

**EA**  
**SPORTS™**

**FIGHT  
NIGHT  
2004**



**WARNING: READ BEFORE USING YOUR  
PLAYSTATION® 2 COMPUTER ENTERTAINMENT  
SYSTEM.**

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, have 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 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.

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.

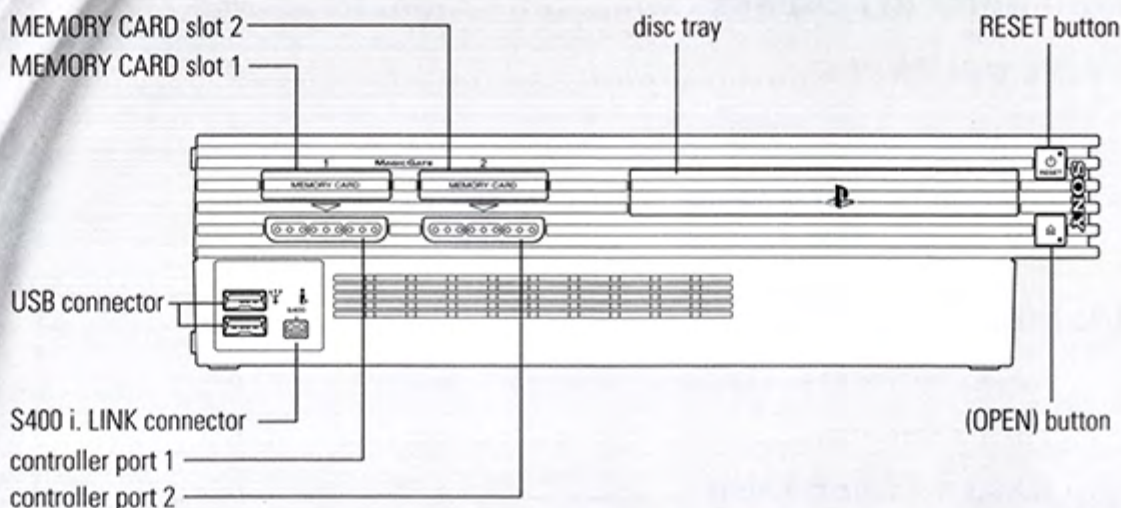


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# STARTING THE GAME

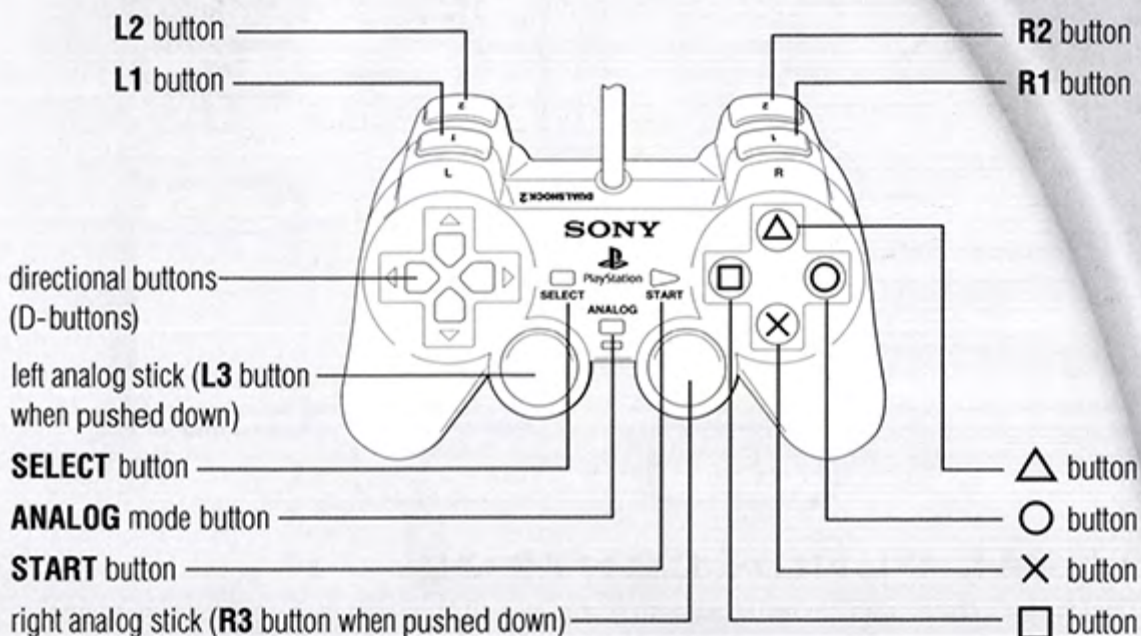
## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- 4.** Place the *EA SPORTS™ Fight Night 2004* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

# COMMAND REFERENCE

## DUALSHOCK<sup>®</sup> 2 ANALOG CONTROLLER CONFIGURATIONS



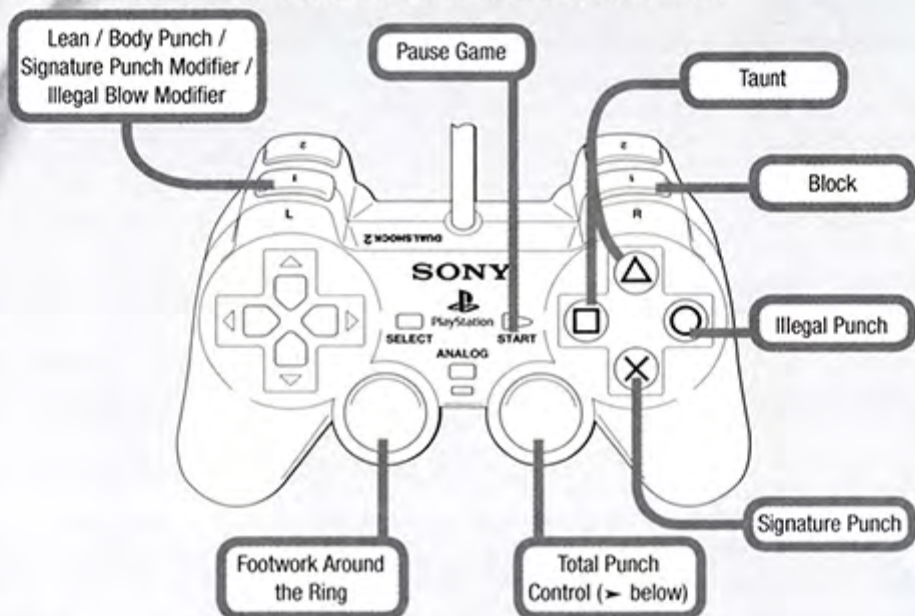
### MENU CONTROLS

<b>Highlight</b> menu items	D-button ↕
<b>Cycle</b> choices/Move sliders	D-button ↔
<b>Select/Go</b> to next screen	X button
<b>Return</b> to previous screen	triangle button

For more info about this and other titles, visit EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

# GAME CONTROLS

Step in the ring and use these controls to get familiar with the basics.



## TOTAL PUNCH CONTROL

Total Punch Control is an innovative system that gives you total control of your fists in the ring. By using the analog sticks, you can intuitively mimic the motion of a boxer's fists to throw any type of punch from any angle in any combination. Dissect your opponent's defense using combinations, feints, and counterpunches all via the all-new Total Punch Control system.

### HOW IT WORKS

The right analog stick controls your fists and is used to throw punches. In combination with the R1 button, you can now use your fists to block incoming punches.



Straight Right/  
Right Jab



Right Hook



Right Uppercut



Straight Left/  
Left Jab



Left Hook



Left Uppercut

### MOVEMENT AROUND THE RING

The left analog stick controls your movement. Press and hold the L1 button to plant your feet and take control of your upper-body movement with the left analog stick. Bob, weave, and lean out of the way of punches or use upper body movement to set up your own devastating attacks.

# SETTING UP A MATCH



Lace up the gloves, put in your mouthpiece, and step into the ring. Set the stage for boxing's biggest showdown from the Main menu.

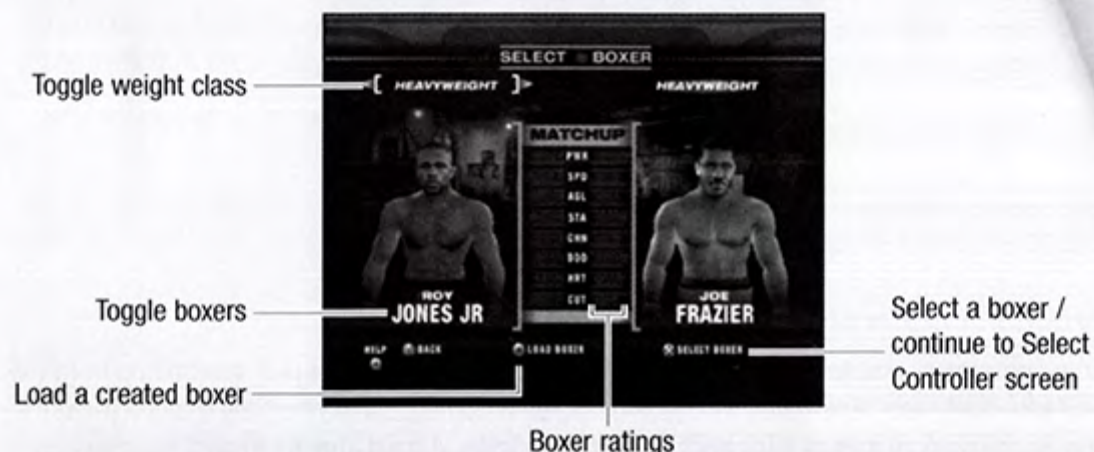
## PLAY NOW

Choose **PLAY NOW** from the Main menu and get ready for a 12-round battle for supremacy.

### TO BEGIN A PLAY NOW GAME:

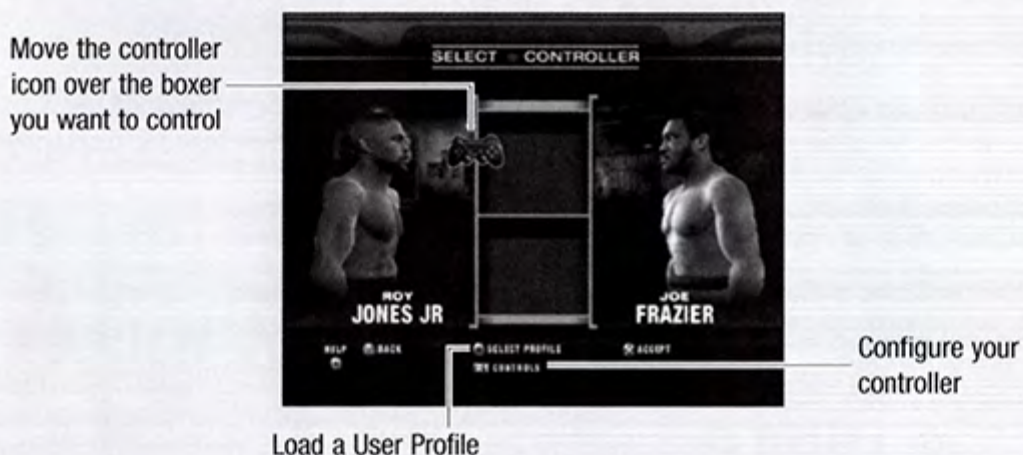
1. Select the boxers for the upcoming fight from any of the six weight classes.

### SELECT BOXER SCREEN



2. Choose the fighter you want to control.

### SELECT CONTROLLER SCREEN



3. Pick a venue. You can unlock new venues in Career mode (► p. 9).

## USER PROFILE

Create a User Profile and use it to track your statistics and controller configurations.

**NOTE:** You must have a memory card (8 MB) (for PlayStation®2) to create and save a User Profile.

# INSIDE THE ROPES

Ladies and Gentlemen, it's fight night. Pick apart your opponent with surgical precision because swinging wildly won't win you any titles. Protect yourself at all times as one solid punch can put you on the canvas.

## GAME SCREEN

**Health Meter**—This displays the damage your fighter can take before he'll be knocked down.

Round Counter/Clock



**Energy Meter**— the Energy Meter shows how much energy you have left. Low energy leads to weak punches.

## KNOCKDOWN

When a fighter gets knocked down, the referee begins the 10 count. To pick yourself up from the canvas you must clear your vision by aligning the referee images into one clear image. The left analog stick and right analog stick each control one image. A third image remains stationary in the middle of the screen, as you move the left and right analog sticks to line up all the images in the center.

**EA SPORTS TIP:** To get up from a knockdown, pick a single part of the referee (like the logo on his shirt) and focus on it. This makes clearing your vision a lot easier.

## END OF FIGHT

If the fight goes the distance without a knockout, the judges tally the final scores and the winner is announced. After seeing the judges' cards, the Punch Stats screen then appears, displaying the final punch totals for the bout.

## PENALTIES/STOPPAGES

Watch the low blows and other cheap shots. If caught, you'll get away with a warning the first time and then penalized one point off your score in the round for each following infraction that is caught by the ref. Rack up too many penalties and he'll disqualify you.

## TIPS & HINTS

To work your way up the ranks, you need to use your head. Use these tips to stay a step ahead of the competition.

### OFFENSE

- ❖ Counter punch your opponent after blocking or avoiding his punches. A counter punch is often the most effective punch.
- ❖ Throw your punches wisely. A non-stop barrage of punches drains your energy and makes you less powerful.
- ❖ If you feel you are losing when exchanging punches—back off! Regain your energy and health then go at it again.
- ❖ Mix up your punches and you will land more of them. Alternate between head and body shots and left- and right-handed punches.





## TIPS & HINTS CONT.

- ❖ Punches to the head do more immediate damage but body punches tire your opponent out and slow him down in the long run. Use both to be successful.
- ❖ Try to corner your opponent for a knockdown, then pummel him as he falls to the mat—that will make it tough for him to get up!

## DEFENSE

- ❖ Press and hold the **R1** button and move the right analog stick to parry incoming punches and create opportunities to counterpunch.
- ❖ Keep your guard up and protect yourself at all times. The best offense is a good defense.
- ❖ A moving target is the hardest to hit. Use your footwork to avoid punches and to set up your own chances to score.
- ❖ Blocking and avoiding your opponent's punches will tire him out and make him more vulnerable. If you lean and make your opponent miss, you will more easily tire him out, then come back!

## GAME PAUSED MENU

Press the **START** button during gameplay to access the Game Paused menu.

- From the Game Paused menu, you can change your options, review punch stats, watch replays, or throw in the towel.

## ONLINE

Go up against the best fighters in the EA SPORTS™ Nation.

**NOTE:** AN INTERNET CONNECTION, A NETWORK ADAPTOR (ETHERNET/MODEM) (for PlayStation®2), AND MEMORY CARD (8MB) (FOR PLAYSTATION®2) ARE REQUIRED FOR ONLINE GAMEPLAY. IMPORTANT INFORMATION ON THE EA SPORTS™ ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT <http://www.easports.com/ps2legal/>.

EA RESERVES THE RIGHT TO RETIRE THE EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90 DAYS NOTICE. YOU MUST BE 13+ TO REGISTER FOR THE EA ONLINE SERVICE.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS). In the event of the system's incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

## PLAYING ONLINE

It's easy to join the EA SPORTS™ Nation—the quickly growing community of online gamers playing the best sports games in the world.

### TO PLAY ONLINE:

1. Select a Your Network Configuration File or create a new one by following the on-screen instructions.
2. Create a new EA Account or use an existing one. If you already have an EA Account saved on a memory card, it appears automatically.

## PLAYING ONLINE CONT.

- ❖ Save your account to a memory card to have your account information automatically appear in the *EA SPORTS™ Fight Night 2004* Server Login screen the next time you log in.
- 3. Choose your EA SPORTS™ User Name.
- ❖ You can have up to four EA SPORTS User Names. Delete, or create new User Names from the User Name screen, or edit your account information from the Edit EA Account Information screen.

**NOTE:** If you have an existing screen name on AOL, AOL Instant Messenger (AIM), Compuserve 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.ea.com/> to register, then return to *EA SPORTS Fight Night 2004* and select USE ANOTHER EA ACCOUNT.

## PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection); 6000 (VOIP).

## WELCOME TO EA SPORTS FIGHT NIGHT 2004 ONLINE

Find a victim based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

## ONLINE LOBBY

From the Online Lobby, you can enter or create a room where players gather to chat and challenge each other to a game.

## EA™ MESSENGER

Send messages, challenge, and see how your online buddies are doing. Your Messenger can have up to 40 buddies.

## ENTER/CREATE A ROOM

Cycle through the rooms and select the one you want to enter, or select Create Room to create your own room.

**NOTE:** The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

## EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players. EA SPORTS Talk is activated as soon as you connect to your opponent.

**NOTE:** EA SPORTS Talk supports the Logitech USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

**NOTE:** During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ❖ Your opponent may not have a USB headset connected to their console.
- ❖ Your opponent may be connecting to the Internet through a dial-up modem connection.
- ❖ You and your opponent may have a low quality connection to each other.

**NOTE:** *EA SPORTS Fight Night 2004* supports a USB keyboard for typing messages.

# CAREER

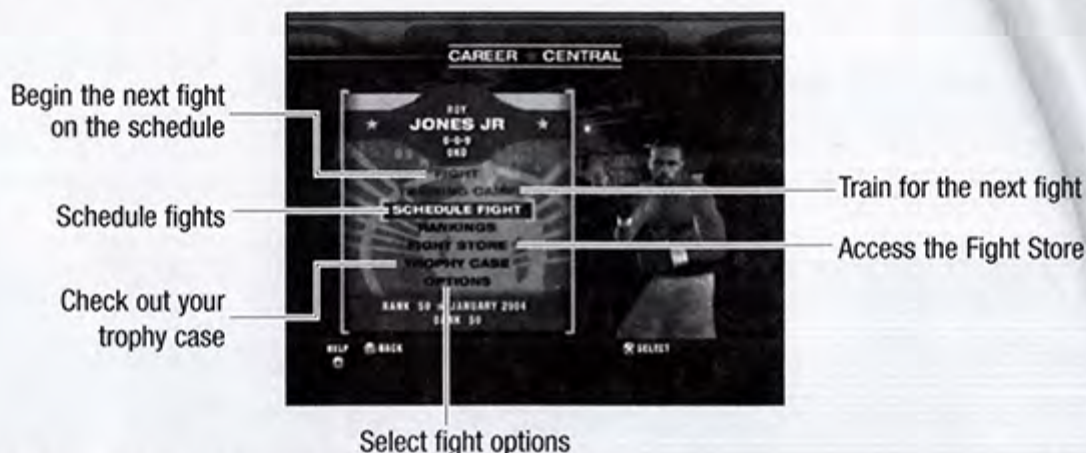


Go from chump to champ in Career mode. Rise to the top by powering your way up the rankings. You can choose from any available boxer or create one of your own.

❖ For more information about creating a fighter, ➤ *Create Boxer* on p. 10.

After you select (or create) a fighter and add to his ratings, you're ready to begin your fighting career. Your future begins at the Career Central screen.

## CAREER CENTRAL SCREEN



## FIGHTING IN CAREER MODE

When you first begin your boxing career, you start out at the bottom fighting against the lower-ranked opponents looking to make a name for themselves. Your goal is to improve your fighter's ranking by racking up victories. After a few wins, the venues get bigger and the purse size begins to increase. With a little luck and a lot of skill, you'll get a shot at the title.

### FIGHT SCHEDULE

Manage your career by choosing and scheduling fights. Depending on your win-loss record and ranking, you can choose from a variety of opponents. Pick your opponent wisely by checking out potential match-ups because who you fight affects your chance to win a title.

### TRAINING CAMP

Once you schedule a fight, you have the opportunity to improve your ratings (➤ *Ratings* on p. 10) in training camp. Pounding the Heavy Bag increases power and speed. Sparring improves your stamina and agility ratings. Attacking the Combo Dummy increases your chin and body ratings. Hitting the Target Mitts improves your heart and cuts.

### TROPHY CASE

Here's the place to view all your year-end awards and see the championship belts you've won.

### FIGHT STORE

Use your earnings to buy new ring wear like trunks and gloves. Customize your ring entrance by purchasing pyrotechnics and personal entrance music, as well as choosing a ring girl to join your entourage. You can also add signature punches, taunts, and tattoos to your boxer. Some of the items in the store must be unlocked in Career mode before they are available for purchase.

# MY CORNER

From My Corner, create a boxer, view the *EA SPORTS Fight Night 2004* Record Books, access the EA SPORTS Bio, and select your EA SPORTS TRAX.

## CREATE BOXER

Create a boxer that you can use in any game mode. Choose his name then customize every feature of his appearance—the power is in your hands. After your boxer's look is created, complete your fighter by tailoring his ratings to your personal style.

### RATINGS

There are eight ratings that determine how well a boxer handles himself in the ring. The following list explains what each category determines:

<b>POWER</b>	The force behind your punches
<b>SPEED</b>	How quickly a boxer can throw or elude punches
<b>AGILITY</b>	How quickly you can move around the ring
<b>STAMINA</b>	The rate that the boxer loses and gains energy
<b>CHIN</b>	How well a boxer handles punches to the head
<b>BODY</b>	How well a boxer handles punches to the body
<b>HEART</b>	The ability to regain health and get up from a knockdown
<b>CUTS</b>	How easily a boxer bleeds, swells, or bruises

## RECORD BOOKS

Scroll through the Records Books and see who is leading the ranks in a number of different categories.

## EA SPORTS™ BIO

EA SPORTS Bio rewards you for playing multiple EA SPORTS titles. Your EA SPORTS Bio, a file shared between EA SPORTS games via your memory card, tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ After completing an accomplishment, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level (➤ below).

### ABOUT THE BIO

When you first create your EA SPORTS Bio, you start out as a Level 1 gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

- ❖ **Resume.** Every EA SPORTS title that you add to your EA SPORTS resume gets you more credit towards the next level gamer. Play more products and you'll earn a higher rating.
- ❖ **Game Time.** The more you play, the more you earn.
- ❖ **Number of Games Played.** Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.
- ❖ **Rewards.** When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

**NOTE:** *EA SPORTS Fight Night 2004* only supports the EA SPORTS Bio in MEMORY CARD slot 1.

## EA SPORTS™ TRAX

The latest jams can be found in the EA SPORTS TRAX jukebox. Play the tunes in order or mix it up with random play mode. You can even choose to play a select few songs in the songlist. It's all up to you.



# OPTIONS

Set your game settings, save, load, and delete files to/from your memory card, or select from one of the available controller configurations.

**NOTE:** Default options below are listed in **bold**.

## SETTINGS

Change the game options to fit your fighting style. Only those options that need explanation are listed below.

- THREE KNOCKDOWN RULE** When set to **ON**, a fighter is automatically TKO'd after the third knockdown in a single round.
- SAVED BY THE BELL** When set to **ANY ROUND** or **LAST ROUND**, a fighter who is knocked down can be saved by the bell.
- AUTO RECOVERY** When **ON**, your boxer automatically attempts to pick himself up off the canvas from a knockdown. When set to **OFF**, you must use the left analog stick and right analog stick to recover from a knockdown punch.

## SAVE / LOAD

You can save or load Settings, your created boxer, and your Career mode progress.

**NOTE:** EA SPORTS *Fight Night 2004* only supports MEMORY CARD slot 1.

**NOTE:** Never insert or remove a memory card when loading or saving files.

❖ A saved Settings file and your EA SPORTS Bio file load automatically when starting the game.

### TO SAVE YOUR INFORMATION:

1. At the Save screen, select to save a new file or overwrite an existing one.
2. Enter a name for the saved file.
3. A pop-up window appears when the save is complete.

**NOTE:** You can only save one set of Settings and it can't have a custom save name.

# LIMITED 90-DAY WARRANTY

## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

## RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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## EA WARRANTY CONTACT INFO

**E-mail and Website:** <http://techsupport.ea.com>

**Phone:** (650) 628-1900

## EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

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**NEED A HINT?** Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial 900-329-HINT (4468). \$1.99 per minute.

In **CANADA**, dial 900-451-4873. \$1.99 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

**EA TECH SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**



#### **TECHNICAL SUPPORT CONTACT INFO**

**E-mail and Website:** <http://techsupport.ea.com>

**Mailing Address:** Electronic Arts Technical Support  
PO Box 9025  
Redwood City Ca 94063-9025

If you live outside of the United States, you can contact one of our other offices.

**In Australia, contact:**

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia

**In the United Kingdom, contact:**

Electronic Arts Ltd.  
P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

**In Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

**Package Cover Photographer:** Tom DiPace Photography

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**NOTE:** Boxer statistics may not be current upon the release of this product.

**PROOF OF PURCHASE**

**EA SPORTS Fight Night 2004**  
**1475205**



AVAILABLE NOW

# JOIN THE FREESTYLE REVOLUTION



## PLAY THE POINT



## ENHANCED EA SPORTS™ FREESTYLE CONTROL



## TOTAL CONTROL OF ANY PLAYER



## FEATURES

### ▶ ENHANCED EA SPORTS™ FREESTYLE CONTROL

Express your game with signature moves, mid-air passes, and more—it's a complete revolution in the way the game is played.

### ▶ STEP IT UP

Control players without the ball anywhere on the court with Off Ball Play or play the point and run team-specific sets with a single button.

### ▶ BUILD A POWERHOUSE DYNASTY

Recruit free agents, import top college players, and build your team into a perennial powerhouse in Dynasty Mode™.

### ▶ NEW EA SPORTS™ BIO

Unlock special rewards in *NBA LIVE 2004* by playing multiple titles including *Madden NFL™ 2004*, *NCAA® Football 2004*, and more.

### ▶ ENHANCED EA SPORTS™ ONLINE\*

Compete in One-on-One or all-new Online Tournament games, and chat in-game with EA SPORTS™ Talk.



# PlayStation 2



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