



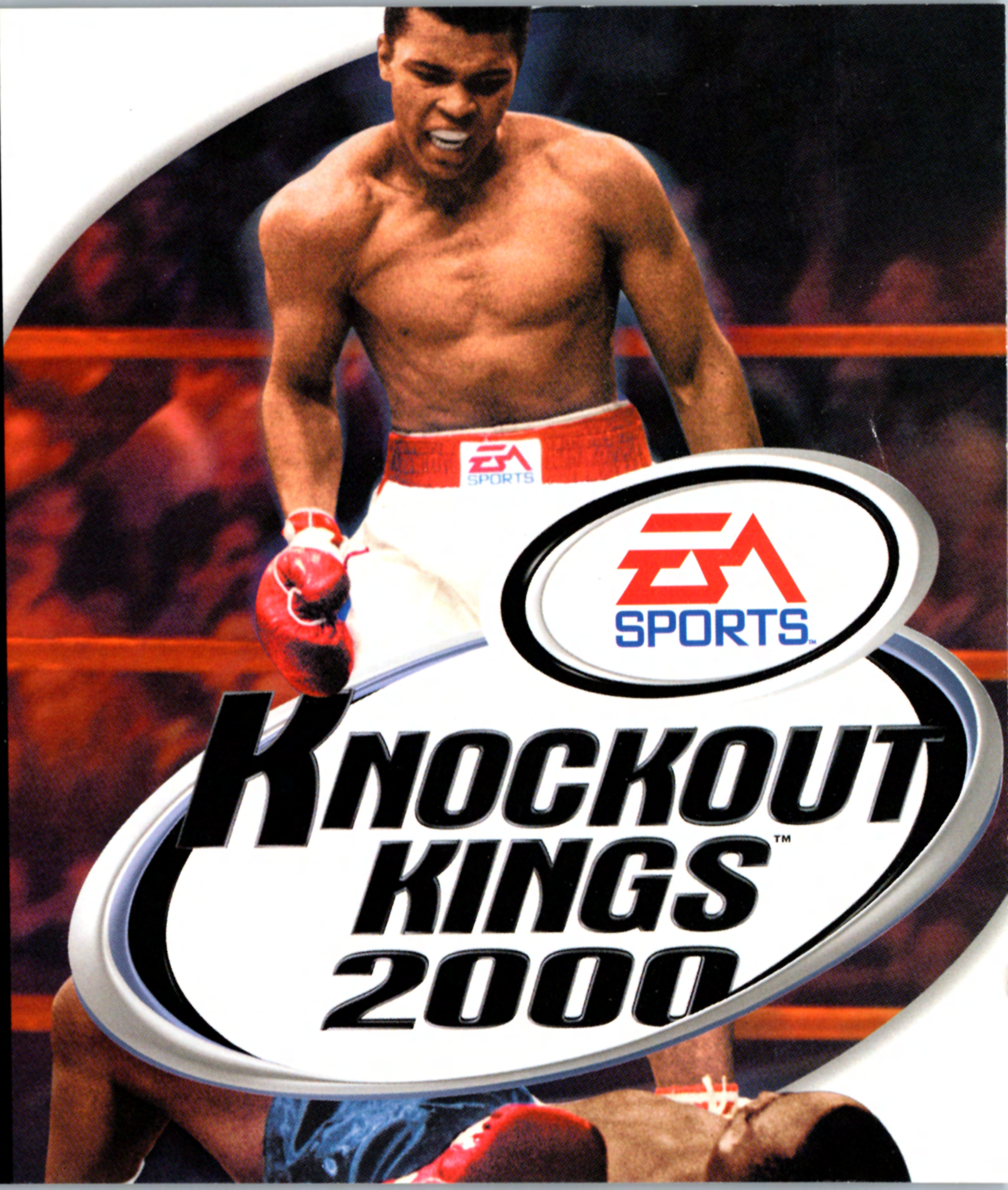
PlayStation

NTSC U/C

PlayStation



SLUS-00993



# ***KNOCKOUT KINGS<sup>TM</sup> 2000***



***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.

***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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# ***KNOCKOUT KINGS 2000***

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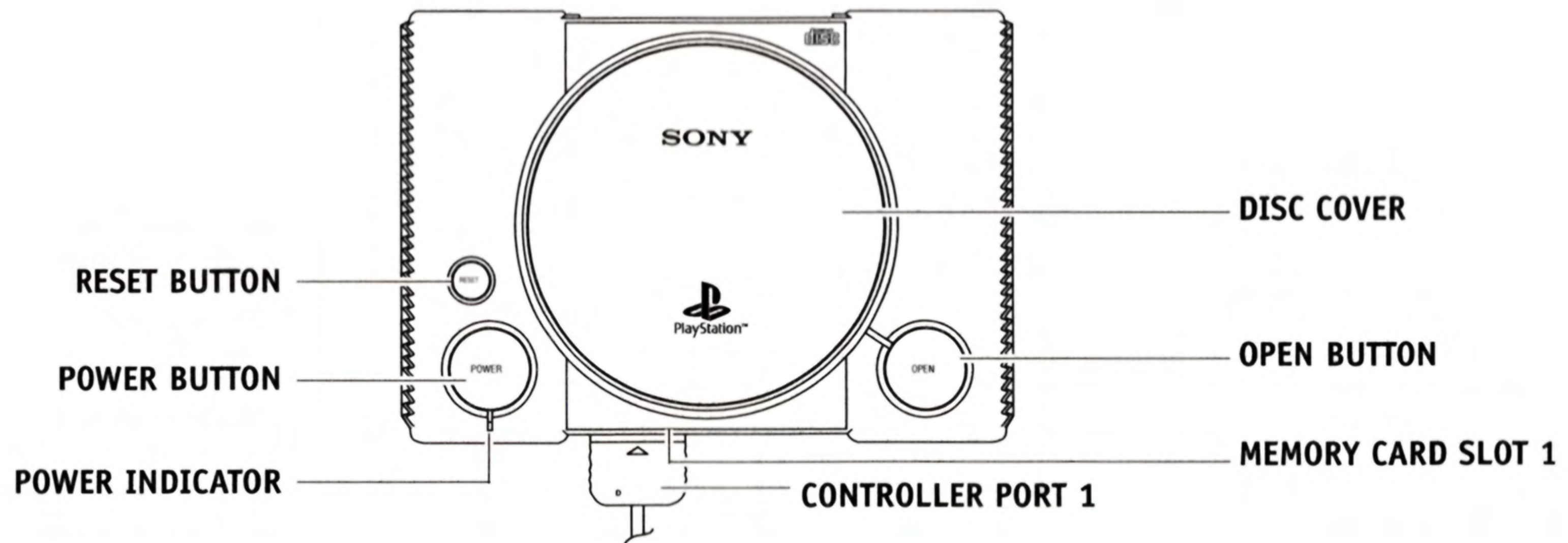
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➤ ***FOR MORE INFORMATION*** about this and other titles, visit EA SPORTS™ on the web at [\*\*www.easports.com\*\*](http://www.easports.com).





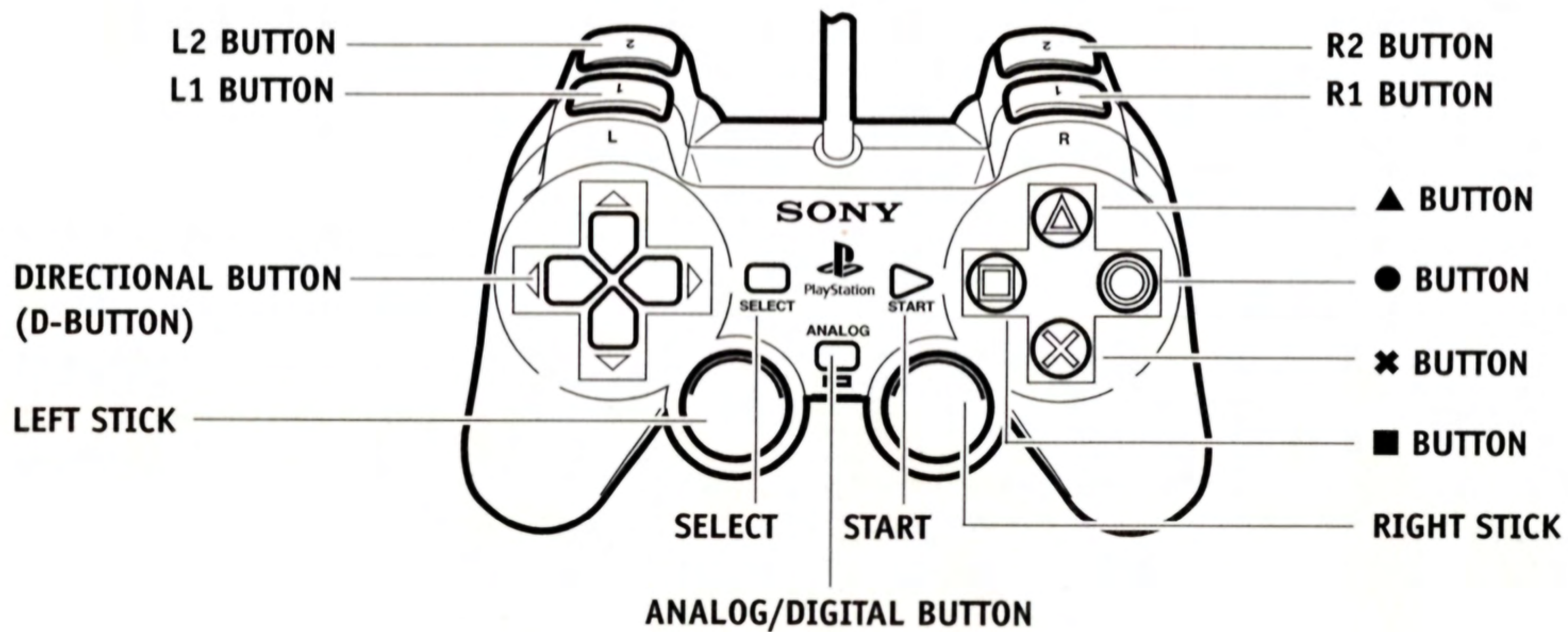
## ***STARTING THE GAME***



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™ 2000* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.
4. After the intro sequence, the game loads, then the Main menu appears (▶ Setting up the Game on p. 9.).

# ***KNOCKOUT KINGS 2000***

## ***BASIC CONTROLS***



## ***COMMAND SUMMARY***

### ***BASIC GAME CONTROLS***

<i><b>ACTION (BOXER/SLUGGER)</b></i>	<i><b>CONTROL</b></i>
Move Boxer	D-Button
Jab/Straight Punch	■
Cross/Overhand Cross	●
Uppercut/Bolo Uppercut	▲
Hook	✕



Body Punch

L2 + any punch button

Block High/Low(crouch)

L1/L2

Pause Fight

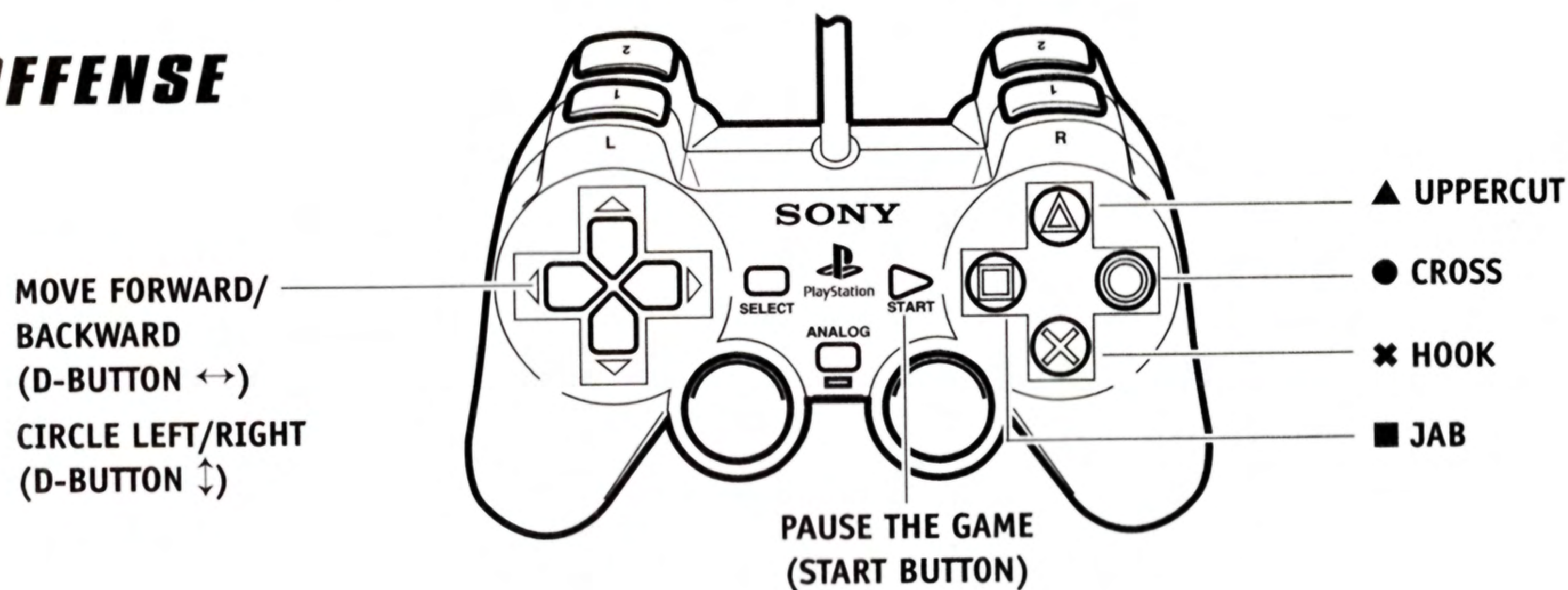
START

In addition to these basic moves, *Knockout Kings 2000* includes many other moves you control – combinations, taunts, illegal blows, etc. For more information about basic gameplay controls, ➤ Complete Game Controls below.

**NOTE:** THIS GAME SUPPORTS THE VIBRATION FUNCTION OF THE DUAL SHOCK™ ANALOG CONTROLLER IN DIGITAL MODE, BUT DOES NOT SUPPORT ANALOG MODE.

## COMPLETE GAME CONTROLS

### OFFENSE



- ❑ 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.
- ❑ 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.

# ***KNOCKOUT KINGS 2000***

## ***MOVING IN THE RING***

Long step forward/backward	R2 + D-Button ↔
Move while jabbing	■ + D-Button
Lunge punch to the head	R2 + any punch button
Lunge punch to the body	R2 + L2 + any punch button

## ***FLURRIES***

A flurry is a fast, sharp series of punches used to devastate an opponent and, hopefully, alter the course of a fight. The type of punches thrown during a flurry depends on whether your fighter is a "slugger" or a "boxer." To **throw a flurry**, press **R1** + any basic punch button. A specific flurry is assigned to each punch button, allowing you four flurry options. Flurries use up a lot of stamina – in Slugfest, they use up some health instead.

## ***COMBINATIONS***

Combinations do more damage than a flurry, but they are harder to pull off.

### ***GENERAL COMBINATIONS***

Lead hook, lead hook, rear uppercut, lead uppercut	×, ×, ▲, ▲
Lead hook, lead hook, lead hook, overhand cross	L2 + ×, ×, ●, ●

### ***EXCLUSIVE BOXER COMBINATIONS***

Jab, jab, cross, hook	■, ■, ●, ●
Cross, hook, uppercut, hook	●, ▲, ▲, ▲
Lunging uppercut, cross, hook, uppercut	R2 + ▲, ●, ●, ●
Lunging cross, lead hook, rear hook, lead hook	R2 + ●, ×, ×, ×
Cross, hook, cross, hook	L2 + ●, ×, ×, ×
Cross, hook, rear uppercut, lead uppercut	●, ×, ×, ×



### **EXCLUSIVE SLUGGER COMBINATIONS**

Straight punch, uppercut, lead hook, rear hook

L2 + ■, ▲, ▲, ▲

Lunging overhand cross, lead hook, rear hook, lead hook

R2 + ●, ✕, ✕, ✕

### **SIGNATURE MOVES**

Signature moves are a special move that each boxer has. Some signature moves are offensive, such as one big punch or increase damage given over a short period of time, others are defensive, such as ones that increase speed or decrease damage taken over a short period of time. In Career mode, a signature move is earned by your boxer after he trains long enough.

➤ To perform a **signature move** with any boxer, press ▲ + ●.

Following are descriptions of all the available signature moves:

#### **CRASHING HOOK**

A powerful lunging lead hook to the head.

#### **RIB BUSTER**

A devastating lunging lead hook to the body.

#### **SWEET SUGAR**

Similar to a regular flurry attack, but twice as many punches. Targets both the head and body.

#### **MEGA-FLURRY**

1 & 2

Similar to a regular flurry attack, but twice as many punches. Mega flurry 1 targets the head. Mega flurry 2 targets the body, ending with an uppercut to the head.

#### **STING LIKE A BEE**

A barrage of quick jabs ending in a vicious cross.

#### **SEND OUT THE DOGS**

Three powerful jabs to the head.

#### **RISING HAMMER**

The boxer drops into a crouch to duck any high attacks before releasing a rising lead hook to the head.

#### **HANDS OF STONE**

This move is "charged" up, during which time the boxer will be vulnerable. After charging up, blocked punches will still do a single point of damage. This move lasts for a short period of time.

#### **FURY**

Like Hands of Stone, this move is charged up. After charging up, the boxer's speed is increased. The speed effect lasts for 30 seconds.

## HUGE UPPERCUT/ BOLO PUNCH THE WARRIOR

A massive uppercut to the head.

Another charge-up move. After charging up, the boxer becomes almost impervious to damage. This move only lasts for a short amount of time.

## THUNDER PUNCH BODY BLASTER

A wind-up cross to the head.

A wind-up lead hook to the body.

## DOUBLE BODY BLASTER

Two winding lead hooks rather than one. The extra damage comes at the expense of speed.

## RAPID FIRE

Four hard lead hooks to the head.

## POWER PUNCHES

Power punches are devastating shots that can be thrown only when the power meter is full and only appear in Slugfest mode

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

## DEFENSE

**Bob** left/right

**L1** + D-Button  $\updownarrow$

**Lean back**

**L1** + D-Button  $\leftarrow$

**Weave** left/right

**L2** + D-Button  $\updownarrow$

**Push**

**L1** + D-Button  $\rightarrow$

**Switch your stance**

**L2** + **R1** + **R2**

**Kneel** down/Stand from Kneel

**L1** + **L2** + **R1** + **R2**

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

**TIP:** A KNEEL-DOWN COUNTS AS A KNOCKDOWN. ONLY KNEEL TO SAVE YOURSELF FROM A KO.



## ***PUNCHING OUT OF DEFENSE MOVES***

Overhand jab	■ + D-Button ↓ (while pressing L1)
Overhand cross	● + D-Button ↑ (while pressing L1)
Lead uppercut	▲ + D-Button ↑ (while pressing L2)
Rear hook	✕ + D-Button ↓ (while pressing L2)

## ***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	R1 + R2 + ▲
Rabbit punch	R1 + R2 + ■
Kidney punch	R1 + R2 + ✕ or ●

## ***TAUNTS AND ILLEGAL MOVES***

Taunt	SELECT
Head-butt	R1 + R2 + ▲
Elbow	R1 + R2 + ■
Low blow	R1 + R2 + ✕
Kidney punch	R1 + R2 + ●

## SETTING UP THE GAME

### MAIN MENU

The Main Menu appears following the *Knockout Kings 2000* introductory video. Here you can choose your fight options and set the bout parameters.

**NOTE:** DEFAULT OPTIONS ARE LISTED IN **BOLD** IN THIS MANUAL.



### OPTIONS MENU

#### RULES

**Difficulty:** Set the difficulty at EASY, **NORMAL**, or HARD.

**Number Of Rounds:** Set the rounds per match at 1 through 15. (for Slugfest and Exhibition fights only).

**Time:** Set the match time at REAL TIME or **DOUBLE TIME**.

**Saved By The Bell:** Toggle **ON/OFF**. When **ON**, a fighter who is knocked down at the end of the last round can be saved by the bell.

**3 Knockdown:** Toggle **ON/OFF**. When **ON**, the referee calls the fight after the third knockdown in any round.



### **AUDIO/CINEMATICS**

**Sound Mode:** Toggle **STEREO/MONO**.

**Sound Volume:** Set the sound volume to your liking.

**Music Volume:** Set the music volume to your liking.

**Play By Play:** When **ON**, ringside announcers provide blow-by-blow commentary and analysis.

**Pre-Fight Introductions:** When **ON**, fighters will be announced prior to each fight.

**Round Intermissions:** When **ON**, round intermissions will play, showing round highlights, scorecard updates, and card girls.

### **CONTROLLER CONFIGURATION**

Choose from the available controller presets, each with a slightly different button configuration. Select the preset that works best for you. One-Button Mode™ is a special mode that lets the CPU select the best punch for you. Simply press the Punch button and watch the leather fly!

### **LOAD CUSTOM BOXERS**

Load your created boxers for use in Slugfest or Exhibition modes by going to the Options screen and selecting this option.

### **CYBER ATHLETE™**

View a video on the making of the EA SPORTS Cyber Athlete.

### **NASCAR® RUMBLE**

View the fastest, most intense racing experience available: "NASCAR Rumble".

**NOTE:** *CHANGED OPTIONS WILL BE AUTO-MAILED TO ANY AVAILABLE MEMORY CARD.*

## ***STARTING A SLUGFEST***

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

### ***BOXER SELECT SCREEN***

The Boxer Select screen is where you choose your fighter and opponent.

#### **To Select Boxers:**

1. Use the D-Button  $\leftrightarrow$  to highlight a boxer fighting out of the blue corner, then press  $\times$  to select. D-Button  $\updownarrow$  to change weight classes.
2. After selecting the first boxer, use the D-Button  $\leftrightarrow$  to select a CPU-controlled opponent. (When setting up a head-to-head bout with a "friend," Player 2 must press **START** before Player 1 chooses a boxer.)
3. After choosing your boxers, select an arena, then press  $\times$ . The fight begins. ( $\blacktriangleright$  In the Ring on p. 14).

**NOTE:** *WHEN FIGHTING AGAINST A BOXER FROM A DIFFERENT WEIGHT CLASS, THE HEAVIER BOXER WILL DO MORE DAMAGE WITH HIS PUNCHES.*

- $\blacktriangleright$  To set the length of a Slugfest bout, select **OPTIONS** from the Main Menu, go to **RULES**, then set the number of rounds.

**TIP:** *FROM THE MAIN MENU, YOU CAN SELECT FLASH START™ MODE BY PRESSING  $\bullet$  (1 PLAYER) OR  $\blacksquare$  (2 PLAYER). FLASH START RELOADS THE LAST FIGHT FOR A REMATCH.*



**NOTE:** YOU CAN FIGHT A SLUGFEST OR EXHIBITION BOUT BETWEEN TWO CREATED BOXERS. WHEN YOU SAVE A CREATED BOXER TO A MEMORY CARD IN CAREER MODE, YOU CAN SELECT THAT BOXER IN SLUGFEST OR EXHIBITION MODE. CYCLE THROUGH THE AVAILABLE BOXERS UNTIL YOUR CREATED FIGHTER(S) APPEARS.

## PAUSE MENU

The Pause menu allows you to change the fight camera angle, view a replay and see where that punch came from, or stop the fight.

**Camera:** Cycle through the various fight camera angles.

**Instant Replay:** See exactly where that punch came from.

**Throw In The Towel:** Stops the fight and returns you to the Boxer Select screen.

## GAME FLOW

**End of Round:** At the end of each round, a round intermission will play, showing round highlights, boxer corners with scorecard updates, and ring card girls. Press **START** to continue to the next round.

**Knockdown/Out:** When a fighter gets knocked down, the referee begins the 10 count.

➤ To pull yourself off the canvas, repeatedly tap **X**. Fill the knockdown meter before the ref counts to 10 and you're back in there... For better or worse.

☐ **End of Fight:** After the judges tally the final scores for the fight, 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.

## ***EXHIBITION MODE***

Here you can take center ring against a CPU boxer or challenge a "friend" to a *Knockout Kings 2000* fight.

### **To Set up an Exhibition bout:**

1. Select EXHIBITION from the Main Menu
2. Choose a weight division, then press ✕.
3. Select boxers and fight venue. (➤ Boxer Select Screen on p. 11.)
4. Fight!

### ***PENALTIES***

The big difference between Slugfest mode (➤ p. 11) and Exhibition mode is penalties and stamina. Watch the low blows, kidney punches, etc. If the ref catches you, he will warn you once and penalize you with each following infraction. Too many penalties and you will be disqualified. Note: A fight can also be stopped 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.

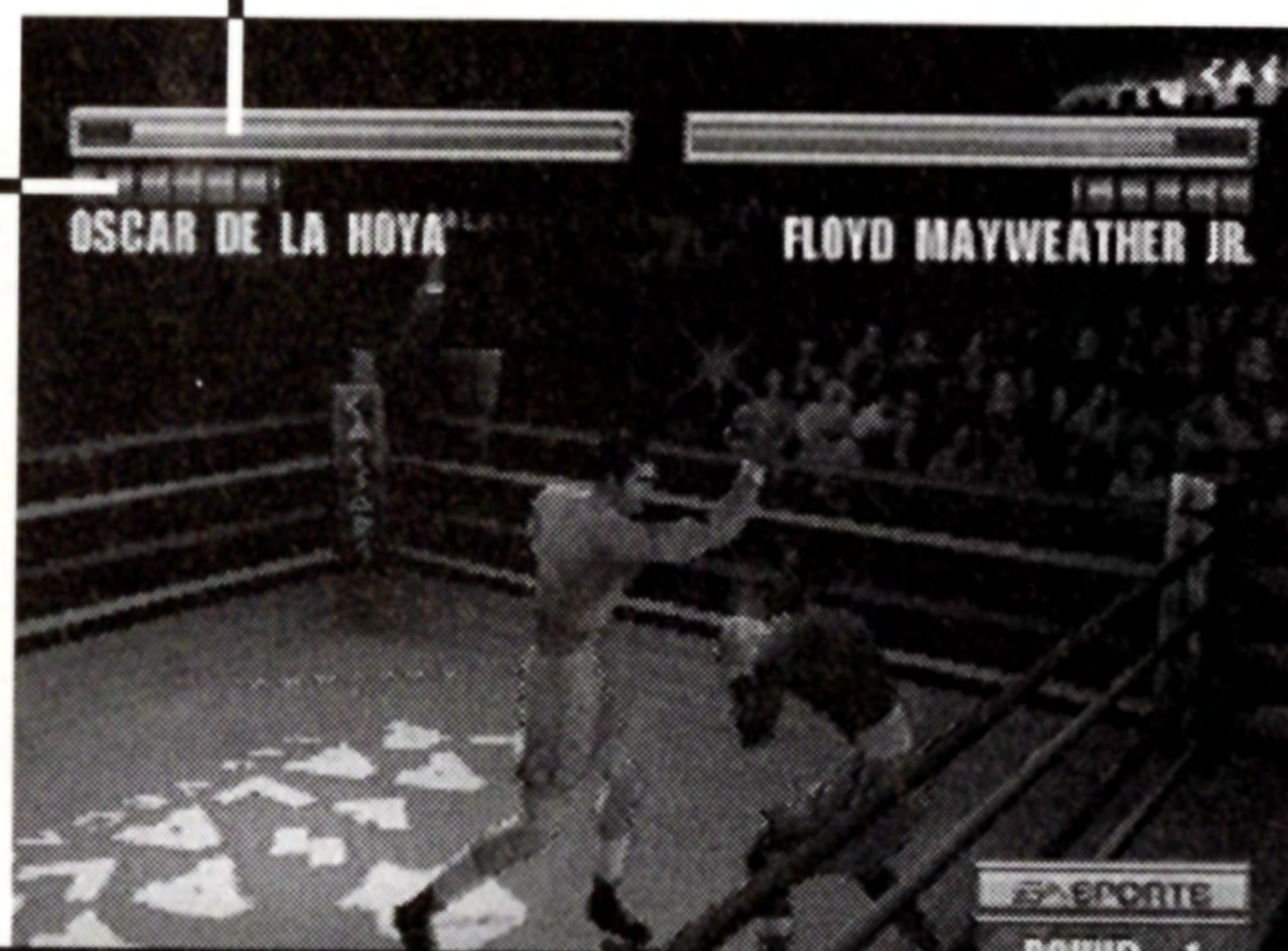
# IN THE RING

Here's what to watch out for once the opening bell sounds. (Other than your opponent, that is.)

## SLUGFEST MODE

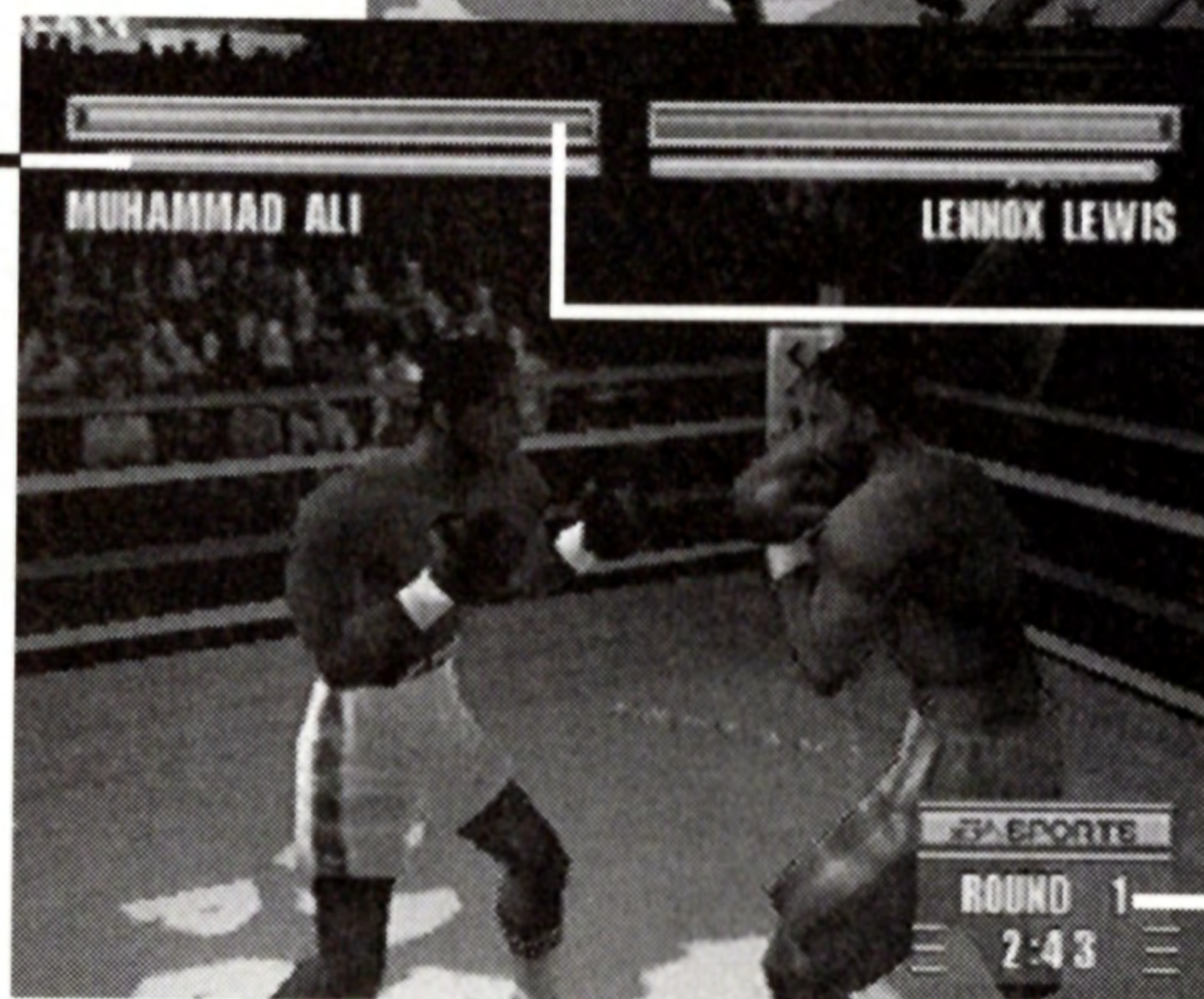
**POWER METER** — THE POWER METER RECORDS YOUR LANDED PUNCHES. WHEN THE METER IS FULL, A FLASHING BOXING GLOVE WILL APPEAR NEXT TO THE POWER METER. WHEN THE GLOVE IS ON SCREEN, THE BOXER CAN THROW A POWER PUNCH. (SEE POWER PUNCHES ► P. 7.)

**HEALTH METER** — THE MORE ENERGY YOU HAVE, THE LESS LIKELY YOU DROP



## EXHIBITION / CAREER / CLASSIC MODES

**STAMINA METER** — THE STAMINA METER RECORDS YOUR CURRENT LEVEL OF STAMINA. WHEN LOW, PUNCHES BECOME LESS EFFECTIVE, AND YOUR BOXER SLOWS DOWN



**ROUND COUNTER/CLOCK**

**HEALTH METER** — THE MORE ENERGY YOU HAVE, THE LESS LIKELY YOU DROP

**ROUND COUNTER/CLOCK**

## ***CAREER MODE***

Build your own contender, and lead him up through his weight class and on to a shot at the title.

□ After you select CAREER from the Main Menu, the Select Boxer screen appears.

### ***SELECT BOXER SCREEN***

Create a new fighter or load a saved boxer from your Memory Card.

#### ***LOAD A SAVED BOXER***

**To load a saved boxer:**

Upon entering Career mode, the game automatically loads any boxers saved on the Memory Card(s). D-Button ↔ to highlight a saved boxer and press ✖ to continue your career where you left off.

**NOTE:** *NEVER INSERT OR REMOVE A MEMORY CARD WHEN LOADING OR SAVING FILES.*

#### ***CREATING A BOXER***

Create the fighter of your dreams using a variety of physical characteristics, fight styles, and skill levels.

**To Create a Boxer:**

1. Enter the name of your fighter on the Name Fighter screen. D-Button to highlight a letter, then press ✖ to enter. When finished, highlight END and press ✖.
2. Choose a gym to train your fighter. Keep in mind that each gym has its specific benefit to your fighter ("Windy City" in Chicago is good for power and speed. "Keka's Gym" in Tokyo is great for speed, but not for power.) When finished press ✖.



3. D-Button ↔ to determine your fighter's prowess (class, weight, speed, power, etc.) on the Fighter Vitals screen. You also have 150 points to distribute as you wish. When finished, press ✕.
4. Give your fighter a look on the Look screen. D-Button ↔ to adjust settings (body type, fight style, color of gloves, ring walk, etc.). When finished, press ✕ or press ▲ to go to the previous screen. Note: If you choose body type 2, your boxer may automatically gain some weight.

### ***STARTING A CAREER***

The goal here is to fight your way to the top through a host of glass jaws, chumps, and champs-to-be. You begin your career in the cellar, ranked 21<sup>st</sup>. The rest is up to you. Good luck!

- Use the D-Button to scroll up and down the rankings list of boxers. Press ■ to view any highlighted boxer stats. To fight a boxer, highlight the boxer and press ✕. (Grayed-out fighters cannot be selected.)
- To save your career, press ● while on the Rankings List.

### ***TRAINING OPTIONS***

Before each fight visit the gym to train and work on your overall skills.

- To select a strategic training method, D-Button ↔ to cycle through the 10 training exercises, then press ✕. You can choose from any two strategic training exercises.
- After strategic training, move on to interactive training with the heavy bag. Keep up with your coach to earn the maximum training points. You are also given the option to skip this part of training. Keep in mind that if you skip the interactive training, your boxer does not earn as many points or new moves.

***NOTE:*** IF YOU ARE USING ONE-BUTTON MODE, YOU WILL AUTOMATICALLY SKIP INTERACTIVE TRAINING.

## ***SAVING CREATED BOXERS***

To save a created boxer:

1. At the Rankings screen, press ●. The Save Boxer menu appears.
2. Select which Memory Card to save to by pressing ■ or ▲. Your boxer will be saved to the desired Memory Card.

**NOTE:** *YOU CANNOT SAVE TWO BOXERS WITH THE SAME NAME TO THE SAME MEMORY CARD. THE BOXER BEING SAVED WILL OVERWRITE A BOXER ON THE MEMORY CARD WITH THE SAME NAME.*

## ***CLASSIC FIGHTS***

Classic Fights lets you literally rewrite boxing history by taking part in up to nine famous bouts, including the "Thrilla In Manila" with Ali and Frazier.

- Use the D-Button ↔ to cycle through fight selections.
- Use the D-Button ↑ to scroll through each fight storyline.
- After selecting the fight, use the D-Button ↔ to choose a boxer, then press ✕.



## ***KNOCKOUT KINGS STYLE***

### **HOLLYWOOD RECORDS**



*Knockout Kings 2000* includes an incredible line-up of music. The featured artist is Hollywood Records' recording artist "O". O's skillful commentaries on life flow over innovative and energetic beats that make his sound an undeniable force in today's and tomorrow's hip-hop world. The enhanced CD single of "In The Game" is in stores now. O, Hollywood Records, and EA SPORTS — a powerful combination which is truly "in the game."

*Check out O's skills in the ring against any of the top 50 fighters in boxing history.*



Name: O (a.k.a. Opres)	Hometown: Los Angeles, CA
Record: 100 – 0	Titles: World Champion of Hip-Hop, International Rhyme Champion
Age: 22	Date of Birth: May 6, 1977
Album: Full Circle	Release Date: January 2000
Quote:	I'm the golden boy from the golden state... I can make a hip-hop crowd do the wave.
Special Move:	Full Circle Five Punch Combo
For more information:	<a href="http://www.hollywoodrecords.com">www.hollywoodrecords.com</a>

### **ECKO CLOTHING**

*Check out EA SPORTS.com to win ECKO UNLIMITED and Knockout Kings 2000 promotional gear.*



*Knockout Kings 2000* and ECKO UNLIMITED have perfected an awesome combination. ECKO UNLIMITED is a hip, up-and-coming clothing line that is spreading the EA SPORTS brand to new and existing customers. EA SPORTS is reinforcing ECKO's cool factor to customers who already enjoy playing EA SPORTS video games. ECKO is featuring *Knockout Kings 2000* hang-tags on some of its coolest clothes.

# KNOCKOUT KINGS 2000

## C R E D I T S

**DESIGN TEAM:** Erik Wahlberg, Alex Di Ricco, Keith Orr, Rick Giolito

**EXECUTIVE PRODUCER:** Rick Giolito

**PRODUCER:** Keith Orr

**ASSOCIATE PRODUCERS:** Erik Wahlberg, Tony Iuppa

**ASSISTANT PRODUCERS:** Alex Di Ricco, Jeff Hasson.

**Sound Track Supervisor:** Randy Eckhardt

### DEVELOPMENT

**DEVELOPMENT DIRECTOR:** Dominique Philippine

**TECHNICAL DIRECTOR:** David Bunch

**LEAD ENGINEER:** Steve Coallier

**ENGINEERING:** Frank Sandoval, Jason Woodward, Don Wells, Mike O'Neil, Rod Ang, Rob Anderson, Scott Eklund

**ENGINEERING INTERNS:** Sheryl Aterrado, Jim Brooks, Soren Johnson, Daniel Dunham

**MOTION CAPTURE:** Matthew Wynne, Sean O'Grady, Erik Wahlberg, Lauro Chartrand, Raine Forbes

### ART

**ART DIRECTOR:** Tony Lupidi, Willy Aguilar

**LEAD ARTIST:** Lance Alameda

**ARTISTS:** Vince Arroyo, Joel Mariano, Dexe Dorris, Andrew Hsu, Tim Lajoie, Cris St. Aubyn, Juan Ruiz

**ASSISTANT ARTISTS:** Alex Legato, Airton Dittz, Sabin Ng, Thomas Adams, Jerry Kowalczyk

**ART INTERN:** Neil Janklow

**ADDITIONAL ART:** Quinn Nguyen

**MEDIA GROUP (AUDIO/VIDEO POSTPRODUCTION):** Ken Felton, Michael Marsh, Eric Kornblum

**AUDIO:** Murray Allen, Rob Hubbard, Ken Felton, Burke Trieschmann, David WhiMarc Farly, David O'Neal

**LEAD TESTER:** Kenny Ilko

**ASSISTANT LEAD TESTER:** Kevin Luis

**TESTERS:** Victor Adams, Kevin Clement, Shawn Green, Gerald Loadholt, Brian McKibben, Michael

Parker, David Plunkett, Mark Poquiz, Anthony Randolph, Gary Rondez, Ronald Weaver

**MARKETING:** Kirk Scott, Erik Whiteford

**DOCUMENTATION:** Curtis Clarkson

**DOCUMENTATION EDITOR:** Greg Roensch, Anthony Lynch

**PACKAGE MANAGEMENT:** Cole Bronn, Linda Hunnicutt

**PACKAGE DESIGN:** POPGUN Design

**PACKAGE ART DIRECTION:** Mark Hausler

**PACKAGE PHOTOGRAPHY:** CORBIS/Bettmann ©1999

**CUSTOMER QUALITY CONTROL:** Micah Pritchard, Benjamin Crick, Dave Knudson, Jacob Fernandez, Darryl Jenkins, Andrew Young, Tony Alexander

**UK MARKETING:** Dan Holman, Eric Petersen

**IN GAME COMMENTARY:** Al Albert, Sean O'Grady, Jimmy Lennon Jr., Mills Lane, Harry Carpenter, Barry McGuigan, Michael Tomlinson, Paul Pape

### LICENSED MUSIC:

**"IN THE GAME"**

Performed by: 0

Produced by: The Co-Stars

Written by: 0 and The Co-Stars

Published by MCA Music Publishing / Years Ahead Publishing (BMI), MS802 Publishing (BMI), MOGT Music Publishing (BMI) and Madd Jokes Publishing (ASCAP)

Courtesy of: Hollywood Records

**"ALL-N-ALL"**

Performed by: 0

Produced by: Bud'da for 'Bout Time Productions

Written by: 0 and Bud'da

Published by: MCA Music Publishing / Years Ahead Publishing and 'Bout Bud'da Music

Courtesy of: Hollywood Records

**"BUT THEY CAN'T"**

Performed by: 0

Produced by: Tank for 'Bout Time Productions

Written by: 0 and Tank

Published by: MCA Music Publishing / Years Ahead Publishing and Give Tank Dap Productions (ASCAP)

Courtesy of: Hollywood Records

**"RAPID FIRE"**

Performed by: 0

Produced by: Rashad Coes for Night6 Fiend Productions

Written by: 0 and Rashad Coes

Published by: MCA Music Publishing / Years Ahead Publishing and Bang N Blast/BMG Careers Music

Courtesy of: Hollywood Records

**"CRAZY MOON"**

Performed by: Alien Fashion Show

Written by: Alien Fashion Show

Published By: Babsboys Music (BMI)

Produced by: Jim Wirt and Dave Kaplan

Courtesy of: Hollywood Records

**"PAY THE PIPER"**

Written and performed by: Nyt Owl featuring Killah Priest & DJ U-Neek

Published by: Stolen Soulz (BMI), Keenu Songs EMI, V-Mix Music

Courtesy of: Kingpin Records/U-Neek Entertainment Inc.

**"KNOCKOUT"**

Written and performed by: Mix Master Mike

Published by: Michael Schwartz

**"EL JARIPEO"**

Performed by: Nydia Rojas

Written by: Alfredo Morales

Produced by: Carlos Cabral Junior

Published by: Cayman Music/Feralo Music, 1999

Courtesy of: Hollywood Records

**"SLIDER"**

Written and performed by: Simon Says (Mike Arrieta, Zac Diebels, Matt Franks, Mike Johnston)

Produced by: Rob Cavallo and Mark Needham

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Courtesy of: Hollywood Records

"Pump", "Painful Dancing", "Throbbing Crown", "Ouch", "Shock Sock", "Phat A Tat Tat", "Axe Ace 50", "Behave", "Phunk Phisted", "Parachute Pants"

All songs composed, produced, performed, and recorded by: C. Bradley Royds and Andrew J. Hay (aka "AndRoyd") ©1999

**MANAGER OF ATHLETE RELATIONS:** Sandy Sandoval

**INTERNATIONAL PRODUCT**

**DEVELOPMENT:** Atsuko Matsumoto

**SPECIAL THANKS:** Muhammad Ali, Joe Frazier, Jay Komas, Mondo Media, Fat Box, Bing Gordon, Oscar De La Hoya, Shane Mosley, Ray Leonard, Evander Holyfield, Lennox Lewis, Kristen Latimore, Mike Bazzel, Harlan Werner, Eric Treibatch, Maria Bahamondes, West Coast Tae Kwon Do, Danika Mcguigan, Demis Ruega, Doug Evans, Tim Lajcik, Eugene Jackson, Ronald Meacham, Ricardo Miranda, Vince Deleon, Andy Khensamphaph, Danielle Cleveland, Brandy Dahl, Carrie Emery-Sisco, Vanessa Woolfolk

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