utilizing some current boxing techniques. That combination of old-time boxing discipline and advanced technical method has made him a diverse and complete boxer and one who oftentimes confuses his one-dimensional foes. It's somebody else's job, however, to convince him his look is about as stylish as a horse-and-carriage.

Other Info:

Special Attacks:

F, F + RH

F, F, B + LH - This is Willy's Clockwork attack from the original R2R. It's a high flurry of blows, that is easy to avoid, but keeps opponents on their toes.

U, D + LH or D, U + LH

Combos

LH, LH, RH, RH

F, F, B + LH, LL, RL, LL - The Clockwork, followed by some extra blows. I like to use the first hit of the combo (the LH), to catch the opponent off guard while they are blocking the Clockwork

(U, D + LH or D, U + LH) THEN LH, LH, LH, LH

Freak E. Deke

Hometown: Toronto, Canada

Height: 5'11"

Weight 128 lbs

Reach: 74"

Age: 19

Rival: Freedom Brock

Profile New to the tournament is the uncanny, punk rocker Freak E. Deke, sporting a pair of protective goggles and a mohawk. He credits battling in various punk rock concert mosh pits for his pugilistic skills and high tolerance for pain. Many underestimate the ability and experience of this wiry, frenetic boxer who wants to turn the Rumble Tournament to anarchy.

Other Info:

Special Attacks:

F, F + RH

B, F + RH

Combos

LH, RH, RH, RH

B + RH, LH, RH

G.C. Thunder

Hometown: Miami, Florida

Height: 5'7"

Weight 118 lbs

Reach: 70:

Age: 20

Rival: Afro Thunder

Profile G. C. Thunder may be a tad diminutive, but he's no lightweight when it comes to boxing or flamboyant fashion. Cousin and longtime rival of Afro Thunder, G. C. has a fair amount of critics who claim he's more performer in the ring than boxer. That hasn't dissuaded him from using his boxing success as a vehicle for opening a chain of hair facilities or from making the claim that he'll become the next world champion.

Other Info: - GC has some good range and speed. However, his special attacks aren't the greatest in the world. Also, his combos are somewhat hard to pull off.

Special Attacks:

F, B + RH

F + LL + RL

B, F + LH

Combos

LH, LH, RH, RL

F + LL + RL, LH, RH

LH, LL, RL, RL

Wild "Stubby" Corley

Hometown: Corsicana, Texas

Height: 6'2"

Weight 145 lbs

Reach: 77"

Age: 21

Rival: J.R. Flurry

Profile The story of Wild "Stubby" Corley is enough to bring a tear to your eye. After losing his left hand in a freak rodeo accident, the gritty Corley was fitted with an artificial glove during his rehabilitation and discovered an odd ability for the sweet science. Having given up rodeo, Corley, who is called "The Fastest Jab of the West," is dedicated to boxing and is out to prove to the world that he'll be able to beat the best with just one hand. One real hand, that is

Other Info:

Special Attacks:

F, F + RH

F, F + RL

B, F + RH

Combos

D/U RL, LH, RH, LL

LH, RH, RH

F, F + RL, LH, RH

Freedom Brock

Hometown: Santa Cruz, California

Height: 5'11"

Weight 129 lbs

Reach: 76"

Age: 38

Rival: Freak E Deke

Profile To get a top-ring performance from Freedom Brock, simply tell him he's battling an opponent for a killer wave. Brock's life's work is surfing and boxing is just a detail. A detail, however, that finances his surfing excursions, so although he's laid-back, Brock gets pretty motivated when he hits the canvas. The critics may question his commitment, but the coasts from Australia to Mexico are littered with the broken bodies of local surfers who dared take on Brock and his unorthodox fighting style.

Other Info:

Special Attacks:

F, F + LL

F, F + RH

B, B + RH

Combos

LH, LH

U/D + LH, LL, RH

RH, RL, RL

Rocket Samchay

Hometown: Bangkok, Thailand

Height: 6'2"

Weight 165 lbs

Reach: 78"

Age: 26

Rival: Angel "Raging" Rivera

Profile Rocket Samchay has his eyes on the championship. Or 'eye,' that is. The boxer has only one remaining organ of sight after losing the other courtesy

of Angel "Raging" Rivera's thumb. A return to his native Thailand to compete in Thai boxing tournaments helped him regain focus and add some lethal new moves. Having honed his skills among some of the greatest Asian fighters in the region, Samchay brings a special resiliency in his quest to succeed in the Rumble Tournament.

Other Info:

Special Attacks:

B, F + LH

F, B + LH

B, F + RH

F, B + RL

Combos

U/D + LH, RH

LH, LH, RH, LH

F, B + RL, RH, LH

Robox Rese-4

Hometown: Chicago, Illinois

Height: 5'11"

Weight 150 lbs

Reach: 80"

Age: 1

Rival: Big Willy Johnson

Profile ROBOX RESE-4 may be being used as a marketing ploy, but don't tell it to its face. If anything non-human can have a face, that is. Designed to advertise for ROBOX, an aerobic boxing cardio-fitness machine that is looked on as perhaps the next great health invention, ROBOX RESE-4 does more than just exercise. It is an enhanced version of the machine that is able to take punishment and, when prompted, hand some back. The days of the stationary bike are gone!

Other Info:

Special Attacks:

B, F + RH

F, B + RH

F, B + LH

Combos

LH, RH, RH

U/D + LL, RL, RH

Michael Jackson

Hometown: Gary Indiana

Age: Unknown

Height: 5' 10"

Weight: 125 lbs

Reach: 74"

Rival: ?

Profile ?

Other Info: MJ is very fast, and has good combos. Not to mention he gets lots of style points. And no one matches his dance moves in the ring : )

Special Attacks:

F, B, RH - Micheal spins and throws two fast punches. This attack is quick and does good damage, and can also charge the rumble meter quickly

F, F, LH - Michael spins and serves up a powerful hook. This punch is capable of some pretty decent damage. You can also get up to 4 rumble letters with it.

B, B, F, LL - Micheal ducks and does a double outward punch. Kinda slow, and

not too useful, except as a surprise move.

#### Combos

LH, LH, RH - A basic quick 3 punch combo. This is a good offensive combo, so use it often

F, RL, RH - A quick punch followed by uppercut (sent in by Sir Wiggy)

#### Shaquille O' Neal

Hometown: Los Angles California

Age: 28

Height 7'1"

Weight: 315 lbs

Reach: 90"

Rival:?

Profile ?

Other Info: ?

Special Attacks:

B, B, RH

#### RUMBLEMAN

Hometown: ?

Height: 8'4"

Weight ?

Reach: 120"

Age: ?

Rival: ?

Profile ?

Other Info: This guy is the champ in this game. When you reach the final match, Michael Buffer will say "The next fighter needs no introduction because \*I\* am your next opponent." He then falls to the ground screaming, and becomes this monster. He has insane reach, and tremendous power. Basically, he makes Damian Black look like a pansy.

Special Attacks: ?

Hints for beating him

- Try to stay away from him. Stay outside of his reach, and use a lunging attack, or stick and move.
- Do NOT let him enter RUMBLE mode, or he will do a flurry and wipe you out.
- Stick with a basic move or short combo and try to wear him down with it.

Other tips (Sent in by Cactusjack\_1999)

When ever you see him trying to taunt, hit him as fast as possible to stop it. If he completes his taunt, his rumble meter will be automatically filled to level 3 and you can kiss the match

good bye from then on, unless you can dodge his uppercuts till his RUMBLE runs out. He's a bit slow but the Super Taunt makes up for that a lot. Try using a lot of combos and when ever possible taunt to build up your RUMBLE meter till level 3.

#### Mr. President (Bill Clinton)

Hometown: Washington D.C (Introduced as "The District of Columbia")

Age: 54

Height: 6' 0"

Weight: 180 lbs

Reach: 70

Rival: The First Lady

Specials: Uses Michael Jackson's Stance, but not the moves

(Sent by RJ Streety)

F, LL + LR He charges and bumps you with his hips

The First Lady (Hillary Clinton)

Hometown: New York City, New York (Introduced as "The District of Columbia")

Age: 53

Height: 5'4"

Weight: 120 lbs

Reach: 65"

Rival: Mr. President

Special Attack: Lulu Valentines moves are her moves

Combo: Sent in by RJ Streety

HL, HL, HR, HL

CHAMPIONSHIP MODE

Coming Soon!

TRAINING MODES

Jump Rope - In this game, you must press a series of buttons when that particular combo hits the bar. Remember to hit them when the bottom part of the buttons reaches the bar, or you will lose energy. This game ends when your energy runs out.

Tip sent in by Misfitshdw: instead of trying to time the button presses when they hit the top of the bar, you can hold the button down and it will bounce off when it gets to the bar.

ie: If three B's are falling then you can hold the B button and all three will bounce off the bar as if you timed it correctly.

Speed Bag - You use jabs and hooks to make the bag hit the ceiling as many times as possible within the time limit.

Heavy Bag - Throw the punch the trainer tells you in order to score. You only have a certain amount of time to throw each punch, and you lose if you run out of time or hit the wrong punch.

Sway Bag - Punch the bag, then follow the commands that were given to dodge the bag. The longer you can avoid it, the more points you earn.

Rumble Pads - You must press the corresponding direction or button to hit the pads that appear. The more you hit, the higher you score. This game tests your reflexes quite a bit. In the end, there is a bonus round, where you must hit the pads to spell rumble, which is insanely difficult.

Rumble Aerobics - Note: The instructor here is INCREDIBLY annoying. She will give you a list of commands to follow, and you must follow them.

Weight Lifting - Similar to the weights in R2R one, but now you must alternate two buttons. Hold one till the bar goes into the green, then release and do the other one. The longer you go, the more points you get, but the bar gets shorter.

Vitamin Program - Automatically boosts stamina and dexterity, but costs \$10000

Rumble Mass - Boosts Strength A LOT (like 30 points!) but costs \$25000 (you get what you pay for I guess.)

SECRETS

Hidden guys - When you complete the arcade mode, you unlock a hidden character.

This is the order in which they are unlocked (sent in by Cactusjack1999)

Please note that this applies only for the DC and PS2 Versions of the games.

Freak E. Deke  
Michael Jackson  
G. C. Thunder  
Wild "Stubby" Corley  
Shaquille O'Neal  
Freedom Brock  
Rocket Samchay  
ROBOX RESE-4  
Mr. President  
The First Lady  
Rumbleman

Alternate Costumes - If you press X, you can switch between two different outfits. Press A without holding the triggers to make your selection.

Training Mode  
Beat any Training Exercise on Level 10 in Championship Mode with 200% Training Value

Holiday Outfits (Sent in by Cactusjack1999, and RJ Streety)

On certain holidays, a specific character will have a special outfit, corresponding to that outfit. On Halloween, (Oct 31) JR Flurry has a skeleton outfit. I've heard that Selene Strike has a special outfit on Christmas Day, but cannot confirm this.

New Uniforms: Win the championship mode with a boxer (Except Michael Jackson and Shaq) and at the character select screen press the X button to cycle through your first, alter nate and your 2 new championship clothes.

Crash the Game (Untested on DC, works on PS2)): Win the champion ship mode with a boxer, go to Arcade mode and select one of the 2 champion uniforms. Enter and exit the first fight then go to the training mode. Choose and exercise, You'll notice Afro's clothes have changed. Now go to Championship Mode you'll notice that it will prompt you to select a new fighter or continue your previous game (Even thought you shouldn't have one). Select Continue. Afro Thunder will be your fighter and you can only do the Title fight against a fighter that is ranked "0" At the Vs. screen here's what is displayed for your opponent:

Picture: Gibberish, oddly colored boxes  
Hometown:  
Age: Unknown  
Height: 1"  
Weight: 1 lbs  
Reach: 1"

You should start the fight on the Rumbleman stage. After buffer intro's you, the camera will switch to another shot of you and abruptly freeze.

This trick sent in by Jeremy Kinzer: I have a nice little finishing tip to help get a first round KO ...start the round with a charging combo then go into some nice combos to beef up

your rumble meter after the first knock down hit your taunt that earns you 3 or more letters if your good you should be at half red rumble by the time your opponent gets up hit your taunt again and toy with him until you fill the white meter when it is full make sure they are just one hit from going down then hit your rumble knock down your opponent the second time with a jab or something like that then when he is stumbling around hit him with the flurry or in this case the out of the ring KO maybe everyone is already doing this but, it came to me out of no where and now i win about 85% of my matches this way...you can still connect if they fall it's like when they fall and you hit them with a body shot ,they stand right back up again...

CHARACTER RANKINGS

Coming Soon

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