

WARNING

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the probability of such symptoms, the operator must follow the safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 8 ft away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least 10 to 20 minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use the disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, scratch or scratch its surface.
- Do not readily or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play the GD-RDM as any other CD player, doing so may damage the readheads and/or spindles. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

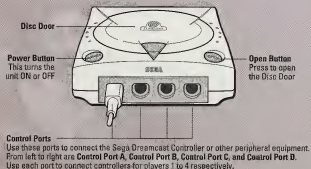
GETTING STARTED	3-6
GAME CONTROLS	7
MAIN MENU	8
OPTIONS MENU	9-10
PLAYING THE GAME	11-13
CHAMPIONSHIP MODE	14-18
TOURNAMENT MODE	19
TEAM BATTLE MODE	20
THE BOXERS	21-26
SPECIAL BOXERS	27
CREDITS	28-29
WARRANTY	30

GETTING STARTED

Before you begin to play Ready 2 Rumble Boxing™: Round 2, 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 controller.
 - *One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers and peripherals are sold separately. For more information on the Sega Dreamcast controller, see the next page.
- Insert your Ready 2 Rumble Boxing™: Round 2 Sega Dreamcast Specific Disc.
- Press the Power Button to activate the Sega Dreamcast.
- Follow on-screen game instructions.

SEGA DREAMCAST HARDWARE UNIT



GETTING STARTED

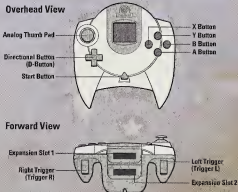
Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Please refer to this page for button locations when viewing the game controls listed on Page 7 of this manual.

To return to the game's 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.

SEGA DREAMCAST CONTROLLER

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.



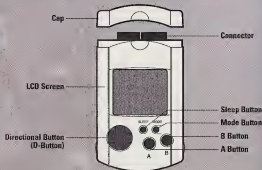
GETTING STARTED

Use the VMU to Load or Save Configuration Data and option settings. After selecting a Load or Save option, press the A Button to Load or Save data. Ready 2 Rumble Boxing™: Round 2 uses an Auto-Save feature. This means that if a VMU is inserted into your controller, your game data will be automatically saved for you.

When saving data, your Controller Configuration and any game configuration settings will be saved to the VMU until the next time you play Ready 2 Rumble Boxing™: Round 2. The VMU will automatically load any saved data when powering up the console, as long as you have a VMU inserted in your Sega Dreamcast Controller.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

IMPORTANT WARNING
While saving a game file, never turn OFF the Sega Dreamcast power; remove the VMU or disconnect the controller.

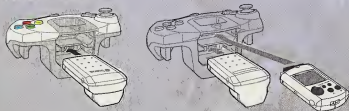


GETTING STARTED

The Jump Pack is a peripheral (sold separately) that will enhance your gaming experience by vibrating during a game. When activated, the Jump Pack will allow you to feel every hit in the game.

Refer to the diagram below for proper usage of the Jump Pack. If you are using a Jump Pack and wish to turn the vibration feature off, you may do so at the Options Menu (see Pages 9-10). Select JUMP PACK and press Left or Right to activate (ON) or deactivate (OFF) the Jump Pack.

SEGA DREAMCAST JUMP PACK™



To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

GAME CONTROLS

Here's the default controls for Ready 2 Rumble Boxing™: Round 2. If you want to change the configuration of your controller, you may do so at the Options Menu. See Pages 9-10 for more information.

BASIC MOVES

MOVE BOXER - Directional Button or Analog Thumb Pad
LOW BLOCK - Left Trigger
HIGH BLOCK - Right Trigger
LOW LEFT PUNCH - A Button
LOW RIGHT PUNCH - B Button
HIGH LEFT PUNCH - X Button
HIGH RIGHT PUNCH - Y Button
PAUSE GAME (access Pause Menu) - Start Button

SPECIAL MOVES

NOTE: Controls with arrow diagrams indicate pressing the Directional Button or Analog Thumb Pad in the direction shown. These directions reflect your boxer being on the left side of the screen. Remember to reverse the horizontal directions when on the right side of the screen.

JAB - X Button
STRAIGHT - Y Button
BODY BLOW - → + B Button
LOW HOOK - ↓ + A Button
HIGH HOOK - ↑ + Y Button
DODGE - ↓ + L Trigger or R Trigger
PARRY - Tap the L Trigger or R Trigger twice
TAUNT OPPONENT (any of the following) - A Button + X Button or B Button + Y Button
or A Button + Y Button or X Button + B Button
ACTIVATE RUMBLE MODE - L Trigger + R Trigger (when you spell RUMBLE)
ACTIVATE RUMBLE FLURRY - X Button + Y Button

MAIN MENU

At the game's Title Screen, press the Start Button to access the Main Menu. Highlight your selection and press the A Button to access the sub-menu or game mode.

ARCADE MODE

For those of you that want to get in the ring and get the fight going, this is your game mode. Select how many players there will be (1 or 2), select your boxers and come out fighting!



CHAMPIONSHIP MODE

Train your boxers in your own gym. Earn money by winning fights. If you think your boxer has what it takes, enter them in a Title Fight (if you've earned the right to) and find out. More details are available on Pages 14-18.

TOURNAMENT MODE

Host your own tournament to find out who the local tough guy (or girl) is. Up to eight players can participate! Check out Page 19 for all the info. You must have two controllers to play this game mode!

TEAM BATTLE MODE

Send your selected boxers into the ring to square off against an opposing team. The first team to beat the other team's boxers is the winner! More information is on Page 20.

OPTIONS

Adjust the game's volume, configure your controller and lots more! Check out the next two pages for complete details.



OPTIONS MENU

Before you lace up your gloves, you might want to adjust a few of the game's options. Highlight **OPTIONS** at the Main Menu and press the A Button.

To adjust an option, highlight the option using the directional buttons or left stick. Next, press Left or Right to adjust the option. If you want to change the controller configuration, you must highlight **CONTROLLERS** and press the A Button.

SKILL LEVEL

This controls the game difficulty. Select from **EASY**, **MEDIUM** or **HARD**.

KNOCKDOWNS

This determines how many times you can be knocked on your butt before losing. Select from **1** to **10** knockdowns.

ROUNDS

Set the number of rounds (**1** to **12**) in a fight.

ROUND TIME

How long do you want each round to last? Select from **15** seconds to **180** seconds (3 minutes).

ADJUST SOUND

This sub-menu allows you to raise or lower the volume of the game's different sounds. On a scale from **0%** (no volume) to **100%** (highest volume), adjust the volumes of the Sound Effects, Selection Sounds, Music, Crowd Noise and the Cornermen. You can also adjust the Audio to be in Stereo or Mono sound.



OPTIONS MENU

CONTROLLERS

This option allows you to change the configuration of your controller. To change your controller configuration, press Up and Down on the Directional button or Analog Thumb Pad to highlight the different buttons. To change a button, highlight the one to be changed and press the one that you wish to use. To restore the controller configuration to its normal (default) setting, highlight **NORMAL** and press the A Button. When you're all set, highlight **ACCEPT** and press the A Button.

ADJUST SCREEN

This sub-menu allows you to Center and Rotate the display to fit any television. You can also adjust the screen Skew and Pinch. Use the Directional Button to adjust the screen settings. If you make a mistake, highlight **MAKE SCREEN NORMAL** and press the A Button to restore the screen to its initial or default settings.



INITIAL SETTINGS

Highlight this and press the A Button to restore the game options to their initial (default) settings.

Well, now that you know how to adjust the game's options, let's start getting into the game itself. So if you're ready, turn the page to begin!



PLAYING THE GAME

CHOOSE YOUR BOXER

When you select boxers in Arcade Mode, highlight them and press the A Button to select them. If you highlight them and press the X Button, you can change that boxer's costume. Each boxer has a few different costumes, so check each one out. Only visible boxers can be selected. If you'd like to randomly select a boxer, highlight the box with the ? symbol and press the A Button.



PRE-FIGHT HIGHLIGHTS

At the start of each fight, each boxer will be introduced by the one and only Michael Buffer, the Voice of Champions™. After the boxer introductions, each boxer will have something to say.

Depending on what boxers are squaring off against each other, some may have a bitter history that far exceeds the confines of the ring. When two boxers have an extreme dislike for the other, these "Bad Blood" matches will cause the boxers to say things they wouldn't normally say. So listen carefully, you might just learn why these two hate each other so much. Watch carefully as well because the mat in the ring will change its appearance too. To find out who each boxer's arch rival is, check out the boxers section (Pages 21-26) of this manual.

PLAYING THE GAME

HEALTH AND POWER METERS

Each boxer has their own Health and Power Meters. Located in the top corners of the screen, these meters will rise and fall throughout the fight. When the Health Meter disappears, your boxer will be dazed on the canvas. When you do get knocked down, repeatedly press any two buttons to restore your health and get back on your feet. You will not be able to fully recover your health, but your Health Meter will be full enough to at least get back in the fight.

The Power Meter is essential for throwing power-punches or for pulling off combos. If you attempt to perform a combo with no power, you will not be able to do so. The Power Meter drains with every punch or combo you throw, but it will quickly recover when you are not throwing punches.

PLAYER 1
HEALTH AND POWER

PLAYER 2
HEALTH AND POWER



PLAYING THE GAME

RUMBLE!!!

Whenever you cause enough damage, you will earn a letter in the word RUMBLE. A little more difficult to execute is a Taunt. Taunting your opponent will not only cause a few laughs, but you will also earn a letter or two as well. Be warned, taunting opponents will leave you wide open for attack!

RUMBLE MODE

When you have earned the necessary letters to spell out RUMBLE, press the L Trigger and R Trigger at the same time to activate RUMBLE MODE. You must have the complete word spelled out (the letters will appear on the bottom of the screen) in order to activate Rumble Mode!

RUMBLE FLURRY

When you have activated Rumble Mode, your boxer's gloves will begin to glow. When the action resumes, press the X Button and the Y Button at the same time to begin your attack. If you're going to use your Rumble Flurry, you've got to do it quickly. Once your gloves glow, they'll only stay that way for a few seconds.



FLURRY 1 - Spell RUMBLE one time to unleash a quick series of punches on your opponent.

FLURRY 2 - Spell RUMBLE twice to let loose a stronger and faster series of punches.

FLURRY 3 - If you can do it, spell RUMBLE three times to perform a flurry so strong, that one punch will send your opponent flying out of the ring.

CHAMPIONSHIP MODE

Championship Mode gives you ownership of a gym in which to train your boxers. Your goal is to make all of your gym's boxers champs. It's up to you to train them for their fights and it's your responsibility to keep them trained. Each of your gym's boxers must become champs in order to fully beat the game. You can train your boxers for upcoming fights. These fights are shown on a calendar and are separated into Prize Fights (for money) and Title Fights. Make sure to check out the calendar for your boxer's next fight! Make sure you train for your fights too, because if you lose three Title Fights, your gym will close and you will lose the game. All fights can only be fought on their determined dates, so take the time off and train for them!

From the Main Menu, select CHAMPIONSHIP MODE and press the A Button. If you are using a VMU, you will be able to save your progress. After selecting Championship Mode, you can either begin a NEW GAME or CONTINUE a previously saved one.



Next, you will select your first boxer for your gym. Only boxers that are unlocked will be selectable. Choose the one that you like the most and press the A Button. Your objective is to take your boxer (who is unranked) and move them (through Title Fights) up the ladder, all the way up to champ.

The Championship Mode Menu is the center of your gym. This is where you can train your boxers, schedule their upcoming fights, view their attributes and more.

CHAMPIONSHIP MODE

TRAIN BOXER

You have to train your boxers for their fights. Your gym contains a series of 7 challenging and fun mini-games designed to improve your boxer's performance. We'll get into that more on Pages 17-18.

TITLE FIGHT

Enter fights to become a ranked boxer. Initially, your boxer will begin their career unranked, fighting to be the 12th Ranked contender. The more fights you win, the higher up the ranks you'll climb. When you highlight TITLE FIGHT, you will see the opponent you have to beat. It won't be an easy task, so make sure you train your boxers well. After all, the success of your gym depends on their performance in the ring! If you lose three fights, your gym will be closed and out of business (and your game will be over). Make sure you look for the glove icon on the calendar; this indicates your next Title Fight.

PRIZE FIGHT

In order for your gym to succeed financially, as well as purchase the vital training aids VITAMIN PROGRAM and RUMBLE MASS (see Page 18), you'll need to win money. Prize Fights allow your boxer to duke it out for a cash prize. The \$ icon on your calendar is your next Prize Fight, so make sure you train for it!

EXIT

Exit Championship Mode and return to the Main Menu. To exit, highlight EXIT and press the A Button. You may also cancel the exit command if you wish.

R

UPP

RE

BE

64

GAME

ACTIC

R

A VIDE

HOW

ER 15

IC GU

AL SI

CEVE

C

DN FF

H OTI

Mode.
boxer.

nches.
before

er the
Fights

bout.
can to
e your
d is a
st in a
stats

P.O.
CO

Next,
o view
Select
o play
(AUTO
ter
d

TRAIN

You ha
challen
We'll g

TITLE

Enter
career
you wi
you wi
sure y
their p
and ou
glove

PRIZE

In ord
trainin
need t
prize.
you tr

EXIT

Exit Cl
and pr

PLACE
STAMP
HERE

MIDWAY

BOX 2008

RSICANA, TEXAS 75151-2008

CHAMPIONSHIP MODE

Training your boxers is an important part of beating Championship Mode. Each training game is designed to improve certain attributes of your boxer. These attributes are:

STRENGTH - This measures the power and strength of your boxer's punches.

STAMINA - This determines how long your boxer can last in the ring before getting tired.

ENDURANCE - How much punishment can your boxer take?

DEXTERITY - This attribute controls your boxer's speed. The higher the dexterity level, the faster your boxer will move.

EXPERIENCE - How many fights has your boxer had? The more Title Fights you enter, the more experience you will gain.

You should always try to improve your boxer's attributes after each bout. When you do train your boxer, do as many training games as you can to improve all of your boxer's attributes, not just one. This helps to make your boxer's attributes even and not strong in just one or two. What good is a boxer with tremendous strength who doesn't have the stamina to last in a single fight? Also, if you don't train your boxer on a regular basis, their stats will decrease.

To train your boxer, highlight TRAIN BOXER and press the A Button. Next, press Left or Right on the Directional button or Analog Thumb Pad to view the training games. These training games are listed as equipment. Select your training game by pressing the A Button. You can also choose to play the training game (MANUAL TRAINING) or let the game do it for you (AUTO TRAINING). When you're all set, press the A Button to continue. After that, you can select the level of training (difficulty) by pressing Left and Right. When you're all set, press the A Button to continue.

CHAMPIONSHIP MODE

Next, you will determine how long you want your boxer to train for. Using the calendar which appears, highlight the day you want training to END. The more days you choose, the more the attribute will rise. When building up attributes, remember to watch the attribute meters closely. Your attributes will rise or fall depending on your length of training. GREEN indicates an increase in the attribute, while RED shows a decrease. Remember to watch the calendar for your next fight and train for it!

TRAINING GAMES

The training games are basically mini-games which help improve your boxer's attributes. Depending on how well you did in the training game, your boxer's attribute (based on what type of training game you played) will rise or not move at all. The training game rules are displayed before you begin a training game, so pay close attention before beginning. When you're ready to begin play, press the A Button.

JUMP ROPE

The Jump Rope training game helps to build up your stamina. Press the appropriate buttons at the precise time to score.

SPEED BAG

Throw punches and earn points in this strength-improving training game. Punch the speed bag to earn points. The more you make the bag hit the ceiling, the more points you will earn.

HEAVY BAG

This game improves your strength. You will be told what punches to throw and you must throw the exact punches to score points. Remember that the more points you get, the more your attribute will grow.

CHAMPIONSHIP MODE

SWAY BAG

Improve your dexterity as you punch and then dodge this fast-moving bag. Throw the desired punch and follow the desired movements to score big in this training game.

RUMBLE PADS

Designed to improve your dexterity, this piece of equipment challenges you to throw punches as fast as you can. Throw the desired punch quickly, because these pads will disappear.

RUMBLE AEROBICS

Follow the lead of the bubbly Julie the Aerobics Instructor. She'll tell you the moves and leave it up to you to repeat them. The Rumble Aerobics training is designed to improve your dexterity.

WEIGHT LIFTING

This training game improves your boxer's strength. Lifting weights causes a meter to rise. Keep the meter in the desired area to build points and muscle!

NON-GAME TRAINING

There are two non-game ways of training your boxer. The VITAMIN PROGRAM and RUMBLE MASS regiments must be paid for. To pay for each program, you must win money in Prize Fights. The Vitamin Program will improve your boxer's stamina and dexterity and costs \$10,000 for each session. The Rumble Mass program will improve your boxer's strength tremendously. The cost for the Rumble Mass training is a staggering \$25,000.

TOURNAMENT MODE

Tournament Mode allows you to set up your own tournament with up to eight players. From the Main Menu, highlight TOURNAMENT MODE and press the A Button. Select the number of players competing by pressing Left and Right the Directional button or Analog Thumb Pad (you can select from 3 to 8 players). Next, press the A Button to proceed to the name-entering portion your tournament. Remember that you'll need two controllers in order to play.



The next thing you will do is enter a name for each player participating. Letters can be entered by pressing the A Button. When you are finished entering a name, highlight END and press the A Button. To enter another player's name, press the A Button when the player name line is highlighted, then follow the name entering instructions above.

After each player has entered their names, it's time to choose your boxers. In numerical order, each player will select a boxer by highlighting them using the Directional button or Analog Thumb Pad and then pressing the A Button. The next player must press the A Button first before attempting to choose a boxer. This tells the game that Player One is set and Player Two is ready to begin. When all players have selected their boxers, it's time to view the match-ups.

The game will automatically set your match-ups. If you are playing with an odd number of players (3, 5 or 7), one player will have to face a computer-controlled opponent in their first match. If the computer opponent wins that match, it will remain in the tournament until beaten.

TEAM BATTLE MODE

This game mode allows you to choose a team of up to eight boxers and go against another team. From the Main Menu, highlight TEAM BATTLE MODE and press the A Button.

This is a One or Two Player game mode, so choose how many players there will be and press the A Button. Next, select how many boxers will be on each team. Select between 4 through 8 and press the A Button.

Each player can select their boxers by highlighting them and pressing the A Button. If you wish, you can choose the same boxer as many times as you want. After each player has selected their boxers, it's time for the battle to begin.

The first player to eliminate the opposing player's team is the winner.



THE BOXERS



AFRO THUNDER

Hometown: New York City, NY
Height: 5-7 Weight: 121
Reach: 70" Age: 24
Arch rival: G. C. Thunder

Afro Thunder might have gone Hollywood for a while, but he's back. Spurring boxing for three 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 void. 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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Back, Forward + RH
COMBO - LH, LH, RH, RH, RH



SELENE STRIKE

Hometown: Brasilia, Brazil
Height: 6-2 Weight: 130
Reach: 90" Age: 27
Arch rival: Mama Tua

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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Tap RH repeatedly
COMBO - Forward, Forward + RH, RL, LH



BORIS "THE BEAR" KNOKIMOV

Hometown: Zagreb, Croatia
Height: 6-3 Weight: 218
Reach: 73" Age: 33
Arch rival: Butcher Brown

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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Forward, Back + RH, LL
COMBO - Forward + LL, RH, LH

THE BOXERS

BUTCHER BROWN

Hometown: District of Columbia
Height: 5-9 Weight: 235
Reach: 82" Age: 26
Arch rival: Boris Knokimov

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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Back + LH, RL, LL
COMBO - Back + RH, LH



ANGEL "RAGING" RIVERA

Hometown: Monterrey, Mexico
Height: 5-8 Weight: 153
Reach: 71" Age: 26
Arch rival: Rocket Samchay

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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Forward, Back + RL, RH
COMBO - Up, Down + LL, RL, LH



MAMA TUA

Hometown: Kaloget, Dahu
Height: 6-0 Weight: 400
Reach: 77" Age: 55
Arch rival: Selene Strike

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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low
SPECIAL - Forward, Forward, RH
COMBO - Up, Down, LH, RL



THE BOXERS



JOEY T.

Hometown: Milan, Italy
Height: 6-4 Weight: 287
Reach: 79" Age: 38
Arch rival: Lulu Valentine

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 to never get knocked down again and has improved on his formerly rudimentary boxing skills. With Mama Tia 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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Forward + RL
COMBO - Up, Down + RL, LL, RH, RH



JET "IRON" CHIN

Hometown: Taipei, Taiwan
Height: 5-8 Weight: 148
Reach: 78" Age: 23
Arch rival: Johnny "Bad" Blood

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 Sanchez. Not content to retire from his own career, of course, Chin believes that his experience as a boxer combined with his savvy as a trainer have resulted in him becoming a more complete fighter. The "Beast from the East" is ready to rumble!

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back + LH, LL, RL, RH
COMBO - Forward + LH, LH, LH



LULU VALENTINE

Hometown: Seattle, Washington
Height: 5-2 Weight: 108
Reach: 84" Age: 27
Arch rival: Joey T.

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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Back, Forward + RH
COMBO - LH, RH, RL, RL

THE BOXERS

J. R. FLURRY

Hometown: Los Angeles, California
Height: 5-11 Weight: 150
Reach: 75" Age: 24
Arch rival: Wild "Stubby" Corley

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, however, 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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Forward + RH
COMBO - Forward + LH, LL, LL, LH



JOHNNY "BAD" BLOOD

Hometown: Papakatoa, New Zealand
Height: 6-2 Weight: 231
Reach: 87" Age: 21
Arch rival: Jet "Iron" Chin

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 exerts a certain control, partly fueled by his disciplined desire to measure up to the past successes of his brother.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward + LH + RH
COMBO - Up, Down + RL, LH, RL



"BIG" WILLY JOHNSON

Hometown: Chester, England
Height: 5-9 Weight: 175
Reach: 72" Age: 111
Arch rival: Robax RESE-4

"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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Forward, Back + LH
COMBO - Forward, Forward, Back + LH, LL



THE BOXERS



FREAK E. DEKE

Hometown: Toronto, Canada
Height: 5-11 Weight: 12B
Reach: 74" Age: 19
Arch rival: Freedom Brock

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

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Forward + RH
COMBO - Back + RH, LH, RH



G. C. THUNDER

Hometown: Miami, Florida
Height: 5-7 Weight: 11B
Reach: 70" Age: 20
Arch rival: Afro Thunder

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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Forward + LH
COMBO - Forward + LL + RL, LH, RH



WILD "STUBBY" CORLEY

Hometown: Corsicana, Texas
Height: 6-2 Weight: 14S
Reach: 77" Age: 21
Arch rival: J.R. Flurry

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 best the best with just one hand. One real hand, that is.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Forward + RH
COMBO - LH, RH, RH

THE BOXERS

FREEDOM BROCK

Hometown: Santa Cruz, California
Height: 5-11 Weight: 12B
Reach: 76" Age: 3B
Arch rival: Freke E. Deke

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 even 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 waves. 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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Back + RH
COMBO - Up, Down + LH, LL, RH



ROCKET SAMCHAY

Hometown: Bangkok, Thailand
Height: 6-2 Weight: 16S
Reach: 78" Age: 26
Arch rival: Angel "Raging" Rivera

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.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Back + RL
COMBO - Forward, Back + RL, RH, LH



ROBOX RESE-4

Hometown: Chicago, Illinois
Height: 5-11 Weight: 15D
Reach: 80" Age: 1
Arch rival: "Big" Willy Johnson

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 certainly are gone!

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Forward, RH
COMBO - Up, Down, LL, LH, RH



SPECIAL BOXERS

In addition to the regular characters, this time you'll be joined by some special hidden boxers. Although not selectable at first, these boxers can be unlocked by winning games in Arcade Mode. Make sure to check out gaming magazines or the internet for more secrets that can be found in Ready 2 Rumble Boxing™: Round 2!

The more Arcade Mode games you win, the more boxers you will unlock. Do you have what it takes to unlock the two very special boxers below? Then again, do you have what it takes to defeat them?

**MICHAEL
JACKSON**



**SHAQUILLE
O'NEAL**



CREDITS

LEAD ARTIST Emmanuel Valdez

LEAD PROGRAMMER Dave Wagner

SENIOR ARTIST Alesia Howard

SENIOR PROGRAMMER Terry Bertram

SENIOR ANIMATOR Mike Cuevas

ENGINE DESIGN Ian McLean

GRAPHICS ARTISTS

Tina Hou, Tad Ehrlich & Rex Cataroja

ANIMATORS Jackie Corley & Umberto Bossi

SOUNDSTATION Orpheus Hanley

SOFTWARE DEVELOPMENT MANAGER Brian Johnson

ADDITIONAL SUPPORT

Neal O'Hara, Bert Farache, Don Poole & Brian Lawson

MUSIC DEVELOPMENT MANAGER Aubrey Hodges

TOOLS & TECHNOLOGY Lori Miller

ASSISTANT PRODUCER Donte Knippel

INTRO FMV DREAM THEATER

CHAMPIONSHIP FMVS

Murphy Michaels, Pete Pang, Dave Menkes, Dave Young,
Roland Tamayo & Warren Atkins

ADDITIONAL ART SUPPORT Aaron Carlson & Samir Patel

MOTION CAPTURE SUPPORT J.R. Salazar & Josh Hutchins

MOTION TALENT

Joel Zales, Orpheus Hanley, Miguel Vargas, Emmanuel Valdez & Michael Jackson

