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CONTENT RATED BY ESRB
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EA SPORTS
KNOCKOUT KINGS

KNOCKOUT KINGS

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BASIC GAME CONTROLS

ACTION	CONTROL
Move boxer	Directional Button
Body punch	✖
Uppercut	▲
Punch with the **left** hand	■
Punch with the **right** hand	●

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

COMPLETE GAME CONTROLS

NOTE: *This game supports the Vibration Function of the Dual Shock™ Analog control in digital mode, but does not support analog mode.*

MENU CONTROLS

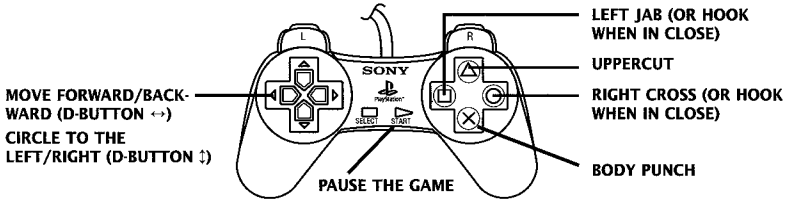
ACTION	CONTROL
Highlight menu item	D-Button ↕
Change highlighted item	D-Button ↔
Select/go to next screen	✖
Cancel/return to previous screen	▲
Scroll to see more info	D-Button (when arrows appear)

DEFAULT GAMEPLAY CONTROLS

NOTE: *The controls in this manual are shown for Preset 1. You can change the default controls by changing the controller configuration to one of two other available Presets.*

➥ *To change controller configuration, select OPTIONS from the Main menu, choose CONTROLLER, then cycle through the available Presets.*

OFFENSE



Southpaw Boxers
The default controls shown in this manual are for right-handed boxers. The difference when fighting with a southpaw is that the ■ and ● buttons perform opposite actions. You still press ■ to punch with the left hand and ● to punch with the right, but the buttons perform different types of punches based on whether you're fighting with a right- or left-handed boxer.

OUTSIDE RANGE

➥ To throw a **lunging punch** when on the outside, press **R2** + ✖, ▲, or ■ (**R2** + ✖, ▲, or ● for southpaws).

INSIDE RANGE

➥ To throw a haymaker, press **R2** + ● (**R2** + ■ for southpaws).

➥ To throw a **combo** or **step attack**, press **R2** + ✖, ▲, or ■ (**R2** + ✖, ▲, or ● for southpaws).

DEFENSE

➥ To **block high**, press **L1**.

➥ To **block low**, press **L2**.

➥ To **bob**, **duck**, or **weave** to avoid getting hit, press **L1** + **L2**.

➥ To **switch** your stance and lead with the opposite hand, press **L2** + **R2**.

➥ To **clinch** your opponent, press **L1** + **R1**.

➥ To get out of a clinch, press ✖.

EA TIP When you're in a clinch, you can perform the following actions by quickly tapping the appropriate button: ▲ (headbutt), ■ (body punch), or ● (hook). For southpaws, quickly tap ▲ (headbutt), ■ (hook) or ● (body shot). You can also use the D-Button to move forward/back in a clinch.

EA TIP It's a good idea to block or clinch, especially if your head is getting pounded. Blocking and clinching are also good ways to regain stamina.

TAUNTS AND ILLEGAL BLOWS

➥ To throw an **illegal blow**, press **R1** + ✖, ■, or ●.

➥ To **shove**, press **L1** + D-Button forward.

➥ To **taunt** your opponent, press **R1** + **R2** + ✖.

EA TIP Taunting your opponent can be a lot of fun and throw your opponent off of his game, but if you're in close, use taunts sparingly—your opponent may start hitting you while you're in the middle of a taunt.

ABOUT THE GAME

EA SPORTS new hard-hitting boxing game puts you in the ring for the ultimate boxing showdown. Fight as or against 38 of the ring's current superstars and legendary champions, such as Evander Holyfield, Oscar De La Hoya, Sugar Ray Leonard, and Muhammad Ali. You can also create a Custom Boxer and take him through the ranks—from first fight to retirement. When you're ready, lace up the gloves and come out swinging.

KNOCKOUT KINGS FEATURES

❒ Custom boxers in three weight classes—create a contender to take on boxing's greatest fighters.

❒ Exhibition mode lets you trade punches with a computer-controlled opponent or duke it out against a friend.

❒ Slugfest mode. No weight divisions and no rules. It's an all-out, no-holds-barred brawl.

❒ One-player Career mode. Create a custom boxer and work your way up the ranks. From first bout to retirement, you handle all the action.

❒ The biggest boxing venues, including Madison Square Garden®

❒ Great gameplay—control a variety of punches, blocks, and taunts. When you've toyed with your opponent long enough, deliver the knockout.

❒ Ultimate realism. Ring announcer Jimmy Lennon, Jr. introduces the boxers, television announcers Sean O'Grady and Al Albert call the action from ringside, and legendary referee Mills Lane keeps the fight clean.

SETTING UP THE GAME

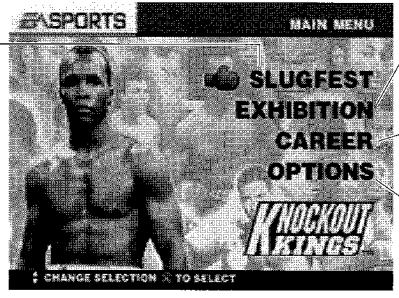
MAIN MENU

The Main menu appears following the *Knockout Kings* introductory video.

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

GET IT ON IN SLUGFEST MODE—NO WEIGHT DIVISIONS AND NO RULES.

TAKE ON A COMPUTER-CONTROLLED FIGHTER OR SLUG IT OUT AGAINST A FRIEND (➤ P. 9)



SET UP AN EXHIBITION BOUT BETWEEN ANY TWO CURRENT OR LEGENDARY BOXERS (➤ P. 14)

CREATE A BOXER AND WORK YOUR WAY UP THE RANKS IN CAREER MODE (➤ P. 15)

ACCESS MATCH OPTIONS, INCLUDING RULES, CONTROLLER CONFIGURATION, AND SOUND OPTIONS.

OPTIONS MENU

RULES

SAVE BY BELL	Toggle ON/**OFF**. When OFF, a fighter who is knocked down at the end of a round cannot be saved by the bell.
EXHIBITION ROUNDS	Set rounds per match to 4, 6, 8, or **10**.
3 KNOCKDOWN	Toggle the 3 Knockdown rule **ON**/OFF. When ON, the referee calls the fight after the third knockdown in any round.
CLOCK	When the clock is set to **FAST**, each round lasts about 2 minutes (even though the 3-minute clock is displayed).
DONE	When you finish customizing your rules, select DONE to return to the Options menu.

CONTROLLER

Choose from the available controller Presets, each with a slightly different button configuration. Select the preset that works best for you.

SOUND

PLAY BY PLAY	When **ON**, ringside announcers Sean O'Grady and Al Albert provide blow-by-blow commentary and analysis.
MUSIC VOLUME	Move the slider to adjust the music volume.
SFX VOLUME	Move the slider to adjust sound effects volume.
OUTPUT	Toggle **STEREO**/MONO.
DONE	When you finish customizing your sound options, select DONE to return to the Options menu.

SAVE AND EXIT

If a Memory card is in place, your settings are saved before you return to the Main menu. (If you don't insert a Memory card, select EXIT to return to the Main menu.)

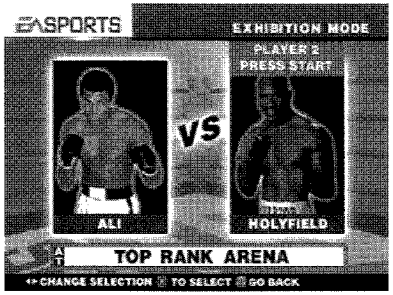
STARTING A SLUGFEST

The quickest way to get into the ring is to begin a **SLUGFEST**. Forget rules, refs, or weight divisions. Pick any two boxers to duke it out.

➥ After selecting **SLUGFEST** from the Main menu, chose the number of rounds for your fight (**1**, 2, or 3), then proceed to the Boxer Select screen.

BOXER SELECT SCREEN

Mix it up with any two boxers and choose your venue.



- D-button to view available boxers for Player 1, then press ✖ to select a boxer.
- D-button ↔ to cycle through the boxers in the current weight division. In Slugfest mode, you can also D-button ↕ to change weight divisions.
- After selecting the first fighter, D-button to select a CPU-controlled opponent. (When setting up a head-to-head bout with a friend, Player 2 must press **START** before choosing a boxer.)
- After choosing the boxers, select an arena by highlighting the venue you want, then pressing ✖. The fight begins (➤ *In the Ring* on p. 11).]

EA TIP You can select RANDOM fighters for the ultimate test in Slugfest mode. You might get a legendary champion or you might get a nobody. There are no rules, so everyone has a chance, right?

NOTE: *You can fight a Slugfest 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 mode. Cycle through the available boxers until your created fighter(s) appears. To fight head-to-head with another created pugilist from another Memory card in Slot 2, make sure the card is inserted before making your selection.*

IN THE RING



POWER METER (AS YOUR POWER DECREASES, YOUR PUNCHES BECOME LESS EFFECTIVE)

WHEN YOUR POWER IS LOW (INDICATED BY A FLASHING RED POWER METER), YOUR PUNCHES ARE LEAST EFFECTIVE AND YOU SHOULD TRY TO REGAIN POWER.

HEALTH METER (AS YOUR HEALTH DECREASES, YOU BECOME MORE SUSCEPTIBLE TO A KNOCKDOWN OR KNOCKOUT PUNCH)

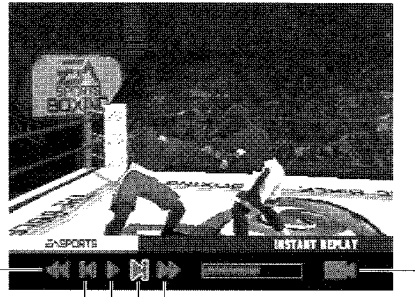
EA TIP Between rounds each fighter recovers some health and full power. During the fight you can regain health and power by fighting a defensive fight (i.e., by backing off, blocking, and clinching).

PAUSE MENU

The Pause menu allows you to change camera angles, view instant replays, and quit the current fight.

CAMERA Cycle through the available camera angles.

INSTANT REPLAY Go to the Instant Replay screen to check out a knockout.



EXIT GAME Leave the current game and return to the Main menu.

GAME FLOW

END OF ROUND The Round Stats screen shows stats for the round. Gauge how well you're doing in the fight by checking out your punches thrown/landed.

❒ The stats screen at the end of each round shows TOTAL PUNCHES, JABS (the total number of punches to the head), and BODY SHOTS (which includes fouls to the body).

➥ To continue to the next round, press ✖.

KNOCKDOWN/OUT When a fighter goes to the canvas, the referee gives him a standing 8 count.

➥ To attempt to get up from a knockdown, press ✖ repeatedly when your boxer is on the canvas. If he's not down for the count, he gets up and continues to fight.

EA TIP During a knockdown, both players may quickly tap ✖ repeatedly while the referee counts to regain some health.

END OF FIGHT After the judges announce the final scores (the high score is always listed first), the winner is announced. Then the Final Stats screen appears, showing final punch totals for the match.

➥ After you've looked at the Final Stats screen, press **START**. You can QUIT the game or you can continue to another Slugfest bout (see how many fights you can win in a row).

❒ If you lost your match, your next fight is a rematch. If you won, you fight against a randomly chosen boxer. (In two-player matches, all subsequent fights are rematches.)

EXHIBITION MODE

In Exhibition mode, you can fight against a computer-controlled opponent or challenge a friend to a *Knockout Kings* brawl.

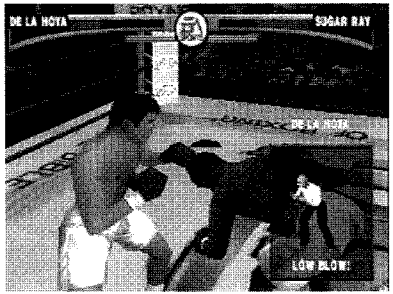
To set up an Exhibition bout:

1. Select EXHIBITION from the Main menu.
2. Choose a weight division, then press ✖. The Boxer Select screen appears.
3. Select boxers and fight venue (➤ *Boxer Select Screen* on p. 10).

PENALTIES

The major difference between the game flow in Slugfest mode (➤ p. 9) and in Exhibition mode is penalties and fight length. You'll have to control your head butts, low blows, kidney punches, etc. If the referee catches you fouling, he warns you once, then he starts deducting points. If you get caught, you're going to get penalized and possibly disqualified (DQ).

➥ To set the length of an Exhibition match, select OPTIONS from the Main menu, go to RULES, then choose the length of your fight.



In Exhibition mode, legendary referee Mills Lane calls 'em as he sees 'em. At first he gives you a warning. After repeat penalties, Mills starts to deduct points or he may DQ you.

CAREER MODE

In Career mode, you create a boxer and bring him up through the ranks. He starts out by challenging opponents at the bottom of the ladder (in 4-round fights). As your fighter wins and gains experience—through fighting and training—he fights tougher opponents and the bouts get longer. It's a tough road, but if he's good enough, your fighter can challenge for 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:

1. D-Button ↔ to select the Load option, then press ✖. The Load Boxer screen appears.
2. Select Memory card slot 1 or 2, then press ✖.
3. Highlight your saved boxer and press ✖ to continue your career where you left it.

CREATE A BOXER

Create a boxer that you want to bring up through the ranks.

To Create a Boxer:

➥ D-Button ↔ to select the Create New option on the Select Boxer screen, then press ✖. The Weight Class option appears.

WEIGHT CLASS — Select **LIGHTWEIGHT**, MIDDLEWEIGHT, or HEAVYWEIGHT. After you choose a weight class, the following options appear in successive order:

BOXER STYLE — Choose SLUGGER for a fighter who relies more on brute strength and likes to fight toe-to-toe, or **BOXER** for a fighter who is lighter on his feet, relying more on his speed than power.

BOXER STANCE Toggle **RIGHT HANDED** to fight from a right-handed stance or SOUTHPAW to fight from a left-handed stance.

ADJUST HEIGHT/WEIGHT Choose the height and weight of your boxer. Each weight class has a range of possible heights and weights.

EA TIP Heavier and taller boxers start with more power but less speed. If you create a heavier/taller boxer, try to knock out your opponent in the early rounds especially in your first fights.

BOXER APPEARANCE Continue through the Create Boxer selections to customize your boxer's appearance. From hair style to shoe color, you decide on the look for your fighter.

PLAYER NAME Enter the boxer's name.

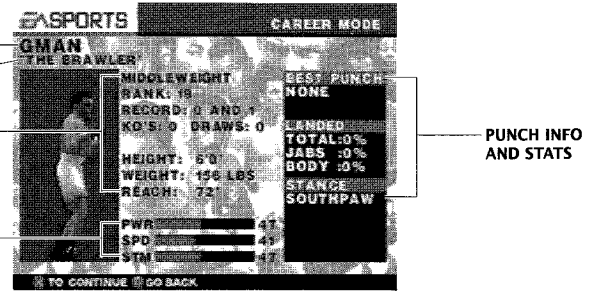
➥ To add a letter, D-Pad to select a character, then press ✖ to accept the character. When finished, highlight DONE and press ✖.

PICK NICKNAME Select a nickname for your boxer.

NOTE: *You can return to the Main menu from the Career mode menu screens by pressing* **SELECT**.

BOXER PROFILE SCREEN

After you choose a nickname for your boxer, the Boxer Profile screen appears. After each fight, this screen provides stats for your boxer.



➥ To save your boxer, press ✖. Select **YES** to save your boxer, then choose a Memory card slot. (Select DON'T SAVE to continue without saving your boxer.)

STARTING A CAREER

The goal in Career mode is to work your way up the Rankings List and fight for the championship. At the start of your career, you are ranked at the bottom of the *Knockout Kings* rating system. Scroll up the list to see who you have to fight to get to the top. The reigning champion tops the list.

➥ To select an opponent, D-Button ↕ to highlight an available boxer (unavailable boxers are indicated by gray text), then press ✖. The Training options appear.

TRAINING OPTIONS

Before every fight, you have the option of increasing some of your fighter's key ratings.

➥ To select a training method, D-Button ↔ to choose SPEED BAG or HEAVY BAG.

➥ To bypass the training sequence at any time, press ✖ to proceed to the Boxer Profile screen.

SPEED BAG Increase your boxer's speed and stamina by working on the speed bag.

HEAVY BAG Select the heavy bag to increase your boxer's power and stamina.

➥ To end your training session, press ✖. The Boxer Profile screen appears, showing your improved ratings.

➥ To get to the fight, press ✖.

FIGHTS IN CAREER MODE

Prior to the start of a fight in Career mode, your boxer enters the ring and receives instructions from the referee. The action in Career mode is similiar to an Exhibition match. For more information on how to handle yourself in the ring, ➤ *In the Ring* on p. 11.

❒ When you move up in the ranks, you may find yourself fighting in bigger and better arenas, such as Madison Square Garden.

Throw in the Towel

One difference between an Exhibition match and a fight in Career mode is that you can throw in the towel in a Career mode fight. If your boxer is getting slaughtered, throw in the towel to keep him from taking further punishment. You lose the fight, but save something for the next match. Go back to the gym to build up your ratings, then try a rematch.

➥ To stop the fight, select THROW IN THE TOWEL from the Pause menu.

EA TIP Don't throw in the towel too frequently. It's difficult to climb the ranks if you keep piling up losses.

AFTER THE FIGHT

When you win a fight, you have the option of challenging a higher-ranked boxer. If you lose, hit the gym for some more training then try again against an available competitor. Each time you win, you take a step toward your ultimate goal of fighting for the title.

❒ After each fight you can read News From the World of Boxing to get the latest information about what's happening in your division.

TITLE FIGHT

If you make it past the pretenders and contenders, you earn the right to fight for the championship against one of *Knockout Kings* current or classic boxers.

❒ If you beat the champ, he challenges you to a rematch. If you win the rematch, you continue to fight against champions. Try to defend your title against all challengers. After several successful defenses, you win the game and it's time to retire your champion.

❒ If you lose any title fight, you're knocked down in the rankings. Pick yourself up and start climbing back up the ladder.

BOXER INFORMATION

Knockout Kings includes many of the greatest fighters in the history of boxing.

LIGHTWEIGHT

Alexis Arguello	Arturo Gatti	Genaro Hernandez	Junior Jones
Kevin Kelley	Ray Mancini	Floyd Mayweather	Shane Mosley
Carlos Navarro	Aaron Pryor	Danny Romero	

MIDDLEWEIGHT

Oscar De La Hoya	Roberto Duran	Marvin Hagler	Jake LaMotta
Sugar Ray Leonard	Terry Norris	Ike Quartey	Pernell Whitaker

HEAVYWEIGHT

Muhammad Ali	Butterbean	Jack Dempsey	Bob Foster
Virgil Hill	Larry Holmes	Evander Holyfield	Lennox Lewis
Sonny Liston	Joe Louis	Rocky Marciano	Ray Mercer
Archie Moore	Michael Moorer	Ken Norton	Floyd Patterson
Earnie Shavers	Leon Spinks	David Tua	

EA SPORTS' EXCLUSIVE BOXERS

MUHAMMAD ALI



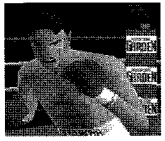
Arguably the best boxer of all time, Ali has tremendous hand- and foot-speed and is an excellent counter puncher. Besides having speed and accuracy, Ali can take a punch—he is difficult to put on the canvas. If The Greatest has any deficiency at all, it is that he doesn't have as much power as some of the other boxers. There is no best strategy against Ali. Try to get on the inside and hope to sneak something past him.

EVANDER HOLYFIELD



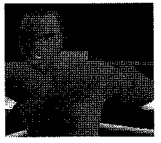
Evander "The Real Deal" Holyfield knows how to box and keeps himself in excellent condition. He's a powerful puncher and has the heart of a champion. If you're fighting Holyfield, make sure you're in shape. It's going to be tough to out-distance this champion, so your strategy against him may be to go for a quick victory. Get him out of his game plan and you might have a chance to score a victory.

OSCAR DE LA HOYA



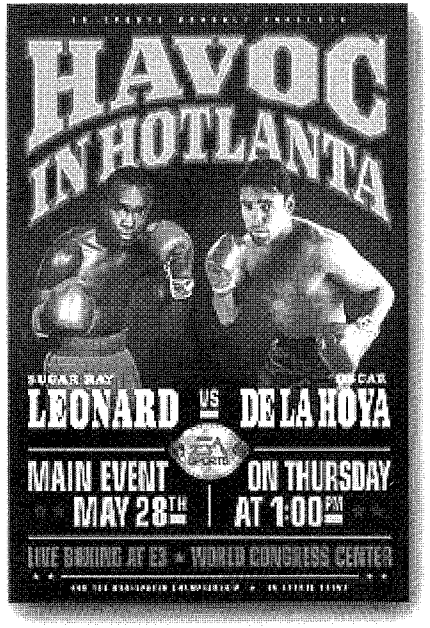
Oscar De La Hoya is one of the greatest fighters in the ring today. A powerful and well-conditioned champion, De La Hoya possesses agility, intensity, and a complete arsenal of punches. Since winning the gold medal at the 1992 Olympics in Barcelona, "The Golden Boy" has had a golden career. Keep busy and watch your stamina when fighting against him.

SUGAR RAY LEONARD



One of the greatest and most charismatic boxers of all time, Sugar Ray Leonard has the skill and the personality to frustrate and dominate any boxer. Sugar Ray cannot only beat you with skill, endurance, excellent foot-work, and intelligence, but he's got the ability to psyche out his opponent. The only way to beat Sugar Ray is to hit him hard and hit him often. Unfortunately that's easier said than done because he's not an easy target.

HAVOC IN HOTLANTA



Sugar Ray Leonard and Oscar De La Hoya got it on at the 1998 E3 video game industry trade show in Atlanta. As ring announcer Jimmy Lennon Jr. introduced the boxers, the crowd buzzed in anticipation of this *Knockout Kings* challenge bout. After getting fight instructions from referee Mills Lane, The Golden Boy and Sugar Ray came out swinging in this Exhibition match.

THE PRIZE IN CAREER MODE

After winning the championship and successfully defeating all challengers for the title, check out highlights from this great EA SPORTS event.

SAVE/LOAD OPTIONS

Load your Career mode boxer into Slugfest mode. Created boxers are not available in Exhibition mode.

- ❒ Created boxers take up 1 slot on your Memory card.
- ❒ If you want to restore saved preferences, insert the Memory card in Memory Card Slot 1 and go to the Options screen. Select SAVE & EXIT and press **X**.



NOTE: *Never insert or remove a Memory card when loading or saving files.*

CAREER MODE

After you create a boxer in Career mode, you can save your boxer to a Memory card by choosing Slot 1 or 2. Immediately after the fight, your boxer's stats and record are saved. If you quit in the middle of a fight, your boxer receives a loss.

SLUGFEST MODE

After creating and saving a boxer(s) in Career mode, you can load your created boxer(s) into a Slugfest mode bout. From the Select Boxer screen in Slugfest mode, you can load your created boxer.

EA TIP Challenge your friend to a Slugfest with each of your own customized boxers. Insert your Memory card(s) and select your created boxers from the available boxers.

CREDITS

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