

Victorious
BOXERS
FIGHTING **2** SPIRIT

TEEN
T
CONTENT RATED BY
ESRB



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.

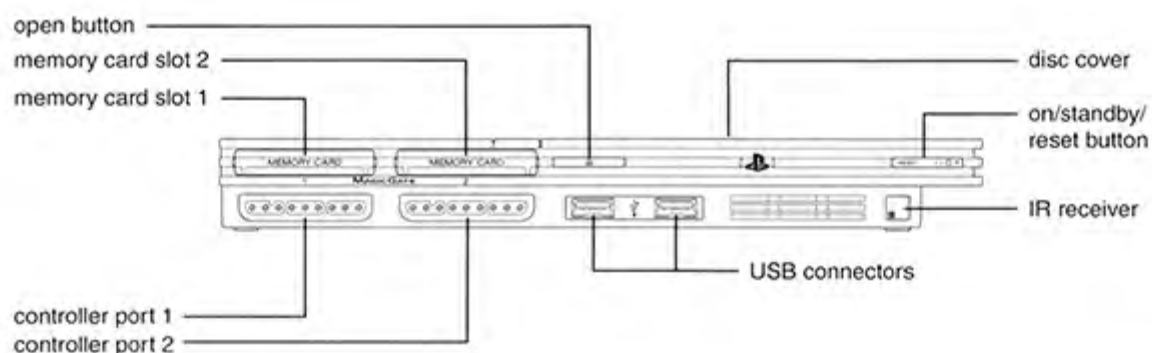
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

Getting Started	2
Starting Up	3
Main Menu	3
Story	4
Exhibition mode	4
Tournament mode	5
Player Data	5
Options	5
Playing The Game	6
Special Moves	7

© Jyoji Morikawa/Kodansha, VAP, NTV. © ESP/Kodansha. Developed by GrandPrix. Distributed under license by Empire Interactive Europe Ltd. Empire and "E" are trademarks or registered trademarks of Empire Interactive Europe Ltd.. All rights reserved. Licensed by Sony Computer Entertainment America for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



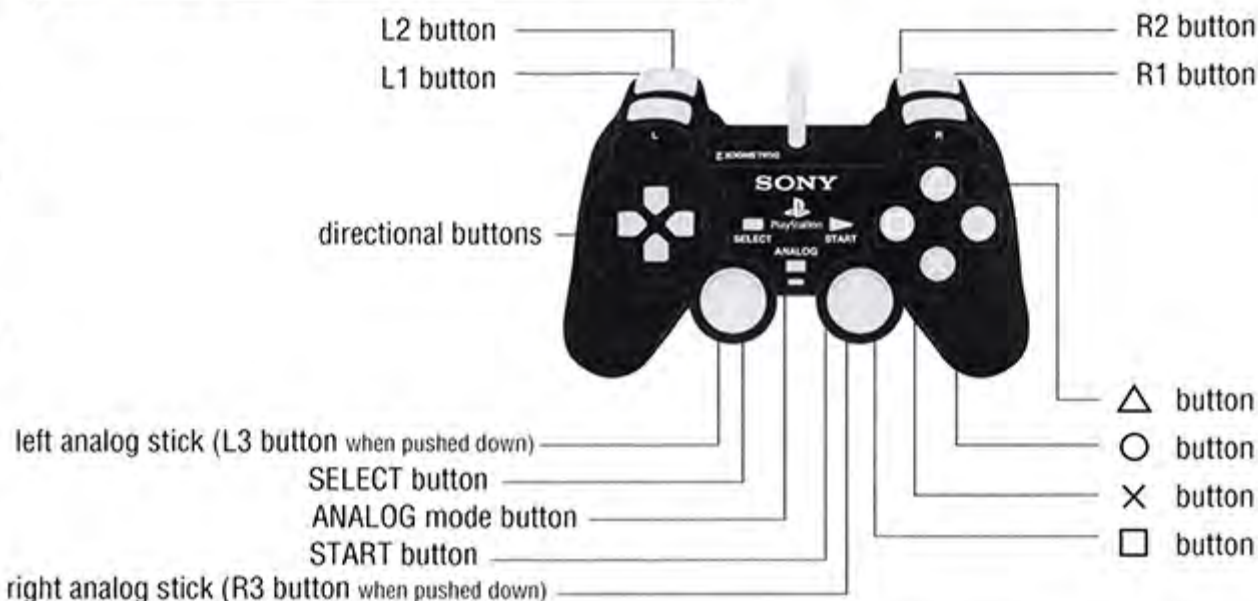


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Victorious Boxers 2 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the 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 (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



	Menu Screen	Fight Screen	Event Screen
Directional Buttons	Move the cursor	--	--
Left Analog Stick	Move the cursor	Move your character	--
SELECT button	--	--	--
START button	Confirm selection	Pause	Skip to dressing room or ring
○ button	Confirm selection	Right hook	Fast forward
× button	Confirm selection	Left hook	Fast forward
△ button	Return to previous screen	Right straight	--
□ button	Cancel	Left straight	Skip scene
L1 button	--	Guard	--
L2 button	--	Technique	--
R1 button	--	Special	--
R2 button	--	Technique	--

NOTE: This title only supports the Analog Controller (DUALSHOCK®2)

MAIN MENU

Main Menu Screen

After the opening movie has finished playing, the main menu screen will appear. Use the directional buttons or the left analog stick to select the game mode and press the × or ○ buttons to confirm your selection.

Story Mode

In this mode, you fight a series of matches while following along with the story of the original manga series. It is divided into six acts, in which you control various characters from the series such as Ippo Makunouchi, Ichiro Miyata and Manabu Itagaki as they go up against their rivals.

Exhibition

In this mode, one player may play against the computer or two players may compete against each other. The characters that you have beaten in Story Mode will become available for play in Exhibition Mode. It is also possible to customise characters by adjusting their power, speed, and stamina attributes.

Tournament

This mode allows you to play a tournament that includes up to 16 different boxers. Choose from a 4-person, 8-person, or 16-person tournament.

Player Data

View player data such as number of KO's, win percentage, etc.

Options

Change game settings.



WHAT DOES IT FEEL LIKE TO BE STRONG...?


Ippo Makunouchi was a loser - always the first to be bullied or made fun of. Until he discovered boxing, that is. His fateful meeting with boxing changed Ippo's life forever. As a boxer, he fights opponent after opponent, growing both physically and mentally as he searches for the answer to the question, "what does it mean to be strong?". Ippo trains with many unique boxers as a member of the Kamogawa Gym, winning the rookie tournament and then the A-class tournament in the highly competitive featherweight class, and eventually emerging as the Japanese featherweight champion. Even as the champ, Ippo continues to train, hoping to face off against his rival, Ichiro Miyata...

STORY MODE

In Story Mode, you watch the story unfold following the same scenarios as the original manga comic series. You control various characters from the series such as Ippo Makunouchi, Takamura, Aoki, and Kimura as they go up against their rivals. You advance the story by winning boxing matches. Story Mode is divided into six stages, from Act 1 to Act 6.

1. Select the game difficulty from Easy, Normal, and Hard.
2. When you first start the game, you will only be able to play the first match, "Ippo Makunouchi vs. Ichiro Miyata." In this match, you will play Ippo Makunouchi as he spars with Ichiro Miyata. If you win this match, you will be able to continue on to the next one. Once you have beaten a particular opponent, you will be able to go back and fight him again at any time. The time it takes to beat each opponent will be recorded, allowing you to compete with yourself to set new time records.
3. If the Auto Save feature is enabled, your win/loss record will be automatically saved after each fight. If Auto Save is disabled, a dialog will appear after each fight asking if you want to save your data. Make your selection to continue. Auto Save may be enabled and disabled in the Options menu.


Continuing

When you lose a fight, you will be returned to the match selection screen after the system data is saved. To continue playing the next match in the scenario, do not select a particular fight. Instead, select the "ACT" where you left off, press the START button or  button, and then select "Continue" from the menu. The outcomes of fights that are chosen individually will not affect the progress of the story in Story Mode.

EXHIBITION MODE

Exhibition Mode allows you to match up fighters without relation to the story or rankings. By default, 13 different boxers may be chosen. In addition, any characters that you beat during Story Mode play will also become available for play in Exhibition Mode.

1. Character Selection

Select a character by pressing the left or right directional buttons or the left analog stick. Press the START button or the  button to confirm your selection.

2. Match Rule Settings

Next, set the number of rounds, knockdowns, and the count style to be used in the match.

3. Match Location and Sound Settings

Select the location in which the match will take place. By default, you will only be able to choose from a limited number of locations. As you make progress in the game's Story Mode, this number will increase.

4. Character Settings

4-1.

Select a character by pressing left and right with the directional buttons or the left analog stick.

Player Control: A player controls the character.

COM: The character is controlled by the CPU (AI).

Note: If there is no controller inserted into controller port 2, it will not be possible to select "Player Control" for the second character.

4-2.

Customise your character. Move the cursor to each attribute (Power, Speed, Stamina) and move the directional buttons or left analog stick left and right to adjust the values. Adjusting these parameters allows you to customise the characters from the manga series.



Power: Moving the slider to the right increases punch power. Moving it to the left decreases punch power.

Speed: Moving the slider to the right increases speed. Moving it to the left decreases speed.

Stamina: Moving the slider to the right increases stamina. Moving it to the left decreases stamina.

Note: The total number of points that a character may assign to these parameters differs from character to character. It will not be possible to assign the maximum value for all parameters at once. To return parameters that you have customised to their default values, move the cursor to "RESET" and press the **X** button. That character's parameters will be returned to the defaults.

4-3.

Set the character's level. Move the cursor to "LEVEL" and move the directional buttons or left analog stick left and right to set the character's level. When you are finished with the character settings, move the cursor to "OK" and press the START button or the **X** button.

TOURNAMENT MODE

In this mode, you can compete in a tournament between 4 to 16 different fighters. The characters will be randomly assigned spots on the tournament sheet.

Create Tournament

Select the number of boxers that will participate in the tournament. The options are 4, 8, or 16 boxers.

Boxer Entry

Choose the boxers who will be fighting in the tournament. Participants will be randomly selected when a tournament is created, but you may replace these with other boxers from the game.

Save/Load

Save or load the tournament participants and the tournament's progress.

Start

Start the tournament.

PLAYER DATA

On the Player Data screen, it is possible to view match records saved on a memory card (8MB) (for PlayStation[®] 2). When player data has been updated "UPDATE!" will appear on the screen. Individual records that have changed will also be marked with "UPDATE!"

Story Mode Bouts Result

Displays the matches that have been won in Story Mode. Includes the fighters for each match, the KO time (in the case of a KO victory), and the percentage of wins.

Story Mode Total Result

Displays the overall records for all Story Mode matches fought.

Password

Displays the passwords entered via the OPTIONS screen.

OPTIONS

At the OPTIONS screen, you can change a variety of settings that affect game controls and progress. The options set will be saved to the system data.

Controller Settings

Change the controller settings to suit your preference.

Button Layout

Change the button assignments to create the most convenient layout for yourself.

Angle Set

Set the centre angle for the left analog stick. Screen Synchro Mode (ON/OFF): Changes the way that the character is moved. When enabled, character movement is not performed from the character's point of view. Rather, pressing in a certain direction will make the character move in that direction on screen, regardless of the direction that the character is facing.



Vibration On/Off

Turn the controller vibration function on and off.

Setting Reset

Return altered controller settings to their default settings.

Default View

Move the directional buttons or the left analog stick left and right to choose the point of view used during a match.

KO Scene Weight On Off

Use this setting to adjust the effect used when a character is knocked down. If this setting is turned on, a slow motion effect will be used.

Sound Setting

Bout BGM Volume: Adjust the volume of the background music that plays during a match.

SFX Volume: Adjust the volume of the in-game sound effects (swing sounds, hit sounds, damage sounds, etc).

Save / Load

File Load: If there is a save file on a memory card (8MB) (for PlayStation®2), that file will be loaded.

File Save: Save your game progress and match records.

Auto Save On/Off: Turn the AUTO SAVE feature on and off. If it is turned on, your game progress and match records will be automatically saved after every match. AUTO SAVE is only compatible with MEMORY CARD slot 1.

Password

This option allows you to enter a password. After some matches, a password will be displayed on the screen. If you correctly enter one of these passwords, you can unlock hidden game content, such as adding new matches to Story Mode or increasing the number of selectable characters in Exhibition Mode. You can check the passwords that you have already entered on the PLAYER DATA screen.



PLAYING THE GAME**Character Offense**

Right Straight/Left Jab Right:  button Left:  button

A punch that goes out in a straight line toward your opponent. The left jab can be useful in measuring the distance between you and your opponent. The right straight is capable of dealing considerable damage.

Hook Right:  button Left:  button

A punch made with a bent elbow that comes in from the side. Mostly used when fighting close-up.

Uppercut Right: L2 (R2) button +  button Left: L2 (R2) button +  button

A punch that comes up from below. Mostly used when close to your opponent. A well-timed uppercut to the chin can be devastating.

Character Defence**Duck**

Move the left analog stick slightly forward. Your character will duck down to avoid his opponent's blows.

Sway

Move the left analog stick slightly toward you. Your character will bend backward to avoid his opponent's blows.

Guard

Press the L1 button to guard. However, guarding will not be effective against all attacks. In addition, particularly strong opponents may be able to punch hard enough to break through your guard.

Character Movement (Using the left analog stick)

When moving the left analog stick all the way in a particular direction your character will move. Moving the left analog stick a small amount will cause your character to duck and sway.

Note: You can assign a 'step' or 'sway' control via the Button Layout menu option.

Attacking from a Defensive Position

From a duck to an uppercut Duck + L2 (R2) button + ○ (×) button
 From a sway to a straight Sway + L2 (R2) button + △ (□) button

Counter Blows

Punches that are thrown just as you dodge a punch from your opponent are called "counter blows." Because these punches make use of the forward inertia of your opponent, they do more damage than normal punches. However, they are quite difficult to perform, and the chances of successfully performing a counter blow are not high. In addition, if you fail to pull off a counter blow, any damage that you receive yourself will increase.

Special Moves

In **Victorious Boxers 2: Fighting Spirit** there are many characters that have special moves. You will gain more special moves as you follow the story in Story Mode. A list of special moves and the button combinations for activating them are given below.

Note: To check the commands for activating your character's special moves during a fight, press the START button to pause the match, select "Special Moves", and press the × button. A list of available special moves and their commands will appear.









	Special Move	How to Activate	When Gained
IPPO MAKUNOUCHI	Gazelle Punch	R1 button + □ button	From Volg fight in Act 1
	Deadly Smash	R1 button + △ button	From Sendo fight in Act 1
	Dempsey Roll	R1 button + × button	From Bonchai fight in Act 1
	Jofre Upper Cut	R1 button + ○ button	From Miyata fight in Act 1
ICHIRO MIYATA	Jolt	R1 button + △ button	From Payao fight
	Slow Battle	R1 button + × button	From Payao fight
	Momentary Battle	R1 button + ○ button	From Payao fight
TAKESHI SENDO	Smash	R1 button + □ button	From Volg fight
	Ultra-Low Smash	R1 button + × button	From Volg fight
	Deadly Smash	R1 button + ○ button	From Volg fight
VOLG ZANGIEF	White Fang	R1 button + × button	From Ippo fight in Act 6
MANABU ITAGAKI	Slow Battle	R1 button + × button	From Makino fight
	Momentary Battle	R1 button + ○ button	From Makino fight
TATSUYA KIMURA	Dragon Fish Blow	R1 button + × button	From Miyata fight
	Slow Battle	R1 button + □ button	From Kanzaki fight
MASARU AOKI	Double Punch	R1 button + □ button	From Armand fight
	Corkscrew	R1 button + △ button	From Armand fight
	Look Away	R1 button + × button	From Imae fight
	Frog Punch	R1 button + ○ button	From Bull Ushida fight
MAMORU TAKAMURA	Takamura's Look Away	R1 button + □ button	From Rally fight
	Slow Battle	R1 button + × button	From Bear fight
	Momentary Battle	R1 button + ○ button	From Bear fight
GENJI KAMOGAWA	Iron Fist	R1 button + × button	From Ralph fight (up to 5 times)

Note: These are the default controls.








	Special Move	How to Activate
Yoshio Fujiwara	Headbutt	R1 button +  button
Kenta Kobashi	Cross-armed Block	R1 button +  button
Ryuichi Hayami	Shotgun	R1 button +  button
Ryo Shibata	Chopping Right	R1 button +  button
(Junior Lightweight class)	Cross-armed Block	R1 button +  button
	Momentary Battle	R1 button +  button
Keigo Okita	Corkscrew	R1 button +  button
Takuma Saeki	Cross-armed Block	R1 button +  button
	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Eiji Date	Corkscrew	R1 button +  button
	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Kazuki Sanada	Flying Swallow	R1 button +  button
	Swallow Counter	R1 button +  button
Hammer Nao	Rough Fight Arm	R1 button +  button
Iwao Shimabukuro	Gazelle Punch	R1 button +  button
Ryuhei Sawamura	Bullet	R1 button +  button
	Head Jerk	R1 button +  button
	Momentary Battle	R1 button +  button
Arnie "Crocodile" Gregory	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Katsutaka Imae	About Face	R1 button +  or  or  or  button
Eleki Battery	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Papaya Dachiu	Coconut Punch	R1 button +  button
	Play Dead	R1 button +  button
	Look Away	R1 button +  button
Brian Hawk	Drooping Arms	R1 button +  button
	Head Jerk	R1 button +  button
	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
David "Golden" Eagle	Corkscrew	R1 button +  button
	Momentary Battle	R1 button +  button
Ginpachi Nekota	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Dankichi Hama	Flying Swallow	R1 button +  button
	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Ralph Anderson	Cross-armed Block	R1 button +  button

WHAT ARE THE "SLOW BATTLE" AND "MOMENTARY BATTLE" MODES?



When Slow Battle mode is activated, the flow of time is slowed down. While time is slowed, it becomes easier to watch your opponent's movements to pull off a counter punch, but note that your movements are slowed as well as your opponent's. To cancel Slow Battle mode, simply enter the Slow Battle command once again. The length of time that Slow Battle mode will last depends on the character's parameters and remaining stamina.

1. Start with R1 button +  or  or  or  button (depending on the character)
2. End with R1 button +  or  or  or  button (depending on the character)

By turning on Momentary Battle mode, you can alter the path of your punches. After throwing a punch, quickly activate Momentary Battle mode to stop time and then use the left stick to change the path of your punch. The punch used, your character's body position, and your timing in executing Momentary Battle mode will all affect the paths that you will be able to choose.

1. Throw a punch using the  or  or  or  buttons.
2. Start Momentary Battle mode with R1 button +  or  or  or button (depending on the character).
3. Move the left analog stick to change the path of the punch.

Note: The right analog stick may be used to change the point of view.

4. Press the  button or  button to throw the altered punch.

LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Empire Interactive Europe Ltd., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1 Limited Use License.

Empire Interactive Europe Ltd. ("Empire") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a PlayStation®2 computer entertainment system.

2 Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Empire or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and Empire's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.

A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Empire.

B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Empire; or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. Empire may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. EMPIRE EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however Empire warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. Empire's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. Limitation of Liability. NEITHER EMPIRE, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that Empire would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that Empire shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as Empire may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

CUSTOMER SUPPORT

If you are having problems or have questions about the title you have purchased please refer to the following customer support website:

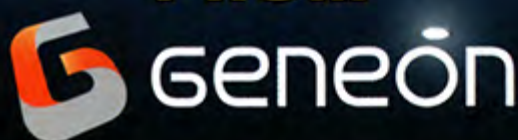
<http://us.empireinteractive.com/>



Vol. 1
The First Step

LOOK FOR
**FIGHTING
SPIRIT**

ANIME DVDS
FROM



WWW.FIGHTINGSPIRITDVD.COM
WWW.GEONANIMATION.COM

Based on the comic "HAIKUNO IPPPO" BY Jyoji Morikawa.
Originally serialized in the weekly Shonen Magazine published by Kodansha Ltd.
© VAP



Vol. 2
Debut Match



Vol. 3
Test Of Endurance



Vol. 4
Dream Of A K.O.



Vol. 5
Forward! Forward!



Vol. 6
Death Match



Vol. 7
Smash Force



Vol. 8
The Champ And I

© Jyoji Morikawa/Kodansha, VAP, NTV. © ESP/Kodansha. Developed by GrandPrix. Distributed under license by Empire Interactive Europe Ltd.
Empire and "E" are trademarks or registered trademarks of Empire Interactive Europe Ltd. All rights reserved.

7254610