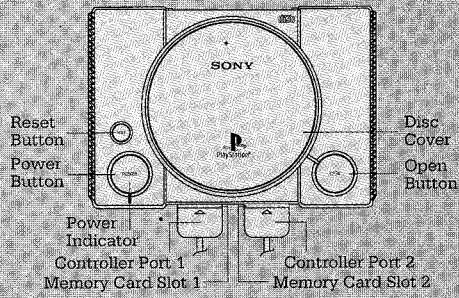

PlayStation
NTSC U/C
PlayStation
CONTENDER
EVERYONE
CONTENT RATED BY ESRB
SCUS-94294
94294
SONY
COMPUTER ENTERTAINMENT

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PLAYSTATION® GAME CONSOLE SET-UP



SETTING UP YOUR GAME

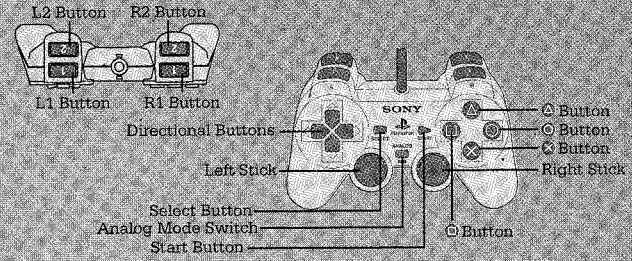
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Contender disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

If you wish to record your progress, make sure you insert a Memory card (sold separately) into Memory card slot 1 on your PlayStation. Make sure that there are four free blocks on your Memory card before commencing play.

It is advised that you do not insert or remove peripherals or Memory cards once the power on your PlayStation is turned on.

THE CONTROLLER



Directional Buttons: ➡, ⬅, ⬆, ⬇

Move your fighter in the direction pushed, regardless of your position on the screen.

Defense

△ Upper level guard
Guards the head, such as the chin and the face.

□ Lower level guard
Guards the body, such as the solar plexus and the side stomach.

L1 Clockwise sway
Moves the upper body to dodge the opponent's punch.

L2 Counter clockwise sway
Moves the upper body to dodge the opponent's punch.

Basic Punches

Press repeatedly without pressing the direction keys.

○ Upper level punch. Becomes a combination punch by repeated pressing.

✕ Lower level punch. Becomes a combination punch by repeated pressing.

Applied Punches

By combining the ○ and the ✕ buttons with the directional buttons, it is possible to throw a straight and a hook. However, unlike the basic punches, repeated blows are not possible.

↑ + ○ Upper level left hook.

↓ + ○ Upper level right hook.

↑ + ✕ Lower level left hook.

↓ + ✕ Lower level right hook.

Note: These controls will differ for left handed fighters.

Taunting

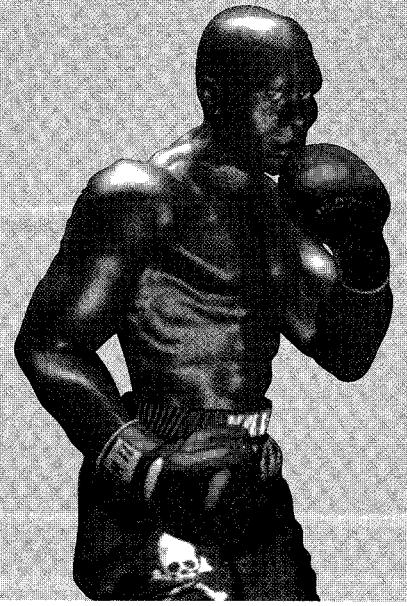
Press SELECT + ○, ✕, △, or □ to taunt your opponent during a fight.

About the Special Punches

Depending on the rankings, a boxer will learn special punches through lessons. Special punches will differ from one boxer to another.

R1 - Special Punch

R2 - Special Punch



Hint #1

When a fighter is knocked down, a special icon will appear in the bottom left or right of the screen (depending on which fighter is knocked down). This special icon is called a knockdown point. When a special punch is utilized during the availability of a knockdown point, the power of the punch will increase 2 to 3 times. This is the super punch. If you use this well, even when you are in a disadvantaged position, it is possible to turn the match around with one punch. Of course, be careful of your opponent's super punch.

Welcome to the World of Contender

With over 40 World Class boxers, Contender pits you against the best of the best of the boxing world.

Take your character on the long and testing journey from the seedy back street venues and sweaty gyms of the non-professional pugilist, all the way up to the dizzying heights of World title fights, where battles for the glory of victory are fought.

Contender is not just about fancy special moves. Packed with strategy, you must decide where your fighter's weaknesses lie and train him or her to overcome them. As you progress through the game, you'll be offered handy hints and tips from your trainer Jackal–spar with him at his gym and learn invaluable moves that will set you on the road to stardom.

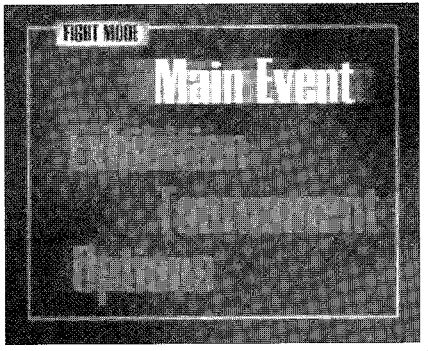
Contender is a difficult game. Only the very determined and skilled players will succeed. However, if you are getting frustrated, take a break and plan your strategy. Watch your opponent for weaknesses. Time and effort will pay dividends.

If you do gain World Champion status you will be rewarded with special new characters.

Main Menu

The Main Menu is where it all begins.

Menu screens are divided into different competitions and the Option menu. To highlight a menu item, press ↑ or ↓ on the directional buttons, then press the ✕ button to advance to the next screen. △ moves back to the previous screen.



Directional buttons ↑ and ↓	Highlight menu item
Directional buttons ← and →	Cycle/ Toggle highlighted menu item
✕ button	Select a menu item
△ button	Go back to previous screen
□ button	Go to Memory card screens (Certain screens only)

All other buttons have no use on the menu screens.

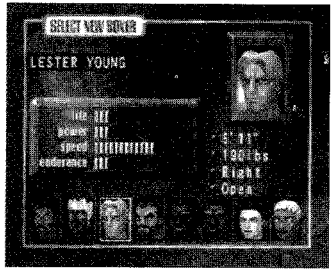
MAIN EVENT

Road to the World Title

The road to glory starts here. This championship consists of three leagues: Local, National, and World. Your target is to become the World Champion and then to retain the title against all challengers. You can save your progress after each fight. If you win your fight, you will see the development of your boxer's physique.

Choosing Your Boxer

To start, you must choose one of eight boxers. Each has a different style and stance. Once chosen, you will be entered into your first fight. As a newcomer, you will be rated last in the local league table. You will have a choice of opponents, although the choice will be limited so that you get opponents who are judged to have similar skills as you. The opponents you can choose are shown in grey in the table. Your boxer is shown as blue and the other boxers in yellow.



On occasion in your career, a challenger will be chosen for you. This is a boxer who has expressly asked to fight you.

When you win a fight, you will swap places in the league with the boxer you defeat.

New Boxer

New boxer - Debut a new boxer.

Continue - Download saved boxer from a memory card.

Check your current parameters. By pressing △, fight records can be saved.



Exhibition Fight

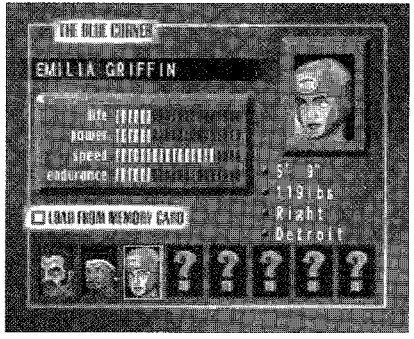
This mode can be used in many ways. It allows you to have a quick fight without the set up, or it can be used to fight against a friend in two-player mode. It can also be used to practice your moves. Exhibition fight is a free match mode.

How to Set Up an Exhibition Fight

First, choose the game mode. 'Single play' mode is for fighting against the computer. 'VS play' mode is for a 2 player match. Next choose the blue corner and red corner fighters in that order. To download boxers from a memory card, select the card icon at the bottom left hand corner of the screen. To return to the fighters in the CD memory, select the CD icon at the bottom left hand corner of the screen.

Special Characters

In Exhibition mode, new characters will appear for your selection based upon your progress in the Road to the World Title.

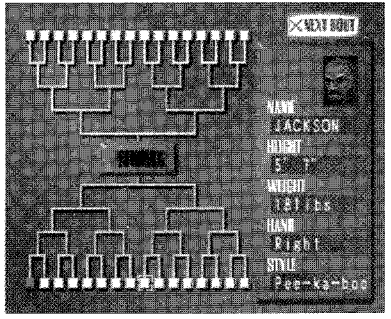


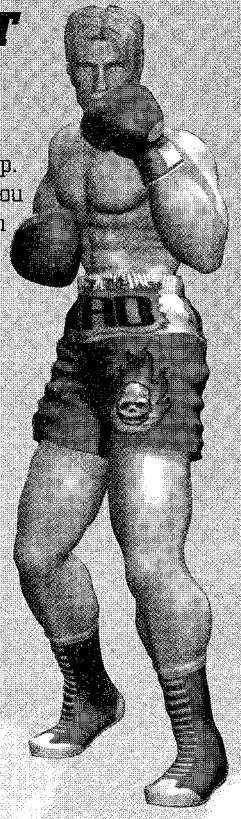
Tournament

If you get frustrated because the Road to the World Title does not let you fight against who you want, this mode is for you. After you choose your character, Contender matches up boxers randomly for a knockout championship. This can mean some one-sided fights, but it also means you may get to see some of the stars of Contender earlier than in the Road to the World Title.

32 fighters will compete in the tournament through 5 rounds. The length of a match increases as a player wins rounds.

Note: In the event of a draw in the tournament, the fighter from the red corner progresses into the next round.





OPTIONS

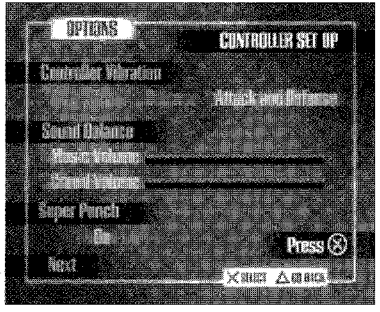
Details of the match can be selected on the Options screens.

Controller Set Up
Change ways to control the fighters during the match. Select from 3 choices. Highlight "Controller Set Up" and press the ⊗ button.

Controller Vibration
Turn the vibration function of the Dual Shock™ Analog Controller On or Off.

Sound Balance
Set the levels of the background music and the sound effects.

Super Punch
Turn Super Punch On or Off.



OPTIONS

CPU Opponent
Set the strength of the CPU boxer. 3 levels are available: Rookie, Amateur and Professional.

Game Speed
Decide on the speed of play. Super Contender is the fastest speed available.

TKO
Decide whether or not to employ the TKO rule.

> **Note:** The rules for Boxing do not insist that if a boxer is knocked down 3 times in a round a win is awarded to his opponent. However, in Contender, the TKO rule can add more fun and excitement.

Time Display
Decide whether or not the time is displayed during a match.

Default Camera
Decide on the default camera angle during a match.

Save Option Setting
Save your current option settings.

Load Option Setting
Load a previously saved option setting.

Reset to Default Settings
Return to default settings.

Control Summary

Following is a detailed breakdown of all the moves you can perform in the ring. For menu navigation controls, see Main Menu (page 7).

Tip:

What makes Contender unique from other fighting games is that you must plan your strategy. You must think about your defense as well as your attack. If you just try to simply throw punch after punch, you will easily be beaten by even the poorest amateur. Throwing consecutive punches does two things. First, your boxer will get tired (have you ever tried punching continuously for 3 minutes!?) and second, your boxer will leave himself wide open to a more accurate and disciplined opponent. You must "feel" your opponent out and then decide on the best course of action, based on your own assessment of your boxer's strengths and your opponent's weaknesses.

Punching

All boxers in the game are either right or left handed. The leading punch of a boxer is determined by this. However, if the directional button is tapped Left or Right before a punch button is pressed, the direction selected will also be the hand used for the following punch. In the examples below, it is presumed that the character you are using is right handed. Obviously if your character is left handed the ⬅/➡ descriptions are reversed to ➡/⬅

Body Punch — ⊗ **button**

Quick tap	Body jab
Double tap	Left then right body blows
Triple tap	Combination to body left/ right/ left
Quadruple tap	Combination to body left/ right/ left/ right

Head Punch — ◎ **button**

Quick tap	Head jab
Double tap	Left then right head blows
Triple tap	Combination to head left/ right/ left
Quadruple tap	Combination to head left/ right/ left/ right

Tips for Punching

- *While throwing punches, it is important to make sure that each punch hits the intended target.*
- *If you are not accurate or your punches are blocked, you will leave yourself open to a counterattack by your opponent.*
- *Always be aware of your power bars. If both are very low, this means that your character is slower and weaker. It means your punches are easier to counter and that they have less impact on your opponent. It is best to back off and wait for the top power bar to regain power.*

Defense

Body Defense — ■ button

Quick tap	Quick body cover up
Press & hold	Body block

Head Defense — △ button

Quick tap	Quick head cover up
Press & hold	Head block

Duck & Weave — L1 / L2 buttons

Quick tap	Quick duck
Press & hold	Duck & weave

Tips for Defense

- *The best form of defense is getting away from your opponent.*
- *A block is the most effective form of defense. Look closely at your opponent and judge if he will throw a head or body punch. However, be careful not to let him come in from the side as a block offers little protection here!*
- *Ducking and weaving is less defensive. It is more difficult for your opponent to hit you, but it still leaves you open to a well timed punch. However, it does offer you the advantage of a quick counterattack. Also, a combination of a punch, duck, and weave can give you upper cut and club punches.*

Movement Around the Ring

Movement — ⬅, ➡, ⬆, ⬇ buttons

Directional button tap	Move one step in direction selected
Directional button press & hold	Move in the direction selected
Directional button DOUBLE TAP	Move QUICKLY one step in the direction selected
Directional button DOUBLE TAP & hold	Move QUICKLY in the direction selected

Tips for Movement

- *Your character will not move if you try to use a directional button and a punch button at the same time. You must learn to control your timing and be disciplined when selecting which buttons to press.*
- *If you double tap forward towards your opponent, you will duck down in a defensive crouch. When you come up, you will throw a lunge punch if you press a punch button.*
- *Some opponents are masters of the ring space. They will try to control the center of the ring and get you into a corner. Unless you have a massive stamina advantage, do not let this happen.*

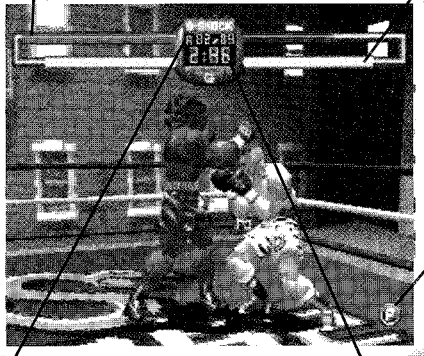
During A Fight

Stamina Gauge

Indicates the consciousness of a fighter. Decreases mainly through punches to the head. This bar is continuously recovering so it is necessary to repeatedly punch an opponent to knock them down.

Life Gauge

Indicates the fighter's physical strength. Decreases mainly through damage to the body. This regains in between rounds. Rate of decrease is less pronounced compared to stamina gauge. In order to win, it is necessary to deplete your opponent's life gauge with a tenacious and sustained attack.



Knockdown Point

Indicates the remaining 'Super Punches' which can be used according to the number of knock downs.

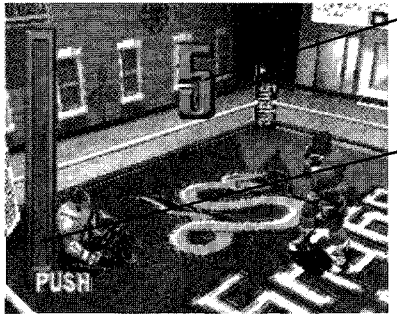
Round Number

The number on the right indicates the total number of rounds in the match. The number on the left indicates the current round number.

Remaining Time

Indicates the time left in the current round.

During A Knock Down



Count

Displayed only when a fighter is down. If a fighter is unable to assume a fighting position before the count of 10, the fighter loses.

Down Gauge

Indicates the stamina level of the boxer on the ground. Recover by repeatedly pressing the ✕ and ○ buttons. The fighter will start to get up once this gauge is full.

Useful Pointers

- Down gauge increases by repeatedly pressing the ✕ and ○ buttons.
- The more damaging the last punch, the more you will need to repeatedly press the buttons. Also, the lower the life gauge, the more you will need to repeatedly press the ✕ and ○ buttons.

Note: The time required between starting to get up and assuming a fighting position differs from one fighter to another. If the count reaches 10 while a fighter is getting up, the fighter loses on KO.

Hint #2

The main thing is to decide which punch to throw last when knocking down an opponent.

If you throw a special punch with a lot of power, it will be harder for your opponent to get back up.

Pause Menu

Pause

To pause during a fight, press START.



Cameras

It is possible to change the camera angle while pausing. There are 7 different camera angles.

Camera 1	Standard camera
Camera 2	From slightly high position
Camera 3	From the ceiling
Camera 4	From underneath the mat
Camera 5	From the blue boxer's point of view
Camera 6	From the red boxer's point of view
Camera 7	Camera will rotate in the opposite direction to the boxer's movement

Towel

If a TOWEL is selected while the game is paused, a fight will be surrendered and the match will end. A loss due to TKO will be recorded.

In Between Rounds

In Between the Rounds Screen

This screen displays the results in between the rounds. Scores by the judges up to that point, and the number of punches landed will be displayed.



Punches Landed

Knockdowns

Judges' Scores

About the Video Mode

If a VIDEO is selected in between the rounds, the previous round will be replayed. Playback speed, rewind, and camera positions can be controlled.