



PRIDE FC

FIGHTING CHAMPIONSHIPS



MATURE
M
CONTENT RATED BY
ESRB

**INSTRUCTION
MANUAL**

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

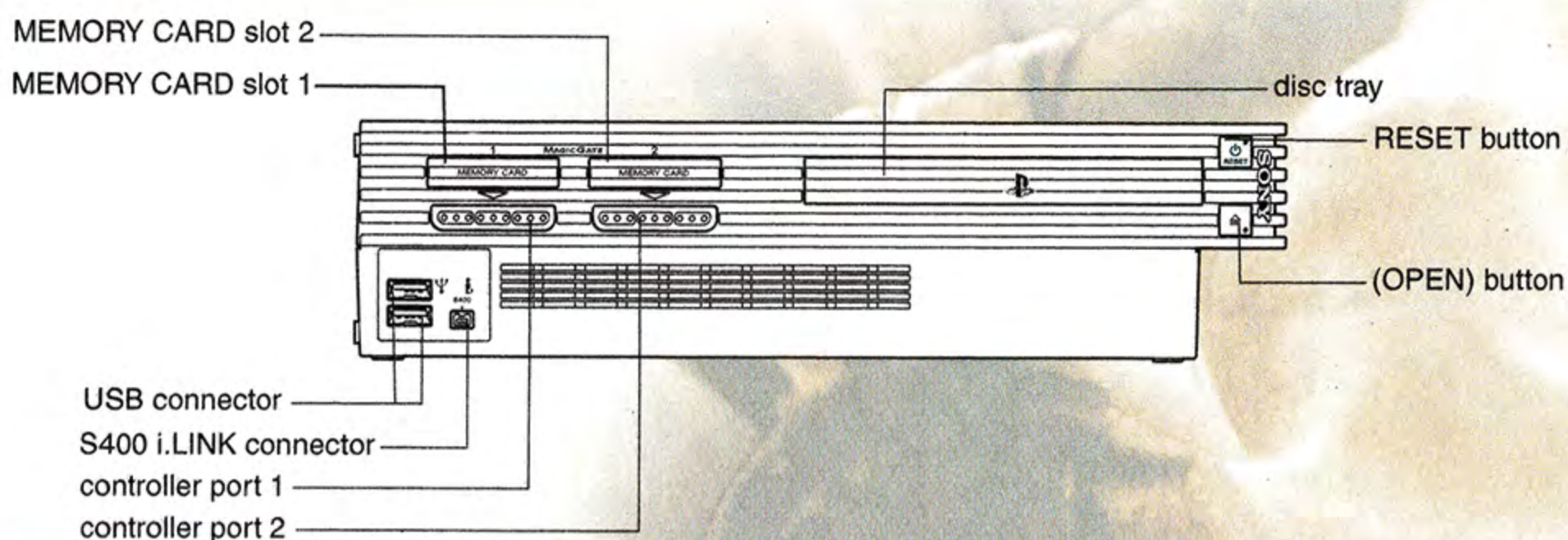
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



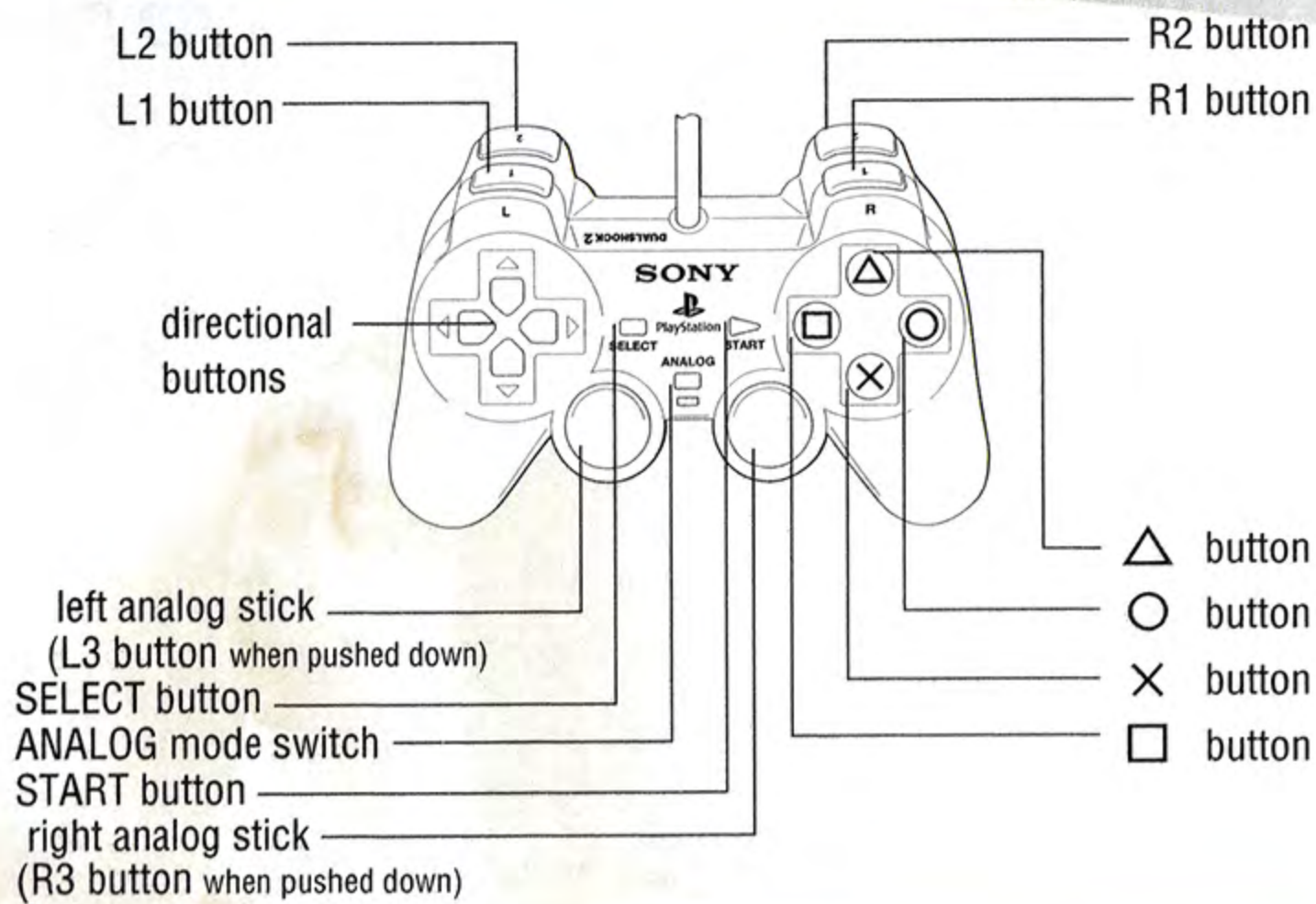
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray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

Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

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

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

Menu Controls

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

Fighting Controls (Standing)

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

Takedown/grappling

△ button + ○ button

Taunt/feint

□ button + ○ button

Reverse/counter a punch

□ button + △ button

Reverse/counter a kick

× button + ○ button

Reverse/counter
a takedown

□ button + △ button

OR × button + ○ button

Fighting Controls (In Clinch)

Left punch

□ button

Right punch

△ button

Left kick

× button

Right kick

○ button

Takedown/grapple

□ button + × button

Takedown/grappling

△ button + ○ button

Fighting Controls (Standing, Opponent on Ground)

Block strikes

directional button OR
left analog stick
(away from opponent)

Left punch or taunt

□ button

Right punch or taunt

△ button

Left kick

× button

Right kick

○ button

Grapple or special move

□ button + × button

OR △ button + ○ button

Fighting Controls (Scooting on Ground, Opponent Standing)

Move fighter

directional buttons OR
left analog stick

Stand up

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

Block strikes	directional button OR left analog stick away from opponent
Taunt*	□ button OR ▲ button
Left kick	× button
Right kick	○ button
Grab opponent's leg	□ button + × button
Kip up (<i>some fighters only</i>)	□ button + ○ button

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

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

Block strikes	directional button OR left analog stick away from opponent
Change positions*	directional buttons (rapidly) OR left analog stick (recommended)
Left punch	□ button
Right punch	▲ button
Left punch or left kick	× button
Right punch or right kick	○ button
Grapple/go for submission/pass guard or position change/grapple and strike	□ button + × button OR ▲ button + ○ button
Counter punches and reverse into different position	□ button + ▲ button OR × button + ○ button

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

THE GAME SCREEN



Fighter Name

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

Vitality Gauge

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

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

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

GRAND PRIX

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



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

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

Rule Settings

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

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

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

ONE MATCH

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



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

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

SURVIVAL

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



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

CREATE A FIGHTER

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




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



Information

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

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

Parameter

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



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

Moves

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

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



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

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

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

Appearance

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

you switch to the Entrance Appearance submenu (how he looks on his way to the ring).






Choose an appearance category with the **X** button, and then use the up and down directional buttons to see different options

for the category. Use the right and left directional buttons to see the same option in different colors, and make your choice with the **X** button.

BIOGRAPHY

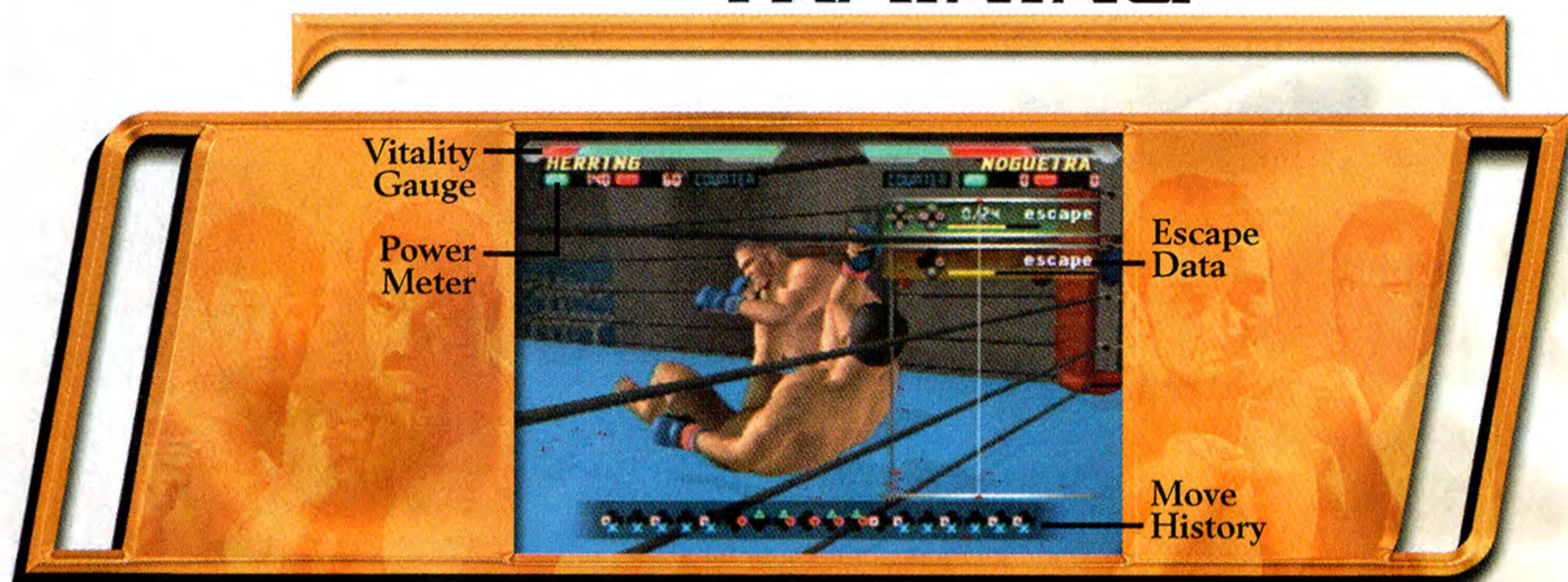
Curious about your next opponent's background? Want to see video footage of your favorite **PRIDE FC™** fighter in action? Select Biography from the Main Menu to advance to the Biography Menu, which has thumbnail portraits of all 25 **PRIDE FC™** fighters.



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



TRAINING



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

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

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

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

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

SAVE & LOAD DATA

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



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



OPTIONS

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



Game Options

There are three options in the Game Options submenu:

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

Button Configuration

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

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


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

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

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

Sound Settings

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

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








Adjust Display

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

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

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

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

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1. Hakan Laid
 "fill me up"

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

2. Plan 9
 "dead boy boogie"

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

3. Shadows Fall
 "of one blood"

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

4. Killswitch Engage
 "Prelude"

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

5. Killswitch Engage
 "Numb sickened eyes"

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

6. No fun at all
 "master celebrator"

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

7. Carvin Knowles
 "ye te hey"

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

8. Hi and Mighty
 "tonites the night"

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

9. Carvin Knowles
 "kilminjaro"

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

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

"You Gotta Let All The Girls"

Written and Performed by Jim Silvers

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

11. Atari Teenage Riot "revolution action"

"Revolution Action"

Performed by Atari Teenage Riot

Written by A. Empire / H. Elias

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

12. Androyd "passing lane"

"Passing Lane"

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

13. 36 Crazy Fists "chalk white"

"Chalk White"

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

Music/Fistcuffs Music c/o BMG Songs, Inc. (ASCAP) © 2002 The All Blacks B.V. Used by Permission of Roadrunner Records

14. Dislocated Styles "fire in the hole"

"Fire In The Hole"

Performed by Dislocated Styles Produced and mixed by Howard Benson Lyrics by Jason Dubree and Brandon Lawson Music by Chuck Epperly, Greg Forney and Joseph Hienl Published by R2 Music/5 Finger Discount Music c/o BMG Songs, Inc. (ASCAP) © 2001 The All Blacks B.V. Used by permission of Roadrunner Records

15. 5 Point O "breathe machine"

"Breathe Machine" Performed by 5 Point O Prodcued and mixed by Colin Richardson Music and Lyrics by Daniel Struble, Sharon Grzelinski, Eric Wood, Sean Pavey, Casey Mejia and Tony Starcevich Published by Five Point 0 Music (ASCAP) © 2002 The All Blacks B.V. used by permission of Roadrunner Records

16. William West "Warrior"

"Warrior" Composed and Produced by Billy West Bill Westmoreland

Music c.2002 Courtesy of AndRoyd Audio

17. Agent Orange "Tiki Ti"

"Tiki Ti"

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

18. Darude "Sandstorm"

"Sandstorm"

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

19. San Quinn "Balled out"

"Balled out"

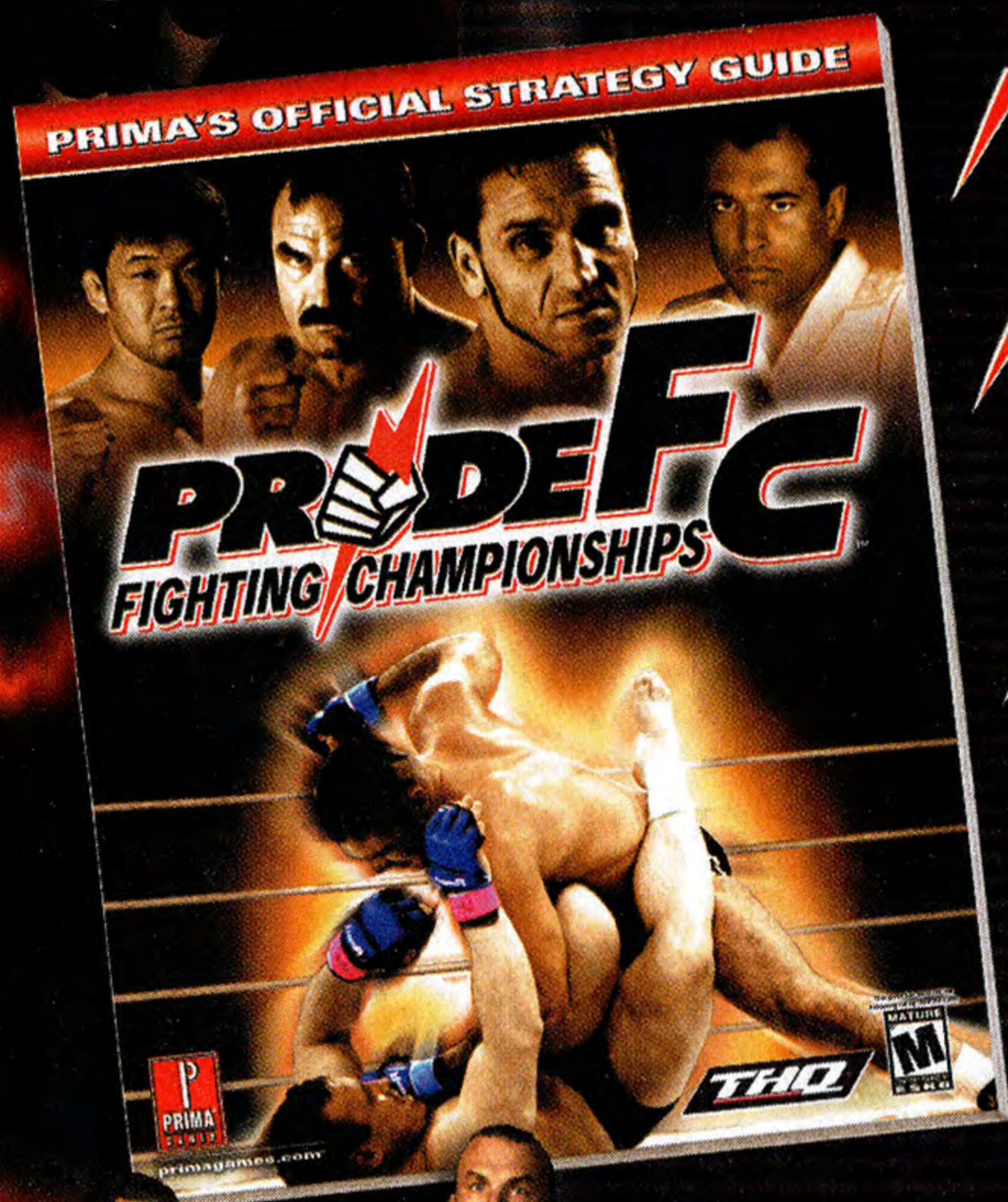
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**YOU'VE GOT THE GAME,
NOW GET THE GUIDE!**



PRIDE FC FIGHTING CHAMPIONSHIPS

Prima's Official Strategy Guide



- Move lists, stats, and bios for every fighter
- No-holds-barred strategies to crush the competition
- Winning combo moves
- Details on every fighting mode
- Tips for creating your own fighter
- Information on each fighting style



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Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **46013**. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.

Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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