



NTSC U/C

PlayStation®



SLUS-01412
01412

KICKBOXING™



TM

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

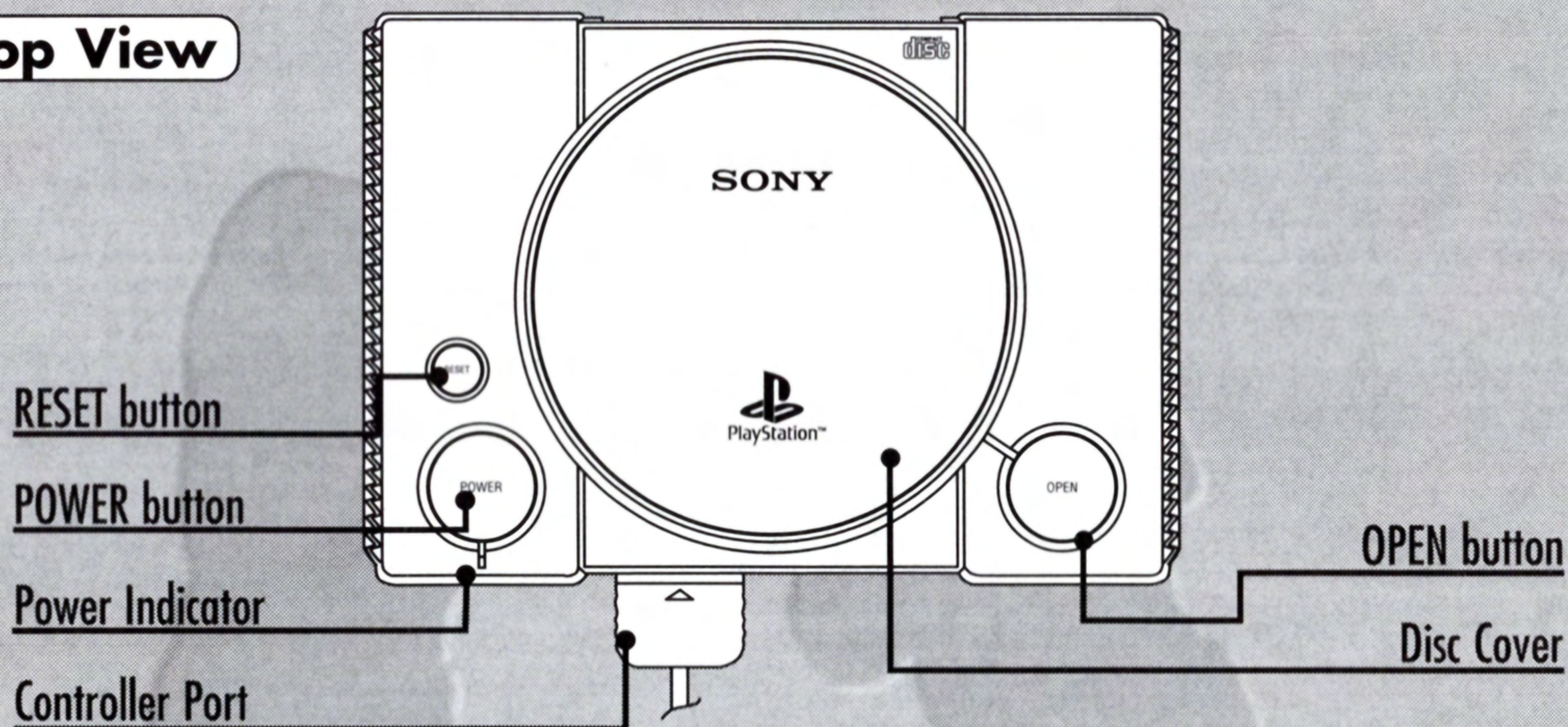
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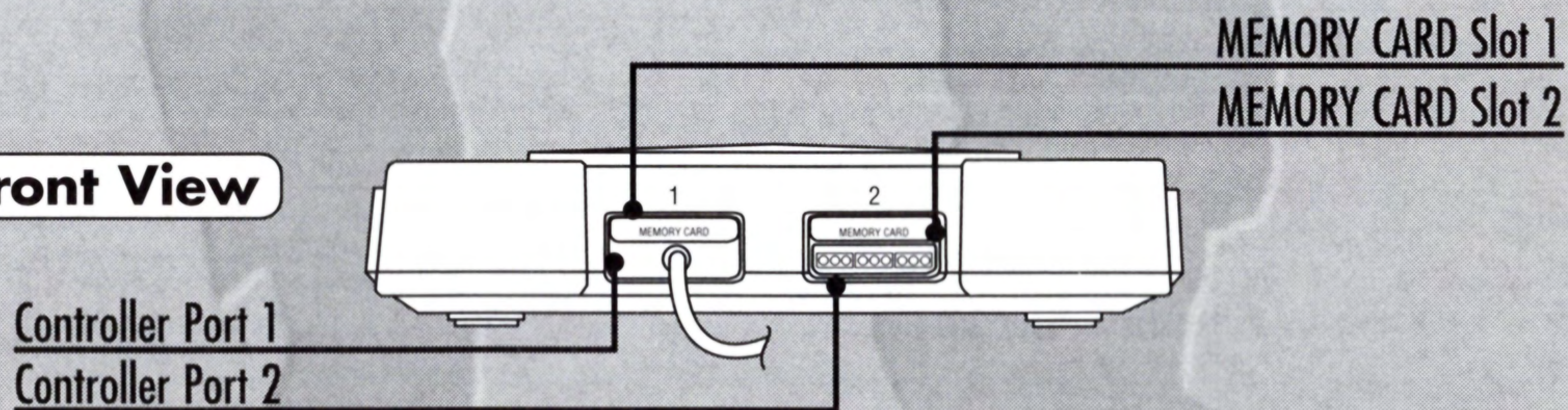
Thank you for purchasing KICKBOXING™, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations. Keep this manual in safe place for your reference.

CONSOLE INSTRUCTIONS

Top View



Front View

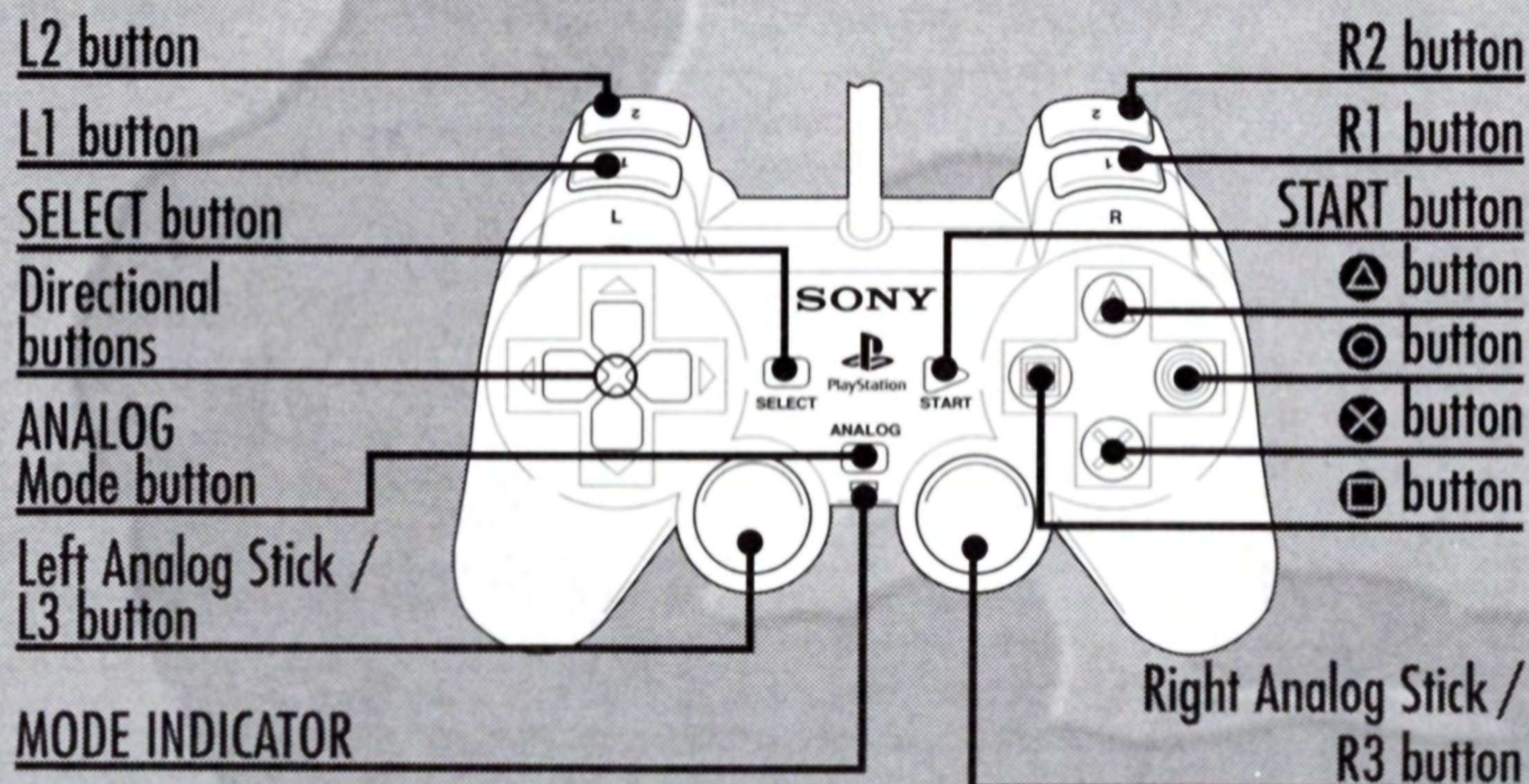


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the KICKBOXING™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

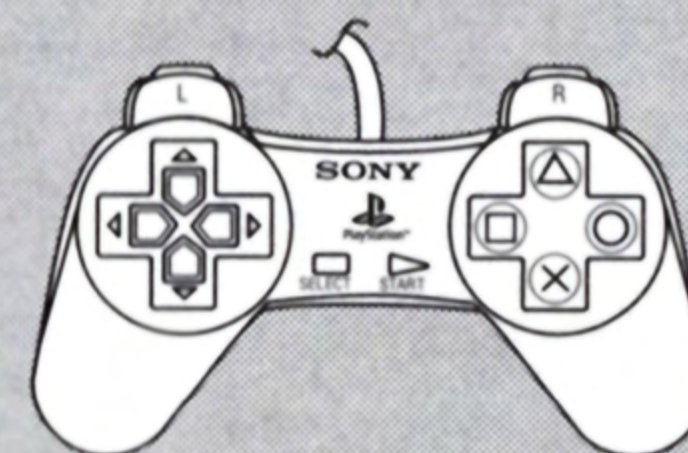
OPERATING INSTRUCTIONS

**Round
3**

DUALSHOCK® analog controller



Digital Controller



Note: You may have a controller that looks like this, if so please follow the digital instructions outlined left.

Menu Screen

Directional buttons (←→↑↓)	Highlight menu selections
○ button	Cancel selection
× button	Confirm selection
L1/L2 buttons	Change weight class (VS Mode)
R1/R2 buttons	Change a boxer's stat settings (VS Mode)
L1/R1 buttons	Cycle between different weight class records (Record Screen)
L2/R2 buttons	Cycle between the current and total records (Record Screen)
SELECT/START buttons (Simultaneously)	Return to the TITLE screen
START button	Cancel opening demo

Game Screen

○ button	High Kick (hold button down)
□ button	Jab
× button	Kick Guard
←	Guard/Dodge (hold/tap button)
Hold ↓ then press the ○ button	Low Kick
Press ↑ then press the □ button	Hook
Press ↓ then press the □ button	Uppercut
Press ← then → then the □ button	Special Punch
Press ← then → then the ○ button	Special Kick
Press ← then the ○ button	Knee Thrust
Press ← then the □ button	Elbow Strike
Press the ○ and □ buttons simultaneously	Taunt
Start button	Pause game

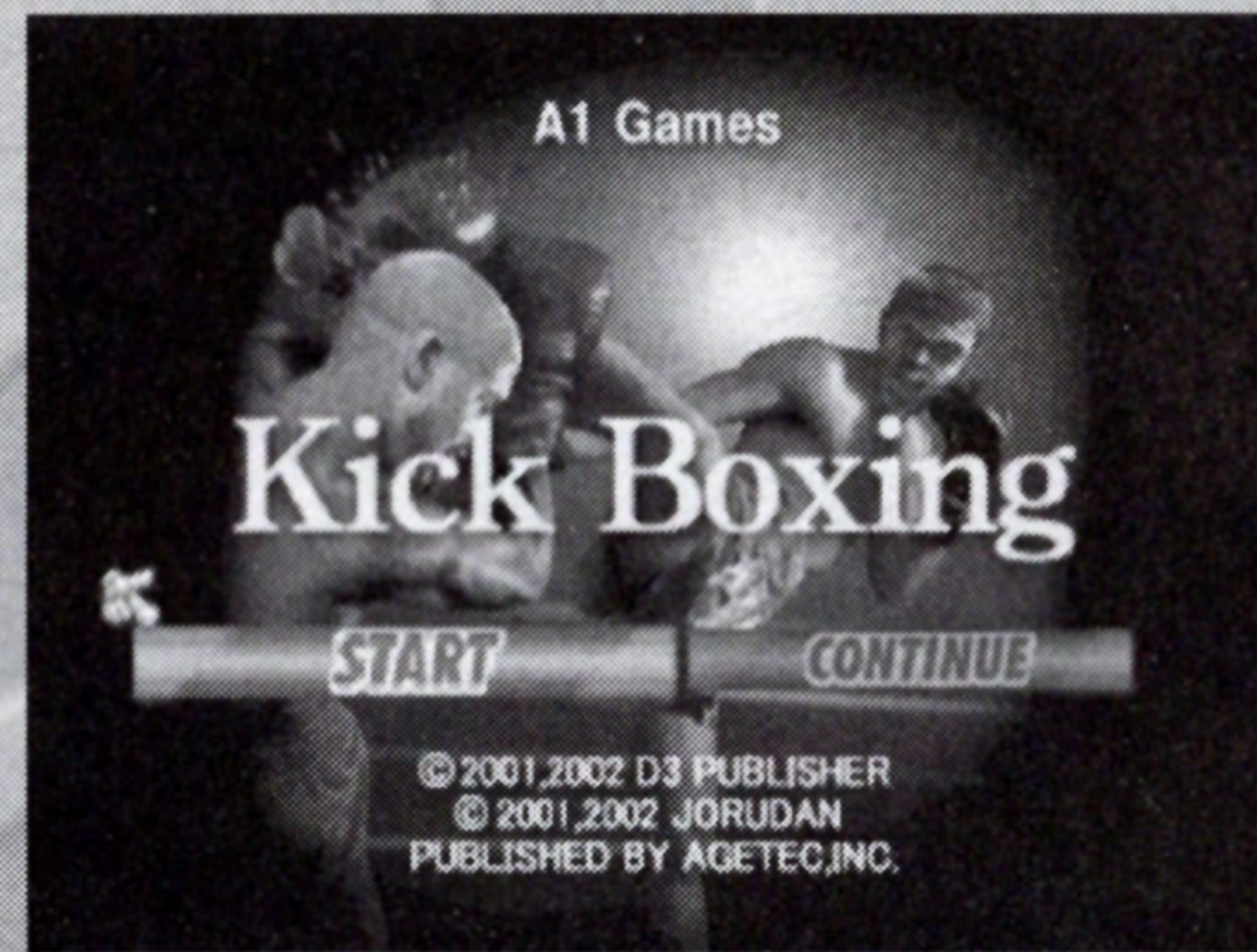


GETTING STARTED

Title Screen

Press the START button at the TITLE screen to display the following menu selections:

START	Select this option to begin a new game.
CONTINUE	Select this option to continue a saved game.



Main Menu Screen

RANKING	One-player championship mode.
STORY	One-player story mode. Gain access to new boxers here.
VS	Versus mode, play against the CPU or a friend.
RECORDS	View character records here.
NOTES	View character information and practice moves here.
MEMORY CARD	Save/Load game data here.



RANKING MODE



Select Character

Enter twelve different tournaments and compete for a shot at becoming the champion. Initially, only four playable characters are available in this mode. To play as the other characters, they must first be defeated in Story mode.

Select Tournament

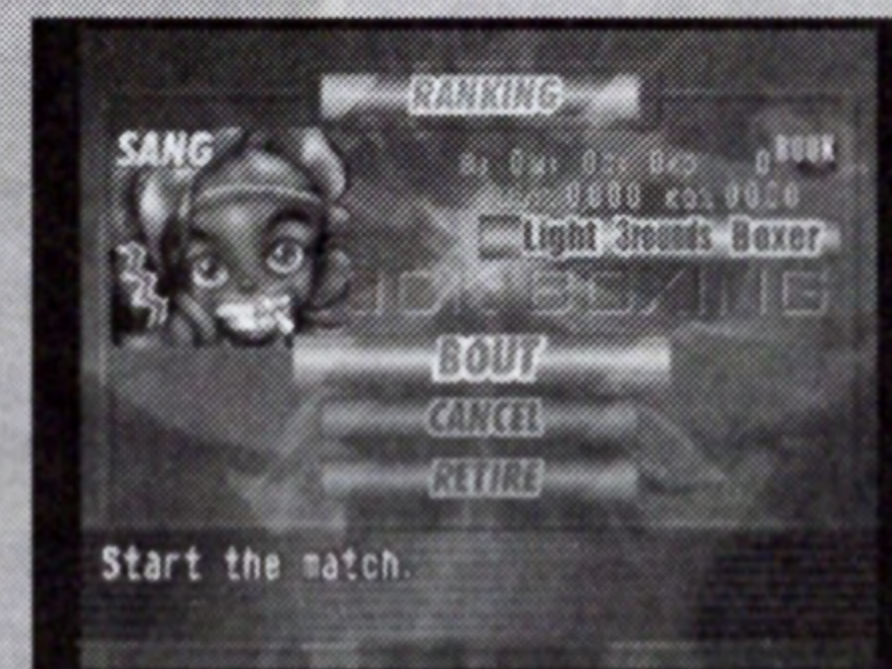
Once a character has been selected, the tournament selection screen appears. At first, only the local tournament will be available. More tournaments become available after the player completes the initial tournament and earns points.

Ranking Menu

Start	Begin a match.
Cancel	Cancel tournament entry.
Retire	Retire the character. Ranking records will be reset.

Ranking List

Displays a list of tournament opponents. Your next opponent will be highlighted, press the  button to begin the match.



Story

Gain access to new characters and character notes by defeating opponents in Story Mode. Matches will become progressively harder as you advance.

VS

- | | |
|--|---|
| ① Select mode | Compete against a friend or the CPU. |
| ② Select character | If the character selected meets the requirements, their weight class (L1/L2 buttons) and stats (R1/R2 buttons) can be adjusted. |
| ③ Select glove | If competing against a friend, both players will be able to make selections from gloves of various weights. The lighter the glove, the more powerful a character's punch. |
| ④ Set CPU difficulty | Set the difficulty level of CPU opponents. |
| ⑤ Select fight venue
& number of rounds | Choose a fight venue with the (←→) directional buttons and set the number of rounds with the (↑↓) directional buttons. |

Records

View character records.

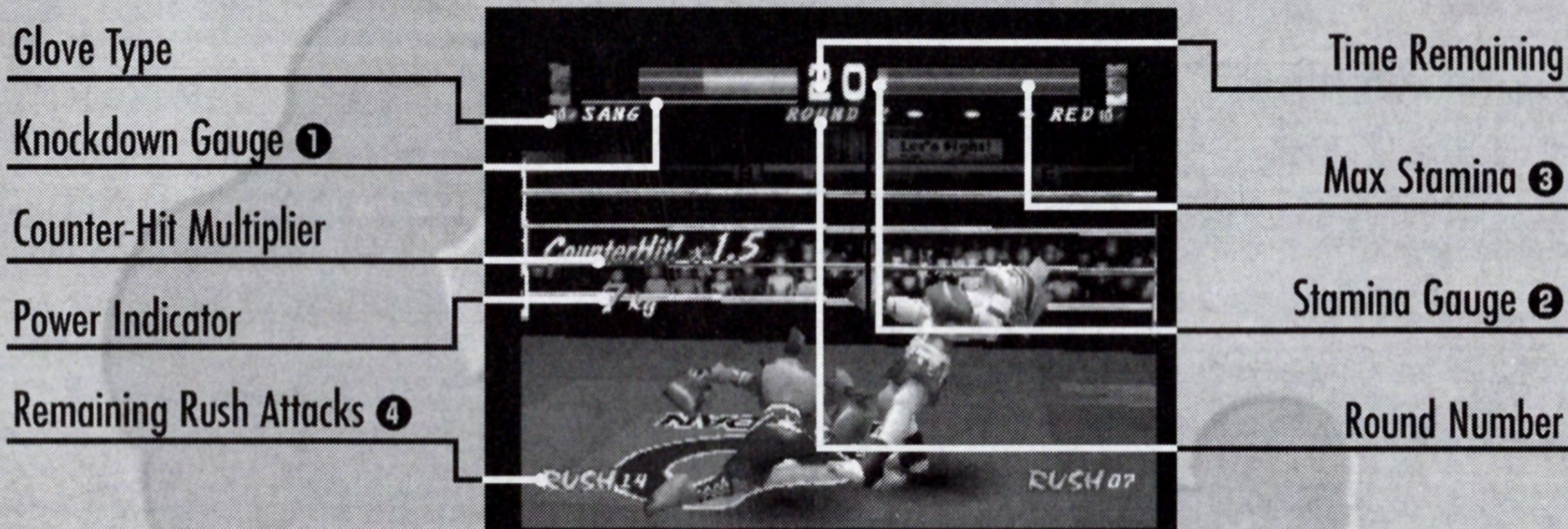
- ① Choose between Ranking Mode records and Hall of Fame records.
- ② Viewing records:
 - L1/R1 buttons to switch between different weight class records.
 - L2/R2 buttons to switch between current and total records.

Notes

View character notes and practice different moves.

- ① Select a character.
- ② View character information and practice moves.
- ③ Press the start button to Exit.

GAME SCREEN



- ❶ This is the most important gauge. It is reduced each time the character is hit. If the gauge is depleted, the boxer is knocked down. The knockdown gauge recovers over time.
- ❷ When a boxer is hit in the head, their stamina gauge is reduced. The stamina gauge recovers in-between rounds. The speed at which it recovers varies from character to character. As the stamina gauge is reduced, the recovery speed of the knockdown gauge decreases.
- ❸ Body blows decrease both the max stamina and stamina gauges. Try to land these powerful attacks early on.
- ❹ The number of rush attacks is decreased each time a combination attack is used. The number of rush attacks recovers over time.

◆How to Win◆

KO	A KO occurs if the character does not stand up by the end of the ten count.
TKO	A TKO occurs when the character is knocked down three times in the same round, or if their stamina gauge is depleted.
Judgment	If neither character has been KO'ed or TKO'ed by the last round of a regulation fight, the winner will be decided by comparing the points earned by both boxers in each round.

◆Quit◆

Press the START button during a fight to access this option. Quitting a fight is the same as a TKO.

Round 8

CHARACTERS

Name		Power	Speed	Toughness	Stamina	Rush	Dominant Hand	Reach	Class
	Sang	D	B	B	A	12	R	Little short	Light
	Ryoko	D	A	D	A	13	L	Little short	Light
	Tanaka	D	B	B	A	12	R	Little short	Light
	Red	C	B	D	B	10	R	Normal	Light
	B.T.	B	B	C	C	16	R	Short	Light
	Patty	C	A	C	C	10	R	Normal	Middle
	Prince	B	C	C	C	8	R	Normal	Middle
	Misha	C	A	C	C	10	R	Normal	Middle
	Jackal	C	C	B	C	5	L	Little long	Middle
	Mr. Crown	B	B	B	B	6	Both	Little long	Middle
	Gio	B	D	B	D	3	R	Long	Heavy
	Kojiro	A	D	A	D	5	R	Long	Heavy
	Mathilda	A	C	B	D	5	Both	Little long	Heavy
	Asteka	A	D	B	D	4	R	Long	Heavy

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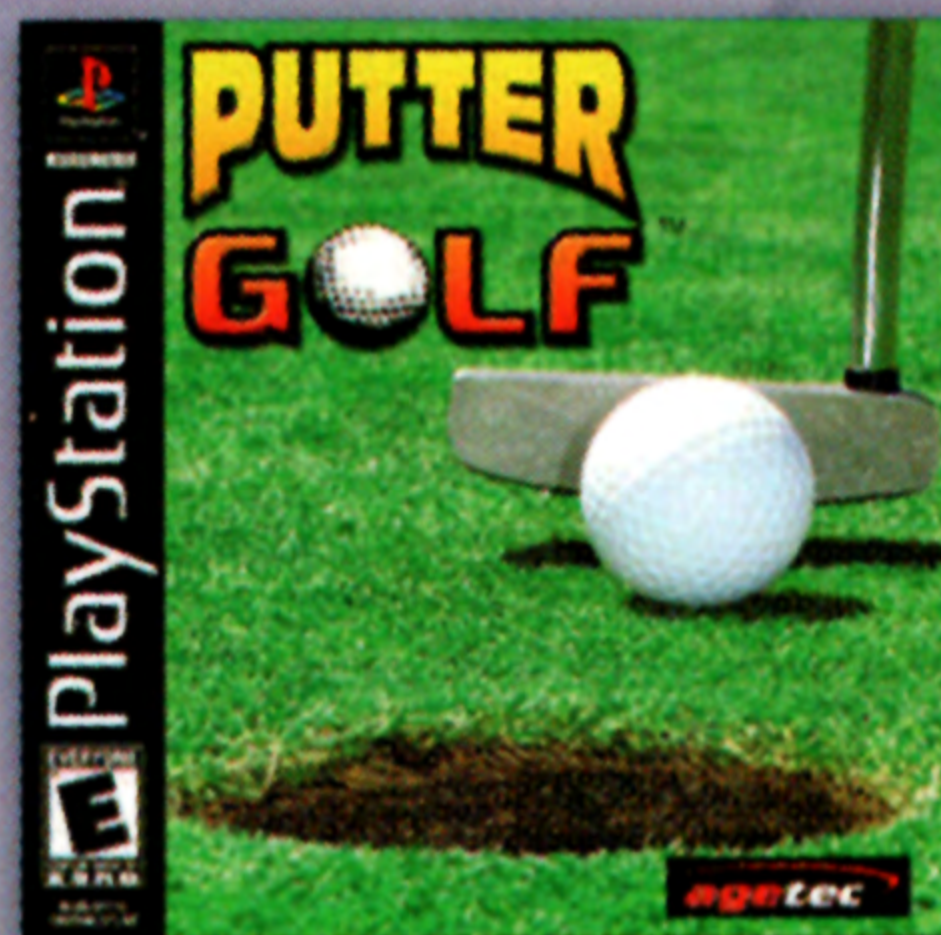
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