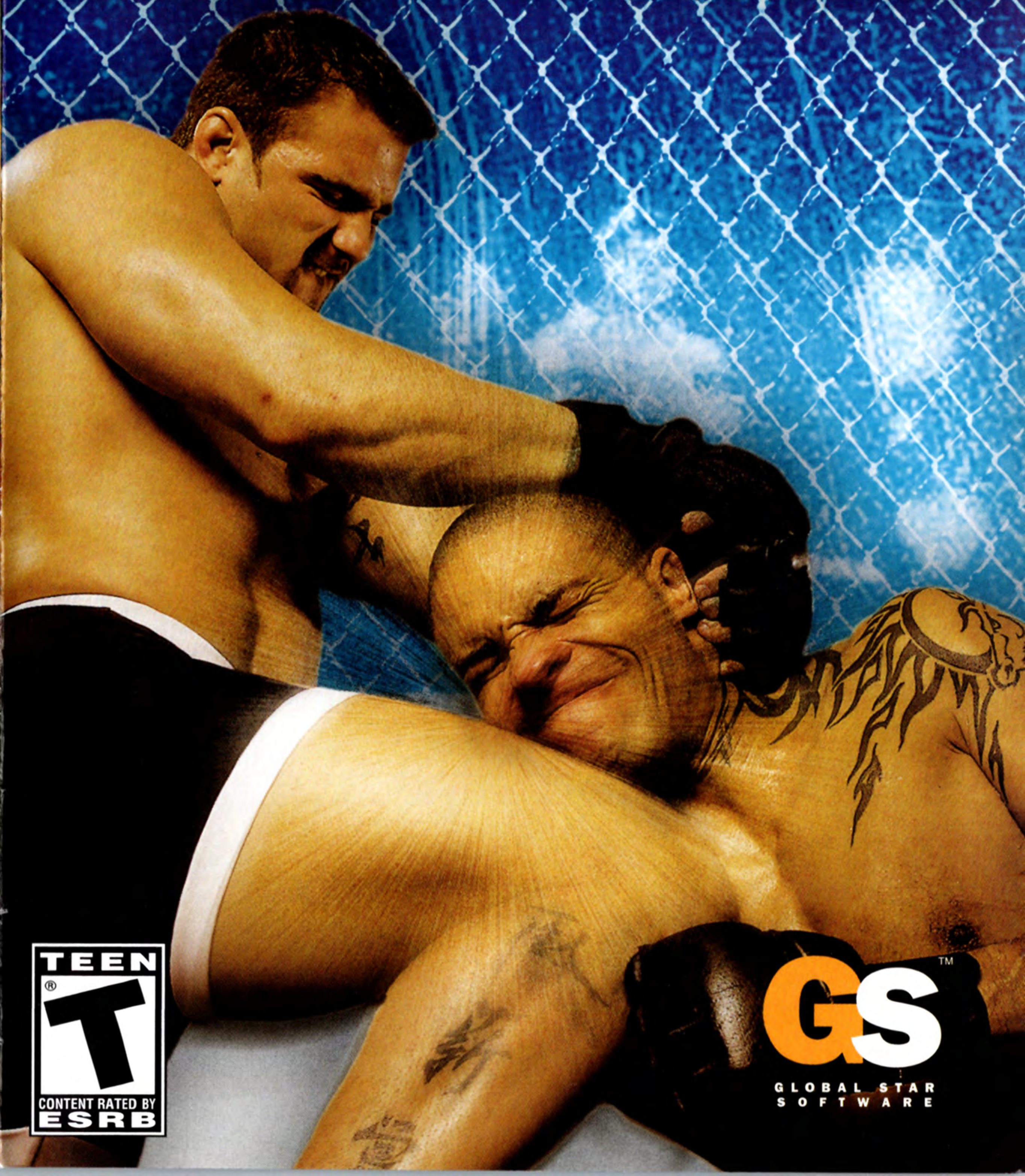


UFC[®]

ULTIMATE FIGHTING
CHAMPIONSHIP[®]

SUDDEN IMPACT



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

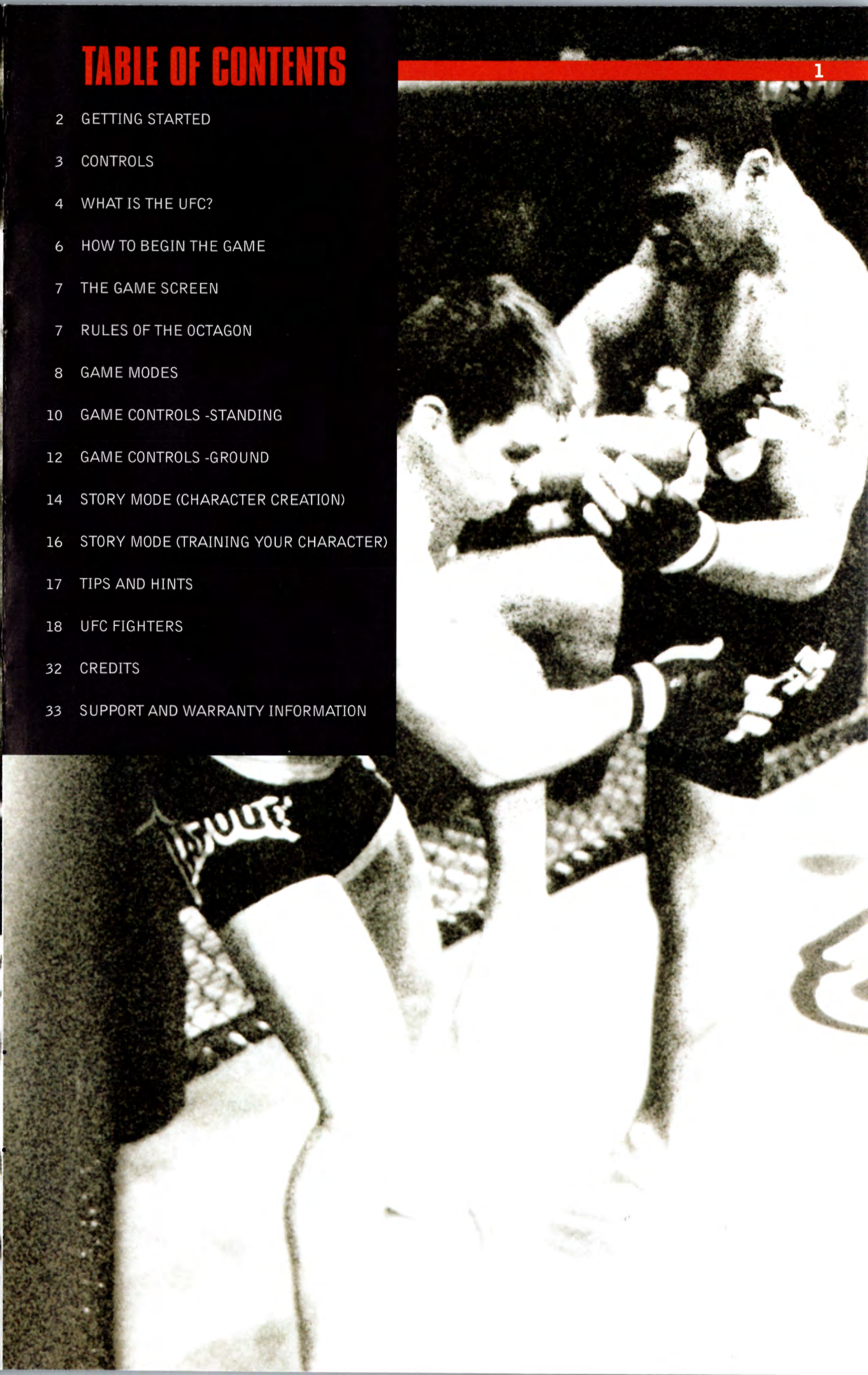
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

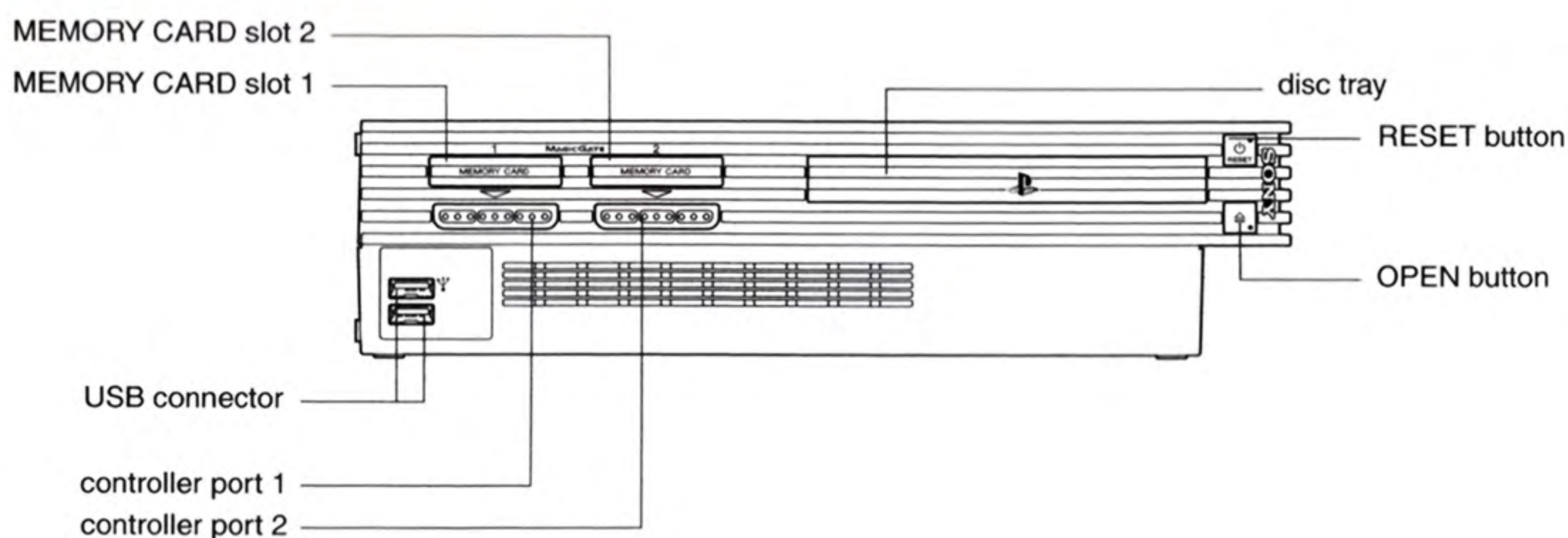
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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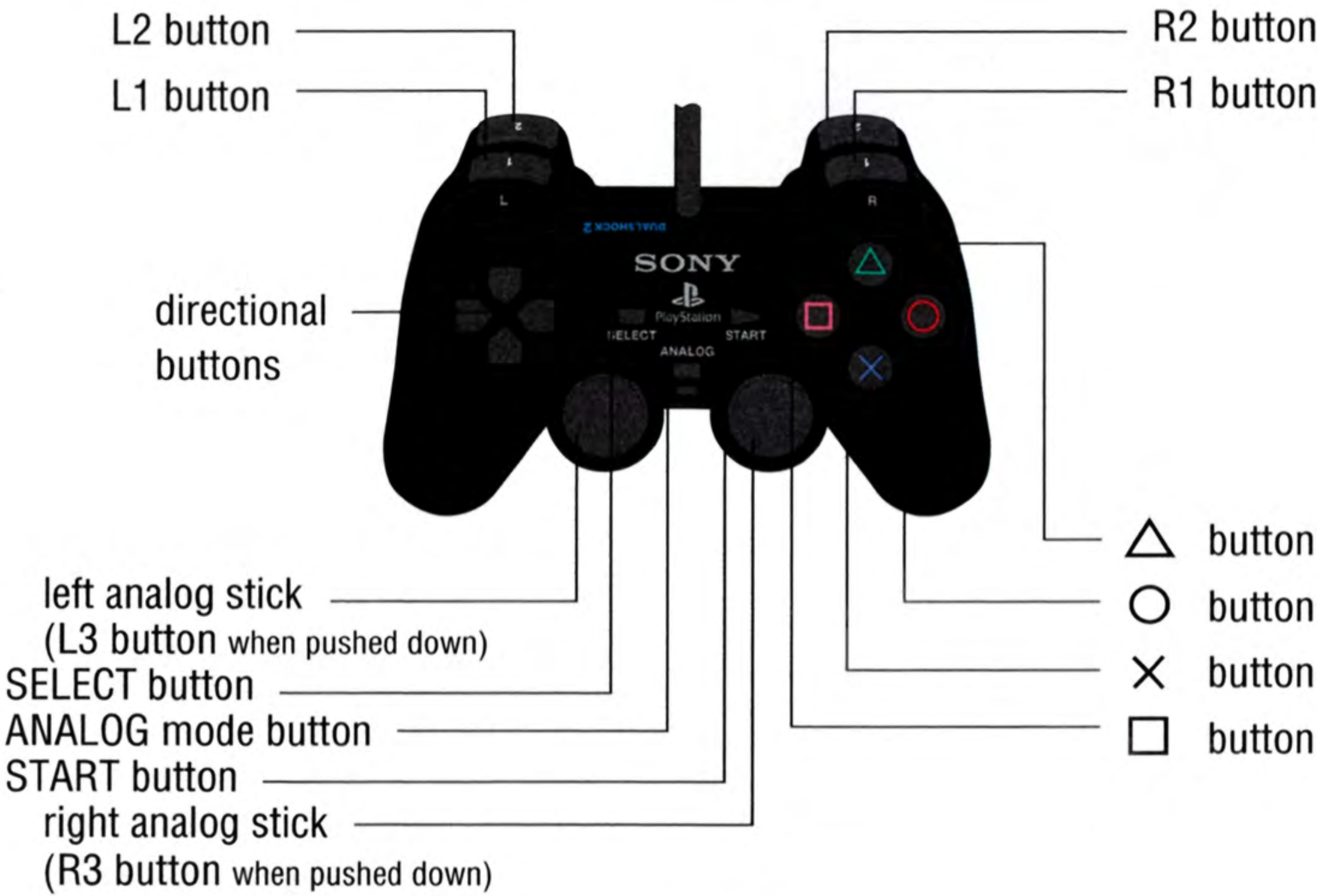
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the UFC: Sudden Impact disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS	BUTTONS	FIGHTING CONTROLS
CONFIRM	ⓧ BUTTON	LEFT KICK
N/A	◯ BUTTON	RIGHT KICK
N/A	◻ BUTTON	LEFT PUNCH
CANCEL, BACK	△ BUTTON	RIGHT PUNCH
MOVE CURSOR	DIRECTIONAL BUTTONS	MOVE FIGHTER, GUARD
MOVE CURSOR	LEFT ANALOG STICK	MOVE FIGHTER
SKIP, CONFIRM, etc.	▶ START BUTTON	PAUSE
N/A	◻ SELECT BUTTON	N/A

WHAT IS THE UFC®?

In 1993 the best fighters from a variety of martial arts were brought together to battle it out in a 6-foot tall, 8-sided ring called the Octagon to see which fighting style was the best.

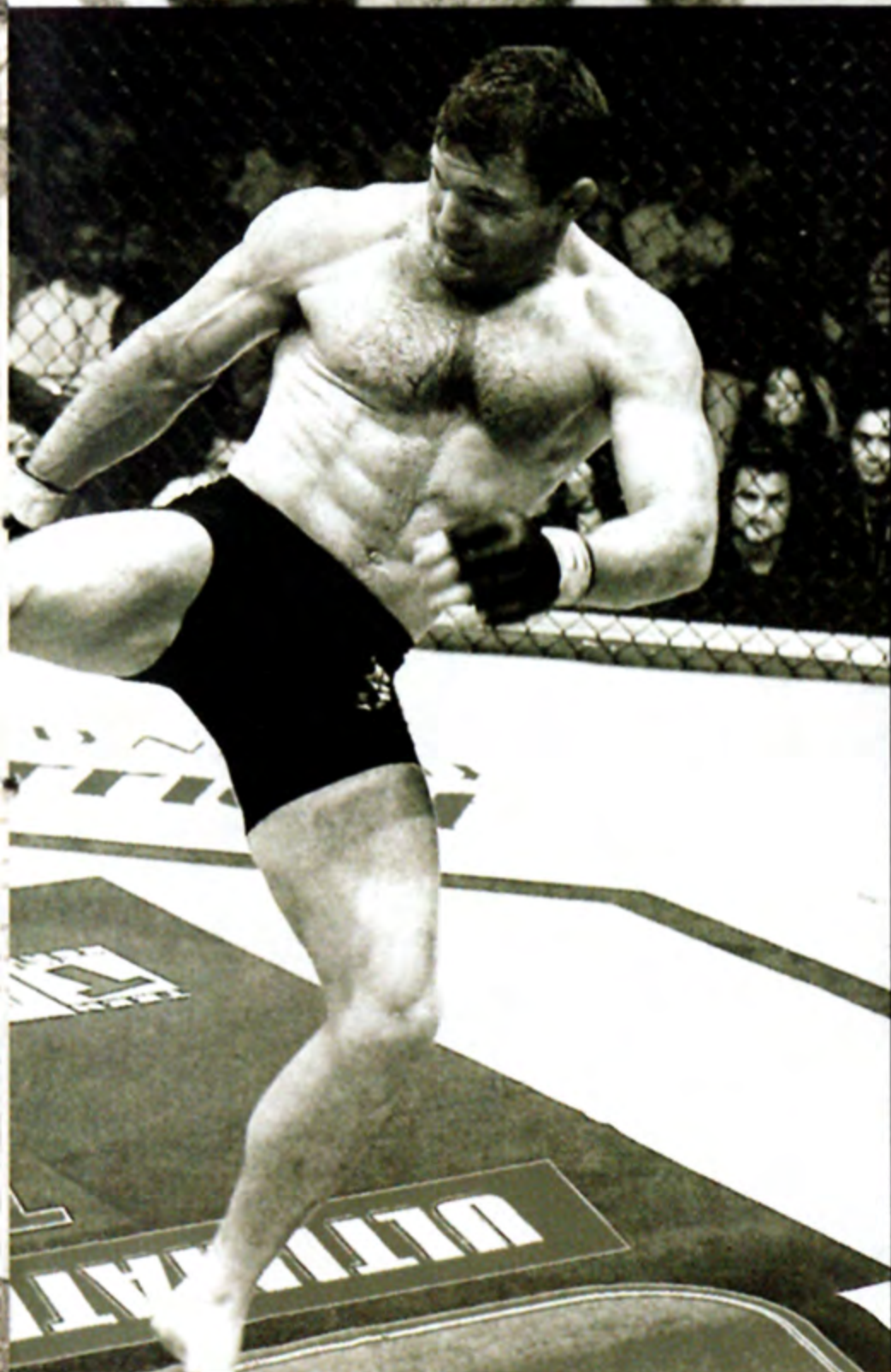
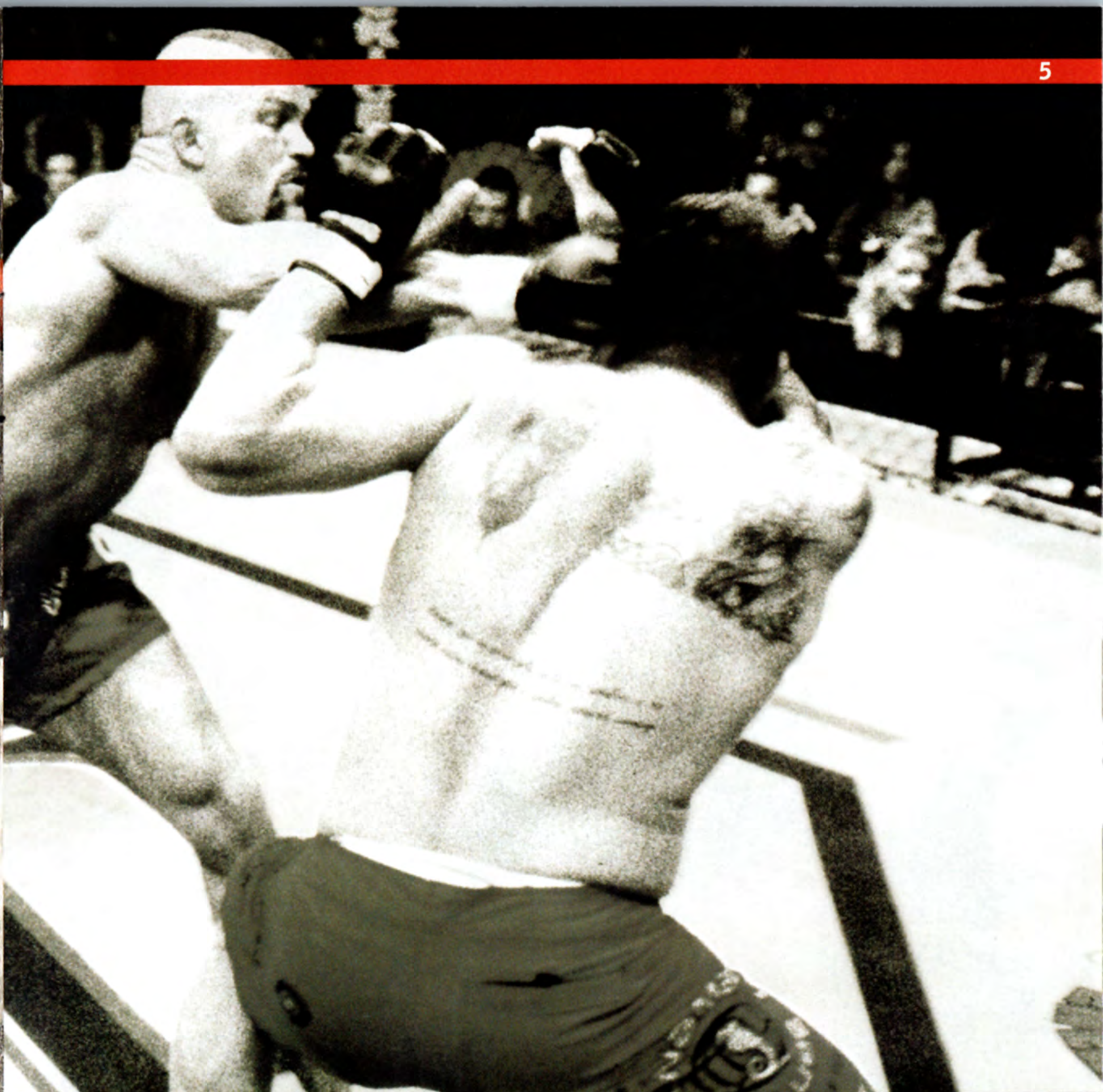
The Ultimate Fighting Championship® was born and with it came a new era in mixed martial arts.

Royce Gracie shocked the world when he dominated the first UFC® tournament using his family's proven form of Brazilian Jiu-Jitsu. Suddenly it seemed that too much faith was put in traditional stand up fighting as Royce took each fight to the ground and submitted all of his opponents.

Since the first UFC, the world of martial arts has morphed to produce fighters with a variety of skills, drawing from kickboxing, jiu-jitsu, boxing, wrestling, karate, and other styles. Now fighters such as Tito Ortiz, Ken Shamrock, and Chuck Liddell pride themselves on being mixed martial artists possessing a variety of abilities.

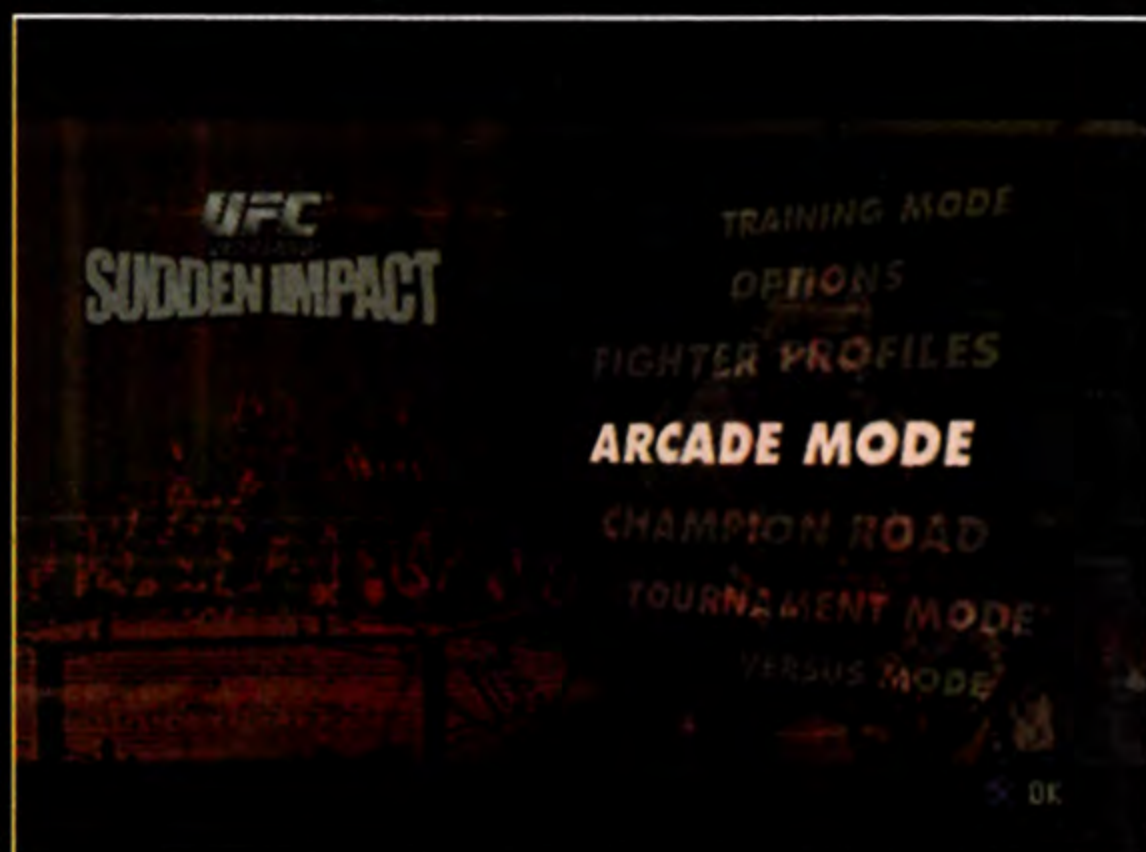
There never was a plan to proceed beyond one or two shows, but the fans' response and international support for the event was enormous. In 2001 the event was sold to Zuffa, LLC, a company headed by Lorenzo Fertitta, a former member of the Las Vegas Athletic Commission. With Dana White handling the event's affairs, what began as a mere spectacle has been transformed into one of the world's most entertaining sporting events. Over the course of its 10-year existence and more than 45 events in the U.S., Brazil, Japan, and Great Britain, the UFC has become the premier mixed martial arts event in the world.





HOW TO BEGIN THE GAME

Press the START button on the title screen, and you will see the game mode select screen (Main Menu). Use the directional buttons or left analog stick to select the mode and press the X button to confirm.



RULES OF THE OCTAGON

7

K.O.

Knock out the opponent by lowering their health to zero.

TAPOUT

Successfully perform a submission move on your opponent until they tap out.

DECISION

If there is no winner after the final round, then the fight goes to the judges' decision. This decision is based not only on the amount of damage taken, but also on aggressiveness.

DRAW

In the case of a draw, both fighters will be disqualified and unable to continue in Arcade, Tournament and Champion Road modes.



THE GAME SCREEN

1. HEALTH GAUGE

STAMINA (BLUE) – This decreases with each move you perform and each attack you take. As long as you are not on the offensive, your stamina will recover.

ENDURANCE (RED) – Your overall health. This decreases with each attack you take and cannot be recovered once it is lost.

2. FIGHTER'S NAME

3. REMAINING TIME FOR THE ROUND

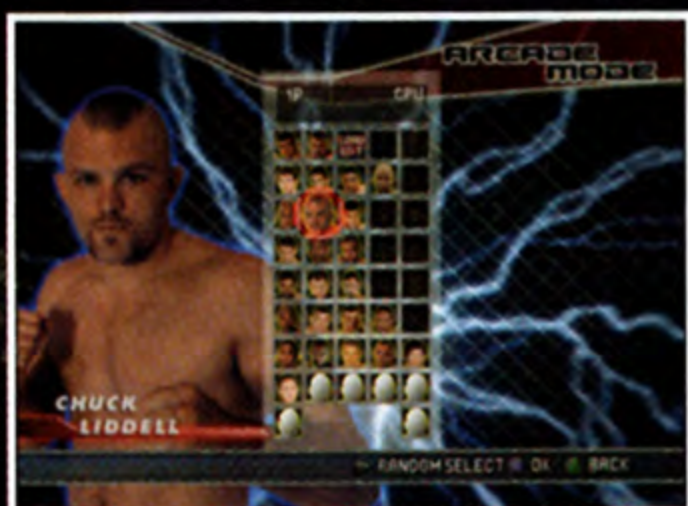
4. ROUND NUMBER



GAME MODES

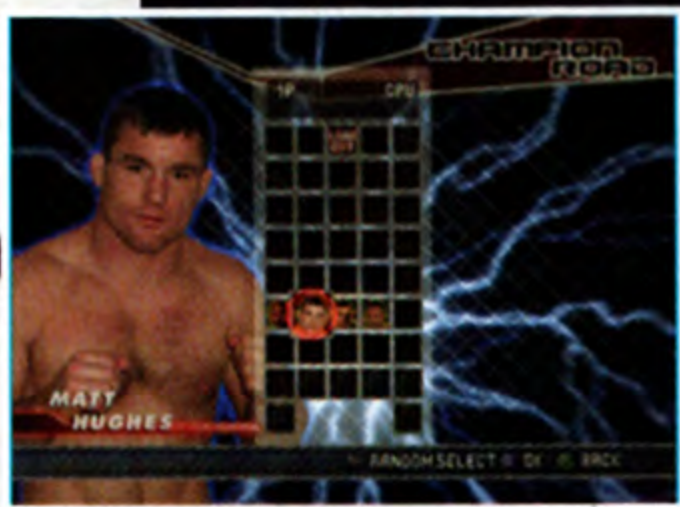
ARCADE MODE

In this single player mode, you can fight as one of 37 real-world UFC® fighters or your own created fighter and battle your way through as many matches as possible. In the case of a draw or double knockout, you will be disqualified and unable to continue. After winning a certain number of consecutive fights, you may receive a reward. The best record will be saved in Arcade Record (in the Options menu).



CHAMPION ROAD

In this single player mode, the goal is to win the UFC® championship in the chosen weight class. You can use a UFC fighter or a created fighter from the same weight class. You will have to win 5 fights in a row to win a title belt. In the case of a draw or double knockout, you will be disqualified and unable to continue. Once you become a champion, you will unlock Legend mode in which you will try to defend your title and become a legendary champion. You cannot use Story mode fighters to unlock Legend mode although you can load them in both Champion Road and Legend mode, once unlocked.

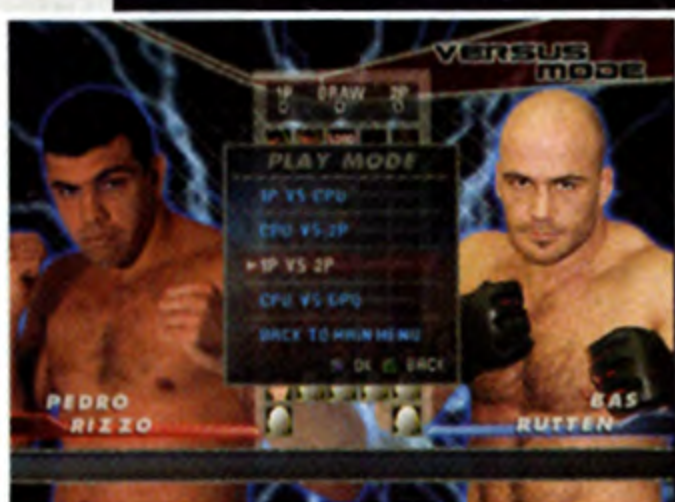


TOURNAMENT MODE



Set up a single elimination tournament between 8 characters. Each character can be controlled by either a player or CPU. Use two controllers for multiplayer.

VERSUS MODE



Set up a match between any two fighters in the following play modes:

1P vs. 2P	CPU vs. 2P
1P vs. CPU	CPU vs. CPU

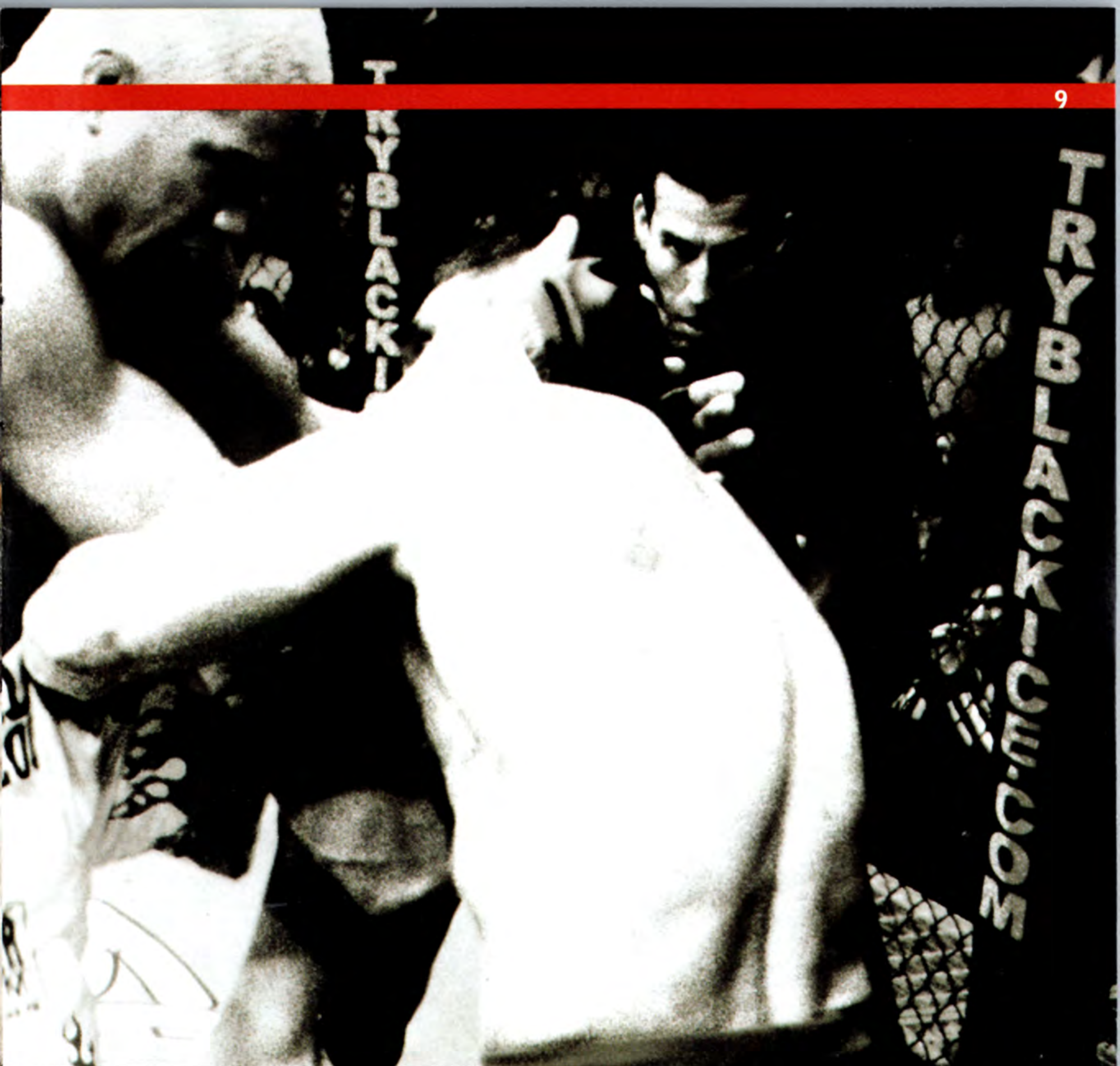
STORY MODE

Create a custom fighter and complete 3 years of training to become a UFC® fighter. (See p.14)

TRAINING MODE

Practice your moves before using them in a real fight. In this mode, you can spar against the CPU or a friend, change the CPU's fighting tactics, and set fighting positions. The CPU fighting tactics (Opponent Set) can be changed to the following:





FREE

Opponent will not guard against your attacks.

GUARD

Opponent will block strikes.

CPU

Opponent will act as a normal CPU fighter.

MANUAL CONTROL

Opponent control is passed over to the second controller.

GRAPPLING

Opponent will perform grappling moves.

TAKEDOWN

Opponent will continually attempt takedowns.

STRIKE

Opponent will perform strike moves.

ESCAPE

Opponent will escape takedowns, grappling moves and submissions.

You can also view moves list from Training Options (press START button).

OPTIONS

The player can adjust button configurations, difficulty levels, and other settings such as number of rounds and round duration. Also, you can save and load your progress from this menu.

FIGHTER PROFILES

Here you can learn about your favorite UFC fighters, read their profiles, and see their fight records.



CONTROLS - STANDING

In standing position, you can use punch and kick strikes. If you are using a fighter who is a grappler, try to take down the opponent.

STANDING OFFENSE / DEFENSE

Punch or Kick – Pressing punch and kick buttons will perform single and combo strikes.

Step moves (FS: front step, BS: back step, RS: right step, and LS: left step moves) –

Quickly tap a directional button relative to your opponent, then press a punch or kick button. Performing step moves requires precise timing, but can yield a variety of moves.

Rival Stun moves – You can stun the opponent by countering his attack (hitting your opponent after he has already begun an attack). If you do it right, you can also stun your opponent by hitting him hard against the fence. Doing this will give you a split second to perform a powerful move known as a “Rival Stun” move.

MOVEMENT

Move	Hold a directional button
Step	Quickly tap a directional button

SHORT & LONG DISTANCE ATTACKS

Your distance from the opponent determines what type of attack you will perform

L-PUNCH	LP
R-PUNCH	RP
L-KICK	LK
R-KICK	RK
GUARD	Hold the directional button away from the opponent
TAKEDOWN	RP + RK or LP + LK
TAKEDOWN DEFENSE	LP+RP or SPIN*
PUNCH REVERSAL	LP+RP
KICK REVERSAL	LK+RK



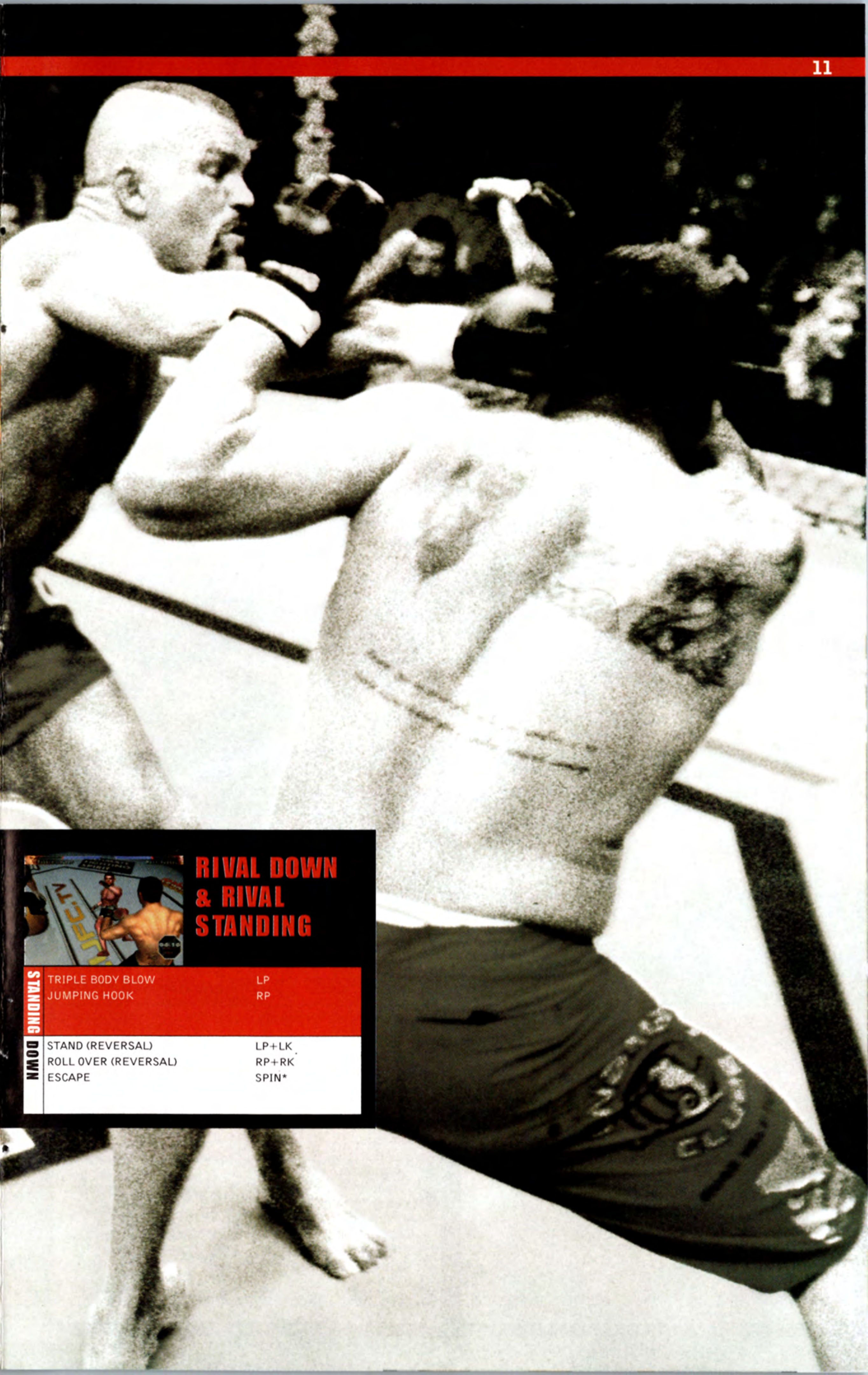
VARIATIONS IN STANDING POSITIONS



STANDING CLINCH

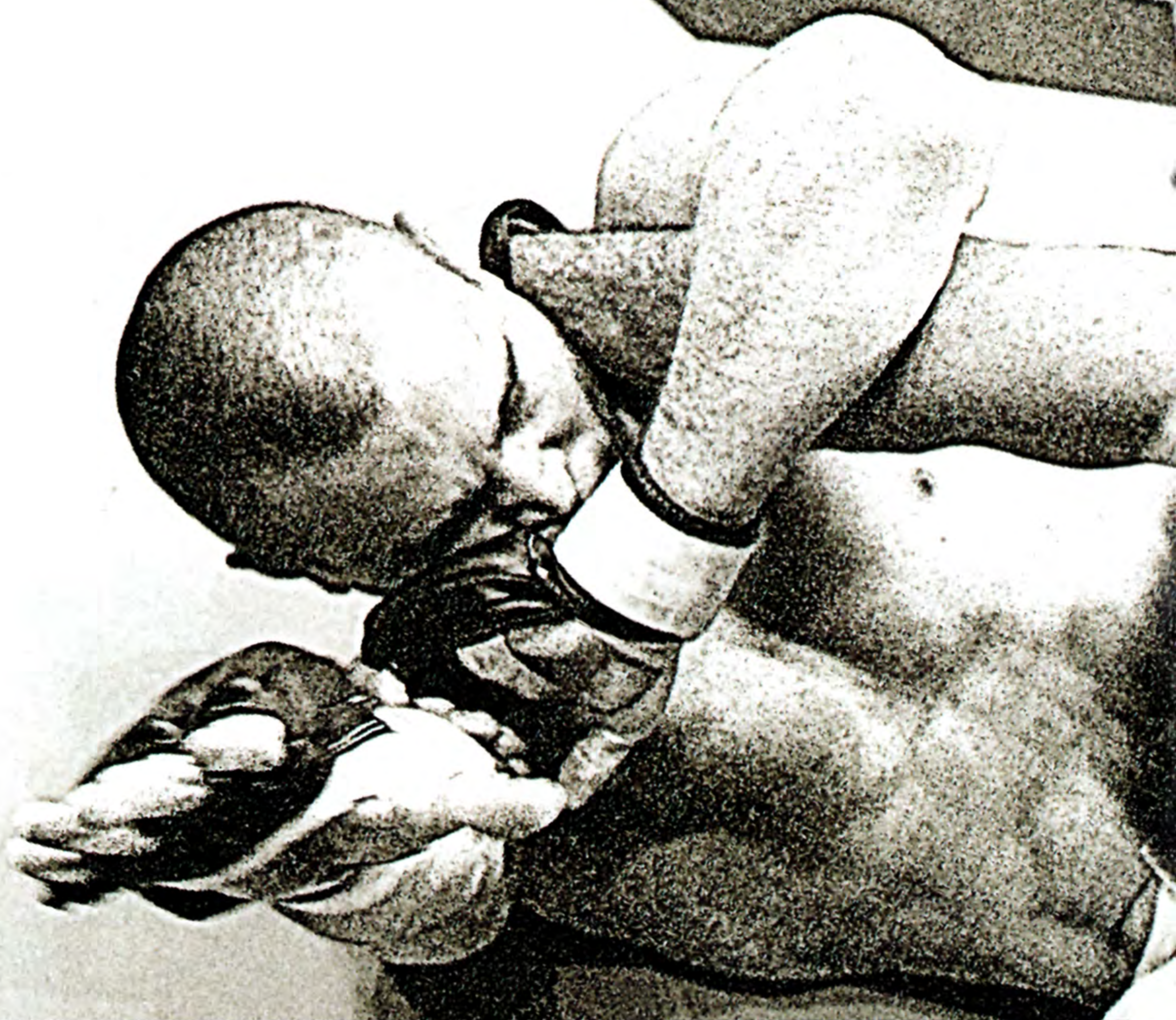
TO MOUNT TOP	LP+RP
TO FENCE MOUNT TOP	LK+RK
BREAK AWAY	SPIN*

* “SPIN” means to spin the left analog stick quickly, or to randomly press directional buttons repeatedly. You can use this to escape from takedowns, submissions and other grappling moves.



RIVAL DOWN & RIVAL STANDING

STANDING DOWN	TRIPLE BODY BLOW JUMPING HOOK	LP RP
	STAND (REVERSAL) ROLL OVER (REVERSAL) ESCAPE	LP+LK RP+RK SPIN*



FENCE MOUNT POSITION

Being on the bottom is one of the worst positions. Get out!

TOP	L-PUNCH	LP
	R-PUNCH	RP
	L-BODY PUNCH	LK
	R-BODY PUNCH	RK
	SUBMISSION	RP+RK
	GRAPPLING PUNCH	LP+LK
	STAND	SPIN*
	STRIKE DEFENSE	↑ up directional button
	SUBMISSION DEFENSE	SPIN*
BOTTOM	L-PUNCH	LP
	R-PUNCH	RP
	L-BODY PUNCH	LK
	R-BODY PUNCH	RK
	SUBMISSION	RK+LK
	CLINCH	RP+RK or LP+LK
	STRIKE DEFENSE	↓ down directional button
	SUBMISSION DEFENSE	SPIN*



GUARD POSITION

On top is somewhat more advantageous, but the bottom is not bad. On the bottom, you can still control the opponent with your legs.

TOP	L-PUNCH	LP
	R-PUNCH	RP
	L-BODY PUNCH	LK
	R-BODY PUNCH	RK
	GRAPPLING PUNCH	RP+RK
	SWEEP TO SIDE MONT	LP+LK
	STAND	SPIN*
	STRIKE DEFENSE	↑ up directional button
	SUBMISSION DEFENSE	SPIN*
BOTTOM	L-PUNCH	LP
	R-PUNCH	RP
	L-BODY PUNCH	LK
	R-BODY PUNCH	RK
	GRAPPLE	RP+RK or LP+LK
	STRIKE DEFENSE	↓ down directional button
	SUBMISSION DEFENSE	SPIN*

CONTROLS - GROUND

Controls on the ground are different when you are on top or not. The key to victory is to put yourself in the most advantageous position.



MOUNT POSITION

Being on the top is overwhelmingly advantageous. If you're on the bottom, look for an opportunity to change your position!

TOP	L-PUNCH	LP
	R-PUNCH	RP
	L-BODY PUNCH	LK
	R-BODY PUNCH	RK
	SUBMISSION or GRAPPLING PUNCH	LP + LK or RP + RK
	STAND	SPIN*
	STRIKE DEFENSE	↑ up directional button
	SUBMISSION DEFENSE	LP+RP, LK+RK or SPIN* (depends on the move)
BOTTOM	L-PUNCH	LP
	R-PUNCH	RP
	L-BODY PUNCH	LK
	R-BODY PUNCH	RK
	GRAPPLING	LP + LK or RP + RK
	TO GUARD BOTTOM	SPIN*
	STRIKE DEFENSE	↓ down directional button
	SUBMISSION DEFENSE	LP+RP, LK+RK or SPIN* (depends on the move)



SIDE MOUNT POSITION

Being on the top has some advantage, although it's usually a transitional position.

TOP	LEFT KNEE	LP or LK
	RIGHT KNEE	RP or RK
	TO MOUNT TOP or GRAPPLING KNEE	RP+RK (depends on the fighter)
	SUBMISSION	LP+LK
BOTTOM	STRIKE DEFENSE	LP+LK or RP+RK
	SUBMISSION DEFENSE	LP+RP or SPIN*



BACKMOUNT POSITION

Just like in mount position, being on top is overwhelmingly more advantageous. From the bottom, position change is the first and foremost concern.

TOP	L-PUNCH	LP
	R-PUNCH	RP
	L-BODY PUNCH	LK
	R-BODY PUNCH	RK
	SUBMISSION	LP + RK or RP + RK
	STAND UP	LP + RK or SPIN*
	STRIKE DEFENSE	↑ up directional button
BOTTOM	L-ELBOW	LP or LK
	R-ELBOW	RP or RK
	TO MOUNT BOTTOM	SPIN*
	STRIKE DEFENSE	↓ down directional button
	SUBMISSION DEFENSE	LP+RP or SPIN* (depends on move)

* "SPIN" means to spin the left analog stick quickly, or to randomly press directional buttons repeatedly. You can use this to escape from takedowns, submissions and other grappling moves.

STORY MODE

WHAT IS STORY MODE?

In story mode you can create a custom fighter and complete 3 years of training. You can then take him to the UFC® and see if he can become the champion!

You will start out as a street brawler, discovered by a professional trainer. Your fighter will experience 2 sets of training challenges every month. Depending on how you select these training challenges, you will affect your fighter's abilities and move repertoire.

You can change your fighting style once a year. Changing fighting styles every year will give you techniques from various styles. There is potential to be a very balanced fighter, although your techniques may lack more advanced moves. Sticking to one fighting style all the way through will give you more in-depth combos and decisive moves in that particular style, although you may not be as versatile.

CREATE NEW FIGHTER



- 1. CHOOSE FACE** – Select from various face types.

- 2. CHOOSE TRUNKS**
Select from 3 types of trunks.

- 3. CHOOSE TRUNK DESIGN**
Select from various trunk designs.



- 4. CHOOSE TATTOOS**
Select from various tattoo designs and place them on the fighter's body.

5. ADJUST HEIGHT AND WEIGHT

Adjust fighter's height and weight. This will determine the fighter's weight class.



- 6. FIGHTER PROFILE**
FIRST/LAST NAME
Enter the fighter's name.
D.O.B.
Enter the fighter's date of birth.

FIGHTING OUT OF
Enter the fighter's place of origin.

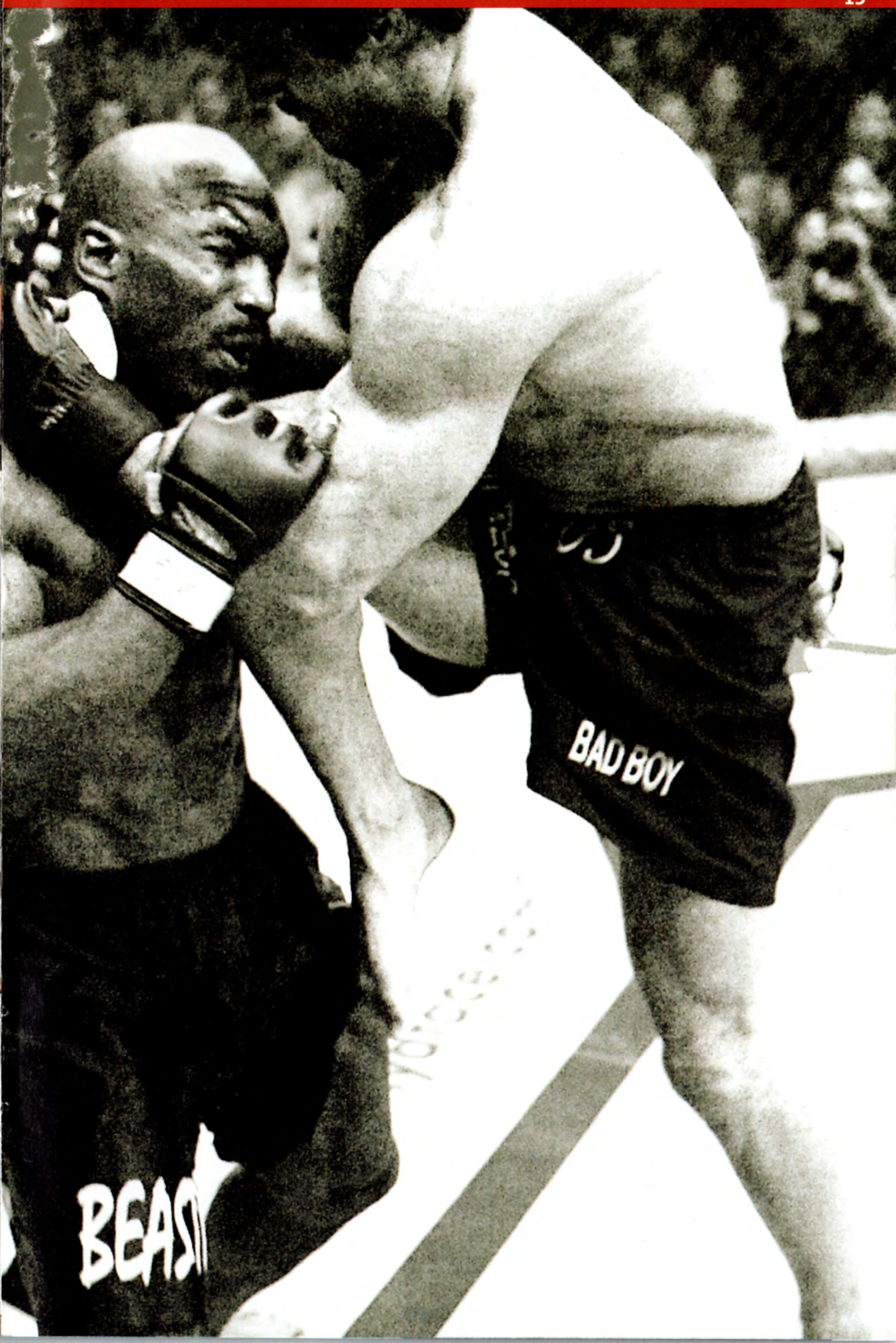
NICKNAME

Enter or select a nickname for the fighter.

STRENGTHS

Enter or select the fighter's 3 strengths.





THE STORY BEGINS

1. SELECT ACADEMY



Scroll up and down, and select from 15 academies. Some academies are not initially available. But keep trying different academies and play through the entire story mode – you may get an invitation from academies that were previously not

available to you! Select the academy carefully as you are selecting the fighting style of your training for the year.

2. BEFORE TRAINING



Select **BEGIN TRAINING** or **CHANGE FIGHTER SETTINGS** (see p.17).

3. BEGIN TRAINING



Select **LEARN A NEW MOVE** to learn new moves, or **FOCUS TRAINING** to work on your technique.

4. TRAINING

Select a Challenge



Select **NEW MOVE CHALLENGE** or **FOCUS TRAINING CHALLENGE**. If a new move is labeled with SP1, SP2, SP3, etc., this means it is one portion of a combo. You must learn the moves in sequence to learn the whole combo. (For example, if you learned "SP1

Rush Punch" in the first year of training, but chose not to learn "SP2 Rush Punch" in the second year, you will not be able to learn "SP3 Rush Punch" in the third year).

NOTE: Some challenges that are not available initially may become available later depending on what you do and which challenge you select in this mode.



COMPLETING A CHALLENGE

Each challenge comes with success conditions (press the **START** button to pause and view the success conditions). Meeting the success conditions will give

you a better move in **NEW MOVE CHALLENGES**, and better skill points in **FOCUS TRAINING CHALLENGES**. If you fall short of meeting the conditions, you will learn a weaker version of the move or earn fewer skill points.



CHALLENGE RESULTS

Check out the results of the training challenges. If you successfully completed a New Move Challenge, a ★ will appear next to the move name that you've learned. If you have learned more than one move for the same button command, make sure to go to FIGHTER SETTINGS, select EDIT MOVES, and edit your moves (see below).



5. EVENT

End of Month/Year Events – There are some events at the end of the month such as internal practice tournaments at your academy, Vale Tudo tournaments, UFC® qualifying tournaments, etc. Then there are some events that are just a part of your daily life as you train to become a fighter. If there is no special event planned, you will have to prove your skill on the punching bag. Try to hit it when it reads "GOOD".



CHANGE FIGHTER SETTINGS

Change Profile

Change the fighter's profile.

Entrance Actions

Change the fighter's tournament entrance actions.

Entrance Music

Change the fighter's tournament entrance music.

Edit Appearances

Change the fighter's appearance (trunks, trunk design, and tattoos).

Edit Moves Edit fighter's moves list. In Story mode, you can learn new moves from selecting NEW MOVE CHALLENGES. Once you unlock new moves, they will show up in your moves list. If you own more than one move for the same button command, the last move you learned (the newest) will become your default move for the button command. You can change the default move by editing moves here.

Sparring

Spar with a partner to practice.

TIPS + HINTS

OCTAGON POSITION

Maintaining superior Octagon position is a real-world tactic that can be used in UFC Sudden Impact. Attempt to keep your back away from the fence. Also, performing a takedown when your opponent is close enough to the fence could get you in the Fence Mount Top position, one of the most advantageous positions in the game.

STAMINA vs. ENDURANCE

Watching your stamina gauge is just as important as watching your endurance gauge. If you over-exert yourself by attempting to perform too many powerful moves in a short amount of time, you can get knocked out with one punch and still have a full endurance gauge.

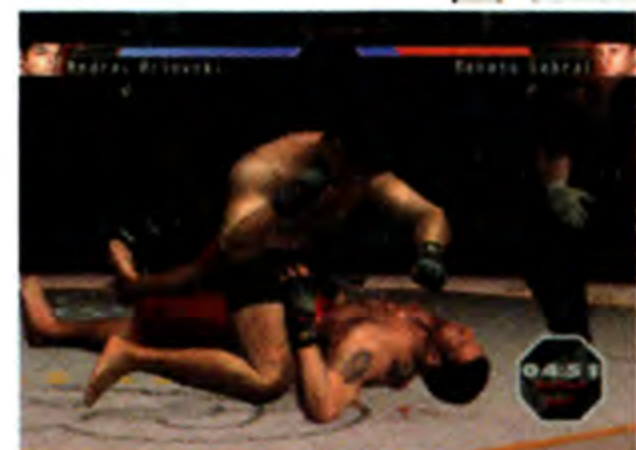
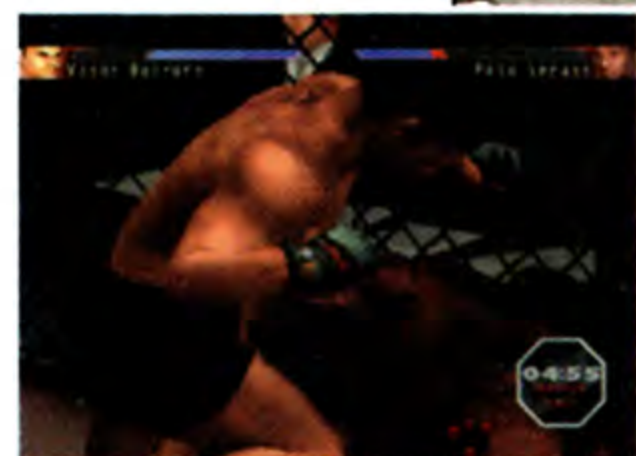
MOVES LIST

During a bout, press START button to pause the game, and from pause menu, go to the moves list to check out the move repertoire of each fighter. Use L1 and R1 to search through moves categorized by positions.

HOLD - hold then release the button(s). DELAY - delay the timing of the button press.

ENTRANCE ANIMATIONS

Try psyching up your fans by pressing the X button during your entrance in Versus, Tournament, and Champion Road.





HEAVYWEIGHT

PEDRO RIZZO

Pedro Rizzo

With 14 UFC® fights under his belt, Pedro is a true veteran of the Octagon. His fighting style is a devastating combination of Muay Thai and Brazilian Jiu-Jitsu.

Pedro is an incredibly well balanced fighter with amazing endurance.



HEAVYWEIGHT

TIM SYLVIA

Tim Sylvia

An ex-semi-pro football player who now trains with the legendary Pat Miletich. At 6' 08" tall, he is able to dominate with his extremely long reach.

Tim's extreme punching power combined with his ability to take hits makes him dangerous.



HEAVYWEIGHT

ANDREI ARLOVSKI

Andrei Arlovski

Unbridled strength and limitless potential make Arlovski a serious threat to anyone holding the Heavyweight belt. An "International Master of Sport" in Sambo, Andrei combines his grappling skill with kickboxing for a deadly combination.

His lack of speed is countered by the raw power of his punches and kicks.



HEAVYWEIGHT

RICCO RODRIGUEZ

Ricco Rodriguez

A former UFC® Heavyweight Champion who trained with the Machado brothers, Ricco's favorite technique is the armbar and he excels at grappling.

Ricco's strongest aspect is his ability to take it to the ground and end it with a tapout.



HEAVYWEIGHT

GARY GOODRIDGE

Gary Goodridge

A former arm wrestling champion, Gary became a Canadian Heavyweight Boxing Champion only ten months after taking up the sport. Gary is the epitome of raw power.

Gary's lack in speed is more than made up for with his brutal punches.



LIGHT HEAVYWEIGHT

RENATO SOBRAL

Renato Sobral

Training in Muay Thai and submissions since the age of 12, "Babalu" is an experienced and well-rounded fighter. He looks up to Pedro Rizzo and trains with former UFC® Champion Marco Ruas.

Renato has an excellent balance between punching and grappling skills.



LIGHT HEAVYWEIGHT

ELVIS SINOSIC

Elvis Sinosic

The "King of Rock and Rumble" brings his Aussie brand of mixed martial arts to the Octagon, combining Machado Jiu-Jitsu with a host of unorthodox fighting styles including Capoeira and Kai Shin Freestyle.

Sinosic favors the ground game, but does very well standing up.



LIGHT HEAVYWEIGHT

KEN SHAMROCK

Ken Shamrock

With the longest UFC® career of any UFC fighter, Ken truly is "The World's Most Dangerous Man". He's made a name for himself as a founder of the Lion's Den team and doing a 3 year stint as a professional wrestler.

Ken is a well balanced fighter with solid standup and incredible submission skills.



LIGHT HEAVYWEIGHT

TITO ORTIZ

Tito Ortiz

With the attitude of a real “Bad Boy”, Tito entered UFC® as an alternate and quickly made a name for himself taking on some of the greatest fighters to enter the Octagon. Tito defended his UFC Light Heavyweight Title 5 times until losing it to Randy Couture at UFC 44.

Tito is a brutal stand up fighter with excellent stamina.



LIGHT HEAVYWEIGHT

CHUCK LIDDELL

Chuck Liddell

“The Iceman” is known for dropping his opponents with a kick to the head. He graduated from Cal Poly San Luis Obispo with a degree in accounting, but quickly shifted his focus to become a fan favorite at UFC 17, when he entered the match as an alternate.

Chuck’s daunting kicks come out of nowhere due to his lightning speed.



LIGHT HEAVYWEIGHT

VITOR BELFORT

Vitor Belfort

A former student of Carlson Gracie and member of the Brazilian Top Team, Vitor is more often known for his ability to pummel his opponents. He's knocked out such greats as Tank Abbott and Wanderlei Silva.

Vitor's punching skill is his dominant strength, but he has no lack of skill on the ground either.



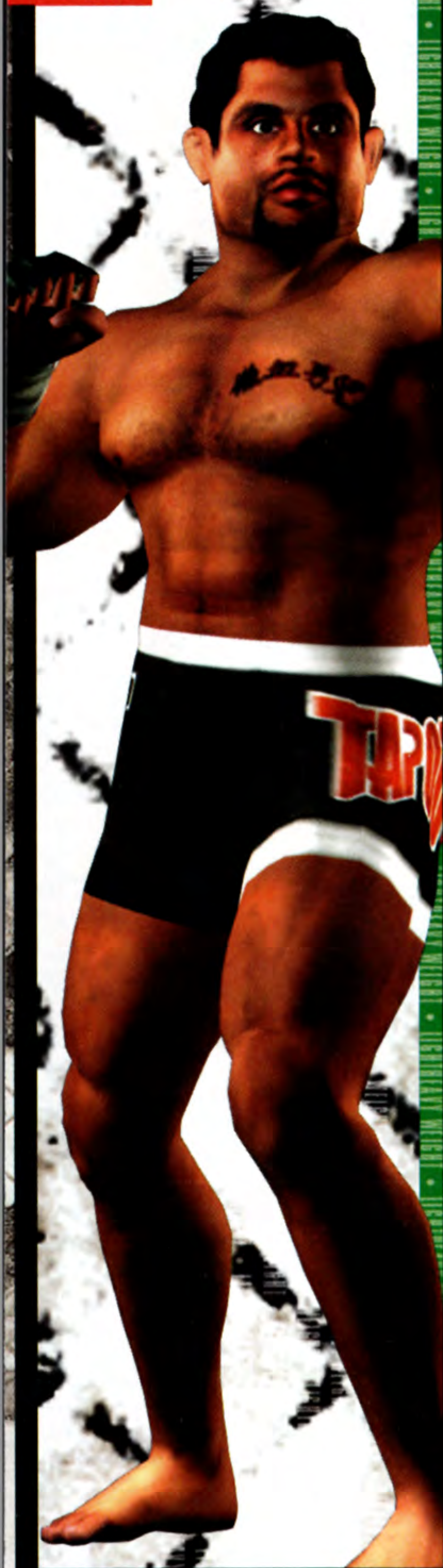
LIGHT HEAVYWEIGHT

KEVIN RANDLEMAN

Kevin Randleman

Kevin began wrestling at 10 and now trains with former UFC® Heavyweight Champion Mark Coleman. Kevin has a son and a daughter and feels that his greatest attribute in a fight is his heart.

Kevin is an incredible wrestler with plenty of both endurance and stamina.



MIDDLEWEIGHT

EUGENE JACKSON

Eugene Jackson

One of the most adaptable fighters in the UFC®, Eugene is an expert in boxing who has trained hard in wrestling to become a balanced fighter.

“The Wolf” can go toe-to-toe with the best of them. He’s got awesome punching power and endurance to match.



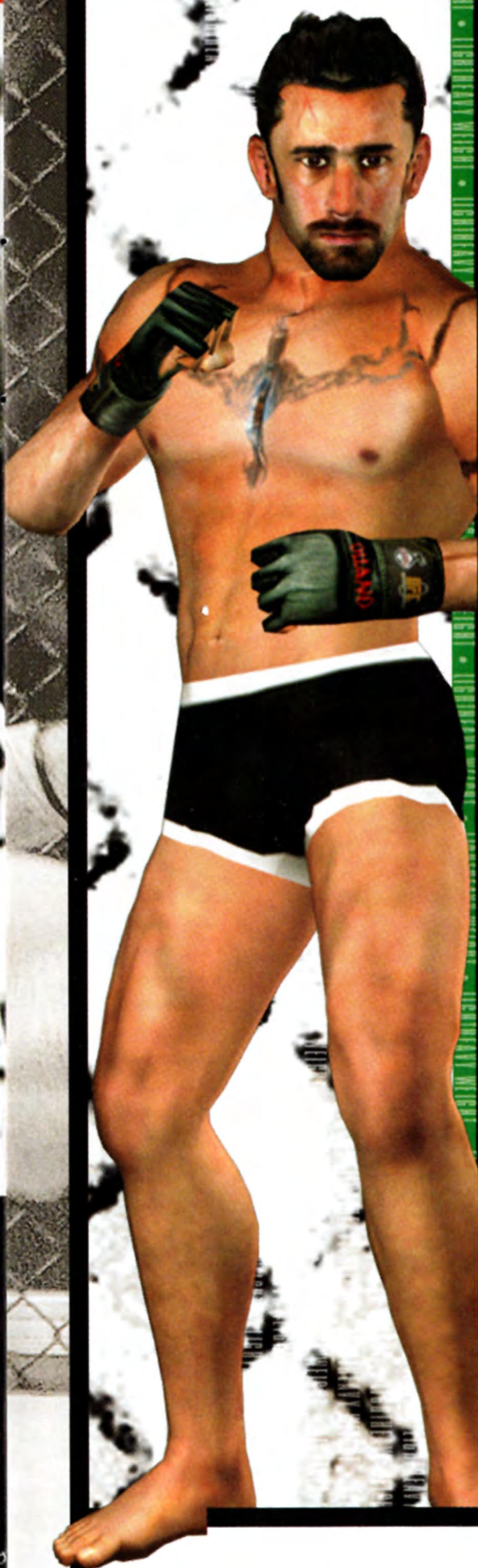
MIDDLEWEIGHT

PHIL BARONI

Phil Baroni

Phil has an attitude to match the unbridled rage he brings into the Octagon. He majored in psychology at Central Michigan University and is a two-time All-American wrestler.

Phil’s punching power and ability to defend against takedowns makes him dangerous.



MIDDLEWEIGHT

DAVE MENNE

Dave Menne

The first UFC® Middle-weight Champion at 185 pounds, Dave is known for being very well-rounded, despite being mostly self-trained. He's one of the most experienced fighters in the UFC, with more than 40 MMA matches.

Dave is well rounded with a tireless ability to throw strikes.



WELTERWEIGHT

SHONIE CARTER

Shonie Carter

"Mr. International's" style is a combination of Wrestling, Judo, and Jiu-Jitsu. He brings an ultimate sense of balance into the Octagon and is a true mixed martial artist.

Shonie has unstoppable kicks and lightning quick speed.



WELTERWEIGHT
MATT HUGHES

Matt Hughes

The most defended champion in UFC® history with 5 title defenses, Matt's unquestionable skill brings pride to the Miletich team. Matt is a four time collegiate All American wrestler.

Matt has limitless endurance and excellent takedowns.



WELTERWEIGHT
ROBBIE LAWLER

Robbie Lawler

Also a student of the Miletich camp, this young and upcoming superstar makes up for his lack of experience with raw, brutal, explosive power. Robbie's UFC® record is 4-1-0.

Robbie has ungodly punching ability, combined with excellent speed.



WELTERWEIGHT

PETE SPRATT

Pete Spratt

Pete started fighting as a means of training for football. Spratt was the Conference MVP and led the nation in receiving in 1995, but when he didn't get drafted by the NFL because of his size, he decided to focus on MMA.

Spratt's balance of powerful punches and kicks outweigh his lack of grappling skills.



LIGHTWEIGHT

YVES EDWARDS

Yves Edwards

Inventing his own style of mixed martial arts known as "Thuggitsu", Yves takes influence from the likes of Tito Ortiz and Bas Rutten.

Yves' combination of speed and striking skills make him the ultimate striker.



LIGHTWEIGHT
BJ PENN

BJ Penn

When someone earns a black belt in Jiu-Jitsu after only four years, they deserve the nickname, "The Prodigy". BJ knocked out Caol Uno in 11 seconds at UFC 34, establishing a name for himself.

BJ's not only well versed in submissions, he's got punches to match.



LIGHTWEIGHT
DUANE LUDWIG

Duane Ludwig

A world renowned kickboxing champion, Duane has trained with the legendary Bas Rutten. Duane brings his kick-boxing skills to the Octagon and may very well take the unclaimed Lightweight Title.

"Bang" is a good all-around striker with excellent stamina.



LIGHTWEIGHT

MATT SERRA

Matt Serra

Matt began training with Renzo Gracie in the mid-90's and was awarded his black belt in 2002, making him the first American Black Belt under Renzo.

Matt is very fast with unparalleled grappling skills.



LIGHTWEIGHT

ERICA MONTOKA

Erica Montoya

The youngest female professional fighter has been training in both wrestling and Jiu-Jitsu for over 6 years. Erica has defended her perfect MMA record of 6-0-0 with her incredible ground skills.

Erica is extremely fast and is an excellent grappler.



LIGHTWEIGHT CAOL UNO

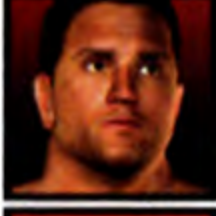
Caol Uno

One of the most technically proficient fighters in the UFC®, Caol trained in both Wrestling and Judo throughout high school. He will often times use unorthodox moves to throw off his opponents.

Caol's fluid combination of styles makes him one of the most balanced fighters in the Octagon.

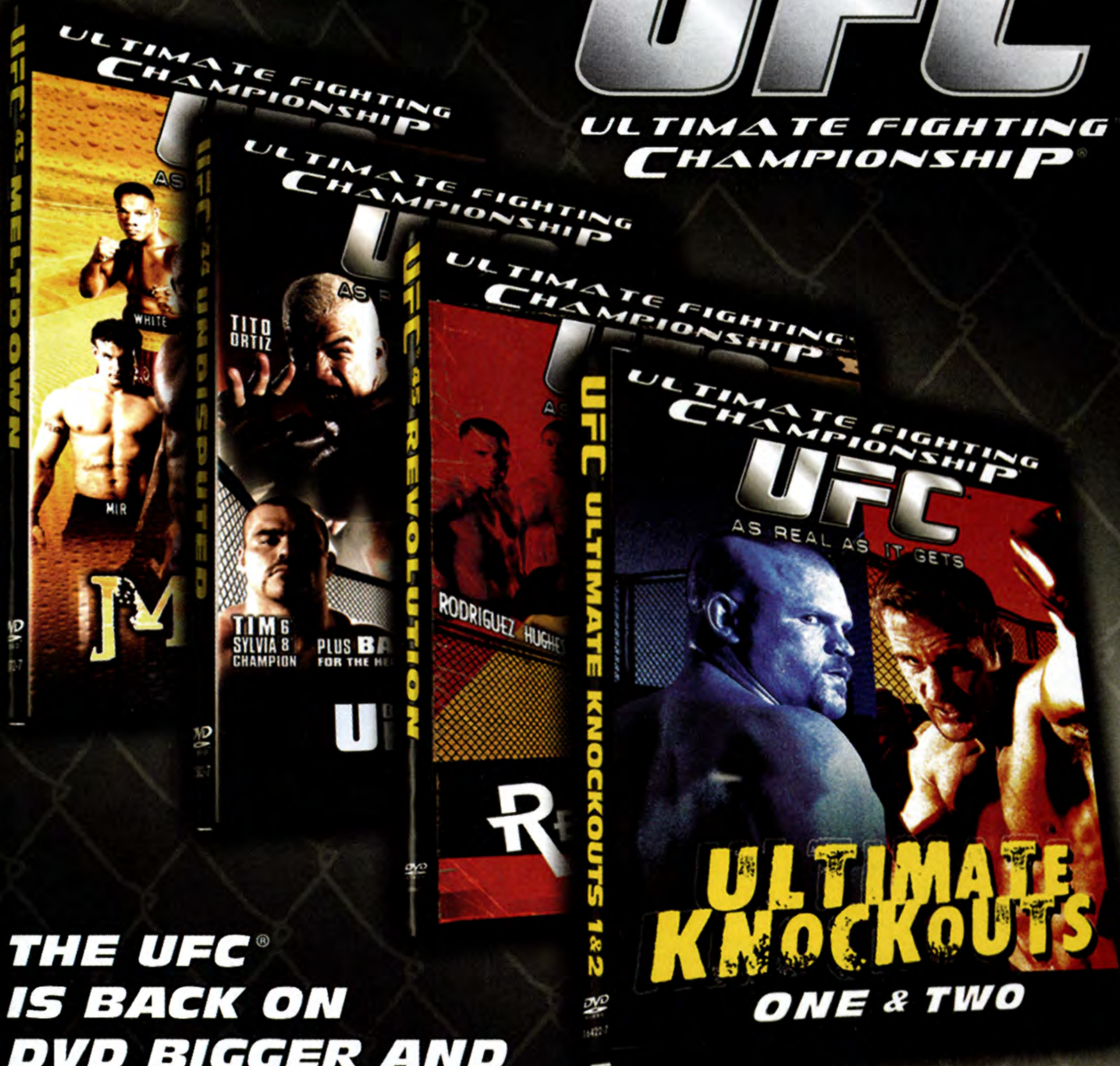
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Development Producers

Taka Suzuki
Takeshi Shimizu

Director of Development

Ryota Hayashi

Game Designer

Takashi Urushihara

Programmers

Eiichi Matsunaga
Hikaru Kawahata
Mitsuhiro Kaneda
Yasumasa Fujita
Yoichi Inoue
Yuuichiro Haneda
Ishizuka Seiji (tonal corporation)
Nobuo Fukui (tonal corporation)

Motion Designers

Mitsuru Yoshida
Jyouji Sakaue (Goshow, Inc.)
Kumiko Tokumasu (Goshow, Inc.)
Makoto Imada (Goshow, Inc.)
Tadahiko Okamura (Goshow, Inc.)
Yuichi Nagashima (Goshow, Inc.)

2D Designers

Kiyohiro Ichikawa
Takashi Ikegame

3D Designers

Ari Sawada
Toshiaki Inamura

Music & Sound Effect Composer

Jun Enoki

Technical Support

Kai Nishide
Kentaro Seto
Taka Suzuki

Graphics Engineers

Quat Technology, Inc.

Special Thanks to - Akane Higuchi, Asuka Ogiwara, Etsuko Tsubokawa, Hidetada Isasji, Hiromi Takimoto, Kazuyoshi Isari, Tatsuaki Tsukamoto, Yuichiro Kitaoka, Yumiko Mitsuhashi

GLOBAL STAR SOFTWARE, INC.

Executive Producer (Japan)

Manami Kuroda

Producer

Kaoru Koda

Assistant Producer

Brian Etheridge

Quality Assurance Senior Testers

Emerson Dibley
Greg Manley

Quality Assurance Standards Testers

Michael Chang
Jimi Doss
Mariano Merino
Terrance Oppenheimer

Quality Assurance Team

Tom Anderson	John Langkusch
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Alex "Tank" Becerra	Greg MacCauley
Jeremy Garber	Abraham Muñoz
Angel Gonzalez	Mike Nehm
Sebastian Jennings	Ed Ramiro
Nam Kim	Hector Salavarrieta
Will Kus	Paul Samia

Production Team

Terry Donovan, Jamie King, Susan Lewis, Bill Gross, Shin Tanabe, Lorena Billig, Tamara Johnston, Andrea Frechette, Ray Woods, David Saperstein, Adeline Petros, Brian Christian, Reza Sadafi, Ryan Kaminaga, Carlos Garcia-Shelton, Eric Van Rooy, Suzanne Cantey, Andy Babb, Adam Birstock, Mick Fagre, Steve Ryno, Donn Nauert, Carlos Rodriguez, Vincent Bitetti, Dan Kletzky, Jenefer Gross, Gary J. Foreman, Sandeep Bisla, Jennifer Kolbe, Greg Ryan, Tony King, Jeff Rosa, Jeff Castaneda, Hosi Simon, Daniel Einzig, Norbert Morvan, Adam Tedman, Richard Kruger, David Youn, Eric Duncan, Adam Fenton

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Artist: Jarrid Mendelson **Writer:** Jarrid Mendelson **Publisher:** Go Go Plata Music (BMI)

Titles: "Fanfare Theme", "Domination", "Get Out Of My Way", "Harder Than Steel", "Heavy Hitter", "Hero", "Ultimate Nightmare", "Alarm Intro", "Phenom", "Commercial 32 - 36", "Commercial Submission", "The Ultimate (Theme)", "Worlds Collide", "You Can't Stop The Rock", "Ominous Loop", "The UFC Theme", "The UFC Theme Gtr", "Commercial Worlds Collide", "UFC Fox Intro", "The Ultimate Remix"

Artist: Rob Kahn **Writer:** Rob Kahn **Publisher:** Knee Bar Music (ASCAP)

Titles: "Casper Confrontation", "Heart & Spirit", "Mat Meat", "Meza March", "Old UFC Logo", "Buffalo Rash"

Artist: Stemm **Writer:** Joe Cafarella **Publisher:** Knee Bar Music (ASCAP)
Titles: "Out Of Context", "Part Of Each", "Slippin'", "Bum Rushed", "Take Her Away", "Down", "Fallen",
"Face The Pain", "Inside", "Imij", "Burn"

Artist: Sak, Williams & Welch **Writer:** Michael Sak
Publisher: Kill The Messenger Music (ASCAP), Knee Bar Music (ASCAP)
Titles: "Optimus Bellum Domitor", "OBD Remix"

Artist: Scars Of Life **Writers:** Jason Rodman, Kyle Shapiro, Anthony Parinello, Mike Kennedy, Joe Raio
Publisher: Go Go Plata Music (BMI)
Titles: "Pool Of Fears", "Lost Years"

Artist: Scars Of Life **Writers:** Jason Rodman, Kyle Shapiro, Anthony Parinello, Mike Kennedy, Joe Raio
Publisher: Go Go Plata Music (BMI)
Titles: "Water In My Hands", "Dying Here"

Artist: Taste **Writers:** Kurt Frohlich, Devlin Harkell
Publisher: Porn On The Cobb Music (SOCAN), Knee Bar Music (ASCAP)
Titles: "Rewind", "I Don't Mind"

Artist: Black Flood Diesel **Writers:** Greg Moog, Benjamin Helberg
Publisher: Knee Bar Music (ASCAP)
Titles: "No One", "Fountain Of Youth", "Northern Cold", "Lost Cause", "One God"

Artist: Pale Face (featuring Fate-AI) and Stemm **Writers:** Frank Klepacki, Michael Sak, Joe Cafarella, John Barney
Publisher: Knee Bar Music (ASCAP)
Titles: "Can't Feel Anything"

Artist: Michael Lee Jackson Band **Writer:** Michael Lee Jackson
Publisher: Kill The Messenger Music (ASCAP)
Titles: "Talking To Myself", "Let It Rip"

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