

EA
SPORTS™

KNOCKOUT KINGS™

2001

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

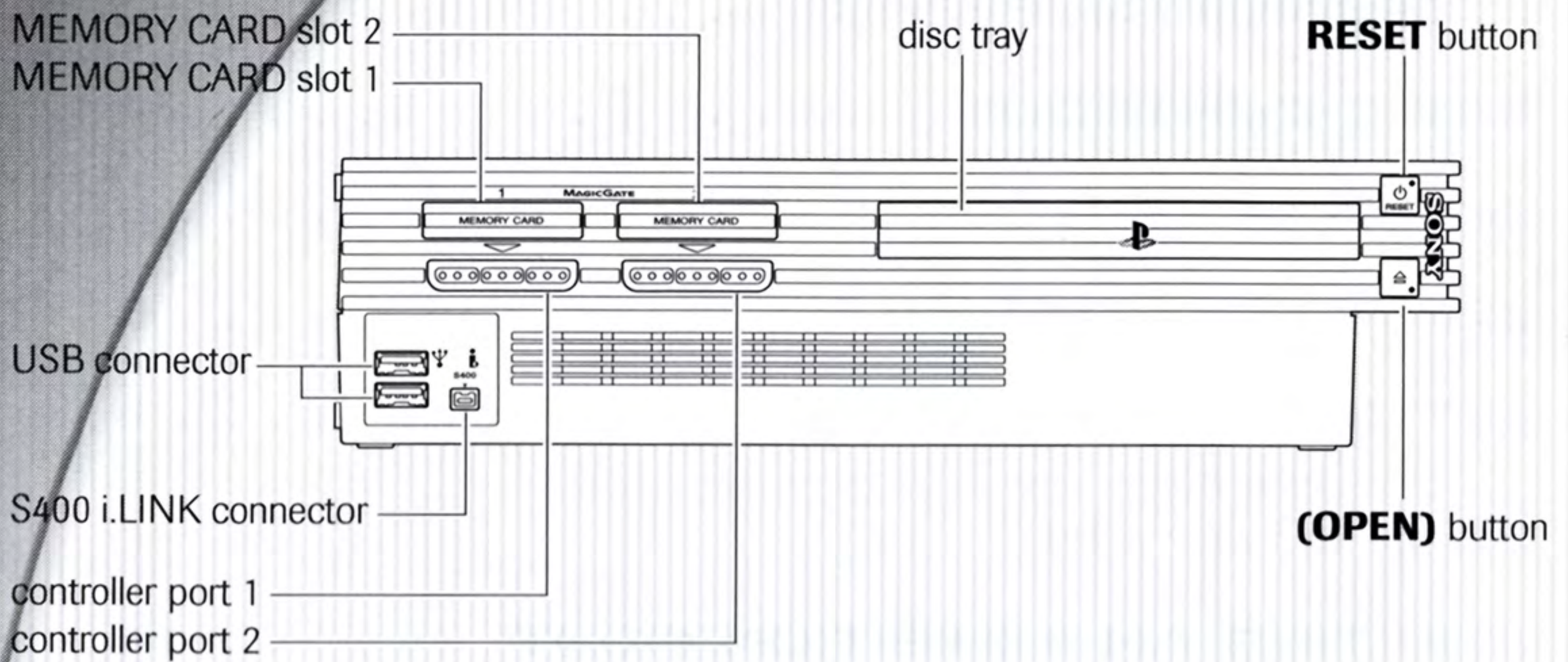
GETTING STARTED	2
COMMAND REFERENCE	3
BASIC CONTROLS	4
INTRODUCTION	5
COMPLETE CONTROLS	6
SETTING UP THE GAME	9
MAIN MENU	9
FIGHTING STYLES	10
STARTING AN EXHIBITION FIGHT	11
INSIDE THE ROPES	12
GAME SCREEN	12
PAUSE MENU	13
CAREER	13
CAREER MAIN MENU	14
OTHER GAME MODES	16
SLUGFEST	16
FANTASY FIGHTS	16
BOXER BIOGRAPHY	17
SAVING AND LOADING	17
CREDITS	18
WARRANTY	19



For more info about *Knockout Kings 2001™* and other titles, check out EA SPORTS™ on the web at www.easports.com.

GETTING STARTED

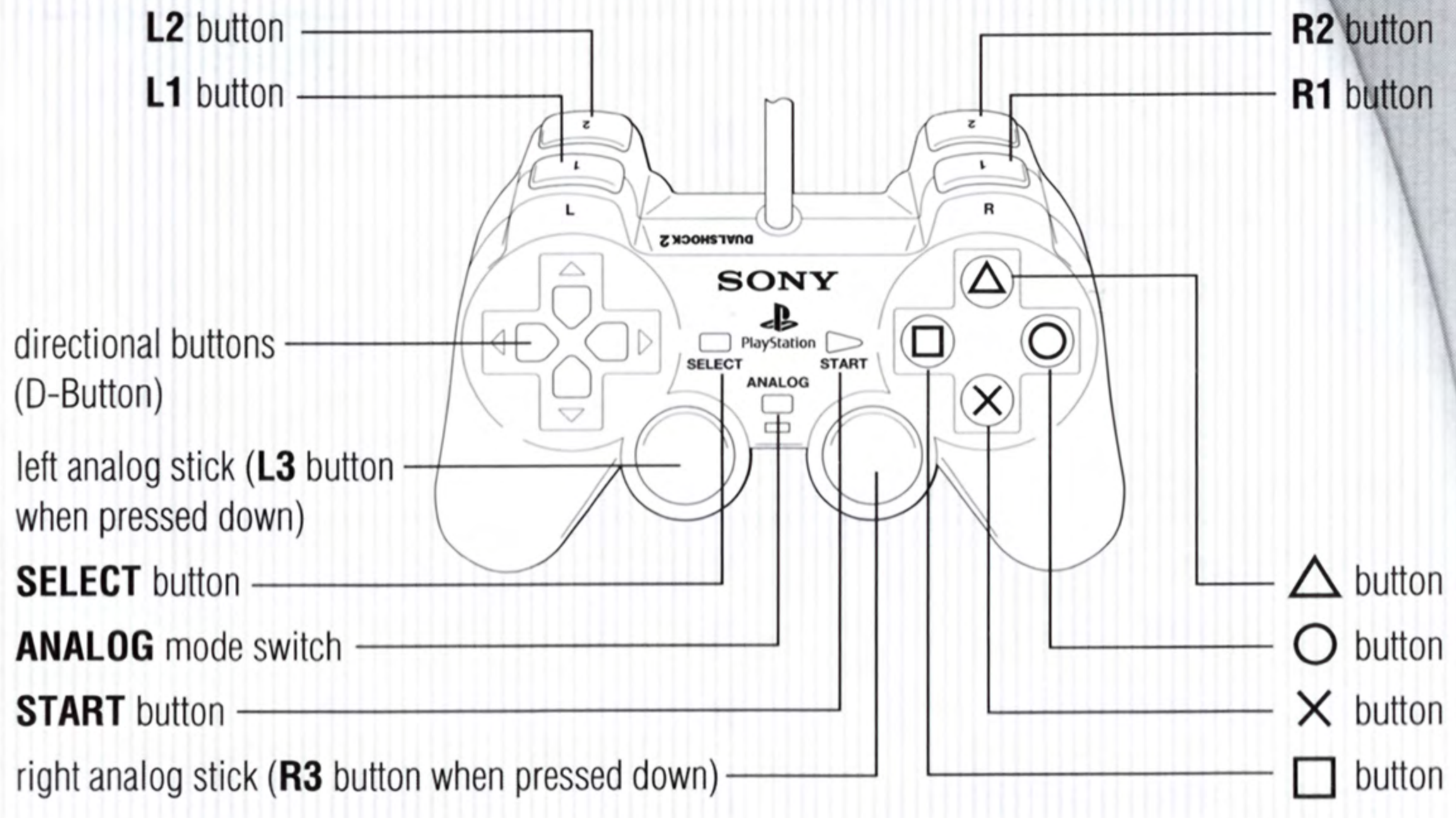
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
- 3.** Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
- 4.** Place the *Knockout Kings 2001* 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



BASIC CONTROLS

Learn these basic moves and come out swinging.

GAME CONTROLS

Move boxer D-Button or left analog stick

Jab ■

Cross/Overhand cross ●

Uppercut/Bolo uppercut ▲

Hook ✕

MENU CONTROLS

Highlight menu items D-Button ↑↓

Cycle choices/Move sliders D-Button ←→

Select/Go to next screen ✕

Return to previous screen ▲

 For a more detailed list of commands, > *Complete Controls* on p.6.

INTRODUCTION

EA SPORTS puts you up against the greats of boxing and doesn't pull any punches. Take on legendary boxers or spar against the stars of today. Whether you're fighting your way up the rankings for a title bout, building the ultimate boxer with Create-A-Boxer, or duking as or against an all-time legend in Fantasy Fights Mode, *Knockout Kings 2001* puts you in the game.

With awesome PlayStation 2 console graphics and gameplay, a killer new soundtrack, the top female boxers, and much more, *Knockout Kings 2001* goes the distance.

FEATURES:

Ultra-Realistic Boxers—Mo-capped moves and amazing graphics put you in the ring like never before.

Female Boxers—The top female boxers, including Mia St. John, Lucia Rijker, and Christie Martin, battle to prove who is the best.

Deeper Interactive Training—Work with your trainer to hone your skills.

More Fighting Styles—In addition to improved Boxer and Slugger styles, EA SPORTS has motion-captured Ali's unique "Freestyle" fighting method. Each style has its own punches, movement, defense, and combinations. Find the style that suits you.

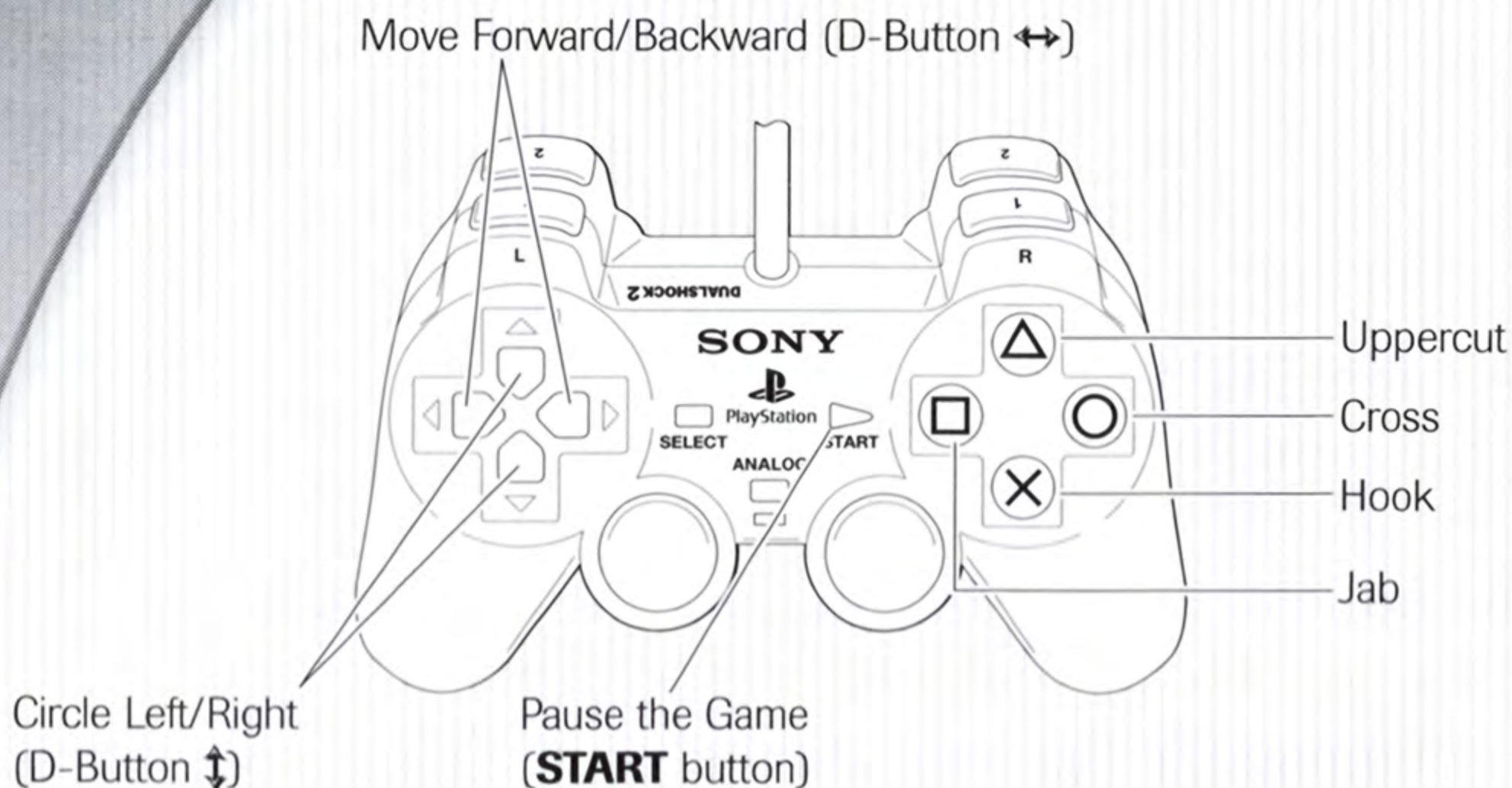
Enhanced Gameplay—Pick your shots with "haymaker" punches and go for the knockout.

Added Boxing Realism—Exciting commentary and analysis from boxing experts Max Kellerman, Al Bernstein, and Teddy Atlas. Referees Mills Lane and Richard Steele call the big fights, and Jimmy Lennon, Jr. is the ring announcer.

COMPLETE CONTROLS

Once you've got the basics down, get these more advanced moves under your belt to master the sweet science.

OFFENSE



Body punch	L2 + any punch button
Block high/low (crouch)	L1/L2
Pause fight	START
Long step forward/backward	R2 + D-Button ↔ (while far from opponent)
Lunge punch to the head	R2 + any punch button (while far from opponent)
Lunge punch to the body	R2 + L2 + any punch button
Haymaker punch to the head	R2 + any punch button (while near opponent)
Haymaker punch to the body	R2 + L2 + any punch button (while near opponent)



NOTE: All moves shown are for a boxer fighting out of the blue corner. For a boxer fighting out of the red corner, the ↔ D-Button controls are reversed.

DYNAMIC PUNCH CONTROL™

Increase your damage potential by unleashing furious combos on the competition. Dynamic Punch Control™ allows you to blend punches together in custom combinations or to fire off a pre-set combo off the cuff.

COMBINATION SETS FOR BOXING STYLES

Each boxing style (► *Fighting Styles* on p. 10) has its own set of combinations reflecting the strengths of the style. Listed below are the combinations for each style.

HEAD	FREESTYLE	BOXER	SLUGGER
■, ■	X	X	
■, ●	X	X	
■, ✕	X		
●, ✕	X	X	X
●, ▲	X	X	X
✕, ✕	X		
✕, ▲	X	X	X
▲, ✕	X	X	X
▲, ▲	X	X	

BODY	FREESTYLE	BOXER	SLUGGER
L2+ ■, L2 + ●		X	
L2+ ●, L2 + ✕	X	X	X
L2 + ✕, L2 + ●	X	X	X
L2 + ✕, L2 + ✕	X	X	
L2 + ✕, L2 + ▲	X	X	X
L2 + ▲, L2 + ✕	X	X	X
L2 + ▲, L2 + ▲	X	X	X


HEAD, BODY

●, L2 + ✕	X	X	X
-----------	---	---	---


BODY, HEAD

L2 + ✕, ✕	X	X	X
-----------	---	---	---


↪ To throw a custom combination, press a punch button (■, ●, ✕, or ▲) and then quickly press another punch button that is available for that fight style.

-  Punches can be linked to allow up to four punches in a combination. A Free-Stylist could throw a jab, jab, jab, cross combination by quickly pressing ■, ■, ■, ●.

SIGNATURE MOVES

- ➔ To execute your boxer's signature move, press ● + ▲.
-  Your career boxer does not start with a signature move, but earns one as his career progresses.

AUTO COMBOS

- ➔ To unleash an automatic combination, hold **R1**, then press any punch button repeatedly. The combination is based on the punch button pressed.
-  There are eight possible auto combos, four launched from a standing position and four from the crouched position.

POWER PUNCHES (SLUGFEST MODE ONLY)

Power punches can be thrown only when the power meter is full (➤ *Slugfest* on p. 16).

- ➔ To throw a power-lunging-uppercut to the head, press ✕ + ■.
- ➔ To throw a power-lunging-cross to the body, press **L2** + ✕ + ■.

DEFENSE

Bob left/right	L1 + D-Button ⇕
Lean back	L1 + D-Button ←
Weave left/right	L2 + D-Button ⇕
Push	R1 + R2 + D-Button →
Head feint	✕ + ●
Body feint	L2 + ✕ + ●

- ➔ To punch while blocking, press and hold **L1** or **L2** + any basic punch button.

CLINCH MOVES

Clinch moves are designed to help you escape a clinch and/or punish your opponent while in the clinch—using any means necessary.

Clinch	L1 + R1
Inside rear hook to head	■
Inside rear uppercut to body	●

Escape a clinch	Tap X rapidly
Head-butt (illegal)	R1 + R2 + ▲
Rabbit punch (illegal)	R1 + R2 + ■
Kidney punch (illegal)	R1 + R2 + X or ●

TAUNTS AND ILLEGAL MOVES

Taunt	SELECT
Head-butt	R1 + R2 + ▲
Elbow	R1 + R2 + ■
Low blow/shoulder butt (for female boxers only)	R1 + R2 + X
Kidney punch	R1 + R2 + ●

SETTING UP THE GAME

Choose your game mode and fighting style, set your options, and head for the ring.

MAIN MENU

From the Main menu, you can get straight into the ring, select an advanced game mode, adjust options, set the rules, or see what's happening with EA SPORTS.



Get the inside scoop on EA SPORTS

Get into the ring and get it on

Choose a game mode

Set the rules, adjust your audio/video settings, access a MEMORY CARD (8 MB) (for PlayStation 2)

OPTIONS MENU



NOTE: Default options are listed in **bold** in this manual.

RULES

Select Difficulty (EASY/**NORMAL**/HARD), Number of Rounds (1-15; **12** is the default), Time (REAL TIME/**DOUBLE TIME**), Saved by the Bell (YES/**NO**), 3 Knockdown TKO (**YES**/NO), Flash Knockdowns (**YES**/NO), and Variable Knockdowns (**YES**/NO).



A boxer can be saved by the bell only at the end of the final round.

AUDIO/VIDEO

Set Output (**STEREO**/MONO), SFX & Music volumes, Slugfest Music, Fight Commentary, Pre-fight Introductions, and Round Intermissions.

CONTROLLER

Toggle vibration and autoblocking **ON**/OFF.

MEMORY CARD

Delete, save, and load options or restore defaults.

FIGHTING STYLES

Knockout Kings 2001 has three fighting styles: go the traditional route and choose boxer style, don't pull any punches with slugger style, or duke it out with Ali's freestyle. Experiment with different styles to see which one suits your playing the best.

BOXER

The classic boxing style. This boxer keeps his arms up at all times and throws punches from that position. He throws most of the standard boxing punches and has a good selection of combinations to choose from.

SLUGGER

Sluggers are all about big punches. The slugger's punches do more damage than a boxer's, but they take longer to throw. The slugger style has less of a selection of combinations to choose from.

FREESTYLE

Fight like Ali. The footwork is on the toes, almost dance-like. His hands are relaxed and at his side, but come up quickly to parry or attack. The freestyle is most similar to the boxer style but has different combinations available.


STARTING AN EXHIBITION FIGHT

It's time to step into the ring and face the music. This is your chance to cut your teeth before launching into a career. Fight as your favorite boxer and prove you can handle the pummeling.

QUICK START


To get into the ring *now*, without messing with the details, choose **PLAY NOW** from the Main menu.

To start an Exhibition fight:

1. From the Main menu, select **MODES**. The Game Modes menu appears.
 2. Choose **EXHIBITION**. The Select Weight Class screen appears.
 3. Press the D-Button \updownarrow to select either lightweight, middleweight, heavyweight, or female. The Select Boxer screen appears.
 4. To choose a boxer, press the D-Button \leftrightarrow until your boxer is shown. Press **X** to select that boxer. Press the D-Button \leftrightarrow to choose an opponent, then press **X** to advance to the Select Venue screen.
 -  To play a 2-Player bout, the second user must press **START** on the controller plugged into Controller port 2.
 5. To select an arena, press the D-Button \leftrightarrow and press **X** when your arena is shown to advance to the Controller Select screen.
 6. To choose a controller, press the D-Button \leftrightarrow and position the controller icon under your boxer. Then press **X** to confirm and advance to the ring.
- \rightarrow To toggle autocombos **ON/OFF**, press **■**.
- \rightarrow To skip the introductions and get straight to the fight, press **START**.

PENALTIES/STOPPAGES

The big differences between the Slugfest (\triangleright p. 16) and the Exhibition modes are penalties and stamina. In Exhibition mode, watch the low blows, kidney punches, etc. If the ref catches you, he'll warn you at first and then penalize you with each following infraction. Rack up too many penalties and he'll disqualify you.

-  The ref can also stop the fight if a boxer is cut and bleeding too much.
- \rightarrow To set the length of an Exhibition bout, select **OPTIONS** from the Main menu, go to **RULES**, then set the Number of rounds.

INSIDE THE ROPES

Swinging wildly won't win you any titles. Develop a solid strategy based on your strengths and weaknesses but be ready to adapt it to accommodate your opponent's strengths and weaknesses. Don't be afraid to pull a trick out of your hat once in a while. During the fight, keep a clear head, listen to your corner man and keep an eye on your health and stamina meters.

GAME SCREEN

Stamina Meter:

the Stamina Meter shows how much gas you have left in your tank. Get in the yellow and your boxer is slower and does less damage.




Health Meter:


The more energy you have, the less likely you are to drop

Round Counter


Clock

 **Power Meter** (Slugfest only): The Power Meter records your landed punches.


FIGHT TO THE FINISH

 **End Of Round:** At the end of each round, a round intermission plays, showing round highlights, boxer corners with scorecard updates, and ring card girls.

➔ To go directly to the next round, press **START**.

 **Knockdown/Out:** When a fighter gets knocked down, the referee begins the 10 count.

➔ To pick yourself up off the canvas, tap **X** repeatedly. Fill the knock-down meter before the 10 count and you're back in, for better or worse.

 **End Of Fight:** After the judges tally the final scores, the winner is announced. The Final Stats screen then appears, displaying the final punch totals for the bout. Following the Final Stats screen, you return to the Main menu.

PAUSE MENU

The Pause menu allows you to change the fight camera angle, view a replay of the last few blows, or stop the fight.

↪ Press **START** to access the Pause menu.

RESUME FIGHT	Get back in the ring and continue fighting.
CAMERA	Select a camera angle from which to view the fight.
INSTANT REPLAY	See exactly where that punch came from.
REVIEW STATS	Check out the current fight stats.
CPU/PLAYER SELECT	Toggle Player/CPU control for each fighter (except in Career Mode).
SLUGFEST MUSIC	(Slugfest only) Choose a tune to fight to.
THROW IN THE TOWEL	Stop the fight and return to the Main menu.

↪ Press **START** to return to the fight.

CAREER


Once you've polished your skills and have a solid arsenal of moves at your disposal, it's time to quit your day job and take on the pros. Build a boxer from the ground up and work your way up the ranks to take a shot at the title.

To start a career:

1. Choose Career from the Game Modes menu. The Career pop-up menu appears.
2. Choose a NEW career. The Name Boxer screen appears.
↪ Choose LOAD to access a previously saved career or CONTINUE to return to a career from the current play session.
3. To select a letter, press the D-Button to highlight a letter and then press **X** to confirm it. Continue this process until your boxer's name is spelled out, then highlight END to advance to the CHOOSE GYM screen.
4. To choose a gym, press the D-Button **↔** until you see the gym you want. When the gym you want is on the screen press **X** to advance to the Select Trainer and Cut Man screen.
5. To choose your trainer and cut man, press the D-Button **↔** and press **X** when the personnel of your choice appears.

↪ To toggle between trainer and cut man, press the D-Button ↑↓.

6. You are now at the Set-up screen where you can change the Nickname, Class, Height/Reach, Weight/Damage and attributes of your boxer. To allocate the 150 attribute points between the six skills, press the D-Button ↑↓ to select a particular attribute and press the D-Button ←→ to change points allocated.

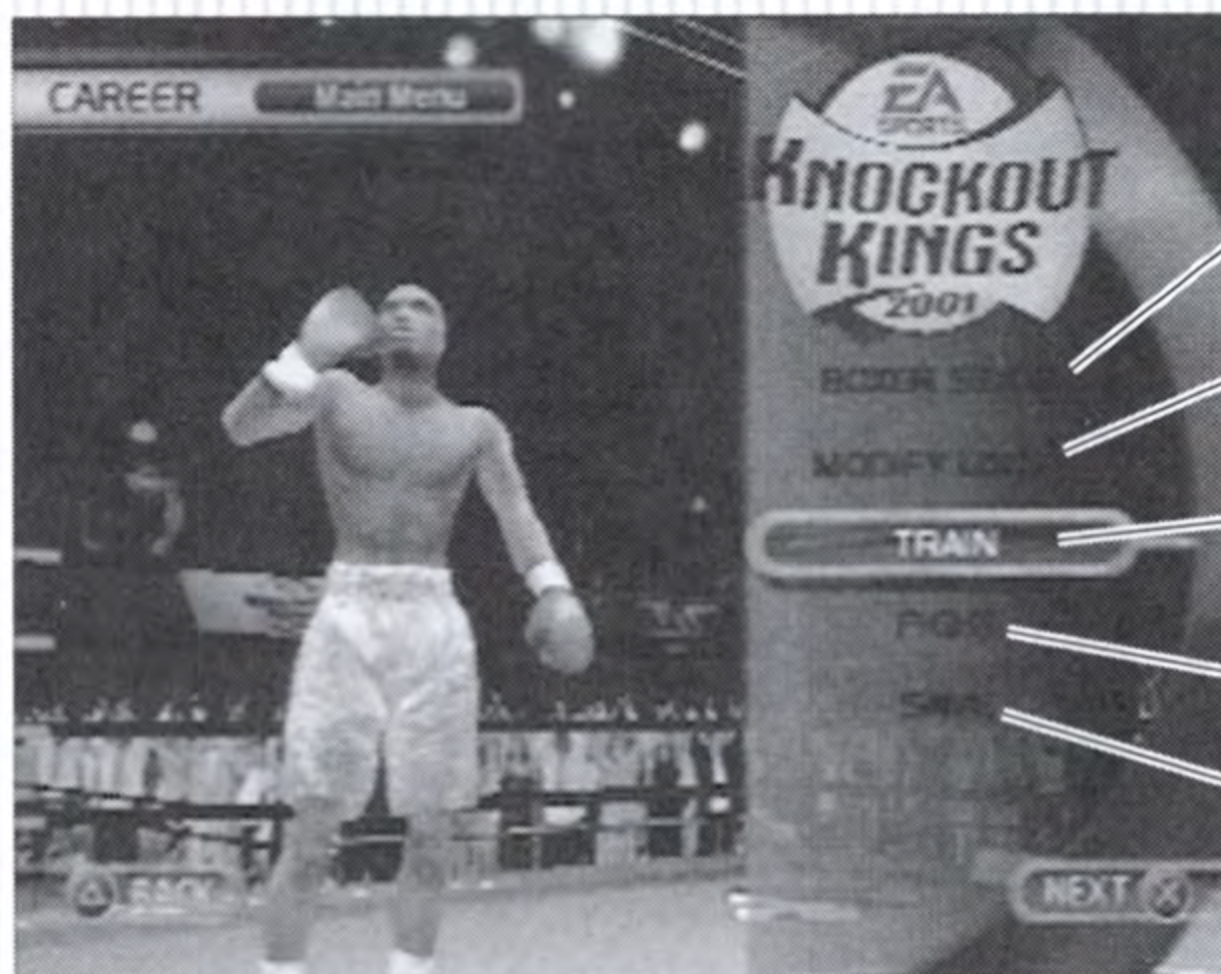
 There are six boxer skill categories: Power, Speed, Stamina, Chin, Heart, and Cuts. (▶ *Boxer Skills* on p. 15)

7. Press ✕ to advance to the Style screen where you can adjust the attitude and look of your boxer. Then press ✕ to continue to the Career Main menu.

↪ To randomly distribute your boxer's attribute points, highlight RANDOMIZE and press ✕.

CAREER MAIN MENU

The Career Main menu is control central. Access stats, do some training, or change the look of your created fighter.



Review your boxer's stats

Change the look of your boxer

Improve your moves

Go to the ring


Save your boxer's progress.

TRAINING

Get some pointers from your trainer and polish your skills.

To train:

1. From the Career Main menu, choose TRAIN.

 You may only train once between fights.

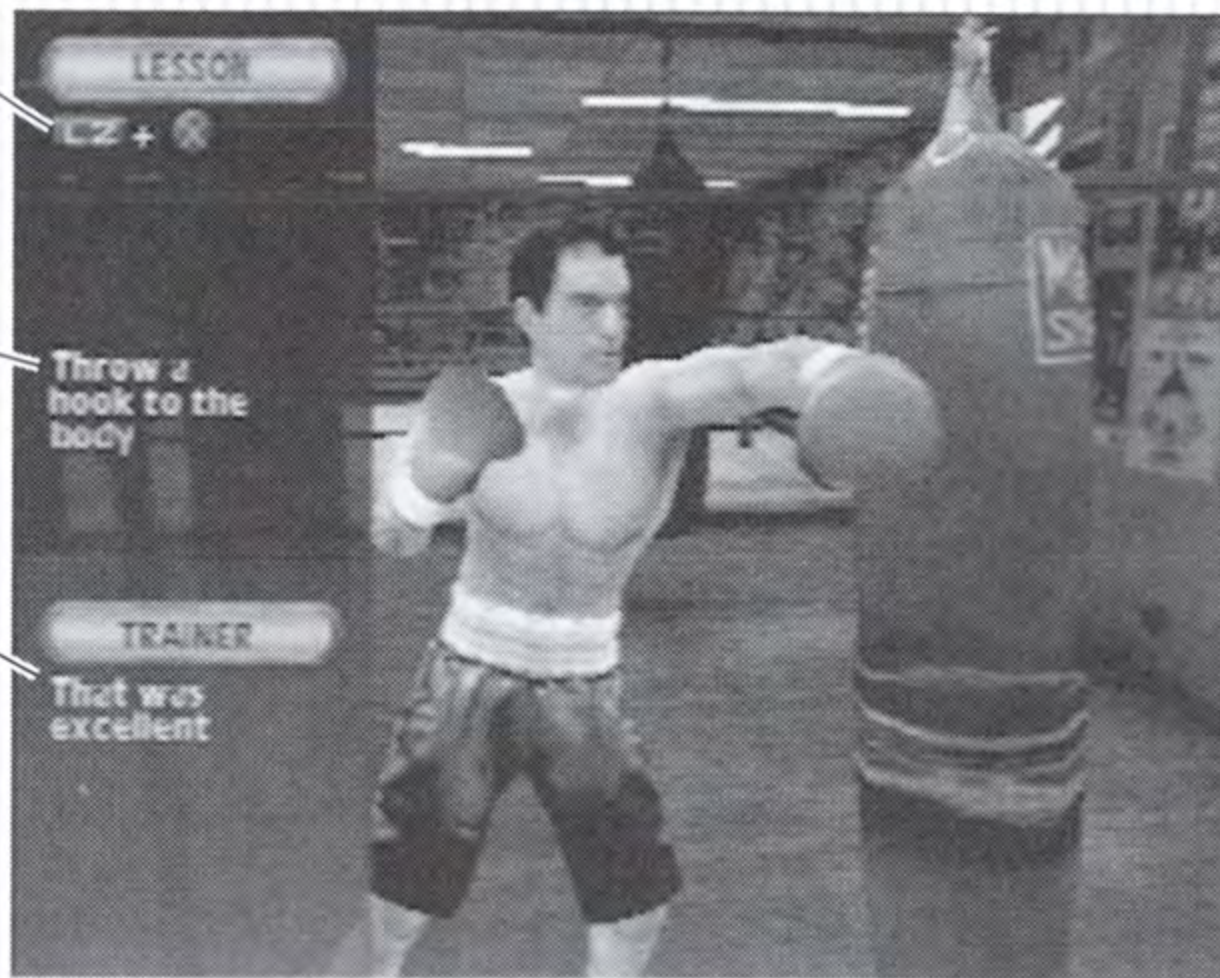
2. Read the instructions on the pop up menus and press ✕ to practice.

3. The Training screen appears. Read the top left box of the screen to see what the lesson is for or to see what button combination your trainer is asking for. The bottom left box shows your trainers comments.


The current button combination for this lesson


Follow your trainer's instructions

See what your trainer has to say about your performance



4. When you finish your session, a pop up appears with your trainer's assessment of your efforts. You may also have earned points depending on how hard you trained. If you earned points, these can be immediately distributed between your boxer skill categories.

 If your trainer tells you that you did a "good job," you get 10 points. If he cautions you to "train harder," you get five.


 You lose any bonus attribute points which you do not allocate.

FIGHT


Take yourself into the ring and climb those rungs up the ladder toward a championship bout.

To start a fight:

1. To get to the main event, choose FIGHT from the career main menu. The Select Fight screen appears.

 If you skipped training, you do not receive all bonus skill points.

2. To choose a fight, press the D-Button  until your desired fight is highlighted and then press **X**. The Controller Select screen appears.

3. Proceed through the Controller Select screen as you would in an Exhibition fight ( p. 11) and advance to the ring.

BOXER SKILLS

POWER

Determines the strength of a boxer's punches.

SPEED

Determines the speed of a boxer's foot movement and the speed of a boxer's punches.

STAMINA

Determines how quickly and how well a boxer's stamina meter recovers.

CHIN

Determines the ability of a boxer to take a punch. A higher chin rating reduces the damage effect on a boxer.

HEART

Gauges how quickly the boxer's health recovers. Also affects how determined a boxer is to get up after a knockdown.

CUTS

Players with low cut ratings are more likely to bleed during a bout and are susceptible to losing by TKO despite having high Health and Stamina levels.

AFTER THE BOUT

At the end of a fight the Career menu appears. You can train, check out your boxer's stats, modify his look, save him to a MEMORY CARD (PS2), or advance to the next fight.

- ➔ To read through all of your instructions, press **X** and the next part of the instructions pops up.
- ➔ When you're ready to go at it again, choose FIGHT from the Career menu. The Select Opponent screen appears.

OTHER GAME MODES

From the Game Modes menu you can choose a slugfest, go up against a legend, or get the scoop on a boxer.

SLUGFEST

Choose your fighter, select your opponent, and go for it. No rules. No waiting. No mercy!

To begin a Slugfest:

1. From the Modes menu, choose SLUGFEST. The Slugfest Fighter Select screen appears.
2. Continue through setup and choose a boxer and an arena as you would in an Exhibition fight (➤ *Starting an Exhibition Fight* on p. 11).

FANTASY FIGHTS

Ever wish that Ali could fight Rocky Marciano? Now you can see how the matchup might have turned out with Fantasy Fights.

To start a Fantasy Match-Up:

1. From the Modes menu, choose FANTASY MATCH-UP. The Fantasy Match-ups screen appears.

2. To choose a Fantasy Match-Up, press the D-Button \leftrightarrow and press \times when the desired bout is displayed. Press \blacksquare to read the pre-fight press conference.

BOXER BIOGRAPHY

Get the background on all the fighters in the game.

To access Boxer Bios:

1. From the Main menu, choose MODE. The Mode screen appears.
2. To view Boxer Bios, press the D-Button \updownarrow to highlight that choice and press \times .

\rightarrow To change boxers, press the D-Button \leftrightarrow .

\rightarrow To scroll through the biography of selected boxer, press \times .

SAVING AND LOADING


When you've climbed up the ladder and vying for the title, you don't want to start back at ground zero. Save your created boxers and careers to a MEMORY CARD (PS2) and continue earning your place in boxing history.

To save your created boxer:

1. At the Career menu, choose SAVE.
2. Press the D-Button \updownarrow to select the MEMORY CARD (PS2) to which you want to save and press \times .

To load a saved boxer:

1. At the Career menu, choose LOAD.
2. Press the D-Button \updownarrow to select the MEMORY CARD (PS2) which contains your saved boxer.
3. Press the D-Button \updownarrow to highlight a saved boxer and press \times to continue your career where you left off.

 Created boxers cannot be used in any other game mode other than Career. But uncover hidden boxers to use in other game modes.



NOTE: Never insert or remove a MEMORY CARD (PS2) when loading or saving files.

CREDITS

BLACK OPS ENTERTAINMENT

Producer: John Botti

Development Director: David Broadhurst

Associate Producer: Kirk Lambert

Line Producer: Jessica Budin

Lead Programmer: David Broadhurst

Senior Programmers: Heather Barclay,
Steve Batiste, Kelly McCarthy

Programmer: Keith Thompson

Jr. Programmer: Jesse Burneko

Art Director: Jon Bailey

Lead Animator: Jason Greenberg

Animators: Robert Coddington,
Brian Sanchez

Senior Artists:

Brad Grace, John McGinley

Artists: Mike Friedrich, Kevin Cunningham,
Huan Phan, Jay Racelis, Milton Mariscal

Shell Design/Lead Artist:

Michelle Perone

Shell Artist: Henry Ji

Additional Art: Willy Aguilar, Dexe Dorris,
Vince Arroyo, Cris St. Aubyn, Andrew Hsu

Audio: Tommy Tallarico Studios

Sound Designer: Joey Kuras

Testers: Jef Sedivy, David Baker

EA SPORTS

Design Team:

Erik Wahlberg, Alex Di Ricco

Commentary Design/Scripting:

Richard Beresh

Executive Producer: David Demartini

Producer: Ted Fitzgerald

Associate Producers: Erik Wahlberg,
Alex Di Ricco, Richard Beresh

Assistant Producer: Mickey Colombo

Sound Track Supervisor: Randy Eckhardt

Audio: Tommy Tallarico Studios,
Murray Allen, Rob Hubbard, Ken Felton,
Burke Trieschmann, David Whittaker,
Marc Farly, David O'Neal

Testing Manager: David Jimenez

Lead Tester: Daniel Hiatt

Co- Lead Tester: Ian Blas

Assistant Lead Tester: James DeGuzman

Testers: Zach Mumbach, Dave Choe,
Lenny Castillo, Aaron Hydrusko,
Anthony Duong, Gary Rondez, Kevin Luis

Product Manager: Amy Bartlett

Documentation: Jessica Poorée

Documentation Layout: Corinne Mah

Package Design: POPGUN Design

Package Project Management:
Cole Bronn

Package Illustration/Photography:

Al Bello, Allsport Photography

Package Art Direction:

EA Creative Services

Director of Athlete Relations:

Sandy Sandoval

Music Licensing: Beverly Koeckeritz

Customer Quality Control:

Darryl Jenkins, Tony Alexander,
Anthony Barbagallo, Dave Kellum,
Dave Knudson, Micah Pritchard,
Benjamin Smith, Andrew Young



WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

EA WARRANTY CONTACT INFORMATION

Email: warranty@ea.com

Web page: techsupport.ea.com

Phone: (650) 628-1900

Fax: (650) 628-5999

EA Warranty Mailing Address

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, California 94063-9025

NEED A HINT?

Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). \$0.95 per minute.

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

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

If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call EA's Hints & Information Hotline for hints, tips, or codes.**

EA Tech Support Fax: (650) 628-5999

EA TECH SUPPORT CONTACT INFO

E-mail: support@ea.com

Web Page: techsupport.ea.com

FTP Site: ftp.ea.com

Fax: (650) 628-5999

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

In Australia, contact:

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

In the United Kingdom, contact:

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

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

Software and documentation © 2001 Electronic Arts Inc. All rights reserved.

Knockout Kings, EA SPORTS, the EA SPORTS logo, Dynamic Punch Control, and "if it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries.

Muhammad Ali provided courtesy of G.O.A.T., Inc..

Madison Square Garden® is a registered trademark of Madison Square Garden, L.P.

"PlayStation" and the "PS" family logos are registered trademarks and DUALSHOCK is a trademark of Sony Computer Entertainment Inc.

Dolby and the double-D symbol are trademarks of Dolby Laboratories

EA SPORTS™ is an Electronic Arts™ brand.

All other trademarks are property of their respective owners.

EA SPORTS would like to give a special thanks to MECCA USA for helping to bring ASHY KNUCKS to life in this game and in the world.

**PROOF OF PURCHASE
KNOCKOUT
KINGS 2001**



0 14633 14231 0

EXPERIENCE IT LIVE



> FEATURES

Control The Paint



> CUTTING-EDGE GRAPHICS

Basketball as realistic as ever seen in a video game. Arenas and players so real you'll think you're watching the game LIVE.

> COMPLETE LOW POST CONTROL

Battle to back down a defender and then select from a variety of post moves, including up-and-under, jump hook, turn-around and fade-away jump shots.

> NEW PLAYER INTERACTIONS

Player personalities and emotions come alive on the benches and on the court—players contest calls, celebrate key scores, encourage teammates, and more.

> LEGENDARY PLAYERS

Take on Michael Jordan and other NBA legends 1-on-1 or 5-on-5.

> NEW SOUNDTRACK FEATURING MONTELL JORDAN

Platinum recording artist highlights another stellar LIVE soundtrack.

Take It Outside



Jam With Authority



Awesome Moves



easports.com

Electronic Arts, 209 Redwood Shores Pkwy., Redwood City, CA 94065. © 2000 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA SPORTS™ is an Electronic Arts™ brand. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2000 NBA Properties, Inc. All rights reserved. All other trademarks are the property of their respective owners. Licensed for play on the 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 trademark of the Interactive Digital 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. U.S. AND FOREIGN PATENTS PENDING. 1423105

