

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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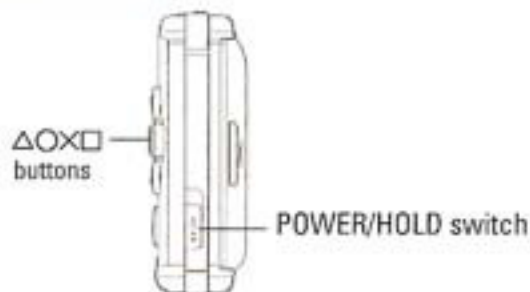
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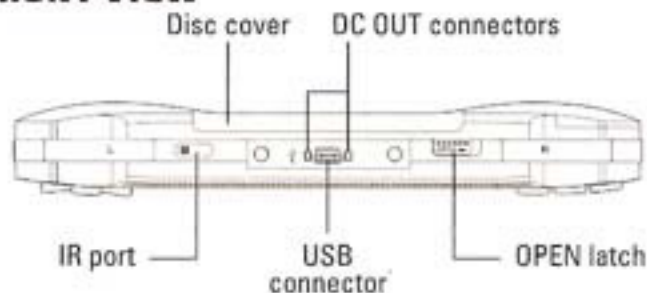
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
GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the EA SPORTS™ *Fight Night Round 3* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

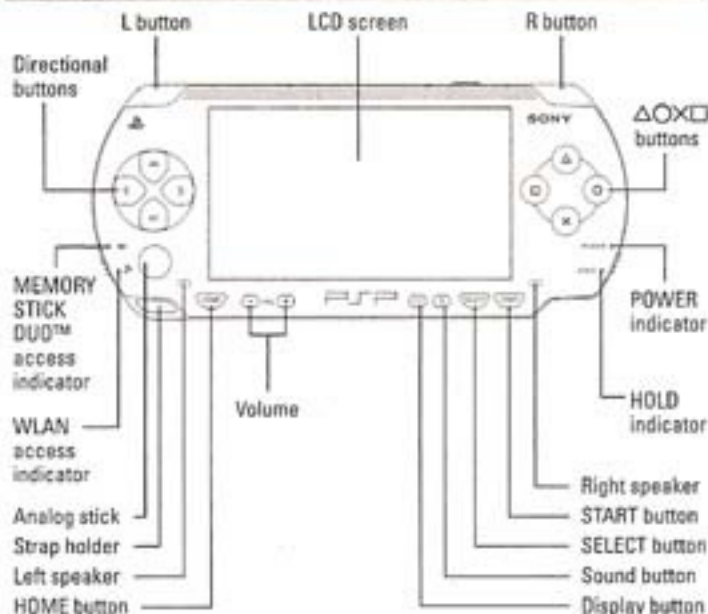
NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING THE GAME



INSIDE THE RING

Take full control of the fight in the ring—and between the rounds as well.

Energy Meter—The amount of energy your boxer has left in the tank. Low energy leads to weak punches.

Health Meter—The damage your fighter can take before he's knocked down.



EA SPORTS Haymaker Meter—This meter is at maximum power when the glove begins to flash.

EA SPORTS™ HAYMAKER

With the EA SPORTS Haymaker, you're one punch away from flooring your opponent. When the timing is right, unload this devastating punch to alter the course of the fight.

To trigger a EA SPORTS Haymaker hook or uppercut, lean your fighter to the side; the Haymaker Meter appears and begins to charge. When the glove icon begins to flash, you're at maximum power and set to unleash the most vicious punch in boxing.

EA SPORTS™ CUTMAN

Use the EA SPORTS Cutman between rounds to minimize the damage. Nagging injuries can persist from round to round and haunt you throughout the fight. If the damage is too severe, the fight can be stopped. Be sure to address heavy swelling and cuts around the eyes.

While sitting in your corner, you have 30 seconds to repair any damage sustained in the previous round. Using your cutman's bucket of tools, add pressure anywhere on your boxer's face by using the Analog stick until the damage meter reads zero. Press the **○** button, the **×** button, the **□** button, or the **△** button to select the area you want to heal. Move the Analog stick to apply the tool with a slow arching motion to match the moving highlight. If you're in bad shape, you may not have enough time to reduce every area so be sure to address the hardest hit areas first. To switch between cuts and swelling, press the **L** button or the **R** button. You can also press the **△** button to Auto-Heal your boxer (the CPU auto-heals only a small amount of cuts and bruises on your boxer before the next round begins).

KNOCKDOWNS

When your fighter gets knocked down, the screen gets blurry and the referee begins a 10 count. To pick yourself up from the canvas, align the recovery targets by moving the Analog stick toward the floating circle. Once both objects are linked together, your fighter picks himself up off the canvas.

PENALTIES/STOPPAGES

Watch the low blows and illegal punches. If caught, you get a warning the first time and penalized one point off your score in the round for each following infraction is caught by the ref. Rack up too many penalties and the ref disqualifies you. Fights can also be stopped by the ref or a corner because of damage, resulting in a TKO. When the 3-knockdown rule is in effect, a TKO results from getting knocked down three times in a round.

END OF FIGHT

If the fight goes the distance, the judges tally the final scores and the winner is announced. After you see the judges' cards, the Fight Totals screen displays the final punch totals for the bout.

PAUSE MENU

Press the **START** button during gameplay to access the Pause menu. From here, you can change your options, review fight stats, or throw in the towel.

SAVING AND LOADING

Before exiting a game mode, be sure to save your progress to a Memory Stick Duo. All unsaved information will be lost otherwise. You can save profiles, which include your game settings, created boxers, and Career mode progress.

- You can access your saved information from the Game Data screen (via the My Corner menu). From here you can save, load, and delete a profile and manage your files.
- When Autosave is enabled, game data is automatically saved when exiting a game mode.

RIVAL CHALLENGES

During each challenge, you can earn gold, silver, and bronze medals—it all depends on your performance. There are a variety of challenges—you can repeat the task if you fail to reach your goal the first time around.

Repeat History

Relive the greatest fights of all time. Classics include Ali vs. Frazier, Hopkins vs. Taylor, and more.

Change History

Alter the course of boxing history by replaying and reliving some of the greatest bouts in history.

My History

Compete against legends with distinct fighting styles, including Taunt Specialist, Big Hits, Crowd Pleaser, and more. Success in these situational scenarios may not be determined by a win or loss, but how well you execute a specific fighting skill.

GAME MODES

CAREER MODE

Take a created boxer or rebuild a boxing legend and see if they have what it takes to become the top-ranked boxer in a respective weight class.

CHOOSING A CAREER

When you first begin your boxing career, you start out in the amateur class with little-to-no experience. Amateur fights give you the much-needed experience to improve as a boxer, with little cash required. After winning a few amateur bouts, you soon earn a chance to fight for the amateur title. If you're good enough to win the belt, you are offered to fight as a undercard fighter at pro events.

After turning Pro, the lower-ranked opponents seek you out to make a name for themselves. Your goal is to improve your fighter's rankings by racking up victories. After a few wins, the venues get bigger and the purse size begins to increase. With a little luck and a lot of skill, you can earn enough to buy some accessories from the Fight Store.

CONTRACTS

Manage your career by scheduling fights and signing short-term fight contracts. Depending on your win-loss record and ranking, you can choose from a variety of opponents. Pick your opponent wisely by checking out potential match-ups and purse totals because whom you fight affects your chances of winning a title. Before signing a contract, be sure to read the fine print. Not every fight is worth your time and energy.

It's wise to hire an experienced trainer (and cutman specialist) before a fight. Without these men in your corner your career will be short-lived.

CAREER STATUS

The Top 50 professional boxers in your weight class are listed in the Ranks screen. You can view win-loss records and number of KOs on their bios. You can view all your awards and championship belts you've won from the Trophy Case.

See where you rank among the Top 50 boxers in your weight class, and make note of the symbols next to each boxer to learn more about your opponents.



Current Belt Holder



Rival



Rookie Boxer



Aging Boxer

FIGHT STORE

Use your earnings in Career mode (or in Rival Challenges) to buy new gear such as trunks and gloves. Some upgrades cost more than others so you have to dominate inside the ring to afford them all. You can also add signature punches, taunts, and tattoos to your boxer. Some of the items in the store must be unlocked before they are available for purchase. What you can afford all depends on the money in your account.

NOTE: If you earn money in Rival Challenges (before beginning a career), you can still access the Fight Store without having to fight and/or earn money in Career mode.

HARD HITS

Swing away in this arcade-like mode where the rules are simple—knock your opponent to the canvas as many times as you can. Trading punches in 15 untimed rounds, your goal is to win more rounds than your opponent. A knockdown wins the round and the boxer with the most knockdowns at the end of the fight wins the match. You can also unload a nasty EA SPORTS Haymaker and end the bout with a KO.

SPARRING

Get an extra edge before the fight by training against a sparring partner. Work on your power, speed, and other fighting skills before stepping into the ring when it counts. You can end a sparring session via the Pause menu.

CREATE NEW CAREER

Create a fighter who looks like you with the analog body and facial sculpting controls and see if you can become boxing's greatest champion. After a boxer is created, he can fight in any game mode.

NEW BOXER

From head shape and body physique, to tattoos and clothing—you can customize just about anything and throw them in the ring. You can personalize your fighter with a name, and select his weight class. From his boxing stance and fighting style to his build and physique, you have complete control.

After you have created a boxer, adjust his skill ratings and get ready to throw your hat in the ring. Although you have a limited amount of rating points to work with up front, you can earn more by winning big in Career mode.

MULTIPLAYER MODE

Become a boxing legend as you take on the best fighters from across the nation ... or across the room. Both Ad Hoc and Infrastructure games feature Play Now bouts.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com.

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP handheld system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP system's Instruction Manual.

NOTE: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

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