PREPARE FOR THE ULTIMATE BATTLE!

Step into the ring with the most vicious boxers in the world. Master the art of delivering crisp jabs, brutal combinations and jarring knockout blows. Battle through the Local, National and World ranks in the ultimate quest for the World Championship title.
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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 (800) 771-3772.
SETUP

Top View

SETTING UP
Set up your PlayStation® game console according to the instructions in the Instructor Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the BLOODY BOOM II disc and close the disc cover. Insert one or two game controllers and turn on the PlayStation® game console. Follow the on-screen instructions to start a game.

2 PLAYER GAMES
To play 2 Player games, you must insert two controllers into your PlayStation® game console.

MEMORY CARDS
To save game settings and progress, and to resume saved games, insert a Memory Card (sold separately) with at least 1 free block into Memory Card slot 1 of the PlayStation® game console before starting play. Memory Card slot 2 is not used.

CONTROLLER

Top View

MENU CONTROLS

Start
Start/pause/resume.
Challenger participation
in Arcade mode.

Directional Buttons
Select a mode/command/character.

X, O or C
Confirm a mode/command.

Option
Cancel a mode/command.

L1 or R1
Select a stage.

Note: Dual Shock® analog controller only - Toggle the vibration feature ON/OFF by using the Option mode - Vibration setting (see page 11). The vibration feature is available regardless of the ON/OFF position of the controller’s analog mode switch.
FIGHTING CONTROLS (Default)

Directional Buttons (D-Pad):

- Jump
- Crouch
- Advance (when facing right; reverse button direction when facing left)
- Guard/back off (when facing right; reverse button direction when facing left). Note that you can also guard by pressing R1 when the D-Pad is in the neutral position

- Punch
- Kick
- Throw attacks
- + R1 - Upper throw attacks
- + ○ + R1 - Lower throw attacks
- ○ - Beast mode/Beast moves
- R1 - Heavy guard
- L1/R1 - Sidestep (Custom mode only)

Note: You can reconfigure the fighting controls by using the Option mode—Controller Config settings. See page 10.

Combine the D-Pad, X, ○ and □ button for Special Attacks. See the pages on character moves at the end of this manual.

GUARD CONTROLS

Guard Escape
When in a light block, if your opponent attacks and connects, press the D-Pad toward the opponent when the “blue spark” appears and you will sidestep away from the attack. This maneuver is vulnerable to the Guard Break.

Light Guard
Release the D-Pad to the neutral position to perform the Light Guard, which can transition into the Guard Escape for an offensive follow-up.

Heavy Guard
Press and hold the D-Pad away from your opponent to perform the Heavy Guard. This technique is invulnerable to Guard Break moves. Pressing and holding the R1 button also performs this maneuver. Remember that you cannot perform the Guard Escape while in the Heavy Guard.

Guard Break
Each character has certain moves which, when performed, can break through the opponent’s Light Guard. The number of Guard Break moves increases when your character is in Beast mode. When the moves are performed correctly, part of your character’s body shines. Experiment in Practice mode to discover each character’s Guard Break moves.
THE FEAR CONTINUES

The Tylos Corporation is dead! Tylos was the infamous bio-corporation that used the human body as the basis for its "Zoanthropes"—genetically altered super beast-people. The industrial giant then used its creations as advance troops in global military invasions. The Zoanthropes' mutiny in the original BLOODY ROAR destroyed the powerful multi-national organization. But the Zoanthropes' inhuman dealings with their victims caused worldwide revolt. The Zoanthropes rightfully earned their name as "enemies of the human race."

Hostilities between humans and Zoanthropes exploded. Reports of Zoanthrope hunts and their toil in human life flooded the news. Reacting to the bloodshed, a group emerged that supported the Zoanthropes. They called themselves the "Zoanthrope Liberation Front" and declared war on the hunters. But the Front's terrorist tactics raised suspicion. Rumors began leaking out that the Front secretly kidnapped Zoanthropes and held them hostage.

Five years have passed since the collapse of the Tylos Corporation, and the world is in uproar. The three warring factions are the Human Race, the ZIF, and a loose alliance of renegade Zoanthropes. Distrust among these three camps has reached critical mass. The future of life as we know it is at stake.

One army will crush the other two—possibly forever! Can the world survive this cataclysmic clash? Join the deadly warriors of the new millennium—and race against the super-beasts who threaten to destroy the world!

SELECTING A GAME MODE

The Title screen appears when you start the game. Press X, □ or ○ to see the first game mode. Press the D-Pad ↑/↓ to scroll through the modes, and press X, □ or ○ to select one.

ARCADE (1 Player)

This mode faithfully duplicates the arcade version of BLOODY ROAR II. Select your character on the Character Selection screen by using the D-Pad and pressing X, □ or ○ to confirm. Then the computer automatically selects your opponent and the fight begins. If you win, the next opponent will be automatically selected and the next fight will begin. If you lose, you'll have the chance to continue playing in this mode.

CONTINUING PLAY

There is no limit to the number of times you can continue. Press Start on the Continue screen before the countdown reaches zero. Use the Character Selection screen to choose your fighter and resume combat. To end the mode, allow the countdown to reach zero.

CHALLENGER PARTICIPATION

During Arcade battle, a second player can join in by pressing Start on the second controller. The new player then selects a character and the fight begins.
VS (2 Players)
Two players each select a character and proceed to battle stations. Press H1/H2 before choosing your characters to select the stage.

STORY (1 Player)
Discover the profound world of BLOODY NOAH II! Develop your character's story as you win and advance. Learn more about each fighter's background and the evolution of his/her brutal counterpart. The story begins when you select your character. Your opponents appear one by one and more of the story is revealed as you win and advance. If you lose, you can continue the story by selecting YES on the Continue screen.

SURVIVAL (1 Player)
Considerable experience required! Compete to see how many opponents you can defeat with a single life. Since your Life Energy does not completely recover between rounds (as it does in other modes), it's much more difficult to win and advance.

Note: Defeat 15 characters in Survival mode to access the Any Cancel combination attack feature.

WATCH
Take a ringside seat in a match between two computer-controlled characters. Select both characters (or the same character twice) and grab the popcorn as you watch a pulverizing bout.

CUSTOM (1 or 2 Players)
Battle your way through the challengers. As you obtain each Custom fighting mode by meeting special conditions, your character gains new strengths and more combat upgrades become available.

Game Start: After setting your Custom options, select Game Start, and then select your fighting mode.

- VS HUMAN = Two players compete.
- VS COMPUTER = One player vs. the computer.
- VS COMPUTER ALL MESSAGES = One player vs. all characters controlled by the computer.
- PRACTICE = hone your skills and boastfully powers against a computer opponent.

Wall Display: Toggle OK/OFF to display or hide the background.

After Image Mode: Switch OK/OFF to display or hide the after-image of the characters during fights.

Default: Restore all default Custom settings.

Quit: Return to the Main Menu.
**SETTING OPTIONS**

Select OPTIONS from the Main Menu to display the Options Menu. Press the D-Pad ↑/↓ to select an option; press the D-Pad →/← to adjust the setting. Press X, □ or ○ to confirm, or press A to cancel and exit back to the Main Menu.

Note: The Controller Config and Quit options are also available from the Pause menu by pausing during gameplay.

**Memory Card**
- Use the Memory Card to save, load and autoload game data.
- **AutoSave**: Turn automatic save, ON/OFF.
- **Load Memory Card Slot 1**: Load data from the Memory Card.
- **Save Memory Card Slot 1**: Save data to the Memory Card.

**Controller Config**
- Reconfigure the fighting controls to suit the way you play. At the menu, hold down the button you want to reconfigure, and then press the D-Pad →/← to scroll through the available functions. When finished, press Start to exit back to the Options menu.

**Difficulty**
- Select the difficulty of defeating the computer player, from 1 (easiest) to 8 (hardest).

**Attack Level**
- Set your fighter's attacking power from 1 to 8.

**Time Limit**
- Set the length of time for each round: 20, 40, 60 or 90 seconds, or infinity.

**Match Point**
- Set the number of rounds required to win a match, from 1 to 5.

**Character Select**
- Adjust character selection to Normal or Quick mode.

**Display Type**
- Choose a display mode that fits the TV you are using.

**Sound Options**
- Toggle between stereo/mono sound and adjust the volume. You can also sample background music and sound effects.

**Movies and Pictures**
- View different animations and illustrations as you win bouts under varying conditions.

**Play Data**
- View the ranking of each play mode.

**Vibration**
- Dual Shock analog controller only. Toggle the vibration feature ON/OFF.

**Default**
- Restore all default Option settings.

**Quit**
- Return to the Main Menu. (Ends the current fight when selected from the Pause menu.)
THE FIGHT SCREEN

LIFE ENERGY GAUGE
PLAYER 1
PLAYER 2
BEAST GAUGE

GAME RULES

- When a character takes damage, his/her Life Energy Gauge decreases.
- The first character whose Life Energy Gauge runs out loses, and the other character wins the round.
- The first fighter to win the set number of rounds wins the match.
- If you're playing with a time limit and time expires before either opponent wins, the fighter with more life energy remaining wins the round.
- A tie occurs when both fighters' Life Energy runs out at the same time (a double KO), or both fighters have the same amount of Life Energy when time runs out. In case of a tie, the characters will fight one more round to determine the winner.

Note: You can adjust the time and number of rounds per match in Option mode. See page 10.

Hints

- Don't give up. Fight to the end!
- It's possible to snatch victory from the jaws of defeat with a devastating Rage Move!
BEAST MODE

FIGHTING STRATEGY
In BLOODY ROAR II, your fighting strategy is to concentrate on morphing into a beast whenever and as often as possible, and using your Page Move to defeat your opponent. You can only morph when the Beast Gauge shows a 'B'.

At the start of a round, your Beast Gauge has a half charge and you can morph at any time by pressing the O button (default).

Note: Check each character’s profile beginning on page 19 for individual Page Moves.

THE BEAST GAUGE
The Beast Gauge takes on different appearances to indicate its state:

<table>
<thead>
<tr>
<th>APPEARANCE</th>
<th>STATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blue</td>
<td>Charging</td>
</tr>
<tr>
<td>'B' Mark</td>
<td>Ready to morph</td>
</tr>
<tr>
<td>Yellow (full)</td>
<td>Beast mode. The bar decreases as your Beast character takes damage. It empties when you unleash a Page Move.</td>
</tr>
<tr>
<td>Yellow (empty)</td>
<td>when the Beast Gauge empties, Beast mode ends if you are knocked out or hit with the opponent's Page Move.</td>
</tr>
</tbody>
</table>

MORPHING
Your fighter can morph into Beast form when the 'B' mark appears in the Beast Gauge. You gain power and the ability to use your Beast's Page Move.

1. Press O to morph into a Beast. Your Beast Gauge turns yellow.

2. Your Life Energy Gauge begins gradually recovering some energy as long as your Beast is attacking or standing off. (It will not recover energy while your Beast is taking damage or guarding. When you revert to human form, the Life Energy Gauge no longer recovers.)

3. You’re now empowered with Page Move. Press a unique combination of the D-Pad + O to use your Page Move, depending on your character.

Remember: Your Page Move uses up all your Beast power.
USING FIGHTING COMMANDS

The moves in this section can be used by all characters. These commands are for characters facing right. Reverse the left/right D-Pad direction when your character is facing left.

MOVEMENT

D-Pad
• Up = Jump
• Down = Crouch
• Right = Advance
• Left = Guard/back off

ATTACKING (Default Controls)
• Square = Punch
• Triangle = Kick
• X = Throw attacks
• R1 = Upper throw attacks
• D-pad + R1 = Lower throw attacks
• Circle = Beast attacks

Rage Move

Rage Move is a one-hit ultimate destructive attack performed during Beast mode. It is the clinicians killer attack and it uses up all your Beast power. Since that leaves you extremely vulnerable, be careful when you use it, and be ready for the consequences if you fail.

DEFENDING

Guard by pressing the D-Pad ← or → or releasing it to the neutral position. You can also guard an attack once while jumping in the air.

GUARD CHART

<table>
<thead>
<tr>
<th>Level</th>
<th>Upper Guard</th>
<th>Lower Guard</th>
<th>Air Guard</th>
<th>Cover</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack</td>
<td>Defend</td>
<td>Attack doesn't connect</td>
<td>Defend (once only)</td>
<td>Attack doesn't connect</td>
</tr>
<tr>
<td>Mid-Level</td>
<td>Defend</td>
<td>Can't defend</td>
<td>Defend (once only)</td>
<td>Attack doesn't connect</td>
</tr>
<tr>
<td>Low-Level</td>
<td>Can't defend</td>
<td>Defend</td>
<td>Defend (once only)</td>
<td>Can't defend</td>
</tr>
</tbody>
</table>

Light Guard = D-Pad neutral

A reliable guard that you can easily transition into a counterattack. It can be crushed with the Guard Break move.

Note: You cannot Light Guard on moves when part of your opponent's body shines before he/she attacks.

Heavy Guard = From neutral, quickly tap and hold D-Pad away from opponent

A stronger guard that can withstand the Guard Break but takes more time to transition into a counterattack.

Guard Attack = ↓ or  → ← or  X

This counterattack is wrapped in lightning that shifts from upper or middle guard depending on the character.

Guard Escape = D-Pad toward opponent when 'blue spark' appears

Slip into Guard Escape to avoid an attack, and come back with a combination!

Defense =  □ + X

Avoid damage by going on the defensive

Cover =  ↓ ↓ quickly

Use Cover to avoid upper and mid-level attacks.
CHARACTERS & SPECIAL MOVES

READING THE SYMBOLS

→ Tap the D-Pad in the direction indicated
→ Hold down the D-Pad in the direction indicated
+ Press simultaneously
☐ Punch
☒ Kick
☐ Beast Morph/Beast Attack
R1 Heavy Guard

Remember: All arrow symbols refer to characters facing right. Reverse left/right arrow direction for characters facing left.

YUGO

Beast Form: wolf
Fighting Style: Boxing
A powerful, well-balanced character, Yugo fights with tremendous force and speed.

SPECIAL MOVES

Standing Hook
Knuckle Stun Kick
Dragon Finish Block Combination ➔ +, □, □, ➔ +
Swing Hook Combination +□, ➔ +, ➔ + (3 times)
Final Machine Gun Upper ➔ +, □, □, □
Panther Two ➔ +, □, □
Low & Step In ➔ +, X
Heel Kick ➔ +, X
Side Twin Kick ➔ +, X
Claw Twin Knuckle Slash ➔ +, □
Triple Slash ➔ +, □
Blind Blow ➔ +, □
One Two Body Upper ➔ +, □ (Guard attack press R1 = cancel midway)
Silver Wolf Knuckle ➔ +, □
Meteor Crash ➔ +, □ (near and with back to wall)

RAGE MOVE

Spiral Fang

□ □ □ □
**ALICE**

**Beast Form:** Rabbit  
**Fighting Style:** Jumping  
Alice doesn't have much force but is superb in speed and jumping power. She is deadly when she launches attacks and rushes her opponent.

**SPECIAL MOVES**

- Blitz River Throw
- Arc Drop Combination Rush
- Away Kick Combination
- Through Punch Upper
- Leg Beat Combination
- Rabbit Step
- Upper Rabbit Rush High
- Long Rabbit Ground Rush
- Low Rabbit Knee Rush
- Low Rabbit Slider Rush
- Spinning Hopper
- Rabbit Spiral
- Triple Somersault
- Rabbit Flip
- Switch Monosault

**RAGE MOVE**

- Lifting Star Lane

---

**LONG**

**Beast Form:** Tiger  
**Fighting Style:** Combination Attacks  
A master of the ever-changing circle combination, Long is recommended for advanced players.

**SPECIAL MOVES**

- Consecutive Strike
- Rotation Back Gate Elbow
- Neck Shoulder Plant
- Cross Attack
- Snowy Mountain by Heaven

**Six-Level Combo Ring**

- You can start the combination with any move listed on the right, then advance through the moves in one direction only, either left or right.

**Six-Level Combo Ring Ending Moves**

- You can end with any ending move, but you cannot use the same move twice.

---

**RAGE MOVE**

- Ferocious Tiger Laceration
URIKO

** Beast Form:** Half Beast
** Fighting Style:** Kenpo

Uriko is not as heavy as Long, but she compensates with incredible speed. An amateur practitioner of Kenpo.

** SPECIAL MOVES **

- **Thunder Dance**
  - All Around 1-2-3
  - Supreme Penetrating Bow Thigh
  - Thunderclap Peace

- **Wings of the Phoenix**

- **Single Cobalt** ➔ **Rebellious Kick** ➔ **Cornered House Attack** ➔ **SIX-LEVEL COMBO RING**
  - Twin Tail Thigh Drop ➔ Grasp Sun & Moon ➔ Grass Piercing Thigh ➔

- **Heaven’s Despair** ➔ **Continuous Gem Bombardment** ➔

- **Six-Level Combo Ring Ending Moves**
  - Scream Dream ➔ Mt. Fuji Cross ➔ Under Snow Continuous Kick ➔

- **RAGE MOVE**
  - Surprise Cat Pounce

BAKURYU

** Beast Form:** Hole
** Fighting Style:** Ninja

Bakuryu continues his opponents with swift movement and multiple ninja techniques. Expert players will love his cunning attack style.

** SPECIAL MOVES **

- **Spiral Shadow Blade**
  - Sword Drop Blade Kick
  - Fang Drop Hammer Moon Shadow
  - Flowing Shadow Circular Kick
  - Bursting Avalanche Kick
  - Sage Crescent Moon Drop
  - Sword Round Moon Kick
  - Lightning
  - Poisonous ClawSlash
  - Poisonous Claw Machine Gun
  - Snow Light Line Drop
  - Smoke Bomb
  - Smoke Spiral Kick
  - Hard Air Stream
  - Rising Storage Up

- **RAGE MOVE**
  - Double Inferno
**SHINA**

**Beast Form:** Leopard  
**Fighting Style:** Single & Continuous  
Attacks: Shira delivers power in single and continuous attacks, with weight in each hit. She inherited her fighting style from her father, Gado, a famous fighter from the first BLOODY FOAM.

**SPECIAL MOVES**

- 2-16 Stinger
- 2-16 Hammer
- Hurting Dive Elbow
- Hurting Arrow
- Amazon Scratch
- C-III Combination
- Assault Kick Line
- Assault Kick Bomb
- Faint Kick Bomb
- Lightning Scratch
- Triple Low Scratch
- Angry Slash
- Trident Shoot
- Scramble Scratch
- Rising Laser

**RAGE MOVE**

- Cross Blade Zapper

---

**BUSUZIMA**

**Beast Form:** Chameleon  
**Fighting Style:** Deception  
Devious Busuzima uses numerous deceptive moves such as disappearing and shifting his stance to trick opponents.

**SPECIAL MOVES**

- Chopping
- All Open Transparent Kick
- Back Attack
- Regligent Bad Kick
- Jangsher Trick Kick Series
- All Open Upper Punch
- Someone Facial Slider
- Slide Climbing Upper Punch
- Dokujima (Poison Island) Serious
- Serious Punch
- Serious Kick
- Dokujima Exercise
- Burning Chop
- Invisible Attack
- Disappear

**RAGE MOVE**

- Ultimate Die Through
**Jenny**

**Beast Form:** Bat
**Fighting Style:** Lover Body

Jenny's extended fighting style concentrates on leg moves. After morphing, her flying ability increases, providing a spectacular getaway flourish to her attacks.

**SPECIAL MOVES**
- Step Slam
- Passionate Heal Rush
- Passion Heal Goodbye
- Sky Kick
- Enamel Blade
- Cross Edge
- Complete Disorder
- Wind Slider
- Nightmare walking
- Twist
- Twisted Explosion
- Twist Heal Change
  - [can move back, front and back]
- Excentric Kick
- Drill Talon
- Bat Wing Blade

**RAGE MOVE**
- Sky High Tempest

---

**Stun**

**Beast Form:** Insect
**Fighting Style:** Grappler/Thrower

Stun is a powerful character skilled in throwing and dashing moves. Although frequently understated, Stun fights well at both close and long range. He's a favorite of advanced players.

**SPECIAL MOVES**
- Shell Face Slash
- Shell Push Guillotine
- Shell Blaster
- Sio Shock
- Thrust Blow
- Combination Antler Bomb
- Hard Edge Combination
- Sio Tinkle Push
- Violence Beetle Push
- Grasshopper Leg

**RAGE MOVE**
- Boosting Burst
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