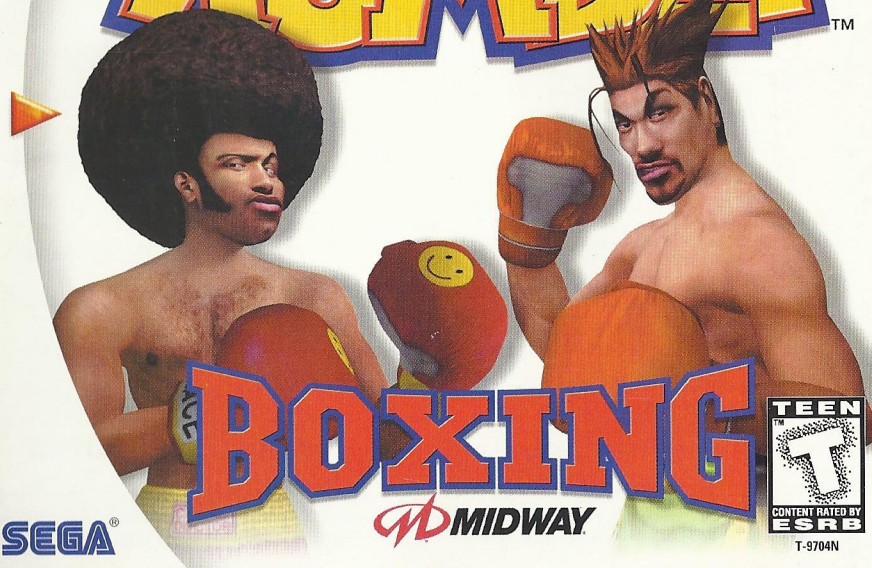




# READY 2 RUMBLE™



# BOXING



T-9704N

**MIDWAY**

MIDWAY HOME ENTERTAINMENT  
P.O. BOX 2097 CORNICANA, TX 75151-2097  
www.midway.com

READY 2 RUMBLE™ BOXING © 1999 Midway Home Entertainment Inc. All rights reserved. LICENSED BY SEGA™ and the READY 2 RUMBLE™ trademark used under license from Butler Partnership (www.letsrumble.com). All character names are trademarks of Midway Home Entertainment Inc. Midway is a trademark of Midway Games Inc. Used by permission. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.  
Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA, Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNINGS: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,827,895; 5,888,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.





# WARNING

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the 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 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 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 possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet 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 ten to twenty 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-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a 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, smudge or scratch its surface.
- Do not modify 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-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. 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.

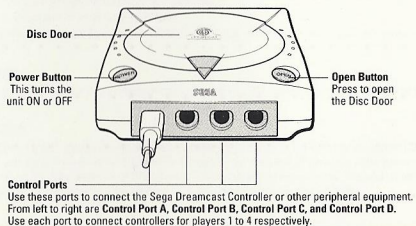
# TABLE OF CONTENTS

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 VMU . . . . .	15
Jump Pack . . . . .	16
Championship Mode . . . . .	17 - 24
The Boxers . . . . .	25 - 30
Credits . . . . .	31 - 32
Cool Moves . . . . .	33
Warranty . . . . .	34

BEFORE YOU BEGIN TO PLAY READY 2 RUMBLE™ BOXING, 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 Boxing Sega Dreamcast Specific Disc.
-  Press the Power Button to activate the Sega Dreamcast.
-  Follow on-screen instructions.

### SEGA DREAMCAST HARDWARE UNIT

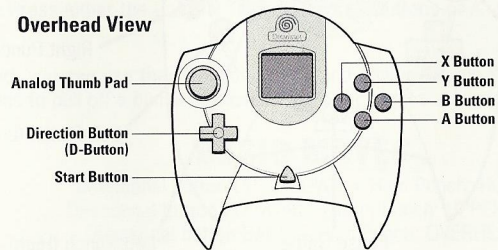


Ready 2 Rumble Boxing is a 1 or 2 Player game. Before turning the Sega Dreamcast ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during the game, simultaneously press and hold the A, B, X, Y and Start Buttons.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

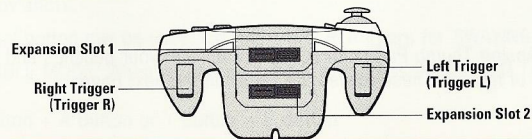
Please familiarize yourself with the various controls and buttons for your Sega Dreamcast Controller, as they will be referenced throughout this instruction manual.

### SEGA DREAMCAST CONTROLLER

#### Overhead View



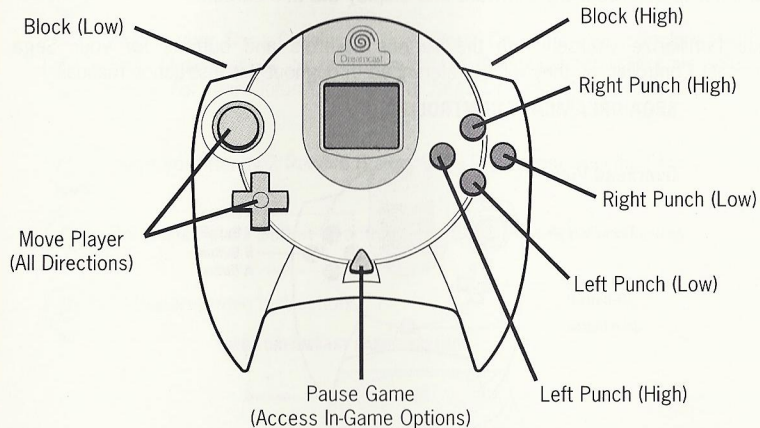
#### Forward View







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: UPPERCUT
- 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 SWAYING 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



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 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.

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 VMU (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 that, 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 butt 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?



## ROUND TIME

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

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

## MUSIC VOLUME

Catchy music huh? You can adjust the background music volume by percentage. 100% is the game's loudest setting while 0% is like a ghost town.

## AUDIO

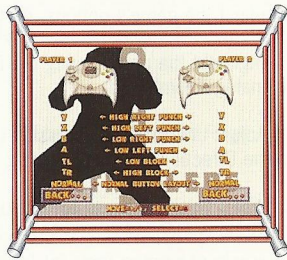
Adjust the sound output for either STEREO or MONO.

## 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 Direction 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 (default is TL) and press the A Button. Got it?



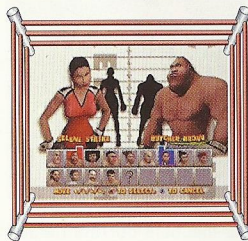
Selecting ARCADE MODE will allow you to take control of a boxer (not ranked in the Bronze Class) and fight against the computer or a friend. To play against the computer, select ONE PLAYER and press the A Button.

## ONE PLAYER GAME

Playing 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 Cornerman. If you do not select a Cornerman, one will be randomly selected.



## TWO PLAYER GAME

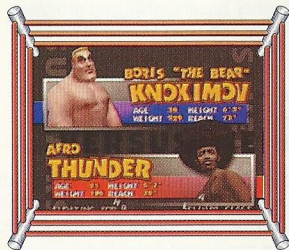
Select TWO PLAYER from the Arcade Mode screen. Before you play a two player game, make sure there are two controllers plugged in. Please see "Starting Up" on Page 4 for information on plugging in controllers.

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.

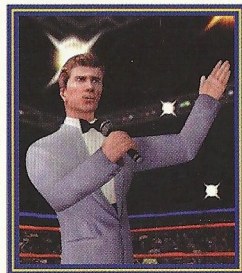
NOTE: To play with two people, you must select TWO PLAYER GAME. The second player may not "challenge" a player in either a One Player game or a Championship Mode Game.



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 stats. 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 introduction of the boxers. Wave to your Mom, get to your corner and get ready to come out swinging!

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

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



## 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 an 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 better you are 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 Bum 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. Within 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, RING-SIDE VIEW, ROTATE ABOUT RING, 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 ring.

As the camera swings around (in ROTATE ABOUT RING for example), keep in mind that the Direction 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**

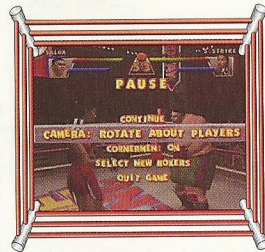
Turn the Cornerman's voice On or Off by pressing the Directional Button Left or Right.

**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.

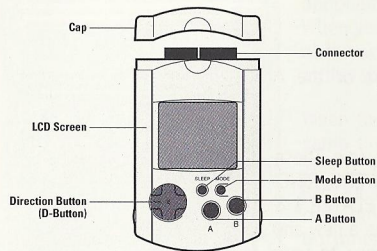
**QUIT GAME**

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





## VISUAL MEMORY UNIT (VMU)



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 Ready 2 Rumble 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.

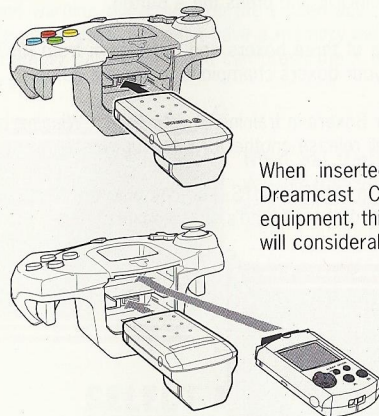
The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 6 blocks are required to save your Gym and 2 blocks are needed to save the Options settings. The options settings will be automatically saved when the options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

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

### **\* Important Warning \***

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

## DREAMCAST JUMP PACK™



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

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



## CHAMPIONSHIP MODE

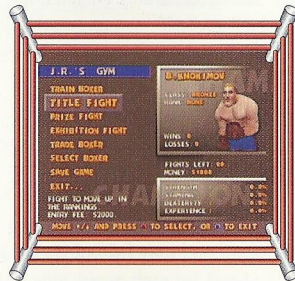


At the Main Menu, highlight CHAMPIONSHIP MODE and press the A Button.

Championship Mode allows you to pick one of three 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 Brawler 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.



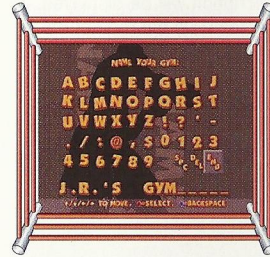
From the Championship Mode screen, you can either start a NEW game or you can LOAD a game from your VMU. For more information on using your VMU including loading previously saved games or boxers, see Pages 15-23. Highlight a selection on the screen and press the A Button.



## 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 save on. If no memory card exists, you can press the A Button to continue or press the B Button to cancel.



### CREATE A GYM

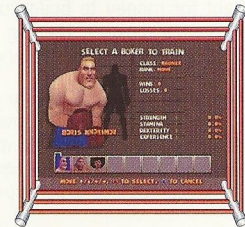
When you start a new game, you can create a Gym where you can train your fighters. Highlight the letters and numbers with the Direction Button or Analog Thumb Pad. To select or enter a number or letter, press the A Button.

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

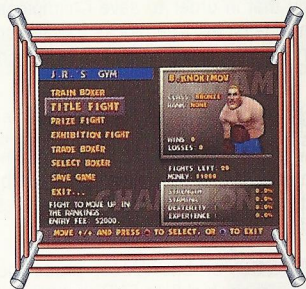
### SELECT A BOXER

You will be able to select a boxer to train. When you begin, only three boxers will be available to you: Boris "The Bear" Knokimov, Butcher Brown & the funky-not-chunky Afro Thunder.

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 stats 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 FIGHTS to move up in the rankings, but it will cost you some cash to enter. EXHIBITION FIGHTS allow you to take a saved 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 varies in cost, but there are ways of earning 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 RATING 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 list of the Training Equipment and the games that go with them.

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

**SWAY BAG 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 BAG TRAINING:** Using some jabs and hooks, earn some points by hitting the bag against the ceiling. If the Red Power Meter runs down, your game is done. Cost: \$1,500.

**HEAVY BAG 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.

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

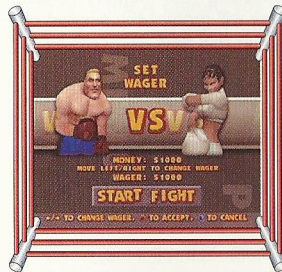
## TITLE FIGHTS

In order to win, you must have your boxers move up the ranks. Enter a Title Fight and box your way to the top. You will start unranked 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.



### **EXHIBITION FIGHTS**

Just like the Prize Fights, you can also wager on your Exhibition Fights. This is a Two Player fight against each player's saved boxer. Pressing Left and Right on the Direction Button 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 Button 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.

### **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.



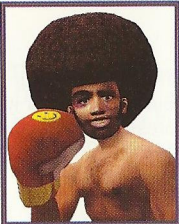
## THE BOXERS

### AFRO THUNDER

HOMETOWN: New York City, New York  
WEIGHT: 120 lbs HEIGHT: 5'7"  
REACH: 70" AGE: 21

Afro Thunder is obviously a stage name for this retired cab driver. Immensely agile and talented, he tried his hand at many careers before heeding the call to professional boxing. While not possessing the greatest record, he never fails to draw a huge crowd with his showmanship and trademark flare.

**UPTempo:** Tap the X Button repeatedly



### SALUA

HOMETOWN: Waipahu, Oahu  
WEIGHT: 358 lbs HEIGHT: 6'0"  
REACH: 77" AGE: 33

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

**ALL YOU CAN EAT:** Direction Button Forward, Back + Y Button

### BORIS "THE BEAR" KNOKIMOV

HOMETOWN: Zagreb, Croatia  
WEIGHT: 220 lbs HEIGHT: 6'3"  
REACH: 73" AGE: 30

Boris is a folk hero in his country, along with being a living legend 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, Boris trains intensely for every fight believing that he will never let his country down.

**JUSTICE AXLE:** Direction Button Back, Forward + X



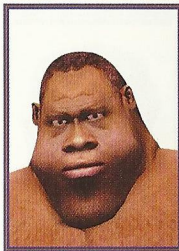
## THE BOXERS

### BUTCHER BROWN

HOMETOWN: District of Columbia  
WEIGHT: 232 lbs HEIGHT: 5'9"  
REACH: 82" AGE: 23

Butcher is a goofy, cocky boxer who was once the undisputed champion but lost his title in a controversial bout with Boris Knokimov. After a leave of absence and a long bout with personal turmoil and disillusionment, an inspiring relationship with the spiritual Kemo Claw reunited him with the sport that once made him famous. Armed with newfound confidence, Brown is now determined to not only reclaim his belt, but to unify the championships as well.

**WILD RIDE:** Direction Button Forward, Back + Y Button

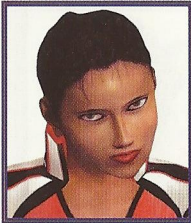


### SELENE STRIKE

HOMETOWN: Brasilia, Brazil  
WEIGHT: 130 lbs HEIGHT: 6'2"  
REACH: 80" AGE: 24

Selene is without a doubt, pound for pound, one of the best female boxers in the world today. Her graceful technique is backed by lethal power, particularly with her potent straight and right hook. Not particularly fast, this young veteran makes up for her lack of speed with awesome toe-to-toe tactics.

**NO LOVE:** Direction Button Back, Forward + X Button

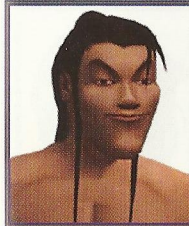


### JET "IRON" CHIN

HOMETOWN: Taipei, Taiwan  
WEIGHT: 150 lbs HEIGHT: 5'8"  
REACH: 78" AGE: 20

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 new to the sport, Jet's lethal brand of martial arts often overrides his traditional boxing training.

**GREAT FANG:** Direction Button Forward, Back + Y Button





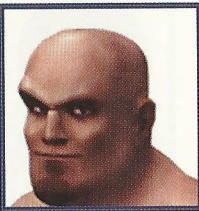
## THE BOXERS

### TANK THRASHER

**HOMETOWN:** Guntersville, Alabama  
**WEIGHT:** 290 lbs **HEIGHT:** 6'4"  
**REACH:** 80" **AGE:** 26

Tank used to fight in the extreme sport of crocodile rodeo but soon got bored from the "lack of serious competition". Boxing is his natural forte and he has become a leading contender, often misleading opponents with his apparent lack of conditioning. Trash-talking and pummeling opponents into submission, Tank holds up convincingly against the better-trained boxers.

**TENDERIZER:** Direction Button Back, Back, Forward + B Button



### ROCKET SAMCHAY

**HOMETOWN:** Bangkok, Thailand  
**WEIGHT:** 165 lbs **HEIGHT:** 6'2"  
**REACH:** 78" **AGE:** 23

A Muay Thai champion in his home country, Rocket wants to prove to the world that his kickboxing school is the best with hands, as well as feet. Although restricted to the rules of Western Boxing, it often doesn't stop him from punctuating his wins with eastern style fury. After studying boxing in the States and winning the championship from Angel "Raging" Rivera, Rocket is now convinced that he is unstoppable.

**DOUBLE TROUBLE:** Direction Button Back, Forward + X Button, Back + Y Button

### LULU VALENTINE

**HOMETOWN:** Seattle, Washington  
**WEIGHT:** 105 lbs **HEIGHT:** 5'2"  
**REACH:** 64" **AGE:** 24

A graduate student in business and fashion design, Lulu supplements her world famous clothing line with her other profession-prize fighting. Her compact and efficient punches generate surprising 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, where she hopes to make a name for herself and her business.

**TRIPLE UPPER:** Direction Button Back, Back, Forward + Y Button



## THE BOXERS

### NAT DADDY

**HOMETOWN:** Las Vegas, Nevada  
**WEIGHT:** 265 lbs **HEIGHT:** 6'9"  
**REACH:** 100" **AGE:** 25

Intimidating and with an awe-inspiring presence, Nat has arrived on the boxing scene as one of the largest figures in the sport, physically and professionally. Relying on his super-long reach and frightening agility, he is regarded as a legitimate contender despite his somewhat limited arsenal of punches. Still, one can't help but think that someday, he could take the championship belt by force.

**DUMP TRUCK:** Direction Button Back, Back, Forward + Y Button, B Button

### "FURIOUS" FAZ MOTAR

**HOMETOWN:** Riyadh, Saudi Arabia  
**WEIGHT:** 230 lbs **HEIGHT:** 6'5"  
**REACH:** 76" **AGE:** 28

The former bodyguard of a wealthy Middle Eastern entrepreneur, Faz comes to the ring with a gritty no-nonsense style. Fully backed by his wealthy benefactor, he is a cutting-edge specimen in the world of professional sports. Don't let the flashy garb fool you, he is dangerous both in and out of the ring.

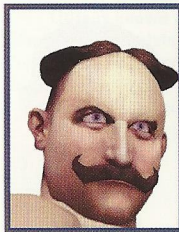
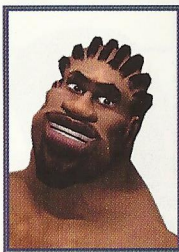
**CRUISE MISSILE:** Direction Button Forward, Forward + X Button, Y Button

### "BIG" WILLY JOHNSON

**HOMETOWN:** Chester, England  
**WEIGHT:** 175 lbs **HEIGHT:** 5'9"  
**REACH:** 72" **AGE:** 38

Willy comes to us from the late 1800's where he was the undisputed fist-a-cuffs champion. Brought to the present through a mysterious rift in time, he resurfaces among modern day gladiators in an attempt to remind the world where the sport originated. Hailing from a time when there were hardly any rules, no time limit and little protection, Sir Johnson serves up a rowdy blast from the past.

**TEA AND CRUMPETS:** Direction Button Forward, Forward + Y Button





## THE BOXERS

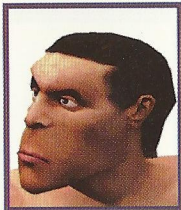
### KEMO CLAW

**HOMETOWN:** Gallup, New Mexico

**WEIGHT:** 120 lbs **HEIGHT:** 7'1"

**REACH:** 99" **AGE:** 34

Kemo is a wise old boxer who baffles opponents with his somewhat mystic fighting style. It is said he channels the spirit of the greatest warriors from his family and that his long reach and towering height are the product of a Shaman. Rarely uttering a word, his actions speak loud and clear.



**BOW & ARROW:** Direction Button Back, Forward + X Button, Back + X Button

### BRUCE BLADE

**HOMETOWN:** San Diego, California

**WEIGHT:** 243 lbs **HEIGHT:** 6'5"

**REACH:** 78" **AGE:** 25

A skilled naval shipyard engineer and notorious ladies man, Bruce moonlights as a boxer in identity shielding headgear. The added protection is also rumored to protect his dashing good looks, not to mention his overinflated ego. New to professional boxing, his hit and run tactics might seem cowardly to some and have also caused critics to doubt his seriousness for the sport.



**SIT DOWN:** Direction Button Back, Back, Forward + Y Button

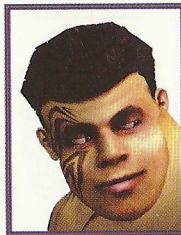
### JIMMY BLOOD

**HOMETOWN:** Damaru, New Zealand

**WEIGHT:** 226 lbs **HEIGHT:** 6'2"

**REACH:** 87" **AGE:** 23

A furious and malicious fighter, Jimmy is uncontrollable at the sound of the bell. While often criticized for his constant lack of discipline, no one can deny his fight winning power and audacity among the professional ranks. His weapon of choice, devastating lunging hooks to the head.



**BLOOD RUSH:** Direction Button Back, Back, Forward + Y Button

## THE BOXERS

### ANGEL "RAGING" RIVERA

**HOMETOWN:** Monterey, Mexico

**WEIGHT:** 155 lbs **HEIGHT:** 5'9"

**REACH:** 71" **AGE:** 23

Angel is one of the toughest and most endearing boxers. Undeclared in the amateur circuit, he was known for adhering to the styles of boxing purists. His professional debut was no different and after swiftly earning his first championship belt, Angel lost it in his first title defense against a former classmate, the brutal Rocket Samchay. Puzzled by the new champ's unorthodox fighting method, Rivera abandons 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 face his nemesis.



**GHETTO BLASTER:** Direction Button Back, Forward + X Button

### DAMIEN BLACK

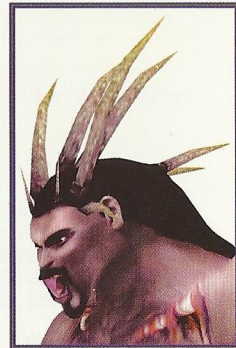
**HOMETOWN:** Unknown

**WEIGHT:** 250 lbs **HEIGHT:** 7'3"

**REACH:** 105" **AGE:** 500

Little is known about the strange abomination known as Damien 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 Spear", 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.





## CREDITS

### LEAD ARTIST

Emmanuel Valdez

### LEAD PROGRAMMER

Dave Wagner

### SENIOR ARTIST

Alesia Howard

### SENIOR PROGRAMMER/FX

Terry Bertram

### SENIOR ANIMATOR

Mike Cuevas

### GRAPHICS PROGRAMMER

Ian McLean

### GRAPHICS ARTIST

Tina Hou

### TEXTURE MAPPER/ANIMATOR

Bert Farache

### SOUNDSTATION

Orpheus Hanley

### COMPOSER/SOUND DESIGNER

Aubrey Hodges

### MOTION CAPTURE TECH

J.R. Salazar

### ADDITIONAL TOOLS & TECHNOLOGY

Lori Miller

### FMV

Dream Theater

### MOTION TALENT

Joel Zales, Miguel Vargas, Serena Chan & Emmanuel Valdez

## CREDITS

### VOICE TALENT

Michael Buffer, Bert Farache, Bonnie Brewster, Brian Silva, Chad Haley, Dean Schulte, Dusty Monk, Eric Thompson, Jason Gregory, Kevin Wang, Len Gatdula, Margo Gartner, Mike Cuevas, Orpheus Hanley, Paul Kruse, Ron Taylor, Sam Calis, Samuel Vargus & Shakir Crawford

### PRINT DESIGN & PRODUCTION

Midway Creative Services - San Diego, CA

### SOFTWARE DEVELOPMENT MANAGER

Brian Johnson

### PRODUCT TESTING MANAGER

Rob Sablan

### PRODUCT TESTING SUPERVISORS

John Ubalde & Seth McNew

### LEAD PRODUCT ANALYST

Dan Wagner

### PRODUCT ANALYSTS

Shakir Crawford, Troi Valencia, Harry Chang, Shon Flanagan, Nico Bihary & Jim McClure

### PRODUCT MARKETING MANAGER

Amy Bartlett

### SPECIAL THANKS

Bruce Buffer, Kristen Watson, Deborah Fulton, Ira Kalina, Andrew Hoolan, Michael Abbot, Gary Gonzales, Roel Jovellanos, Ramon Garcia, Mylah Padigos, Sean "Kid" Coolidge, Franz Borowitz, Brian Lowe, Eric Van Riper, Byron Warner, Cory Bishop, Francisco Gracia, Jeannie De La Rosa, Juan Galceran, Marisa Brandanini, Katja Gladson, Laura Bailey, Kathy Lange, Kathy Schoback, Teri Higgins, Gilbert Sandejas, Shakir Johnson, Donte Knippel & the folks at PYRO

AS YOU DISCOVER COOL MOVES, RECORD THEM HERE FOR USE IN FUTURE BOUTS!

FIGHTER	ADDITIONAL MOVES

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE.

IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870338; (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

