

PRIDE FC
FIGHTING CHAMPIONSHIPS



**INSTRUCTION
MANUAL**

A grayscale photograph of a person sitting and playing a video game on a PlayStation 2 console. The person's hands are on the controller, and the console is visible in the foreground. The background is dark and out of focus.

**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, 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 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.

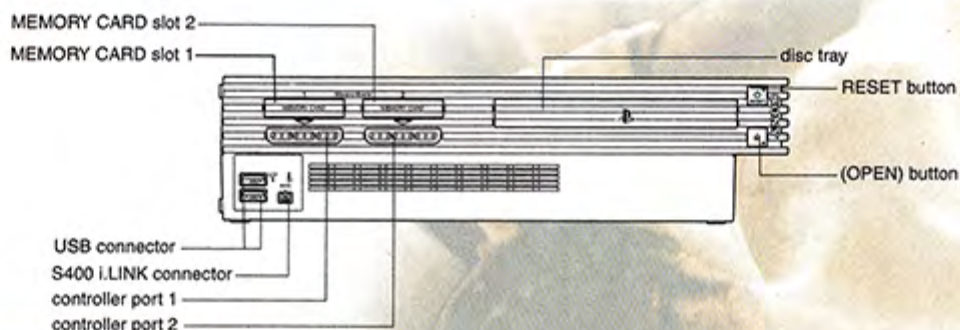
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



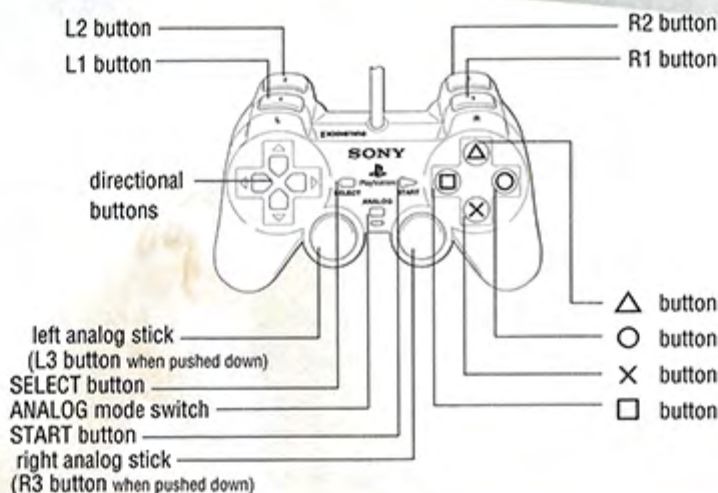
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the PRIDE FC™ 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 CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2. You can load saved game data from the same card, or any memory card containing previously saved PRIDE FC™ games. For more information, see SAVE & LOAD DATA on page 15.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

Menu Controls

Highlight menu options	directional buttons
Confirm selection	× button
Previous menu	△ button
Skip intro/cut scene	START button

Fighting Controls (Standing)

Move fighter	directional buttons OR left analog stick
Block strikes	directional button OR left analog stick (away from opponent)
Left punch	□ button
Right punch	△ button
Left kick	× button
Right kick	○ button
Takedown/grapple	× button + □ button

Takedown/grappling
Taunt/feint
Reverse/counter a punch
Reverse/counter a kick
Reverse/counter
a takedown

△ button + ○ button
□ button + ○ button
□ button + △ button
× button + ○ button
□ button + △ button
OR × button + ○ button

Fighting Controls (In Clinch)

Left punch
Right punch
Left kick
Right kick
Takedown/grapple
Takedown/grappling

□ button
△ button
× button
○ button
□ button + × button
△ button + ○ button

Fighting Controls (Standing, Opponent on Ground)

Block strikes
Left punch or taunt
Right punch or taunt
Left kick
Right kick
Grapple or special move

directional button OR
left analog stick
(away from opponent)
□ button
△ button
× button
○ button
□ button + × button
OR △ button + ○ button

Fighting Controls (Scooting on Ground, Opponent Standing)

Move fighter
Stand up

directional buttons OR
left analog stick
directional buttons (rapidly)
OR left analog stick
(recommended)

Block strikes

directional button OR left analog stick away from opponent

Taunt*

□ button OR △ button

Left kick

× button

Right kick

○ button

Grab opponent's leg

□ button + × button

Kip up (*some fighters only*)

□ button + ○ button

- * Note: Royce Gracie will deliver punches instead of taunts with the □ button and △ button. Created fighters can also attack with these buttons, instead of taunting.

Fighting Controls

(Both Fighters on Ground, Including Guard/Mount/Back Mount)

Block strikes

directional button OR left analog stick away from opponent

Change positions*

directional buttons (rapidly) OR left analog stick (recommended)

Left punch

□ button

Right punch

△ button

Left punch or left kick

× button

Right punch or right kick

○ button

Grapple/go for submission/pass guard or position change/grapple and strike

□ button + × button OR
△ button + ○ button

Counter punches and reverse into different position

□ button + △ button
OR × button + ○ button

- * Note: Only Mezger, Newton and Goes can change positions from the Guard TOP position using these button commands. For all other fighters, this move only works while in the BOTTOM position.

THE GAME SCREEN



Fighter Name

Each fighter's name appears in his player indicator. The 1P player indicator is in the upper left corner of the screen, and the 2P player indicator is in the upper right corner of the screen.

Vitality Gauge

The Vitality Gauge for each fighter appears in that fighter's player indicator, just above the fighter's name. When the fight begins, each fighter's Vitality Gauge is completely blue, indicating that the fighter's stamina and life are full. As a fighter throws punches or kicks or is hit by an opponent's moves, he loses stamina (the blue bar) and a lesser amount of life (the red bar behind the blue bar).

A fighter can recover his stamina (blue) up to the length of the red (life) area of the Vitality Gauge by avoiding attacks and not performing moves. The black area of the Vitality Gauge represents life that the fighter has lost and cannot recover during the fight in progress.

When a fighter's Vitality Gauge is completely depleted, with no red or blue bar remaining, that fighter is KO'd and loses the match. The lower a fighter's stamina, the better the chance he will tap out to a submission move.

GRAND PRIX

Grand Prix is the ultimate PRIDE FC™ test of skill and endurance, a 16-man single-elimination tournament. Your Vitality Gauge does not completely refill between fights, so if you take a beating in an early round of the tournament, the later rounds will be that much tougher.



When you choose Grand Prix from the Main Menu, you have three different options: Single Player Mode (1P vs. 15 COM opponents), Multiplayer Mode (1-16 human players; all other fighters are COM), or Spectator Mode (all COM fighters).

Choose the human players' fighters with the **X** button while at the tournament screen. Once all of the human players are chosen, you can either designate which fighters will make up the remaining entries, or you can choose Decision to randomly assign fighters to any empty slots. The brackets in the middle of the screen represent the rounds of the tournament.

Rule Settings

Once all 16 fighters are chosen, select Decision to set the rules for the tournament:

- Round 1-5: These five fields allow you to determine the length of Rounds 1 through 5 of each fight, in minutes. You can choose NONE for a round if you want each fight to last fewer than five rounds.
- Extra Rounds: Length of any extra round past Round 5, in minutes. You can choose NONE if you want each fight to stop at five rounds.

- Indicator: Choose if you want the round clock to appear on the screen (ALWAYS ON) or only appear when the round is nearly over (FLASH).
- Vitality Gauge: Show (BAR) or hide (NONE) each fighter's Vitality Gauge.
- Initial Settings: Return the settings to their original settings.
- Decision: Start the Grand Prix with the rules you have chosen.

ONE MATCH

The One Match mode is just that: a single fight against any opponent. It's the perfect way to hone your in-ring skills before taking on all comers in the



Grand Prix. You can choose to have a fight between two human players (Player 1 vs. Player 2), either human player against the COM (Player 1 vs. COM or COM vs. Player 2), or you can watch two COM opponents duke it out (COM vs. COM).

After deciding which fighters will be controlled by human or COM players, select the two fighters and adjust the rule settings. The rule settings for One Match mode are identical to those for Grand Prix, with two additional options: Handicap P1 and Handicap P2. Setting these to 100% means that the fighter starts with a normal amount of stamina in his Vitality Gauge. Setting them higher (to a maximum of 150%) gives that fighter more stamina, and setting them lower (to a minimum of 50%) gives that fighter less stamina.

SURVIVAL

Survival mode takes you through a gauntlet of all 25 PRIDE fighters, and like the Grand Prix, you only recover about half of your lost stamina and life between fights. Unlike Grand Prix, however, you face a fresh opponent in each fight, so unless you've mastered your moves, you'll wind up getting worn down by your merciless opponents.



SURVIVAL RANKING
TOP 10 FIGHTING LEGENDS:

1	1500 pts	1.5 mins	6	100 pts	3 mins
2	1000 pts	1.2 mins	7	50 pts	2 mins
3	600 pts	1 min	8	30 pts	2 mins
4	300 pts	1 min	9	20 pts	2 mins
5	250 pts	1 min	10	10 pts	1 min

Ⓜ NEXT Ⓜ BACK

You earn points for each match you win, based on your fighting technique and the number of matches you've won so far. Your journey ends when you beat all 25 fighters or when you finally lose, and if your point total is high enough, you are ranked among the Top Ten Fighting Legends on the ranking screen shown before beginning Survival mode.

CREATE A FIGHTER

The Create a Fighter mode in PRIDE FC™ allows you to build your own custom mixed martial arts fighter and put him up against the best PRIDE fighters in the world. After selecting Create a Fighter from the Main Menu, choose Create to design a fighter from scratch, Load to modify a saved fighter you previously created, or Delete to remove a created fighter from your memory card.



When creating a fighter, press START button at any time to save him to your memory card.



Information

The Information section of the Create a Fighter mode lets you determine your fighter's background and personal information:

- **Name:** Your fighter's name.
- **Short Name:** Shown under the fighter's Vitality Gauge.
- **Nickname:** Your fighter's nickname.
- **Discipline:** The fighting style your fighter practices.
- **Height & Weight:** Shown here, but selected in the Appearance section.
- **Birthplace:** Choose your fighter's birthplace from a list of 40 countries.
- **Entrance Music:** Use  button to preview the tunes that your fighter makes his entrance to.

Parameter

You have 40 Skill Points to distribute between six categories: Stand Punch, Stand Kick, Mount Pounding, Takedown, Submission, and Endurance. The number of points you assign to each category determines your fighter's strengths and weaknesses.



Your fighter's ability in a move category is represented by a letter ranking. From lowest to highest, the rankings are: F, F+, E, E+, D, D+, C, C+, B, B+, A (Highest).

Moves

The Moves submenu is where you choose the types of moves your fighter has at his disposal.

If you want to pick each move individually, choose a category of moves (Standing, Mount, Stand & Down, Clinch, or Other), then choose a situation from the next submenu, and then choose the specific moves for each available button or button combo.



As you cycle through moves, you'll see that each move has one or more attributes that are highlighted at the bottom of the move list:

- **Stagger:** Strike your opponent hard enough and he will become disoriented, long enough to perform a special move.
- **Stun:** Momentarily stun your opponent and gain the attacking advantage.
- **Chainable:** You can link Chainable moves together for powerful combos.
- **Guard Break:** Can break through an opponent's blocks.
- **Uncatchable:** Your opponent can't grab your arm or leg during this move.

To the right of each move is the button used to perform the move, the speed of the move, and the amount of damage it inflicts. You'll notice that faster moves tend to do less damage, and vice-versa, so be sure to mix up your fast and powerful moves to make a versatile fighter.

Appearance

The options in the Appearance submenu customize your fighter's look. You start on the Fighting Appearance submenu (how your fighter looks during a fight), and if you press the right directional button, you switch to the Entrance Appearance submenu (how he looks on his way to the ring).



Choose an appearance category with the **X** button, and then use the up and down directional buttons to see different options for the category. Use the right and left directional buttons to see the same option in different colors, and make your choice with the **X** button.

BIOGRAPHY

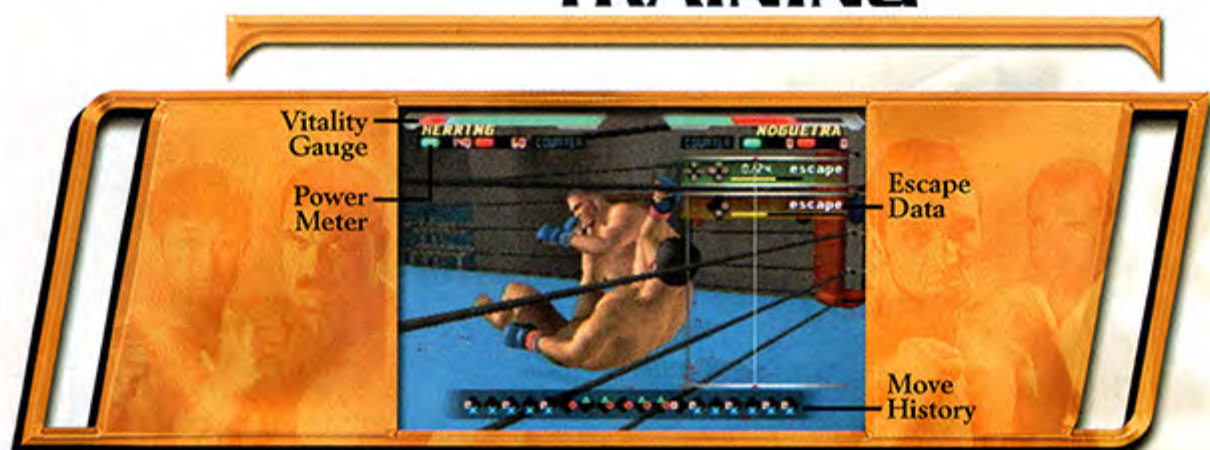
Curious about your next opponent's background? Want to see video footage of your favorite PRIDE FC™ fighter in action? Select Biography from the Main Menu to advance to the Biography Menu, which has thumbnail portraits of all 25 PRIDE FC™ fighters.



Once you have highlighted a fighter, press  button to see a video clip of them in the PRIDE FC™ match or press  button to see their biography. While on the biography screen, you can use the right and left directional buttons to scroll through different pictures of the fighter or press  button to see an expanded biography.



TRAINING



When you're first starting out in **PRIDE FC™**, you'll probably want to select Training from the Main Menu to do a bit of sparring before you actually have to step between the ropes and deal with opponents who really want to beat you down.

Choose your fighter and opponent as usual, and enter the Anchor Dojo to begin training. In addition to the Vitality Gauge, there are two more important items on the screen:

The first is the Power Meter, below each fighter's Vitality Gauge. This shows how much blue (stamina) and red (life) energy your opponent loses during each move you hit him with. It's the best way to see what your most powerful strikes and combos are.

The second is the Move History bar, which runs along the bottom of the screen. This records the last fifteen buttons you pressed, so if you see that one of your moves did a great deal of damage in the Power Meter, you can look at the Move History to see exactly how you performed it.

You can also press the START button to modify training options, such as your opponent's behavior, the position the fighters are in, and what data is displayed on the screen.

SAVE & LOAD DATA

Use the Save & Load option from the Main Menu to save and load game data, such as settings and record. Make sure that your memory card is inserted into MEMORY CARD slot 1 or 2 and choose Save or Load from the Save & Load submenu.

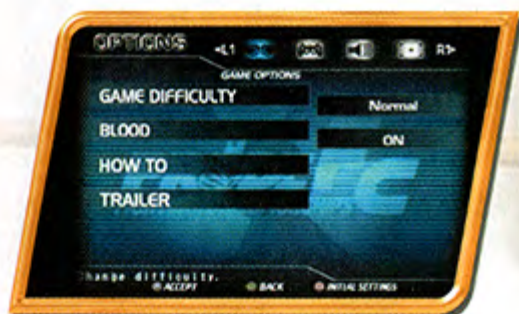


If there is an error, make sure that you have the memory card fully and correctly inserted and try again. If you still have a problem, consult your PlayStation®2 instruction manual.



OPTIONS

The Options menu lets you adjust settings for PRIDE FC™. There are four categories of options, which you can cycle through with the **L1** and **R1** buttons:



Game Options

There are three options in the Game Options submenu:

- Game Difficulty: Set the skill level of your CPU opponents to Easy, Normal, or Hard.
 - Blood: Turn the in-game blood effect On or Off.
- How To: Watch a short tutorial movie that explains the PRIDE FC™ controls.
 - Trailer: Watch a short video for the game MX Superfly.

Button Configuration

This option lets you change the button configuration for the 1P or 2P controller.

By default, the shoulder buttons (the **L1**, **L2**, **R1**, and **R2** buttons) are not used during fights. However, you can assign two-button commands to these shoulder buttons for commonly used commands. For instance, if you assign "LP+LK" (Left Punch + Left Kick) to the **R1** button, you can execute a takedown during the game by simply pressing the **R1** button.

The Vibration option allows you to turn your DUALSHOCK®2 analog controller's vibration feature On or Off. Highlight the option with the up and down directional buttons and press the START button to change the setting.

To return the buttons to their original defaults, highlight Initial Settings and press the START button.

To exit the Options Menu, highlight EXIT and press the START button.

Sound Settings

The Sound Settings submenu lets you change audio settings for the game. There are three options:

- **Audio:** Switches between monaural (mono) and stereo sound.
- **Volume:** Sets the levels of the game Music, Voices, and sound effects (SFX). Select a volume category with the up and down directional buttons, and increase the category's volume with the right directional button, or decrease it with the left directional button.
- **Sound Test:** Preview all of the different Music, Voices, and sound effects (SFX) in the game. Select a sound category with the up and down directional buttons, choose a specific sound with the right and left directional buttons, and press the  button to play or stop the sound.





Adjust Display

Use the Adjust Display submenu to set the center point for the screen, if the game appears to be off-center on your TV. Press a directional button to move the center of the screen in that

direction. For instance, if the top of the screen was clipped off during the game, you'd press the down directional button at the Adjust Display submenu.

Press the  button once you have the screen set the way you want it. You can return the screen display to its default setting by pressing the  button. You can cancel the screen adjustment and return to the previous screen by pressing the  button.

You should only use the Adjust Display option if your screen appears to be off-center on your TV; if it looks fine, don't use this option.

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MUSIC CREDITS

Music Supervision and
Licensing
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On Board
Entertainment, Inc.

1. Hakan Laid **"fill me up"**

"Fill Me Up"
Performed by Hakan
Laid
Publishing by Container
Publishing/Misty Music
AB/Figs.D Music, Inc
(BMI)
From the EP: Natural
Soul on Fiji Records
Administered by Bicycle
Music Company

2. Plan 9 **"dead boy boogie"**

"Dead Boy Boogie"
Performed by Plan 9
Written by Johansson,
Hermansson, Ranki,
Gustavson.
Published by Misty
Music. AB and Figs. D
Music, Inc (STIM)
From the album:
Generation Action on
Deaf n Dumb Records,
Sweden
Administered by Bicycle
Music Company

3. Shadows Fall **"of one blood"**

"Of One Blood"
Performed by
Shadows Fall
Taken from the Century
Media Release
"Of One blood"
By Shadows Fall,
Published by 800-Pound
Gorilla Music (SESAC),
administered by Paper
Jam Music, Inc and by
Bicycle Music Company

4. Killswitch Engage **"Prelude"**

"Prelude"
Performed by
Killswitch Engage
Written by Killswitch
Engage appears courtesy
of Ferret Records
Published by 800-Pound
Gorilla Music (SESAC),
administered by Paper
Jam Music, Inc and
by Bicycle Music
Company

5. Killswitch Engage **"Numb sickened eyes"**

"Numb Sickened Eyes"
Performed by
Killswitch Engage
Written by Killswitch
Engage appears courtesy
of Ferret Records
Published by 800-Pound
Gorilla Music (SESAC),
administered by Paper
Jam Music, Inc and
by Bicycle Music
Company

6. No fun at all **"master celebrator"**

"Master Celebrator"
Performed by
No Fun At All
Written by Mikael
Danielsson/Ingemar
Jansson, Kohaw Music,
Inc. (ASCAP)
Courtesy of Burning
Heart Records
Published by Misty
Music, Administered by
Bicycle Music Company

7. Carvin Knowles **"ye te hey"**

"Ye Te Hey"
Written and Performed
by Carvin Knowles
Administered by Bicycle
Music Company

8. Hi and Mighty **"tonites the night"**

"Tonites the Night"
Written by Milo Berger
and Erik Meltzer, Figs D.
Music (BMI)
Performed by Hi and
Mighty, Appears courtesy
of Eastern Conference
Records, Inc.
Administered by Bicycle
Music Company o/b/o.

9. Carvin Knowles **"kilminjaro"**

"Kilminjaro"
Written and Performed
by Carvin Knowles
Administered by Bicycle
Music Company o/b/o
Carvin Knowles

10. Jim Silvers "you gotta let all the girls"

"You Gotta Let All The Girls"

Written and Performed by Jim Silvers

Master administered by Bicycle Music Company
o/b/o CMH Recordings
Publishing Administered by Bicycle Music Company
o/bo/ Silver Publishing

11. Atari Teenage Riot
"revolution action"

"Revolution Action"

Performed by Atari Teenage Riot

Written by A. Empire / H. Elias

Published by Digital Hardcore Music.
c. Digital Hardcore Recordings Ltd

12. Androyd
"passing lane"

"Passing Lane"

Composed and Produced by Tom Manche
Mancheese Music c.2002
Courtesy of AndRoyd Audio

13. 36 Crazy Fists
"chalk white"

"Chalk White"

Performed by 36 Crazy Fists
Produced and mixed by Eddie Whol, Rob Caggiano and Steve Regina for Scrap 60 Productions
Lyrics by Brock Lindow,
Music by Brock Lindow, Steve Holt, Mick Whitney and Thomas Noonan
Published by R2

Music/Fistcuffs Music c/o BMG Songs, Inc. (ASCAP)
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14. Dislocated Styles
"fire in the hole"

"Fire In The Hole"

Performed by Dislocated Styles
Produced and mixed by Howard Benson
Lyrics by Jason Dubree and Brandon Lawson
Music by Chuck Epperly, Greg Forney and Joseph Hienl
Published by R2 Music/5 Finger Discount Music c/o BMG Songs, Inc. (ASCAP)
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15. 5 Point O
"breathe machine"

"Breathe Machine"

Performed by 5 Point O
Produced and mixed by Colin Richardson
Music and Lyrics by Daniel Struble, Sharon Grzelinski, Eric Wood, Sean Pavey, Casey Mejia and Tony Starcevic
Published by Five Point 0 Music (ASCAP)
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16. William West "Warrior"

"Warrior"

Composed and Produced by Billy West
Bill Westmoreland

Music c.2002
Courtesy of AndRoyd Audio

17. Agent Orange
"Tiki Ti"

"Tiki Ti"

Written by Mike Palm,
Virtually Indestructible Music (BMI)
Performed by Agent Orange
Administered by Bicycle Music Company

18. Darude "Sandstorm"

"Sandstorm"

Written by J. Salovaara, V. Virtanen
Published by BMG Songs, Inc. (ASCAP) obo BMG Music Publishing, Finland
Performed by Darude
© 1999, Stargate Music Oy/16 Inch Records, Neo Records Ltd. And Groovilicious Music, a division of Strictly Rhythm Records LLC.

19. San Quinn
"Balled out"

"Balled out"

Written and performed by San Quinn
Appears Courtesy of Done Deal Entertainment
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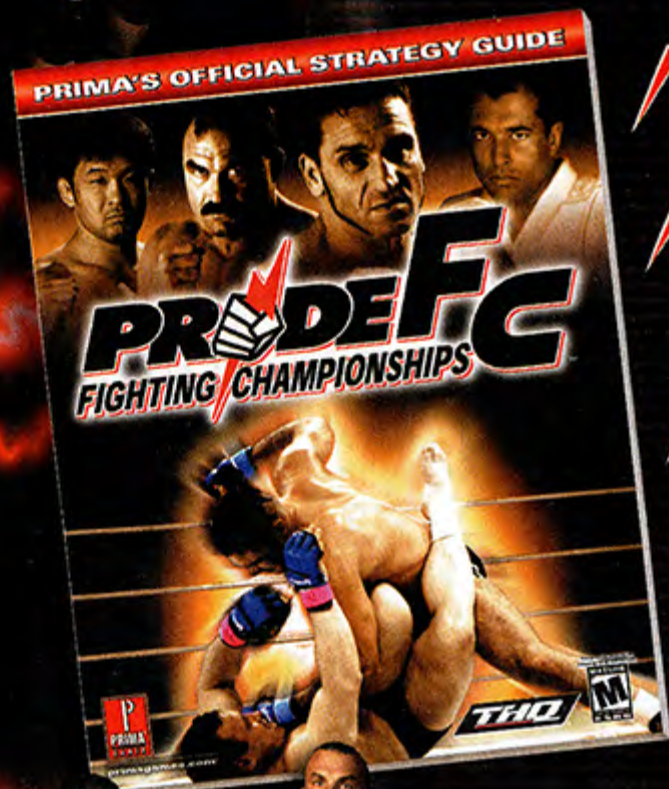
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