



BLACK & BRUISED

WHEN LIFE BACKS YOU INTO A CORNER,
COME OUT SWING IN!

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:

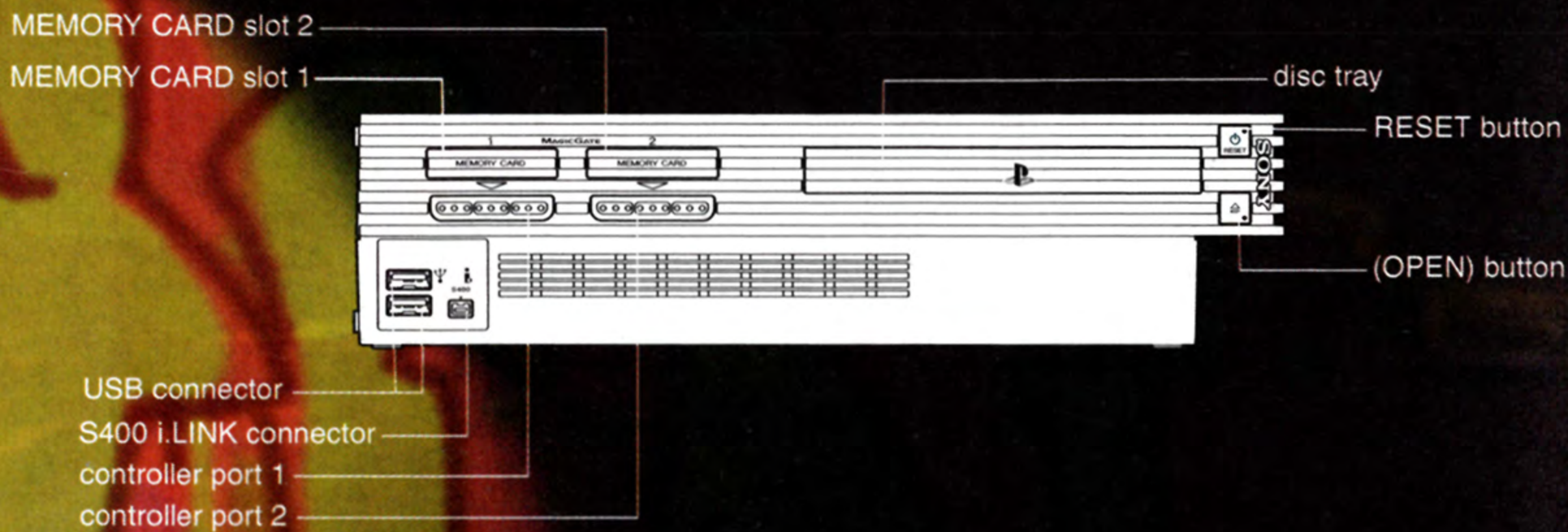
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

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Getting Started

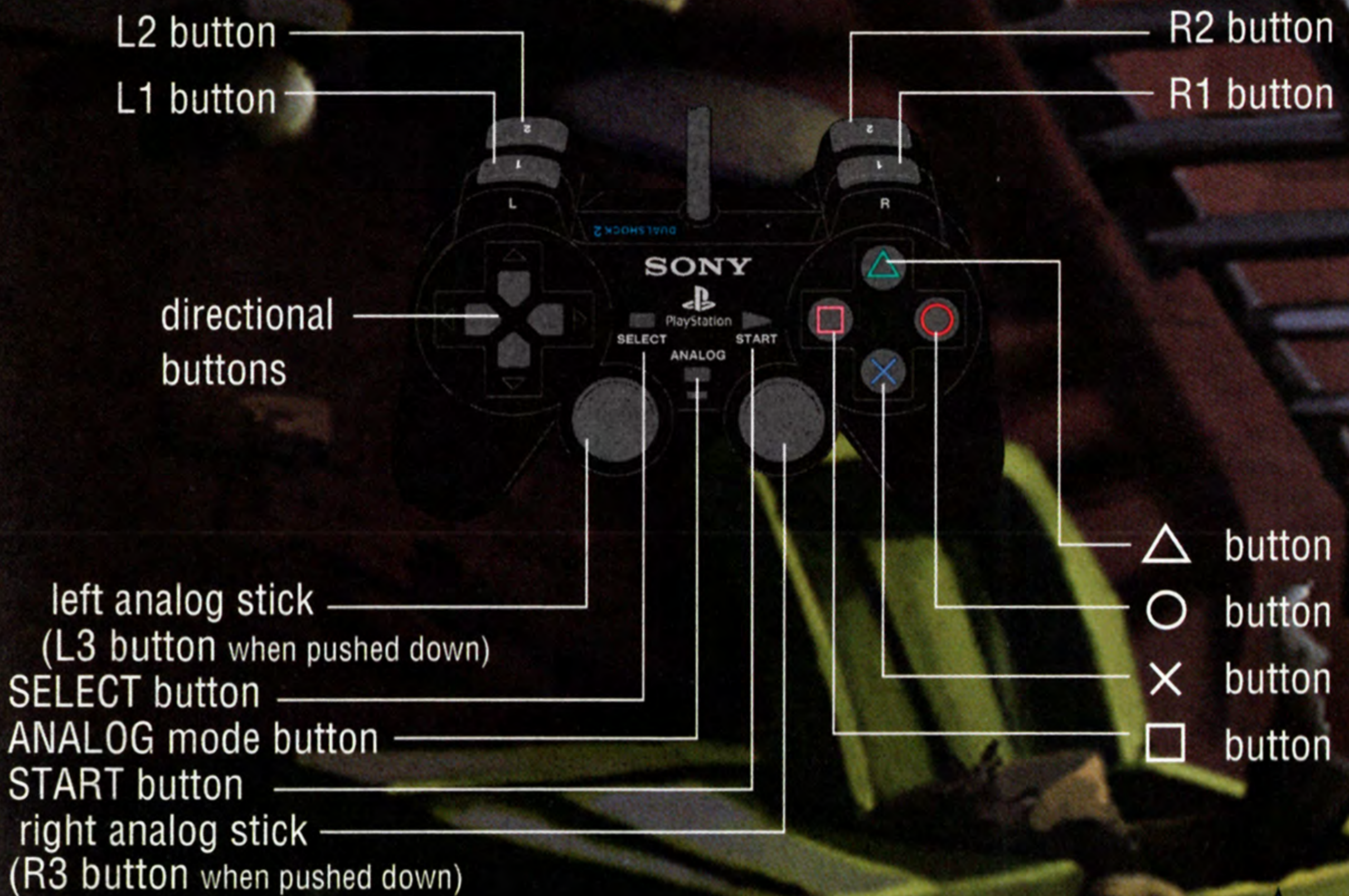


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray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

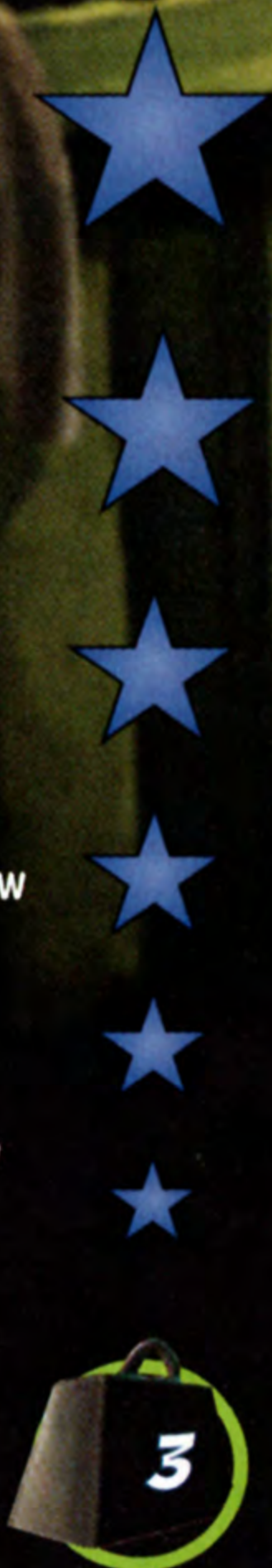
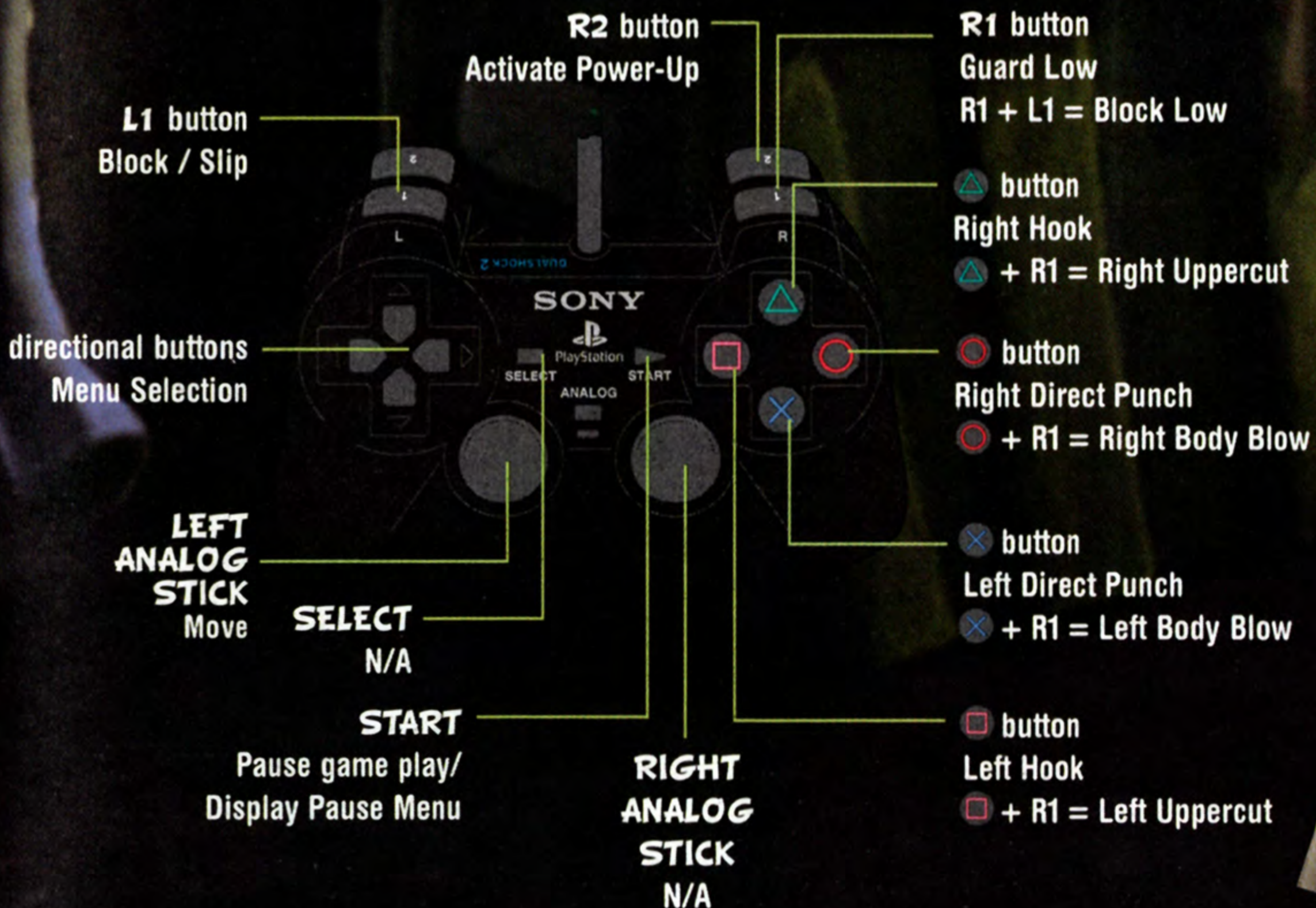


Controls

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



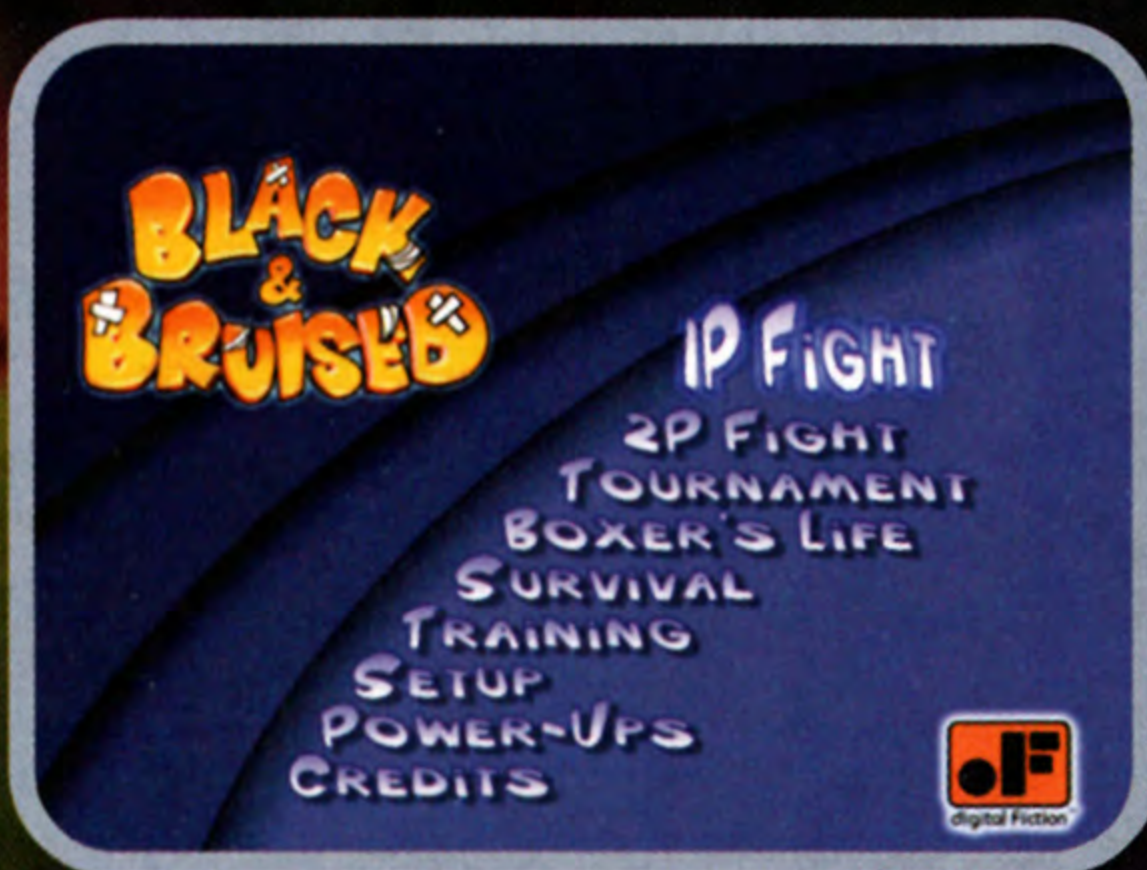
NOTE: The diagram displays the default controls. You can change the controller configuration in the Setup menu.



Main Menu

WHEN LIFE BACKS YOU INTO A CORNER, COME OUT SWINGIN'!

To these guys, boxing's no game. It's a matter of survival. Nineteen outrageous characters fight their way through grueling over-the-top slugfests to win fame, fortune or respect. Play through their intertwining lives as they literally beat each other **BLACK & BRUISED!**



You have the following choices in **BLACK & BRUISED:**

1 PLAYER FIGHT


If you don't have the time to play a whole Tournament, or you just have a little aggression to work out, this is the mode for you! Choose your boxer and opponent in this one bout exhibition.

NOTE: This mode is only for one player. If you want to beat down a friend, choose **2 PLAYER FIGHT** (see page 5).

BOXER SELECTION SCREEN

All available boxers are displayed on the Boxer Selection screen. First, select the boxer you want to play as. When you are finished, the cursor changes color. Now you can choose your opponent. You can unlock a second "skin" for your character once you've played through his/her Boxer's Life mode.

ENVIRONMENT SELECTION SCREEN

Press the  button before selecting the second boxer if you wish to change the default environment.

2 PLAYER FIGHT

Put a friend in his/her place in this head-to-head fight! The number of rounds and their length can be selected in the Setup menu. If both players select the same character, the last character chosen appears with a second "skin."

TOURNAMENT

Feeling ambitious? Take a shot at the championship belt!

TOURNAMENT LEVEL SCREEN

After choosing a boxer from the Boxer Selection screen, the Tournament Level screen is displayed. Choose your pain. If you've never played in Tournament mode before, you may want to try playing Amateur difficulty first.

RETRY OPTION

If you lose a match, the Retry option is presented. Choose **YES** to restart at the beginning of the Tournament or choose **NO** to return to the Main menu.

After winning a Tournament, you return to the menu where you can select the next tournament.



BOXER'S LIFE

Select **BOXER'S LIFE** to play through the story of a boxer you choose. Each boxer's story is divided into seven chapters, six of which are playable. Each chapter opens with a movie that reveals a part of the story before the match. If you win the match, the game advances to the next chapter. However, if you lose, you must replay it until you've completed the objective outlined in the movie sequence. Complete all the chapters to see how the boxer's story concludes. You can stop playing at anytime and your progress will be saved on the Memory Card (8MB) (for PlayStation®2).

CONSTRAINTS

The events portrayed in the movies will affect the conditions of the next bout. At the end of each chapter, the constraints will be detailed before the fight begins. For example, your boxer may injure his ribs in a car accident and will have to protect them during the next fight.

SURVIVAL

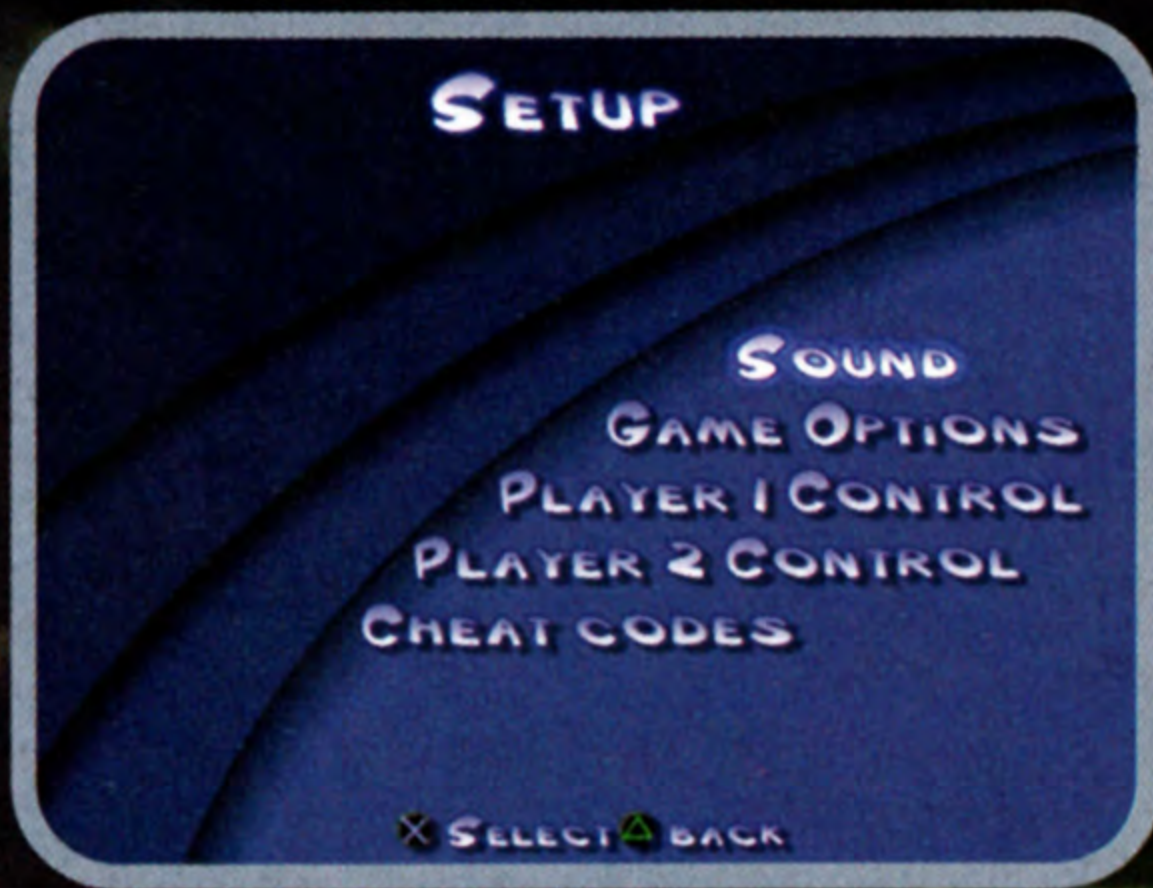
This is how real men and women box! Each time you defeat an opponent, you are presented with a new opponent. To survive, you must consecutively beat all opponents without being K.O.'d!

TRAINING

Choose this option to learn and practice each boxer's combos. Follow the punching sequence demonstrated at the bottom of the screen. Try to execute the combo within the allotted time without hitting the wrong button combinations. If you execute all your boxer's combos correctly, you win a prize. To exit this mode, select **QUIT** from the Pause menu.

SETUP

Choose **SETUP** to display the Setup menu and access the following options:



SOUND

Adjust **SOUND FX**, **MUSIC**, and **STAGE** volume settings here.

GAME OPTIONS

DIFFICULTY: Change the game's difficulty setting here. **BAR BRAWL** is the default setting.

ROUND TIME: Select this option to set round duration.

OF ROUNDS: Determine the number of rounds that will be played in a match.

PLAYER 1 CONTROL: Select **PLAYER 1 CONTROL** to choose from four different controller configurations for yourself.

PLAYER 2 CONTROL: Select **PLAYER 2 CONTROL** to choose from four different controller configurations for the second player.

CHEAT CODES: Enter cheat codes here.

POWER-UPS

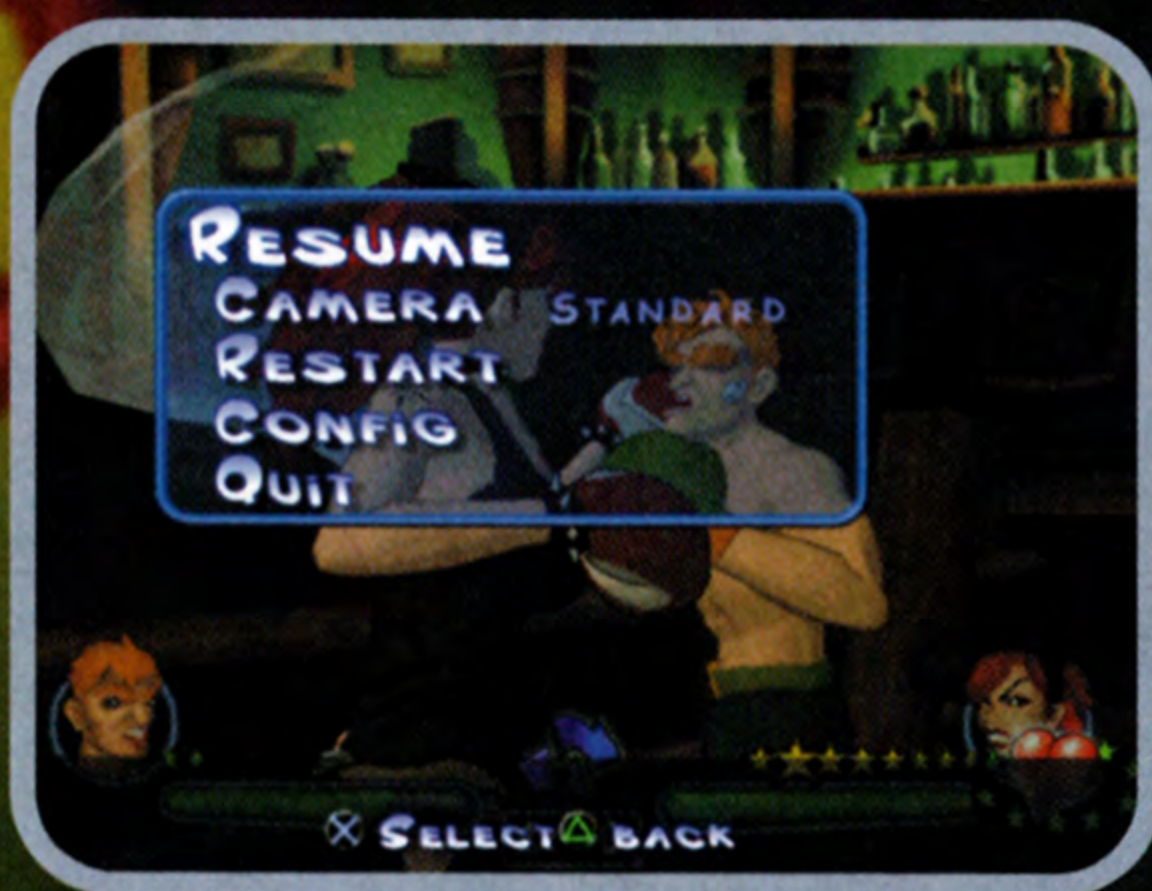
Access this option for details on all of the game's power-ups (see pg. 11 for more information).

CREDITS

Select **CREDITS** to view a list of the people who brought you **BLACK & BRUISED**.

Pausing the Game

Pressing **START** while playing any mode pauses game play and displays the Pause menu. In the Pause menu you have the following choices:



RESUME: Returns you to the game.

CAMERA: Choose from one of four camera angles: **STANDARD** (default), **ELEVATED**, **PLAYER 1** and **PLAYER 2**.

RESTART: Restart a new game with the same boxers.

CONFIG: Adjust **SOUND EFFECTS**, **MUSIC** and **ENVIRONMENT VOLUME** settings here. You can also turn your controller's **VIBRATION** feature **ON** and **OFF**. The default is **ON**.

QUIT: Returns you to the Main menu.

Saving the Game

BLACK & BRUISED auto-saves at the completion of each match. To save the game, you will need 43k of memory on your Memory Card (8MB) (for PlayStation®2).

Match Play

A match is divided into rounds. Between each round, there is a rest period where each boxer returns to his/her respective corner of the ring to catch a breath. During this time, the boxer's health is partially replenished. A match is played until either boxer is knocked out and does not recover enough energy to get back up.



Game Screen



ENERGY BAR: Indicates boxer's health. When the bar is empty, you go to the mat! The bar will turn from green to red as energy diminishes.

POWER-UP STARS: Awarded when you successfully hit your opponent. When you accumulate 10 stars you will win the currently available power-up (see Power-Ups on pg 11).

POWER-UP BOXER: Displays the boxer's available power-up. Nothing is shown if the boxer has no power-up.

NEXT POWER-UP: Shows the next available power-up.

CLOCK: Indicates the time remaining in the round.

BOXER'S PROFILE: Indicates your selected boxer and your opponent.



Power-Ups

During the course of a fight, power-ups will appear over the timer on the bottom center of the in-game screen. Using these you may be able to turn the match in your favor or finish an opponent off. There are six power-ups with three levels each for a total of 18 different power-ups. There is also 1 wildcard that reveals the power-up only when you receive it. For more information on power-ups, you can select **POWER-UPS** from the Main Menu screen.

EARNING POWER-UPS

As you fight, you will earn stars for every successfully landed punch. Some punches will earn you several stars at a time. If you block your opponent's punch, he/she can lose a star. The same is also true for your opponent, so try to avoid getting blocked or hit! Once you earn ten green stars, you will win the currently available power-up shown above the clock.

ACTIVATING YOUR POWER-UPS

Use the power-up shown beside your boxer's profile by pressing the R2 button. Once activated, the power-up effect lasts until the stars around it are depleted.

UPGRADING YOUR POWER-UPS

Once you have earned a power-up, you can earn a more powerful one by continuing to accumulate stars. Accumulate ten yellow stars to upgrade your power-up to Level 2, and ten red stars to upgrade it to level 3.



Power-Ups

LEVEL 1



HEAVY PUNCH:
Every punch you land inflicts heavy damage and every uppercut throws your opponent to the mat.



AUTOSLIP:
Automatically slips your opponent's punches.



POISON:
Patience with this power-up pays off.

LEVEL 2



BULLDOZER:
This punch shoves your opponent violently backwards.



ARMOR:
Protects you from incoming punch damage for a short time.



VAMP:
The damage you cause your opponent is awarded to you in extra life.

LEVEL 3



FIRE DAMAGE:
Delivers extra damage on each successfully landed punch.



DAMAGE SHIELD:
Your opponent's punches will hurt him/her instead of you.



JUGGERNAUT:
The next punch you land sends your opponent to the mat with no energy.



REGENERATE:

Regenerates your energy by consuming the power-up gauge until you are hit by your opponent.



SPUNCH1:

Throws your bruiser super punch.



AUTOCOMBO 1:

Automatically throws a short combo.



STUN:

Stuns your opponent for a short time.



SPUNCH2:

Throws yourcrippler super punch.



AUTOCOMBO 2:

Automatically throws a medium length combo.



FAST:

Speeds up your punches for a short time.



SPUNCH3:


Throws your pulverizer super punch.



AUTOCOMBO 3:

Automatically throws a long combo.

Hints & Tips

- Pay attention to your opponent's facial expressions to guess his/her mood and play accordingly.
- Experiment with blocking and slipping to avoid blows and set up for counterattacks.
- Use your **POWER-UPS** wisely. Using a power-up at the right time can quickly turn a fight in your favor.
- Press the  button rapidly when you are knocked down to replenish a small amount of energy. Sometimes it's enough to help your boxer get up off the mat and avoid a knockout.
- If you see that your opponent is about to win a power-up that you want, block his/her punches to drain his/her stars.
- Use **HOOKS** and **UPPERCUTS** to gain stars more rapidly.
- Some **POWER-UPS** are a good defense to your opponent's power-ups. For example: Activate the **AUTOSLIP** power-up to defeat your opponent's **JUGGERNAUT**.



Boxers

The boxer rundown that follows only covers the 14 boxers that are available when you first play the game. Beat your opponents black and blue to unlock the five hidden boxers!

IMPORTANT NOTE: *The following pages list the combos for each of the available boxers. If you want four bonus combos for each of the 14 available boxers -- plus all 24 combos for four hidden boxers -- just register at WWW.BLACKANDBRUISED.COM and we'll send you a PDF file with the extra info.*



Mickey McFist

COMBOS

R1+○, R1+○, R1+×, R1+□

R1+○, R1+×, ○, ×, R1+△,
R1+□

R1+○, R1+×, R1+○, R1+×,
R1+○, R1+×, R1+○, R1+×, △

○, ×, △

○, △, ○, ×, △

○, R1+×, R1+○, R1+×, R1+○,
□, △

R1+×, R1+□, R1+△

R1+×, R1+○, ○, ×, △

R1+×, R1+×, R1+○, R1+○, R1+○,
R1+○, R1+□

×, △, □

×, ○, □, △, □

×, ○, ×, △, □, △, R1+□

R1+△, R1+□, △

R1+△, R1+□, ○, ×, ○

R1+△, △, □, ○, ×, R1+○, R1+×

△, R1+×, R1+○, R1+×

△, □, △, ×, ○

△, ×, ○, ×, ○, ×, △

R1+□, R1+×, R1+×, R1+○

R1+□, R1+△, □, △, ×



Hometown:
Gortahork,
Ireland

Height:
5' 9"

Weight:
168 lbs

Career:
12-3-9

One tough pug who loves the ladies and the booze, not to mention the ponies. A great fighter but not such a great gambler.

Royal Pain

COMBOS

R1+○, R1+○, R1+□, R1+△

R1+○, ×, ○, ×, △

R1+○, R1+×, R1+○, R1+×,
R1+○, R1+○, ×

○, R1+○, ○, R1+○, R1+□

○, ○, R1+×, R1+○, ×, ○

R1+×, R1+×, R1+×, □

R1+×, ×, ×, △, R1+□

×, R1+×, R1+△

×, △, □, △, R1+△

×, ○, ×, ○, ×, ○, R1+□

R1+×, R1+×, R1+○, R1+○, △, □, △

R1+△, □, △

R1+△, ○, □, △, R1+□

○, ×, R1+○, R1+×, ×, ×, ○,
□, R1+△

R1+△, R1+×, R1+○, R1+×, ○, ×,
○, □, R1+△

△, R1+×, R1+□

△, □, △, □, R1+△

△, □, R1+△, R1+□, R1+△, R1+□,
R1+△

R1+□, R1+△, R1+×

R1+□, ○, ×, ○, □



Hometown:
Henley, U.K.

Height:
5' 11"

Weight:
210 lbs.

Career:
178-6-99

Coming from the streets of London, Royal Pain boxed his way to the top. Once there he considered himself "royalty," but business was not his bag and that's all he was left holding.

Jackpot



Hometown:
Yazoo City, MS

Height:
6' 1"

Weight:
379 lbs.

Career:
34-0-33

Jackpot is a true heavyweight, in every sense of the word. Strangely enough, it was his love of the grub that led him to box for food.

COMBOS

R1+○, ○, △, □

R1+○, R1+×, R1+○, R1+×, R1+△

R1+○, R1+×, R1+○, R1+×, R1+○, R1+×, R1+○

○, □, △, R1+×

○, ×, ○, R1+×, □

○, □, ×, △, □, ×, △

R1+×, R1+×, △

R1+×, ×, R1+○, △, □

R1+×, R1+○, R1+×, △, □, △, □

×, ○, △

×, R1+○, R1+×, R1+△, ×

×, ○, ×, R1+○, R1+□, R1+△, R1+□

R1+△, ×, △

R1+△, ×, ○, □, △

R1+△, R1+×, R1+○, R1+×, R1+△, R1+□, R1+△

△, □, △

△, □, ○, ×, ○

△, R1+×, R1+×, R1+×, △, □, △

R1+□, R1+△, □

R1+□, △, ×, R1+○, R1+○

Tiny

COMBOS

R1+○, R1+△, R1+□

R1+○, ×, ○, R1+×, R1+○

R1+○, R1+×, R1+○, ×,
△, □, △

○, ×, ○

○, □, △, □, △

○, ×, △, ×, △, ×, △

R1+×, R1+×, R1+△

R1+×, □, R1+○, R1+△, R1+□

R1+×, R1+○, R1+□, R1+△, □, △, □

×, R1+○, ×, ○

×, ×, ○, ×, ○, ×

×, ×, R1+×, R1+△, R1+□, R1+△,
R1+□, R1+△

R1+△, ×, ×, ×

R1+△, R1+□, R1+○, R1+×, R1+×

R1+△, R1+□, ○, △, R1+○, R1+×,
R1+○

△, ○, R1+×, R1+□

△, □, △, □, △

△, □, ×, □, ×, ○, □

R1+□, R1+△, □

R1+□, R1+△, ×, ○, R1+□



Hometown:
Chilliwack, BC

Height:
6' 8"

Weight:
327 lbs.

Career:
32-0-32

A lumberjack from the rugged Canadian north, known for his brute strength. They say he can rip a tree from the ground with his bare hands. After seeing him lay down a few beatings, you'll believe it too.

Major Flak



Hometown:
Bumpass, VA

Height:
6' 4"

Weight:
248 lbs.

Career:
37-0-37

A tough military hand-to-hand combat trainer who doesn't take crap from anyone. Not a fancy fighter, mind you, but certainly the master of old school ass-whoopings!

COMBOS

R1+○, R1+×, R1+○, R1+□

R1+○, R1+×, ○, ×, R1+△

R1+○, ×, ○, R1+×, R1+○,
□, △

○, ○, □

○, ×, △, □, △

○, ×, ○, △, □, △, □

R1+×, R1+○, ×, R1+△

R1+×, ○, □, R1+□, R1+△

R1+×, △, □, R1+△, R1+□,
R1+○, ×

×, ○, R1+×, R1+○

×, ○, R1+×, R1+○, R1+×

×, □, △, R1+×, R1+△, R1+□,
R1+△

R1+△, R1+□, R1+△, R1+□

R1+△, R1+○, R1+□, R1+△, R1+□,
R1+△

R1+△, R1+□, R1+○, R1+×,
○, ×, △, □

△, □, R1+×

△, ×, R1+×, R1+○, R1+□

△, R1+□, R1+△, ×, ○, △, □

R1+□, R1+○, □

R1+□, R1+△, R1+×, R1+○,
R1+□, R1+△

Knuckles Nadine

COMBOS

R1+ ○, R1+ ○, R1+ □

R1+ ○, R1+ ×, R1+ ○,
R1+ ×, R1+ ○

R1+ ○, R1+ ×, R1+ ○, ×, ○,
R1+ ×, R1+ ○, R1+ ×, R1+ △

○, R1+ ×, ○, □

○, ×, ○, ×, △

○, R1+ ×, R1+ ○, R1+ ×,
△, □, △

R1+ ×, R1+ ×, ×, ○

R1+ ×, R1+ ×, ×, △, □

R1+ ×, R1+ □, △, □, △, □, ○

×, ○, R1+ ×, R1+ △

×, R1+ □, △, R1+ □, R1+ △, R1+ □

×, △, □, R1+ △, R1+ □,
R1+ △, R1+ ×

R1+ △, ○, ×, R1+ △

R1+ △, R1+ ×, R1+ ×, R1+ ×, △

R1+ △, R1+ ×, ○, R1+ ○, R1+ △,
R1+ □, R1+ ○

△, ○, R1+ □, R1+ △

△, R1+ ×, △, R1+ △, R1+ □

△, R1+ △, □, △, R1+ □,
R1+ △, R1+ □

R1+ □, △, □

R1+ □, R1+ ○, ×, ○, ×



Hometown:
Yoakum, TX

Height:
5' 8"

Weight:
135 lbs.


Career:
18-1-15




One of the toughest broads to ever hit the ring and damn hot looking too. Wants to become a singer but she is completely talentless, even with her great set of lungs, if you know what we mean.



Maiagaru

COMBOS

R1+ , , , R1+ 

R1+ , R1+ , R1+ , , 

R1+ , , R1+ , R1+ ,
R1+ , R1+ , R1+ 

, R1+ , , 

, , , , R1+ 

, , R1+ , R1+ , , , ,
, R1+ , R1+ 

R1+ , R1+ , R1+ 

R1+ , , R1+ , R1+ , R1+ 

R1+ , R1+ , R1+ , , ,
R1+ , R1+ 

, R1+ , , 

, , , , 

, , , , R1+ , R1+ , R1+ 

R1+ , R1+ , R1+ , R1+ 

R1+ , R1+ , , , R1+ 

R1+ , R1+ , , R1+ , R1+ ,
R1+ , R1+ 

, , 

, , , , 

, , , , , , 

R1+ , R1+ , R1+ 

R1+ , R1+ , R1+ , R1+ ,
R1+ , R1+ 

Hometown:
Fukuyama, Japan

Height:
5' 7"

Weight:
128 lbs.

Career:
29-0-29

A serious, tough as nails fighter hell bent on conquering any opponent with a unique blend of martial arts and boxing skill.

Kid USA

COMBOS

R1+○, ×, R1+○, R1+□

R1+○, R1+×, ○, ×, ○, ○

R1+○, R1+×, R1+○, R1+×,
R1+□, R1+△, R1+□

○, ○, □

○, R1+○, R1+△, R1+□, R1+△

○, R1+×, R1+○, ×, □, △, □

R1+×, △, □, R1+△

R1+×, R1+○, R1+×, ○, ×

R1+×, R1+○, R1+×, R1+○, R1+×,
R1+○, R1+×

×, R1+×, ×, R1+×

×, R1+×, R1+○, R1+×, R1+□

×, ○, □, R1+○, R1+×,
R1+△, R1+□

R1+△, R1+□, R1+△

R1+△, □, ○, ×, △

R1+△, R1+□, ×, R1+△, ×, ○, □

△, △, ×, R1+○

△, ×, ○, □, ○

△, □, ○, ×, △, □, △

R1+□, △, □

R1+□, R1+○, R1+×, △, □



Hometown:
Yonkers, NY

Height:
6' 0"

Weight:
178 lbs.

Career:
12-0-8

A proud, some say cocky, pretty boy who fancies himself a football star. But as long as there is fame and fortune in boxing, the Kid will fight.



Ally Gator

COMBOS

R1+○, R1+×, R1+○, R1+×

R1+○, ×, ○, R1+×, ○

R1+○, R1+×, R1+□, □, R1+△,
R1+□, R1+△

○, ×, ○, △

○, □, R1+×, R1+○, □

○, ×, R1+○, □, R1+△,
R1+□, R1+△

R1+×, R1+○, R1+○, △

R1+×, R1+×, R1+○, R1+○, △

R1+×, R1+△, □, R1+△, R1+□,
R1+△, R1+×

×, R1+□, R1+△

×, ○, △, □, R1+×

×, □, △, R1+×, R1+○, R1+□, R1+△

R1+△, ×, ○, □

R1+△, R1+×, R1+○, R1+□, R1+△

R1+△, R1+□, △, □, △, □, R1+△

△, □, R1+□

△, □, R1+□, R1+△, R1+□

△, □, △, □, R1+△, R1+□,
R1+△, R1+□

R1+□, R1+○, □

R1+□, R1+○, R1+×, R1+○,
R1+×, R1+△

Hometown:

Lake Okeechobee, FL

Height:

5' 9"

Weight:

142 lbs.

Career:

8-0-7

Finds animals more sociable than people and lives alone in the swamp with the gators to prove it. She's always hooked up with some environmentalist cause and willing to use her fists to back it up.

Bronto Sore

COMBOS

R1+○, R1+×, R1+×, R1+○

R1+○, R1+○, R1+×,
R1+×, R1+△

R1+○, R1+×, ○, R1+×,
R1+○, ×, ○

○, □, R1+○, R1+×

○, R1+△, R1+○, R1+△, R1+○

○, ×, ○, □, △, ○, R1+□

R1+×, R1+○, △, R1+□

R1+×, R1+○, R1+×, ○, ×, R1+□

R1+×, ×, R1+○, ○, R1+×,
R1+○, R1+×

×, ○, ×, ○

×, ○, R1+×, R1+○, R1+×

×, ○, ×, △, R1+□, R1+△,
R1+□, R1+△

R1+△, ×, R1+△, R1+□

R1+△, R1+○, R1+□, R1+△, R1+△

R1+△, R1+□, R1+△, □, △, □, △

△, R1+△, □, ○

△, R1+×, ×, ○, □

△, □, ×, □, ×, ○, □

R1+□, R1+△, ×

R1+□, R1+△, R1+×, ○, ×, ○



Hometown:
Chicago, IL

Height:
6' 2"

Weight:
365 lbs.

Career:
38-0-37

A criminal, a thug, and violent as hell, this guy's always looking for a fight. The man has absolutely no concept of right and wrong. In other words, the perfect boxer.

Holly D. Vixen

COMBOS

R1+○, R1+×, R1+○, R1+×, △

R1+○, R1+×, △, ×, R1+○

R1+○, R1+×, R1+□, R1+×,
R1+○, R1+×, R1+○, R1+□

○, ×, ○, R1+□

○, △, ○, △, ×

○, △, ×, R1+○, R1+×, R1+○,
R1+×, R1+△

R1+×, R1+△, R1+×

R1+×, R1+○, R1+×, R1+○, □

R1+×, □, ×, ○, △, R1+○, R1+×

×, R1+△, R1+□

×, ○, R1+×, R1+○, R1+×, R1+△

×, △, ○, □, R1+○, R1+×, R1+○

R1+△, R1+×, R1+△

R1+△, R1+□, △, □, △

R1+△, R1+□, ○, □, ○, ×, ○

△, ○, ×, ○

△, R1+×, R1+○, R1+□, R1+△

△, □, ×, △, ×, ○, □, R1+△

R1+□, △, □

R1+□, R1+○, ×, ○, ×



Hometown:
Jersey City, NJ

Height:
5' 10"

Weight:
145 lbs.

Career:
12-0-9

Tougher than a \$2 steak. And the fact that she's into leather, bikes and violence makes her every man's fantasy girl.

Jumping Janet

COMBOS

R1+○, R1+×, R1+□

R1+○, R1+×, R1+×, R1+○,
R1+×

R1+○, R1+×, ○, ×, ○, □, △

○, R1+×, ×, ○

○, △, □, △, □

○, ×, ○, □, △, ○, R1+△

R1+×, ○, △, □

R1+×, R1+○, ×, △, R1+□

R1+×, ×, ○, R1+○, R1+×,
R1+○, R1+×

×, ○, R1+×

×, R1+○, ×, ○, R1+□

×, ○, □, △, R1+×, R1+△, R1+□

R1+△, R1+□, ○, □

R1+△, □, △, R1+×, R1+△

R1+△, R1+×, R1+○, R1+×, ○,
□, △, R1+×

△, R1+×, R1+○, R1+×

△, □, ○, △, □

△, □, △, □, R1+△, R1+□, R1+△

R1+□, R1+○, R1+×

R1+□, R1+△, ×, ○, □



Hometown:
Simi Valley, CA

Height:
5' 8"

Weight:
118 lbs.

Career:
29-0-29

A bubble head, spoiled, rich girl, who only thinks about herself. Her killer body distracts people from her killer fists.

El Luchador

COMBOS



Hometown:
Puerto Penasco,
Mexico

Height:
5' 10"

Weight:
189 lbs.

Career:
32-0-30

This guy thinks he is some kind of superhero. He is an amazing fighter, though. I guess when you get your ass kicked as much as this kid did growing up, you learn to protect yourself.

R1+○, ×, ○, R1+×

R1+○, R1+×, R1+○, R1+×,
 R1+○, R1+○, ×

R1+○, R1+×, R1+○, R1+×, △,
 □, △, □, R1+△, R1+×

○, R1+×, ×, ○

○, △, □, △, □

○, ×, ○, R1+×, R1+×, R1+○,
 R1+×, R1+△

R1+×, R1+○, R1+×

R1+×, △, □, R1+△, R1+□, R1+△

R1+×, R1+○, R1+□, R1+△, R1+□,
 R1+○, R1+×, R1+△

×, △, □, △

×, ○, ×, △, R1+□

×, ○, □, R1+○, R1+×, R1+△, R1+□

R1+△, R1+□, ○

R1+△, R1+□, ○, ×, △

R1+△, R1+□, ○, □, △, □, ○

△, R1+×, R1+×, R1+○

△, R1+△, △, □, □

△, R1+□, R1+△, ×, ○, △, R1+□

R1+□, △, ○, ×

R1+□, ×, ×, R1+○, R1+×

Pharaoh

COMBOS

R1+○, R1+□, R1+△

R1+○, ×, ○, R1+○, R1+×

R1+○, ×, ○, R1+×, ○, ×, ○

○, ×, △

○, △, ○, ×, ×

○, △, □, △, □, ○, R1+×

R1+×, △, □

R1+×, R1+○, R1+□, R1+△, R1+△

R1+×, R1+×, R1+○, R1+○, R1+○,
R1+○, R1+□

×, R1+○, R1+×, R1+○

×, ○, ×, △, R1+□

×, ○, R1+○, R1+×, R1+○, R1+×,
R1+○

R1+△, R1+□, △

R1+△, R1+□, R1+△, ×, ○

R1+△, R1+×, R1+○, R1+□, R1+○,
R1+×, R1+○

△, ○, △

△, R1+○, R1+×, △, R1+□

△, ×, ○, ×, R1+□, R1+△, R1+□

R1+□, R1+△, R1+□

R1+□, ○, ×, R1+□, R1+×, R1+△



Hometown:
Stratford, U.K.

Height:
6' 1"

Weight:
189 lbs.

Career:
24-0-22

A pompous, self-centered wanna-be who fancies himself an actor. Anybody who messes with "his craft" is in for some serious trouble.

Credits

DIGITAL FICTION

LEAD GAME DESIGNER

Martin Lizee

SOFTWARE ARCHITECT

Robert Lizee

ART DIRECTOR

Martin Dubeau

DEVELOPMENT MANAGER

Daniel Beaudry

EXTERNAL PRODUCER

Michael Triffon

LEAD PROGRAMMERS

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Darren Pegg

PROGRAMMERS

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Eric Bibeau

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Chris Polewczuk

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TECHNICAL DIRECTOR

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ANIMATION DIRECTOR

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ANIMATORS

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Sylvain Bernard

Frederic Cote

Mathieu Di Muro

Marco Foglia

Pierre-Francis Lafleur

Sebastien Lang

Mike Mennillo

Jean-Francois Methot

Helene Simard

LEAD MODELER

Martin Fontaine

MODELERS

Virginie Cinq-Mars

Frederick Gaudreau

Patrick Menard

Johannes The

2D/3D ARTIST

Pascal Beaulieu

LEAD ILLUSTRATOR

Jose Holder

ILLUSTRATORS

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Luis Martins

WRITERS

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Cliff Daigle

Allan Legros

Betsy Lipes

Brent Radford

PROJECT ACCOUNTANT

Genevieve Lizee

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Nathalie Robert

MUSIC & SOUND DESIGN

Stephen Angelini

SOUND ASSISTANT

Mike Adams

PRODUCTION ASSISTANT

Kelly Stevenson

QA LEAD

Alejandro Nunez

TESTERS

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Alex Mastandria

David Michaels

Daniel Mik

Jean-Francois Pednault

Kyle Pegg

Philippe Pepin

Dimitry Zolotaryov

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Tommy Tallarico

VOICE CASTING

Brigette Burdine

VOICE OVER DIRECTOR

Allan Legros

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Terry Gregory

Ted Nordblum

Stuart Robinson

Chris Smith

Doug Stone

Sandy Wee

Sarah Wulfeck

DIALOG EDITOR

Joey Kuras

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Sean Mollit

Diane Pegg

Philippe Zerounien

Francois-Dominic Laramee

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The background of the entire page is a photograph of a tropical village scene at sunset or sunrise. The sky is a warm, golden-orange color. In the foreground, the dark silhouettes of several people are visible, some appearing to be in conversation. Behind them, there are traditional buildings with tiled roofs, palm trees, and a flagpole with a flag. The overall mood is warm and community-oriented.

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