PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01147

READY 2 RUMBLE BOXING™

ROUND 2

MIDWAY

WARNING

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 peripherials 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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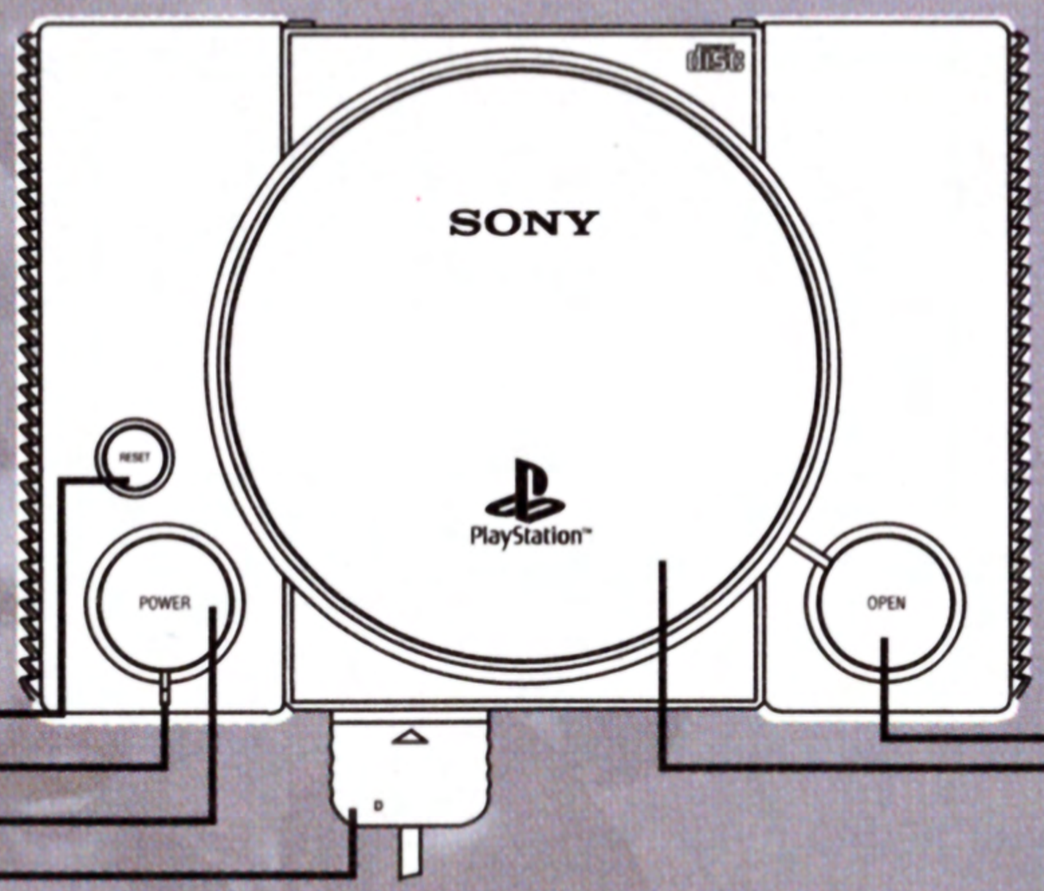
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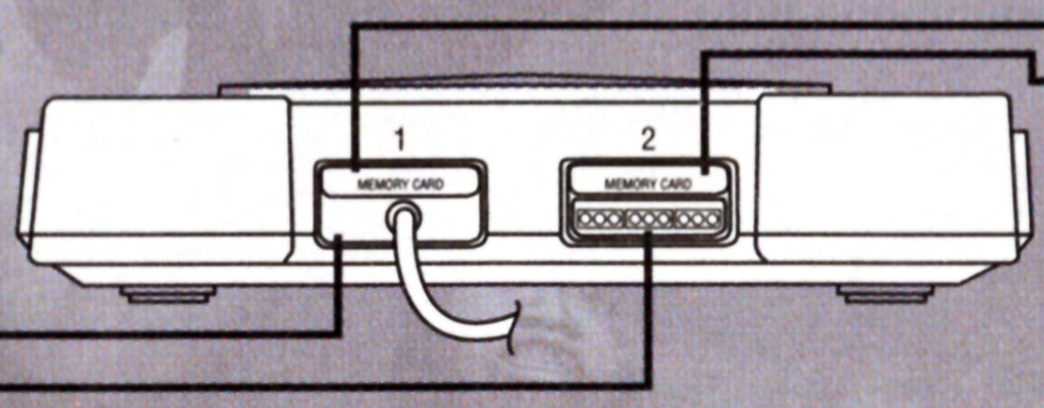
GETTING STARTED

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 (Ready 2 Rumble Boxing™: Round 2) disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

TOP VIEW



FRONT VIEW



GETTING STARTED

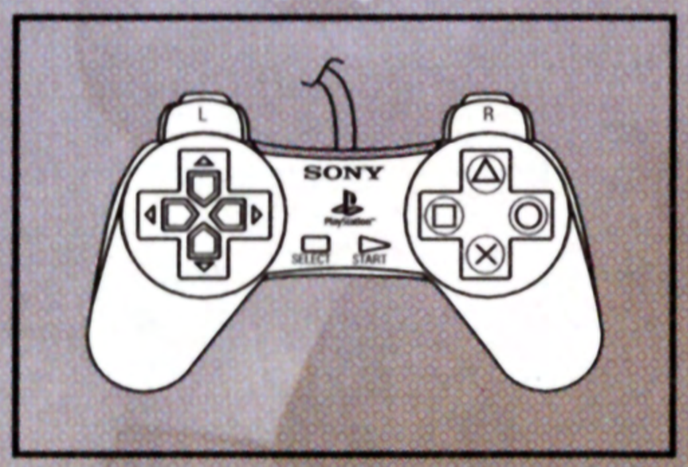
DUALSHOCK™ analog controller



L2 BUTTON
L1 BUTTON
DIRECTIONAL BUTTONS
LEFT ANALOG STICK
SELECT BUTTON
ANALOG MODE SWITCH
START BUTTON
RIGHT ANALOG STICK

R2 BUTTON
R1 BUTTON
△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on Page 5.



DEFAULT CONTROLS

GAME CONTROLS

Here's the default (normal) controls for the game. You can change the configuration of your controller in the Options Menu (see Page 8).

BASIC CONTROLS

MOVE BOXER - Directional buttons or Left Analog Stick
HIGH LEFT PUNCH - ▢
HIGH RIGHT PUNCH - △
LOW LEFT PUNCH - ✕
LOW RIGHT PUNCH - ○
HIGH BLOCK - R1
LOW BLOCK - R2
PAUSE GAME - START

SPECIAL CONTROLS

NOTE: Controls with arrow diagrams indicate pressing the directional buttons or left stick in the direction shown. Remember to reverse the direction when facing the other way during a fight.

JAB - ▢
STRAIGHT - △
BODY BLOW - → + ○
LOW HOOK - ↓ + ✕
HIGH HOOK - ↑ + △
DODGE - ↓ + R1 or R2
PARRY - Double Tap R1 (High Parry) or R2 (Low Parry)
TAUNT OPPONENT - ▢ + ✕, △ + ○, ▢ + ○ or △ + ✕

MAIN MENU

At the game's Title Screen, press the START button to access the Main Menu. Highlight your selection and press ⊗ to access the sub-menu or game mode.

ARCADE MODE

For those of you that want to get in the ring and get the fight going, this is your game mode. Select how many players there will be (1 or 2), select your boxers and come out fighting! More information is on Page 9 of this manual.

CHAMPIONSHIP MODE

Train your boxers in your own gym. Earn money by winning fights. If you think your boxer has what it takes, enter them in a Title Fight (if you've earned the right to) and find out. More details are available on Pages 13-17.

TOURNAMENT MODE

Host your own tournament to find out who the local tough guy (or girl) is. Up to eight players can participate! Check out Pages 18-19 for all the info.

TEAM BATTLE MODE

Send your selected boxers into the ring to square off against an opposing team. The first team to beat the other team's boxers is the winner! More information is on Page 20.

OPTIONS

Adjust the game's volume, configure your controller and lots more! Check out the next two pages for complete details.

OPTIONS MENU

Before you lace up your gloves, you might want to adjust a few of the game's options. Highlight OPTIONS at the Main Menu and press ⊗.

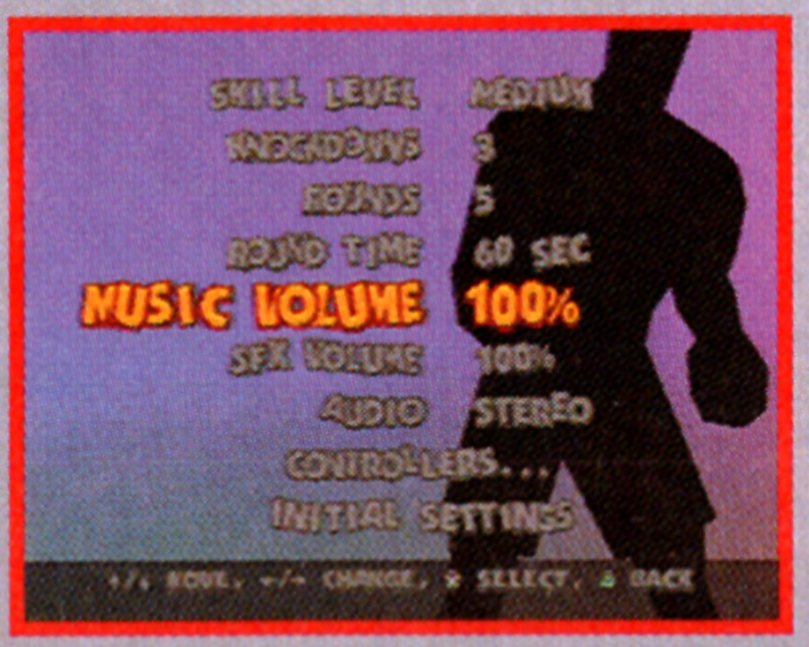
To adjust an option, highlight the option using the directional buttons or left stick. Next, press Left or Right to adjust the option. If you want to change the controller configuration, you must highlight CONTROLLERS and press ⊗.

SKILL LEVEL

This controls the game difficulty. Select from EASY, MEDIUM or HARD.

*KNOCKDOWNS

This determines how many times you can be knocked on your butt before losing. Select from 1 to 10 knockdowns.



*ROUNDS

Set the number of rounds (1 to 12) in your bout.

*ROUND TIME

How long do you want each round to last? Select from 15 seconds to 180 seconds (3 minutes).

MUSIC VOLUME

This controls the volume of the background music in the game. Press Left (Lower Volume) and Right (Raise Volume) on the Directional buttons or Left Analog Stick to adjust the volume.

*NOTE: When playing a Championship Mode game, these specific options cannot be adjusted.

OPTIONS MENU

SFX VOLUME

This controls the volume of the game's sound effects. Once again, press Left (Lower Volume) and Right (Raise Volume) on the Directional buttons or Left Analog Stick to adjust the volume setting.

AUDIO

This allows you to adjust the audio output of the game. Select from either STEREO (both speakers) or MONO (one speaker).

CONTROLLERS

This option allows you to change the configuration of your controller. To change your controller configuration, press Up and Down on the Directional buttons or Left Analog Stick to highlight the different buttons. To change a button, highlight the one to be changed and press the one that you wish to use. To restore the controller configuration to its normal (default) setting, highlight NORMAL and press ⊗. If you are using a DUALSHOCK™ analog controller, you can adjust the Vibration Function by turning the VIBRATION setting ON or OFF. When you're all set, highlight BACK and press ⊗.

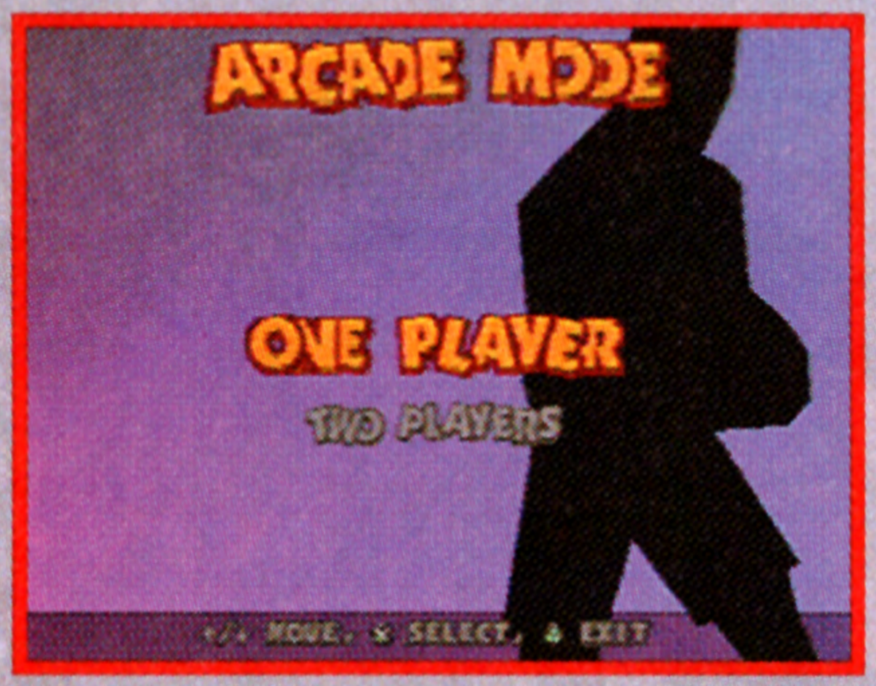
INITIAL SETTINGS

Highlight this and press ⊗ to restore the game options to their initial (default) settings.

Well, now that you know how to adjust the game's options, let's start getting into the game itself. So if you're ready, turn the page to begin!

PLAYING THE GAME

If you want to start boxing right away, select Arcade Mode from the Main Menu and press ⊗. Next, choose whether you want to play either a One Player game against an AI (Artificial Intelligence or computer-controlled) opponent or a Two Player game against a friend (or foe). Highlight one and press ⊗.



ONE PLAYER GAMES

The object of a One Player game is to box your way up to the title of World Champion. It's a long road, but well worth the trip if you're tough enough.

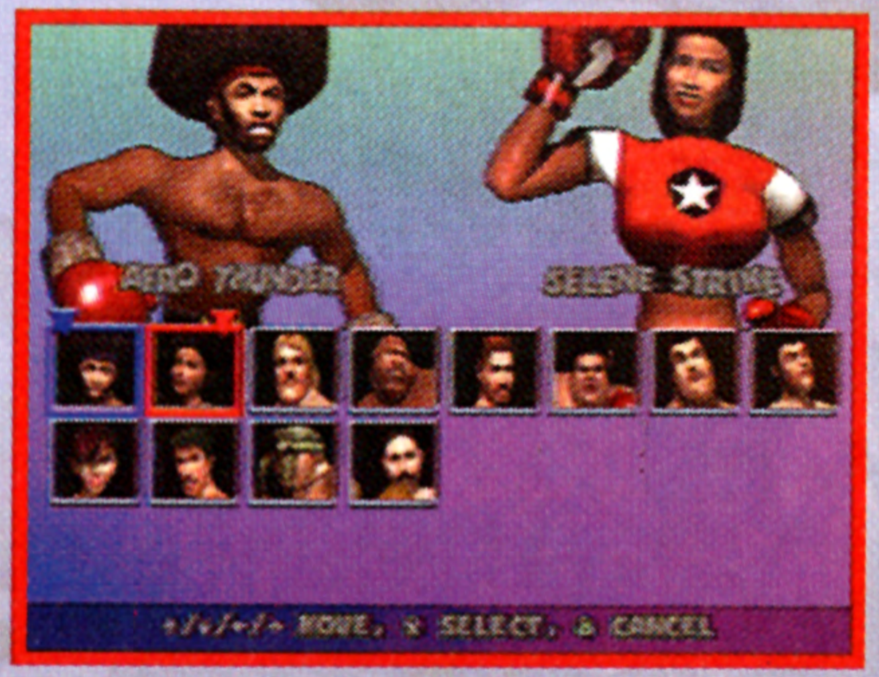
TWO PLAYER GAMES

There's no classes or Title Bouts to worry about here, just punching and blocking against another player. This version of Arcade Mode is basically a "versus" mode way of playing.

NOTE: In order to play a Two Player game, you must select TWO PLAYERS. A second player may not "challenge" another player during a One Player game.

PLAYING THE GAME

CHOOSE YOUR BOXER



When you select boxers in Arcade Mode, highlight them and press ✕ to select them. If you highlight them and press R1 + □, you can change that boxer's costume. Each boxer has a few different costumes, so check each one out. Only visible boxers can be selected.

PRE-FIGHT HIGHLIGHTS



At the start of each fight, each boxer will be introduced by the one and only Michael Buffer, the Voice of Champions™. After the boxer introductions, each boxer will have something to say.

Depending on what boxers are squaring off against each other, some may have a bitter history that far exceeds the confines of the ring. When two boxers have a extreme dislike for the other, these "Bad Blood" matches will cause the boxers to say things they wouldn't normally say. So listen carefully, you might just learn why these two hate each other so much. To find out who each boxer's arch rival is, check out the boxers section (Pages 21-39) of this manual.

PLAYING THE GAME

HEALTH AND POWER METERS

Each boxer has their own Health and Power meters. Located in the top corners of the screen, these meters will rise and fall throughout the fight. When the Health Meter disappears, your boxer will be dazed on the canvas. When you do get knocked down, repeatedly press any two buttons to restore your health and get back on your feet. You will not be able to fully recover your health, but your Health Meter will be full enough to at least get back in the fight.

The Power Meter is essential for throwing power-punches or for pulling off combos. If you attempt to perform a combo with no power, you will not be able to do so. The Power Meter drains with every punch or combo you throw, but it will quickly recover when you are not throwing punches.



PLAYER ONE
Health and
Power Meters

PLAYER TWO
Health and
Power Meters

PLAYING THE GAME

RUMBLE!!!

Whenever you cause enough damage, you will earn a letter in the word RUMBLE. A little more difficult to execute is a Taunt. Taunting your opponent will not only cause a few laughs, but you will also earn a letter or two as well. Be warned, taunting opponents will leave you wide open for attack!

RUMBLE MODE

When you have earned the necessary letters to spell out RUMBLE, press R1 and R2 at the same time to activate RUMBLE MODE. You must have the complete word spelled out (the letters will appear on the bottom of the screen) in order to activate Rumble Mode!



RUMBLE FLURRY

When you have activated Rumble Mode, your boxer's gloves will begin to glow. When the action resumes, press ■ and △ at the same time to begin your attack. If you're going to use your Rumble Flurry, you've got to do it quickly. Once your gloves glow, they'll only stay that way for a few seconds.

FLURRY 1 - Spell RUMBLE one time to unleash a quick series of punches on your opponent.

FLURRY 2 - Spell RUMBLE twice to let loose a stronger and faster series of punches.

FLURRY 3 - If you can do it, spell RUMBLE three times to perform a flurry so strong, that one punch will send your opponent flying out of the ring.

CHAMPIONSHIP MODE

Championship Mode gives you ownership of a gym in which to train your boxers. Your goal is to make all of your gym's boxers champs. It's up to you to train them for their fights and it's your responsibility to keep them trained. Each of your gym's boxers must become champs in order to fully beat the game. You can train your boxers for upcoming fights. These fights are shown on a calendar and are separated into Prize Fights (for money) and Title Fights. Make sure to check out the calendar for your boxer's next fight! Make sure you train for your fights too, because if you lose three Title Fights, your gym will close and you will lose the game. All fights can only be fought on their determined dates, so take the time off and train for them!

From the Main Menu, select CHAMPIONSHIP MODE and press ⊗. If you are using a Memory Card, you will be able to save your progress. After selecting Championship Mode, you can either begin a NEW GAME or LOAD a previously saved one.

Next, you will select your first boxer for your gym. Only boxers that are unlocked will be selectable. Choose the one that you like the most and press ⊗. Your objective is to take your boxer (who is unranked) and move them (through Title Fights) up the ladder, all the way up to champ.



The Championship Mode Menu is the center of your gym. This is where you can train your boxers, schedule their upcoming fights, view their attributes and more.

CHAMPIONSHIP MODE

TRAIN BOXER

You have to train your boxers for their fights. Your gym contains a series of 7 challenging and fun mini-games designed to improve your boxer's performance. We'll get into that more on Pages 16-17.

TITLE FIGHT

Enter fights to become a ranked boxer. Initially, your boxer will begin their career unranked, fighting to be the 12th Ranked contender. The more fights you win, the higher up the ranks you'll climb. When you highlight TITLE FIGHT, you will see the opponent you have to beat. It won't be an easy task, so make sure you train your boxers well. After all, the success of your gym depends on their performance in the ring! If you lose three fights, your gym will be closed and out of business (and your game will be over). Make sure you look for the microphone icon on the calendar; this indicates your next Title Fight.

PRIZE FIGHT

In order for your gym to succeed financially, as well as purchase the vital training aids VITAMIN PROGRAM and RUMBLE MASS (see Page 17), you'll need to win money. Prize Fights allow your boxer to duke it out for a cash prize. The $ icon on your calendar is your next Prize Fight, so make sure you train for it!.

EXIT

Exit Championship Mode and return to the Main Menu. To exit, highlight EXIT and press ⊗. You have the choice of exiting and saving your progress or you can exit without saving your progress. You may also cancel the exit command.

CHAMPIONSHIP MODE

Training your boxers is an important part of beating Championship Mode. Each training game is designed to improve certain attributes of your boxer. When selecting a training game, you can play the training game yourself (MANUAL TRAINING) or have the game build your attributes for you (AUTO TRAINING).These attributes are:

STRENGTH - This measures the power and strength of your boxer's punches.

STAMINA - This determines how long your boxer can last in the ring before getting tired.

ENDURANCE - How much punishment can your boxer take?

DEXTERITY - This attribute controls your boxer's speed. The higher the dexterity level, the faster your boxer will move.

EXPERIENCE - How many fights has your boxer had? The more Title Fights you enter, the more experience you will gain.

You should always try to improve your boxer's attributes after each bout. When you do train your boxer, do as many training games as you can to improve all of your boxer's attributes, not just one. This helps to make your boxer's attributes even and not strong in just one or two. What good is a boxer with tremendous strength who doesn't have the stamina to last in a single fight? In order to get your attributes as high as possible, select Manual Training. Using Auto Training will cause your attributes to decrease the more you play the training games or the higher level of difficulty in the training game you use. In other words, the more you train, always build your attributes using Manual Training!

To train your boxer, highlight TRAIN BOXER and press ⊗. Next, press Left or Right on the Directional buttons or Left Analog Stick to view the training games. These training games are listed as equipment. Select your training game by pressing ⊗. After that, you can select the level of training (difficulty) by pressing Left and Right (if you are using AUTO training, there is no difficulty setting). When you're all set, press ⊗ to continue.

CHAMPIONSHIP MODE

Next, you will determine how long you want your boxer to train for. Using the calendar which appears, highlight the day you want training to END. The more days you choose, the more the attribute will rise. When building up attributes, remember to watch the attribute meters closely. Your attributes will rise or fall depending on your length of training. GREEN indicates an increase in the attribute, while RED shows a decrease. Remember to watch the calendar for your next fight and train for it!

TRAINING GAMES

The training games are basically mini-games which help improve your boxer's attributes. Depending on how well you did in the training game, your boxer's attribute (based on what type of training game you played) will rise or not move at all. The training game rules are displayed before you begin a training game, so pay close attention before beginning. When you're ready to begin play, press ⊗.

JUMP ROPE

The Jump Rope training game helps to build up your Stamina, Endurance and Dexterity. Press the appropriate buttons at the precise time to score.

SPEED BAG

Throw punches, earn points and improve your Strength and Endurance in this training game. Punch the speed bag to earn points. The more you make the bag hit the ceiling, the more points you will earn.

HEAVY BAG

This game improves your Strength and Stamina. You will be told what punches to throw and you must throw the exact punches to score points. Remember that the more points you get, the more your attribute will grow.

CHAMPIONSHIP MODE

SWAY BAG

Improve your Stamina and Dexterity as you punch and then dodge this fast-moving bag. Throw the desired punch and follow the desired movements to score big in this training game.

RUMBLE PADS

Designed to improve your Endurance and Dexterity, this piece of equipment challenges you to throw punches as fast as you can. Throw the desired punch quickly, because these pads will disappear.

RUMBLE AEROBICS

Follow the lead of the bubbly Julie the Aerobics Instructor. She'll tell you the moves and leave it up to you to repeat them. The Rumble Aerobics training is designed to improve your Endurance and Dexterity.

WEIGHT LIFTING

This training game improves your boxer's Strength. Lifting weights causes a meter to rise. Keep the meter in the desired area to build points and muscle!

NON-GAME TRAINING

There are two non-game ways of training your boxer. The VITAMIN PROGRAM and RUMBLE MASS regiments must be paid for. To pay for each program, you must win money in Prize Fights. The Vitamin Program will improve your boxer's stamina and dexterity and costs $10,000 for each session. The Rumble Mass program will improve your boxer's strength tremendously. The cost for the Rumble Mass training is a staggering $25,000.

TOURNAMENT MODE

Tournament Mode allows you to set up your own tournament with up to eight players. From the Main Menu, highlight TOURNAMENT MODE and press ⊗. Select the number of players competing by pressing the Directional buttons or Left Analog Stick Left and Right (you can select from 3 to 8 players). Next, press ⊗ to proceed to the name-entering portion of your tournament.

The next thing you will do is enter a name for each player participating. Letters can be entered by pressing ⊗. When you are finished entering a name, highlight END and press ⊗. To enter another player's name, press ⊗ when the player name line is highlighted, then follow the name entering instructions above.



After each player has entered their names, it's time to choose your boxers. In numerical order, each player will select a boxer by highlighting them using the directional buttons or left stick and then pressing ⊗. The next player must press ⊗ first before attempting to choose a boxer. This tells the game that Player One is set and Player Two is ready to begin. When all players have selected their boxers, it's time to view the match-ups.

The game will automatically set your match-ups. If you are playing with an odd number of players (3,5 or 7), one player will have to face a computer-controlled opponent in their first match. If the computer opponent wins that match, it will remain in the tournament until beaten.



TEAM BATTLE MODE

This game mode allows you to choose a team of up to eight boxers and go against another team. From the Main Menu, highlight TEAM BATTLE MODE and press ⊗.

This is a One or Two Player game mode, so choose how many players there will be and press ⊗. Next, select how many boxers will be on each team. Select between 4 through 8 and press ⊗.

Each player can select their boxers by highlighting them and pressing ⊗. If you wish, you can choose the same boxer as many times as you want. After each player has selected their boxers, it's time for the battle to begin.

The first player to eliminate the opposing player's team is the winner.



THE BOXERS

AFRO THUNDER

Hometown: New York City, NY
Height: 5-7 Weight: 121
Reach: 70" Age: 24
Arch rival: G. C. Thunder

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Forward + RH
COMBO - LH, LH, RH, RH, RH



Afro Thunder might have gone Hollywood for a while, but he's back. Spurning boxing for three years to pursue a career in action films, he returns with a purpose: upstaging his cousin, G. C. Thunder, who entered the boxing arena in an attempt to fill Afro's void. The movie industry may have temporarily sapped him of his boxing skills, but Afro's stage presence and incomparable showmanship are fine-tuned. The bitter family rivalry has inspired a newfound motivation in Afro, who promises to make a headline-making ring return.headline-making ring return.

SELENE STRIKE

Hometown: Brasilia, Brazil
Height: 6-2 Weight: 130
Reach: 80" Age: 27
Arch rival: Mama Tua

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Back + RH
COMBO - Forward, Forward + RH, RL,LH



The towering Selene Strike is fighting her way back. After having suffered a serious setback when she went down at the hands of new boxer Mama Tua, a fight which she had figured to dominate, Strike has been battling the demons of her own confidence. Now training with Lulu Valentine, Strike has added new boxing techniques–by utilizing her gymnastic skills and strength training–which have resulted in a restored assurance in her own abilities. She'll start the championship journey with faith in herself and some new weapons of war

BORIS "THE BEAR" KNOKIMOV

Hometown: Zagreb, Croatia
Height: 6-3 Weight: 218
Reach: 73" Age: 33
Arch rival: Butcher Brown

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Back + RH, LL
COMBO - Forward + LL, RH, LH



When describing Boris "The Bear" Knokimov, opponents use the word "sellout." Knokimov prefers the term "opportunist." Aware of the advantages of his boxing prominence, Knokimov has for the past three years gone on an endorsement blitz, advertising himself and his products on infomercials the world over, which have garnered him a particularly strong following in his homeland. Realizing that a return to the ring would lengthen his 15 minutes of fame–and his capitalistic endeavors–Knokimov is back with logos, sponsorships, and renewed vigor.

THE BOXERS



BUTCHER BROWN

Hometown: District of Columbia
Height: 5-9 Weight: 235
Reach: 82" Age: 26
Arch rival: Boris Knokimov

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back + LH, RL, LL
COMBO - Back + RH, LH

Banned from boxing two years ago for using the mystical and deadly knockout punch dubbed "The Devastator" in an annihilation of "The Bruiser" Bruce Blade, Butcher Brown has been reinstated and is tanned, rested and ready. One problem: his former mentor who long sought to instill some much-needed mental stability into the life of Brown, has since retired. Although he's physically ready to rumble, Brown must follow the path of mental discipline in order to regain the championship.



ANGEL "RAGING" RIVERA

Hometown: Monterrey, Mexico
Height: 5-9 Weight: 153
Reach: 71" Age: 26
Arch rival: Rocket Samchay

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Back + RL, RH
COMBO - Up, Down + LL, RL, LH

Although Angel "Raging" Rivera's name is usually preceded by the word "showboat," he's far from being all style and no substance. He finally nabbed a championship when he defeated Rocket Samchay in a grueling, controversial twelve-round battle. Rivera began his career as a pugilistic purist, eschewing flashiness for sound, conventional technique but altered his approach after a loss to an unorthodox foe. The transformation complete, Rivera proves that style points do count.



MAMA TUA

Hometown: Kalopei, Oahu
Height: 6-0 Weight: 400
Reach: 77" Age: 55
Arch rival: Selene Strike

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Forward, RH
COMBO - Up, Down, LH, RL

Mama Tua entered the Ready 2 Rumble ring quite by accident, but it will be her opponent's mistake if they take the 400-pounder lightly. Mama took up boxing as a means of working out and staying fit, but soon realized she had an affinity for handling heavyweights due to her long days raising son Salua, the famed boxer who recently turned wrestler. The family skills are evident in Mama, who obviously doesn't need to live vicariously through her children. Short on ring experience but long in the tooth (and on the scale), Mama is an intriguing competitor.

THE BOXERS

JOEY T.

Hometown: Milan, Italy
Height: 6-4 Weight: 287
Reach: 79" Age: 38
Arch rival: Lulu Valentine

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Forward + RL
COMBO - Up, Down + RL, LL, RH, RH



Joey T. honed his boxing skills as a ruthless hitman, so it shouldn't come as a surprise that he was completely embarrassed when he lost to a girl, Lulu Valentine. After that humiliating defeat, Joey T. vowed to never get knocked down again and has improved on his formerly rudimentary boxing skills. With Mama Tua as a sparring partner, Joey T. has added a new arsenal of punches to complement his bone-crushing blows. The next goal for Joey T: containing that legendary temper.

JET "IRON" CHIN

Hometown: Taipei, Taiwan
Height: 5-8 Weight: 148
Reach: 78" Age: 23
Arch rival: Johnny "Bad" Blood

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back + LH, LL, RL, RH
COMBO - Forward + LH, LH, LH



Jet "Iron" Chin parlayed his homeland popularity and successful run at the championships of the Rumble Tournament into a prosperous boxing school. Using distinguished Chinese boxing technique complemented by his own, proven style, Chin has trained some of the greatest boxers in the globe, including Afro Thunder and Rocket Samchay. Not content to retire from his own career, of course, Chin believes that his experience as a boxer combined with his savvy as a trainer have resulted in him becoming a more complete fighter. The "Beast from the East" is ready to rumble!

LULU VALENTINE

Hometown: Seattle, Washington
Height: 5-2 Weight: 108
Reach: 64" Age: 27
Arch rival: Joey T.

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Back, Forward + RH
COMBO - LH, RH, RL, RL



Lulu Valentine is no one-dimensional woman, and those two dimensions–boxing and fashion design–hardly seem compatible. But we're talking about Lulu Valentine, who possesses the fastest punch on the circuit. Critics wonder whether she's coming back to the ring for a legitimate shot at the championship or merely to promote her successful line of trendy sportswear. Either way, Lulu's sure to bring excitement to the canvas, whether it's with her boxing prowess or signature fashion statements.

THE BOXERS



J. R. FLURRY

Hometown: Los Angeles, California
Height: 5-11 Weight: 150
Reach: 75" Age: 24
NOTE: J.R. Flurry does not have an arch rival

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Forward + RH
COMBO - Forward + LH, LL, LL, LH

Maturity has done a lot for J. R. Flurry. Once dubbed "The Prodigal Pugilist" because of the manner in which he turned on his former coach, Gino Stilleto–who then met Flurry in the ring and handed him his lone defeat–Flurry has since tossed aside his arrogant, disrespectful ways. Make no mistake, however, you'll still find some attitude from Flurry, but now it is only punctuation to refined skills and superior knowledge of the sweet science. Prodigal no longer, Flurry presents a big challenge to all his boxing opponents.



JOHNNY "BAD" BLOOD

Hometown: Papatoetoe, New Zealand
Height: 6-2 Weight: 231
Reach: 87" Age: 21
Arch rival: Jet "Iron" Chin

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward + LH + RH
COMBO - Up, Down + RL, LH, RL

Johnny "Bad" Blood, brother of former Rumble participant Jimmy Blood, is a walking contradiction. Despite the fact that he's lived the serene lifestyle of a sheepherder most of his years, Blood has also tempted death in his native New Zealand by engaging in the fierce battles of small pubs and back alleys. And although his Maori fighting ways are savage, Blood exercises a certain control, partly fueled by his disciplined desire to measure up to the past successes of his brother.



"BIG" WILLY JOHNSON

Hometown: Chester, England
Height: 5-9 Weight: 175
Reach: 72" Age: 111
Arch rival: Robox RESE-4

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Forward, Back + LH
COMBO - Forward, Forward, Back + LH, LL

"Big" Willy Johnson is in a time warp, but one that has served him well. A gritty, old-school boxer, Johnson would prefer to fight without gloves but has adapted to the modern age by utilizing some current boxing techniques. That combination of old-time boxing discipline and advanced technical method has made him a diverse and complete boxer and one who oftentimes confuses his one-dimensional foes. It's somebody else's job, however, to convince him his look is about as stylish as a horse-and-carriage.

THE BOXERS

ROCKET SAMCHAY

Hometown: Bangkok, Thailand
Height: 6-2 Weight: 165
Reach: 78" Age: 26
Arch rival: Angel "Raging" Rivera

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Back + RL
COMBO - Forward, Back + RL, RH, LH



Rocket Samchay has his eyes on the championship. Or 'eye,' that is. The boxer has only one remaining organ of sight after losing the other courtesy of Angel "Raging" Rivera's thumb. A return to his native Thailand to compete in Thai boxing tournaments helped him regain focus and add some lethal new moves. Having honed his skills among some of the greatest Asian fighters in the region, Samchay brings a special resiliency in his quest to succeed in the Rumble Tournament.

G. C. THUNDER

Hometown: Miami, Florida
Height: 5-7 Weight: 118
Reach: 70" Age: 20
Arch rival: Afro Thunder

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Forward, Back + LH
COMBO - Forward + LL + RL, LH, RH



G. C. Thunder may be a tad diminutive, but he's no lightweight when it comes to boxing or flamboyant fashion. Cousin and longtime rival of Afro Thunder, G. C. has a fair amount of critics who claim he's more performer in the ring than boxer. That hasn't dissuaded him from using his boxing success as a vehicle for opening a chain of hair facilities or from making the claim that he'll become the next world champion.

ROBOX RESE-4

Hometown: Chicago, Illinois
Height: 5-11 Weight: 150
Reach: 80" Age: 1
Arch rival: "Big" Willy Johnson

LH - Left High • RH - Right High
LL - Left Low • RL - Right Low

SPECIAL - Back, Forward, RH
COMBO - Up, Down, LL, LH, RH



ROBOX RESE-4 may be being used as a marketing ploy, but don't tell it to its face. If anything non-human can have a face, that is. Designed to advertise for ROBOX, an aerobic boxing cardio-fitness machine that is looked on as perhaps the next great health invention, ROBOX RESE-4 does more than just exercise. It is an enhanced version of the machine that is able to take punishment and, when prompted, hand some back. The days of the stationary bike certainly are gone!

SPECIAL BOXERS

In addition to the regular characters, this time you'll be joined by some special hidden boxers. Although not selectable at first, these boxers can be unlocked by winning games in Arcade Mode. Make sure to check out gaming magazines or the internet for more secrets that can be found in Ready 2 Rumble Boxing™: Round 2!

The more Arcade Mode games you win, the more boxers you will unlock. Do you have what it takes to unlock the two very special boxers below? Then again, do you have what it takes to defeat them?

MICHAEL JACKSON



SHAQUILLE O'NEAL



NOTES

Here's some free space to write down any notes may find about Ready 2 Rumble Boxing™: Round 2. Be sure to check out gaming magazines or game-related websites for more character moves and other great hints.

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VERY SPECIAL THANKS TO MICHAEL JACKSON

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