



# FIGHT NIGHT

## ROUND 3



## **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.

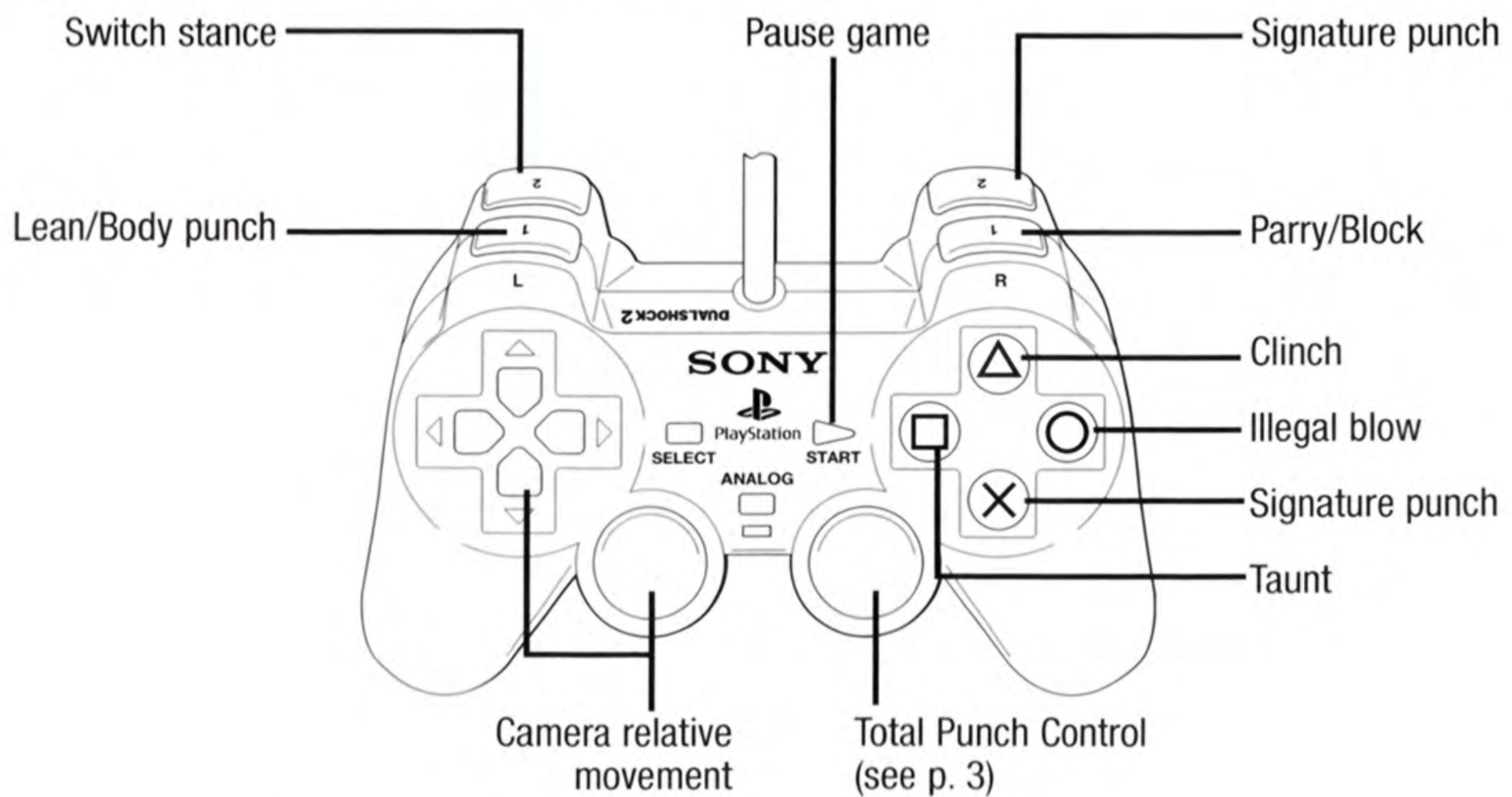
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

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# BASIC CONTROLS

Block, punch, and dance around the ring in your pursuit of the world title by using *EA SPORTS™ Fight Night Round 3's* innovative analog control system.



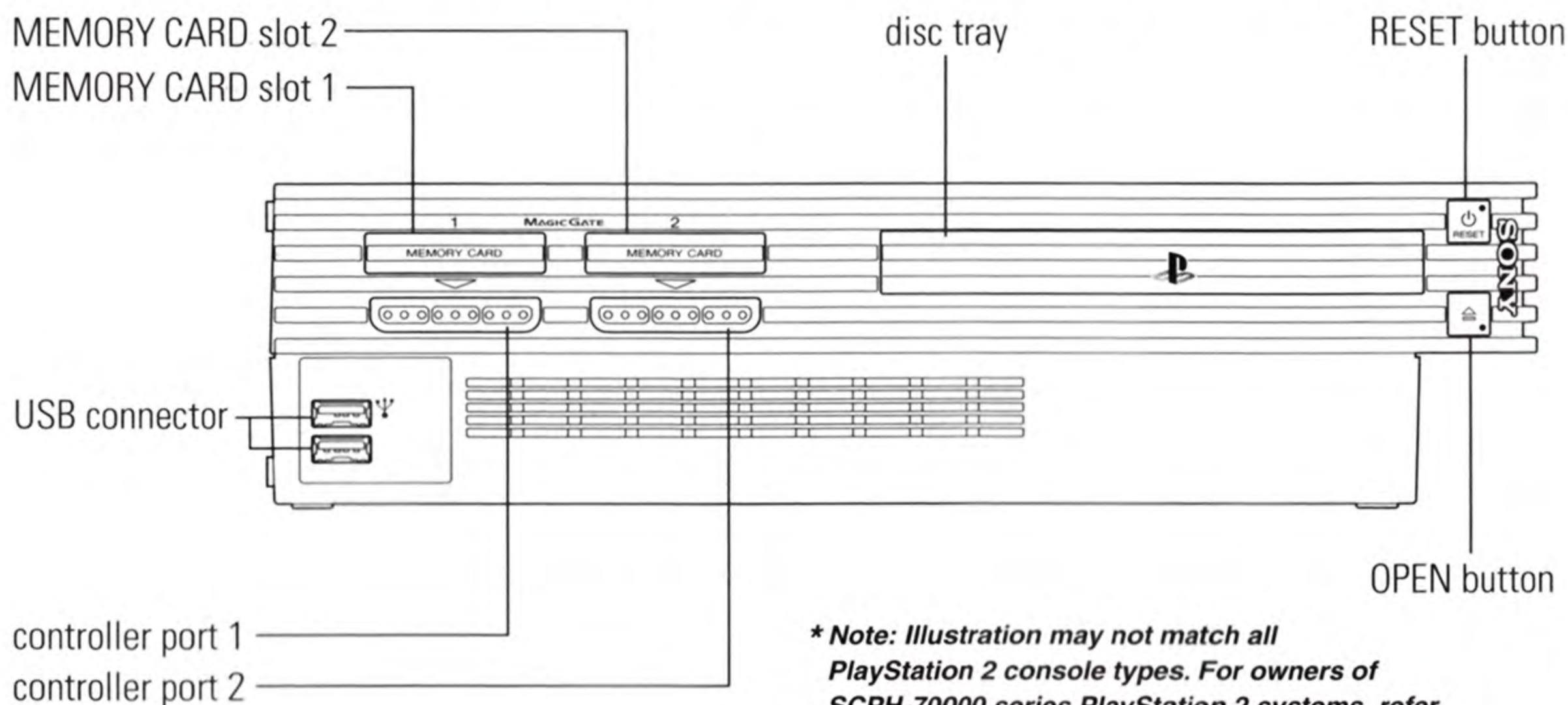
**NOTE:** To parry/block, press and hold the **R1** button + the right analog stick.

**NOTE:** To lean, press and hold the **L1** button + the left analog stick.

CHECK OUT  ONLINE AT [WWW.EASPORTS.COM](http://WWW.EASPORTS.COM)

# STARTING THE GAME

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

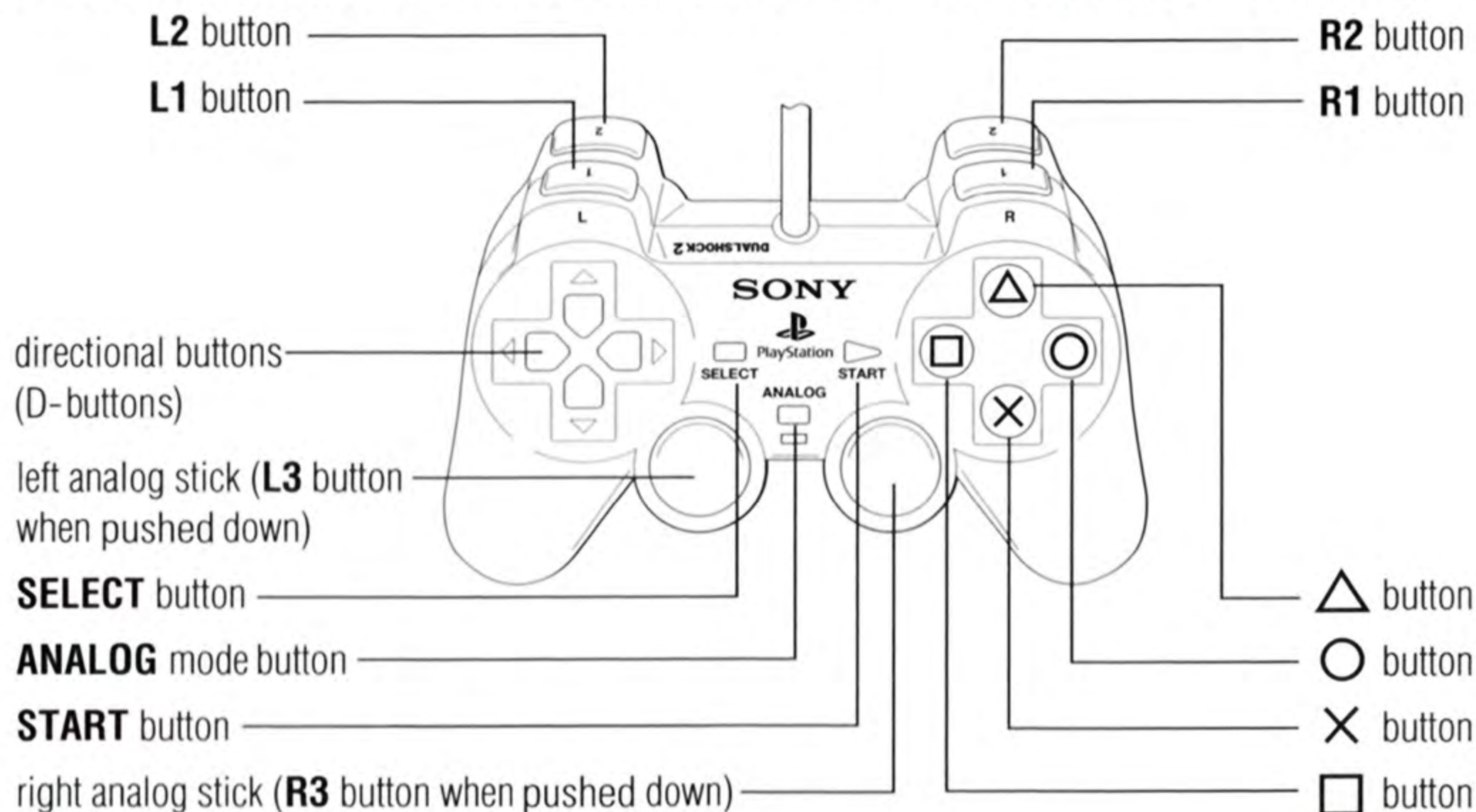


*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 Round 3* 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®2 ANALOG CONTROLLER CONFIGURATIONS



## ADDITIONAL CONTROLS

Take command in the ring and pummel your fiercest rivals by mastering every punch. Inflict pain with an effective jab or a devastating Impact Punch, and avoid punishment by blocking, dodging, and parrying punches directed your way.

### TOTAL PUNCH CONTROL

With Total Punch Control, you direct every movement your boxer makes in the ring. Whether attacking the body with a straight right or sneaking in a left hook before the bell, determine your offensive attack with Total Punch Control. Press the right analog stick to mimic the motion of your boxer's fists and devise your own approach in the ring. Wear down your opponent with blows to the body or go for the knockout with a flurry of combinations.



Right Straight



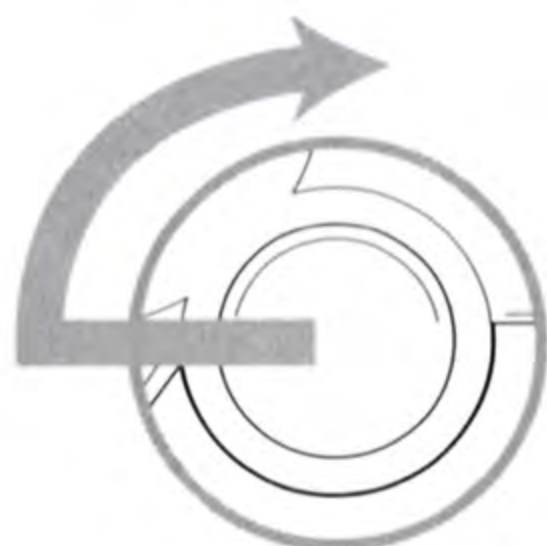
Right Hook



Right Uppercut



Left Straight



Left Hook



Left Uppercut

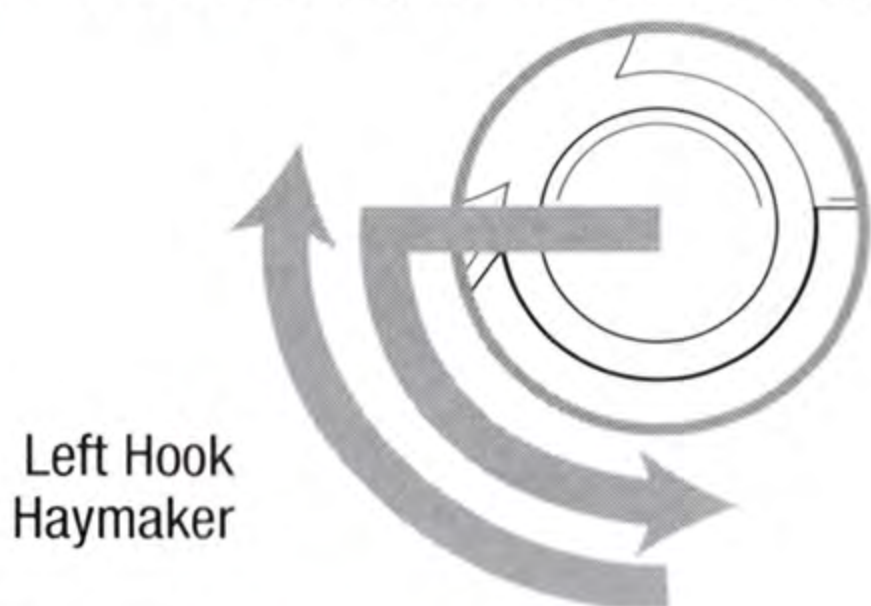
**NOTE:** To throw a jab when fighting as a right-handed fighter (left foot forward), use the same Total Punch Control command as a left straight. When fighting as a southpaw, throw a jab by using the same command as a right straight.

## IMPACT PUNCHES

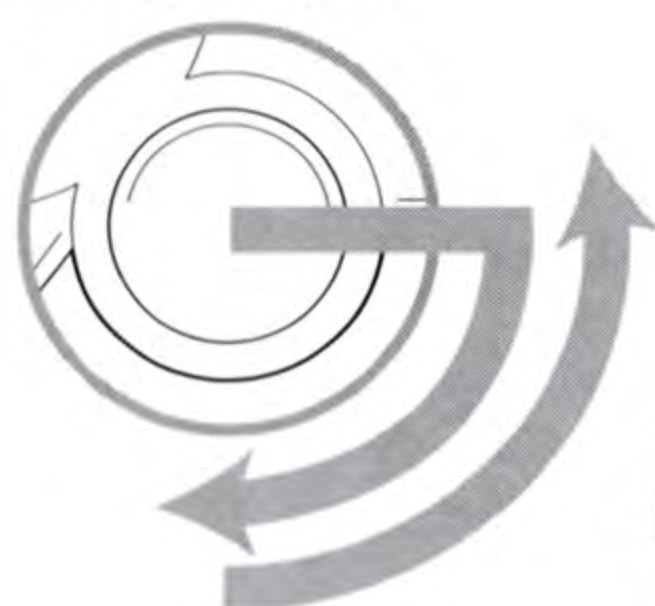
One punch can change a fight. Punish rivals with a perfectly timed EA SPORTS™ Haymaker, or instantly put them on the defensive by triggering an all-new Flash KO or Stun Punch.

### EA SPORTS™ HAYMAKER

Do you feel the fight slipping away, or have your opponent on his last legs? Take the opportunity to use the EA SPORTS Haymaker and instantly shift momentum in your favor.



Left Hook Haymaker



Right Hook Haymaker

### NEW FLASH KO

Connect with the all-new Flash KO to immediately put your opponent in a daze, giving you a window of opportunity to knock him down before he regains composure. Flash KOs take longer to execute than most other punches, leaving you defenseless for a brief moment, but the reward is well worth the risk.



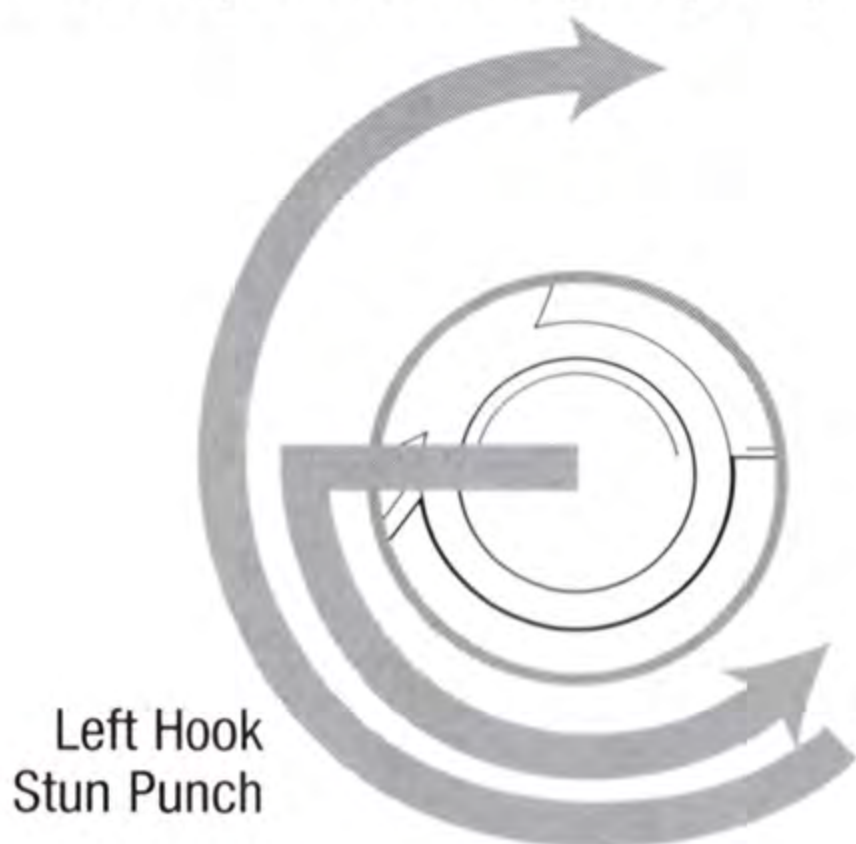
Left Hook Flash KO



Right Hook Flash KO

### NEW STUN PUNCH

Shift a fight in the blink of an eye with an all-new Stun Punch. After connecting with a Stun Punch, your opponent immediately goes on the defensive with his gloves as his only source of protection; all it takes is one strong punch to knock him down. During your attack, your opponent must block or parry incoming punches until he regains his composure. However, if your opponent counters with a Stun Punch, you could be fighting for your boxing life.



Left Hook Stun Punch



Right Hook Stun Punch

**NOTE:** Both the Flash KO and Stun Punch have a better chance of landing if they're thrown as a counterpunch after leaning out of the way or parrying a punch.

**NOTE:** Make sure to completely follow through on the Stun Punch.

## BOXER MOVEMENT

Trap your opponent against the ropes or escape when you've taken too many blows by moving around the ring with the left analog stick.

To dodge, lean, or duck out of the way of punches, press and hold the **L1** button while pressing the left analog stick in a desired direction. You can also utilize your upper body movement to set up and counter attacks. To block or parry incoming punches, press and hold the **R1** button + the right analog stick.

## PLAYING THE GAME

Before leaving a long-lasting legacy in Career mode, get comfortable inside the ropes in Play Now mode.

### USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves your Create A Champ, Career mode achievements, and statistics to your memory card (8MB) (for PlayStation®2). It does not track information that occurs outside of Career mode.

## SETTING UP A PLAY NOW MATCH

Select your corner—red or blue—from the Select Corner screen. Pick two boxers for the upcoming fight, choosing between six weight classes and a selection of boxing greats from the past and present such as Muhammad Ali, Sugar Ray Leonard, and Oscar De La Hoya.

When you first play *EA SPORTS Fight Night Round 3*, only three venues are available: Aragon Ballroom, The Warehouse, and Windy City Boxing Gym. Other world-class venues, including Madison Square Garden™, Staples Center™, and State Palace Theatre, are unlocked as you progress through Career mode.

## INSIDE THE RING

Health Meter—the damage your fighter can sustain before he's knocked down



Energy Meter—the amount of energy your boxer has left in the tank (low energy results in weak punches)

**NOTE:** The traditional HUD (the on-screen meters that indicate your level of health and energy) is ON by default. If you are more comfortable without the on-screen displays, choose to deactivate the HUD in the Settings menu.

## PUTTING THE EA SPORTS™ CUTMAN TO WORK

After each round you have the option to either auto-heal (**△** button) or manually heal (**×** button) your fighter. If you choose the manual method, you have 30 seconds to repair swelling and cut damage on your boxer's face. Press the **△** button to decide whether you want to tend to swelling or cuts.

Add pressure with the healing tool by moving the right analog stick. Tap the left analog stick in the direction of the area you want to heal. Then, move the right analog stick to apply the tool with an arching motion that matches the on-screen display.

## **KNOCKDOWNS**

After a knockdown, your vision blurs and the referee begins a 10 count. To pick yourself up from the canvas, clear your vision by pressing the analog sticks to align the two outer (yellow) circles into the center (red) circle before the referee counts you out.

## **PENALTIES/STOPPAGES**

Illegal punches and low blows are effective ways to hurt your opponent, but they come at a cost. If caught, you get a warning the first time and a one-point penalty in the round for each following infraction. Repeated infractions can ultimately lead to a disqualification. Fights can also be stopped because of severe damage to the face, resulting in a TKO. When the 3-knockdown rule is in effect, a TKO occurs when a boxer is knocked down three times in a single round.

## **END OF FIGHT**

If the fight goes the distance without a knockout, the judges tally the final scores and the winner is announced. After viewing the judges' cards, the Fight Totals screen displays the final punch totals for the bout.

## **SAVING AND LOADING**

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a memory card in MEMORY CARD slot 1. All unsaved information is lost otherwise. You can also save, load, or delete manually on the Settings Manager and Profile Manager screens (via the Options menu).

## **ESPN CLASSIC™**

Pick great matchups in boxing history and relive them with your own flair. Choose from Ali vs. Frazier, Gatti vs. Ward, Hopkins vs. Taylor, and more. Get the scoop on these illustrious rivalries with a blow-by-blow history from ESPN commentator Joe Tessitore. You can also fight against your Career mode rival in ESPN CLASSIC once you've hung up your gloves and retired from Career mode.

**NOTE:** You must develop a rival in Career mode in order to transition your retired boxer to ESPN CLASSIC mode.

## **CAREER MODE**

Create a boxer of your likeness or take over as a legend in your quest to become the next great champion. Put your created champ in the ring against other formidable fighters in Career mode as he rises through the ranks, then challenge your main career rival in ESPN CLASSIC once he's retired from Career mode. If you choose to rebuild a legend, your career begins after you select your stance and style and opt how to allocate your rating points.

## **CAREER CENTRAL**

Career Central is the hub of your fighter's career. This is where you set up your next fight, review your accomplishments, spend your cash, and modify your boxer.

## **SIGN CONTRACT**

Determine your next fight by signing a contract with another boxer—fight an undefeated contender to improve your popularity and quicken your climb through the ranks, or go for the big payday even if it means fighting an easy opponent. The decision is yours.

## **FIGHT STORE**

Spend the money you've earned in your fights to upgrade your equipment and accessories. Whether you're a rookie fighter or an accomplished veteran, winning feels better when you look like a champion.

## **TROPHY CASE**

Show off your hardware and track your victories in your trophy case.

## **EDIT BOXER**

Modify your stance, base and punch styles, and manner in which you block. Be sure to revisit here frequently throughout your career to take advantage of new styles unlocked along the way.



## TRAIN

Before each fight, you have the opportunity to hire an experienced trainer to improve your training techniques. The higher they're rated, the better you'll train and the more you'll improve. Any advantage you have heading into the ring helps. For more information on training, see p. 8.

**NOTE:** Use your purse winnings to upgrade accessories and gear, or to hire a more advanced trainer.

## OTHER GAME MODES

Dare a friend to step in the ring with you in an online fight, go for the knockout in Hard Hits mode, get into playing shape with additional training, or create your own future champion. All are possible in *EA SPORTS Fight Night Round 3*.

## PLAY ONLINE

Step inside the ring with the greatest fighters from coast-to-coast.

**REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 13+ TO REGISTER ONLINE.**

**EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com).**

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *EA SPORTS Fight Night Round 3* online. *EA SPORTS Fight Night Round 3* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

## PLAYING ONLINE

In order to play *EA SPORTS Fight Night Round 3* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a network configuration saved on a memory card, they appear automatically.

## 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 ROUND 3 ONLINE

The Online Lobby is your main resource for connecting to players from around the world. Whether you're looking to join a Play Now game or Session Match, all the tools you need to connect to other players are available from the Online menus.

<b>Play Now</b>	Find the next available player waiting to play online in a Ranked Match only.
<b>Session Match</b>	Select your favorite settings and search to find a match that suits your playing style in a Ranked or Unranked Match.
<b>Ranked Match</b>	You are given a player ranking and all your stats are recorded. Playing a Ranked Match allows for more evenly matched fights.
<b>Unranked Match</b>	Fight in a bout that doesn't count toward your player ranking.
<b>Lobby</b>	Locate players and/or visit rooms from the Lobby. Here, you can accept challenges from other players or send a challenge of your own.
<b>Stats</b>	Keep track of your online boxing progress and view the Leaderboards to see who is dominating <i>EA SPORTS Fight Night Round 3</i> online.
<b>My EA SPORTS Fight Night Round 3</b>	View News, read the FAQ, customize your Quick Messages, and alter other online settings.

**NOTE:** Get news and score updates from around the world of sports while playing online with the ESPN Ticker, ESPNNews, and ESPN Radio.

## HARD HITS

Unleash a furious combination in this arcade-like mode where the rules are simple—knock your opponent on the canvas as many times as possible. Trading punches for 15 untimed rounds, your goal is to win more rounds than your opponent. Rounds only end when there is a knockdown, and the boxer with the most knockdowns at the end of the fight wins the match.

## TRAINING

Take your skills to the next level by getting stronger and working on your fundamentals.

- Combo Dummy** Hit the marked areas in sequence without making a mistake to score points.
- Heavy Bag** Throw left/right combos at the high or low marked area to score points.
- Weight Lifting** Use the left and right analog sticks to lift the weights. Make sure to release inside the red part of the meter for better results.
- Sparring** Exchange blows with another boxer in Free Sparring to improve your game, or focus in one particular area: Basic Punching, Basic Defense, Advanced Punching, Advanced Defense, and Shift the Momentum.

## CREATE CHAMP

Construct the boxer of your dreams or edit a previously created boxer in Create Champ mode—accessible from the Main menu. Your created champ can fight in Play Now and in Hard Hits mode, but isn't available in Career mode.

## NEW BOXER

From boxing style to head shape, tattoos, and clothing—you can also use the analog sticks to mold your boxer's face and body in great detail—customize your fighter just the way you want.

- Info** Using the on-screen keyboard, personalize your fighter with a first and last name, and select a nickname and hometown.
- Style** Select your stance base style, punch style, and defensive style. Each has its own benefits and weaknesses, so choose wisely.
- Genetics** Pick a skin tone and eye color.
- Physique** Decide on a weight class and personalize your height and weight.
- Head** Design every part of your fighter's head. You can change such things as the shape of his skull and the appearance of his eyes, nose, lips, jaw, and cheeks.
- Features** Choose your boxer's hair style and color. Add facial hair and determine the shape of your fighter's eyebrows.
- Ratings** Customize your strengths and weaknesses by allocating points to each of the ratings. You have a limited amount of points to assign when creating a champ in Career mode.

## LIMITED 90-DAY WARRANTY

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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.

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*Online:* <http://warrantyinfo.ea.com>

*Automated Warranty Information:* You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

#### **EA Warranty Mailing Address**

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

**Package Cover Photography:** Wire Images

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GAME ACCESS CODE:

15170

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## Technical Support Contact Info

**E-mail and Website:** For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

**Mailing Address:** Electronic Arts Technical Support

P.O. Box 9025

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CTS 7 days a week 10am–8pm. If you are under 18 years of age parental consent required.

## Proof of Purchase

EA SPORTS™ Fight Night Round 3

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