

The background of the cover features a gritty, industrial setting with several shirtless men. One man in the foreground is lying on the ground, looking intensely at the viewer with a bloody forehead and chest. Other men are visible in the background, some appearing to be in a state of distress or conflict. The overall tone is dark and violent.

# FIGHT CLUB™

The Vivendi Universal Games logo is located in the bottom right corner. It features the text "VIVENDI UNIVERSAL" in a bold, sans-serif font, with "gAMES" in a smaller font below it. The text is white and set against a dark purple rectangular background.

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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.

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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.

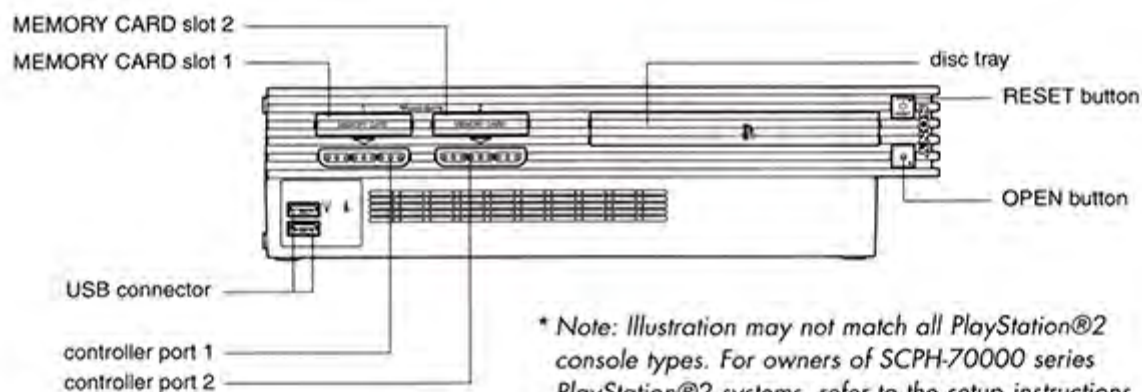
# FIGHT CLUB™

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# GETTING STARTED



\* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

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 display will open. Place the *Fight Club* 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.

## MEMORY CARD (8MB) (for PlayStation®2)










To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card containing previously saved games.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



# CONTROLS

- |  |   |
|--|---|
| directional buttons  | • Move character Up, Down, Left or Right    |
| left analog stick  | • Move character Up, Down, Left or Right    |
| right analog stick   | • Rotates character in custom member screen |
|  button | • Pause game / Skip movies                  |
| SELECT button  | • Not used                                  |
|  button | • Power punch                               |
|  button | • Power kick                                |
|  button | • Lead punch                                |
|  button | • Lead kick                                 |
|  button | • Block                                     |
|  button | • Taunt                                     |
|  button | • Custom 1                                  |
|  button | • Custom 2                                  |
| L3 button + R3 button (press at same time)   | • Tap Out                                   |

## MAIN MENU

The following four options are available: Game Modes, Theater, Options, and Member Services.

### GAME MODES

**Arcade Mode** – Fight several bouts against random opponents to unlock rewards and characters. Earn Character Development Points (CDPs) for winning fights with a Player-Created Character (PCC).

**Versus Mode** – Two players choose a Primary, Unlocked, or Customized Character and fight one another. Victorious PCC fighters receive CDPs as a reward.

**Story Mode** – As a newcomer to *Fight Club* you'll have to prove yourself, one fight at a time, striving to become a key player in Project Mayhem.

**Survival Mode** – Fight as many opponents as you can, each one tougher than the last. Between fights your character's health improves a bit, but injuries will not heal. CDPs are earned in this mode with a PCC.

**Training Mode** – Sharpen your fighting skills and check out your options regarding moves, damage, and combos. There are no injuries or rewards in this mode.

**Training Mode Options** – Training Mode has the following options: Moves List, Space Monkey, and Hit Analysis.

- *Moves List* – Find punching and kicking combinations here.
- *Space Monkey* – Select this to set various conditions for your opponent, such as "attack high" or "block high."
- *Hit Analysis* – Displays controller input, damage per move, number of hits in the combo, and total combo damage.

**Network Mode** – Connect to the online world to find challengers. Character records and rankings will be shown as status symbols to all who compete.

### THEATER

Select Theater to see the rewards you have earned by completing the Story and Arcade Modes. Primary characters' stories can be replayed. Bonus rewards are displayed when you have unlocked the appropriate items during gameplay.



## OPTIONS

**Game Settings** – Adjust Difficulty, Blood, Autoblocking, and Vibration.

**Audio Settings** – Adjust Music Volume, Effects Volume, Crowd Audio, Playlist and Track.

**Video Settings** – Adjust Screen Position and Brightness.

**Controller Setup** – The player can choose from two preset controller schemes. The player also has the option to completely customize their controls.

**Save/Load Options** – Load Settings, Save Settings, and Autosave.

- *Load Settings* – Load and save progress and options settings.
- *Save Settings* – Select the memory card (8MB) (for PlayStation®2) you wish to save progress and option settings.
- *Autosave* – Toggle Autosave on or off.

**Credits** – View the list of people who worked on the game.



## MEMBER SERVICES

**New Member** – Join *Fight Club* with your own personalized fighter.

**Modify Member** – Select the *Fight Club* member you wish to modify. Spend Character Development Points (CDPs) to improve his stats.

**Save Member** – Save your personalized fighter on your memory card (8MB) (for PlayStation®2).

**Emergency Room** – When a Hardcore Character is too badly injured to continue fighting, it's time to go to the Emergency Room (ER). In the ER, CDPs can be spent to heal your character's injuries. Injuries to Hardcore Characters can only be healed by using CDPs. Character Bios can also be viewed within the ER.

## PAUSE MENU

**Resume** – Return to gameplay.

**Music Volume** – Adjust Music volume.

**SFX Volume** – Adjust Sound Effects volume.

**Vibration** – Turn Vibration on or off.

**Quit to Character Select** – Exit to the Character Selection screen.



# MULTIPLAYER ONLINE

## Online HUB Menu

The menu offers several options: Quick Match, Match Search, Create Match, Friends, Players, and Rankings. To access the online menu, you must log onto the Internet via Gamespy Network (Network Option) and select either "Hardcore" or "Normal" mode. If "Hardcore" mode is selected, you can bet CDPs and upgrade your stats, but be warned that your character can be "retired."

These Options apply to Normal and Hardcore Modes. \*Note that Member Services already denotes that this option can only be used for Hardcore Mode.

**Quick Match** - Select Quick Match if you want to get in a fight right away.

**Match Search** - Select Match Search if you want to tailor the search with respect to Character Rating, Disconnect Rate, Betting, Voice, and Connection Speed.

**Create Match** - The Create Match feature allows you to set up a match.

**Friends** - Displays the online status of your Friends.

**Players** - Displays the history of players you have fought and has the option to add them to your Friends List.

**Rankings** - The worldwide ranking of all the *Fight Club* members on the internet are posted here.

**Member Services** - Only Hardcore Characters have access to this option. Players can manage their Hardcore Character by Uploading a New Character, modifying their character, or going into the ER.

**Invite** - View invitations from your Friends.

## After the Fight

At the end of a fight, players are awarded CDPs based on the outcome. The winner will earn the CDPs bet by the loser, while the loser's CDPs are deducted. CDPs are paid only when declining a rematch. Bets do not rollover during rematches, so the winner of the final match will be rewarded with the CDPs.

## Tapping Out, Defeat, and Retired

Hardcore-Created Characters run the risk of becoming so badly injured during a fight that they may be forced to retire. A good way to prevent this is to tap out and end the fight when the Threat Indicator (the yellow icon that appears below the fighter's name) appears on the screen. That way you'll avoid further injury, like bone breaks, that could force your Hardcore Character into retirement. To tap out, press the L3 button + R3 button at the same time. It may sting a little to lose





that way, but you'll live to fight another day.

T0 [Press the L3 button and R3 button at same time] = Tap Out

## PLAYING THE GAME

### CUSTOMIZE CHARACTER SCREEN

#### Cloning or Customizing a Character

*Fight Club* lets you clone any of the pre-existing characters or customize a character of your own. To customize a character, select the New Member screen and decide whether your character is going to be Hardcore. (Hardcore Characters can be injured and forced to retire in a fight.) Then choose from a menu of body types, fighting styles, and statistics such as speed, strength, endurance, and technique.

#### Upgrade Statistics

**Strength** – Increases the damage of your attack moves.

**Endurance** – Increases your health meter and recovery of flash damage.

**Speed** – Increases your character movement.

**Technique** – Will unlock more moves/combos.

Go to the *Fight Club* game website [[www.fight-clubgame.com](http://www.fight-clubgame.com)] to get the lowdown on each of the characters!

### CHARACTER DEVELOPMENT POINTS (CDPs)

When you fight with a Player-Created Character, you are awarded Character Development Points (CDPs). Between fights, you can use CDPs to improve a stat such as speed or endurance, or heal a Hardcore Character's injuries. Only Hardcore Characters can bet CDPs online.



STATISTIC	COST	VALUE
STRENGTH	1000	15
ENDURANCE	3000	25
SPEED	5000	35
TECHNIQUE	1000	15

Free CDPs: 2030000

BACK DONE UPGRADE

### DEFENSIVE MOVES

#### Blocking

To block an attack, push the **R1** button (Block) or use the directional buttons (or left analog stick) to back away from the opponent. Using the directional buttons (or left analog stick), you can protect your character's head and body by pulling straight back from an attack. To block low attacks while crouching, press down on the **R1** button (Block).

#### Counterattacks

Timing is everything when it comes to counterattacks. To counter successfully, you

must tap the **R1** button (Block) and simultaneously, depending on the type of attack (high, mid, low), you must press the directional buttons (or left analog stick) in the same location of the attack (high attack = forward, mid attack = forward, low attack = down).

## DAMAGE

Each attack has a Real Damage and a Flash Damage value, which are modified by the character's Strength stat. When an attack is successful, Real Damage and Flash Damage are immediately subtracted from the fighter's Health meter. Flash Damage is temporary; if a fighter can avoid being struck again, Flash Damage will recover slowly over time. The time needed to recover is influenced by the character's Endurance stat. Flash Damage can also be recovered by taunting the opponent. Both types of damage are represented on the HUD (Heads-Up Display).

## HEALING INJURIES

Injuries impair a characters statistics drastically. Healing injuries will restore these statistics to their non-injured values.

## HUD [HEADS-UP DISPLAY]

The HUD includes bars at the top of the screen that register the health of each fighter.

**Green** – The prime state of health (100% to 76%)

**Light Green** – Health is nearing caution (75% to 51%)

**Yellow** – Health in caution stage (50% to 26%)

**Orange** – Health reaching critical stage.

Threat Indicator will appear on-screen (25% to 11%)

**Red** – Health at critical (10% or less)








## PLAYING *FIGHT CLUB* ONLINE

To play online you will need an Internet Broadband connection, a network adapter (Ethernet/Modem) (for PlayStation®2), and memory card (8MB) (for PlayStation®2).

### CREATING YOUR NETWORK CONFIGURATION FILE

*Note: For more detailed information on creating your Network Configuration file using the PlayStation®2 Network Adapter Start-Up Disc, please refer to the instruction manual.*

To create Your Network Configuration File within *Fight Club* please follow the steps below:

1. You must have a memory card (8MB) (for PlayStation®2) with at least 164 KB free space inserted into MEMORY CARD slot 1 on your PlayStation®2 console.
2. From the Main Menu select Game Modes followed by Network. At this point the game will detect whether or not your Memory Card (8MB) (for PlayStation®2) contains your valid Network Configuration file. If it does, you may skip this section and play *Fight Club* online. If not, please proceed to step #3.
3. To create your new Network Configuration file from the Network Screen, press the  button. A message will be displayed confirming the launch of the Network Configuration Tool. Make sure that "Launch network configuration tool" is highlighted and press the  button.
4. From the Network Configuration Tool Menu, highlight "Add Setting" and press the  button.
5. Ensure that your memory card is inserted in MEMORY CARD slot 1 and press the  button.
6. Please read the Setting Guide Mode screen and follow instructions to proceed to the Hardware Settings menu. Make sure that the SCE/Ethernet (Network Adapter) is highlighted and press the right directional button to proceed.
  - a. For advanced users you may want to press the  button for Hardware Advanced Settings. It's highly recommended that you use the Auto-detect option.
7. The PPPoE (Point to Point Protocol over Ethernet) Menu allows you to setup a user ID and password if your Internet service provider requires it. If not, select "Not Required" and press the right directional button to proceed.
8. Now you will be prompted to automatically or manually select an IP and DNS address. It's highly recommended that you use the "Auto" settings and press the right directional button to proceed.

a. If you need to set the IP and DNS address manually, Highlight "Manual" and press the  $\otimes$  button. Please make sure you have your IP address and DNS setting from your Internet service provider. Press the  $\otimes$  button followed by the directional button to input address and other settings.

b. Your Internet service provider may require a specific host name if it's requiring an IP address from a DHCP server. If it does press the  $\triangle$  button to access the advanced settings from the IP Address Setup Menu. To set the DHCP host name highlight "Set", press the  $\otimes$  button, and press the right directional button and enter the host name provided by your internet service provider.

9. Now you will be prompted to test the network connection. Press  $\otimes$  to proceed with the test. Once connection is successfully detected you will be prompted to save the configuration and enter the Internet Service Provider setting name.

*Note: To input name press the  $\otimes$  button and a keyboard will appear on screen.*

10. Confirm your settings and press the  $\otimes$  button. Your Network Configuration file will be saved on your memory card (8MB) (for PlayStation®2). Quit the Network Configuration Tool. Congratulations! You're now ready to play *Fight Club* online!

Tip: If you're having problems playing *Fight Club* online please make sure that your network cables are connected properly. Also you can launch the PlayStation®2 Network Adapter Start-Up Disc and use the network tools to diagnose any problems.

Firewall Notice: We highly recommend that you disable any firewall settings. If you wish to play behind a firewall, please check the website (<http://www.gamespyarcade.com/support>) for a list of the firewall settings required by GameSpy. In addition to these settings, *Fight Club* also requires UDP ports 10071 and 10073 to be opened.

### ***RULES OF FIGHT CLUB:***

The **First** rule of *Fight Club* is: You do not talk about *Fight Club*.

The **Second** rule of *Fight Club* is: You do not talk about *Fight Club*.

**Third rule:** Someone yells "stop"... goes limp... taps out... the fight is over.

**Fourth rule:** Only two guys to a fight.

**Fifth rule:** One fight at a time.

**Sixth rule:** No shirts, no shoes.

**Seventh rule:** Fights will go on as long as they have to.

And the **eighth & final rule:** If this is your first night at *Fight Club*, you have to fight.

# CREDITS

## VOICE RECORDING

Featuring the Voice Talents of:

Meat Loaf  
as Bob

Holt McCallany  
as Mechanic

Thom Gossom, Jr.  
as Detective Stern

Michael Shamus Wiles  
as Halo

Mike Starr  
as Lou

Dave Wittenberg  
as Jack

Joshua Leonard  
as Tyler

Justin Gross  
as Player (PCC)

Dave Thomas  
as Irvin

Michael McMillan  
as Angel Face and Ricky

Nika Futterman  
as Marla

Emil Lin  
as Raymond

**CASTING and RECORDING  
BY: VITAL SPARK**

**DEVELOPED BY: GENUINE GAMES**

**ONLINE MULTIPLAYER DEVELOPED BY:  
VISUAL SCIENCES and GENUINE  
GAMES**

**PUBLISHED BY: VIVENDI UNIVERSAL  
GAMES, INC.**

## INTERSCOPE RECORDS

Music Supervisor: Courtney Holt  
"Corporate World," "Fight Club" and  
"What Is Fight Club?"

Written by Mike S. Simpson and  
John R. King

Published by T C F Music Publishing,  
Inc. on behalf of itself and New  
Regency Music (ASCAP), Courtesy of  
Twentieth Century Fox Film Corporation  
and Regency Entertainment

## FEATURING MUSIC BY:

The Dust Brothers, limpbizkit, Korn,  
Queens of the Stone Age

## Additional Music by:

Scott Clausen and Rich Ragsdale

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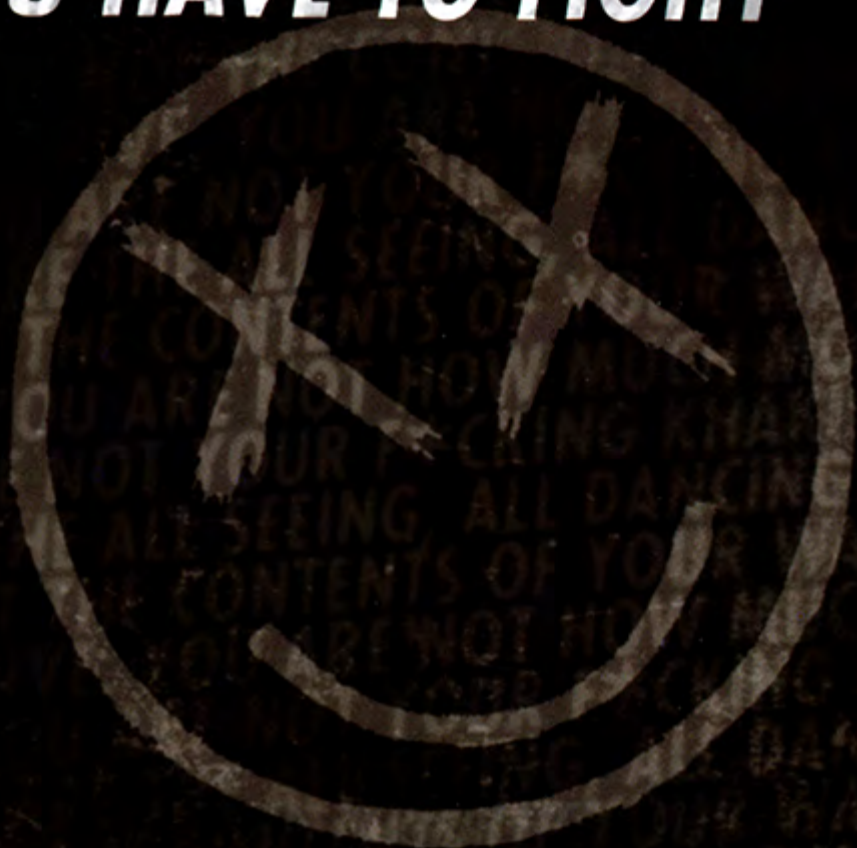
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# **RULE #8-**

***If this is your first night at Fight Club,  
YOU HAVE TO FIGHT***



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