PlayStation

NTSC U/C

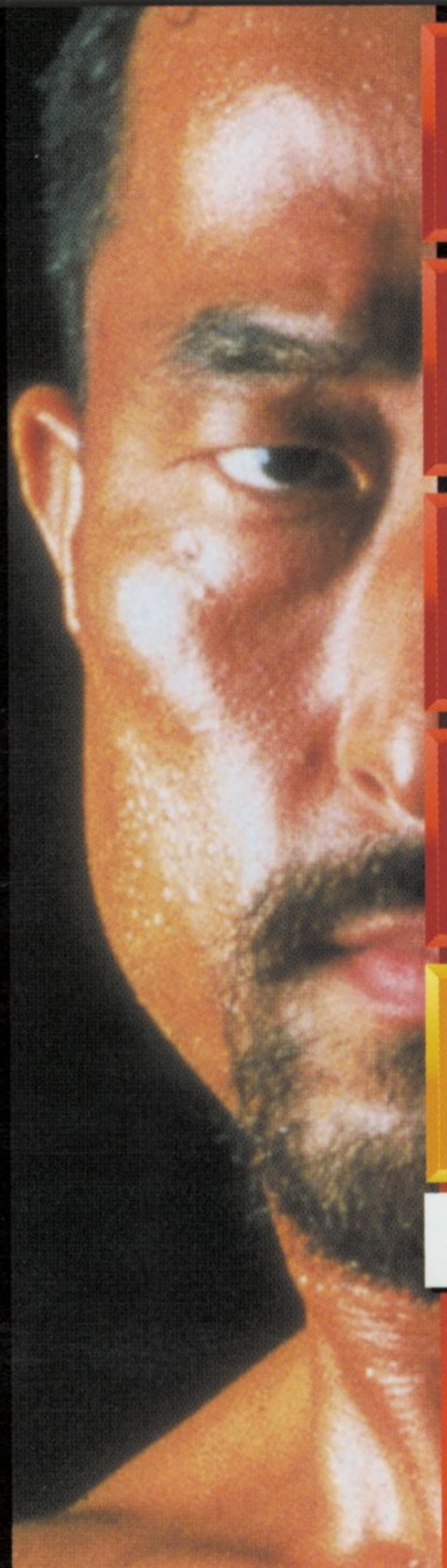
PlayStation®

EVERYONE

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CONTENT RATED BY ESRB

SLUS-00766
50011



KARATE KENPO KICKBOXING KUNG-FU

K-1 REVENGE

JALECO®

K-1 REVENGE

What is K-1?

K-1, the exciting fighting sport from Japan. K-1 is simply the most demanding martial arts fighting tournament in the world. The "K" in K-1 refers to the many martial arts disciplines that start with, or have the letter "K" in them, such as: Karate, Kung-Fu, Kenpo, Tae-Kwondo and Kickboxing. The "1" in K-1 represents #1; K-1 is the competition that determines who is the best (#1) in these full-contact martial arts.

The rules of K-1 are designed to allow martial artists from all styles (even those without the letter "K") to compete in a format that favors no particular martial art or fighting style. The rules of K-1 competition are also specifically formulated to ensure fighter safety while providing K-1 spectators with the most exciting and action-packed fights possible.

K-1 events are held throughout the year. The first K-1 event in the USA was held in Las Vegas on August 7, 1998. Among the various K-1 events, the most important is the K-1 Grand Prix where the world's elite martial arts specialists compete for the title. The K-1 Grand Prix has been held once a year since 1993, and the champions for the last three years are as follows:

1996 Andy Hug • 1997 Ernesto Hoost • 1998 Peter Aerts.

The winner of the Grand Prix earns not only a considerable purse, but is also given the undisputed K-1 title of World's Best Fighter.

http://www.k-1.co.jp/ • http://www.k-1usa.com

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Menu Controller Functions

DIRECTIONAL BUTTONS — scroll through options

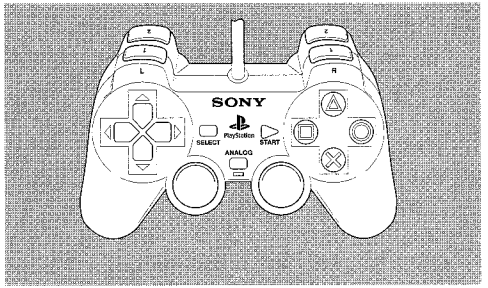
✖ — Confirm

▲ — Cancel decision/return to previous screen

Abbreviations

Bk	Back
Dbl	Double
R	Right
H	High
Hk	Hook
Jp	Jump
K	Kick
L	Left
Lg	Long
Lw	Low
M	Middle
Rv	Reverse
Sg	Swing
Sp	Spin
Stp	Step
Strt	Straight
Sy	Sway

Game Controller Functions



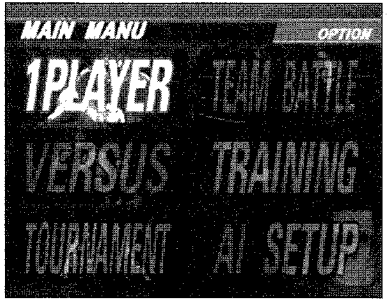
(Key configuration can be changed at OPTION mode)

L1	Dodge left
R1	Dodge right
▲	Special attack / Cancel
●	Kick / Change Power experience point (AI mode)
✖	Punch / Enter
■	Change Speed experience point (AI mode) / Change control (Player / AI)
SELECT	Move to next assignment (Training mode)
START	Pause game / Start game
DIRECTIONAL BUTTONS	Move fighter / Move cursor

L2, R2 buttons are not used.

Starting A Game

Press START button, and the GAME MODE SELECT screen is displayed.
Select a mode and press the ✖ button to enter.



Modes

1 PLAYER
Choose this mode to fight against the CPU. Select the fighter you want by using the Directional buttons, and press the ✖ button to enter. This mode is complete when you defeat 11 opponents. AI characters can also be used.

VS
Choose this mode to fight against another player. Fighter selection is the same as 1 PLAYER mode.

TOURNAMENT
This mode allows you to play tournament matches consisting of a maximum of 8 players. Select the number of players, and then select the fighter you want to play. AI characters cannot be used. (Note: the location of the controller may alternate depending on the combination of the matches.)

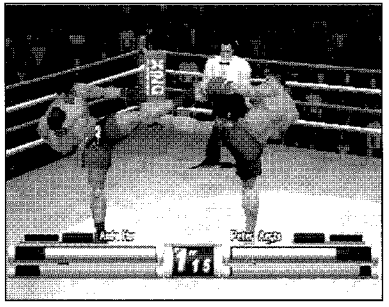
TEAM BATTLE
You can pick your three favorite fighters to create a team, and fight against another team (second player or CPU). AI characters can also be used.

TRAINING
This mode allows you to practice fighting moves (see page 11 for details).

AI setup
This mode allows a player to select settings for customizing a fighter (see page 12 for details).

OPTION
Set the level of difficulty and other parameters of match (see page 16 for details).

Game Screen



LIFE GAUGE
Shows the fighter's physical strength level. The strength is recoverable when it is in red. A fighter recovers the strength to a certain extent during every interval. When knocked down, press the Directional button repeatedly to quickly recover strength.

STAMINA GAUGE
Displays the fighter's stamina. It decreases each time a fighter uses a move. Low stamina means low offensive or defensive power.

TIME GAUGE
Shows the elapsed time of the round.

COMBO ATTACK DISPLAY
Shows the number of hits of combination attacks (More than one move at a time).

NUMBER OF DOWNS
Displays the number of times that a fighter has been knocked down.

DOWN GAUGE
Shows the level of damage. When it reaches the maximum, a player gets knocked down.

K-1 Special Rules for PlayStation®

ARTICLE 1: Two appropriately trained fighters shall fight the match. They may attack and defend within the rules. The rules are shown in the following articles (2 – 4).

ARTICLE 2: Matches shall consist of three-180 second rounds.

1. Matches shall extend one extra 180 second round in case the fighters tie after 3 rounds.

2. Matches shall extend one last 180 second round in case the fighters tie again. The judges will decide the winner of this match based on even the slightest difference in the gauges.

ARTICLE 3: A point shall be scored each time when there is an attack effective enough to cause damage to the opponent.

ARTICLE 4: The winner of a match shall be decided as follows:

1. Decision (The judges decide a winner based on the score.)

2. Knock Out (KO)

a. When a fighter cannot pose for fighting within 9 seconds after being knocked down.

b. When a fighter receives a "Technical Knock Out" (TKO).

c. When a fighter gets damaged so the life gauge goes below 0.

Basic Operation

EXPLANATION ON CONTROLS

→	Press Directional button in the direction shown.
✱	Release Directional button.
▲	Press special attack button.
✖	Press punch button.
●	Press kick button.
L1, R1	Press L1 / R1 button.

Example: FRONT KICK [→●] Press Directional button to right and kick button.

MOVES (When a fighter is facing right)

→←	Forward / Backward
→→←←	Step in / Step out
✱	Upper Auto guard
↓	Lower Auto guard
L1, R1	Dodge Left / Right
↓↓	Ducking

UNIVERSAL MOVES (When a fighter is facing right)

✖	Jab
→✖	Straight
←✖	Upper
↓✖	Body Blow
●	High Kick
←●	Middle Kick
→●	Front Kick
↓●	Low Kick

UPPER ATTACK, LOWER ATTACK, AND GUARD

The upper attacks, such as straight and high kicks, can be automatically guarded by releasing the Directional button. The attacks against the opponent's body, such as body blows and middle kicks, can also be guarded by releasing the Directional button. The lower attacks, such as upper and low kicks, can be guarded by pressing the Directional button ↓(down).

To get up after being knocked down, push the Directional button repeatedly.

Special Attacks

DUCKING ATTACKS

Attacks while evading the opponent's upper attack.

Ducking Hook	Press ↓↓✱ ✖
Ducking Upper	Press ↓↓✖

GRAPPLE MOVE

Grapples the opponent and knee kicks. It prompts a push when the opponent tries to kick.

Press the ●✖ buttons simultaneously.

PUSHING

Push the opponent.

Press ←←✖

SWAY ATTACK

Bends the body backward and attacks.

Press ←←▲

MOVING ATTACK

Dashes towards opponent and attacks.

Long Straight	Press ↓→✖
Dash Upper	Press ↓←●
Dash Middle	Press →→▲
Dash Ultimate	Press ↓←▲

COUNTER GUARD

Counter attacks the opponent.

For upper attack	Press ↓←▲
For middle attack (or Dash Upper)	Press ↓←✖
For lower attack (or Dash Middle)	Press ↓←●

DODGE ATTACK

Dodges to the opponent's side and attacks.

Upper Dodge	Press L1 (R1) ✖
High Dodge	Press L1 (R1) ●
Knee Dodge	Press L1 (R1) ▲

BOOST ATTACK

Increases the damaging power of special attacks.

Press the ▲ button for an extended period of time when a special attack is commanded.

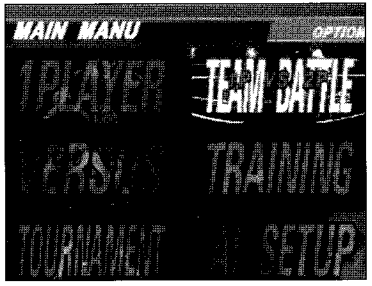
Tournament Mode

Tournament consisting of up to eight outstanding fighters!
Reproduce the K-1 Grand Prix in your home!

1) Select the Tournament mode. Press the ✖ button to enter.
2) Select the number of players.
3) Select the fighters.
   *The position of the controller may alternate depending upon the combination of fighters.

Team Battle Mode

Two-team battle consisting of six fighters!

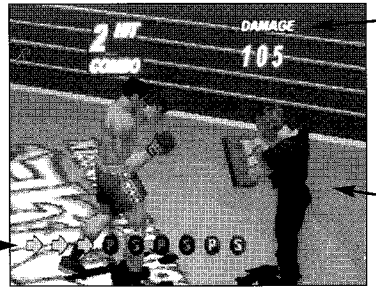


1) Select the Team Battle mode. Press the ✖ button to enter.
2) Select 1P VS. 2P or 1P VS. CPU.
3) Select fighters using the Directional button, and press the ✖ button to enter. (Press the ■ button to switch MANUAL or AI.)
   *A fighter cannot be assigned twice in the same team.
4) A team wins when it defeats all 3 opponents.

Training Mode

This mode gives you an opportunity to get used to maneuvering the controller functions. There are 3 training modes available. Press the START button to pause and select Quit to exit from the training mode.

1. Attack Training This is for practicing ultimate attacks or combination attacks. Select a fighter and use a move against the coach. Coach Minatoya does not counter-attack. The damage of the move will be shown on the damage score. The damage of a combination attack is also displayed.



2. Counter Training (Defense Training) This training is for practicing counter moves. Coach Minatoya punches and kicks at random.

3. Combo Training In this mode, coach Minatoya will teach you hands-on fighting combinations. Assignment Success Count Failure Count

• Displayed commands are for fighters facing right. If facing left, a player must reverse the moves.

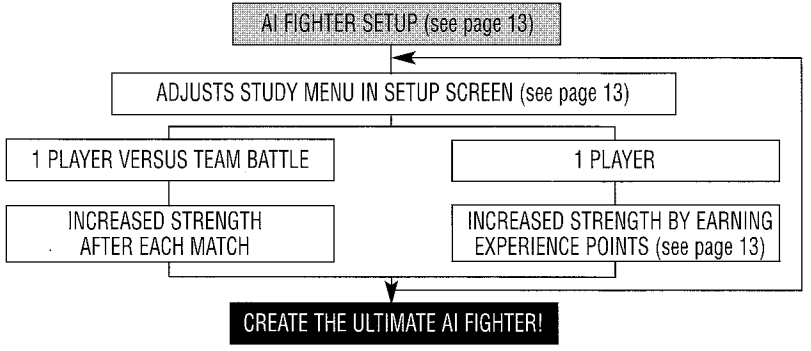
• In case of Musashi, the assigned moves may require a player to input a left/right stance change (←→▲) in advance.

AI Setup Mode

AI Fighter Mode

This mode enables a player to educate a fighter to learn certain fighting patterns. There are 1P, VS, or Team Battle modes to play. As an AI fighter goes through matches, he learns offense and defense techniques and gradually becomes smarter. An AI fighter also earns experience points each time a 1P game is cleared, which increases the attacking power and speed.

Note: A memory card with 4-block memory capacity (1 block for option data and 3 blocks for study data) is required to play this AI Fighter mode. In order to avoid an error, do not remove your memory card during a game.



Setup AI Data

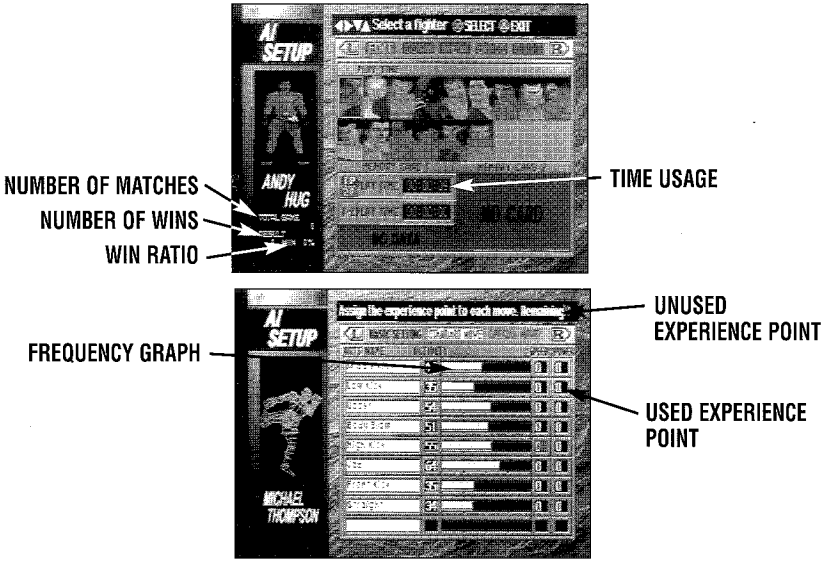
1. Select AI Setup Data using Directional button up / down.
2. Select NEW using L1/R1 button. Press the ✖ button to enter.

AI data is now setup to study and store the data from all fighters. Press the ▲ button to exit.

Select A Fighter

1. Select Edit using L1/R1 button. Press the ✖ button to enter.
2. Select a fighter by pressing the ✖ button and choose the settings.

Fighter Setting Screens



What Is An Experience Point?

AI fighters earn Experience Points each time he clears a 1 Player mode. By assigning each point to a move, an AI fighter's ability is improved. The more

points assigned to a player, the stronger AI fighter gets. Press the ■ button to increase his speed; and the ● button to increase his power. The harder the difficulty level of a game, the more points a player earns as follows:

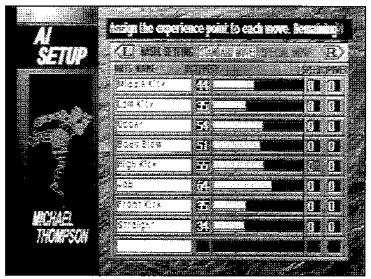
LEVEL 1 . . . . . 1 POINT
LEVEL 2 . . . . . 2 POINTS
LEVEL 3 . . . . . 3 POINTS
NOTE: A player cannot control AI fighter.

Regarding Auto Save

This game saves automatically. Information on options and hidden fighters are saved in MEMORY CARD slot 1 as "K-1 Revenge Option". AI setup information will be saved under K-1 REVENGE AI 01-03 and the study information will be saved automatically after each fight. Select AI setup if you need new study data or you need to renew AI data. To avoid an error, do not remove the MEMORY CARD or Controller during a game.

AI Setup

Press the ✖ button in Edit Mode and the AI Fighter Edit screen will be displayed. This mode lets you setup an AI fighter in detail. Use the Directional button up/down or L1/R1 buttons to move the cursor and Directional button left/right to select a frequency. AI will use a move with the greater frequency. However, AI studies the effectiveness of a move and may reduce the frequency if necessary. Press the ▲ button to exit.



1. Basic Settings: It determines the study efficiency and basic actions.

- Study Level.....Sets the extent of how much the AI learns each time.
- Preemptive Attack .....Sets a fighter to engage in a preemptive attack.
- Counter.....Sets a fighter to counter-attack.
- Evade .....Sets a fighter to evade attacks.
- Guard.....Sets a fighter to guard against attacks.
- Combination .....Sets a fighter to make consecutive moves.
- Counter-Guard.....Sets a fighter to counter-guard often.
- Boost .....Sets a fighter to boost-attack often.
- Cancel .....Sets a fighter to cancel often.

2. Special Attack: Sets the frequency and assigns the experience points.
3. Standard Attack: Sets the frequency and assigns the experience points.
4. Moving Attack: Sets means of moving attack and its frequency, and also assigns the experience point.
5. Combination Attacks: Sets the frequency of combination attacks.
6. Void: Cancels the changes of AI settings.

Select A Fighter

Press the ■ button when you select a fighter in 1P, VS, or TEAM BATTLE mode and the control is switched to AI.

Copy AI Data

It copies the studied data of AI.

1. Move the cursor to COPY (using L1/R1 button) and select the AI data to be copied. Press the ✖ button to decide.
2. Select a file to which the data is to be copied. Press the ✖ button to enter.

Delete AI Data

Select this mode when you want to reprogram the AI.

1. Select ERASE.
2. Select the AI data to be erased. Press the ✖ button to enter.

Change Assigned Controller of AI Data

All AI data is denoted with 1P or 2P. Data with 1P is controlled by controller 1; data with 2P is controlled by controller 2. Do the following when you want to change the setting:

1. Select AI data.
2. Press the ■ button to assign the controller 1.
   Press the ● button to assign the controller 2.

Option

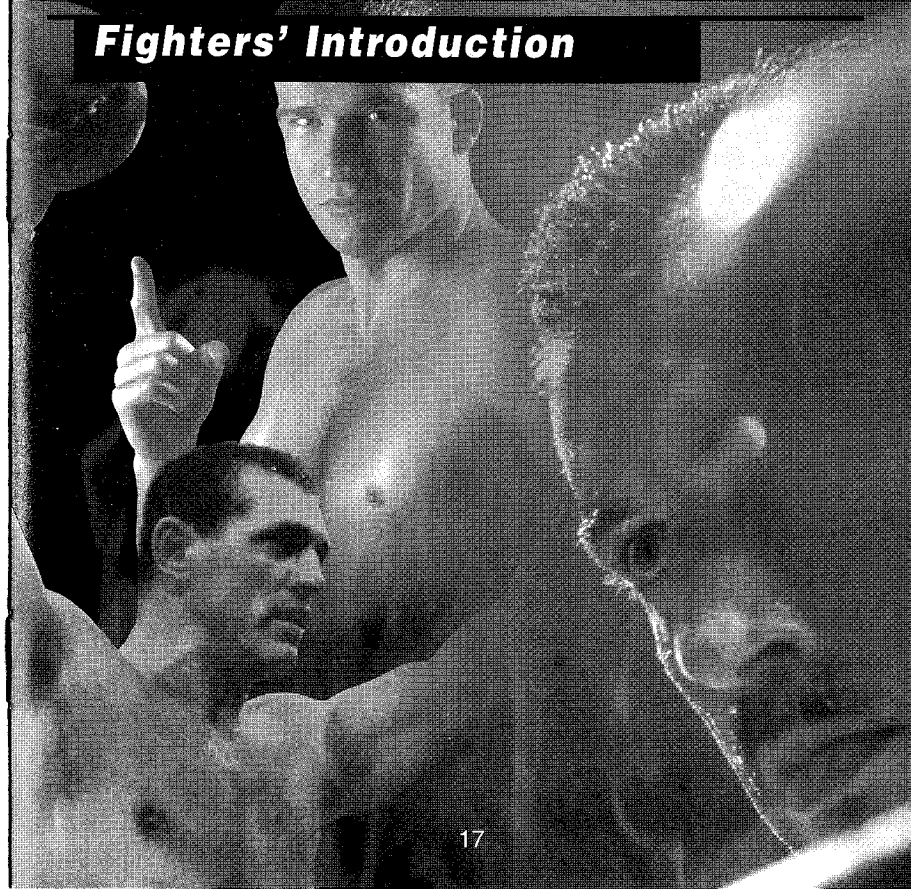
This mode enables you to set the game contents in detail. Option data will be automatically saved to the memory card in slot 1, but not in slot 2.

Rule Option

Game Level	Sets difficulty. 1=Easy ~ 5=Hard
Round	Sets the number of rounds.
Down	Sets the number of downs to get a Technical Knock Out.
Time	Sets the time for one round.
SE Volume	Sets the sound effects volume.
EGM Volume	Sets the background music volume.

Player Configuration

Punch	Sets a button for punch (Standard: ✖).
Kick	Sets a button for kick (Standard: ●).
Special	Sets a button for special attack (Standard: ▲).



ANDY HUG



Date of Birth: September 7, 1964
Height: 180 cm
Weight: 96.7 kg
Title: WMTC World Super Heavy Weight Champion
K-1 Grand Prix '96 Champion
Birth Place: Switzerland
Gym: Seido Kaikan
Favorite Moves:
▲ Left Hook
←▲ Back Spin Hook High
↓▲ Hug Tornado
→▲ Axe Kick
←→✖ Hand Chop

BRANKO CIKATIC



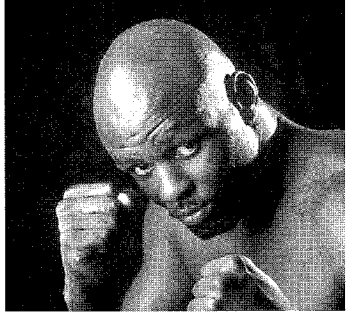
Date of Birth: October 4, 1954
Height: 189 cm
Weight: 98 kg
Title: K-1 Grand Prix '93 Champion
Birth Place: Croatia
Gym: Tiger Gym
Favorite Moves:
▲ Right Hook
←▲ Back Blow
↓▲ Back Spin Kick Middle
→▲ Back Spin Kick High
←→▲ Smash

CHANGPUEK KIATSONGRIT



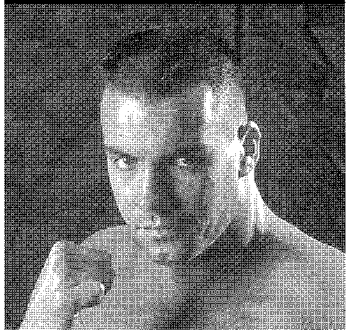
Date of Birth: October 23, 1966
Height: 175 cm
Weight: 77 kg
Title: IMF World Light Heavy Weight Champion
K-2 Grand Prix '93 Runner-up
Birth Place: Thailand
Gym: Kiatsongrit Gym
Favorite Moves:
←→✖ Elbow Strike
←→✖✖ Double Elbow
▲ Step in Middle
←▲ Spin Elbow
↓▲ Knee Kick

ERNESTO HOOST



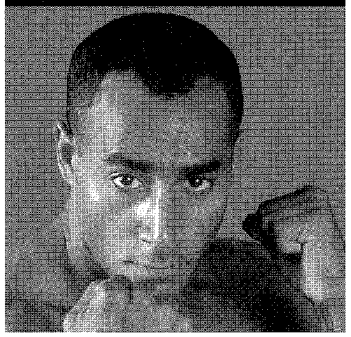
Date of Birth: July 11, 1965
Height: 195 cm
Weight 98.2 kg
Title: K-1 Grand Prix '96 Third Place
K-1 Grand Prix '97 Champion
Birth Place: Holland
Gym: Vos Gym
Favorite Moves:
▲ Step in High
←▲ Back Blow
↓▲ Left Upper
→▲ Jump Knee
←→✖ Elbow Strike

JEAN CLAUDE



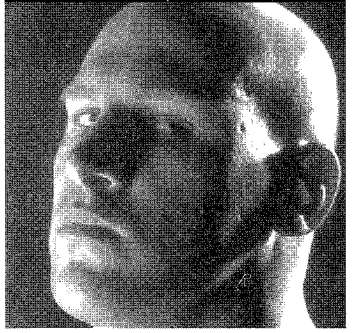
Date of Birth: November 30, 1970
Height: 191 cm
Weight: 106.6 kg
Title: ISKA World Free Style Super Heavy Weight Champion
Birth Place: U. S. A.
Gym: Fairtex Gym
Favorite Moves:
▲ Swing Hook
←▲ Upper Cut
↓▲ Body Hook
→▲ Axe Kick
▲▲ Combo Hook

MICHAEL THOMPSON



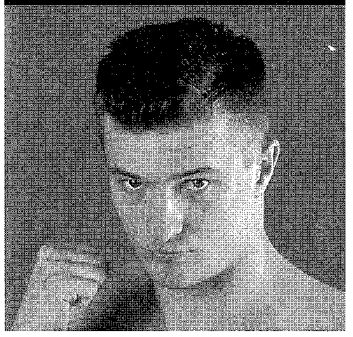
Date of Birth: June 23, 1962
Height: 180 cm
Weight: 88 kg
Title: WKA World Super Cruiser Weight Champion
Birth Place: U. K.
Gym: Seido Kaikan
Favorite Moves:
▲ Back Spin Kick High
←▲ Jump Spin Kick
↓▲ Back Spin Kick Middle
●● Double Kick High
↓●● Double Kick Low & High

MIKE BERNARDO



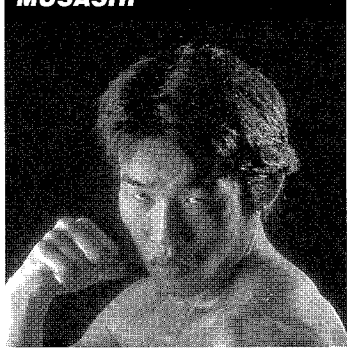
Date of Birth: July 28, 1969
Height: 193 cm
Weight: 112 kg
Title: WAKO Pro World Thai Boxing Super Heavy Weight Champion
K-1 Grand Prix '96 Runner-up
Birth Place: South Africa
Gym: Steve's Gym
Favorite Moves:
▲ Swing Hook
←▲ Back Blow
↓▲ Swing Upper
→▲ Swing Straight
▲▲ Double Hook

MIRKO TIGER



Date of Birth: September 10, 1974
Height: 189 cm
Weight: 94 kg
Title: K-1 Grand Prix '96 Best 8
Birth Place Croatia
Gym: Tiger Gym
Favorite Moves:
▲ Step in Straight
←▲ Back Blow
↓▲ Back Spin Kick Middle
←←▲ Sway Knee
→→▲ Step in High

MUSASHI



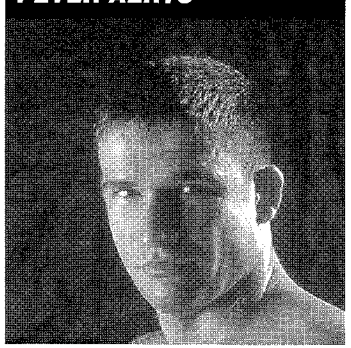
Date of Birth: October 17, 1972
Height: 185 cm
Weight: 98 kg
Title: K-1 Grand Prix '96 Third Place
Birth Place: Japan
Gym: Seido Kaikan
Favorite Moves:
←▲ Jump Back Spin Kick
↓▲ Punch High
✖✖ One Two
↓●● Double Low (Orthodox)
←→▲ Stance Change (Change Pose)

NOBUAKI KAKUDA



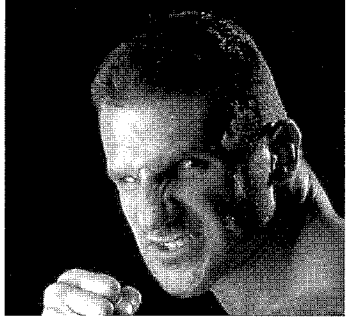
Date of Birth: April 11, 1961
Height: 174 cm
Weight: 93.1 kg
Title: 7th All-Japan Weight Category Karate Competition Heavy Weight Fourth Place
Birth Place: Japan
Gym: Seido Kaikan
Favorite Moves:
▲ Swing Hook
←▲ Reverse-thrust
↓▲ Swing Kick Low
→▲ Right Front Kick
▲▲ Double Hook

PETER AERTS



Date of Birth: October 25, 1970
Height: 192 cm
Weight: 105.2 kg
Title: K-1 Grand Prix '98 Champion
K-1 Grand Prix '94 & '95 consecutive Champion
Birth Place: Holland
Gym: No Affiliation
Favorite Moves:
▲ Knee Kick
←▲ Back Blow
↓▲ Back Kick Low
→▲ Back Kick High
←→✖ Elbow Strike

SAM GRECO



Date of Birth: May 3, 1967
Height: 188 cm
Weight: 105.5 kg
Title: K-1 Grand Prix '96 & '97 Best 8
WAKO World Super Heavy Weight Champion
Birth Place: Australia
Gym: Seido Kaikan
Favorite Moves:
▲ Swing Blow
←▲ Right Body
↓▲ Low Thrust
→▲ Straight Thrust
▲▲ Swing Hook Double

STAN THE MAN



Date of Birth: June 25, 1965
Height: 176 cm
Weight: 97.3 kg
Title: WKA World Super Heavy Weight Champion
ISKA World Super Heavy Weight Champion
Birth Place: Australia
Gym: Fitzroy Star Gym
Favorite Moves:
▲ Swing Hook
←▲ Jump Spin Kick
↓▲ Back Spin Kick Middle
→▲ Back Spin Kick High
▲▲ Swing Hook Combo

TAIEI KIN



Date of Birth: July 8, 1970
Height: 180 cm
Weight: 74 kg
Title: Karate World Cup '95 Champion
WMTC World Junior Middle Weight Champion
Birth Place: Japan
Gym: Seido Kaikan
Favorite Moves:
▲ Step in Middle
←▲ Back Blow
↓▲ Step in Low
→▲ Back Spin Kick
←→▲ Body Straight



