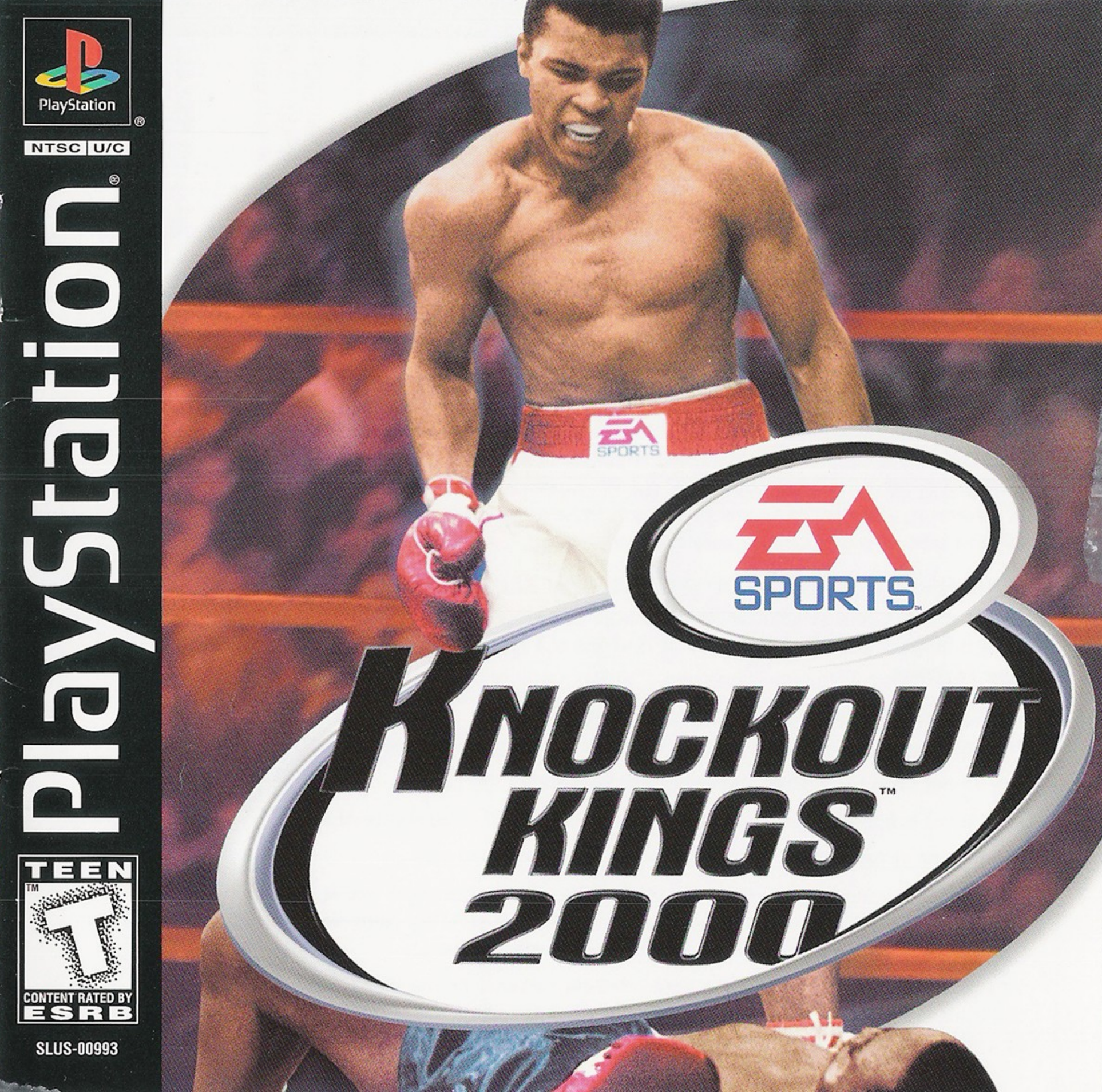

PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00993
EA SPORTS
EA SPORTS
KNOCKOUT KINGS 2000

STARTING THE GAME

Do not insert or remove peripherals or Memory Cards once the power is turned on. Please ensure that there are enought free blocks on your MEMORY CARD before commencing play.



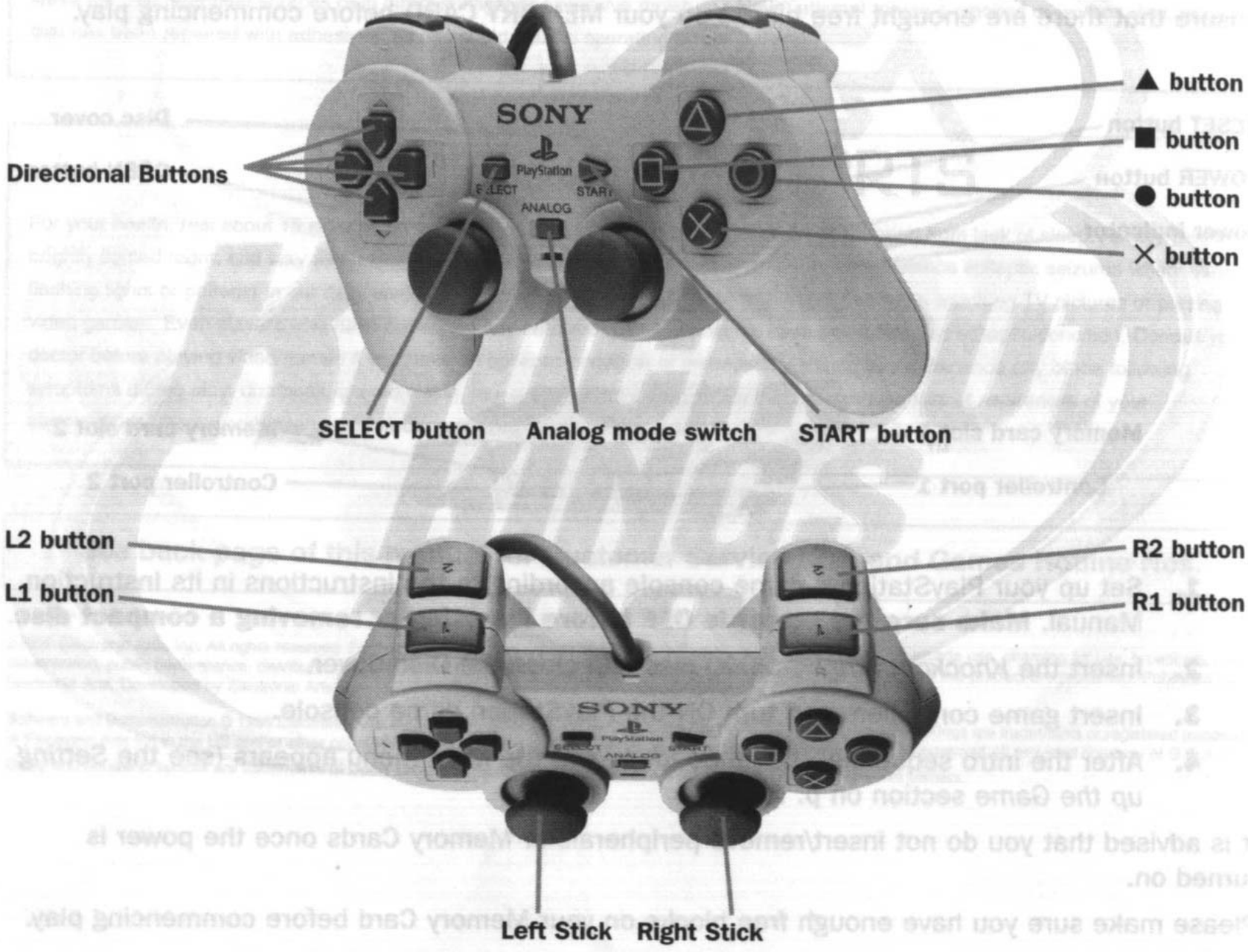
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Knockout Kings™ 2000* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.
4. After the intro sequence, the game loads and the Main menu appears (see the *Setting up the Game* section on p. 12.).

It is advised that you do not insert/remove peripherals or Memory Cards once the power is turned on.

Please make sure you have enough free blocks on your Memory Card before commencing play.

1 - 2 Players | Memory Card 1 - 2 blocks | Analog Control Compatible | Vibration Function Compatible

BASIC CONTROLS



CONTENTS

For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**

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COMMAND SUMMARY

Basic Game Controls

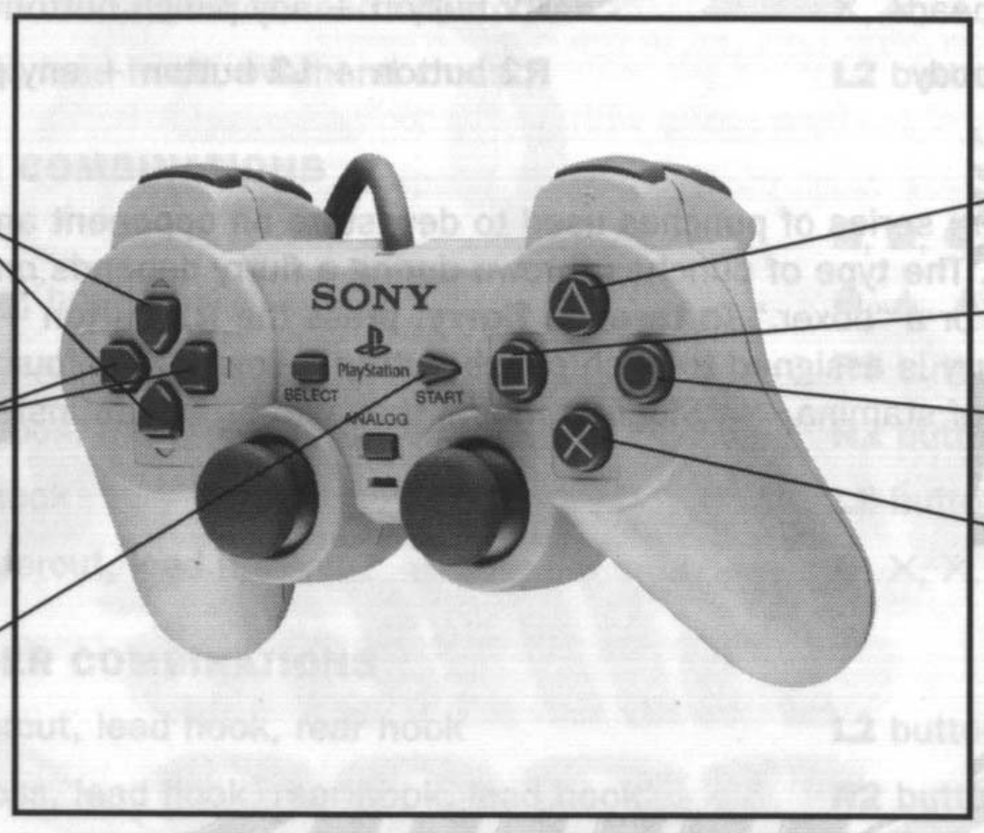
Action (boxer/slugger)	Control
Move Boxer	Directional button
Jab/Straight Punch	■ button
Cross/Overhand Cross	● button
Uppercut/Bolo Uppercut	▲ button
Hook	× button
Body Punch	**L2** button + any punch button
Block High/Low (crouch)	**L1** button/**L2** button
Pause Fight	START button

In addition to these basic moves, *Knockout Kings 2000* includes many other moves you control – combinations, taunts, illegal blows etc. For more information about basic gameplay controls, see the *Complete Game Controls* section on p. 5.

Note: *This game supports the Vibration function of the Analog Controlller (DUAL SHOCK) in Digital mode.*

COMPLETE GAME CONTROLS

Offence



Circle Left/Right
Directional button UP/DOWN

Move Backward/Forward
Directional button LEFT/RIGHT

Pause the Game
START Button

Uppercut
▲ *button*

Jab
■ *button*

Cross
● *button*

Hook
× *button*

- The controls in this manual are shown for the Default Configuration. You can change the default controls by changing the controller configuration to one of three available presets. For more information see the *Options Menu* section on p.13.
- All moves shown are for a boxer fighting out of the blue corner. For a boxer fighting out of the red corner, the **LEFT/RIGHT** Directional button controls are reversed.

Note: *In analog mode (LED:Red) the left stick can be used to move your boxer. Moving the right stick up will uppercut, moving the right stick down will hook, moving the right stick left and right will jab and cross respectively.*

Moving in the Ring

Long step backward/forward	**R2** button + Directional button **LEFT/RIGHT**.
Move while jabbing	■ button + Directional button
Lunge punch to the head	**R2** button + any punch button
Lunge punch to the body	**R2** button + **L2** button + any punch button

Flurries

A flurry is a fast, sharp series of punches used to devastate an opponent and, hopefully, alter the course of a fight. The type of punches thrown during a flurry depends on whether your fighter is a "slugger" or a "boxer." To **throw a flurry**, press the **R1** button + any basic punch button. A specific flurry is assigned to each punch button, allowing you four flurry options. Flurries use up a lot of stamina – in Slugfest mode, they use up health instead.

Combinations

Combinations do more damage than flurries but are harder to pull off.

GENERAL COMBINATIONS

Lead hook, lead hook, rear uppercut, lead uppercut	×, ×, ▲, ▲
Lead hook, lead hook, lead hook, overhand cross	**L2** button + ×, ×, ●, ●

EXCLUSIVE BOXER COMBINATIONS

Jab, jab, cross, hook	■, ■, ●, ●
Cross, hook, uppercut, hook	●, ▲, ▲, ▲
Lunging uppercut, cross, hook, uppercut	**R2** button + ▲, ●, ●, ●
Lunging cross, lead hook, rear hook, lead hook	**R2** button + ●, ×, ×, ×
Cross, hook, cross, hook	**L2** button + ●, ×, ×, ×
Cross, hook, rear uppercut, lead uppercut	●, ×, ×, ×

EXCLUSIVE SLUGGER COMBINATIONS

Straight punch, uppercut, lead hook, rear hook	**L2** button + ■, ▲, ▲, ▲
Lunging overhand cross, lead hook, rear hook, lead hook	**R2** button + ●, ×, ×, ×

Signature Moves

Signature moves are special moves that are unique to each individual boxer. Some signature moves are offensive and may increase damage given over a short period of time (alternatively, they may simply consist of one big punch). Others are defensive, such as ones that increase speed or decrease damage taken over a short period of time. In Career mode, a signature move is earned by your boxer after he's put in the hours training.

- To perform a **signature move** with any boxer, press the ▲ button + the ● button.

Following are descriptions of all the available signature moves:

CRASHING HOOK	A powerful lunging lead hook to the head.
RIB BUSTER	A devastating lunging lead hook to the body.
SWEET SUGAR	Similar to a regular flurry attack but twice as many punches. Targets both the head and body.
MEGA-FLURRY 1 & 2	Similar to a regular flurry attack but twice as many punches. Mega flurry 1 targets the head and Mega flurry 2 targets the body, ending with an uppercut to the head.
STING LIKE A BEE	A barrage of quick jabs ending in a vicious cross.
SEND OUT THE DOGS	Three powerful jabs to the head.
RISING HAMMER	The boxer drops into a crouch to duck any high attacks before releasing a rising lead hook to the head.
HANDS OF STONE	This move is "charged" up, during which time your boxer is vulnerable. After charging up, blocked punches will still do a single point of damage. This move lasts for a short period of time.
FURY	Like Hands of Stone, this move is charged up. After charging up, the boxer's speed is increased. The speed effect lasts for 30 seconds.
HUGE UPPERCUT	A massive uppercut to the head.

THE WARRIOR	Another charge-up move. After charging up, the boxer becomes almost impervious to damage. This move only lasts for a short amount of time.
THUNDER PUNCH	A wind-up cross to the head.
BODY BLASTER	A wind-up lead hook to the body.
DOUBLE BODY BLASTER	Two winding lead hooks rather than one. The extra damage comes at the expense of speed.
RAPID FIRE	Four hard lead hooks to the head.

Power Punches

Power punches can be thrown only when the power meter is full and only appear in Slugfest mode

- To throw a power-lunging-rear-uppercut to the head, press the × button + the ■ button.
- To throw a power-lunging-cross to the body, press the **L1** button + the × button + the ■ button.

Defence

Bob left/right	**L1** button + Directional button **UP/DOWN**
Lean back	**L1** button + Directional button **LEFT**
Weave left/right	**L2** button + Directional button **UP/DOWN**
Push	**L1** button + Directional button **RIGHT**
Switch your stance	**L2** button + **R1** button + **R2** button
Kneel down	**L1** button + **L2** button + **R1** button + **R2** button

- To punch while blocking, press and hold the **L1** button + any basic punch button.

***EA* TIP:** A kneel-down counts as a knockdown. Only kneel to save yourself from a KO.

Punching Out Of Defence Moves

Overhand jab	■ button + Directional button **DOWN** (while pressing **L1** button)
Overhand cross	● button + Directional button **UP** (while pressing **L1** button)
Lead uppercut	▲ button + Directional button **UP** (while pressing **L2** button)
Rear hook	× button + Directional button **DOWN** (while pressing **L2** button)

Clinch Moves

Clinch moves are designed to help you escape a clinch and/or punish your opponent while in the clinch - using any means necessary.

Clinch	**L1** button + **R1** button
Inside **rear hook**	■ button
Inside **rear uppercut**	● button
Escape a clinch	Tap the × button rapidly
Head-butt	**R1** button + **R2** button + ▲ button
Kidney punch	**R1** button + **R2** button + × button or ● button

Taunts and Illegal Moves

Taunt	**SELECT** button
Head-butt	**R1** button + **R2** button + ▲ button
Elbow	**R1** button + **R2** button + ■ button
Low blow	**R1** button + **R2** button + × button
Kidney punch	**R1** button + **R2** button + ● button
Rabbit punch	**R1** button + **R2** button + ■ button

SETTING UP THE GAME

Main Menu

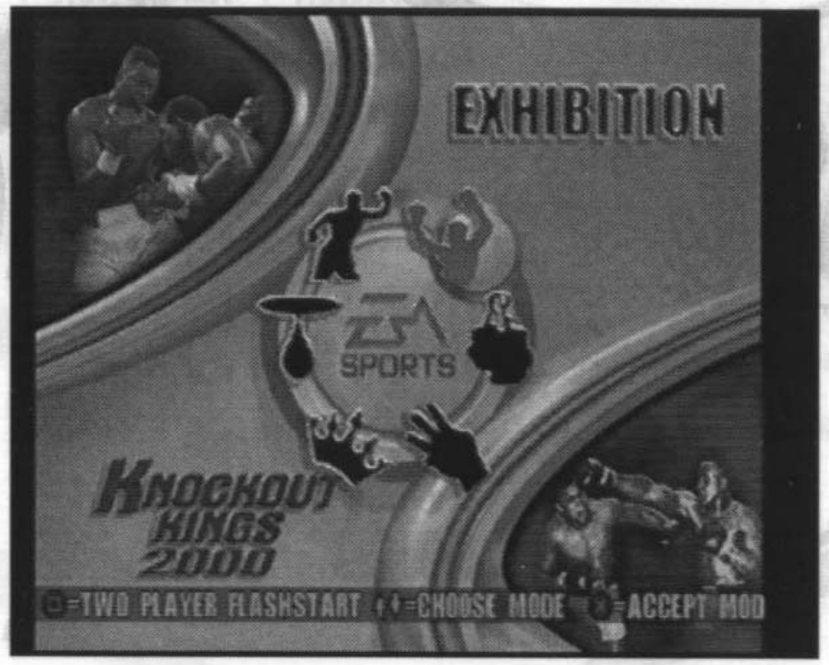
The Main menu appears following the *Knockout Kings 2000* introductory video. Here you can choose your fight options and set the bout parameters.

Note: Default options are listed in **bold** in this manual.

Slugfest
No rules. No refs. No waiting.

Build your own contender from the laces up.
(See the Creating a Boxer section on p. 20)

Rewrite history in 9 of the greatest fights in all of boxing.
(See the Classic Fights section on p. 23)



Duke it out as and against any of the Knockout Kings 2000 featured champions and customised boxers.
(See the Exhibition Mode section on p. 17.)

Review the story on all Knockout Kings 2000 featured champions.

Program the game options.
(See the Options Menu section on p. 13)

Options Menu

Rules

DIFFICULTY: Set the difficulty at EASY, **NORMAL** or HARD.

NUMBER OF ROUNDS: Set the rounds per match at 1 through 15 (for Slugfest and Exhibition fights only).

TIME: Set the match time at REAL TIME or **DOUBLE TIME**.

SAVED BY THE BELL: Toggle ON/OFF. When ON, a fighter who is knocked down at the end of the last round can be saved by the bell.

3 KNOCKDOWN: Toggle **ON**/OFF. When **ON**, the referee calls the fight after the third knockdown in any round.

Audio/Cinematics

SOUND MODE: Toggle **STEREO**/MONO.

SOUND VOLUME: Set the sound volume to your liking.

MUSIC VOLUME: Set the music volume to your liking.

SPEECH: When **ON**, ringside announcers provide blow-by-blow commentary and analysis.

PRE-FIGHT INTRODUCTIONS: When **ON**, fighters will be announced prior to each fight.

ROUND INTERMISSIONS: When **ON**, round intermissions will play, showing round highlights, scorecard updates and card girls.

Controller Configuration

Choose from the available controller presets, each with a slightly different button configuration. Select the preset that works best for you. One-Button Mode™ is a special mode that lets the CPU select the best punch for you. Simply press the Punch button and watch the leather fly!

Load Custom Boxers

Load your created boxers for use in Slugfest or Exhibition modes by going to the Options screen and selecting this option.

Cyber Athlete™

View a video on the making of the EA SPORTS Cyber Athlete.

Note: *If a MEMORY CARD is inserted, Knockout Kings 2000 will automatically create a Save File and then save any Options settings which have been changed. If the MEMORY CARD is inserted at boot-up, then these Option changes will be auto-loaded.*

STARTING A SLUGFEST

Choose your fighter, select your opponent and go for it. No rules. No waiting. No stamina. No mercy!

Boxer Select Screen

The Boxer Select screen is where you choose your fighter and opponent.

To Select Boxers:

1. Directional button **LEFT/RIGHT** to highlight a boxer fighting out of blue corner. Directional button **UP/DOWN** to change weight classes. **Press the × button to select a boxer.**

2. After selecting the first boxer, Directional button **LEFT/RIGHT** to select a CPU-controlled opponent. (When setting up a head-to-head bout with a "friend," Player 2 must press the **START** button before Player 1 chooses a boxer.)

3. After choosing your boxers, select an arena, then press the × button. The fight begins. (See the *In the Ring* section on p. 18).

Note: When fighting against a boxer from a different weight class, the heavier boxer will do more damage with his punches.

- To set the length of a Slugfest bout, select OPTIONS from the Main menu, go to RULES, then set the number of rounds.

EA TIP: From the Main menu, you can select Flash Start™ mode by pressing the ● button (1 player) or the ■ button (2 player). Flash Start reloads the last fight for a rematch.

Note: You can fight a Slugfest or Exhibition bout between two created boxers. When you save a created boxer to a Memory Card in Career mode, you can select that boxer in Slugfest or Exhibition mode. Cycle through the available boxers until your created fighter(s) appears.

Pause Menu

The Pause menu allows you to change the fight camera angle, view a replay and see where that punch came from or stop the fight.

CAMERA: Cycle through the various fight camera angles.

INSTANT REPLAY: See exactly where that punch came from.

THROW IN THE TOWEL: Stops the fight and returns you to the Boxer Select screen.

Game Flow

End Of Round: At the end of each round, a round intermission will play, showing round highlights, boxer corners with scorecard updates and ring card girls. Press the × button to continue to the next round.

Knockdown/Out: When a fighter gets knocked down, the referee begins the 10 count.

- To pull yourself off the canvas, repeatedly tap the × button. Fill the knockdown meter before the ref counts to 10 and you're back in there. For better or worse.

End Of Fight: After the judges tally the final scores for the fight, the winner is announced. The Final Stats screen then appears, displaying the final punch totals for the bout. Following the Final Stats screen, you return to the Boxer Select screen.

EXHIBITION MODE

Here you can take centre ring against a CPU boxer or challenge a "friend" to a *Knockout Kings 2000* fight.

To Set up an Exhibition bout:

1. Select EXHIBITION from the Main menu
2. Choose a weight division, then press the × button.
3. Select boxers and fight venue. (See the *Boxer Select Screen* section on p. 19.)
4. Fight!

Penalties

The big differences between Slugfest mode and Exhibition mode are penalties and stamina. Watch the low blows, kidney punches, etc. If the ref catches you, he will warn you once and penalise you with each following infraction. Too many penalties and you will be disqualified.

Note: A fight can also be stopped if a boxer is cut and bleeding too much.

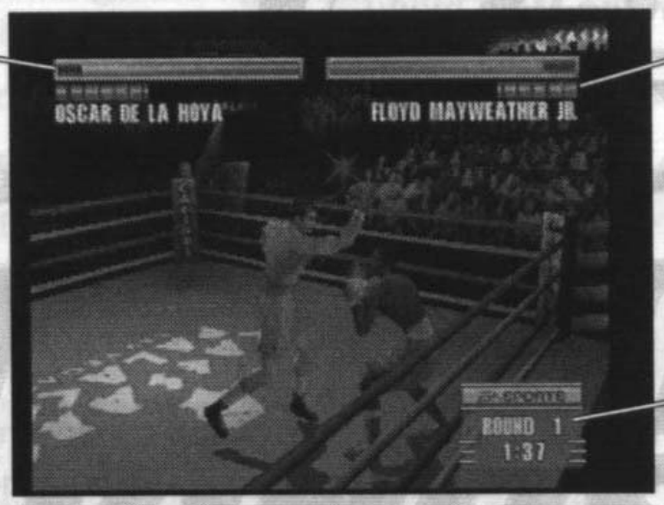
- To set the length of an Exhibition bout, select OPTIONS from the Main menu, go to RULES, then set the number of rounds.

IN THE RING

Here's what to watch out for once the opening bell sounds. (Other than your opponent, that is.)

Slugfest Mode

Health Meter
The more energy you have, the less likely you drop.

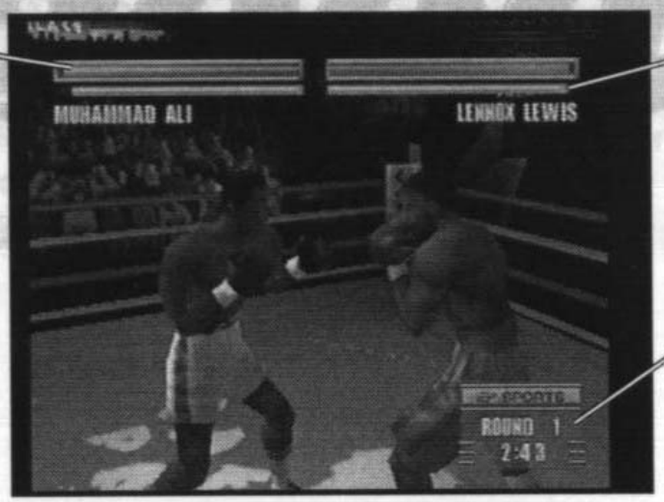


Power Meter - *The Power Meter records your landed punches. When the meter is filled, a flashing boxing glove appears next to the Power meter. When the glove is on screen, the boxer can throw a power punch. (See the Power Punches section on p. 9.)*

Round Counter/Clock

Exhibition/Career/Classic Modes

Health Meter
The more energy you have, the less likely you are to drop



Stamina Meter - *The Stamina Meter records your current level of stamina. When low, punches become less effective and your boxer slows down]*

Round Counter/Clock

CAREER MODE

Build your own contender and lead him up through his weight class and on to a shot at the title.

- After you select CAREER from the Main menu, the Select Boxer screen appears.

Select Boxer Screen

Create a new fighter or load a saved boxer from your Memory Card.

Load a Saved Boxer

To load a saved boxer:

- Upon entering Career mode, the game automatically loads any boxers saved on your Memory Card(s). Directional button **LEFT/RIGHT** to highlight a saved boxer and press the × button to continue your career where you left off.

Note: Never insert or remove a Memory Card when loading or saving files.

Creating a Boxer

Create the fighter of your dreams using a variety of physical characteristics, fight styles and skill levels.

To Create a Boxer:

1. Enter the name of your fighter on the Name Fighter screen. Use the Directional button to highlight a letter, then press the × button to enter. When finished, highlight END and press the × button.
2. Choose a gym to train your fighter. Keep in mind that each gym has its specific benefit to your fighter (for example, "Windy City" in Chicago is good for power and speed, while "Keka's Gym" in Tokyo is great for speed but not for power.) When finished press the × button.
3. Directional button **LEFT/RIGHT** to determine your fighter's prowess (class, weight, speed, power etc.) on the Fighter Vitals screen. You also have 150 points to distribute as you wish. When finished, press the × button.
4. Give your fighter a look on the Look screen. Directional button **LEFT/RIGHT** to adjust settings (body type, fight style, colour of gloves, ring walk etc.). When finished, press the × button or press the ▲ button to return to the previous screen.

   Note: If you choose body type 2, your boxer may automatically gain some weight.

Starting a Career

The goal here is to fight your way to the top through a host of glass jaws, chumps and champs-to-be. You begin your career in the cellar, ranked 21st. The rest is up to you. Good luck!

- Use the Directional button to scroll up and down the rankings list of boxers. Press the ■ button to view any highlighted boxer stats. To fight a boxer, highlight the boxer and press the × button (greyed-out fighters cannot be selected).
- To save your career, press the ● button while on the Rankings List.

Training Options

Before each fight, visit the gym and work on your overall skills.

- To select a strategic training method, Directional button **LEFT/RIGHT** to cycle through the 10 training exercises, then press the × button. You can choose from any two strategic training exercises.
- After strategic training, move on to interactive training with the heavy bag. Keep up with your coach to earn the maximum training points. You are also given the option to skip this part of training. Keep in mind that if you skip the interactive training, your boxer does not earn as many points or new moves.

  Note: If you are using One-Button Mode™, you will automatically skip interactive training.

Saving Created Boxers

To save a created boxer:

1. At the Rankings screen, press the ● button. The Save Boxer menu appears.
2. Select which Memory Card slot you wish to save to by pressing the ■ button or the ▲ button. Your boxer will be saved to the appropriate Memory card.

   Note: You cannot save two boxers with the same name to the same Memory Card. The boxer being saved will overwrite the boxer with the same name on the Memory Card.

CLASSIC FIGHTS

Classic Fights lets you literally re-write boxing history by taking part in one of nine famous bouts, including the "Thrilla In Manila" with Ali and Frazier.

- Directional button **LEFT/RIGHT** to cycle through fight selections.
- Directional button **UP/DOWN** to scroll through each fight storyline.
- After selecting the fight, Directional button **LEFT/RIGHT** to choose a boxer, then press the × button.

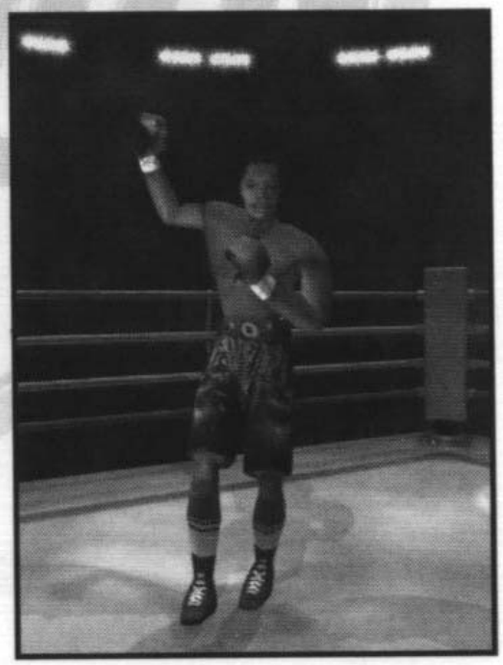
KNOCKOUT KINGS STYLE

Hollywood Records

Knockout Kings 2000 includes an incredible line-up of music. The featured artist is Hollywood Records' recording artist "O". O' s skillful commentaries on life flow over innovative and energetic beats that make his sound an undeniable force in today's and tomorrow's hip-hop world. The enhanced CD single of "In The Game" is in stores now. O, Hollywood Records, and EA SPORTS — a powerful combination which is truly "in the game."

Check out O's skills in the ring against any of the top 50 fighters in boxing history.

Name:	O (a.k.a. Opres)
Hometown:	Los Angeles, CA
Record:	100 – 0
Titles:	World Champion of Hip-Hop, International Rhyme Champion
Age:	22
Date of Birth:	May 6, 1977
Album:	Full Circle
Release Date:	January 2000
Quote:	I'm the golden boy from the golden state... I can make a hip hop crowd do the wave.



Special Move: Full Circle Five Punch Combo

For more information: www.hollywoodrecords.com

Ecko Clothing

Check out **www.easports.com** to win ECKO UNLIMITED and *Knockout Kings 2000* promotional gear.

Knockout Kings 2000 and ECKO UNLIMITED have perfected an awesome combination. ECKO UNLIMITED is a hip, up-and-coming clothing line that is spreading the EA SPORTS brand to new and existing customers. EA SPORTS is reinforcing ECKO's cool factor to customers who already enjoy playing EA SPORTS video games. ECKO is featuring *Knockout Kings 2000* hang-tags on some of its coolest clothes.

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KNOCKOUT KINGS 2000

Licensed Music:

"In The Game"

Performed by: O
Produced by: The Co-Stars
Written by: O and The Co-Stars
Published by MCA Music Publishing / Years Ahead Publishing (BMI),
MS802 Publishing (BMI), MOGT Music Publishing (BMI) and Madd Jokes Publishing (ASCAP)
Courtesy of: Hollywood Records

"All-N-All"

Performed by: O
Produced by: Bud'da for 'Bout Time Productions
Written by: O and Bud'da
Published by: MCA Music Publishing / Years Ahead Publishing and 'Bout Bud'da Music
Courtesy of: Hollywood Records

"But They Can't"

Performed by: O
Produced by: Tank for 'Bout Time Productions
Written by: O and Tank
Published by: MCA Music Publishing / Years Ahead Publishing and
Give Tank Dap Productions (ASCAP)
Courtesy of: Hollywood Records

"Rapid Fire"

Performed by: O
Produced by: Rashad Coes for Night6 Fiend Productions
Written by: O and Rashad Coes
Published by: MCA Music Publishing / Years Ahead Publishing and
Bang N Blast/BMG Careers Music
Courtesy of: Hollywood Records

"Crazy Moon"

Performed by: Alien Fashion Show
Written by: Alien Fashion Show
Published By: Babsboys Music (BMI)
Produced by: Jim Wirt and Dave Kaplan
Courtesy of: Hollywood Records

"Pay The Piper"

Written and performed by: Nyt Owl featuring Killah Priest & DJ U-Neek
Published by: Stolen Soulz (BMI), Keenu Songs EMI, V-Mix Music
Courtesy of: Kingpin Records/U-Neek Entertainment Inc.

"Knockout"

Written and performed by: Mix Master Mike
Published by: Michael Schwartz

"El Jaripeo"
Performed by: Nydia Rojas
Written by: Alfredo Morales
Produced by: Carlos Cabral Junior
Published by: Cayman Music/Feralo Music, 1999
Courtesy of: Hollywood Records

"Slider"

Written and performed by: Simon Says (Mike Arrieta, Zac Diebels, Matt Franks, Mike Johnston)
Produced by: Rob Cavallo and Mark Needham
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"Pump", "Painful Dancing", "Throbbing Crown", "Ouch", "Shock Sock", "Phat A Tat Tat", "Axe Ace 50", "Behave", "Phunk Phisted", "Parachute Pants"
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