
PlayStation
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PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00857
15250
READY 2 RUMBLE
BOXING
MIDWAY

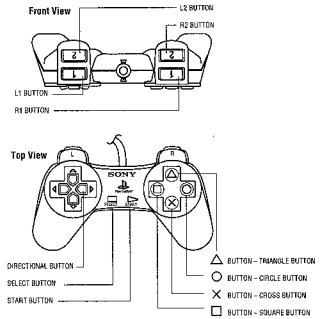
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STARTING UP

Ready 2 Rumble Boxing is a 1 or 2 Player game. Before turning the Playstation ON, connect the controller or other peripheral equipment into the control ports of the Playstation. Along with the conventional Playstation controller, this game supports the Analog Controller (DUAL SHOCK™). Button configurations are the same for both types of controllers.

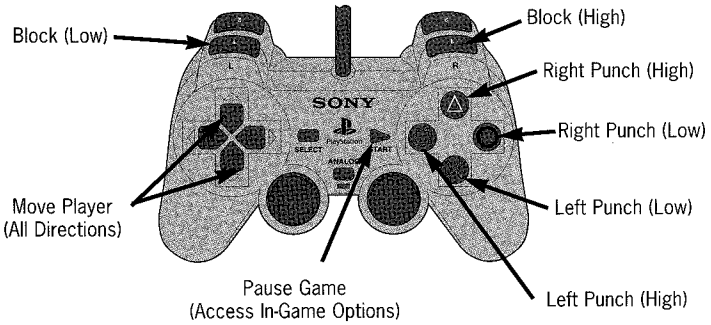
Please familiarize yourself with the various controls and buttons for your Playstation Controller, as they will be referenced throughout this instruction manual.



It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned **ON**. Make sure there are enough free blocks on your MEMORY CARD before commencing play. This game only uses MEMORY CARD slot 1or slot 2. See **The Memory Card**, pg. 23 for more details on using your Memory card for this game.

Press Start to pause the game. To quit a game in progress, press **Start**. The Pause Menu will appear. Select "Abort Game", then press the △ **button** again to confirm and exit the game, or press the **X button** to return to your game.

The following is the Default Controller Configuration for **Ready 2 Rumble Boxing**. For information on changing your Controller Configuration, see **Controllers**, pg. 9.



Using your controller or DUAL SHOCK™ analog controller, you can use the Left Stick or Direction button with your punches and blocks to perform a variety of moves. These moves are listed on the next page.

Note: The left stick will only be activated if the Analog Controller (DUAL SHOCK™) is in Analog mode (LED:Red).

Menu Selection

- Press the **Directional button Up**, Down, Left or Right to highlight options.
- Press the X button to select options.
- Press the △ button to go to the previous menu.
- Press the Start button to pause the game and display the Quit Menu.

FIGHT RULES

KNOCKDOWN RULE

Depending on how many knockdowns you've selected under the Options Menu (see Pages 8-9), this is the number of knockdowns a player can suffer before losing. The default setting is 3 Knockdowns.

10 COUNT

When you get knocked down, the Referee will give you a 10-Count so you can try and get your sorry butt back up. There is no being saved by the bell. Once the Ref reaches 10, you're outta there! Press either the **L1** + **R1 buttons** or □+△ **buttons** or **X**+○ **buttons** rapidly to get back up.

Like we said, you can use the **Direction button** and **Left Stick** with your punch and block buttons to pull off a bunch of moves. The basic moves are listed below. Pay Attention!

BASIC MOVES

Directional button Up or **Down** + **High Punch** = HOOK
Directional button Forward + **High Punch** = UPPERCUT
Directional button Back + **High Punch** = OVERHEAD

BODY SHOTS

Low Punches used with the Directional button allow you to lunge at an opponent and land a variety of Body Punches.

SWAYING, DUCKING and DODGING

Directional button used with the **L1** and **R1 buttons** provides some good defensive moves.

ACTIVATE RUMBLE MODE

When letters are spelled out, press the **L1**+ **R1 buttons** simultaneously.

TAUNT

Press the □ **button** + **X button** or △ **button** + ○ **buttons** simultaneously.

At the Title Screen, press Start. The next screen you will see is the Main Menu . Here you can choose from either Arcade Mode, Championship Mode or you can enter the game's Options menu. To make a selection, highlight the selection using the **Directional button** or **Left Stick**. When you have made your selection, press the **X button**. Pressing the △ **button** will take you back to the previous screen.

The following is a brief overview of the different game styles found in **Ready 2 Rumble Boxing**.

ARCADE MODE

Pick a boxer and fight your way to the top! More information is available on page 10, as well as complete information on all of the boxers on pages 24-26.

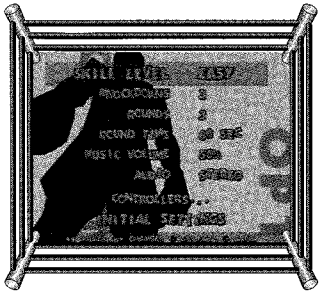
CHAMPIONSHIP MODE

Championship Mode lets you create a gym for yourself. Pick a boxer and train him or her to become the Champ! Build up your boxer through a variety of games and prize fights to earn more money. Use the cash to buy more equipment for your gym or to place bets your boxer's bouts! For more info on this unique game mode, see **CHAMPIONSHIP MODE** on pages 11 - 18.

OPTIONS

Under the Options menu, you can adjust different settings of the game, as well as re-configure your Controller. All of the game's Options are located on the next page.

Highlight **OPTIONS** from the Main Menu and press the **X button**. This will access the Options Menu in **Ready 2 Rumble Boxing**. The options listed on the next two pages can be adjusted. Options will be saved automatically to your Memory card if you have one inserted.



To adjust the game's options, do the following:

1. Highlight the option using the **Direction button** or **Left Stick**.
2. Adjust the option by pressing **Left** and **Right** on the **Direction button** or **Left Stick**.
3. When finished, press the △ **button**. This will exit the Options Menu.

OPTIONS

SKILL LEVEL

This deals with the overall difficulty of the game. If you're new to it, try **EASY**. Or, if you think you're all that, try **DIFFICULT**. The default setting is **MEDIUM**.

KNOCKDOWNS

This sets the number of knockdowns it'll take to defeat an opponent or the number of times your butt can be knocked down before you lose.

ROUNDS

How many rounds do you want to fight? Can you go a full **12** Rounds or are you lacking the stamina?

ROUND TIME

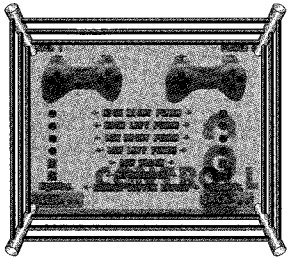
You can set the length of your Rounds to be as short as **15** seconds or go the distance with a regulation round of **180** seconds (3 minutes)!

NOTE

Knock Outs, Rounds and Round Time affect Arcade Mode only.

MUSIC VOLUME

Catchy music huh? You can adjust the background music volume by percentage. **100%** is the game's loudest setting while **0%**.



SFX VOLUME

Adjust the sound output for either **STEREO** or **MONO**.

CONTROLLERS

Under this option you can access the Controller Configuration screen and change your Controller's settings. Highlight **CONTROLLERS** and press the **X button**.

If you have two Controllers plugged in, two Controllers will be seen at the top of the screen. To adjust the Controller, highlight the row next to the action you want to change with the **Direction button** or **Left Stick**. To change the button that corresponds with that action, press the button you want to use. The button will change and adjust other buttons accordingly. Repeat this process to configure the controller to your liking. At any time, select **Normal** to reset the buttons to their original default configuration.

For example, if you want **Low Block** changed from **L1** to the **R2** button, highlight the row next to **LOW BLOCK** (default is L1) and press the **R2 button**. Got it?

Selecting **ARCADE MODE** will allow you to take control of a boxer (not ranked in the Bronze Class) and fight against the computer or a friend. To play against the computer, select **ONE PLAYER** and press the **X button**.

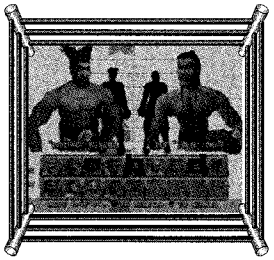
ONE PLAYER GAME

Playing against the computer has you duke it out against the other boxers while you progress up the ranks. There are three classes to go through, **Bronze**, **Silver** and **Gold**. Highlight **ONE PLAYER GAME** and press the **X button**.

You will then be able to select your boxer. Highlight the boxer you wish to use and press the **X button**. For information on playing the game, see **PLAYING THE GAME** on pages 19-22.

NOTE

If you press the □ + ○ **buttons** before choosing your Boxer, they will appear in an alternate costume. Another tip before you choose your boxer, if you press the □ **button + Up**, **Down**, **Right** or **Left** on the **Direction button**, you will be able to select a specific Cornerman. If you do not select a Cornerman, one will be randomly selected.



TWO PLAYER GAME

Select **TWO PLAYER** from the Arcade Mode screen. Before you play a two player game, make sure there are two controllers plugged in. Please see **Starting Up** on Page 4 for information on plugging in controllers.

Each player will then be allowed to select his/her boxer. To select a boxer, highlight them with the **Direction button** or **Left Stick** and press the **X button**.

NOTE

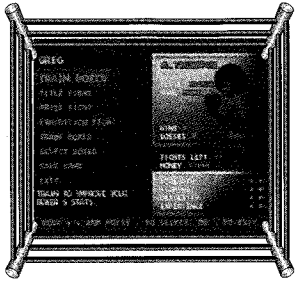
To play with two people, you must select **TWO PLAYER GAME**. The second player may not "challenge" a player in either a One Player game or a Championship Mode Game.

At the Main Menu, highlight **CHAMPIONSHIP MODE** and press the **X button**.

Championship Mode allows you to initially pick one of three boxers and raise them from **BRONZE** class to **CHAMPIONSHIP** level. Make all of your boxers champions to win the game.

Sharpen their fighting skills by keeping your Boxers in training at your Gym . Winning bouts and moving your Boxer to the next class will release another Brawler for you to select .

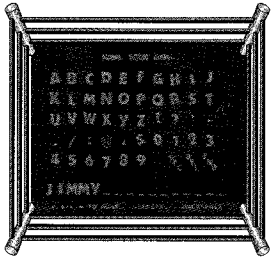
Raise money for your gym by participating in **PRIZE FIGHTS**. You can also battle in **EXHIBITION FIGHTS**, pitting your saved boxers against your friend's saved boxers.



From the Championship Mode screen, you can either start a **NEW** game or you can **LOAD** a game from your Memory card. For more information on using your Memory card including loading previously saved games, see page 23. To select options, highlight a selection on the screen and press the **X button**.

CHAMPIONSHIP MODE

A brief warning will appear on the screen advising you that in order to save Championship Mode game data, you must have a Memory card with at least two free blocks to save on. If no Memory card exists, you can press the **X button** to continue or press the △ **button** to cancel.



CREATE A GYM

When you start a **NEW** game, you can create a Gym where you can train your fighters. Highlight the letters and numbers with the **Direction button** or **Left Stick**. To select or enter a number or letter, press the **X button**.

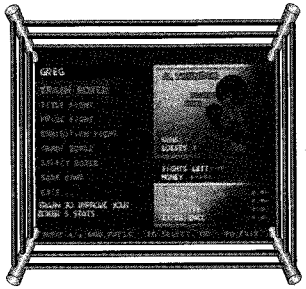
To erase the previous letter or backspace, press the △ **button**. When you are finished, highlight **END** and press the **X button**.

SELECT A BOXER

You will be able to select a boxer to train. When you begin, only three boxers will be available to you: Boris "The Bear" Knokimov, Butcher Brown & the funky (not chunky) Afro Thunder.

Select the boxers by highlighting them and pressing the **X button**. If your boxer is raised to the next class, you will unlock another boxer to choose from.





CHAMPIONSHIP OPTIONS

You'll notice there are a variety of things to do in Championship Mode. As you highlight each one, a brief description will be displayed at the bottom of the screen. On the right of the screen you will see your boxer along with their different stats such as **CLASS**, **FIGHTS REMAINING** and **DEXTERITY**.

Your main goal in **Championship Mode** is to train your boxers to become Champions. You will fight for money to build up your gym. As you build up your gym, you will be able to enhance your boxer's training by purchasing equipment. You can participate in **PRIZE FIGHTS** for some quick cash and place wagers on your fighter to make even more money.

You can enter **TITLE FIGHTS** to move up in the rankings, but it will cost you some cash to enter. **EXHIBITION FIGHTS** allow you to take a saved boxer (from your Memory card) to a friend's house to compete for money against their saved fighter. The next few pages will explain what each option in Championship Mode means and does. Pay Attention!

TRAIN YOUR BOXER

TRAIN BOXER allows you to purchase training equipment for your gym. Your boxer then works-out on the equipment through a series of small but challenging games. Equipment varies in cost, but there are ways of earning some quick cash (more about that later).

When you buy equipment, there is a small game you can play using the equipment. The games have to do with timing and rhythm, so you'd better be quick! You can select equipment by pressing the **Direction button** or **Left Stick** to the **Left** and **Right**, then pressing the **X Button** to confirm.



Underneath **PURCHASE** you will see **TRAINING**. If you select **AUTO**, the computer will build-up the boxer for you. If you select **MANUAL**, you will need to go through the training games to build-up your boxer. You can give them a better work-out than in the Auto mode, but you'll have to be a tough Trainer!

You will receive a **TRAINING VALUE** and **RATING** for every game you participate in. To switch between **AUTO** and **MANUAL**, press **Down** on the **Direction button** or **Left Stick** and press the **X button**. The following is a list of the equipment you can buy and how you train on it.

TRAINING EQUIPMENT

Here is a list of the Training Equipment and the games that go with them.

RUMBLE AEROBICS TRAINING

Build up some rhythm for your boxer by pressing buttons in a precise, timed order. **Cost: $500**

SWAY BAG TRAINING

Perform a sequence of moves in time with the ball. Entering an incorrect move ends the game. It's all memory based, so pay attention! **Cost: $1,000**

SPEED BAG TRAINING

Using some jabs and hooks, earn some points by hitting the bag against the ceiling. If the Red Power Meter runs down, your game is done. **Cost: $1,500**

HEAVY BAG TRAINING

You will be told what kind of punch to land. If you miss the punch three times, the game is done. Speed is everything! **Cost: $2,000**

WEIGHT LIFTING TRAINING

Press and hold the **X button** to lift the weights. Your goal is to get as close as possible to the top and bottom green line on the vertical lift bar. The bar is located on the right of your screen. This is harder than it looks! **Cost: $5,000**

VITAMIN TRAINING PROGRAM

This will help build your boxer's stamina and strength. There is no game associated with it, but it is vital. **Cost: $10,000**

RUMBLE MASS NUTRITION REGIME

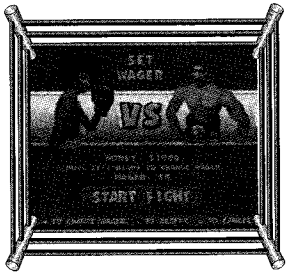
There is no game for this item, but it is necessary. It helps build strength and power. **Cost: $25,000**

TITLE FIGHTS

In order to win, you must have your boxers move up the ranks. Enter a Title Fight and box your way to the top. You will start unranked in the **Bronze** class and will fight for the 10th place ranking.

For every class that you advance to, another boxer will be available for you to select and train. Every time you enter a Title Fight, it will cost your gym $2,000 for **Bronze** class, $3,000 for **Silver** and $5,000 for **Gold**. This is the only way to move up to the Championship ranks, so use your money wisely!

PRIZE FIGHTS



In order to purchase gym equipment and compete in Title Fights, you must earn money by entering Prize Fights. You initially start out with $1,000 for your gym. You can either buy some gym equipment to build up your boxer or just have them enter the competition right off the bat. Are you crazy??

Before you enter a Prize Fight, you can wager your money on your boxer. The fight has a purse (cash prize) of varying amounts. If you wager your money on your fighter and they win, you double your wager plus win the purse. You can earn lots of cash this way, but be careful because you can lose your money just as easily.

There is a $20,000 wager limit. Place wagers by pressing the **Directional button Right** (to increase wager) and **Left** (to decrease the wager amount) on the screen shown above. When you're all set, press the **X button** to start the match.

EXHIBITION FIGHTS

Just like the Prize Fights, you can also wager on your **Exhibition Fights**. This is a Two Player fight against each player's saved boxer. Pressing **Left** and **Right** on the **Direction button** or **Left Stick** will select a Memory card, while pressing **Up** and **Down** will select the slots on the Memory card. Once you have selected your boxer, press the **X button** to Load them.

TRADE A BOXER

Here you can trade your saved boxer. Select a boxer by accessing your Memory card and appropriate slot. To **Load** them, press the **X button**. The game will prompt the second player to select a saved game from a slot on their Memory card. At this time, the second player can choose their boxer to trade with. To trade boxers, press the **X button**.

SELECT A BOXER

SELECT BOXER allows you to change your current boxer for another one. Remember that you must have all of your boxers ranked Champion to win. Press **Left** or **Right** on the **Direction button** or **Left Stick** to highlight the boxers.

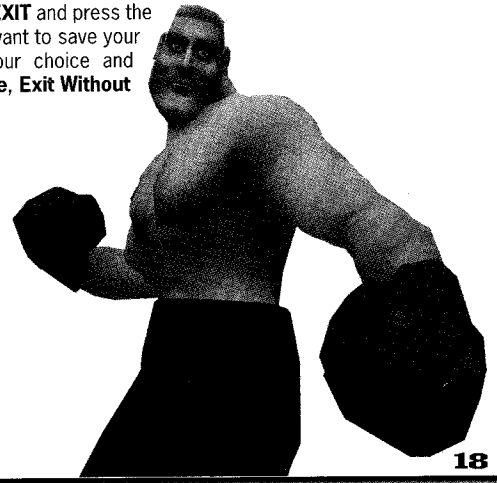
Once you have selected, press the **X button** to begin using them. You will initially have three boxers to choose from. As you progress into higher classes, more boxers will become available.

SAVE GAME

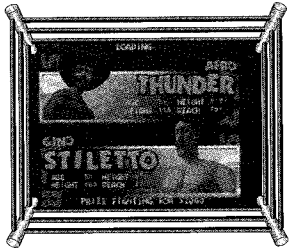
This will save your game data to your Memory card. Highlight **SAVE GAME** and press the **X button**. Next you will choose a Memory card and slot to save to. Once you have selected, press the **X button**. This will save all of your fighter's data, gym name and all prizes that have been won.

EXIT

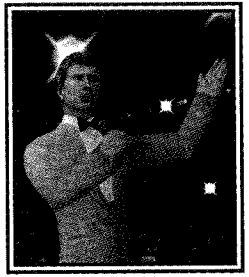
This allows you to **EXIT** Championship Mode and return to the Main Menu. After you select **EXIT** and press the **X button**, you will be asked if you want to save your game before exiting. Highlight your choice and press the **X button** to: **Save Game**, **Exit Without Saving** or **Cancel**.



The following pages will give you all you need to know about playing **Ready 2 Rumble Boxing**. All characters have their own unique punches and moves. For character information see **THE BOXERS** on Pages 24-26.



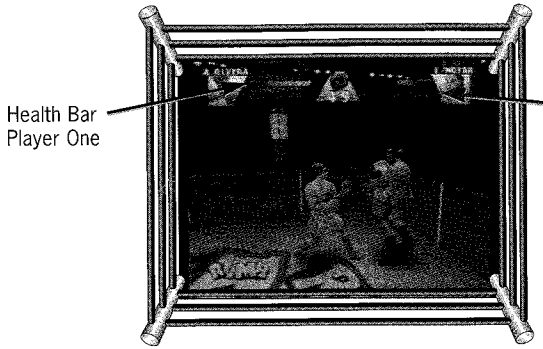
After you have selected your boxer, the game will start. At the boxer Match-Up screen, you can view your opposition and check out their stats. Beware, some fighters may not look like much, but they'll have you spittin' teeth in no time!



After the Match-Up screen has disappeared, the fight will begin. Your announcer is none other than **Michael Buffer, the Voice of Champions**™. He'll prepare the crowd for the bout with his famous "LET'S GET READY TO RUMBLE®!", followed by the introduction of the boxers. Wave to your Mom, get to your corner and get ready to come out swinging!

Even when you're seeing stars, try to remember how the buttons function. For the default settings, check out Page 5. Remember, each player has their own special moves!

Ok Hot Shot, it's time to put up or shut up.
Here's some information you should take into the ring.

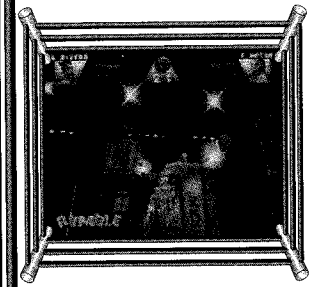


HEALTH / STAMINA BARS:

Each boxer has two bars above them. One is Red, the other is Blue. The Red bar is the boxer's **Health** (or energy). Every time the boxer is hit, the Red bar will grow shorter. When the bar runs out, your boxer is on the canvas.

The Blue bar is the boxer's **Stamina**. This bar indicates how much energy is in your punches (or how much damage you're doing). When you execute a Strong Punch (holding the **Direction button** down while pressing a **Punch button**), your Stamina bar will diminish and slowly rise again. Your punches are the most effective when your Stamina bar is full.

RUMBLE!!!



Every time you inflict a certain amount of damage on an opponent, you receive one letter of the word "**RUMBLE**". When you spell the word out (it will appear on the bottom of the screen), quickly press the **R1** and **L1 buttons** at the same time. Your boxer's gloves will glow.

When this happens, press the **X** and ○ **buttons** at the same time to unleash your boxer's "RUMBLE FLURRY". This is a move of intense speed and power that will be hard for your opponent to block. When spelling out RUMBLE, remember that Player One's letters will be on the bottom-left of the screen while Player Two's letters will be on the bottom-right of the screen.

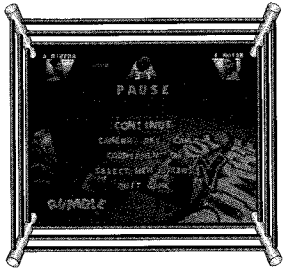
GETTING UP

Keep your defense up and block some punches, or you're going down! When you do go down, you'd better get back up and redeem yourself. When you get knocked down (and you will), repeatedly press any of the action buttons together over and over again. This will help your **Health Meter** (Red Bar) rise and allow you to get back on your wobbly feet. Any previous letters of "RUMBLE" will be lost when you get knocked down.

If you knock your opponent down, start pressing your buttons to build back your **Health** while you wait for the Bum to get up off the canvas.

PAUSING THE GAME

There might be a time when you have to Pause the game (Hey, you should have gone before starting the game). To do so, press **Start** and the Pause Menu will appear. Within the Pause Menu you will find the following options:



CONTINUE

Continues the match in progress. Press **Start** or the **X button**.

CAMERA

You can adjust the camera for numerous points of view. These camera angles are **NORMAL**, **ROTATE ABOUT PLAYERS**, **RINGSIDE VIEW**, **ROTATE ABOUT RING**, **FIRST-PERSON PLAYER 1** & **FIRST-PERSON PLAYER 2**. Each viewpoint provides a new and interesting way of playing the game. Pay attention to your boxer's location in the ring.

As the camera swings around (in ROTATE ABOUT RING for example), keep in mind that the **Direction button** may have to "rotate" with it. This means if you press to the **Left** on one move and the camera swings around to the other side, you may have to press to the **Right** next time to execute the same move.

CORNERMEN

Turn the Cornerman's voice **On** or **Off** by pressing the **Directional button Left** or **Right**.

SELECT NEW BOXERS

Highlight this and press the **X button**. You will then be taken back to the Boxer Select screen to chose new boxers.

QUIT GAME

Highlight this, press the **X button** and you're back to the Main Menu.

THE MEMORY CARD

Use your Memory card to **Load** or **Save Configuration Data** and options settings. At the Load and Save menus, highlight the option you want, then press the **X button** to Load or Save data.

When saving data, your Controller Configuration and any game configuration settings will be saved to the Memory card until the next time you play **Ready 2 Rumble Boxing**. The Memory card will automatically load any saved data when powering up the console, as long as you have a Memory card inserted in your Playstation.

The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 2 blocks are required to save your settings. The options settings will be automatically saved when the options menu is exited.

It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned **ON**. Make sure there are enough free blocks on your MEMORY CARD before commencing play. This game uses MEMORY CARD slot 1 or slot 2.

* Important Warning *

While saving a game file, never turn **OFF** the Playstation, remove the Memory card or disconnect the controller.

THE BOXERS



AFRO THUNDER
HOMETOWN: New York City, New York
WEIGHT: 120 lbs HEIGHT: 5'7" REACH: 70" AGE: 21
Afro Thunder is obviously a stage name for this retired cab driver. Immensely agile and talented, he tried his hand at many careers before heeding the call to professional boxing. While not possessing the greatest record, he never fails to draw a huge crowd with his showmanship and trademark flare.
UPTEMPO: Tap the □ button repeatedly



ANGEL "RAGING" RIVERA
HOMETOWN: Monterey, Mexico WEIGHT: 155 lbs HEIGHT: 5'9" REACH: 71" AGE: 23
Undefeated in the amateur circuit, he was known for adhering to the styles of boxing purists. His professional debut was no different, and after swiftly earning his first championship belt, Angel lost it in his first title defense against a former classmate, the brutal Rocket Samchay. Puzzled by the new champ's unorthodox fighting method, Rivera abandons the confines of his traditional techniques in exchange for a wilder more reckless path. Now fueled by revenge, he has little respect for those he must defeat in order to again face his nemesis.
GHETTO BLASTER: Direction button Back, Forward + □ button



"BIG" WILLY JOHNSON
HOMETOWN: Chester, England
WEIGHT: 175 lbs HEIGHT: 5'9" REACH: 72" AGE: 38
Willy comes to us from the late 1800's where he was the undisputed fist-a-cuffs champion. Brought to the present through a mysterious rift in time, he resurfaces among modern day gladiators in an attempt to remind the world where the sport originated. Hailing from a time when there were hardly any rules, no time limit and little protection, Sir Johnson serves up a rowdy blast from the past.
TEA AND CRUMPETS: Direction button Forward, Forward + △ button



BORIS "THE BEAR" KNOKIMOV
HOMETOWN: Zagrev, Croatia
WEIGHT: 220 lbs HEIGHT: 6'3" REACH: 73" AGE: 30
Boris is a folk hero in his country, along with being a living legend all across Eastern Europe. He is arguably one of the most complete fighters on the circuit, both inside and outside attacks. With the support of the best Olympic coaches and gyms in Croatia, Boris trains intensely for every fight believing that he will never let his country down.
JUSTICE AXLE: Direction button Back, Forward + □



BRUCE BLADE
HOMETOWN: San Diego, California
WEIGHT: 243 lbs HEIGHT: 6'5" REACH: 78" AGE: 25
A skilled naval shipyard engineer and notorious ladies man, Bruce moonlights as a boxer in headgear that shields his identity. The added protection is also rumored to protect his dashing good looks, not to mention his over-inflated ego. New to professional boxing, his hit and run tactics may seem cowardly to some and have also caused critics to doubt his seriousness for the sport.
SIT DOWN: Direction button Back, Back, Forward + △ button



BUTCHER BROWN
HOMETOWN: District of Columbia
WEIGHT: 232 lbs HEIGHT: 5'9" REACH: 82" AGE: 23
Butcher is a goofy, cocky boxer who was once the undisputed champion but lost his title in a controversial bout with Boris Knokimov. After a leave of absence and a long bout with personal turmoil and disillusionment, an inspiring relationship with the spiritual Kemo Claw reunited him with the sport that once made him famous. Armed with newfound confidence, Brown is now determined to not only reclaim his belt, but to unify the championships as well.
WILD RIDE: Direction button Forward, Back + △ button



DAMIEN BLACK
HOMETOWN: Unknown
WEIGHT: 250 lbs HEIGHT: 7'3"
REACH: 105" AGE: 500
Little is known about the strange abomination known as Damien Black. It is speculated that he is a Being from another dimension and that he funds and promotes many boxing events including his own. It is also rumored that the "Blackheart Spear", his patented body blow, causes fighters to become ill and plagued the instant it connects. His goal is unclear but few wish to stand in his way.



"FURIOUS" FAZ MOTAR
HOMETOWN: Riyadh, Saudi Arabia
WEIGHT: 230 lbs HEIGHT: 6'5" REACH: 76" AGE: 28
The former bodyguard of a wealthy Middle Eastern entrepreneur, Faz comes to the ring with a gritty no-nonsense style. Fully backed by his wealthy benefactor, he is a cutting-edge specimen in the world of professional sports. Don't let the flashy garb fool you, he is dangerous both in and out of the ring.
CRUISE MISSILE: Direction button Forward, Forward + ☐ button, △ button



GINO STILETTO
HOMETOWN: Philadelphia, Pennsylvania
WEIGHT: 180 lbs HEIGHT: 6'0" REACH: 72" AGE: 38
Gino is a proven warrior whose accomplishments are some of the most noted highlights in the sport today. He has won and lost the championship many times, often coming out of multiple retirements to do so. Now a respected trainer, his star pupils carry on his testament, but the success his protégés garner rekindles a fire long thought extinguished. Donning his trademark Stars and Stripes, Gino re-enters the pugilist world for perhaps the last time.
HARD RIDER: Direction button Forward, Back, Forward + ☐ button



JET "IRON" CHIN
HOMETOWN: Taipei, Taiwan
WEIGHT: 150 lbs HEIGHT: 5'8" REACH: 78" AGE: 20
Jet once made a living as a stunt double for a famous Hong Kong movie star. After living in the shadow of his hero for many years, he made his way to the ring to earn a name for himself outside of the cinema. Being new to the sport, Jet's lethal brand of martial arts often overrides his traditional boxing training.
GREAT FANG: Direction button Forward, Back + △ button



KEMO CLAW
HOMETOWN: Gallup, New Mexico
WEIGHT: 120 lbs HEIGHT: 7'1" REACH: 99" AGE: 34
Kemo is a wise old boxer who baffles opponents with his somewhat mystic fighting style. It is said he channels the spirit of the greatest warriors from his family and that his long reach and towering height are the product of a Shaman. Rarely uttering a word, his actions speak loud and clear.
BOW & ARROW: Direction button Back, Forward + ☐ button, Back + ☐ button



LULU VALENTINE
HOMETOWN: Seattle, Washington
WEIGHT: 105 lbs HEIGHT: 5'2" REACH: 64" AGE: 24
A graduate student in business and fashion design, Lulu supplements her world famous clothing line with her other profession-prize fighting. Her compact and efficient punches generate surprising power, which often catches opponents off guard. This, along with her stunning looks and knowledge, is more than enough to help her climb the ranks, where she hopes to make a name for herself and her business.
TRIPLE UPPER: Direction button Back, Back, Forward + △ button



NAT DADDY
HOMETOWN: Las Vegas, Nevada
WEIGHT: 265 lbs HEIGHT: 6'9" REACH: 100" AGE: 25
Intimidating and with an awe-inspiring presence, Nat has arrived on the boxing scene as one of the largest figures in the sport, physically and professionally. Relying on his super-long reach and frightening agility, he is regarded as a legitimate contender despite his somewhat limited arsenal of punches. Still, one can't help but think that someday, he could take the championship belt by force.
DUMP TRUCK: Direction button Back, Back, Forward + △ button, ○ button



ROCKET SAMCHAY
HOMETOWN: Bangkok, Thailand
WEIGHT: 165 lbs HEIGHT: 6'2" REACH: 78" AGE: 23
A Muay Thai champion in his home country, Rocket wants to prove to the world that his kickboxing school is the best with hands, as well as feet. Although restricted to the rules of Western Boxing, it often doesn't stop him from punctuating his wins with eastern style fury. After studying boxing in the States and winning the championship from Angel "Raging" Rivera, Rocket is now convinced that he is unstoppable.
DOUBLE TROUBLE: Direction button Back, Forward + ☐ button, Back + △ button



SALUA
HOMETOWN: Waipahu, Oahu
WEIGHT: 358 lbs HEIGHT: 6'0" REACH: 77" AGE: 33
Salua is a former Sumo wrestler who originally came from Hawaii but later moved to Japan to take on the world's greatest Sumo wrestlers. After becoming Grand Champion, Salua was concerned with the lack of recognition Sumo receives from the rest of the world. A consummate disciplinarian in a relentless pursuit to develop and refine his skills, he entered boxing and left his championship behind in an attempt to represent and bring respect to the sport he loves.
ALL YOU CAN EAT: Direction button Forward, Back + △ button



SELENE STRIKE
HOMETOWN: Brasilia, Brazil
WEIGHT: 130 lbs HEIGHT: 6'2" REACH: 80" AGE: 24
Selene is without a doubt, pound for pound, one of the best female boxers in the world today. Her graceful technique is backed by lethal power, particularly with her potent straight and right hook. Though, not particularly fast, this young veteran makes up for her lack of speed with awesome toe-to-toe tactics.
NO LOVE: Direction button Back, Forward + ☐ button



TANK THRASHER
HOMETOWN: Guntersville, Alabama
WEIGHT: 290 lbs HEIGHT: 6'4" REACH: 80" AGE: 26
Tank used to fight in the extreme sport of crocodile rodeo but soon got bored from the "lack of serious competition". Boxing is his natural forte and he has become a leading contender, often misleading opponents with his apparent lack of conditioning. Trash-talking and pummeling opponents into submission, Tank holds up convincingly against the better-trained boxers.
TENDERIZER: Direction button Back, Back, Forward + ○ button