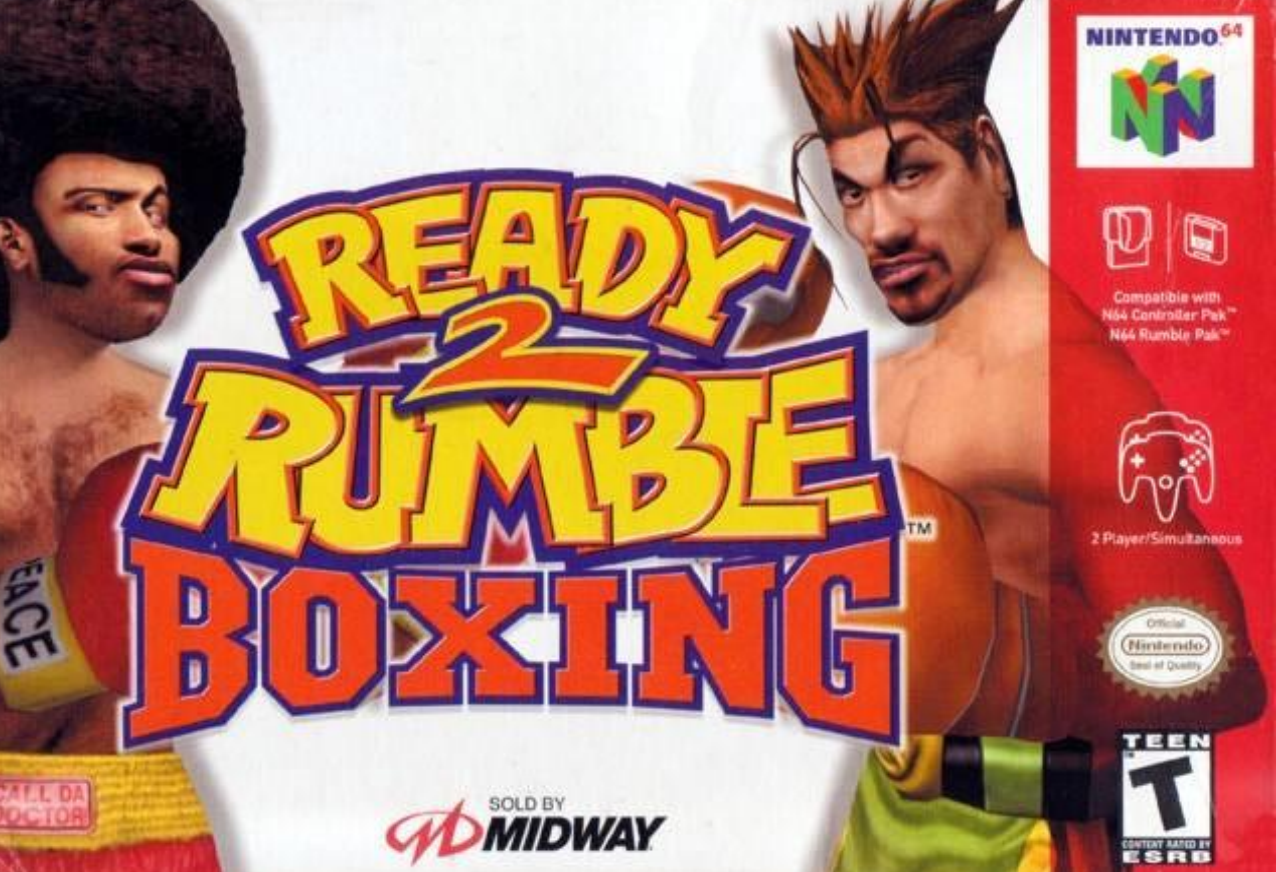

NINTENDO 64
Compatible with
N64 Controller Pak™
N64 Rumble Pak™
2 Player/Simultaneous
Official
Nintendo
Seal of Quality
TEEN
T
CONTENT RATED BY
ESRB
READY 2 RUMBLE
BOXING
SOLD BY
MIDWAY

WARNING

WARNING: Please read the enclosed consumer information and precautions booklet carefully before using your NINTENDO® hardware system, Game Pak or accessory. This booklet contains important safety information.

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.

TEEN

ANIMATED VIOLENCE

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OR REMOVE THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES.

MIDWAY CUSTOMER SUPPORT

(903) 874-5092
10:00 am - 6:30 pm Central Time
MONDAY - FRIDAY
Automated Help Line Open 24 Hours A Day

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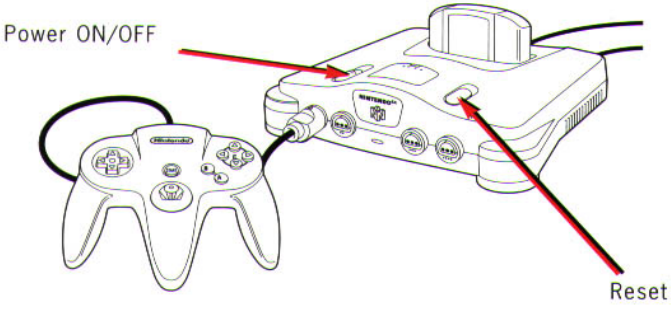
GETTING STARTED

★ Turn the power OFF on your N64

★ Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.

★ Turn the POWER switch ON. After the legal screens appear, you may go right to the game by pressing START.

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

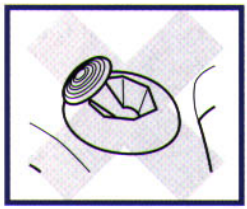


Press and hold START upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

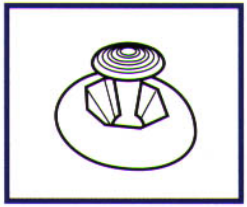
GETTING STARTED

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not remove the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

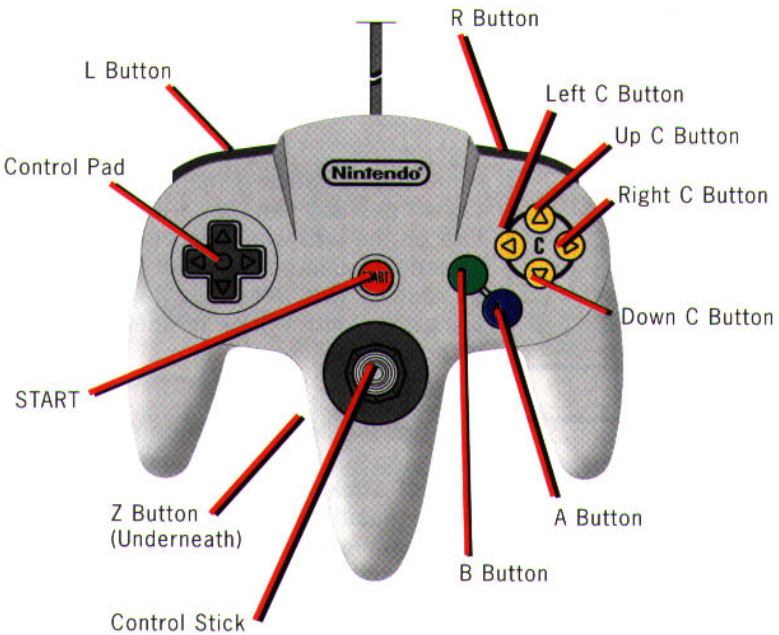


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

GETTING STARTED

Before you hop into the ring, take a moment to familiarize yourself with the Controller.

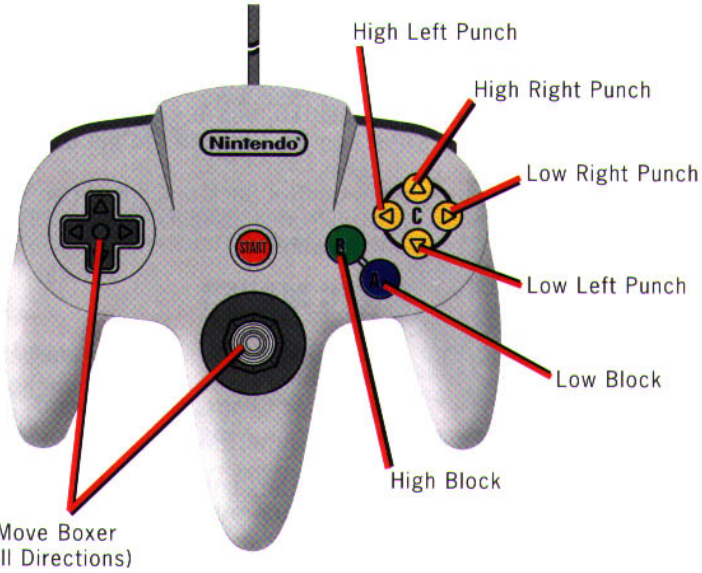


QUITTING A GAME IN PROGRESS

Press START to pause the game. The Pause Options Screen will appear. Highlight QUIT GAME, then press the A Button. Next you will be notified that you are quitting a game. If you wish to continue and quit the game, press the A Button. If not, press the B Button to go back to the previous menu.

DEFAULT CONTROLS

Here's the default controls for Ready 2 Rumble Boxing. For information on changing your Controller configuration, see Page 10.



You can use the Control Stick or Control Pad (depending on which one you are using) with your punches and blocks to perform a variety of moves. The basic moves are listed on the next page.

GAME BASICS

FIGHT RULES

KNOCKDOWN RULE

Depending on how many knockdowns you've selected under the Options menu (see Page 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 any of the buttons (except START) on the Controller to get back up.

Like we said, you can use the Control Stick or Control Pad with your punch and block buttons to pull off a bunch of moves. The basic moves are listed below. Pay attention!

BASIC MOVES

HOOK: Control Pad or Control Stick Up or Down + a High Punch

UPPERCUT: Control Pad or Control Stick Forward (towards opponent) + a High Punch

OVERHEAD: Control Pad or Control Stick Back (away from opponent) + a High Punch

Low Punches can be used with the Control Stick or Control Pad to lunge at an opponent and land a variety of body shots.

The Control Stick or Control Pad can be used with the A and B Buttons for SWAYING and DODGING.

Activate RUMBLE MODE: When letters are spelled out, press the A and B Buttons at the same time.

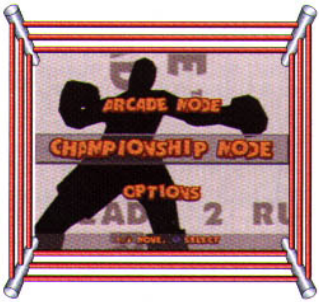
TAUNT: Left C Button + Down C Button or Up C Button + Right C Button

CHOOSE YOUR GAME

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 Control Stick or Control Pad. When you have made your selection, press the A Button. Once you have made a selection, 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 11.

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 supplements and more equipment for your gym or to place bets on your boxer's bouts! For more info on this unique game mode, see CHAMPIONSHIP MODE on Pages 16-22.

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.

GAME OPTIONS

Highlight OPTIONS from the Main Menu and press the A Button. This will access the Options menu in Ready 2 Rumble Boxing. The following options can be adjusted. Options will automatically be saved to your Controller Pak if you have one inserted in your Controller. To adjust the game's options, do the following:

1.) Highlight the option using the Control Stick or Control Pad.

2.) Adjust the option by pressing Left and Right on the Control Stick or Control Pad.

3.) When finished, press the B Button to return to the Main 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 HARD. The game's default setting 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 a short as 15 seconds or go the distance with a regulation Round of 180 seconds (3 minutes)!

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

GAME OPTIONS

MUSIC VOLUME
Catchy music huh? The background music volume is represented by a 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 sound.

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 Control Stick or Control 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 A Button to the B Button, highlight the row next to LOW BLOCK (default is the A Button) and press the B Button. Got it?

You can also reset the Controllers to the default configuration by highlighting NORMAL (Normal Button Layout) and pressing the A Button.

INITIAL SETTINGS
Initial Settings allows you to restore the game's default options settings. Select Initial Settings and press the A Button.

ARCADE MODE

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, check out "PLAYING THE GAME" on Pages 12-15.

NOTE: If you press the Left C + Up C Buttons before choosing your Boxer, they will appear in an alternate costume. Another tip before you choose your boxer, if you press the Left C Button + Up, Down, Right or Left on the Control Stick or Control Pad, 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.

Each player will then be allowed to select his/her boxer. To select a boxer, highlight them with the Control Stick or Control 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.

PLAYING THE 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 individual character information see "THE BOXERS" on Pages 23-31.

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!



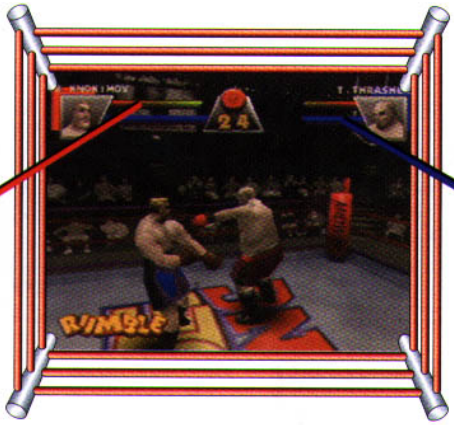


After the Match-Up screen has disappeared, the fight will begin. Your announcer is none other than Michael Buffer, the Voice of Champions™. He'll prepare the crowd for the bout with his famous "LET'S GET READY TO RUMBLE®!", followed by the introduction of the boxers. Wave to your Mom, get to your corner 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 6. Also, each player has their own special moves!

PLAYING THE GAME

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 Green/Red, the other is Blue. The Green/Red bar is the boxer's Health (or energy). Every time the boxer is hit, the Health 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 Control Stick or Control Pad 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 A and B Buttons at the same time. Your boxer's gloves will glow.

When this happens, press the Down C and Right C 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 (if they can get any) will be on the bottom-right of the screen.

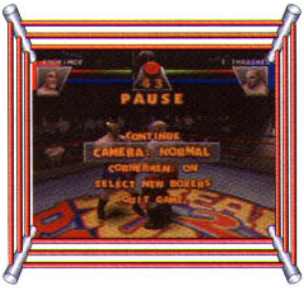
GETTING UP

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 (Green/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 lazy 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 in-game 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, RINGSIDE 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 player's direction 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 A Button.

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.

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 GOLD 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 Controller Pak. Highlight a selection on the screen and press the A Button.

CHAMPIONSHIP MODE



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 Control Stick or Control 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 MODE



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 LEFT 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 Controller Pak) 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 Control Stick or Control Pad to the Left and Right.



Underneath PURCHASE you will see TRAINING. If you select AUTO, the computer will train 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 Control Stick or Control Pad and press the A Button. The next page features 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 a necessary supplement. 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 $5,000 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.

CHAMPIONSHIP MODE

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 Control Stick or Control Pad will select a Controller Pak, while pressing Up and Down will select your saved information. Once you have selected your boxer, press the A Button to Load them.

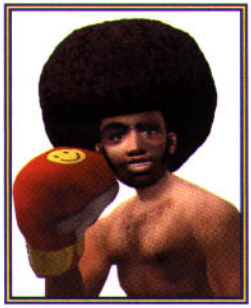
TRADE A BOXER: Here you can trade your saved boxer. Select a boxer by accessing your Controller Pak and appropriate boxer. To Load them, press the A Button. The game will prompt the second player to select a saved game from their Controller Pak. At this time, the second player can choose their boxer 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 Control Stick or Control 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 Controller Pak. Highlight SAVE GAME and press the A Button. Next you will choose a Controller Pak and page 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 to Cancel.



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 flair.

UPTEMPO: Tap the Left C Button repeatedly



SALUA

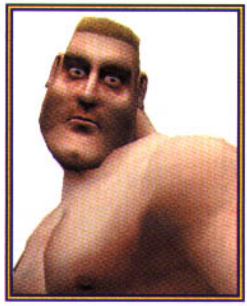
HOMETOWN: Waipahu, Oahu
WEIGHT: 358 lbs HEIGHT: 6'0"
REACH: 77" AGE: 33

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 truly loves.

ALL YOU CAN EAT: Forward, Back + Up C Button

THE BOXERS

BORIS "THE BEAR" KNOKIMOV



HOMETOWN: Zagrev, 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 for every fight believing that he will never let his beloved country down.

JUSTICE AXLE: Back, Forward + Left C Button ,Left C Button

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: Forward, Back + Up C Button



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. Undefeated 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: Back, Forward + Left C 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: Back, Forward + Left C Button

THE BOXERS

JET "IRON" CHIN

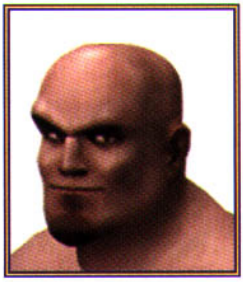


HOMETOWN: Taipei, Taiwan
WEIGHT: 150 lbs HEIGHT: 5'8"
REACH: 78" AGE: 20

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: Forward, Back + Up C Button

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: Back, Back, Forward + Right C Button

THE BOXERS



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 truly unstoppable.

DOUBLE TROUBLE: Back, Forward + Left C Button, Back + Up C Button

LULU VALENTINE



HOMETOWN: Seattle, Washington
WEIGHT: 105 lbs HEIGHT: 5'2"
REACH: 64" AGE: 21

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 for her business.

TRIPLE UPPER: Back, Back, Forward + Up C Button

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: Back, Back, Forward + Up C Button, Right C 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: Forward, Forward + Left C Button, Left C Button

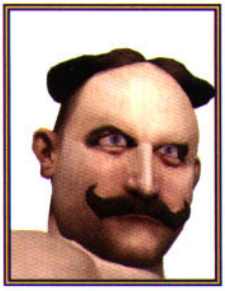
KEMO CLAW



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: Back, Forward + Left C Button, Back + Left C Button



"BIG" WILLY JOHNSON

HOMETOWN: Chester, England
WEIGHT: 175 lbs HEIGHT: 5'10"
REACH: 72" AGE: 108

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: Forward, Forward + Up C Button

THE BOXERS

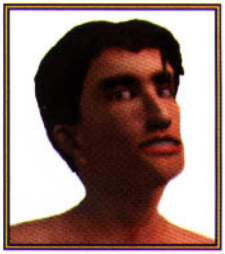


BRUCE BLADE

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 over inflated 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: Back, Back, Forward + Up C Button

J.R. FLURRY



HOMETOWN: Los Angeles, California
WEIGHT: 160 lbs HEIGHT: 6'3"
REACH: 71" AGE: 21
A star athlete in high school and college not to mention a sought after personal trainer throughout Hollywood, J.R. traded in his certification when he met the spiritual Kemo Claw. Being under Kemo's wing has awakened a natural champion and crowd favorite that has taken the boxing world by storm. Armed with a stiff jab and a lightning fast one-two combination, J.R. is easily amongst the elite in the sport.

SHORT KNUCKLE: Back, Back, + Down C Button

THE BOXERS

We've definitely saved the worst for last. Damien here is the ultimate bad boy of the game. Beat him and you're the champ!



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.

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Kerie Nausha, Lea Shifflett, Jon Sieker, Liz and Debs,
Fat Jimmy & Eyepokor International

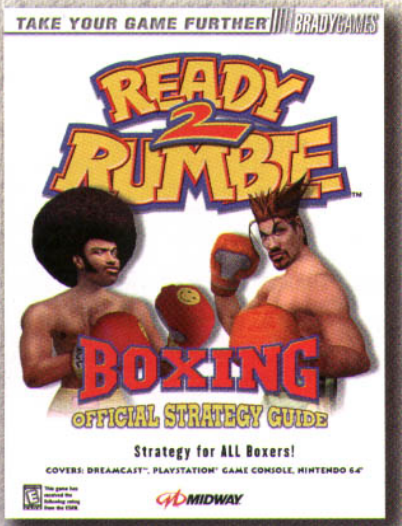
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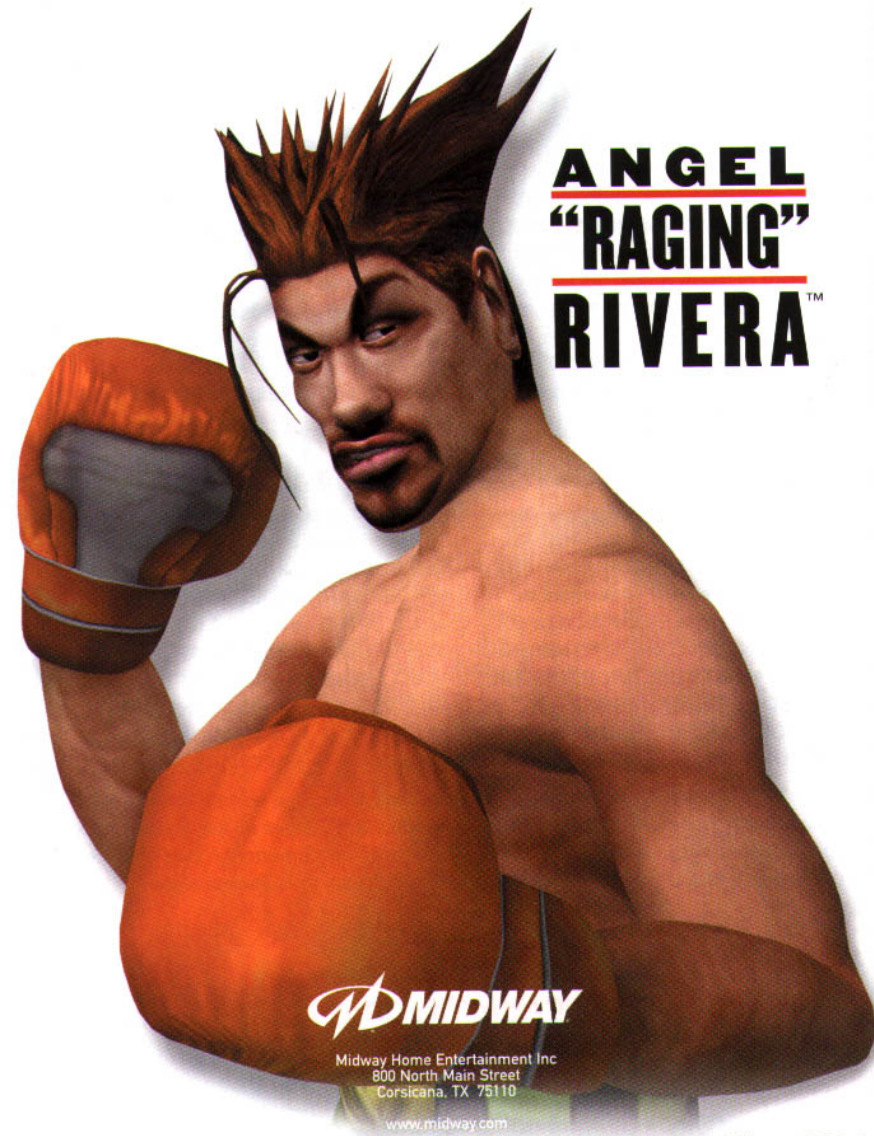
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