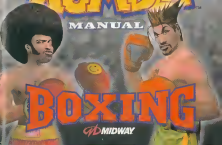


READY 2 RUMBLE

MANUAL



BOXING

CD MIDWAY



WARNING



WARNING! Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Always use only the Dreamcast standard video recording equipment for software and computer game recording. A warning will be displayed on the screen together with an icon to indicate when the Dreamcast video data is full.

HEALTH AND SAFETY WARNING

Some manufacturers of video game accessories do not guarantee correct operation when used in video recording mode. It is recommended that you always purchase the video camera through Sega Enterprises, Ltd. to ensure that you are using the correct accessories.

If you experience any trouble, try using the original equipment to determine when you are using the correct video recording equipment.

Sega Enterprises, Ltd. does not warrant or give liability for any damage or loss of data caused by video recording. Please refer to the terms and conditions of the video camera manufacturer, or the video recording equipment manufacturer for details. **PLEASE READ THE USER MANUAL OF THE VIDEO CAMERA AND VIDEO RECORDING EQUIPMENT YOU PURCHASE.**

To reduce the chance of system problems, the correct way to use video recording equipment is as follows when using Dreamcast:

- Do a format on the hard disk before using video recording. The details are in the video recording equipment manual.
- Do not use any product which is not tested equipment.
- Make sure that you know what you are doing from the start to the end of the use.
- Do not use video recording for extended periods continuously for long. The video recording equipment will stop and begin to display an error message continuously depending on the time.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or equipment

- Always maintain the correct use of the video camera.
- Do not use Dreamcast with the video camera for use continuously for long periods when using video recording. Do not use the video camera continuously for 2 hours or more, especially for use for 20 days.
- Do not use the equipment in the presence of children.
- Do not touch the lens, front panel, controls or recording surface.
- Do not use the equipment for the purpose of the use of the camera when the equipment is placed with children's eyes.
- Do not touch the video camera lens with the tip of the finger.
- Do not use the equipment in the presence of high temperature or humidity.
- Do not use the equipment in the presence of any vibration or other noise effect.
- Do not use the equipment in the presence of any fire or explosion. Do not use the equipment in the presence of any lightning or other natural disaster.

PREVENTING CHILDREN'S ACCESS

Get parental consent before you allow your children to use Dreamcast. Do not allow them to play for long periods without your supervision. Do not allow them to play for long periods without your supervision.

SEGA DREAMCAST VIDEO GAME USE

Sega Dreamcast is only to be used with Sega Dreamcast video game system. Do not attempt to play the Sega Dreamcast video game software on any other video recording equipment. The equipment is only for use with Sega Dreamcast video game system only. Sega Enterprises, Ltd. does not warrant or give liability for any damage or loss of data caused by video recording. Please refer to the terms and conditions of the video camera manufacturer, or the video recording equipment manufacturer for details. **PLEASE READ THE USER MANUAL OF THE VIDEO CAMERA AND VIDEO RECORDING EQUIPMENT YOU PURCHASE.**



TABLE OF CONTENTS



Starting Up	3 - 4
Default Controls	5
Game Basics	6
Choose Your Game	7
Game Options	8 - 9
Arcade Mode	10
Playing the Game	11 - 14
Using the VM	15
Vibration Pack	16
Championship Mode	17 - 24
The Boxers	25 - 30
Credits	31 - 32
Cool Moves	33
Warranty	98



STARTING UP



BEFORE YOU BEGIN TO PLAY READY 2 RUMBLE™ (RIBBLE), PAY ATTENTION TO THE FOLLOWING INFORMATION REGARDING YOUR SEGA DREAMCAST HARDWARE UNIT.



Be sure the Power is OFF on your Sega Dreamcast system.



Plug in your Sega Dreamcast Controllers. One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers are sold separately. For more information on the Sega Dreamcast Controller, see the next page.



Insert your Ready 2 Rumble Rolling Sega Dreamcast Specific Disc.



Press the Power Button to activate the Sega Dreamcast.



Follow on-screen instructions.

SEGA DREAMCAST HARDWARE UNIT



Game Port:
The Game Port is used to connect the Sega Dreamcast controller to the Sega Dreamcast system. The Game Port is located on the front panel of the Sega Dreamcast system. For more information on the Game Port, see the next page.



STARTING UP



Ready 2 Humble Boxing is a 1 or 2 Player game. Before turning the Sega Dreamcast DM, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during the game, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Please familiarize yourself with the various controls and buttons for your Sega Dreamcast Controller, as they will be referenced throughout this instruction manual.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View





DEFAULT CONTROLS



The following is the Default Controller Configuration for Ready 2 Rumble Boxing. For information on changing your Controller Configuration, see Page 9.



You can use the Analog Thumb Pad or Direction Button with your punches and blocks to perform a variety of moves. These moves are listed on the next page.

FIGHT RULES

KNOCKDOWN RULE

Depending on how many knockdowns you've selected under the Options Menu (see Pages 8-9), this is the number of knockdowns a player can suffer before losing. The default setting is 3 knockdowns.

10 COUNT

When you get knocked down, the Referee will give you a 10-Count so you can try and get your sorry butt back up. There is no being saved by the bell. Once the Ref reaches 10, you're outta there! Press either the L and R Triggers or X+Y Buttons or A+B Buttons rapidly to get back up.

Like we said, you can use the Direction Button and Analog Thumb Pad with your punch and block buttons to pull off a bunch of moves. The basic moves are listed below. Pay Attention!

BASIC MOVES

- Directional button UP or DOWN + High Punch: HOOK
- Directional button FORWARD + High Punch: UPPER CUT
- Directional button BACK + High Punch: OVERHEAD

Low Punches can be used with the Directional button to lunge at an opponent and land a variety of body shots.

The Directional button can be used with the L and R Triggers for **SHOVING** and **DODGING**. Activate **RUMBLE MODE**. When letters are spelled out, press the L and R Trigger at the same time.

TAUNT: X Button + A Button or Y Button + B Button



CHOOSE YOUR GAME



At the Title Screen, press Start. The next screen you will see is the Main Menu. Here you can choose from either Arcade Mode, Championship Mode or you can enter the game Options menu. To make a selection, highlight the selection using the Directional Button or Analog Thumb Pad. When you have made your selection, press the A Button. Pressing the B Button will take you back to the previous screen.

The following is a brief overview of the different game styles found in Ready 2 Rumble Boxing.

ARCADE MODE

Pick a boxer and fight your way to the top! More information is available on Page 10.

CHAMPIONSHIP MODE

Championship Mode lets you create a gym for yourself. Pick a boxer and train him or her to become the Champ! Build up your boxer through a variety of games and special fights to earn more money. Use the cash to buy more equipment for your gym or to place bets on your boxer's bouts! For more info on this unique game mode, see CHAMPIONSHIP MODE on Pages 17-24.

OPTIONS

Under the Options menu, you can adjust different settings of the game, as well as re-configure your Controller. All of the game Options are located on the next page.



GAME OPTIONS



Highlight **OPTIONS** from the Main Menu and press the **A** Button. This will access the Options Menu in Ready 2 Rumble Boxing. The options listed on the next two pages can be adjusted. Options will also be saved automatically to your VM (Page 15) if you have one inserted in your controller.

To adjust the game's options, do the following:

- 1.) Highlight the option using the Direction Button or Analog Thumb Pad.
- 2.) Adjust the option by pressing Left and Right on the Direction Button or Analog Thumb Pad.
- 3.) When finished, press the **B** Button. This will exit the Options Menu.



GAME OPTIONS

SKILL LEVEL

This deals with the overall difficulty of the game. If you're new to it, try **EASY**. Or, if you think you're all the L, try **DIFFICULT**. The default is **MEDIUM**.

KNOCKDOWNS

This sets the number of knockdowns it'll take to defeat an opponent or the number of times your belt can be knocked down before you lose.

ROUNDS

How many rounds do you want to fight? Can you go a full 12 Rounds or are you lacking the stamina?



GAME OPTIONS



ROUND TIME

You can set the length of your rounds to be as short as 15 seconds or go the distance with a regular round of 180 seconds (3 minutes)

NOTE: Knock Outs, Rounds and Round Time affect Arcade Mode only.

MUSIC VOLUME

Catchy music isn't? You can adjust the background music volume by percentage. 100% is the game's loudest setting while 0% is like a ghost town.

AUDIO

Adjust the sound output for either STEREO or MONO.



CONTROLLERS

Under this option you can access the Controller Configuration screen and change your Controller's settings. Highlight CONTROLLERS and press the A Button.

If you have two Controllers plugged in, two Controllers will be seen at the top of the screen. To adjust the Controller, highlight the row next to the action you want to change with the Directional Button or Analog Thumb Pad. To change the button that corresponds with that action, press the button you want to use.

For example, if you want Low Block changed from the L Trigger to the A Button, highlight the row next to LOW BLOCK (shown as TL) and press the A Button. Got it?



ARCADE MODE



Selecting **ARCADE MODE** will allow you to take control of a boxer (not ranked in the Score Class) and fight against the computer or a friend. To play against the computer, select **ONE PLAYER** and press the A Button.

ONE PLAYER GAME

Fighting against the computer has you duke it out against the other boxers while you progress up the ranks. There are three classes to go through, Bronze, Silver and Gold (which are essentially **EASY**, **MEDIUM** and **HARD** difficulties). Highlight **ONE PLAYER GAME** and press the A Button.

You will then be able to select your boxer. Highlight the boxer you wish to use and press the A Button. For information on playing the game, see "PLAYING THE GAME" on Pages 11/14.

NOTE: If you press the X + Y Buttons before choosing your boxer, they will appear in an alternate costume. Another tip before you choose your boxer, if you press the X Button + Up, Down, Right or Left on the Direction Button, you will be able to select a specific Conerman. If you do not select a Conerman, one will be randomly selected.



TWO PLAYER GAME

Select **TWO PLAYER** from the Arcade Mode screen. Before you play a two player game, make sure there are two controllers plugged in. Please see "Starting Up" on Page 4 for information on playing in controllers.

Each player will then be allowed to select his/her boxer. To select a boxer, highlight them with the Direction Button or Analog Thumb Pad and press the A Button.

NOTE: To play with two people, you must select **TWO PLAYER GAME**. The second player may not "challenge" a player in either a One Player game or a Championship Mode Game.



PLAYING THE GAME



The following pages will give you all you need to know about playing *Ready 2 Rumble Boxing*. Each character has their own unique punches and moves. For character information see "THE BOXERS" on Pages 25-30.



After you have selected your boxer, the game will start. At the boxer Match-Up screen, you can view your opposition and check out their statistics! Beware, some fighters may not look like much, but they'll have you spittin' teeth in no time!

After the Match-Up screen has disappeared, the fight will begin. Your announcer is none other than Michael Buffer, the Voice of Champions™. He'll prepare the crowd for the bout with his famous "LET'S GET READY TO RUMBLE!", followed by the intro duetion of the boxers. Wave to your Mom, get to your corner and get ready to come out swinging!



Even when you're adding skins, try to remember how the buttons function. For the default settings, check out Page 5. Also, each player has their own special moves!



PLAYING THE GAME



Ok Hat Shot: it's time to put up or shut up.
Here's some information you should take into the ring.

Health Bar
Player One



Stamina Bar
Player Two

HEALTH / STAMINA BARS:

Each boxer has two bars above them. One is Red, the other is Blue. The Red bar is the boxer's Health (or energy). Every time the boxer is hit, the Red bar will grow shorter. When the bar runs out, your boxer is on the canvas.

The Blue bar is the boxer's Stamina. This bar indicates how much energy is in your punches (or how much damage you're doing). When you execute a Strong Punch (holding the Direction Button down while pressing a Punch button), your Stamina bar will diminish and slowly rise again. Your punches are the most effective when your Stamina bar is full. If you had to think about that one, you might want to rethink this whole situation...



RUMBLE!!!

Every time you inflict a certain amount of damage on yo opponent, you receive one letter of the word "RUMBLE". When you spell the word out (it will appear on the bottom of the screen), quickly press the L Trigger and R Trigger at the same time. Your boxer's gloves will glow.

When this happens, press the A and B Buttons at the same time to unleash your boxer's "RUMBLE FLURRY". This is a move of intense speed and power that will be hard for your opponent to block. When spelling out RUMBLE, remember that Player One's letters will be on the bottom-left of the screen while Player Two's letters will be on the bottom-right of the screen.

GETTING UP

The harder you are hit, the harder you fall, and when you do you'd better get back up. When you get knocked down (and you will), repeatedly press any of the action buttons together over and over again. This will help your Health meter (Red Bar) rise and allow you to get back on your wobbly feet. Any previous letters of "RUMBLE" will be lost when you get knocked down.

If you knock your opponent down, start pressing those Buttons to build back your Health while you wait for the Barn to get up off the canvas.



PAUSING THE GAME

There might be a time when you have to Pause the game (Hey, you should have gone before starting the game). To do so, press Start and the Pause Menu will appear. When the Pause Menu you will find the following options:

CONTINUE

Continues the match in progress. Press Start or the A Button.

CAMERA

You can adjust the camera for numerous points of view. These camera angles are NORMAL, ROTATE ABOUT PLAYERS, KINGSIDE VIEW, ROTATE ABOUT KING, FIRST-PERSON PLAYER 1 & FIRST-PERSON PLAYER 2. Each viewpoint provides a new and interesting way of playing the game. Pay attention to your boxer's location in the map.

As the camera swings around in ROTATE ABOUT KING for example, keep in mind that the Directional Button may have to "rotate" with it. This means if you press to the Left on one move and the camera swings around to the other side, you may have to press to the Right next time to execute the same move.



CORNERMEN

Turn the Cornermen's voice On or Off by pressing the Directional Button Left or Right.

SELECT NEW BOXERS

Highlight this and press the A Button. You will then be taken back to the Boxer Select screen to choose new boxers.

QUIT GAME

Highlight this; press the A Button and you're back to the Main Menu.



USING THE VM



Visual Memory Unit (VM)



Use this device to Load or Save Configuration Data and options settings to your Memory card. At the Memory Card menu, highlight the option you want, then press the A button to Load or Save data.

When saving data, your Controller Configuration and any game configuration settings will be saved to the Memory card until the next time you play *Krazy 2 Humble Boxing*. The Memory card will automatically load any saved data when powering up the console, as long as you have a Memory card inserted in your Sega Dreamcast.

The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 6 blocks are required to save your Gyts and 2 blocks are needed to save the Options settings. The options settings will be automatically saved when the options menu is exited.

A Visual Memory Unit (VM) is a separate accessory that is used to save game files. You can use the VM to save all of your game data for *Krazy 2 Humble Boxing*.

*** Important Warning ***

While saving a game file, never turn Off the Sega Dreamcast power, remove the Memory Card or disconnect the controller.



VIBRATION PACK



SEGACAST VIBRATION PACK™



When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, the accessory provides a vibration effect that will considerably enhance the game play experience.



When the Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.



CHAMPIONSHIP MODE



At the Main Menu, highlight **CHAMPIONSHIP MODE** and press the **A** Button.

Championship Mode allows you to pick one of these boxers and raise them from **BRONZE** class to **CHAMPIONSHIP** level. Make all of your boxers champions to win the game.

Sharpen their fighting skills by keeping your Boxers in training at your Gym... Winning bouts and moving your Boxer to the next class will release another fighter for you to select.

Raise money for your gym by participating in **PRIZE FIGHTS**. You can also battle in **EXHIBITION FIGHTS**, pitting your saved boxers against your friend's saved boxers.



From the Championship Mode screen, you can either start a **NEW** game or you can **LOAD** a game from your VM. For more information on using your VM including loading previously saved games or boxers, see Pages 15-23. Highlight a selection on the screen and press the **A** Button.



CHAMPIONSHIP MODE



A brief warning will appear on the screen advising you that in order to save Championship Mode game data, you must have a memory card with at least six free blocks to spare. If no memory card exists, you can press the A Button to continue or press the B Button to cancel.



CREATE A GYM

When you start a new game, you can create a Gym where you can train your fighters. Highlight the letters and numbers with the Direction Button or Analog Thumb Pad. To select or enter a number or letter, press the A Button.

To erase the previous letter or backspace, press the B Button. When you are finished, highlight END and press the A Button.

SELECT A BOXER

You will be able to select a boxer to train. When you begin, only three boxers will be available to you: Boris "The Bear" Kralenkov, Butcher Brown & the bushy-out charity Ake Thander.

Select the boxers by highlighting them and pressing the A Button. If your boxer is raised to the next class, you will unlock another boxer to choose from.





CHAMPIONSHIP OPTIONS

You will notice there are a variety of things to do in Championship Mode. As you highlight each one, a brief description will be displayed at the bottom of the screen. On the right of the screen you will see your boxer along with their different statistics such as CLASS, FIGHTS REMAINING and DEXTERITY.

Your main goal in Championship Mode is to train your boxers to become Champions. You will fight for money to build up your gym. As you build up your gym, you will be able to enhance your boxer's training by purchasing equipment. You can participate in PRIZE FIGHTS for some quick cash and place wagers on your fighter to make even more money.

You can enter TITLE RIGHTS to mean up at the ring, but it will cost you some cash to enter. EXHIBITION RIGHTS allow you to take a speed boxer from your memory card to a friend's house to compete for money against their saved fighter. The next few pages will explain what each option in Championship Mode means and does. Pay Attention!



TRAIN YOUR BOXER

TRAIN BOXER allows you to purchase training equipment for your gym. Your boxer then works out on the equipment through a series of small but challenging games. Equipment costs in coins, but there are ways of getting some quick cash (more about that later).

When you buy equipment, there is a small game you can play using the equipment. The games have to do with timing and rhythm, so you'd better be quick! You can select equipment by pressing the Direction Button or Analog Thumb Pad to the Left and Right.



Underneath **PURCHASE** you will see **TRAINING**. If you select **AUTO**, the computer will build-up the boxer for you. If you select **MANUAL**, you will need to go through the training games to build-up your boxer. You can give them a better work-out than in the Auto mode, but you'll have to be a tough Trainer!

You will receive a **TRAINING VALUE** and **TRAINING** for every game you participate in. To switch between **AUTO** and **MANUAL**, press Down on the Direction Button or Analog Thumb Pad and press the A button. The following is a list of the equipment you can buy and how you train on it:



TRAINING EQUIPMENT

Here is a lot of the Training Equipment and the games that go with them.

BUMBLEBEE ARITHMETIC TRAINING: Build up some rhythm for your boxer by pressing buttons in a precise, timed order. Cost: \$500.

SWAY BAR TRAINING: Perform a sequence of moves in time with the ball. Entering an incorrect move ends the game. It's all memory based, so pay attention! Cost: \$1,000.

SPEED BAR TRAINING: Using some jabs and hooks, score some points by hitting the bag against the clock. If the Red Power Meter runs down, your game is done. Cost: \$1,500.

HEAVY BAR TRAINING: You will be told what kind of punch to land. If you miss the punch three times, the game is done. Speed is everything! Cost: \$2,000.

WEIGHT LIFTING TRAINING: Press and hold the A Button to lift the weights. Your goal is to get as close as possible to the top and bottom green line on the vertical lift bar. The bar is located on the right of your screen. This is harder than it looks! Cost: \$5,000.

VITAMIN TRAINING PROGRAM: This will help build your boxer's stamina and strength. There is no game associated with it, but it is vital. Cost: \$10,000.

BUMBLEBEE MASS NUTRITION REGIME: There is no game for this diet, but it is necessary. It helps build strength and power. Cost: \$25,000.



CHAMPIONSHIP MODE



TITLE FIGHTS

In order to win, you must have your boxer move up the ranks. Enter a Title Fight and box your way to the top. You will start ranked in the Bronze class and will fight for the 10th place ranking.

For every class that you advance to, another boxer will be available for you to select and train. Every time you enter a Title Fight, it will cost your gym \$2,000 for Bronze class, \$3,000 for Silver and \$4,000 for Gold. This is the only way to move up to the Championship ranks, so use your money wisely!

PRIZE FIGHTS

In order to purchase gym equipment and compete in Title Fights, you must earn money by entering Prize Fights. You initially start out with \$1,000 for your gym. You can either buy some gym equipment to build up your boxer or just have them enter the competition right off the bat. Are you crazy?!

Before you enter a Prize Fight, you can wager your money on your boxer. The fight has a purse (cash prize) of varying amounts. If you wager your money on your fighter and they win, you double your wager plus win the purse. You can earn lots of cash this way, but be careful because you can lose your money just as easily.

There is a \$20,000 wager limit. Place wagers by pressing Right [to increase wager] and Left [to decrease the wager amount] on the screen shown above. When you're all set, press the A Button to start the match.





CHAMPIONSHIP MODE



EXHIBITION FIGHTS

Just like the Prize Fights, you can also enjoy on your Exhibition Fights. This is a Two Player fight against each player's saved boxer. Pressing Left and Right on the Direction Buttons or Analog Thumb Pad will select a memory card, while pressing Up and Down will select the slots on the memory card. Once you have selected your boxer, press the A Button to Load them.

TRADE A BOXER

Here you can trade your saved boxer. Select a boxer by accessing your memory card and appropriate slot. To Load them, press the A Button. The game will prompt the second player to select a saved game from a slot on their memory card. At this time, the second player can choose their boxer to trade with. To trade boxers, press the A Button.

SELECT A BOXER

SELECT BOXER allows you to change your current boxer for another one. Remember that you must have all of your boxers ranked Champion to win. Press Left or Right on the Direction Buttons or Analog Thumb Pad to highlight the boxers.

Once you have selected, press the A Button to begin using them. You will initially have three boxers to choose from. As you progress into higher classes, more boxers will become available.



CHAMPIONSHIP MODE



SAVE GAME

This will save your game data to your memory card. Highlight **SAVE GAME** and press the A Button. Next you will choose a memory card and slot to save to. Once you have selected, press the A Button. This will save all of your fighter's data, gym name and all prizes that have been won.

EXIT

This allows you to EXIT Championship Mode and return to the Main Menu. After you select **EXIT** and press the A Button, you will be asked if you want to save your game before exiting. Highlight your choice and press the A Button to: **Save Game, Exit Without Saving or Cancel**.



THE BOXERS



ALBO THUNDER

HOMETOWN: New York City, New York
WEIGHT: 120 lbs **HEIGHT:** 5'11"
REACH: 70" **AGE:** 21

Albo Thunder is obviously a stage name for this retired oak drinker. Unusually agile and talented, he tried his hand at many careers before heading the call to professional boxing. While not possessing the greatest record, he never fails to draw a huge crowd with his showmanship and trademark flame

UPSETS: Top the X Button repeatedly



SALUA

HOMETOWN: Weyake, Soko
WEIGHT: 100 lbs **HEIGHT:** 4'11"
REACH: 27" **AGE:** 33

Salua is a former Soko wrestler who originally came from Hawaii but later moved to Japan to take on the world's greatest Soko wrestlers. After becoming Grand Champion, Salua was concerned with the lack of recognition Soko receives here the rest of the world. A compassionate disciplinarian in a relentless pursuit of development and refining his skills, he entered boxing and left his championship behind in an attempt to represent and bring respect to the sport he loves.

ALL YOU CAN GET: Direction Button Forward, Back + Y Button



BOBBI "THE BEAR" KROKIMOV

HOMETOWN: Zagora, Croatia
WEIGHT: 220 lbs **HEIGHT:** 6'7"
REACH: 70" **AGE:** 30

Bobbi is a folk hero in his country, along with being a living legend of all across Eastern Europe. He is arguably one of the most complete fighters on the circuit, with both inside and outside attacks. With the support of the best Olympic coaches and gyms in Croatia, Bobbi trains intensely for every fight believing that he will never let his country down.

JUSTICE: Move + B Button Backward, Forward + B Button





THE BOXERS



BUTCHER BROWN

HOME TOWN: Okanogan of Columbia
WEIGHT: 220 lbs HEIGHT: 5'4"
REACH: 37" AGE: 23

Butcher is a goofy, cocky boxer who won a nice the undisputed championship but lost his title in a controversial bout with Gene Krellman. After a hiatus of substance and a long bout with personal turmoil and disillusionment, he reentering relationship with the sport. Gene Clark recruited him with the sport that once made him famous. Armed with renewed confidence, Brown is now determined to not only reclaim his belt, but to enjoy the championships as well!
FIGHT STYLE: One-punch Batten Forward, Back + Y Batten



SELENE STRIKE

HOME TOWN: Brazilian Brazil
WEIGHT: 120 lbs HEIGHT: 5'2"
REACH: 30" AGE: 24

Selene is without a doubt, ground for ground, one of the best female boxers in the world today. Her graceful techniques is backed by lethal power, particularly with her pattern straight and right hand. Not particularly fast, she seems robust makes up for her lack of speed with even some leg in her tactics.

NO LOSE: Question Batten Back, Forward + X Batten



JET "IRON" CHIN

HOME TOWN: Taipei Taiwan
WEIGHT: 140 lbs HEIGHT: 5'8"
REACH: 37" AGE: 26

Jet once made a living as a stunt double for a famous Hong Kong movie star. After living in the shadow of his hero for many years, he made his way to the ring to earn a name for himself outside of the theater. Being able to take sport, Jet's lethal hand off started out where overtake his traditional boxing training.

FIGHT STYLE: One-punch Batten Forward, Back + Y Batten





THE BOXERS



TANK THRASHER

HOMETOWN: Cantonville, Arizona

WEIGHT: 200 lbs. HEIGHT: 6'4"

REACH: 60" AGE: 28

Tank used to fight in the extreme sport of crocodile catch and was nicknamed from the "lack of official competition." Moving to his natural forte and he has become a leading contender, often motivating opponents with his apparent lack of conditioning. His talk-back and provoking opponents into submission. Tank holds up convincingly against the better trained boxers.

TENDERSHIP: One-two Button Back, Back, Forward + 8 Button



ROCKET SAMCHAY

HOMETOWN: Bangkok, Thailand

WEIGHT: 160 lbs. HEIGHT: 5'7"

REACH: 37" AGE: 20

A Muay Thai champion in his home country, Rocket wants to prove in the world that his kickboxing school is the best with hands, as well as feet. Although restricted to the rules of Western Boxing in other places (stop him from practicing his view with amateur style box). After studying boxing in the States and winning the championship from Angel "Kajon" Swann, Rocket is now convinced that he is unstoppable.

DEGREE THUMB: One-two Button Back, Forward + 8 Button Back + 7 Button



LULU VALENTINE

HOMETOWN: Seattle, Washington

WEIGHT: 120 lbs. HEIGHT: 5'3"

REACH: 64" AGE: 24

A graduate student in business and business strategy. Lulu's accomplishments has world famous clothing line with her other professional-pulse fighting. Her compact and efficient jabs are powerful snap using power, which often catches opponents off guard. This along with her stunning looks and knowledge is more than enough to help her climb the ranks, which she hopes to make a name for herself and her business.

TRIPLE LAMP: One-two Button Back, Back, Forward + 7 Button





THE BOXERS



NAT DADDY

HOMETOWN: Las Vegas, Nevada

WEIGHT 285 lbs HEIGHT 6'7"

REACH 181" AGE 35

Nonstop and with an ever-improving precision, Nat has arrived on the boxing scene as one of the largest figures in the sport, physically and preferentially. Relying on his super-long reach and lightning speed, he is regarded as a legitimate contender despite his somewhat limited amount of punches. Still, one can't help but think that someday, he could take the championship belt by force.

BUMP TRACK: One-two, Right Hook, Hook, Forward + Y Button, S Button

"FURIOUS" FAY MUTAR

HOMETOWN: El Paso, South Texas

WEIGHT 200 lbs HEIGHT 6'7"

REACH 71" AGE 33

The former bodyguard of a wealthy Middle Eastern entrepreneur, Fay came to the ring with a gritty no-nonsense style. Fully backed by his wealthy benefactor, he is a cutthroat opponent in the world of professional sports. Don't let the friendly gaze fool you, he is dangerous both in and out of the ring.

CRUISE MISSILE: One-two, Button Forward, Forward + X Button, Y Button



"BIG" WILLY JOHNSON

HOMETOWN: Chicago, England

WEIGHT 175 lbs HEIGHT 5'7"

REACH 71" AGE 30

Willy came to us from the late 1980's where he was the undisputed flat-a-coffee champion. Brought to the present through a mysterious rift in time, his reflexes seem made-to-order gladiators in an attempt to extend the world where the sport originated. Having had a taste when there were hardly any rules, he has had one last protection. Sir Johnson comes up a newly blind from the past.

TEA AND CRUMFITS: One-two, Button Forward, Forward + Y Button





THE BOXERS



KING GLAY

HOMETOWN: Coling, New Mexico

WEIGHT 120 lbs HEIGHT 5'7"

REACH 37" AGE 34

Glays is a worn old boxer who battles opponents with his constant agonizing fighting style. It is said he resembles the spirit of the greatest warriors from his family and that his long reach and towering height are the product of a Mexican. Hardly uttering a word, he utters speak loud and clear.

BOW & ARROW: One-Handed Bottom Back, Forward + X Bottom, Back + 2 Bottom



BRUCE BLADE

HOMETOWN: Sea Breeze, California

WEIGHT 140 lbs HEIGHT 6'7"

REACH 78" AGE 25

A skilled naval skipper, engineer and notorious Italian war hero, Blade's background as a boxer is clearly showing his eyes. The added protection in the ring is used to protect his striking good looks, not to mention his overinflated ego. Now in professional boxing, his hit and run tactics might seem cowardly to some, but he also cannot afford to doubt his success for the sport.

SET DOWN: One-Handed Bottom Back, Back, Forward + Y Bottom



JIMMY BLISS

HOMETOWN: Geneva, New Zealand

WEIGHT 120 lbs HEIGHT 6'2"

REACH 67" AGE 23

A fearless and madman fighter, Bliss is uncontrollable at the speed of the bell. While often accused for his constant lack of discipline, he can deny his fight winning punch and victory among the professional ranks.

His weapon of choice: devastating boxing hands to the head.

BLOOD BATH: One-Handed Bottom Back, Back, Forward + Y Bottom





THE BOXERS



ANGEL "RAGING" RIVERA

SOMETOWN: Mendocino, Mexico

WEIGHT: 200 lbs. **HEIGHT:** 5'7"

REACH: 71" **AGE:** 23

Angel is one of the toughest and most enduring boxers. Unlabeled as the greatest since, he was known for referring to the styles of boxing parents. His professional debut was no different and soon after winning his first championship belt, Angel lost it in his first title defense against a former champion the brutal Robert Sanchez. Faced by the new champion's orthodox fighting method, Rivera abandoned the confines of his traditional techniques in exchange for a wilder more reckless path. Now fueled by revenge, he has little respect for those he must defeat in order to again lose his name.

OPPOSITE: Derechua Robert Back, Forward + J. Robert

RAMIEN BLACK

SOMETOWN: Unknown

WEIGHT: 200 lbs. **HEIGHT:** 7'2"

REACH: 195" **AGE:** 30R

Little is known about the strange identification known as Ramien Black. It is speculated that he is a Being from another dimension and that he funds and promotes many boxing events including his own. It is also rumored that the "Blackheart Speed", his patented body blow causes fighters to become ill and plagued the instant it connects. His goal is unclear but few wish to stand in his way.



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