
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-01269
EA SPORTS™
KNOCKOUT KINGS™
2001

CONTENTS

STARTING THE GAME 2

COMMAND REFERENCE 3

BASIC CONTROLS 4

COMPLETE CONTROLS 5

SETTING UP THE GAME 10

- MAIN MENU 10
- OPTIONS MENU 11
- FIGHTING STYLES 12

STARTING AN EXHIBITION FIGHT 12

INSIDE THE ROPES 14

- GAME SCREEN 14
- PAUSE MENU 14

GAME MODES 15

- SLUGFEST 15
- CAREER 16
- FANTASY MATCH-UPS 17
- BOXER BIOGRAPHY 18

LOADING AND SAVING 18

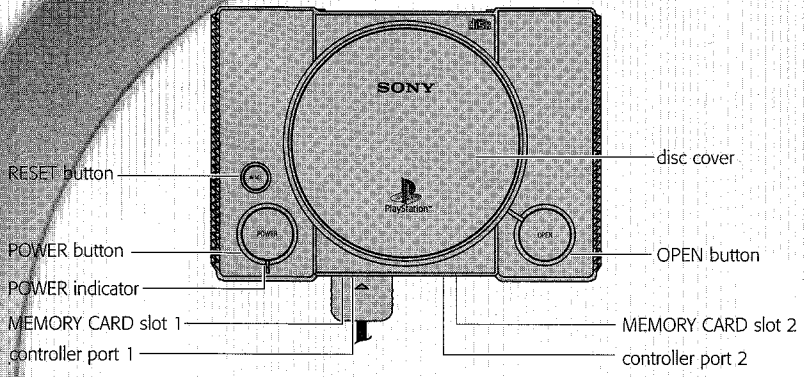
WARRANTY 19



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STARTING THE GAME

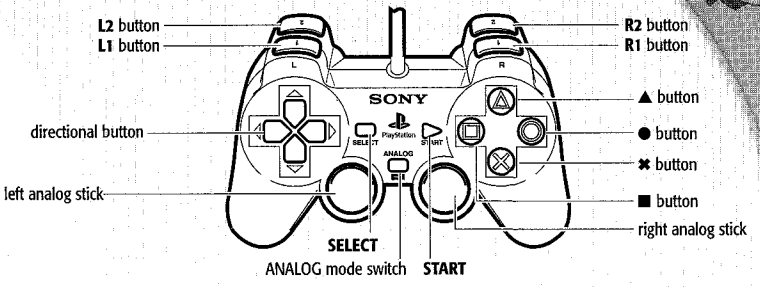
PLAYSTATION GAME CONSOLE



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™ 2001* disc and close the disc cover.
3. Insert game controllers and turn ON the PlayStation game console.
4. The *Knockout Kings 2001* video rolls. After the video, press **START** at the Title screen to advance to the Main menu.
5. To skip the opening video, press **START** or ✖ at any time.

COMMAND REFERENCE

DUALSHOCK™ ANALOG CONTROLLER



MENU CONTROLS

Highlight menu items	D-Button ↕
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✖
Return to previous screen	▲

This game supports the Vibration Function of the DUALSHOCK analog controller.

BASIC CONTROLS

Learn these basic moves and come out swinging.

GAME CONTROLS

Move boxer	D-Button
Jab	■
Cross/Overhand cross	●
Uppercut/Bolo uppercut	▲
Hook	✖
Body punch	**L2** + any punch button
Block high/low (crouch)	**L1**/**L2**
Pause fight	**START**
Long step forward/backward	**R2** + D-Button ↔
Lunge punch to the **head**	**R2** + any punch button
Lunge punch to the **body**	**R2** + **L2** + any punch button
Haymaker punch **to the head**	**R2** + any punch button (while near opponent)
Haymaker punch **to the body**	**R2** + **L2** + any punch button (while near opponent)

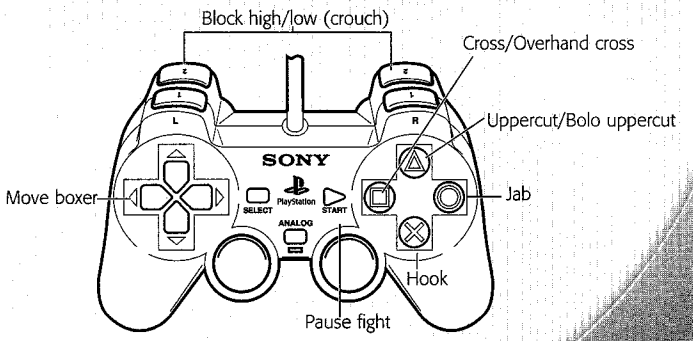
In addition to these basic moves, *Knockout Kings 2001* includes many other moves–combinations, taunts, illegal blows, and more. For more advanced controls, ➢ *Complete Controls* on p. 5.

COMPLETE CONTROLS

Once you've mastered the basics, get these more advanced moves under your belt to master the sweet science.

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 (➢ *Controller Configuration* on p. 11).

NOTE: 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 D-Button controls are reversed.



DYNAMIC PUNCH CONTROL™

Dynamic Punch Control gives you the ability to blend punches into custom combinations.

- Each fighting style has its own set of possible linked punches that reflects its particular strengths.

COMBINATION SETS FOR BOXING STYLES

Each boxing style (➢ *Fighting Styles* on p. 12) has it's own set of combinations reflecting its strengths. Listed below are the combinations for each style.

HEAD	FREESTYLE	BOXER	SLUGGER	CRAB
■, ■	X	X		
■, ●	X	X		X
■, ✖	X			
●, ✖	X	X	X	X
●, ▲	X	X	X	X
✖, ▲	X	X	X	X
✖, ✖	X			
✖, ▲	X	X	X	X
▲, ✖	X	X	X	X
▲, ▲	X	X		X
BODY				
L2+ ■, L2 + ●		X		
L2+ ●, L2 + ✖	X	X	X	X
L2 + ✖, L2 + ●	X	X	X	X
L2 + ✖, L2 + ✖	X	X		
L2 + ✖, L2 + ▲	X	X	X	X
L2 + ▲, L2 + ✖	X	X	X	X
L2 + ▲, L2 + ▲	X	X	X	X
HEAD, BODY				
●, L2 + ✖	X	X	X	X
BODY, HEAD				
L2 + ✖, ✖	X	X	X	X

- To throw a custom combination, press a punch button (■, ●, ✖, or ▲) and then quickly press another punch button that is available for that fight style.
- Punches can be linked to allow up to four punches in a combination.
- A FreeStylist could throw a jab, jab, jab, cross combination by quickly pressing ■, ■, ■, ●.

AUTO COMBOS

- To unleash an automatic combination, hold **R1**, then press any punch button repeatedly. The combination is based on the punch button pressed.
- There are eight possible auto combos, four launched from a standing position and four from the crouched position.
- Auto combos do slightly less damage than regular punches.

SIGNATURE MOVES

Signature moves are special punches that each boxer has. In Career mode, your boxer earns a signature move after he trains long enough.

- To perform a signature move, press ▲ + ●.
- Only certain signature moves are available for each boxer, depending on his/her fighting style.

HUGE UPPERCUT	Uppercut thrown from the hip to the head.
BODY BLASTER	Two hooks and two uppercuts to the body.
BOLO UPPERCUT	A windup and then bolo uppercut to the head.
CRASHING HOOK	A powerful lunging hook to the head.
DASHING UPPERCUT	A forward ducking motion followed by an uppercut to the head.
DIRTY INFIGHTING	A wicked combo of shoulder-butt, head-butt and low blow.
FLURRY	Four straight, hard punches to the head.
HANDS OF STONE	Four fast, hard hooks to the head
RAPID FIRE	Three hard hooks to the head while moving forward.
RISING HAMMER	A forward weave that ends with a lead hook to the head.
SEND OUT THE DOGS	Two stiff jabs to the head while walking forward.
STING LIKE A BEE	A barrage of quick jabs ending in a vicious cross.
THE WARRIOR	A blocking forward step followed by a jab-cross combination.
THUNDER PUNCH	A side step followed by a cross to the head.

SPECIALTY PUNCHES

Specialty Punches are the best punches in a boxer's arsenal. A punch designated as a specialty punch does additional damage. For example, a boxer with a specialty jab does more damage with his jab than a boxer with a non-specialty jab.

- There are 2 levels of specialty punches; a Level 2 specialty does twice the additional damage of a Level 1 specialty.
- In Career mode, your boxer can designate specialty punches after enough training.
- 12 types of punches can be designated as specialty moves, 4 to the head, 4 to the body, and 4 illegal blows.

POWER PUNCHES (SLUGFEST MODE ONLY)

Power punches can be thrown only when the power meter is full (▷ *Slugfest* on p. 15).

- To throw a power-lunging-uppercut to the head, press ✖ + ■.
- To throw a power-lunging-cross to the body, press **L2** + ✖ + ■.

DEFENSE

Bob left/right	**L1** + D-Button ↕
Lean back	**L1** + D-Button ←
Weave left/right	**L2** + D-Button ↕
Push	**L1** + D-Button →
Switch your stance	**L2** + **R1** + **R2**
Kneel down	**L1** + **L2** + **R1** + **R2**
Head feint	✖ + ●
Body feint	**L2** + ✖ + ●

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

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

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** + **R1**
Inside rear hook	■
Inside rear uppercut	●
Escape a clinch	Tap ✖ rapidly
Head-butt (illegal)	**R1** + **R2** + ▲
Rabbit punch (illegal)	**R1** + **R2** + ■
Kidney punch (illegal)	**R1** + **R2** + ✖ or ●

TAUNTS AND ILLEGAL MOVES

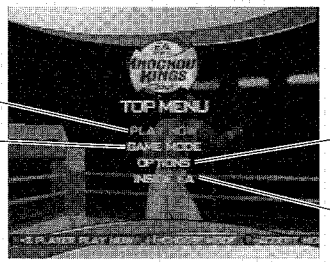
Taunt	SELECT
Head-butt	**R1** + **R2** + ▲
Elbow	**R1** + **R2** + ■
Low blow/shoulder butt	**R1** + **R2** + ✖
Kidney punch	**R1** + **R2** + ●

SETTING UP THE GAME

Choose your game mode and fighting style, set your options, and head for the ring.

MAIN MENU

From the Main menu, you can get straight into the ring, select an advanced game mode, adjust options, set the rules, or check out the EA SPORTS Season Preview™.



OPTIONS MENU

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

RULES	Select Difficulty (**EASY**/NORMAL/HARD), Number of Rounds (1-15; **10** is the default), Time (REAL TIME/**DOUBLE**), Saved by the Bell (ON/**OFF**), 3 knockdown TKO (**ON**/OFF), Flash knockdowns (**ON**/OFF), Knockdown effect (**ON**/OFF), and Auto-block (ON/**OFF**)
AUDIO/CINEMATICS	Set Output (**STEREO**/MONO), SFX & Music volumes, Slugfest music, Fight commentary, Pre-fight introductions, and Round intermissions.
CONTROLLER CONFIGURATION	Press the D-Button ↔ to choose one of three pre-set configurations including One-Button Mode™.
MEMORY CARD	Load custom boxers, Delete Boxer, and Restore defaults.

FIGHTING STYLES

Knockout Kings 2001 has four fighting styles: boxer, slugger, freestyle, and crab style.

BOXER

The classic boxing style. This boxer keeps his arms up at all times and throws punches from that position. He throws most of the standard boxing punches and has a good selection of linked punches to choose from.

SLUGGER

Slugger boxers are all about big punches. The slugger style has punches that do more damage than a regular boxer's, but they take longer to throw. The slugger style has less of a selection of linked punches to choose from.

FREESTYLE

Fight like Ali. The footwork is on the toes, almost dance-like. His hands are relaxed and at the side, but shoot up quickly to parry or attack. The freestyle is most similar to the boxer style but has different combinations available.

CRAB STYLE

The Crab Style, made famous by Ken Norton, is a slugger hybrid. The style uses the arms as a wall of defense, always held in front – not unlike a crab in a defensive posture.

STARTING AN EXHIBITION FIGHT

Fight as your favorite boxer and prove you can handle the pummeling.

QUICK START: To get into the ring *now,* without messing with the details, choose PLAY NOW from the Main menu.

To start an Exhibition fight:

1. From the Main menu, select GAME MODE. The Game Mode menu appears.
2. Choose EXHIBITION. The Boxer Selection screen appears.
3. You must first select a weight class. To change weight classes or select women boxers, press the D-Button ↕ and press ✖.
4. To choose a boxer, press the D-Button ↔ until your boxer is shown. Press ✖ to select that boxer. press the D-Button ↔ to choose an opponent, then press ✖ to advance to the Arena Selection screen.

   To play a 2-Player bout, the second user must press **START** on the controller plugged into controller port 2.
5. To select an arena, press the D-Button ↔ and press ✖ when your arena is shown to advance to the ring.

   To skip the walk and get straight to the ring, press **START**.

PENALTIES/STOPPAGES

The big differences between the Slugfest (▷ p. 15) and the Exhibition modes are penalties and stamina. Watch the low blows, kidney punches, etc. If the ref catches you, he may warn you and then penalize you with each following infraction. Rack up too many penalties and he'll disqualify you.

The ref can also stop the fight 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.

INSIDE THE ROPES

Swinging wildly won't win you any titles. Listen to your corner man and keep an eye on your health and stamina meters.

GAME SCREEN

STAMINA METER — The Stamina Meter shows how much gas you have left in your tank. Get in the yellow and your boxer will be is slower and does less damage. Get too tired and you aren't able to punch at all.



HEALTH METER — The more energy you have, the less likely you are to drop

Round Counter/Clock

- **POWER METER** (in Slugfest mode only): The Power Meter records your landed punches.

PAUSE MENU

The Pause menu allows you to change the fight camera angle, view a replay of the last few blows, or stop the fight.

➪ Press **START** to access the Pause menu.

CAMERA	Select a camera angle from which to view the fight.
INSTANT REPLAY	See exactly where that punch came from.
REVIEW STATISTICS	Check out the fight stats.
CPU/USER SELECT	Toggle User/CPU control for each fighter.
SLUGFEST MUSIC	(Slugfest only) Choose a tune to fight to.
THROW IN THE TOWEL	Stop the fight and return to the Boxer Select screen.

➪ Press **START** to return to the fight.

FIGHT TO THE FINISH

- **END OF ROUND:** At the end of each round, a round intermission plays, showing round highlights, boxer corners with scorecard updates, and ring card girls.

➪ To go directly to the next round, press ✖.

- **KNOCKDOWN/OUT:** When a fighter gets knocked down, the referee begins the 10 count.

➪ To pick yourself up off the canvas, tap ✖ repeatedly. Fill the knockdown meter before the 10 count and you're back in, for better or worse.

- **END OF FIGHT:** After the judges tally the final scores, 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.

GAME MODES

From the Game Mode menu you can choose an Exhibition, a slugfest, build a career, go up against a legend, or get the scoop on a boxer.

SLUGFEST

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

To begin a Slugfest:

1. From the Game Modes menu, choose Slugfest. The Slugfest Fighter Select screen appears.
2. Continue through setup and choose a boxer and an arena as you would in an Exhibition fight (➪ *Starting an Exhibition Fight* on p. 12).

CAREER

Build a boxer from the ground up and work your way up the ranks to take a shot at the title.

To Create a Boxer:

1. From the Select Career Boxer screen, press ✖ when the Create New Boxer option is visible.
2. To enter your fighter's name, press the D-Button to highlight a letter or character and press ✖ to select it. When finished, select END to advance to the Select Gym screen.
3. To select a gym, press the D-Button ↔ through gym choices and press ✖ when your desired gym appears. The Select Corner screen appears.
4. To choose your trainer and cut man, press the D-Button ↔ and press ✖ when the personnel of your choice appears.

➥ To toggle between trainer and cut man, press the D-Button ↕.

5. You are now at the Create Boxer screen where you can change the nickname, class, height/reach, weight and attributes of your boxer. To allocate the 150 attribute points between the six skills, press the D-Button ↕ to select a particular attribute and press the D-Button ↔ to change points allocated.

There are six boxer skill categories: Power, Chin, Stamina, Heart, Speed, and Cuts. (▷ *Boxer Skills* below)

6. Press ✖ to advance to the Attribute screen where you can adjust the style and look of your boxer. Then press ✖ to continue to the Amateur Boxing Championship.

➥ To randomly distribute your boxer's attribute points, highlight RANDOMIZE and press ✖.

If aging is ON, your boxer is forced to retire when he gets too old.

BOXER SKILLS

POWER	Determines the strength of a boxer's punches.
SPEED	Determines the speed of a boxer's foot movement and the speed of a boxer's punches.
STAMINA	Determines how quickly and how well a boxer's stamina meter recovers.
CHIN	Determines the ability of a boxer to take a punch. A higher chin rating reduces the damage effect on a boxer.
HEART	Gauges how quickly the boxer's health recovers. Also affects how determined a boxer will be to get up after a knockdown.
CUTS	Players with low cut ratings are more likely to bleed during a bout and are susceptible to losing by TKO despite having high Health and Stamina levels.

AFTER THE BOUT

At the end of a fight the Career menu appears. You can train, check out your boxer's stats, modify his look, save him to a MEMORY CARD, or advance to the next fight.

If your boxer lost the fight, he loses five random skill points.

➥ To scroll through your trainer's instructions, press the D-button ↕.

You can only train once in between fights.

➥ When you're ready to go at it again, choose FIGHT from the Career menu. The Select Opponent screen appears.

➥ Training is disabled in One Button Mode. To advance to the next match, select FIGHT.

FANTASY MATCH-UPS

Ever wish that Ali could fight Rocky Marciano? Now you can see how the matchup might have turned out with Fantasy Match-Ups.

To start a Fantasy Match-Up:

1. From the Game Mode menu, choose Fantasy Match-Ups. The Fantasy Match-ups screen appears.
2. To choose a Fantasy Match-Ups, press the D-Button ↔ and press ✖ when the desired bout is displayed.

BOXER BIOGRAPHY

Get the background on all the fighters in the game.

To access Boxer Bios:

1. From the Game Mode menu, choose Boxer Biography. The Boxer Biography screen appears.
2. To view Boxer Bios, press the D-Button ↕ to highlight that choice and press ✖.

➥ To change boxers, press the D-Button ↔.

➥ To scroll through the biography of selected boxer, press the D-Button ↕.

LOADING AND SAVING

Save your created boxers and careers to a MEMORY CARD.

To save your created boxer:

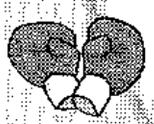
1. At the Career menu, choose SAVE BOXER. The SAVE BOXER screen appears.
2. Press the D-Button ↔ to select the MEMORY CARD to which you want to save and press ✖.

To load a saved boxer:

- Upon entering Career mode, the game automatically loads any boxers saved on the MEMORY CARD(s).

➥ Press the D-Button ↔ to highlight a saved boxer and press ✖ to continue your career where you left off.

- You can also load created boxers for use in Exhibition and Slugfest modes by selecting MEMORY CARD, then LOAD CUSTOM BOXERS at the Options menu.



NOTE: Never insert or remove a MEMORY CARD when loading or saving files.