PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01143

ULTIMATE FIGHTING CHAMPIONSHIP™

UFC®

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CRAVE

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 product or 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.

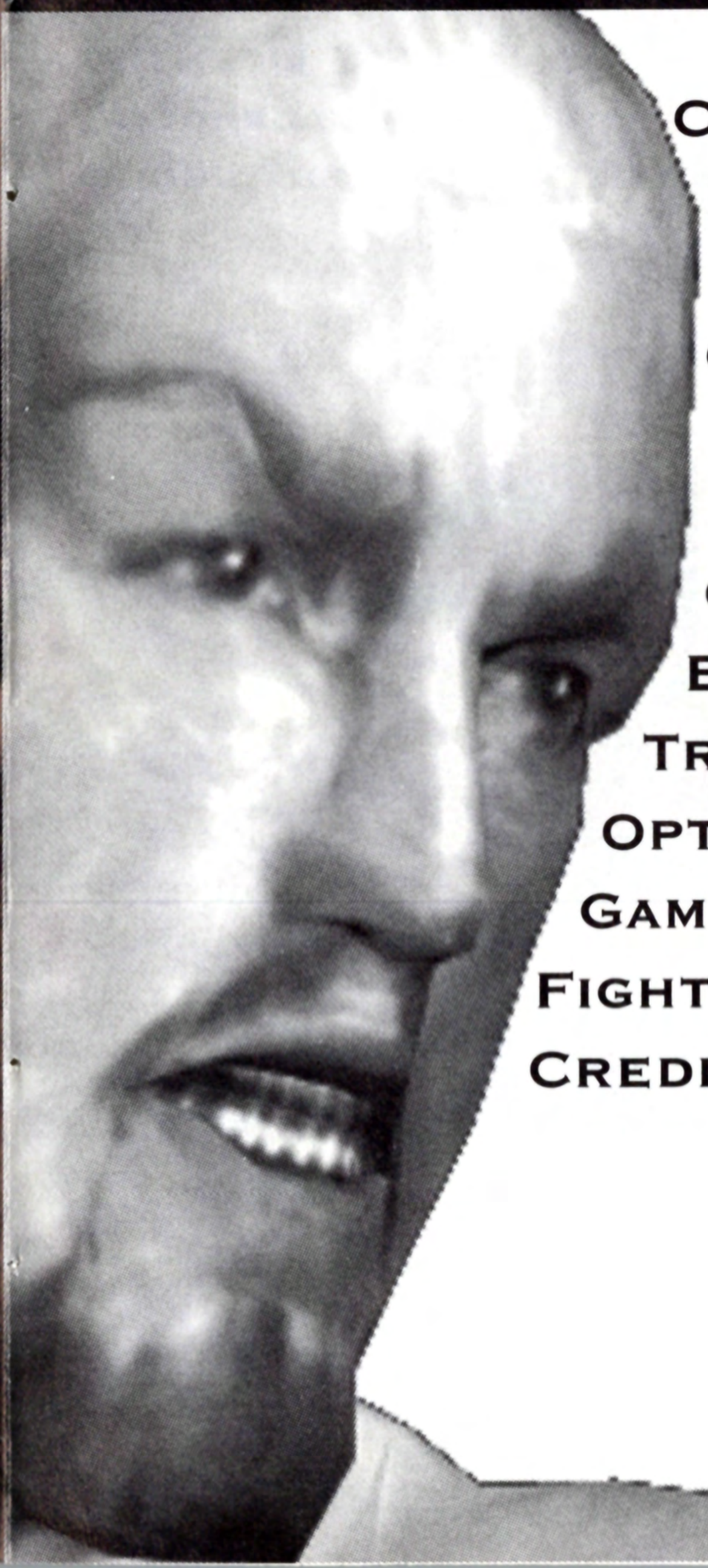
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Do not leave it in direct sunlight or near a radiator or other source of heat.

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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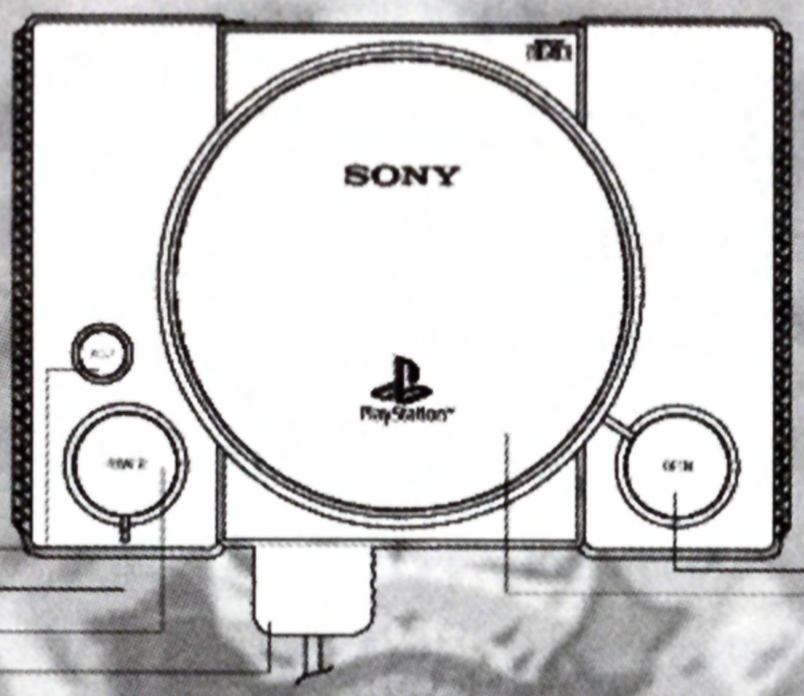
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USING THE DUALSHOCK™ ANALOG CONTROLLER

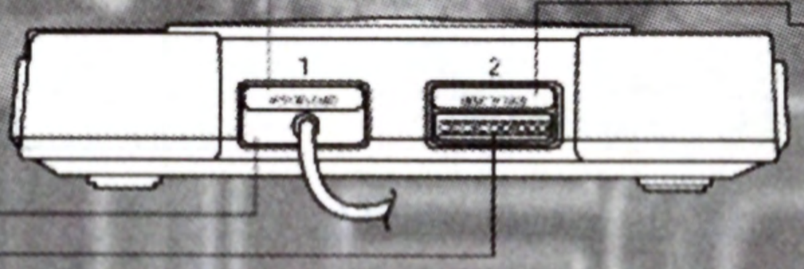
UFC IS INTENDED FOR 1 OR 2 PLAYERS. BEFORE POWERING UP YOUR PLAYSTATION, MAKE SURE THE CONTROLLER AND OTHER LICENSED PERIPHERALS(IF APPLICABLE)ARE CONNECTED TO THE DUALSHOCK™ ANALOG CONTROLLER PORTS. A SECOND CONTROLLER (SOLD SEPARATELY) IS NECESSARY FOR ALL MULTI-PLAYER GAMES.

Console

Top View

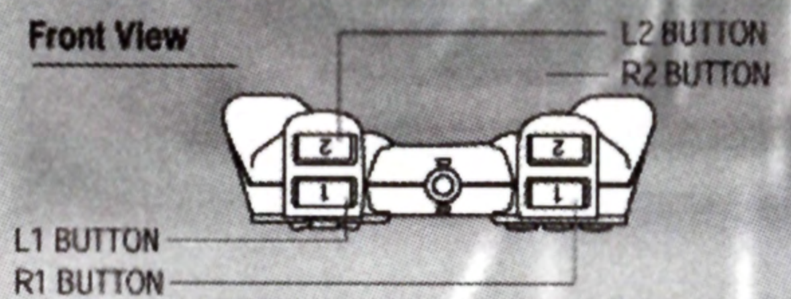


Front View

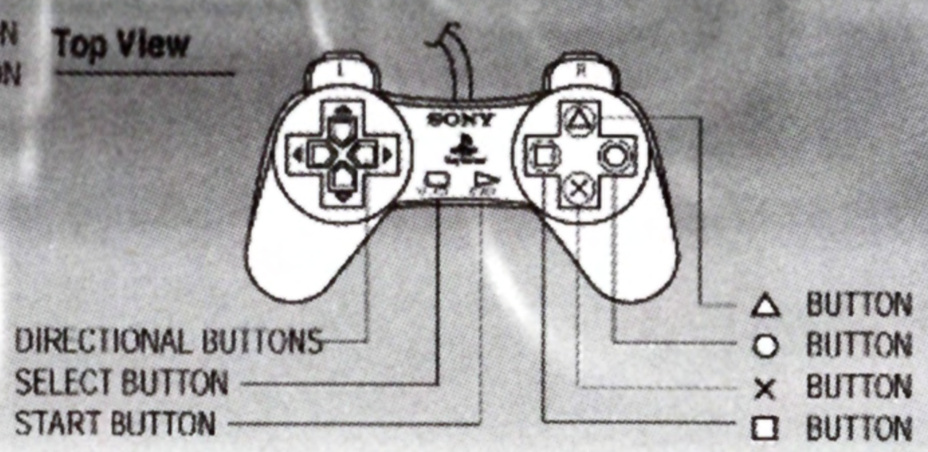


Controller

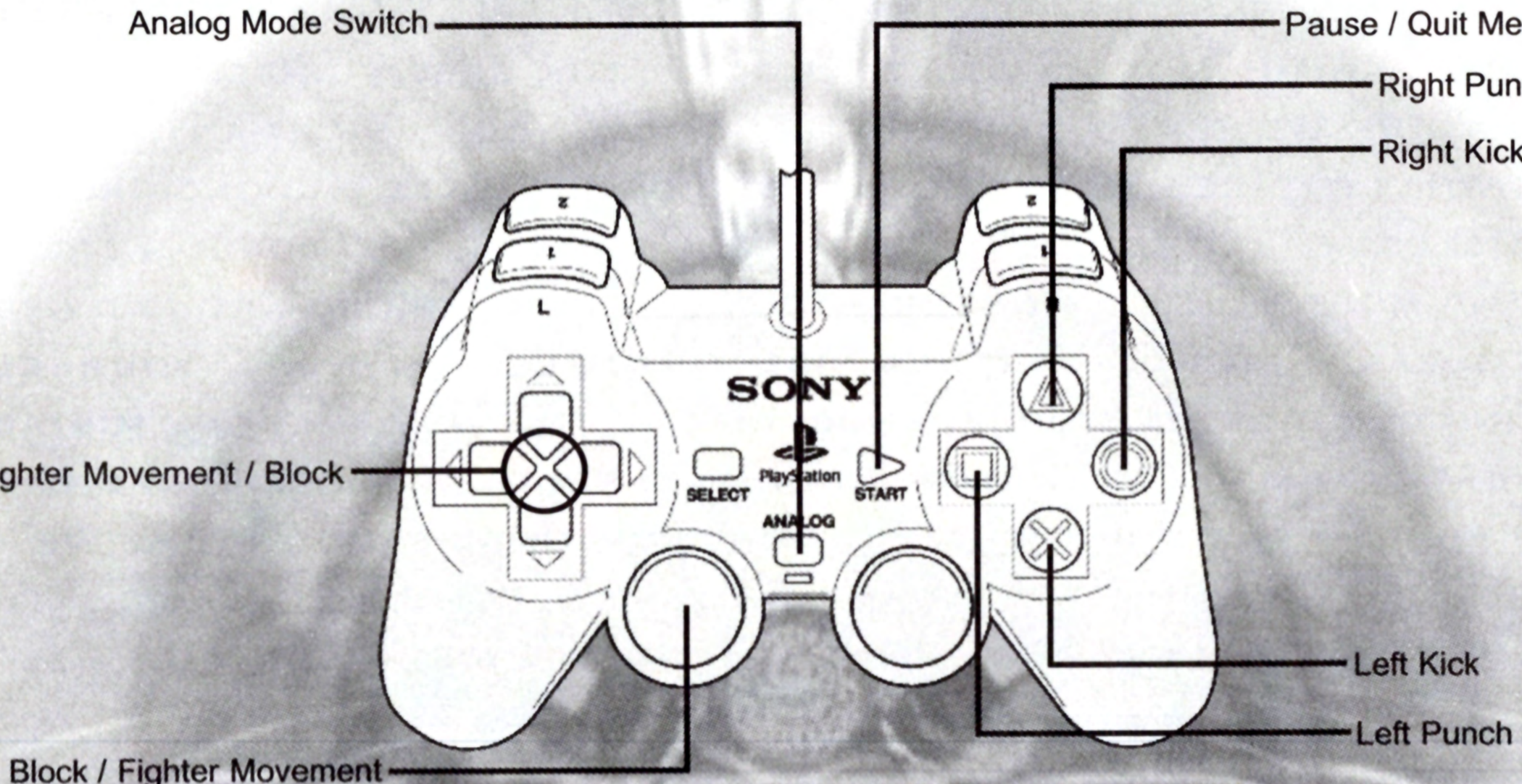
Front View



Top View



This Section gives an overview on how to use the Dualshock™ Analog controller for UFC. For additional information on other functions or character moves, refer to the Controls and Character profiles sections of this manual.



INTRODUCTION

You've trained hard to qualify for a spot in the world's most elite fighting tournament, the **ULTIMATE FIGHTING CHAMPIONSHIP™**. You know that to be the best fighter you will need to be well versed in not just one style, but many. Do you have what it takes to enter the world's ultimate proving ground, the Octagon™? If so, be ready to face some of the world's toughest and most skilled fighters. You'll have to train hard and keep a clear mind, otherwise you'll find yourself tapping out or even worse, knocked out. In this game, one mistake is all it takes to let your opponent go from the receiving end of your fist to snatching the victory from under your nose. We at Crave Entertainment want to welcome you to the **ULTIMATE FIGHTING CHAMPIONSHIP**. Good Luck.



GETTING STARTED



TIME: EACH ROUND ENDS WHEN THE COUNTER REACHES 0. EACH FIGHT CONSISTS OF 3 ROUNDS WITH 5 MINUTES PER ROUND. ROUND LENGTH CAN BE ALTERED IN THE OPTIONS MENU.

LIFE DECREASES WHEN YOUR CHARACTER IS ATTACKED. WHEN IT IS DEPLETED YOUR CHARACTER IS KO'D AND LOSES THE MATCH.

PAUSE MENU: ACCESS THIS MENU BY PRESSING THE START BUTTON DURING GAME PLAY. THE MENU ITEMS MAY BE DIFFERENT DEPENDING ON WHAT GAME MODE YOU PLAY.

RULES

WINNING

Victory is yours when one of the following occurs.

KNOCKOUT / KO: Opponent's life bar is empty.

SUBMISSION: This is a move that forces your opponent to tap out.

TIME UP: When time expires, the judges will decide the winner based on the fighter that scored the most points during the match.

STARS: Stars are earned for beating Road to the Championship, allowing the user to keep track of who they have won with. If all stars are obtained the player will be rewarded with a secret character. This, however, is not the case for secret characters.

DRAW: In UFC Tournament, a draw counts as a loss. In Road to the Championship a draw counts as a title defense. In multi-Player Tournament, a draw causes a do-over. The two contestants must fight another bout until there is a winner. In Exhibition, a draw is just a draw.

TITLE SCREEN: Press the start button during the title screen to display the main menu. Select a mode by pressing the up/down Directional Buttons and then press the X Button to confirm your selection.

UFC TOURNAMENT

This mode allows you to quickly jump into a tournament. You can choose from 22 real life UFC fighters or one created in the Create Fighter Mode and battle it out against the computer. earn a title belt with your fighter to enter him into the "Road to the Championship".

ROAD TO THE CHAMPIONSHIP

In this mode you must defend your title against up to 18 challengers in order to earn the true title. This mode can only be played with fighters that have won UFC tournament mode. Each time you beat this mode with a different real life UFC fighter, you will unlock more points to improve all your newly created fighters.

CREATE FIGHTER

This mode allows you to create your own fighter. You can alter not only the way he looks, but also choose from many different fighting styles to create a totally unique character.

MULTIPLAYER TOURNAMENT

Play a tournament with up to eight players.

Exhibition Mode

allows you to start a two-player or one-player game quickly and lets you choose from the 22 real characters or your own character from the create fighter mode.

Big John's Training

This mode allows you to learn the basic game system and refine your fighting skills. first select your fighter and then fight against Big John. all commands that you input will be displayed on the screen for your reference. In addition, a command list is available to help you find and perfect your fighter's moves.

Options Mode

The options mode allows you to adjust various game settings.

GAME OPTIONS:

MATCH CONFIGURATION: sets the number of rounds for each game.

MINUTES: Allows you to adjust the amount of time the rounds will last during the fight.

VIBRATION: Allows you to turn on and off the vibration function on your controller.

FIGHTERS DEMO: Allows you to show the fighter entrances to the Octagon before a fight.

AUDIO BALANCE: ADJUST SOUND LEVELS OF MUSIC AND SOUND EFFECTS.

SOUND: SET STEREO OR MONAURAL SOUND OUTPUT.

SYSTEM DATA: SAVE OR LOAD A SYSTEM FILE.

CONTROLS

GAME CONTROLS: THERE ARE TWO TYPES OF CONTROLS THAT ARE USED DURING THE GAME: STANDING, IN WHICH BOTH FIGHTERS ARE ON THEIR FEET, AND GROUND CONTROLS, IN WHICH BOTH FIGHTERS ARE FIGHTING ON THE MAT.

DEFAULT CONTROLS:

□ - LEFT PUNCH / △ - RIGHT PUNCH

X - LEFT KICK / O - RIGHT KICK

Upper Ground Positions

□ + △ - Perform hold

Left - Block for P1

Right - Block for P2

R1 - Stand up

Under Guard and Mount Positions

□ + △ - Change position

X + O - Counter hold

Left and Right again and again - Escape Position

□ + **X** - Grab Punch

Left - Block for P1

Right - Block for P2

Under Back Mount

Left and right again and again - Escape position

△ - Punch

Standing Position

Up □ + △ - Punch Grab

Down □ + △ - Kick Grab

X+ O -Tackle / Counter Tackle

Each fighter varies slightly so be sure to check the unique moves list for each one.

Move the Directional Buttons and/or Analog stick left and right repeatedly to change position when in bottom ground positions or R1 to get up and go back to the standing fighting position when in the upper ground position.

Tip: Many moves are performed by two button combos. For instance, all fighters can grapple another fighter by pressing the **X** Button and **O** Button together.

Guarding against attacks: Pressing back in the opposite direction the character is facing will guard against your opponents attacks. When you are on the ground you will need to press in the direction that you would use while standing. In other words, if you are on the left side of the ring, press left.



Fighter Profiles



Mark Coleman
Nickname: **The Hammer**
Age: 35
DOB: 12/20/64
Height: 6' 1"
Weight: 240 lbs.
Discipline: Freestyle Wrestling



Mikey Burnett
Nickname: **The Eastside Assassin**
Age: 27
DOB: 4/12/73
Height: 5' 6"
Weight: 169 lbs.
Discipline: Submission Fighting

Gary Goodridge
Nickname: **Big Daddy**
Age: 34
DOB: 1/17/66
Height: 6' 2"
Weight: 247 lbs.
Discipline: Freestyle



Bas Rutten
Age: 35
DOB: 2/24/65
Height: 6' 1"
Weight: 215 lbs.
Discipline: Submission Fighting



Pedro Rizzo
Nickname: **The Rock**
Age: 26
DOB: 5/03/74
Height: 6' 1"
Weight: 228 lbs.
Discipline: Ruas Vale Tudo



Eugene Jackson
Nickname: **The Wolf**
Age: 33
DOB: 9/23/66
Height: 5' 8"
Weight: 195 lbs.
Discipline: Freestyle



Kevin Randleman
Nickname: **The Monster**
Age: 29
DOB: 8/10/71
Height: 5' 10"
Weight: 212 lbs.
Discipline: Wrestling



Matt Hughes
Age: 26
DOB: 10/13/73
Height: 5' 9"
Weight: 169 lbs.
Discipline: Wrestling



Tsuyoshi Kosaka
Nickname: **T.K.**
Age: 30
DOB: 3/06/70
Height: 5' 11"
Weight: 225 lbs.
Discipline: Submission Fighting



Tim Lajcik
Nickname: **The Bohemian**
Age: 35
DOB: 6/21/65
Height: 6' 1"
Weight: 220 lbs.
Discipline: Wrestling/Boxing



Chuck Liddell

Nickname: **Iceman**

Age: 30

DOB: 12/17/69

Height: 6' 2"

Weight: 199 lbs.

Discipline: Kickboxing



Guy Mezger

Age: 32

DOB: 1/01/68

Height: 6' 1"

Weight: 199 lbs.

Discipline: Submission Fighting



Tito Ortiz

Nickname: **The Huntington Beach Bad Boy**

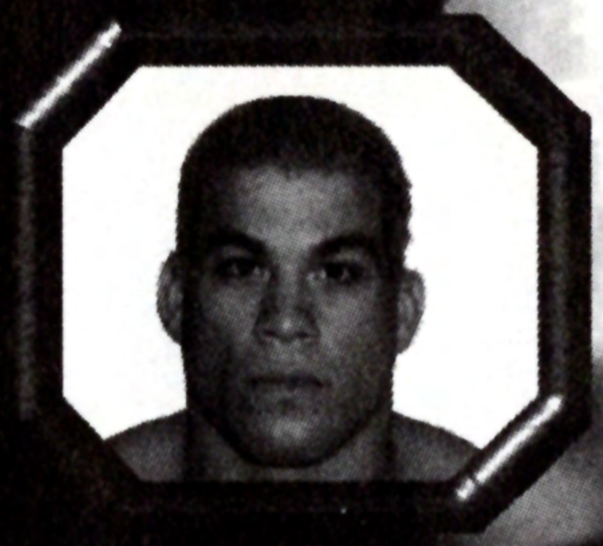
Age: 25

DOB: 1/23/75

Height: 6' 2"

Weight: 199 lbs.

Discipline: Submission Fighting



Pat Miletich

Nickname: **The Croatian Sensation**

Age: 32

DOB: 3/09/68

Height: 5' 10"

Weight: 169 lbs.

Discipline: Freestyle Jiu-Jitsu



Jeremy Horn

Age: 25

DOB: 8/25/75

Height: 6' 1"

Weight: 220 lbs.

Discipline: Freestyle Jiu-Jitsu



Marco Ruas

Nickname: **King of the Streets**

Age: 39

DOB: 1/23/61

Height: 6' 1"

Weight: 220 lbs.

Discipline: Ruas Vale Tudo



Ron Waterman
Nickname: **H20 Man**
Age: 34
DOB: 11/23/65
Height: 6' 2"
Weight: 260 lbs.
Discipline: Wrestling/
Fighting



Pete Williams
Nickname: **El Duro**
Age: 25
DOB: 7/10/75
Height: 6' 3"
Weight: 235 lbs.
Discipline: Submission Fighting



Maurice Smith
Nickname: **MO**
Age: 38
DOB: 12/13/61
Height: 6' 2"
Weight: 217 lbs.
Discipline: Kickboxing/
Grappling



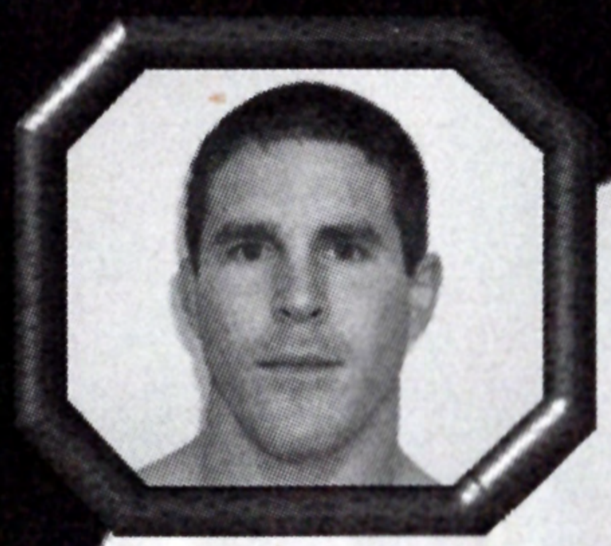
Frank Shamrock
Age: 27
DOB: 12/08/72
Height: 5' 10"
Weight: 192 lbs.
Discipline: Submission Fighting



Andre Roberts
Nickname: **The Chief**
Age: 35
DOB: 2/24/65
Height: 6' 2"
Weight: 345 lbs.
Discipline: Wrestling/Boxing



Evan Tanner
Age: 26
DOB: 4/12/73
Height: 5' 6"
Weight: 169 lbs.
Discipline: Submission Fighting



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Octagon Referee
John McCarthy

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Bas Rutten
Chuck Liddell
Eugene Jackson
Evan Tanner
Frank Shamrock
Gary Goodridge
Guy Mezger
Jeremy Horn
Kevin Randleman
Marco Ruas
Mark Coleman
Matt Hughes
Maurice Smith
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SPECIAL THANKS

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ALL THE FIGHTERS AND MANAGERS FOR THEIR HELP AND CONTINUED SUPPORT FOR THE GAME.

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ALL OF THE FANS, MANAGERS, FIGHTERS AND SUPPORTERS FOR THEIR CONTINUED SUPPORT OF MIXED MARTIAL ARTS AND THE ULTIMATE FIGHTING CHAMPIONSHIP

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GAME TIPS

1. Try not to open yourself to attacks by throwing hit and kicks that you know are not going to hit or just trying to get a couple extra hits in.

2. If you take a lot of damage, back off and rethink your attack plan. Try to confuse your opponent.

3. When you create a fighter, try to make him well-rounded in the different types of fighting, such as standing strikes or ground maneuvers. If your character is well rounded, he will have a greater ability to defend himself when he is standing or on the ground.

4. When fighting on the ground, never get into a position where your back is exposed. This is the most dangerous position to be in because it allows your enemy to inflict substantial amounts of damage to you.

5. Wait for your opponent to throw a punch or a kick, dodge the attack then quickly strike him while he is recovering from the attack.

6. If your opponent has you trapped in the corner and is trying to beat you into submission, try to counter the attack and take him to the ground. This will put you at an advantage and allow you to gather your thoughts for a new strategy.

7. Watch your opponent carefully and learn the pattern of his attack. This will help you find the weak point in his technique and overcome his attacks.

8. When you are on the ground and trying to strike your opponent, try to vary between strikes and submission attempts, making it harder for him to counter your attacks and move into a more dominant position .

9. If your opponent shoots at you and tries to take you down to the mat, try to counter the shoot with a knee to the face or step to the side.

10. Try to hit your opponent with varying attacks. Switching between punches and kicks will confuse your opponent making it harder for him to grab your punches and kicks and force you to the ground.

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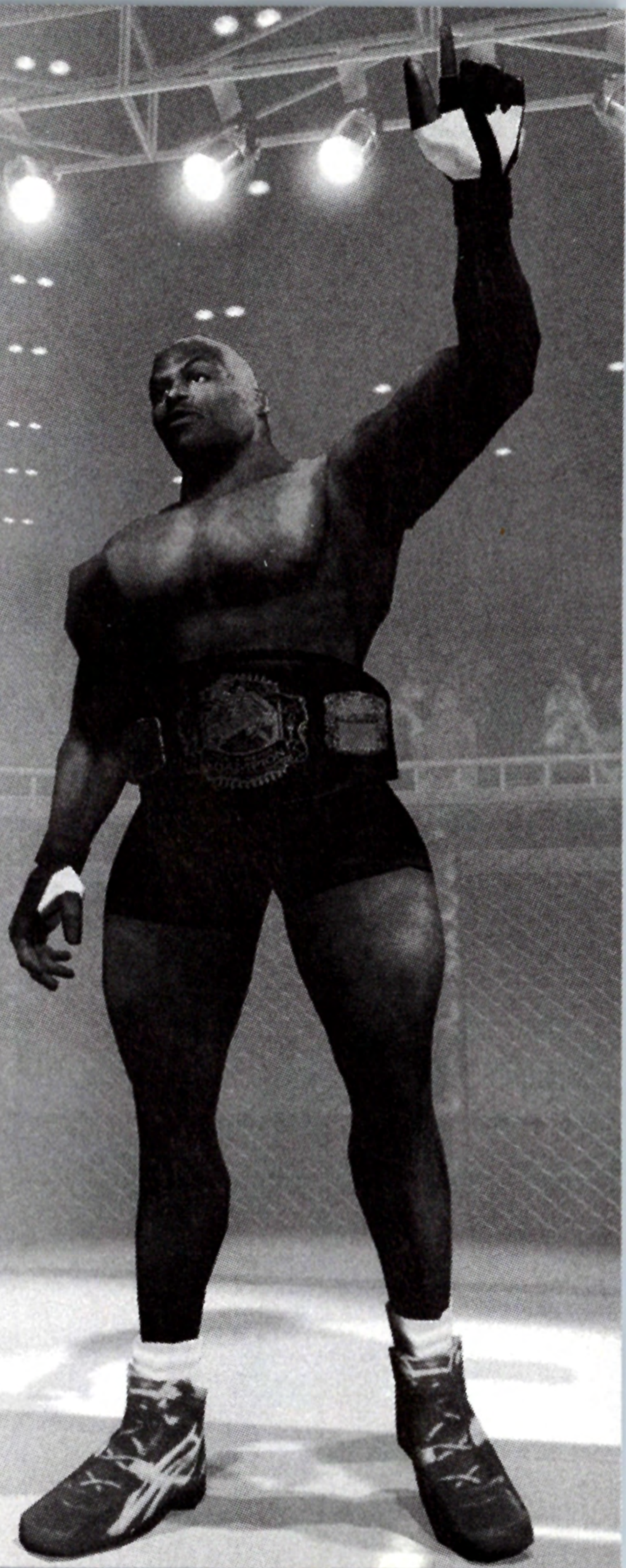

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In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US - 900-903-4468	$0.95 U.S. dollar per minute
Canada - 900-677-4468	$1.50 Canadian dollar per minute

Must be 18 years or have parent's permission. Touch tone phone required.

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