PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01305

CONTENDER 2™



bam!™

bay area multimedia

CONTENDER 2™

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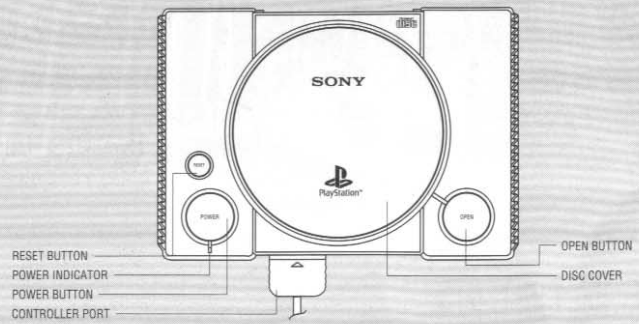
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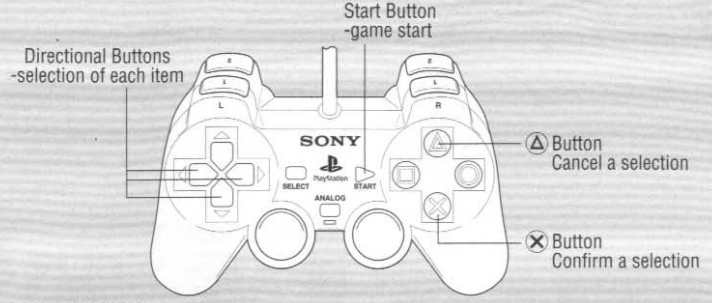
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SETTING UP YOUR GAME



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.
2. Insert your **Contender 2** game disk into your PlayStation. Close the Disc cover.
3. **Contender 2** is a 1 or 2 Player game. Make sure that you insert your Controller into Controller port 1 on your PlayStation if you are playing as one player. If you intend to play a two player game also insert your second Controller into Controller port 2.
4. If you wish to record your progress make sure you insert a Memory card onto Memory card slot 1 on your PlayStation. Make sure that there is one free block on your Memory card before commencing play.

   Note. It is advised that you do not insert or remove peripherals or Memory cards once the power on your PlayStation is turned on.
5. The introduction sequence will appear shortly.
6. Press START button to move to the **Contender 2** Main Menu.



BASIC MOVES

DIRECTIONAL BUTTONS

Right Button	move forward
Left Button	move back
Up Button	move left
Down Button	move right

Double tap of direction button makes bigger and quicker move in direction chosen.

BASIC PUNCHES

△ Button	straight right hand
Right & △ Buttons	hook right hand
△ & ○ Buttons	upper cut right hand
○ Button	straight left hand
Right & □ Buttons	hook left hand
□ & ✕ Buttons	upper cut left hand
○ Button	straight right hand to body
□ Button	straight left hand to body
Right & ○ Buttons	hook right hand to body
Left & ✕ Buttons	hook left hand to body

BASIC DEFENCE

R1 Button	Upper Block
R2 Button	Lower Block
R1 & R2 Tap	Parry (When opponent throwing punch)
Directional Buttons Tap	Sway each direction. (When opponent throwing punch)

TAUNTS

L1 or L2 Button	Taunt

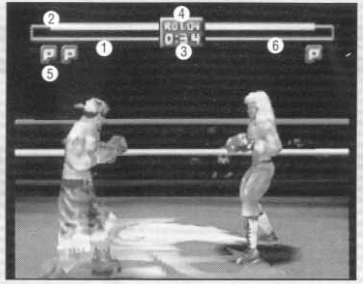
START Pause Menu - Change Camera, shown Command, thrown in Towel to quit. Loss due to TKO will be recorded.

To get you started the pause menu contains a Command option which shows a selection of the special punch and combos of your boxer. At the start of the Career mode however you will only have your basic punches.

Note: If you are using a DUALSHOCK™ analog controller you can control your boxers movements with the left stick and the punches using the right stick. The Analog mode switch must be on - the LED will light up red. The vibration option can be turned on and off in the options menu, covered later in this manual.

GAME SCREEN

1. Power Bar - Life
2. Power Bar - Stamina
3. Round Time Left
4. Round Number/ Total Rounds In Fight
5. Killer Punch (P)
6. Knock down gauge



LIFE GAUGE

Indicates the Life of a fighter. Decreases when you are hit. It is continuously recovering so it is necessary to produce an effective repeated blows to knock an opponent unconscious. Beware however of throwing repeated punches as your character will become weaker with the effort.

POWER GAUGE

If you throw too many punches you will be out of breath with the effort. This means your heart will beat faster. You will slow down and you will have weaker punches, Power gauge decrease. By defending and holding back with the punches you will recover. Boxers with high stamina ratings recover quicker.

KNOCK DOWN GAUGE

Recover by repeatedly pressing buttons. The fighter will start to rise up once this gauge is full. But the life gauge will be depleted. The larger the damage of the knock down punch, the more you will need to repeatedly press buttons. As the life gauge becomes low, you will need to repeatedly press the buttons as quickly as possible.

KILLER PUNCH

A killer point is given to your opponent when he is knocked down. When you have a killer point and you use a special punch to knockdown your opponent then it will have double the impact.

MENU SCREEN

MAIN EVENT - 1 PLAYER

- Lets you start career with one of nine boxers.
- Continue: Lets you continue from a saved Main Event game.

Your goal is to become the World Champion and then to retain the title against all challengers. You can save your progress after each fight.
To start you must choose a boxer. Each has a different style and stance.

- NEXT BOUT - Go to next bout
- TRAINING - Your trainer will teach the special punches.
- SAVE - Save your progress.
- OPTION - Change game settings.

EXHIBITION - 1 OR 2 PLAYERS

- In VS Play - If either or both players have a Memory Card wih Boxer(s) saved from the Single player mode, those Boxer(s) can be loaded into a VS Play match.
- Single Play
- VS Play - Allows you to have a quick fight without the set up or it can be used to battle against a friend in two player mode.

GABRIELLE ESPINOZA



1. Down & △
2. Up & □
3. Down & ○
4. Up & △
Combo - □, ○, □, △, ⊗



THE BUTCHER

1. △ & □
2. Left & △
3. Right & □
4. Down & ○
Combo - □ & ⊗, △ & ○, □, △, □

GRETA HALBROCKEN

1. Down & △ & ○
2. Up & ○
3. Up & □
4. Down & ⊗
Combo - □ & ⊗, ○, □ & ⊗, ○, □ & ⊗





JULIO SANCHEZ

1. Up & □
2. Down & ○
3. Up & △
4. Down & □
Combo - □, ○, □, △, □ & ⊗

MABUTU DR. DEATH

1. Up & △
2. Up & ✕
3. Left & △
4. Right & ✕
Combo - △, ✕, △, □ & ✕, △





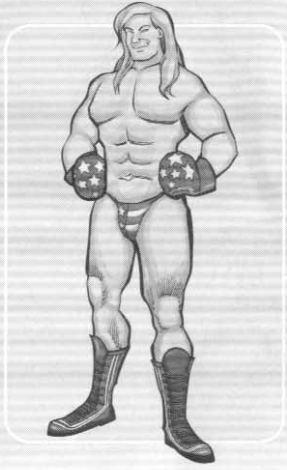
DAMIEN PITNEY

1. Left & ○
2. Up & △
3. Right & ✕
4. Up & □ & ✕
Combo - △, ✕, ○, □ & ✕, △ & ○

CLARICE BAHAMAMA

1. ○ & ✕
2. Left & △
3. Up & □ & ✕
4. Up & ○
Combo - △, □, △, □, △



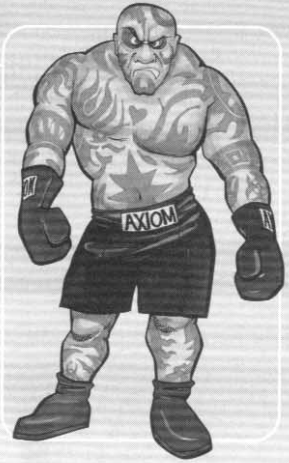


SERGIO CASANOVA

1. Left & △ & ○
2. Right & ✕
3. Right & □
4. Up & △
Combo - ✕, △ & ○, ✕, ○, □

BRUNO SMITH

1. Up & △
2. Left & ○
3. Up & ○
4. Down & △ & ○
Combo - □, △, ✕, △, □ & ✕



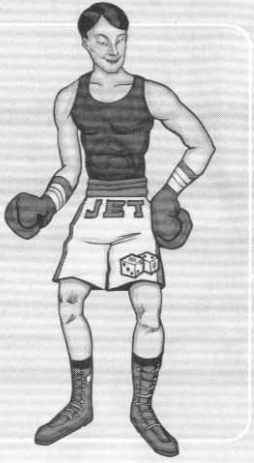


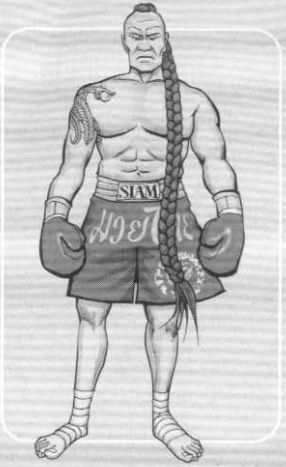
THE CYCLOPS

1. Right & □
2. Left & △
3. △ & □
4. ○ & ✕
Combo - □ & ✕, ○, ✕, △, □

DRAGON LEEKPAI

1. Right & □
2. Left & △
3. Up & □ & ✕
4. Up & ○
Combo - □, ○, ✕, △, □ & ✕





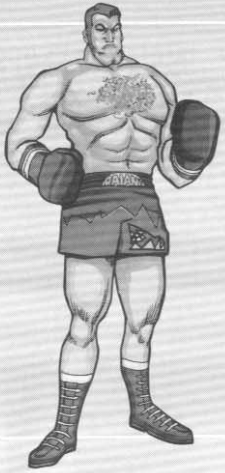
JET HONDA

1. Left & △
2. Left & ○
3. Up & ✕
4. Up & □
Combo - △, ✕, △, □, ○

SHARK GARCIA

1. Left & △
2. Up & △ & ○
3. Down & ○
4. Down & □
Combo - ○, ✕, △, □, △



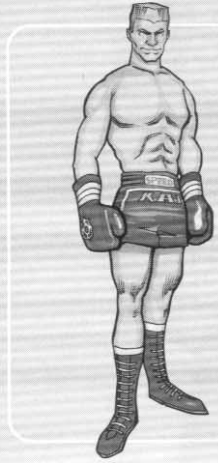


JACKAL

1. Down & □
2. Down & △
3. Up & □ & ✕
4. Up & △
Combo - □, ○, □, △, □ & ✕

SPIKE RAFELLO

1. Up & □
2. Down & ○
3. Up & ○
4. Up & △
Combo - Left & ✕, ○, □, △ & ○, □ & ✕

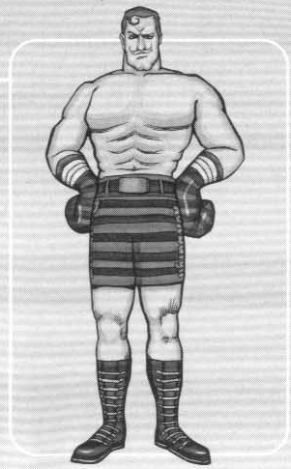




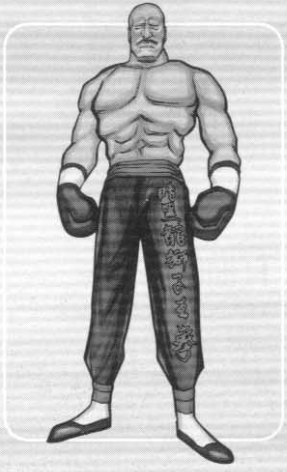
KAI FEIBIG

1. Left & △
2. Down & □
3. Right & □ & ✕
4. Up & △
Combo - △, □, ○, ✕, △ & ○

SAM ROXBURGH



1. Up & ⊗
2. Up & □
3. Left & △ & ○
4. Right & ⊗
Combo - △, ⊗, ○, □, △



ALEX FOSTER

1. Right & □
2. Right & ⊗
3. Up & ○
4. Down & △ & ○
Combo - □, ○, ⊗, ○, □ & ⊗

THE ROAD TO SUCCESS

TIPS FOR PUNCHING

Whilst throwing punches make sure each hits the intended target. If you are not accurate then you will leave yourself open to a counter attack by your opponent and judges will mark you down.

TIPS FOR DEFENSE

The best form of defense is getting away from your opponent. A block is the most effective form of defense and offers a good counter attack. Swaying is the quickest form of counter attack but offers less protection.

TIPS FOR FOOTWORK

Your character will not move if you try to use a Directional button and a punch button at the same time. You must be disciplined. Some opponents are masters of the ring space. They will try to control the center of the ring and get you in a corner.

NOTES