



NINTENDO
GAMECUBE™

FEATURING:
DMX
LUDACRIS
METHOD MAN
N.O.R.E.
REDMAN
SCARFACE
WC
AND MORE

Def Jam VENDETTA™

Official
Nintendo
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EmuMovies



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

 WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



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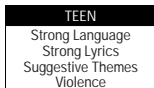
**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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Table Of Contents

GETTING STARTED	4
COMMAND REFERENCE.	5
BASIC CONTROLS.	6
INTRODUCTION	7
COMPLETE CONTROLS	8
ADVANCED MOVES	9
LIFE IN THE UNDERGROUND	12
MAIN MENU	12
IN AND AROUND THE RING.	13
GAME SCREEN	13
PAUSE MENU	18
STORY MODE	19
STORY MODE SETUP	19
THE RULES OF STORY MODE	20
OTHER GAME MODES	22
BATTLE	22
SURVIVAL	25
GALLERIES	26
OPTIONS	27
SAVING AND LOADING	28
CREDITS	29
LIMITED 90-DAY WARRANTY.	34



Getting Started

Nintendo GameCube™



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Note

Def Jam VENDETTA™ only supports Nintendo GameCube™ Memory Card Slot A.

END



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *Def Jam VENDETTA* Nintendo GameCube Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn ON the Nintendo GameCube™ and proceed to the *Def Jam VENDETTA* title screen. If you can't proceed to the title screen, begin again at step 1.



Command Reference

Nintendo GameCube™ Controller Configurations



Menu Controls

Action	Command
Highlight menu item	+Control Pad or Control Stick ↕
Change highlighted item	+Control Pad or Control Stick ⇔
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button
Help menu	Y Button

Basic Controls

Listen up now. Your mamma is not here to hold your hand anymore. It's time to man up. But before you can rule the underground, you have to get your game up to speed by learning the basic controls.

Move	+ Control Pad or Control Stick
Grapple/Ground Submission	A Button
Punch/Kick	B Button
Run/Climb Turnbuckle	X Button
Get In/Out of Ring	Y Button + + Control Pad (toward ropes)
Dodge/Pin Opponent	L Button
Lift Opponent Off Floor/ Block Strikes	R Button
Taunt/Special Move	C Stick
Pause Game	START/PAUSE

- In addition to these basic moves, *Def Jam VENDETTA* includes many other moves that can turn a match in your favor. For more information about gameplay controls, ➤ *Complete Controls* on p. 8.





Introduction

The world of Hip-Hop has hit the ring. Welcome to the EA SPORTS BIG™ *Def Jam VENDETTA* underground circuit of hardcore brawling. Get your props as you hook up with the urban local legends and battle for ultimate supremacy. Featuring an original storyline and more than 40 unique characters, *Def Jam VENDETTA* provides over 1,500 varying moves, including dozens of signature specials and taunts. Advance through more than 10 highly-detailed Hip-Hop stages, each filled with animated crowds, hot beats, and original music, and see if you can overthrow D-Mob, the underground king.

Game Features

- Unique, original storyline that complements explosive gameplay action—the plot thickens as you fight your way through the underground circuit.
- 44 characters, including 12 Def Jam artists: DMX, Ludacris, Method Man, N.O.R.E., Redman, Scarface, Ghostface Killah, Capone, Keith Murray, WC, Joe Budden, and DJ Funkmaster Flex.
- More than 10 highly detailed worlds built straight from the meanest of mean streets, including DMX's Junkyard and Scarface's Face Club.
- Continuous play with over 1,500 unique moves, including reverse kicks, punches, throws, choke holds, elbow and knee strikes, and more. Plus, hyper-realistic, super-dynamic EA SPORTS BIG-style moves.
- Dozens of signature moves and player taunts referenced directly from each Def Jam artist.
- Unique momentum and health system that changes based on player status—players doing well develop a special Blazin' move, players getting beat get weaker and see their health decrease.
- Music from Def Jam Records featuring a mixture of classic jams and fresh new beats.
- Three game modes: Battle, Story, and Survival.
- Four match types: Singles Match, Tag Team, Free For All, and Handicap.

For more info about this and other titles, visit EA SPORTS BIG™ on the web at www.easportsbig.com.



Complete Controls

Are you game enough to brawl in the big time? Well, before you call out the king of the underworld, master the rest of the moves.

General Gameplay

Move	+Control Pad or Control Stick
Soft Grapple	Tap A Button
Hard Grapple	Hold A Button
Running Grapple	A Button (while running)
Ground Submission	A Button (while opponent prone on mat)
Soft Strike	Tap B Button
Medium Strike	Hold B Button
Hard Strike	Hold B Button + A Button
Climb Turnbuckle	Hold X Button + +Control Pad (toward corner)
Jump Off Turnbuckle	Release X Button
Run	X Button + +Control Pad (any direction)
Running Attack	B Button (while running)
Get In/Out of Ring	Y Button + +Control Pad (toward ropes)
Dodge Opponent/Pin Opponent	L Button
Block Strikes/Lift Opponent Off Floor	R Button
Taunt/Blaze/Special Move	C Stick
Pause Game	START/PAUSE



Advanced Moves

So you got the basics down and you now think you're bad enough to brawl with the big dawgs. Before you throw down, master these advanced moves.

While Grappling Opponent

Irish Whip	X Button + + Control Pad (toward ropes)
Turn Opponent Around	L Button
Release Grapple	R Button
Front Soft Grapple Move	Tap A Button or B Button while opponent is in Front Soft Grapple (+ Control Pad to alter move)
Front Hard Grapple Move	Tap A Button or B Button while opponent is in Front Hard Grapple (+ Control Pad to alter move)
Rear Soft Grapple Move	Tap A Button or B Button while opponent is in Rear Soft Grapple
Rear Hard Grapple Move	Tap A Button or B Button while opponent is in Rear Hard Grapple
Throw Opponent In/Out of Ring	Y Button + + Control Pad (toward ropes) while in Front Grapple

Irish Whip Moves

Soft Grapple Move	Tap A Button as opponent comes running back from ropes
Hard Grapple Move	Hold A Button as opponent comes running back from ropes
Soft Strike Move	Tap B Button as opponent comes running back from ropes
Hard Strike Move	Hold B Button as opponent comes running back from ropes
Dodge Running Opponent	Press L Button or press L Button + + Control Pad toward opponent as opponent comes running back from ropes

With Opponent Prone on Mat

Pick Opponent Up Off Ground **R** Button

Jump On Opponent **B** Button (while running)

Strike Opponent **B** Button

Pin Opponent **L** Button

Submission Moves **A** Button

Defensive Moves

Dodge Grapple Hold **L** Button

Counter Grapple **L** Button (in a timed response)

Block Strike Hold **R** Button

Counter Strike **R** Button (in a timed response)

Reverse Grapple Move Rapidly tap **L** Button + **R** Button (as grapple move is initiated)

Reverse Irish Whip Rapidly tap **L** Button + **R** Button (as whip begins or as you bounce against the ropes)

Tag Team Moves

Tag **Y** Button

Switch Focus **Z** Button



Situation Specific Moves

Light Turnbuckle Move	Tap A Button + + Control Pad toward opponent (while opponent is lying against the turnbuckle)
Heavy Turnbuckle Move	Hold A Button + + Control Pad toward opponent (while opponent is lying against the turnbuckle)
Dive/Slide Through Ropes	A Button (while running toward ropes with opponent outside the ring)
Jump Off Ropes	Press and hold the + Control Pad toward ropes and press the A Button (while standing next to the ropes with opponent outside the ring)
Activate Blazin' Mode	C Stick (with Momentum Meter™ full)
Front Special Move	C Stick (with opponent in front grapple and Blazin' mode activated)
Rear Special Move	C Stick (with opponent in rear grapple and Blazin' mode activated)
Swan Dive/Legdrop	A Button + + Control Pad towards opponent (while opponent is prone near ropes, and you are just outside the ropes but on the apron)
Rope Tope	A Button (while inside the ring, running away from an opponent)
Diving Tope	A Button + + Control Pad towards opponent (while inside the ring, running toward an opponent on the outside of the ring)
Weak Rope Grapple	A Button + + Control Pad towards the ropes (while opponent is in soft grapple and you are near the ropes)
Strong Rope Grapple	A Button + + Control Pad towards the ropes (while opponent is in hard grapple and you are near the ropes)

Life In the Underground

It's a place like no other. You're a nobody, a nothin' in the *Def Jam VENDETTA* world. So what are you gonna do about it? Are you gonna walk away like a chump or suck it up and fight your way to the top? Do somethin', fool! But be warned, the trash talkin' stops here. It's time to back up that smack with some punishing moves on the mat. Start brawlin' from the Main menu.

Main Menu

From the Main menu you can choose the *Def Jam VENDETTA* game mode you want. You can also “wise up” and get a Tutorial, check out your girlfriend Galleries, adjust game Options or check out the High Scores from the greatest brawlers of all time.

▶ Press the +Control Pad ↔ to change a Main menu selection.



Wise up and get yourself ready for some action
(▶ *Tutorials* below)

Just you against the world (▶ *Survival* on p. 25)

Bring your crew and throw down
(▶ *Battle* on p. 22)

Fight for money, power, and respect
(▶ *Story Mode* on p. 19)

Check out all the fly honeys that you've picked up
(▶ *Galleries* on p. 26)

It's your world—set up things the way you like 'em
(▶ *Options* on p. 27)

Roll call—Check out High Scores and stats on the best of the best

The screenshot shows the Main Menu with the following text and icons:
MAIN MENU
@HELP
@SELECT @BACK
STORY
SINGLE PLAYER
fight for money, power and respect
through new characters and venues
Icons: a shield, a globe, a skull, a question mark, a film strip, a list, and a heart.



Note

Default options are listed in **bold** in this manual.

END

Tutorials

Learn the skills of the game with the help of a Tutorial. By watching an instruction video, you learn the traits of the underworld one lesson at a time. During the tutorial, you'll learn everything there is to know—from the basic button commands to some of the more advanced moves featured in *Def Jam VENDETTA*.



In and Around the Ring

Welcome to the underground world that is *Def Jam VENDETTA*. Roll up your sleeves, turn up the beats, and get ready to lay a smack down.

Game Screen



Tips

- The rules for *Def Jam VENDETTA* are as clear as day. Win the match and be somebody. But before you begin your journey to superstardom, use these tips to help yourself in crunch time. We wouldn't want you to go out there cold.
- Press the **R** Button in time with your opponent's attack to counter his move. Press the **L** Button in time with your opponent's grapple in order to set up your counter. If you don't time it right, your counter will backfire.
- Tap the **L** Button + the **R** Button simultaneously to reverse your opponent's move. Again, it's all about timing.
- Use a variety of moves to maximize scoring and momentum gains—repeating the same move decreases these rewards.
- When your Momentum Meter is full, you have a limited time to activate Blazin' mode. Once you're Blazin', you have a limited time to pull off your Special move. Remember, every character has two signature Special moves: one from the front, and one from behind.

- When getting up off the mat, press the **B** Button while holding the **R** Button to perform a “rising” strike.
- The ropes can be used to your advantage in a variety of ways. Experiment a little and see what your fighter can do.
- If your opponent’s health bar is in Danger, a Special move will knock him out!



MANNY

Note

There’s not a whole lotta love in the underground so take any help that you can get. After every match in Battle mode you receive a general tip that could help you become a better fighter. Pay attention or pay the consequences.

END



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Note

In Story mode, the stakes are higher so the tips are more specific. These words of advice, which only appear after a defeat, tip you off on how to beat that particular opponent. Hopefully, for your sake, you won’t need many of these tips.

END

Money

In *Def Jam VENDETTA*, money is power and it’s the most important thing in the underground. You can spend money, tracked by your User ID, to upgrade character attributes and buy new pictures in the Gallery.

Money is earned by scoring bonuses for moves and special actions performed in the ring. These moves are translated into cash that you can spend on rewards.

The biggest opportunity for earning money is in Story mode, where the fight purses grow in size as your career progresses. After a few wins in Story mode, the individual fight purses increase dramatically.

Scoring

The scoring system is pretty basic. It's so simple, we'll lay it out to you like this: Slap the taste out of somebody's mouth and you record points for yourself. Get smacked around by an opponent and watch his point total increase. The bigger the punch and sweeter the move, the more points scored. But wait, there's more...

Combos

Pulling off combos (combination moves) is the fastest way to rack up points and momentum. By combining two or more moves in a row, the point total and momentum increase faster than if you pulled off a single move. Pairing up the more difficult moves results in bigger combo scores and a greater momentum boost. However, not all moves in your arsenal can be paired up in a combo. It's up to you to figure them out.

There are two types of combos:

Common Combos: Stringing two moves in a row can perform the Common combo. Although it seems simple, not all players can pull this off.

Specialized Combos. If you are slick enough to perform a Common combo, then you can try to step it up with a more advanced Specialized combo. Each character has three Specialized combos that are unique only to them. However, you're going to have to experiment to find out the exact order in which these moves are performed.



MANNY

Note

After you bust out the first move of a combo, keep any eye out for the "1st Combo Move" on-screen display. This tips you off that you're on the right track. Keep in mind that it could be the first move of a Common or Specialized Combo.

END



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Note

Combos are not easy to find. After some bouts, you'll be able to figure out some of the less difficult Common Combos. However, the Specialized Combos will take LOTS of experimentation to learn. Good luck... you're gonna need it.

END

Repeat Moves

If you continually repeat the same move, the points and momentum you receive for that move are cut down. Mix it up to score the maximum amount of points and momentum.

Ropebreak

A Ropebreak occurs whenever a victim touches the ropes during a pin attempt or ground grapple. Staying near the ropes at the edges of the ring is a clever way to avoid being pinned. If your character is caught in a ground grapple or pin, and he reaches the ropes before the Escape Meter fills, he will be released from the hold.

Escape Meter

When a character is pinned, or caught in a ground grapple, the Escape Meter appears. To escape the move, the Escape Meter must be filled by rapidly pressing any of the buttons on the controller.



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Note

Each character (and body part) has different defense ratings. The lower the rating, the more you have to press the buttons on the controller to fill the Escape Meter.

END

Submission Meter

There are four kinds of Submission Meters—Body, Arm, Head, and Leg. Every character has a predetermined amount of stamina for each body area. When you put a submission move on an opponent, their health for the body area decreases. Whenever the Submission Meter hits zero, and the opponent's health is in "Danger," you win a match via submission.



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Note

Each character has different strengths for the types of submissions they can execute. Some characters are very strong at leg submissions, while others are weak at head submissions. On the defensive side, all characters have their own strengths and weaknesses for defending submissions.

END

Health Meter

Keep an eye on your Health Meter. Whenever you take a punch, kick, or slam, your Health Meter decreases. When your Health Meter gets too low, you're in danger of losing the match. The same goes for your opponent. Once his Health Meter starts getting low take advantage of it and bust out the heavy artillery. Show no mercy.

Health Tank

The Health Tank is a very important part of the Health Meter. The Health Tank represents the level to which health can be regained. Although you are able to regain your Health Meter by avoiding hits, not all players regain their health at the same pace. Also, the higher the character's momentum, the faster the Health Tank recovers. Keep in mind that every blow you take does damage to the Health Tank as well as the Health Meter. Damage taken to the Health Tank cannot be regained.



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Note

You can recover some Health Tank mojo when your character is pinned (if you have full health). At this point tapping the escape buttons increases your Health Tank and Health Meter simultaneously. For this reason, pinning your opponent when his health is full is a bad idea.

END

Momentum Meter™ /Blazin' Mode

Slam, kick, and punch your way to Blazin' mode and do some serious damage. Jumpstart your Momentum Meter by pulling off different moves and combos. Once the Momentum Meter is completely full, trigger Blazin' mode where you can activate your Special Move. Here is where you can embarrass an opponent.



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Note

The cooler the move performed, the more momentum you get for it. Repeating moves results in less momentum.

END

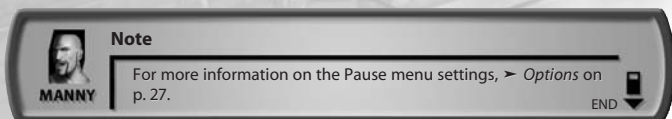
Pin/Knockout/Submission

Just get it over with and end the match with a pin, submission, or a knockout. Pummel your opponent until he's too weak to fight. Finish the fool by pinning him to the mat for a three-count or damage his pride by layin' down a submission. Or, if you want to complete the task with style, just break him off with a Special move while in Blazin' mode.

Pause Menu

Are you getting beat like a little schoolgirl? Can't take the heat? Well take a break from the action, calm yourself down, and pause the game. After you gather your thoughts, come back for more.

▶ To access the Pause menu, press **START/PAUSE** during gameplay.



Story Mode

It's time to make a name for yourself. It's your chance to earn money and respect. It's also your chance to win your lady back. Get your props in the underground as you hook up with the urban local legends and battle for ultimate supremacy.

To begin playing in Story mode:

- ▶ From the Main menu, highlight **STORY** and press the **A** Button. The User Setup screen appears.

Story Mode Setup

User Setup

Before you start bustin' heads in Story mode, create a user name for yourself and let them fools know who you are. You must have a user name to track your progress, stats, and records.

To hook yourself up with a user name:

1. From the User Setup screen, highlight **NEW USER** and press the **A** Button. The Enter Name pop-up screen appears.
2. Using the letter pad from the Enter Name pop-up screen, create a user name. After you create a name, highlight **DONE** and press the **A** Button. The user record pop-up screen appears. Here you can review your career stats and rewards.
3. When you're finished reviewing the career stat categories, press the **A** Button. The Choose Character screen appears.

Choose Character

Run the underground with one of the newcomers on the scene.



To choose a brawler:

- From the Choose Character screen, press the **+**Control Pad \leftrightarrow and highlight the player you want to run with and press the **A** Button. It's go time.

The Rules of Story Mode

In Story mode, your journey begins at the Face Club. There you meet Manny, your connection to the underground world. Manny, an irresponsible old friend, has injured himself out of commission and it's kept him out of the fighting scene for a while. Because of it, he's in money trouble and the boss of the underground will soon be looking for him. Here's where you step in. As a favor to your old pal, you fight in Manny's place.

Event 1 starts out against Pee Wee, a slow and clumsy opponent. Win and you move on. Lose and you go home. It's that simple. The brawl against Pee Wee is the first battle in a three-match tournament. If you win the first two qualifying fights, you advance to the finals where you face Scarface. Are you good enough to take him down?

After a Match

After a match you can check out your score summary featuring Total Points and Total Earnings and a Final Grade. After each victory, assuming you're good enough to win, you earn cash. Earn enough cash and you'll be able to add to your character attribute ratings before the next match.

Winning also allows you to unlock other characters and other stages, but you must first earn that right. When players and stages are unlocked, they are available in all other game modes.

Match Complete Screen

From the Match Complete screen, you have the option to go to the Main menu, access the Develop Character screen and use your cash in order to build your fighter, or jump back to the ring and face the next opponent. However, if you don't have enough funds in your pocket to increase an attribute, you'll need to win another match. After a few wins under your belt, you should have enough cash to buy what you need.

To develop your character:

1. From the Develop Character screen, press the **+**Control Pad \updownarrow and highlight the attribute (Power, Speed, Grapple, Defense, Stamina, or Charisma) you want to edit.
2. Once an attribute is highlighted, press the **+**Control Pad \leftrightarrow to increase (or decrease) it. The price to increase differs depending on the level of the attribute so choose wisely.
3. Press the **A** Button when done. Your character's new attribute settings are saved to your User ID.

Attribute	Affects
Power	Damage
Speed	Speed rate in and around the ring
Grapple	The success rate for grapples
Defense	The success rate for countering and reversing
Stamina	Total health and health recovery rate
Charisma	Momentum earned from the crowd



MANNY

Note

As you develop your character's attributes, he reaches milestones at which he adds better moves to his arsenal.

END 



MANNY

Note

Characters in Story mode only: When you increase an attribute, their move sets evolve and reach milestones. When this milestone is reached they will get new specialized combos.

END 

Other Game Modes

Take on all comers in Battle mode or become a legend in Survival mode.

Battle



Up to four players can get busy in Battle mode. Bring your crew and throw down. Take on all comers and reap the rewards after taking them out.

In Battle mode, it's not fun and games, it's strictly business. You can earn money by beating the fools in the talent pool, and winning garners extra cash-money that you can use toward character improvements in Story mode or photo purchasing in the Gallery.

Singles Match

Step up in this one-on-one battle and prove you belong.

To begin playing in Singles Match mode:

1. From the Main menu, highlight Battle and press the **A** Button. The Choose Match screen appears. Highlight Singles Match and press the **A** Button again. The User Setup screen appears.
2. From the User Setup screen, press **START/PAUSE**. Player 1 (P1) and Player 2 (P2) must complete this stage before moving on. The Enter User ID pop-up menu appears.
3. From the Enter User ID pop-up menu, highlight **YES** to play with a User ID, or select **NO** to play without one. Press the **A** Button to continue (if you select YES, you must select a User ID before you can access the Choose Fighter screen).

Choose Fighter

Run the underground with one of the new brawlers on the scene.

To choose a brawler:

- From the Choose Fighter screen, press the **+**Control Pad and highlight the player you want to run with and press the **A** Button (Player 1 and Player 2). The Choose Stage screen appears.

Choose Stage

Bust some skulls in more than 10 underground worlds featured in *Def Jam VENDETTA*. Only three stages are available when you first play in Battle mode. The others have to be unlocked.



To choose a stage:

- From the Choose Stage screen, highlight the locale you wish to play at and press the **A** Button. The match begins.

Free For All

It's the ultimate battle, the ultimate test. A Free For All features three to four brawlers in the ring at the same time—it's every man for himself. When it's all said and done, the last one standing wins.



MANNY

Note

Setting up a match in Free For All mode is similar to setting up a match in Singles Match mode. The only difference is that you must select a character and User ID for Players 3-4. For more information, ➤ *Singles Match* on p. 22.

END

Tag Team

Pair up with a partner and flex your muscles as a team. It's a two-on-two match up—you and your buddy against a pair of dudes who will do anything to win. So team up and take 'em out.



MANNY

Note

Setting up a match in Tag Team mode is similar to setting up a match in Singles Match mode. The only differences are that you must set up your teams (► *Set Up Teams* below) and select a character and User ID for Players 3-4. For more information, ► *Singles Match* on p. 22.

END

Tag Team Specific Moves

When playing a Tag Team match, you and your partner can team up on an unsuspecting fool.

- ▶ To perform a double-team grapple, press the **A** Button immediately after your teammate attempts a grapple. Timing is crucial, wait too long and your teammate will go solo on the grapple!
- ▶ To set your opponent up for a turnbuckle attack, press the **Y** Button while performing a rear grapple. If your teammate has someone set up for a turnbuckle attack, press the **X** Button to go for a high-flying double team.
- ▣ Pressing the **X** Button while your opponent is in a rear grapple places him in a hold that makes him vulnerable to an attack. Your teammate can then come over and administer some serious punishment.

Set Up Teams

After choosing the fighters for the match, pair them up in teams.

To set up the teams:

1. From the Setup Teams screen, press the **+Control Pad** ⇄ to highlight a player mug shot from the player pool (located at the bottom of the screen) and press the **A** Button. The selected player moves to Team 1.
2. If you wish to move a player to/from a team, press the **+Control Pad** ⇄ until their mug shot appears with the team of choice. Press the **A** Button when complete. The cursor returns to the player pool.

3. Follow steps 1 and 2 until all four players are paired up. Once the field is set, press the **A** Button and the Choose Stage screen appears.

➤ To select teams at Random, press the **X** Button.

Handicap

One man stands alone and battles a team of opponents. Can you hang? Well you better or else your stay in the ring will be short.



MANNY

Note

Setting up a match in Handicap mode is similar to setting up a match in Singles Match mode and Tag Team. For more information, ➤ *Singles Match* on p. 22 and *Tag Team* on p. 24.

END

Survival

It's just you against the world. Will you be able to survive the madness? Go blow for blow against the rulers of the underground and see if you're man enough to take them out.

In Survival mode, you face only the characters that you have previously defeated (unlocked) in Story mode. Your opponents are selected at random—it all depends on how deep you go in Story mode. Good luck. These guys are all out for revenge.



MANNY

Note

Setting up a match in Survival mode is similar to setting up a match in Singles Match mode (except the stage is selected for you). For more information, ➤ *Singles Match* on p. 22.

END

Galleries

The galleries are unlocked by winning new girlfriends at key moments in Story mode. Yep, it's always about the ladies. What, you thought it wasn't?

Unlocking Girlfriend Galleries

New girlfriend galleries are unlocked by winning a girlfriend bonus match (using that particular girl during the battle). At key points during your time in Story mode, you will be approached by a new girl—assuming she's attracted to you. And how exactly do you attract a gal? By winning, fool! Nobody wants a loser. Once you're approached, you have an opportunity to choose the girl in the ensuing fight. There are four possible outcomes:

- **You choose a new girlfriend and win:** If you decide that you have had enough of your current lady and are interested in the new girl, you must win the match using the new gal in order to pull her by your side.

Result: You win the new girl over and unlock her gallery, with 25% of the pictures unlocked. The old girl is kicked to the curb.

- **You choose a new girlfriend and lose:** If you do battle with a new love interest but lose the match, the new girl splits and you're left with the ol' gal. However, she's not very happy with your foolin' around.

Result: No new pictures unlocked.

- **You choose current girlfriend and win:** If you wish to remain loyal and win a match with your current sidekick, you'll chase away the new girl and bring joy and happiness to your girlfriend.

Result: 75% of the pictures within your current girlfriend's gallery are unlocked.

- **You choose current girlfriend and lose:** If you prefer to stay with your current girlfriend but lose the match, you're hurting in two ways. One: Your old girl lost the match, and Two: the new girl blows you off because she knows you weren't interested in her. Your current girlfriend is left beaten and embarrassed.

Result: No new pictures unlocked.

Unlocking Additional Pictures

Additional (locked) pictures within each gallery can be unlocked by purchasing them. At any point in the game, you can pay to unlock a new picture, as long as her gallery has been unlocked. Keep in mind that the last line of photos cannot be bought—they have to be unlocked in Story mode.

There is plenty more to this soap opera but you'll have to battle it out in Story mode to find out the rest of the crazy tale.

Options

Adjust your game options to fit your playin' style.

- | | |
|-----------------------|--|
| Sound Effects | Adjust the game volume such as sound effects, crowd noise, etc. |
| Speech | Adjust the volume of the speech in the game. |
| Music | Adjust the volume of the music in the game. |
| Difficulty | Choose the difficulty for your game: EASY, MEDIUM or HARD. |
| Rumble Feature | Turn the Rumble Feature on your Controller ON/OFF . |
| Delete User ID | Delete a User ID from your Nintendo GameCube™ Memory Card. For more information, ► <i>Saving and Loading</i> on p. 28. |
| Exit | Exit the Options menu and return to the Main menu. |

Saving and Loading

Don't flush away all of your hard work. Create a User ID (> *User Setup* p. 19) and save your progress to a Memory Card. *Def Jam VENDETTA* uses an Autosave feature to save and load game data.

Saving progress and character development:

- ▶ After every match, your progress is automatically saved to your User ID and Memory Card. Your User ID contains your win-loss record, career stats, and your attributes for your characters in Story mode.

Deleting a User ID:

- ▶ To Delete a User ID, highlight OPTIONS from the Main menu and press the **A** Button.
- ▶ Highlight DELETE USER ID, press the **A** Button, and then highlight the User ID you want to delete. Press the **A** Button again and the User ID is deleted from your Memory Card.

Loading:

- ▶ All User ID data is loaded automatically from your Memory Card when you enter a game mode from the main menu.



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Note

After creating a User ID the name appears in orange text. This is a friendly reminder that you still need to save the data to a Memory Card. Once you save it the User ID appears in black text.

END



MANNY

Note

Never remove the Memory Card, press the Reset Button, or power off the Nintendo GameCube when saving or deleting files.

END

Credits

Executive Producers (EAC): Glenn Entis, Stanley Chow, Marc Aubanel

Executive Producer (AKI): Suuji Yoshida

Producer (EAC): Josh Holmes

Director (AKI): Hideyuki Iwashita

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Def Jam Special Thanks: Capone, Christina Millian, DMX, Funkmaster Flex, Ghostface, Joe Budden, Keith Murray, Ludacris, Method Man, N.O.R.E., Redman, Scarface, WC, Claudine Joseph, Chris Lighty, Carmen Flores, Johnnie Wright, Angelo Ellerbee, Donnie Anderson, James Ellis, Skane, Mike & Free, Chaka Zulu, Jeff Dixon, Liz Isik

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The Music of Def Jam VENDETTA

“Nothin”

Performed by N.O.R.E
Written by Greg Camp, Victor Santiago, Pharrell Williams and Chad Hugo
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Recording courtesy of Def Jam Records

“Smash Sumthin”

Performed by Redman
Written by Reggie Noble, Adam Fenton, Craig Armstrong, Nellie Hooper and Meredith DeVries
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“Fight the Power”

Performed by Public Enemy
Written by Carlton Ridenour, Eric Sadler, James Boxley and Keith Boxley
Shocklee Music (BMI), Songs of Universal Inc. (BMI) and Your Mother's Music Inc. (BMI)
Recording courtesy of Def Jam Records

“Buck 50” featuring Cappadonna,

Method Man & Redman
Performed by Ghostface Killah
Written by: D. Coles/Starks Publishing (BMI)/Warner-Tamerlane Publishing Corp. all rights administered by Warner-Tamerlane Publishing Corp. (BMI) R. Diggs/Ramecca Publishing (BMI) D. Hill/Diggs Family Music Publishing (BMI) C. Smith/Careers-BMG Music Publishing, Inc. /Wu Tang Publishing admin. by Careers-BMG Music Publishing, Inc. R. Noble/ Funky Noble Productions (ASCAP)
Recording courtesy of Sony Records

“X Gonna Give It To Ya”

Performed by DMX
Written by Earl Simmons and Shatek King
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"Bring the Pain"

Performed by Method Man
Written by Clifford Smith and Robert F. Diggs
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Recording courtesy of Def Jam Records

"Uh Huh!"

Performed by Method Man
Written by Nottz D. Lamb, Tommy Butler and Kirk Robinson
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"Focus"

Performed by Joe Budden
Written and Produced by Joseph Kuleszynski
© 2002 Produced by Whiteboy for On Top Entertainment
© 2002 On Top Publishing (ASCAP)
Recording courtesy of Def Jam Records

"In Cold Blood"

Performed by Scarface
Written by B. Jordan, K. West and S. Moy and F. Long
The Fox, Skinny Gangster Music and BB Skeet the Chump (ASCAP), Ye World Music and Jobete Music (ASCAP)
Recording courtesy of Def Jam Records

"Do Sumthin"

Performed by Comp
Written by Jordan McElveen
Produced James Carter
Co-Produced by Leroy "Tony" Austin
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Recording courtesy of Chocolate City Music LLC

"Throw Ya Gunz"

Performed by Onyx
Written by Kirk Jones, Chylow Parker, Fred Scruggs Jr. and Tyrone Taylor
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Recording courtesy of Def Jam Records

"The Streets"

Performed by WC featuring Snoop Dogg and Nate Dogg
Written by W. Calhoun, S. Storch, C. Broadus and N. Hale
Basepipe Music (ASCAP), Scott Storch Publishing (ASCAP), TVT Publishing (ASCAP) My Own Chit Music (BMI), Nate Dogg Music and EMI Blackwood Music
Recording courtesy of Def Jam Records

"Oh My Goodness"

Performed by Keith Murray
Written by K. Murray and G. Goodman
Illiotic Inc., Face Off Entertainment, Edmonds Music Publishing and EMI Music Publishing.
Recording courtesy of Def Jam Records

"Yeah Yeah You Know It"

Performed by Keith Murray
Written by K. Murray, J. Smith, E. Sermon and R. Noble
Illiotic Music Inc. obo itself and Zomba Songs, F.O.B. Music Publishing (ASCAP), Eric Sermon Enterprises obo itself and Zomba Music Publishing, Funky Noble Productions, Inc. administered by Warner Tamerlane
Recording courtesy of Def Jam Records

"Intro"

Performed by DMX
Written by DMX, Irv Gotti and Jame
Mtume
Boomer X Publishing, Dead Game
Publishing, DJ Irv Publishing and MCA
Texascity Music Corporation and Mtume
Music
Recording courtesy of Def Jam Records

"Party Up"

Performed by DMX
Written by Earl Simmons and Kasseem
Dean
Boomer X Publishing and Swiss Beatz
administered by Universal Music
Publishing and Dead Game Music
Publishing administered by EMI April
Music
Recording courtesy of Def Jam Records

"Stick 'em"

Performed by Comp
Written by Jordan McElveen and Leroy
Austin
Produced Sean Mocca Banks and Osei
Moreland
Co-Produced by Leroy "Tony" Austin
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King Shah Music (ASCAP)
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Music LLC

"Stomp"

Performed by C-N-N
Written by K. Holley, V. Santiago, T.
Pizzaro, E. Murry and J. Griannage
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