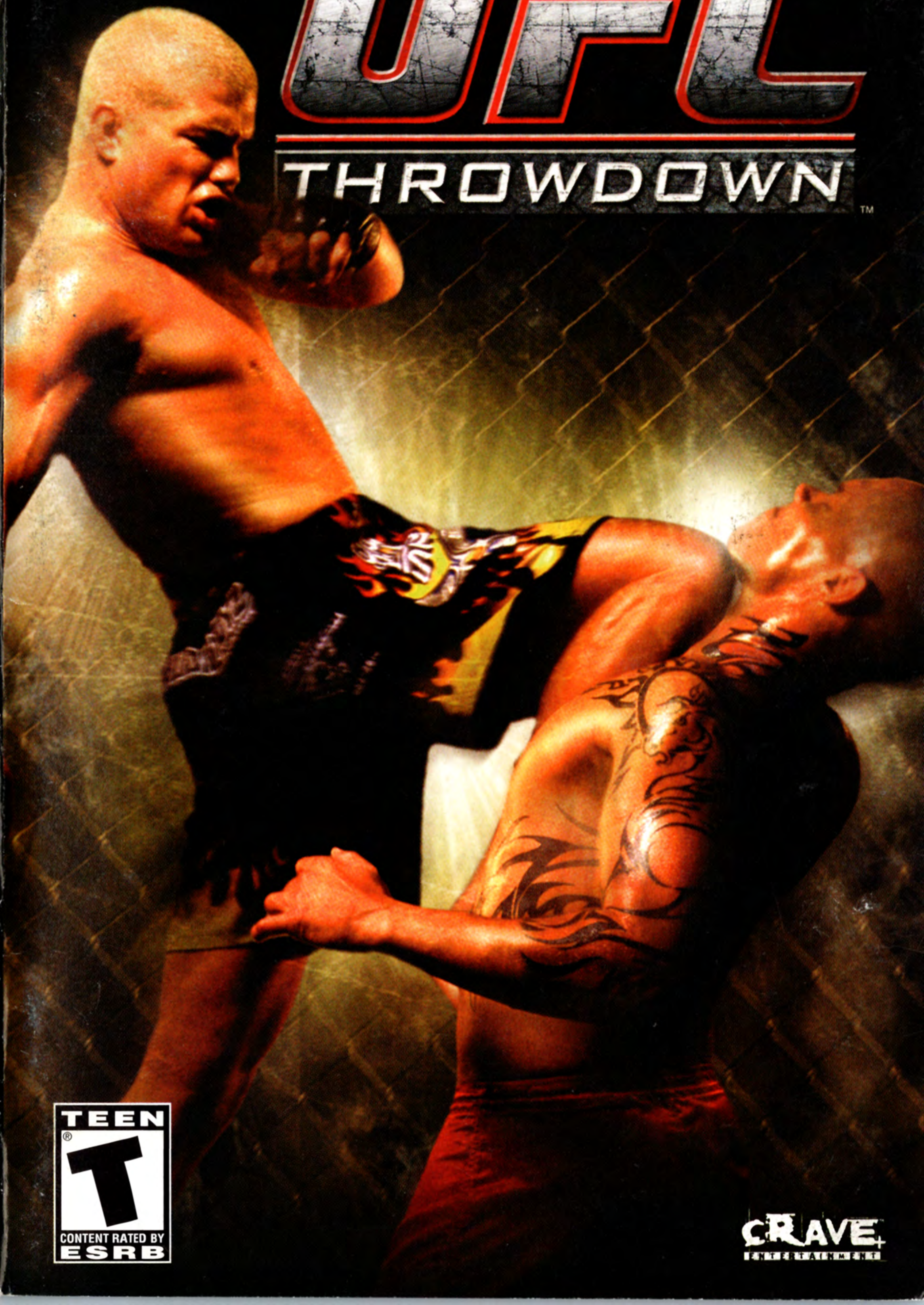


# WFC

## THROWDOWN™



**CRAVE**  
THE NEW & REVOLUTIONARY

**WARNING: READ BEFORE USING YOUR PLAYSTATION<sup>®</sup> 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.

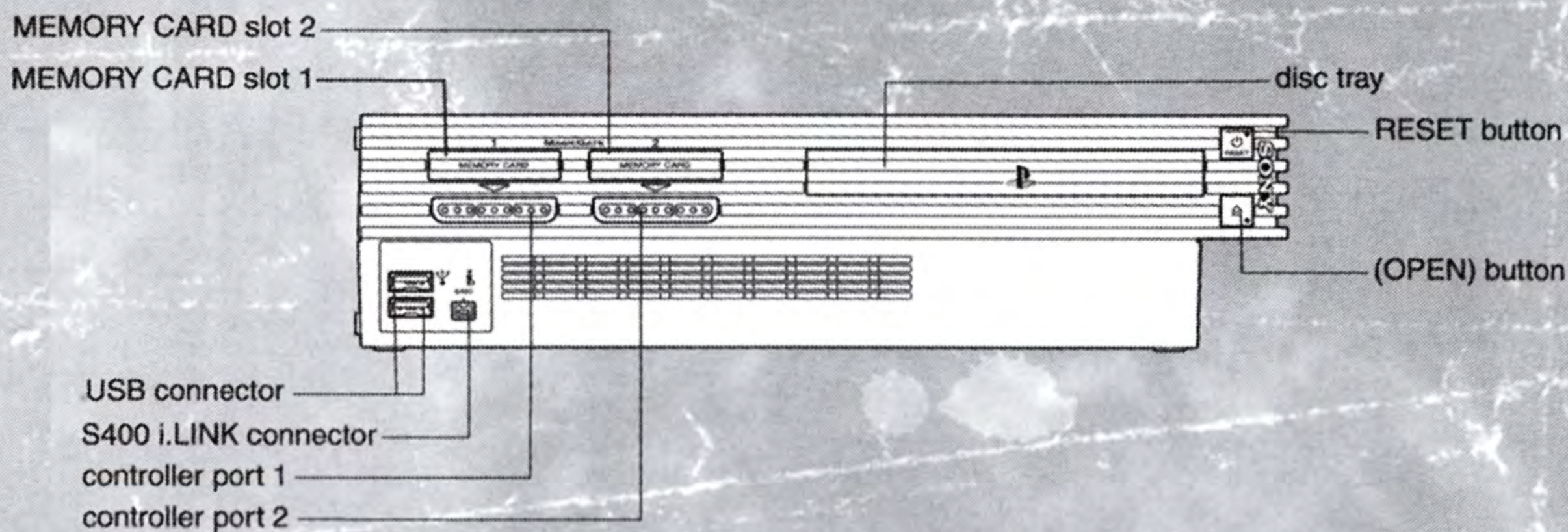
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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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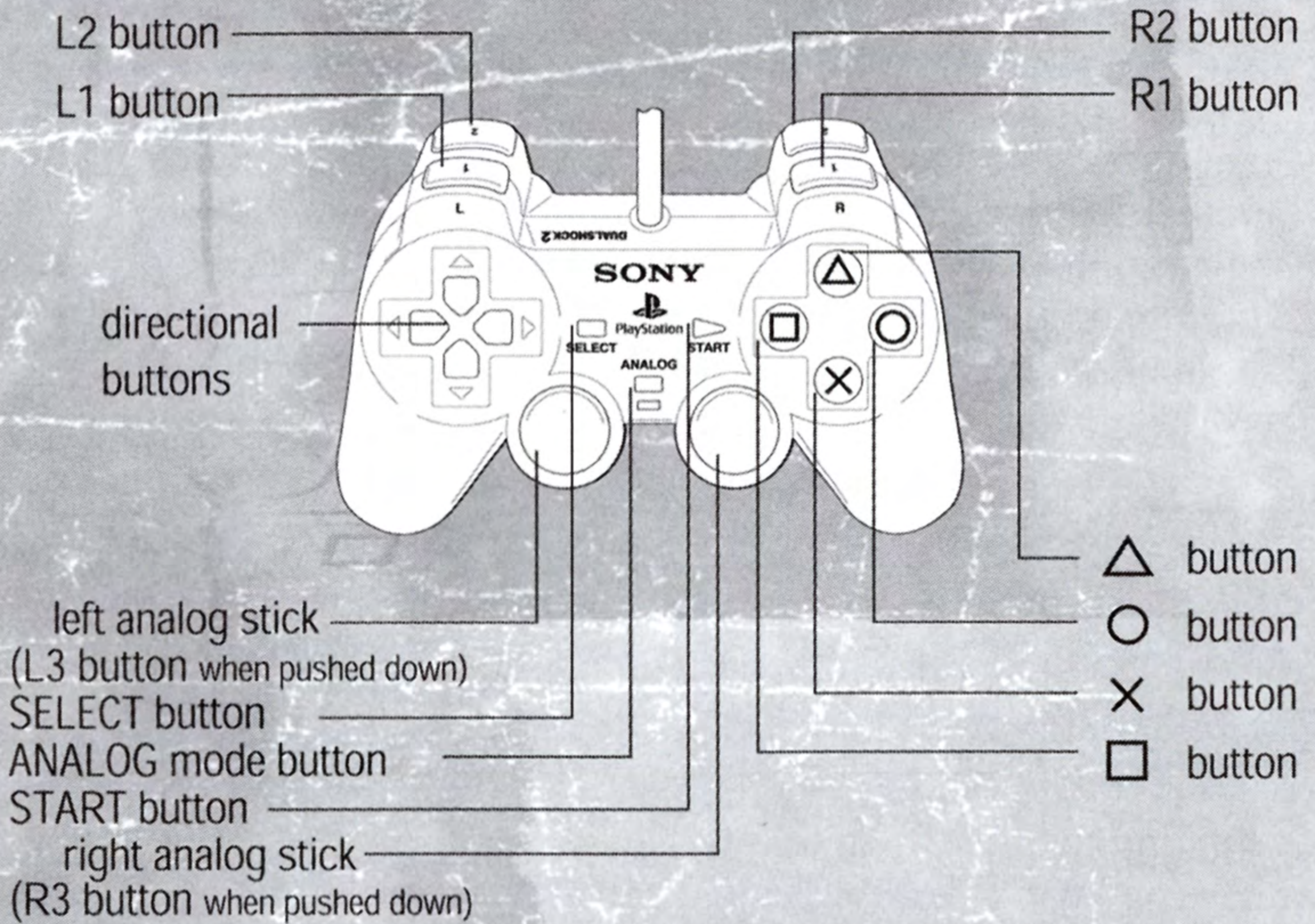
## GETTING STARTED



**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 Ultimate Fighting Championship: Throwdown 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.**

# STARTING UP

## DUALSHOCK® 2 CONTROLLER CONFIGURATIONS



## WHAT IS THE UFC?

The **Ultimate Fighting Championship (UFC)** is a sporting event that brings together the world's most talented **Mixed Martial Arts (MMA)** athletes. The **UFC** was created in 1993 as a made for pay-per-view spectacle to garner worldwide attention. There never was a plan to proceed beyond one or two shows. The idea was to bring together champions of various martial arts and Olympic sports, such as karate, jiu-jitsu, boxing, kickboxing, wrestling, sumo and other disciplines to determine which style would be most successful in a tournament. International support for the event was enormous. What began as a mere spectacle was transformed into one of the world's most entertaining sporting events. Over the course of its nine-year existence and more than 35 events, the **UFC** has become the premier mixed martial arts event in the world, featuring competitors of multiple disciplines in a quest to become an ultimate fighting champion.

## THE GAME

**UFC Throwdown** is a realistic fighting game that places the player in the Octagon to compete in Mixed Martial Arts competitions. This is not your average fighting game. There is no magic. No fireballs. No weapons. No twenty - hit combos. There is only a solitary fighter and his opponent, inside a cage, fighting to determine who will be victorious.

**THESE ARE REAL FIGHTERS. REAL FIGHTING.**

## POSITIONS

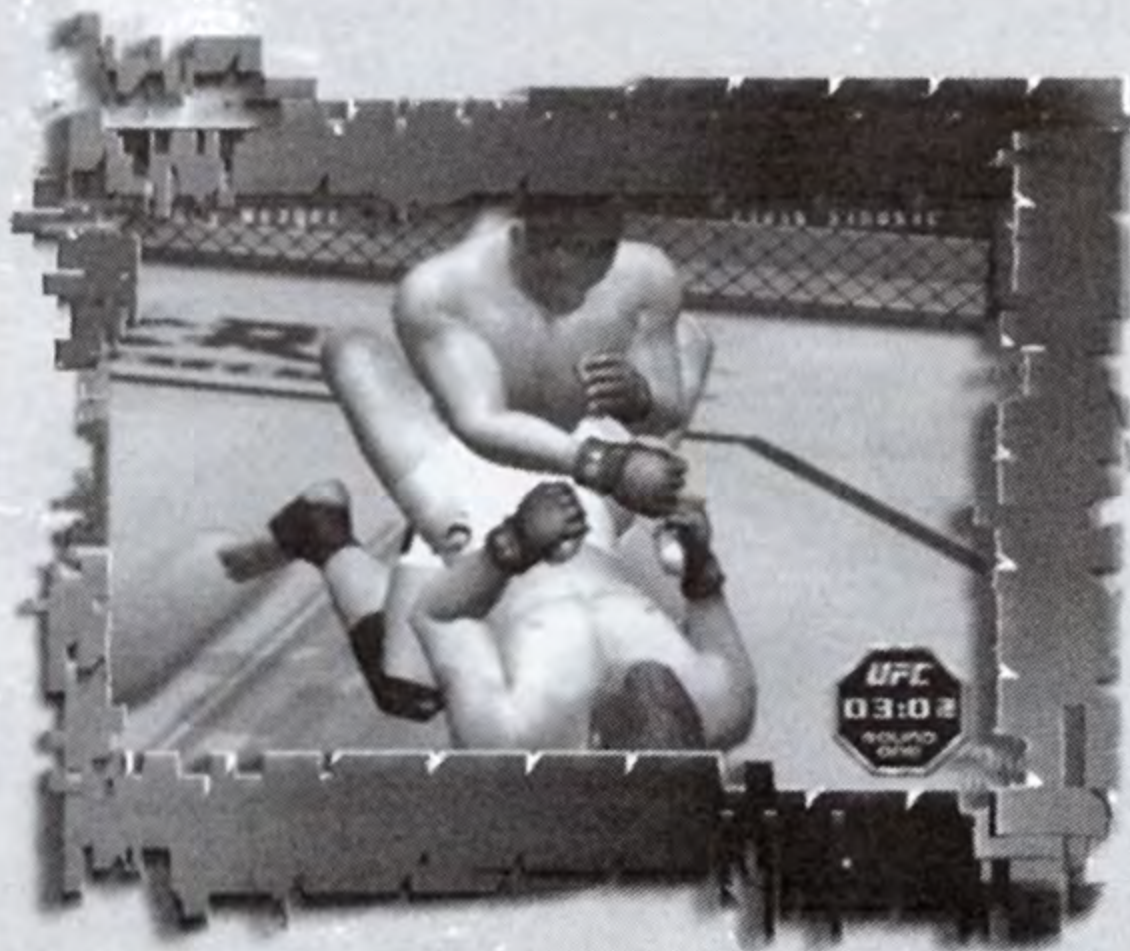
Mixed Martial Arts employs a number of different positions from which the fighter may deliver attacks, or attempt submissions to make the other fighter tapout. UFC Throwdown represents four of the basic positions, the standing position and three ground positions (and their upper and lower positions). Each position offers a variety of advantages and disadvantages to a fighter. Which position a particular fighter is most effective in is highly dependent on his training and style (a few advantages and disadvantages are offered below for reference). These positions are characterized as follows:

**Standing** - Both fighters are standing. From this position, a variety of strikes can be launched or a fighter may choose to shoot in on their opponent, move to a guard or mount position. Boxers, Kickboxers, and similar striking artists do their best work here.

*Advantage:* Able to avoid submission attempts and force a competition of strikes. Blocking can be very effective.

*Disadvantage:* Unable to utilize submissions. Characters are more open to strikes and damage.

**The Guard** - The guard position is characterized by the fighter on the bottom having his legs around the upper fighter's waist. The closed variation of this position means that both legs are completely extended beyond the waist, often locked behind the above fighter so that he cannot move to the full mount (right). The lower position is very popular for Jiu-Jitsu practitioners, particularly Brazilian Jiu-Jitsu, since it allows for a variety of submissions including triangle chokes and armbars.



## Lower Guard

*Advantage:* Able to attempt submissions if trained in such. The position is strategic since it allows for a quicker escape to standing as well as preventing a full mount.

*Disadvantage:* Blocking does not prevent 100% of damage. Most fighters are unable to throw strong strikes.

## Upper Guard

*Advantage:* Strikes are effective. Can attempt submissions or attempt to full mount.

*Disadvantage:* Difficult to move to a standing position quickly. Limited submissions available.





**The Full Mount** - This position is characterized by the above fighter completely straddling the lower fighter's body above or around the waist. From this position, the above fighter may sit up to deliver a variety of devastating strikes to the lower fighter. The upper position is the favored position of "ground and pound" stylists.

### **Lower Full Mount**

*Advantage:* Very few, although some fighters may be able to attempt a submission if properly trained.

*Disadvantage:* Highly susceptible to damage whether blocking or not. Open for a wide range of submissions. Difficult to escape from ground positioning.

### **Upper Full Mount**

*Advantage:* Strikes are very effective (ground and pound strategy works well from this position). Large variety of submissions available. Easy to escape to standing position or get the opponent into a backmount.

*Disadvantage:* No kicks available for strategic striking. Susceptible to submissions from good ground fighters.

**The Back Mount** - This is the most dominating position in grappling. From the upper position, the fighter is able to throw a number of strikes and submission attempts with few repercussions. The lower position is something that every fighter would be best to avoid.

## Lower Back Mount

*Advantage:* Nearly none, although a few fighters may be able to attempt some sort of submission if the opportunity arises.

*Disadvantage:* Many. Very susceptible to damaging strikes and a vast array of submissions, most of them are very difficult to escape from.

## Upper Back Mount

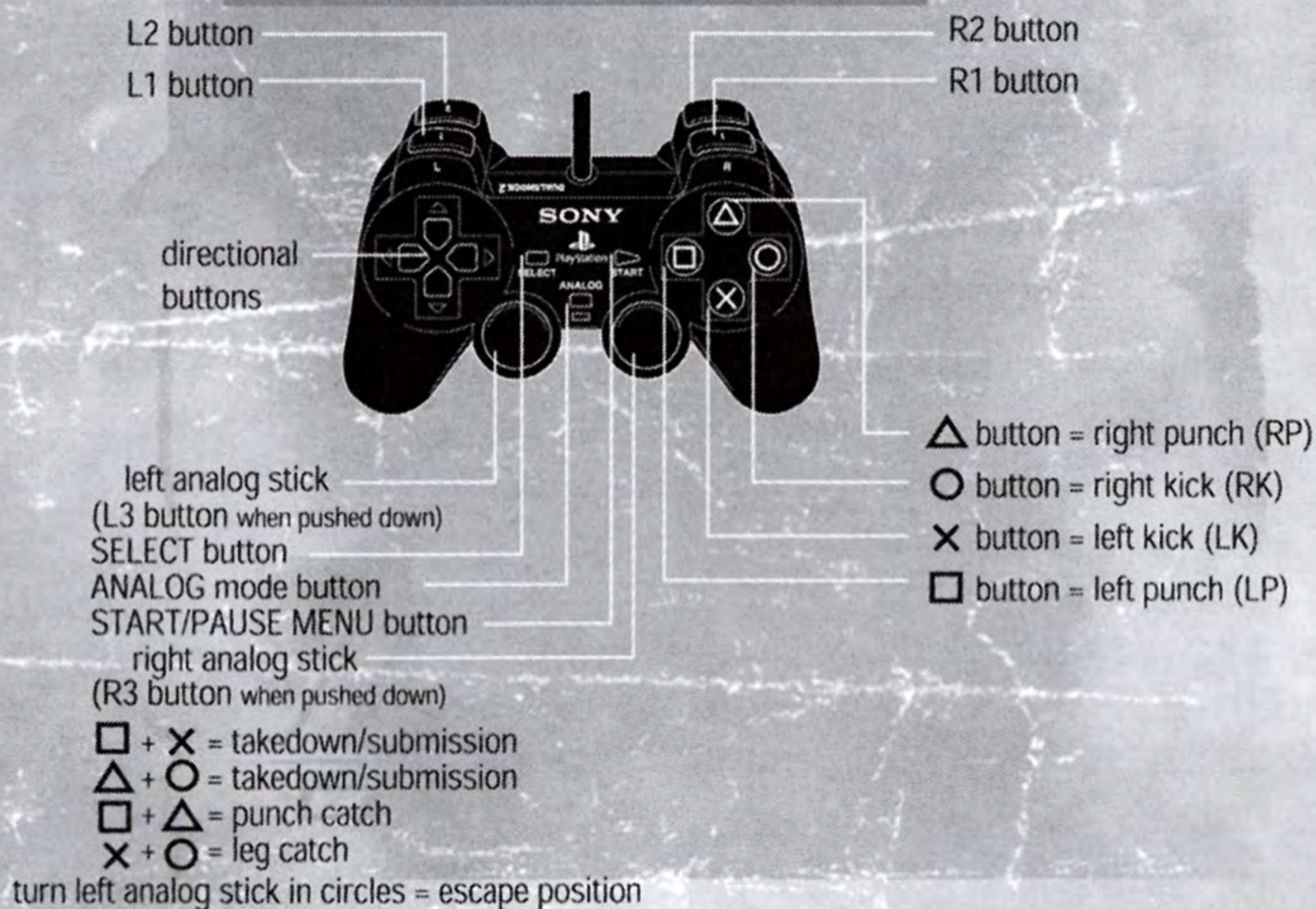
*Advantage:* May attack opponent fairly freely with little chance of submission or counter-attack from most fighters.

*Disadvantage:* Difficult to get into with most fighters. With the best ground fighters, this can still be a dangerous position when dealing with submissions.



# CONTROLS

## DUALSHOCK® 2 CONTROLLER CONFIGURATIONS



Every fighter has a different set of abilities and moves based upon his fighting style. Some fighters have a variety of moves from all positions, while some are more dominant in one position than another. Due to this, the control list is more of a guide and not completely universal for all fighters. For instance, some fighters will have a number of submission abilities from the lower guard position, while other fighters will be very limited. What follows is a general guide to learn the abilities of any individual fighter.

## Standing Positions

- |                    |   |
|--------------------|---|
| Alternate RP (>RP) | Tap left analog stick or directional button toward opponent + Triangle button |
| Alternate LP (>LP) | Tap left analog stick or directional button + Square button                   |
| Alternate RK (>RK) | Tap left analog stick or directional button + Circle button                   |
| Alternate LK (>RK) | Tap Analog Stick toward opponent + X button                                   |
| Counter Takedown   | Triangle button + Circle button or Square button + X button                   |

## **Ground Positions**

*(Guard, Full Mount, & Back Mount)*

### **General**

Right Punch to Head  
Left Punch to Head  
Right Punch to Body  
Left Punch to Body

Triangle button  
Square button  
Circle button  
X button

Submission Attempt

Triangle button + Circle button  
or Square button + X button

Punch Grab

Triangle button + Square button

Escape/Counter Submission  
(to lower body)

Circle button + X button

Escape/Counter Submission  
(to upper body)

Triangle button + Square button

### **From Upper Positions**

**Stand**

Rotate left analog stick

**From Bottom Guard Only**

Square button + Circle button

### **From Lower Positions**

**To Roll over opponent**

Triangle button + Circle button  
or  
Square button + X button

**Escape**

Rotate left analog stick

*These moves result in body strikes and not head strikes from the lower back mount position.*

## MODES OF PLAY

### Arcade

Upon entering this mode, you will be able to choose a fighter. Only after defeating 10 randomly selected opponents will your fighter be the victor.

### UFC Mode

**UFC Mode** is based upon the five man tournaments that UFC would hold early in its history. When starting in this mode, you must first choose the weight class in which you wish to compete. The weight classes are divided as follows:

*Heavyweight* - For fighters that weigh 205 pounds or above.

*Middleweight* - This not only includes the Middleweights (170-184.9 lbs.), but also any fighter that weighs below 205 pounds. This includes Light Heavyweight(185-204.9 lbs.), Welterweight (155-169.9 lbs.), and Lightweight (145-154.9 lbs.).

Once you select your weight class you will be brought to a fighter selection screen in which you are able to choose an actual UFC fighter, or load one of your Career Fighters of the appropriate class.

Subsequently, the tournament begins. You will have to fight a total of five fights. Health will only recover slightly between the rounds, so be careful not to wear yourself too thin. If you win the tournament, you will receive the belt for that character.

## TOURNAMENT MODE

**Tournament Mode** allows up to 8 players to participate in a **UFC** multi-fight tournament. This allows you to select each fighter and whether or not they are played by a human player or by a computer player. The format is similar to the 8 man elimination tournaments of the early UFC. The player who is able to win all 3 fights will be the champion.

## CAREER MODE

In **Career Mode**, you will begin by creating a fighter from scratch and then training him by sparring and participating in tournaments. As you spar and develop your character, you will be able to create a complete fighter with more moves and more abilities. This character can also be used in the other modes available within the game. After choosing "Make a New Fighter" from the **Career Mode** menu, you will be presented with the following options:

**Fighting Style** - Choose your fighter's discipline (or the martial art that he predominantly practices). All of the disciplines contain a variety of standing and ground fighting techniques, although some styles may favor one over the other. There are seven initial styles to choose from and they are:

<b>Jiu-Jitsu</b>	<b>Pro-Wrestling</b>
<b>Pit-Fighting</b>	<b>Kickboxing</b>
<b>Wrestling</b>	????
<b>Sumo</b>	????
<b>Submission Fighting</b>	????

**Face Model / Skin Tone** - Alter your fighters physical appearance by selecting from 4 different faces along with skin tone.

**Costume** - Four different fighter colors.

**Height** - Choose a height between 5 and 7 feet.

**Weight** - Choose a weight between 105 and 400 pounds.

**Name Entry** - Here you can enter the first and last name for your fighter.

**Fighting out of** - Select your fighter's hometown, ranging from Angola to Vietnam.

**Age** - Choose an age between 20 and 40.

**Nickname** - Here you can choose from over 81 different names that Bruce Buffer will announce when you enter the Octagon. Or enter your own nickname, ( note: Bruce Buffer will announce you as either player 1 or player 2 ).

**Strengths** - Enter 3 of your own strengths to best represent your fighter's abilities.

*Note: At anytime during the course of your Career, you may change the following: Your fighter's name, hometown, nickname and strengths.*

After creating your fighter, you are given 40 skill points. Use these points to gain entry to the various Skill Up Challenges and learn new moves as well as build up your fighter's attributes. When you've completed enough challenges, step into the Octagon and prove yourself against a sparring partner. After defeating 5 sparring partners, you've earned the right to participate in the Career Mode only Tournament.

*Note: If you have unlocked styles, you will need to save your system file in Options so the fighting style remains open when you ascend a level.*

Keep an eye out for SPECIAL combos (SPECIAL FRONT STEP LP, RP). For these combos, you will obtain "add-on's" in later levels (SPECIAL2 L-Low Kick). These combos require you to perform the combo the same way and "add-on" the move you just obtained.

*Note: Remember how to start the combo, as the "add-on's" only display the move to be added to the end of the combo.*

Be careful though, some of the challenges actually require the completion of other challenges before you can be awarded the moves. See what moves are in the "challenge" you need and find another challenge that contains that move.

Depending on your placement in the tournament (1st, 2nd, or 3rd) you will gain more skill points to use in the next level's **Skill Up Challenges**. If you ever run out of Skill Points, just spar and win to gain entry into another tournament to earn more points for your fighter. **Beware:** you may want to use the Skill Up Challenges as much as possible before jumping into the **Career Mode Tournament**, your opponents won't be willing to take it easy on you. After completing the Tournament, you may change your discipline.

## EXHIBITION MODE

This is a single fight between two fighters, and can be fought by either one or two players. Between each fight, the players will be able to select a fighter. There are no weight classes in this mode, so all fighters will be available to the player at all times. This mode also keeps track of wins and losses for each player, so that friends can compete to see who is the best.

## TRAINING MODE

This mode allows you to learn the different abilities of your fighter and discover how to best use your fighter in the Octagon. When pausing the game in this mode (by pressing the START button), the player will be presented with a variety of options to help the player better learn the types of moves that are available to the fighter and how best to utilize them. The options available to the player are as follows:



## POSITION SET

You can choose the position that you wish your character to be in. This will allow you to explore and experiment with the characters' specific moves and movements. The positions available are:

**Standing** - Standing Position

**Mount - Top** - Full Mount, Top position

**Mount - Bottom** - Full Mount, Bottom position

**Guard - Top** - Guard, Top Position

**Guard - Bottom** - Guard, Bottom Position

**Back Mount - Top** - Back Mount, Top Position

**Back Mount - Bottom** - Back Mount, Bottom Position

## OPPONENT SET

**Opponent Set** - This sets how the opponent will act while in the Octagon. This allows the opponent to act in a desired way so that you may develop strategies for certain actions.

**Free** - Opponent will stand without reaction to allow you to throw a variety of strikes or allow you to succeed in performing any submission.

**Guard** - will block all strikes but will not attack.

**Com** - Opponent will act as a normal AI player (as found in the normal play modes)

**Manual Control** - Opponent control is passed over to a second controller, so that you may have someone position him as desired.

## OPTIONS

In the main menu, the Options menu can be selected which allows the player to configure the following:

### Game Options

**Difficulty Level** - The difficulty can be set to 3 different levels: Rookie (easiest), Contender (moderate), and Heavy Hitter (hardest). (Default: Contender).

**Round System** - Adjusts the number of rounds for a particular fight. (Default: 3).

**Round Duration** - Adjust the length of each round for a particular fight. (Default: 5 Min.).

**Location** - Select the fighting location that Bruce Buffer announces at the start of a fight. (default: Random)

**Blood Effects** - Select the level of the blood effects. The more yellow this bar is, the more blood that will fly during gameplay.

**Button Config (Set)** - Customize the controls for gameplay.

**Initialize** - Resets all controls to the basic default configuration.

**Vibration** - ON / OFF

## Sound

**Music Vol.** - Adjust the volume of the music.

**SFX Vol.** - Adjust the volume of the sound effects.

**Audience Vol.** - Adjust the volume for the audience and Bruce Buffer fighter intros.

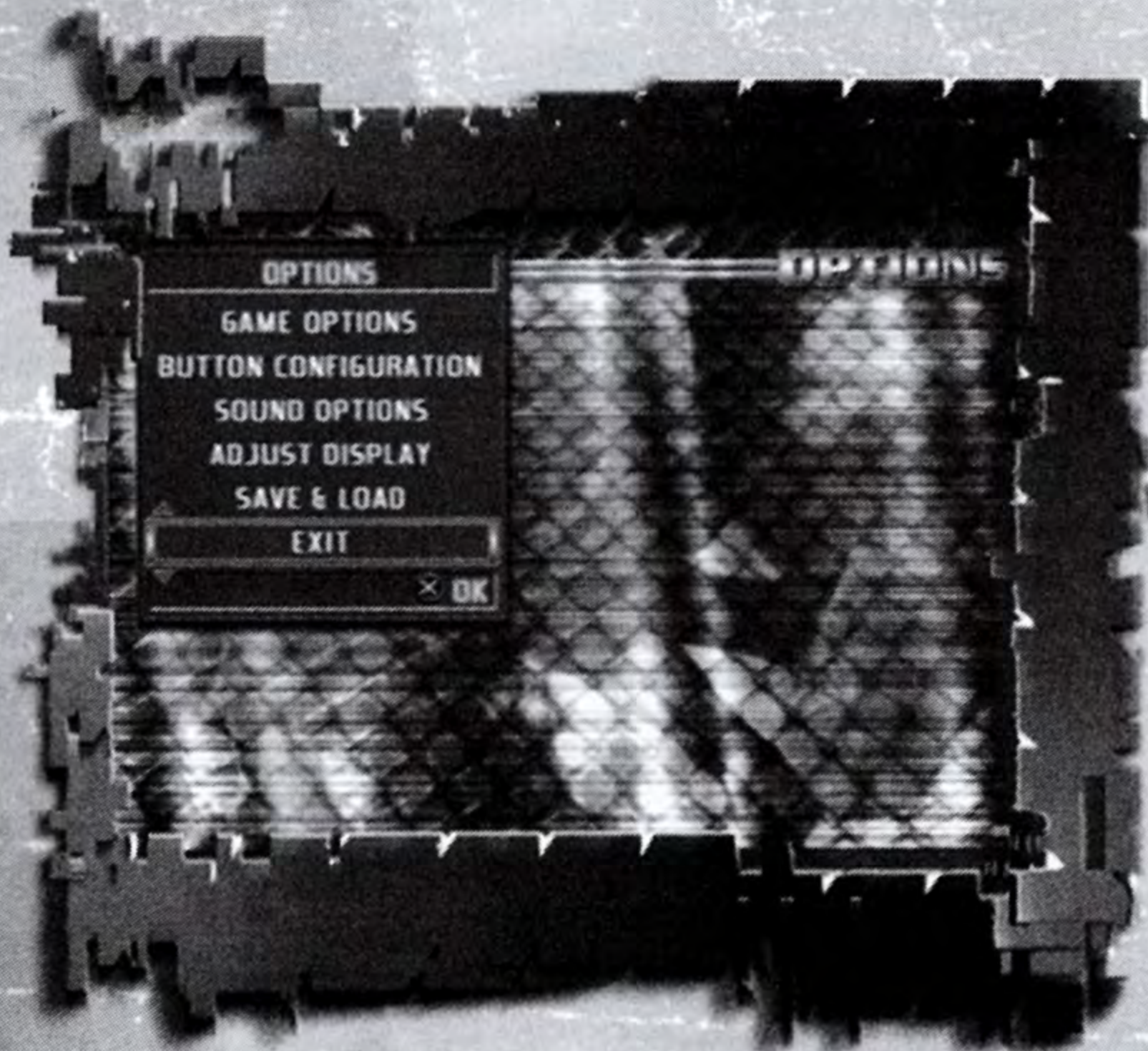
**Adjust Display** - Adjust vertical and horizontal settings.

## Save/Load

**Save File** - Save current progress and all current settings.

**Load File** - Load a previous save game, including previous settings.

**Back to Title** - Exits options and returns player to the Title Screen.



## The Heavyweight Division

### Josh Barnett, "The Baby Faced Assassin"

Style : AMC Pankration

Height : 6'3" | Weight : 255 lbs. | Age : 23

UFC Record : 2-1-0

Josh is the current UFC heavyweight champion. He claimed his title after an impressive battle against Randy "The Natural" Couture. Josh made his debut in UFC 28 where he defeated 6'10" Gan "The Giant" McGee by referee stoppage from punches at 4:34 of the second round. He followed up with an incredible battle with Pedro Rizzo that ended in Pedro winning by knockout in the second round. His last appearance was at UFC 36 when he defeated Couture for the belt.

Josh is a well-balanced fighter, able to fight equally well on the ground as he does on his feet. He trains under Matt Hume's AMC Pankration in Seattle and has regularly mentioned that he has always been underestimated in his abilities. The truth is that he's a true force to be reckoned with.



### Mark Coleman, "The Hammer"

Style : Shootfighting / Kickboxing

Height : 6'1" | Weight : 255 lbs. | Age : 37

UFC Record : 6-3-0



Mark Coleman is regularly ranked as the best heavyweight fighter in MMA today. He is a freestyle wrestler and head of the Hammer House in Ohio where he trains with former UFC Heavyweight Champion (now turned light heavyweight), Kevin Randleman.

Coleman fought in six different UFC's, defeating such greats as Dan Severn, Don Frye, and Gary Goodridge, and winning two UFC tournaments. Coleman is a wrestler through and through, known for his power and incredible wrestling ability.

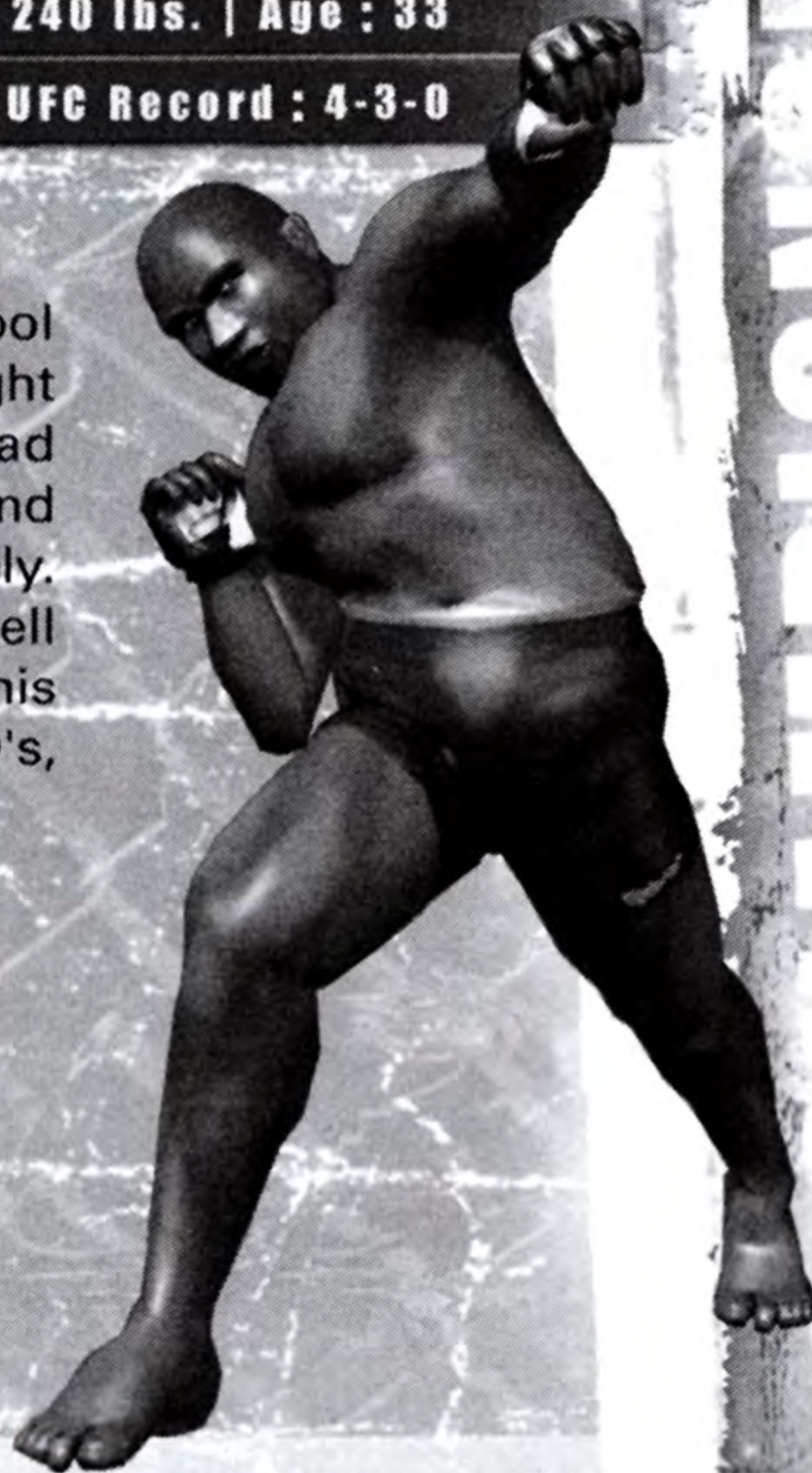
## Gary Goodridge, "Big Daddy"

Style : Freestyle

Height : 6'3" | Weight : 240 lbs. | Age : 33

UFC Record : 4-3-0

Gary Goodridge is a practitioner of Kuk Sool Wan and is known as a fighter who will fight anyone, anywhere, anytime. He has had impressive wins over Jerry Bohlander and Andre Roberts at UFC 8 and 19 respectively. Gary has an excellent stand-up ability as well as a very good ground game, dispatching his opponents through a combination of KO's, TKO's, and Submissions.



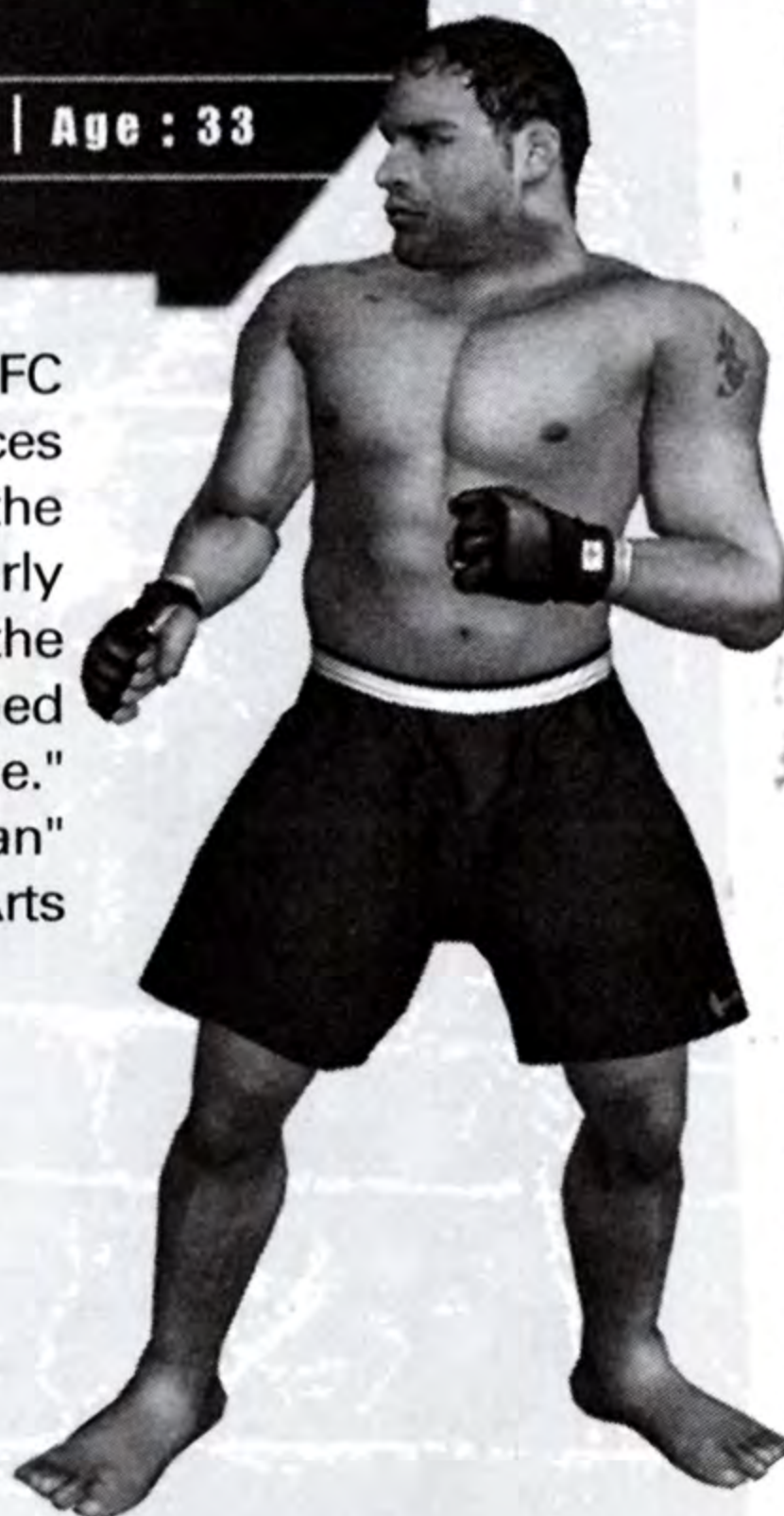
## Mark Kerr, "The Titan"

Style : Freestyle Wrestling

Height : 6'1" | Weight : 255 lbs. | Age : 33

UFC Record : 4-0-0

Mark Kerr's last UFC appearance was at UFC 15. Though he only has two appearances at the UFC, he quickly became a legend of the sport with a wrestling ability that is nearly unmatched. He is a freestyle wrestler of the ground and pound variety, a style that earned him the nickname "The Smashing Machine." Currently, he takes on the alias of "The Titan" and continues to fight in Mixed Martial Arts competitions around the world.



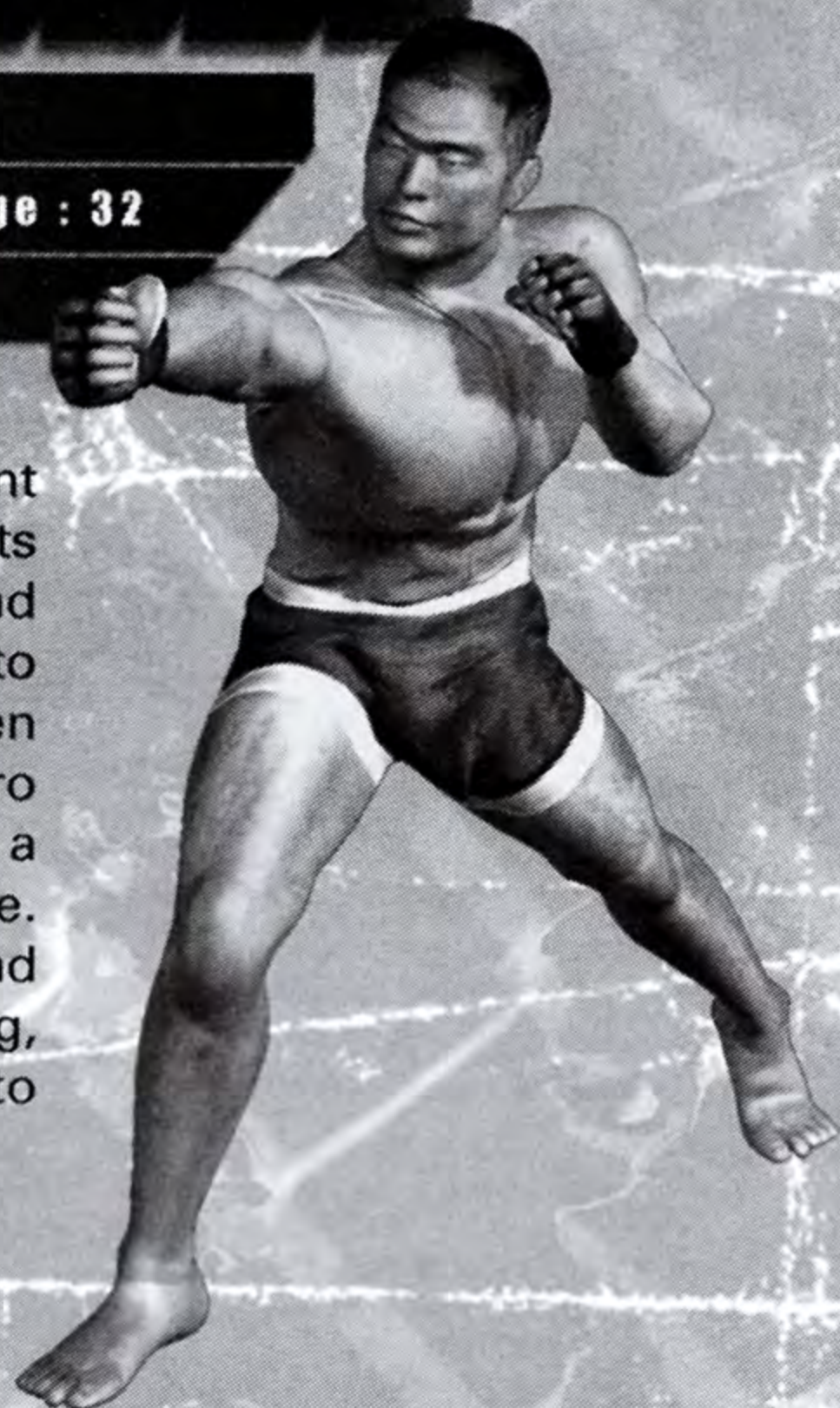
## Tsuyoshi Kosaka, "TK"

**Style : Submission Fighting**

**Height : 5'11" | Weight : 225 lbs. | Age : 32**

**UFC Record : 3-2-0**

Tsuyoshi has fought in five different UFC events, defeating such greats as Tim Lajcik, Pete Williams, and Kimo Leopoldo. With losses only to former UFC Champion, Bas Rutten and Heavyweight contender, Pedro Rizzo, he has proven himself to be a fighter of impressive stature. Combining an unrelenting ground game with excellent conditioning, Kosaka can go the distance to achieve victory.



## Pedro Rizzo, "The Rock"

**Style : Ruas Vale Tudo**

**Height : 6'1" | Weight : 228 lbs. | Age : 27**

**UFC Record : 7-3-0**

Pedro is the number one contender for the Heavyweight title today. He is the star pupil of Marco Ruas, Former UFC Champion. However, Rizzo has not lived in the shadow of Ruas, but has made his own name one to remember. During his career, the majority of his victories have come from knockouts against such heavy hitters as Tank Abbott, Tra Telligman, Tsuyoshi Kosaka, and Josh Barnett, as well as other impressive wins against Mark Coleman and Dan Severn. He is a UFC legend, having already secured his place in UFC history, and he will not rest until the UFC Heavyweight title belt is around his waist.

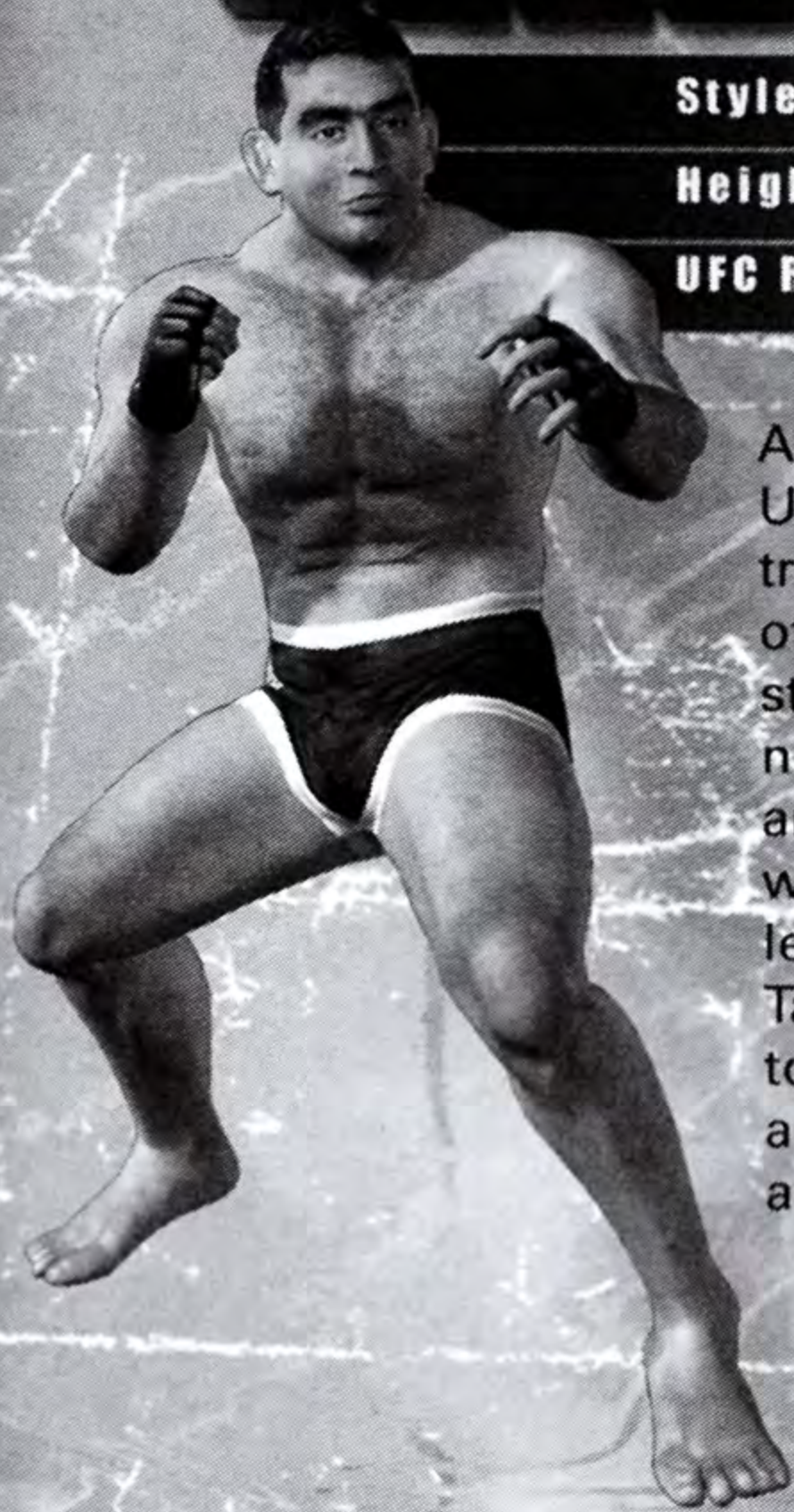


## Marco Ruas, "King of the Streets"

**Style : Ruas Vale Tudo**

**Height : 6'1" | Weight : 210 lbs. | Age : 40**

**UFC Record : 4-2-0**



A former Heavyweight Champion of the UFC, Marco Ruas is a legend and a trainer. He is responsible for the training of his chief protégé Pedro Rizzo and the striking/submission style that bears his name, Ruas Vale Tudo. Ruas is an amazing striker and a submission expert whose only losses are to two other UFC legends, Maurice Smith and Oleg Taktarov. Ruas continues to fight, even today, at Mixed Martial Arts events around the world and continues to amass an impressive collection of victories.

## Bas Rutten, "El Guapo"

**Style : Submission Fighting**


**Height : 6'1" | Weight : 220 lbs. | Age : 37**

**UFC Record : 2-0-0**

Bas Rutten is a Pancrase champion and a former UFC Champion. He is a trainer, fighter, and promoter of the Mixed Martial Arts, who continues to affect and shape the sport as it continues to evolve. With an impressive Mixed Martial Arts record of 26-4-1, he is a stand-out and a fighter of exceptional ability.

In the UFC, he holds wins over former Heavyweight Champion Kevin Randleman and fighter Tsuyoshi Kosaka. Additionally, in Pancrase tournaments, he has wins over such UFC greats as Frank Shamrock, Maurice Smith, and Guy Mezger.





## Dan Severn, "The Beast"

**Style : Wrestling**

**Height : 6'2" | Weight : 250 lbs. | Age : 47**

**UFC Record : 9-4-0**

Dan Severn is a UFC legend. He became a professional fighter in his late 30's and quickly rose to the position of a UFC Champion. Severn's incredible strength and grappling ability have earned him the nickname of "The Beast." Raw power and intense wrestling ability come together to create one of the greatest fighters to ever enter the Octagon.

Severn continues to promote Mixed Martial Arts today, advocating the practice of the sport at the amateur level. He is a pioneer and one of the reasons why good wrestling ability has become a must among many Mixed Martial Artists.

### **SPECIAL MOVE:**

*Press the backstep X and Circle buttons, then press the triangle and circle buttons simultaneously to perform a running takedown.*



## Maurice Smith

**Style : Muay Thai & Kickboxing / Pancrase**

**Height : 6'2" | Weight : 217 lbs. | Age : 39**

**UFC Record : 4-3-0**

Maurice Smith is a kickboxing legend and a UFC Champion. Smith had a very large influence on the sport of Mixed Martial Arts. Known for his incredible conditioning, Smith proved that there is more to a fighter than pure, raw muscle power, and that a fighter can also rely upon his stamina and striking ability to secure victories within the confines of the Octagon. Smith's amazing striking abilities have led him to victories against champion Mark Coleman, Tank Abbott, and Bobby Hoffman.

His influence on the sport continues, as fighters now see the need for good conditioning, and even the most purist of wrestlers train their stand-up abilities to remain competitive.



## Pete Williams, "El Duro"

**Style : Submission Fighting**

**Height : 6'3" | Weight : 235 lbs. | Age : 26**

**UFC Record : 3-5-0**

Pete Williams made his UFC debut in UFC 17 in which he scored an unforgettable moment in UFC history - an impressive knockout against Mark Coleman. Since then, he has continued to be a competitor for the Heavyweight title, still competing in the UFC today. Williams is a fighter from Ken Shamrock's Lion's Den and is among the impressive roster of fighters who have been trained by the former UFC Champion.



ULTIMATE FIGHTING CHAMPIONS

## The Light Heavyweight Division

### Vitor Belfort, "The Phenom"

Style : Brazilian Jiu-Jitsu / Boxing

Height : 6'0" | Weight : 204 lbs. | Age : 23

UFC Record : 5-1-0

With his impressive striking abilities, Belfort has attained major wins that include TKO's against powerhouses like David "Tank" Abbot, Vanderlei Silva, and Lion's Den member Tra, "Trauma" Telligman. He is currently the number one contender for the UFC Light Heavy Weight belt held by Tito Ortiz.



### Mikey Burnett, "The East Side Assassin"

Style : Shootfighting

Height : 5'6" | Weight : 170 lbs. | Age : 28

UFC Record : 2-1-0



Mikey is a Lion's Den fighter who fights out of Tulsa, Oklahoma. He is an accomplished boxer and wrestler known for his rounded fighting style, which includes equal amounts of stand-up and ground technique. Mikey fought for the Lightweight (now Welterweight) title at Ultimate Brazil in 1998, losing to Pat Miletich by decision. He fought for the last time in UFC at UFC 18. Even though Mikey has not fought in Mixed Martial Arts competition for some years, it is rumored that he will be making his way back to the Octagon again, and this time he intends to win the Welterweight title.

## Jeremy Horn



**Style : Miletich Fighting Systems**

**Height : 6'1" | Weight : 199 lbs. | Age : 25**

**UFC Record : 4-3-0**

Jeremy Horn is known as one of the most well-rounded fighters in the UFC, feeling equally comfortable standing up and on the ground. In addition to his very good striking ability, Horn is well known for his ability to end a fight with a submission. Among his bouts in the UFC are impressive wins over Eugene Jackson and Chuck Liddell (the only loss that Liddell has ever had in Mixed Martial Arts). Horn is one of the most active fighters in Mixed Martial Arts, giving him a breadth of knowledge and experience that is almost unknown in a person his age.

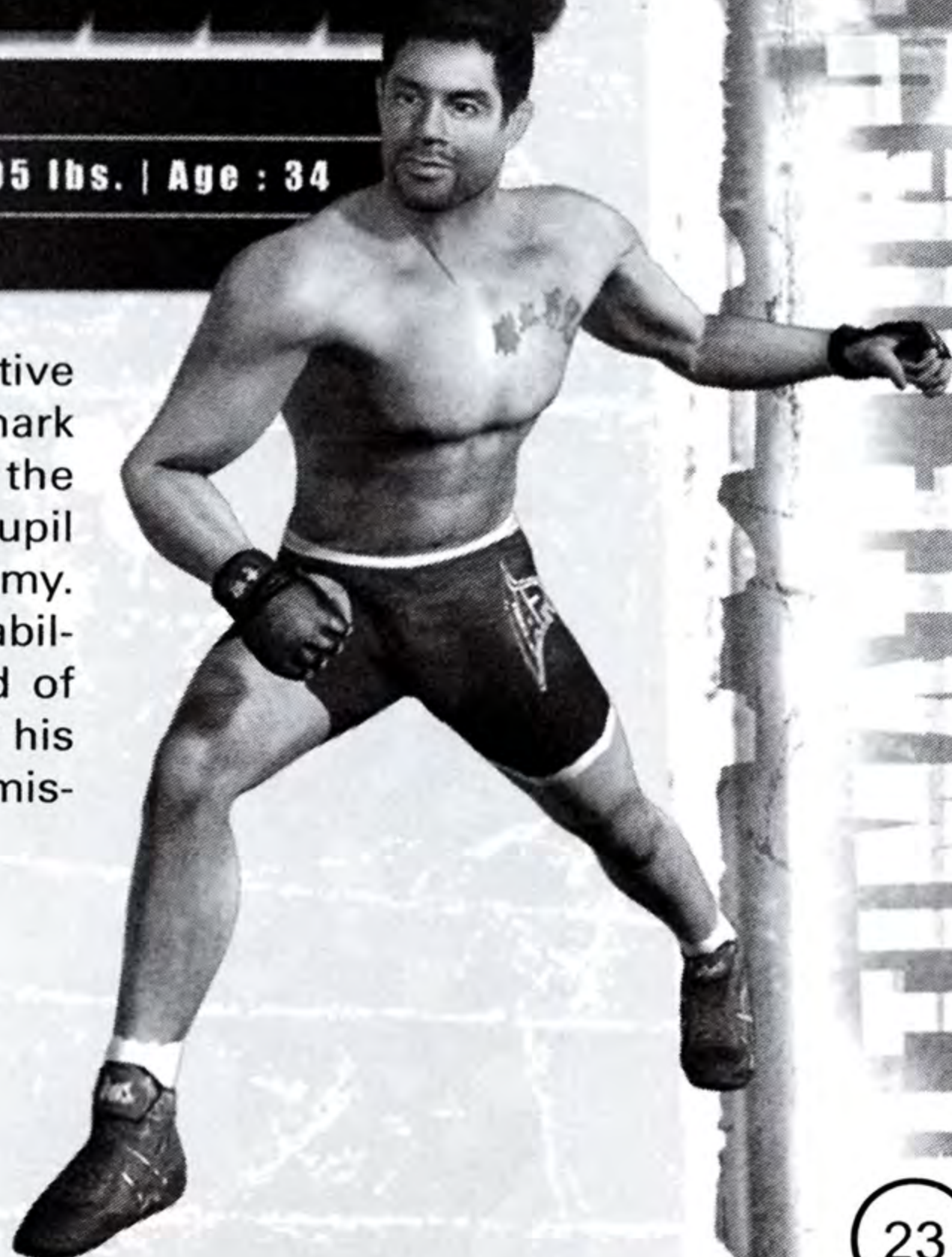
## Eugene Jackson, "The Wolf"

**Style : Freestyle**

**Height : 5'8" | Weight : 195 lbs. | Age : 34**

**UFC Record : 3-3-0**

Even though Jackson is now a competitive Middleweight in the UFC, he made his mark as a Light Heavyweight (formerly the Middleweight division). Jackson is a pupil of Tim Lajcik's Gladiator Training Academy. He is known for his impressive striking ability, but he is no stranger to the world of submissions, having amassed many of his wins in Mixed Martial Arts through submissions, particularly chokes.



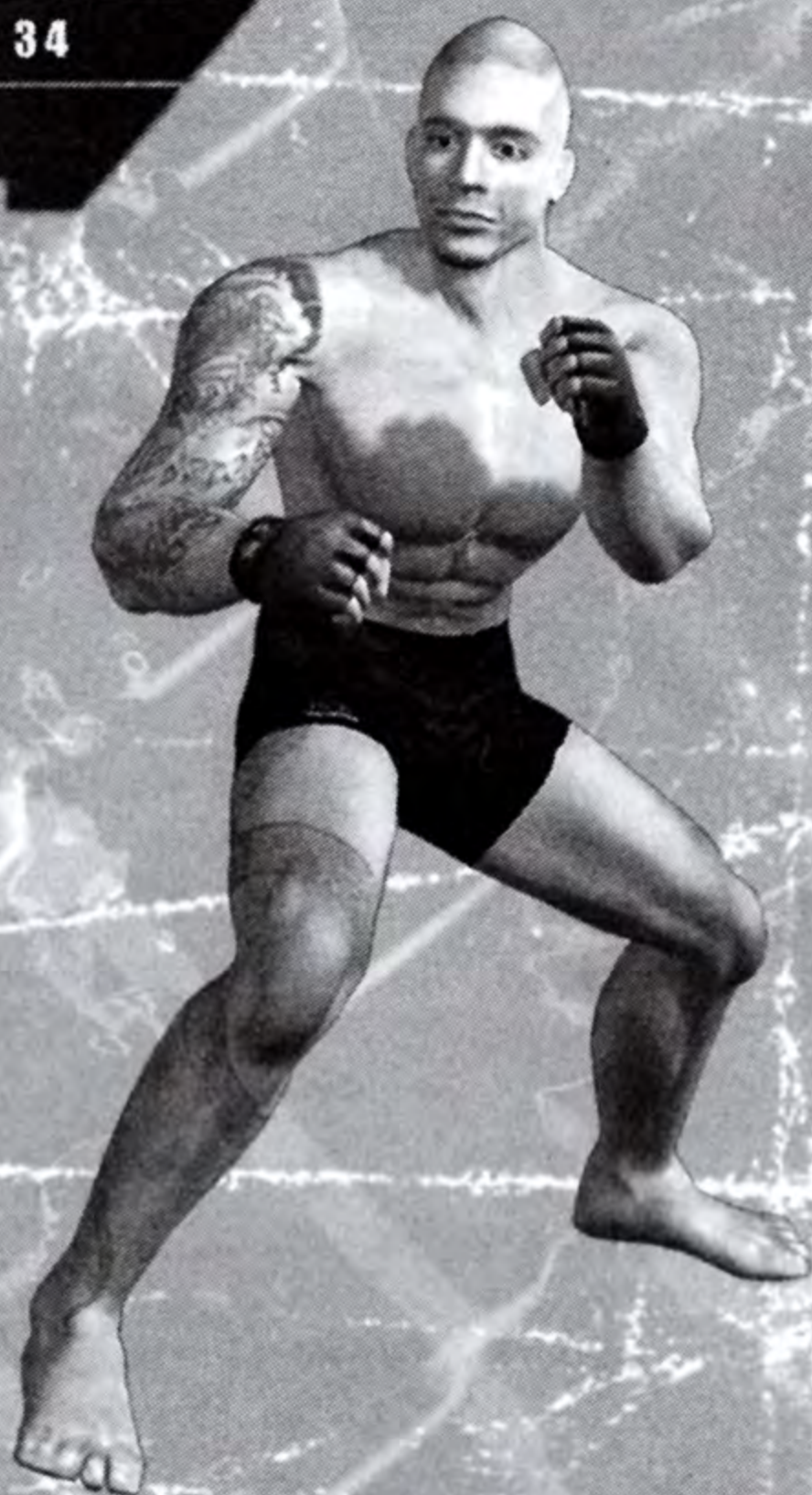
## John Lewis

**Style : Brazilian Jiu-Jitsu**

**Height : 6'0" | Weight : 154 lbs. | Age : 34**

**UFC Record : 1-1-0**

Though Lewis lacks the impressive record of other fighters, he has a great love for the sport. Lewis works as a promoter for various MMA events, trains with the "The Prodigy" BJ Penn, and is corner man for kickboxer Chuck Liddell. Despite a lack of experience, his fighting theory has proven effective, as reflected by the actions of the members of his team, Lewis/Pederneiras Vale-Tudo.



## Chuck Liddell, "The Iceman"

**Style : Kickboxing**

**Height : 6'2" | Weight : 199 lbs. | Age : 31**

**UFC Record : 5-1-0**

Chuck Liddell has an impressive record in the Mixed Martial Arts, only having lost once in his entire professional career. He is known as one of the best strikers in the UFC, capable of finishing a fight with a single punch. Many have fallen to one of Liddell's deadly accurate strikes, including Kevin Randleman, Jeff Monson, and Guy Mezger. In addition to his strikes, he has incredible takedown defense that allows him to keep the action standing at all times. Liddell, who often trains with champion and friend Tito Ortiz, is quickly coming to a point where he will have to fight his friend to gain the coveted Light Heavyweight Title.



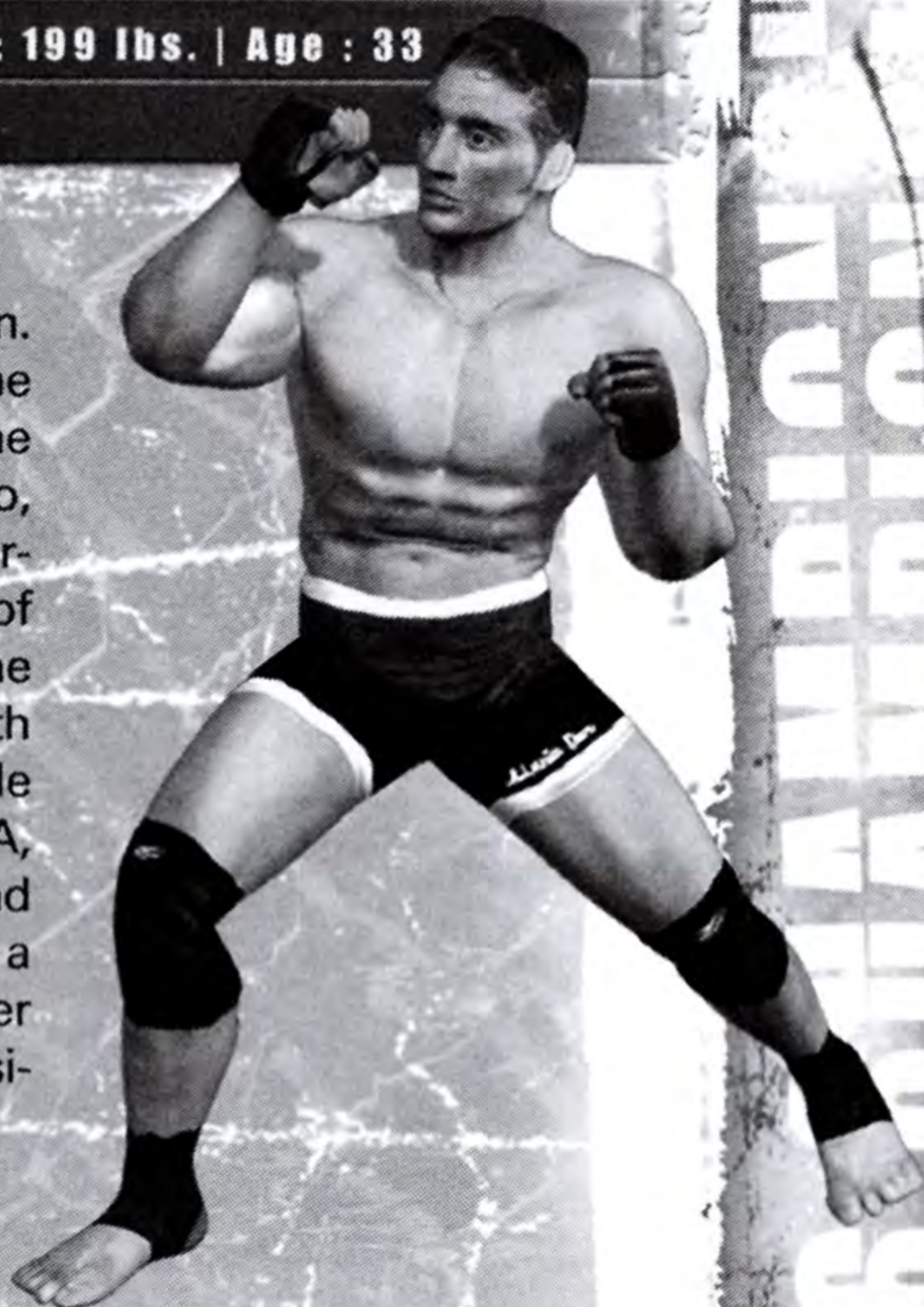
## Guy Mezger

**Style : Shootfighting**

**Height : 6'1" | Weight : 199 lbs. | Age : 33**

**UFC Record : 4-1-0**

Guy Mezger is a fighter of the Lion's Den. During his Mixed Martial Arts career, he has garnered wins against some of the best, including Semmy Schilt, Yuki Kondo, and Tito Ortiz. His bout with Tito is of particular interest since it marked the first of Tito's only two losses that he had in the UFC. Mezger is a dangerous fighter, with a strong Pancrase background, who is able to play all the different games of MMA, including KO's, Submissions, and Ground & Pound strategies. He is very much a great striker and a great ground fighter and very, very dangerous in every position.



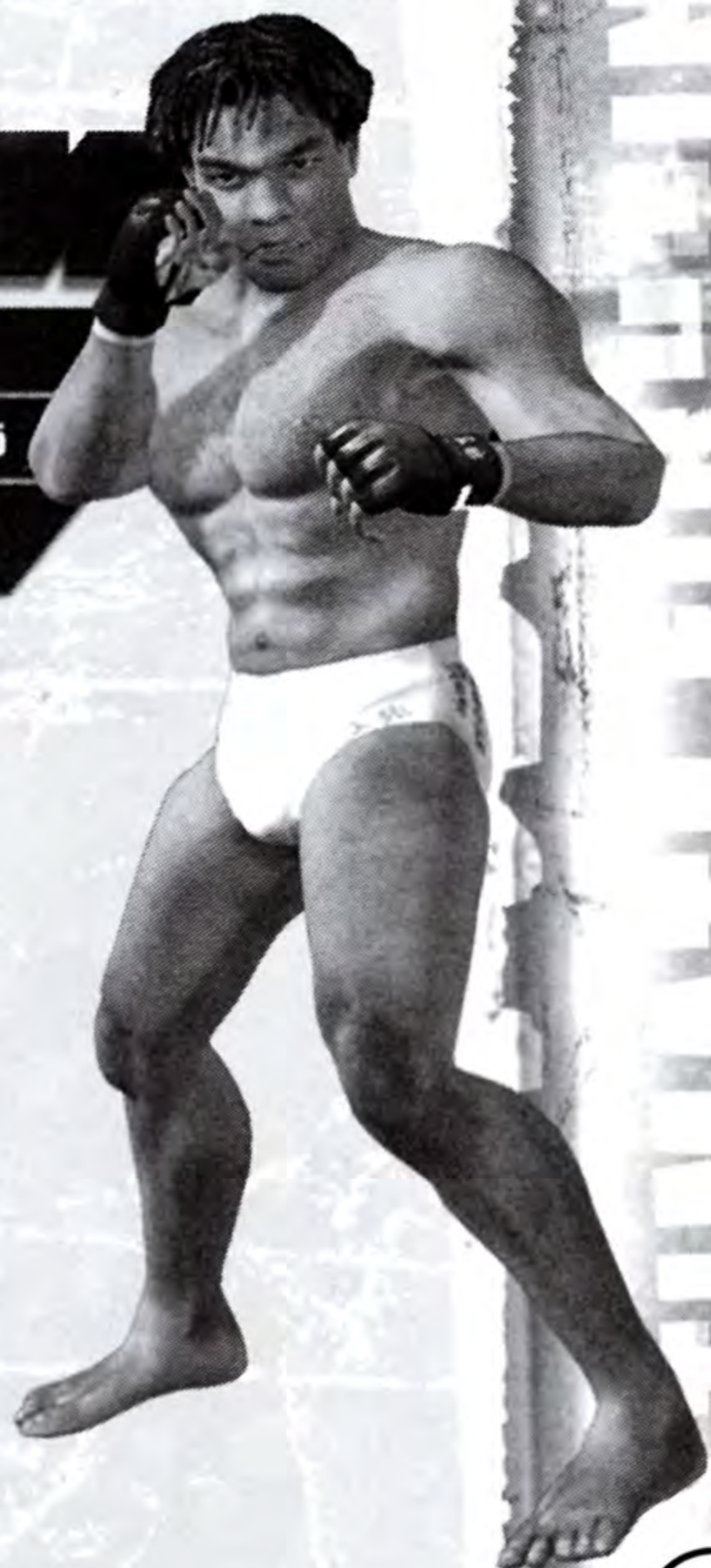
## Carlos Newton, "The Ronin"

**Style : Dragonball Z Jiu Jitsu**

**Height : 5'9" | Weight : 169 lbs. | Age : 25**

**UFC Record : 2-2-0**

Carlos Newton has a knack for the right positioning. He has the potential to rival Frank Shamrock as a submission fighter with his ability to quickly turn a seemingly disadvantageous position into a submission or choke. Newton made his debut at UFC 17. During the first round of eliminations he defeated Bob Gilstrap to move on to the semi-finals, where he lost to Dan Henderson. Newton wasn't seen again in the UFC until UFC 32, during which he defeated Pat Miletich with an impressive choke. Newton then lost his title at UFC 34 to Miletich's protégé wrestler Matt Hughes, by a devastating power bomb. Newton now seeks to regain the title and will see his next shot in an upcoming event.



## Tito Ortiz, "The Huntington Beach Bad Boy"

**Style : Submission Fighting**

**Height : 6'2" | Weight:199 lbs. | Age : 26**

**UFC Record : 8-2-0**



Tito Ortiz is probably the best known athlete in Mixed Martial Arts competition today, and for good reason. He dominates the Light Heavyweight division with a strength and ability that is setting new standards for the evolving sport. Having a strong wrestling background, Ortiz is able to wrestle with world class wrestlers such as Vladimir Matyushenko and dominate. In addition, his extensive training in Muay Thai and boxing make him equally dangerous while standing. Having initially emerged in the UFC as a wrestler, Tito has shown that he has now evolved into a complete fighter who is nearly unmatched in ability and strength in his weight class. The only losses of his career were to Guy Mezger and Frank Shamrock. Later, in a rematch with Mezger, Tito ground and pounded his way to victory, proving to the world that he was here to stay. Unfortunately, he has never had a rematch with Frank who has retired from the UFC. Currently, Tito Ortiz is the Light Heavyweight Champion of the UFC.

## BJ Penn, "The Prodigy"

**Style : Jiu-Jitsu**

**Height : 5'9" | Weight : 154 lbs. | Age : 24**

**UFC Record : 3-1-0**



BJ is quickly rising through the ranks of the UFC Lightweight division. He began by defeating Joey Gilbert from a back mount position. He then defeated Din Thomas to meet the former Lightweight Champion, Caol Uno. He met Caol with a flurry of punches to the head resulting in a KO in less than 11 seconds. Penn recently met with current UFC Lightweight Champion, Jens Pulver to meet defeat by decision. Despite this loss, BJ Penn remains one of the most promising young UFC fighters, showing a lot of room for growth, especially under the guidance of his new training partner, former UFC Middle Weight Champion, Frank Shamrock.

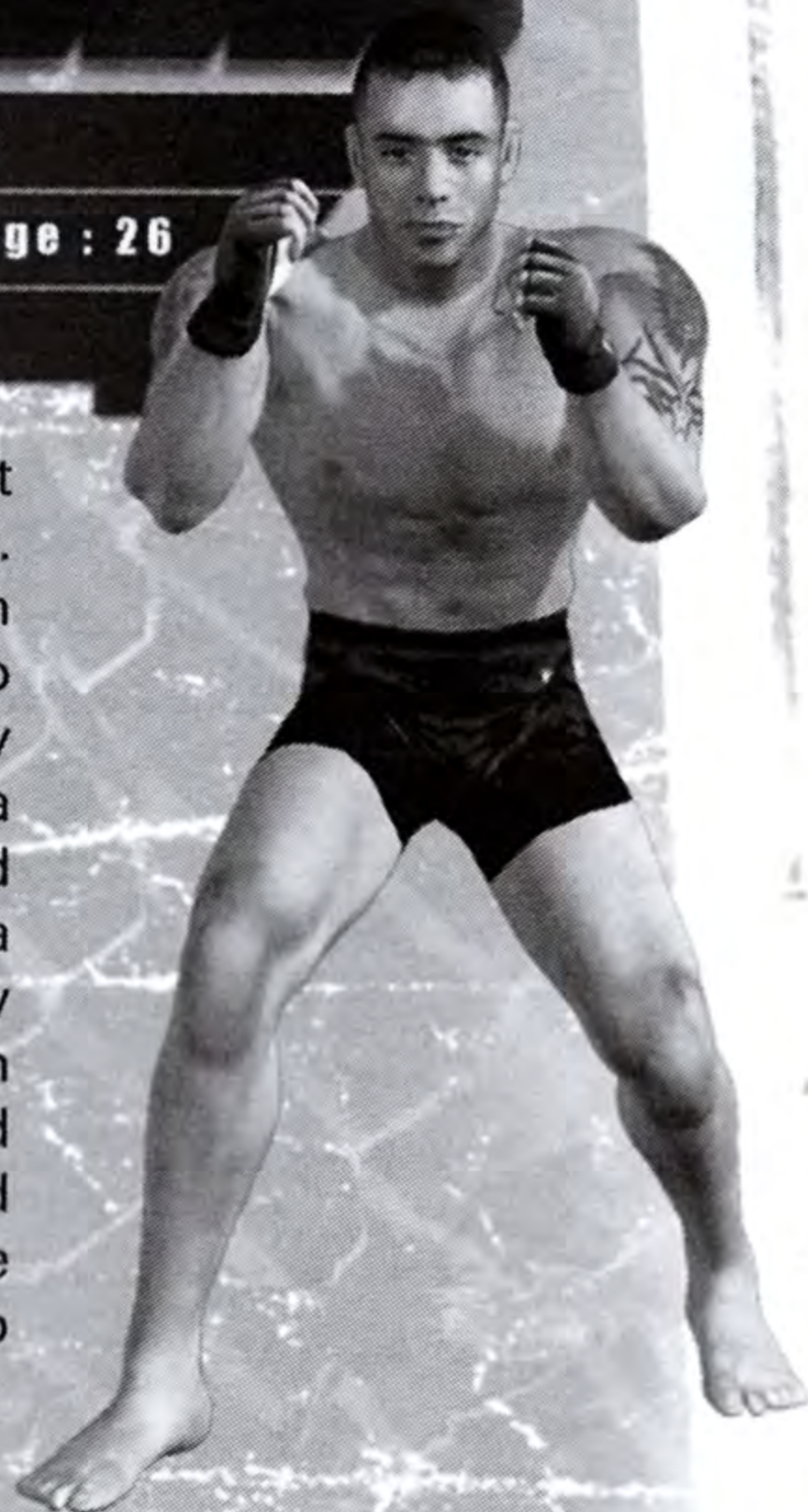
## Jens Pulver, "Little Evil"

**Style : Miletich Fighting Systems**

**Height : 5'7" | Weight : 150 lbs. | Age : 26**

**UFC Record : 6-0-1**

Jens Pulver is the current Lightweight Champion of the UFC. He is an impressive striker with incredible takedown defense, who has also proven to be equally comfortable on the ground. He is a star pupil of Pat Miletich and dominates his division with a smart ability and striking accuracy not often seen. Pulver is 9-1-1 in Mixed Martial Arts and undefeated in the Octagon. He has established himself as the man to beat in the Lightweight division and intends to remain exactly where he is.



## Kevin Randleman, "The Monster"

**Style : Wrestling**

**Height : 5'10" | Weight : 199 lbs. | Age : 29**

**UFC Record : 4-3-0**

Most people describe Kevin Randleman's fighting style as "explosive." Randleman is a former Heavyweight champion who dropped weight to compete in the Light Heavyweight division. His eyes are firmly set on a match with Tito Ortiz for the Light Heavyweight title and as he continues to train with his long time training partner Mark Coleman, it appears that he may be able to give Ortiz a run if he gets the chance. Randleman has established himself as a contender for the Light Heavyweight title with the wins he garnered as a heavyweight against such greats as Pedro Rizzo, Maurice Smith, and Pete Williams.



ULTIMATE FIGHTING CHAMPIONSHIP

## Frank Shamrock

**Style : Submission Fighting**

**Height : 5'10" | Weight : 192 lbs. | Age : 28**

**UFC Record : 5-0-0**

Frank Shamrock is the former UFC Middleweight Champion (now, the Light Heavyweight division). After compiling an undefeated 5-0 record, Shamrock retired from the sport of Mixed Martial Arts to pursue a career in television and film. Recently though, he has re-entered the world of the fighting arts in an arena that no one would have ever thought...kickboxing. Having established himself as a submissions master during his reign as Middleweight Champion, it has become apparent that he now also has a formidable standing ability to be reckoned with. When the day comes when Frank Shamrock re-emerges on the Mixed Martial Arts scene, it is certain that he will once again be a dominant figure.



## Elvis Sinosic, "The King of Rock and Rumble"

**Style : Machado BJJ**

**Height : 6'3" | Weight : 204 lbs. | Age : 31**

**UFC Record : 1-2-0**



Despite only two appearances in the UFC, "The King of Rock and Rumble" has won his respect with an impressive win by armbar over Jiu Jitsu expert and Miletich fighter Jeremy Horn during UFC 30. Sinosic displayed his Muay Thai skills early in his match against Ortiz, but was soon overtaken by, "The Huntington Beach Bad Boy" resulting in a TKO. Sinosic's move to the UFC has allowed him more time for training for future battles.



## Evan Tanner

Style : Freestyle

Height : 6'0" | Weight : 199 lbs. | Age : 30

UFC Record : 5-1-0

Evan Tanner is an impressive fighter who is known for his powerful knee and leg kicks and his very good ground ability. He is the owner of the USWF (United Shoot Wrestling Federation) as well as its current Heavyweight champion. In the UFC, he amassed a 3-0 record which gave him a shot at the Middleweight Championship (now Light Heavyweight) against Tito Ortiz. In an unfortunate turn, a body slam knocked Evan Tanner out and ended the fight. He is back in full force however, determined to get another chance at the title. His MMA record is an impressive 5-1 and his Pancrase style record currently stands at 21-2. He is a definite contender for the Light Heavyweight belt and assuredly, his next meeting with Ortiz will not end like his last one.



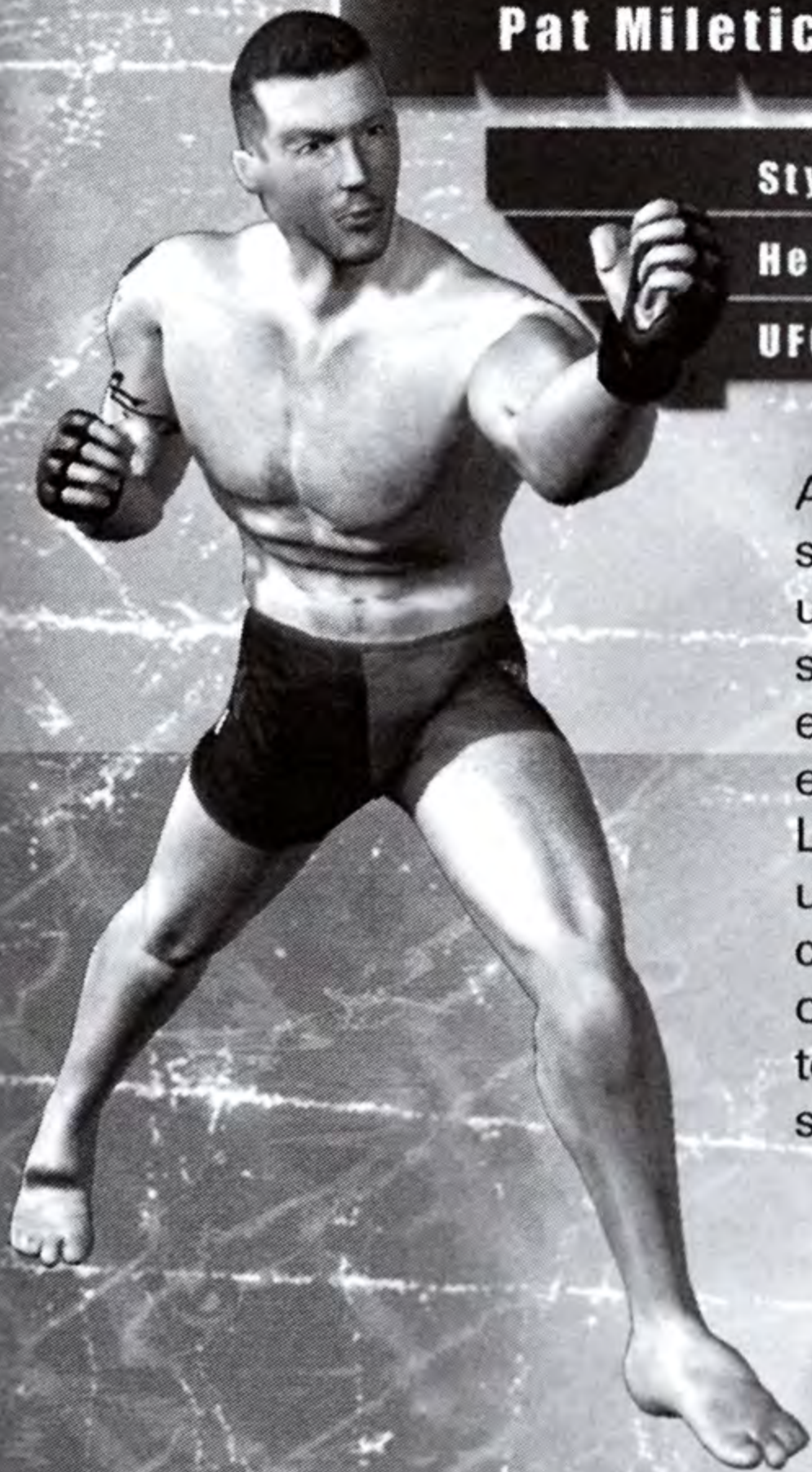
## Pat Miletich, "The Croatian Sensation"

Style : Miletich Fighting Systems

Height : 5'10" | Weight : 169 lbs. | Age : 33

UFC Record : 8-2-0

After the Welterweight title passed to his student Matt Hughes, Pat Miletich moved up a weight class in order to allow his student to enjoy the limelight. His last endeavor into the Octagon unfortunately ended in a loss at the hands of Mat "the Law" Lindland. Currently, Pat's future is up in arms, whether he will retire to concentrate on his teaching or continue on in the Middleweight division remains to be seen. Only time will tell what's in store for Pat.



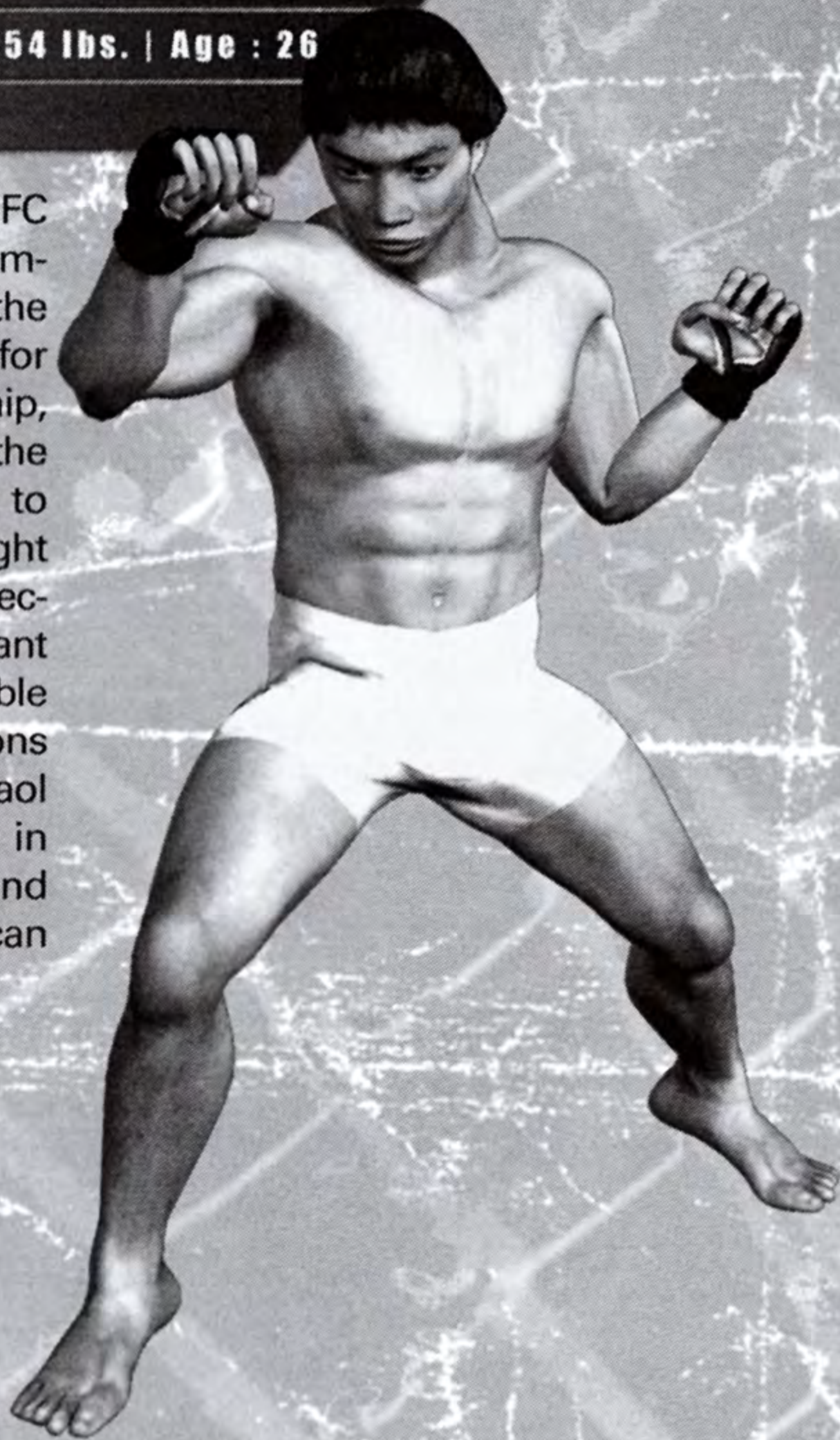
## Caol Uno, "Uno Shoten"

Style : Wajutsu / Wrestling

Height : 5'7" | Weight : 154 lbs. | Age : 26

UFC Record : 1-2-0

Prior to Uno's bout with Pulver at UFC 30, he was considered to be the number one Lightweight fighter in the world. Despite his loss to Pulver for the UFC Lightweight Championship, he is still the top contender for the lightweight belt. He is the second to last stop on the way to the Lightweight Championship. Known for his impeccable ground fighting and his constant cool in the ring, he is a formidable fighter, capable of both submissions and ground & pound strategies. Caol Uno is quickly becoming a fixture in the UFC Lightweight division and there appears to be very little that can stop this incredible fighter.

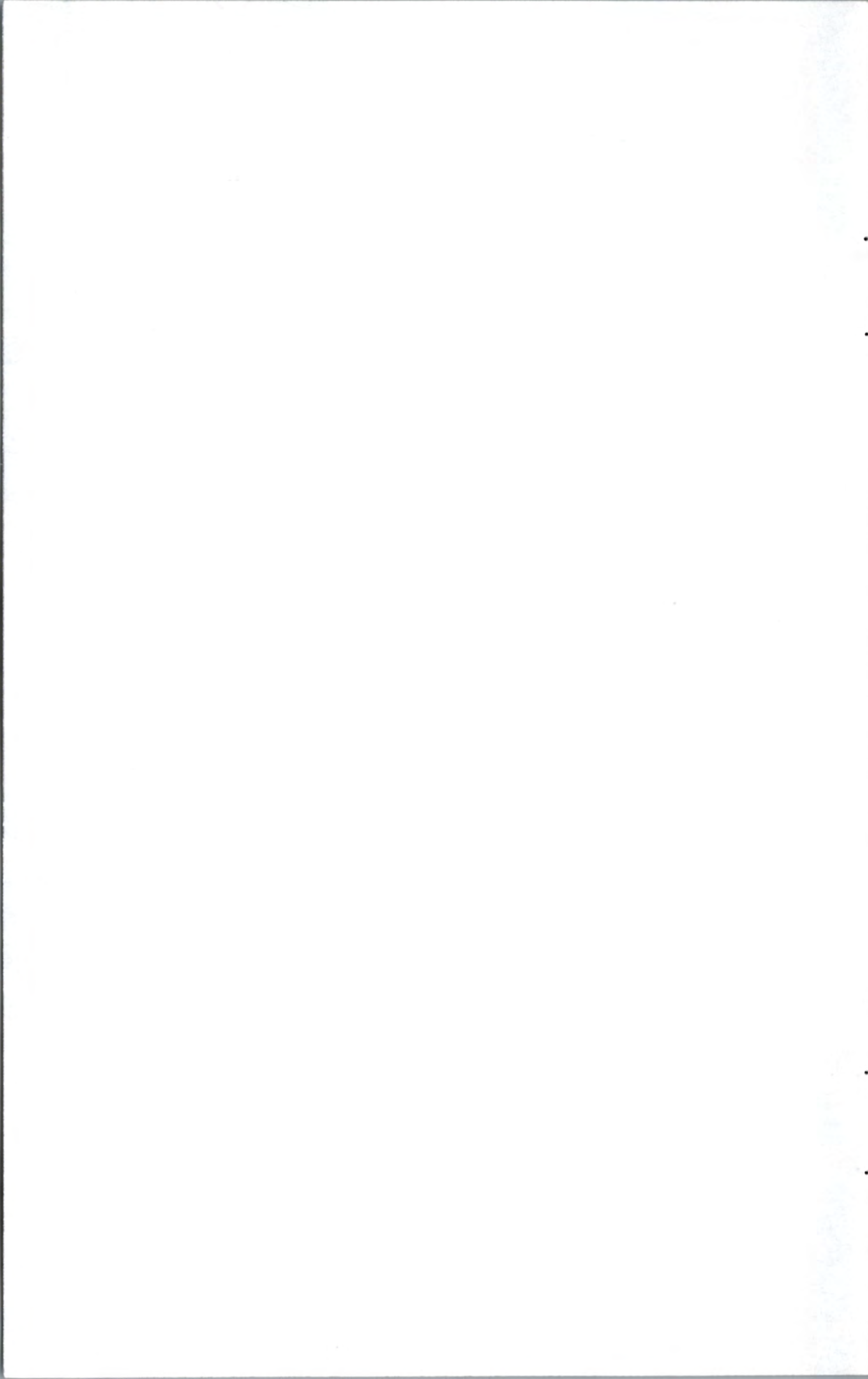


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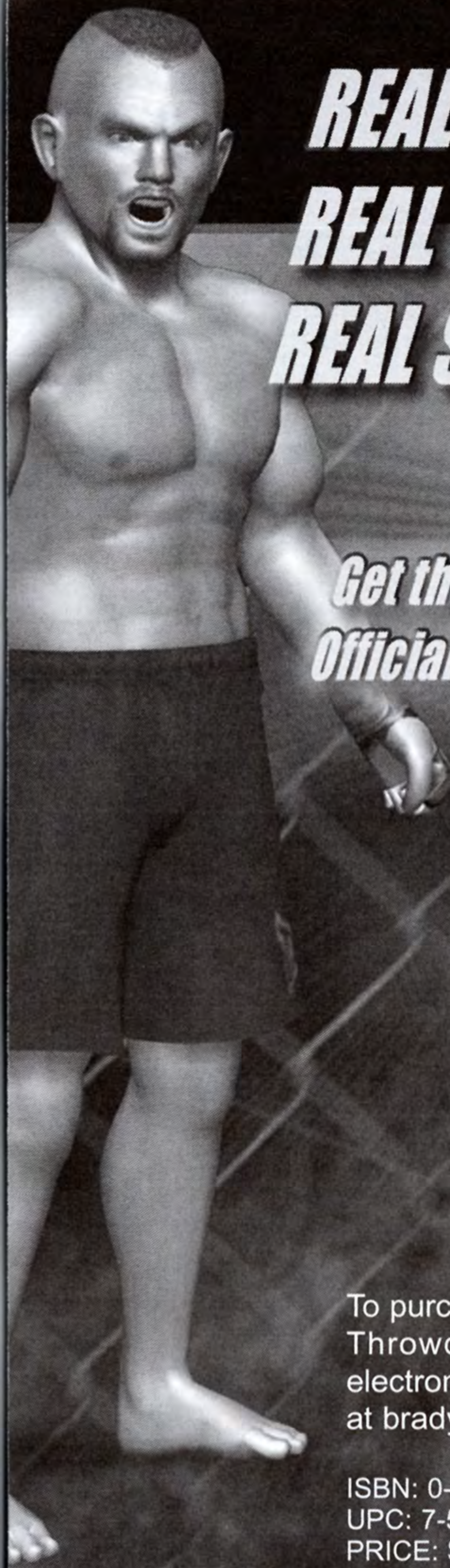


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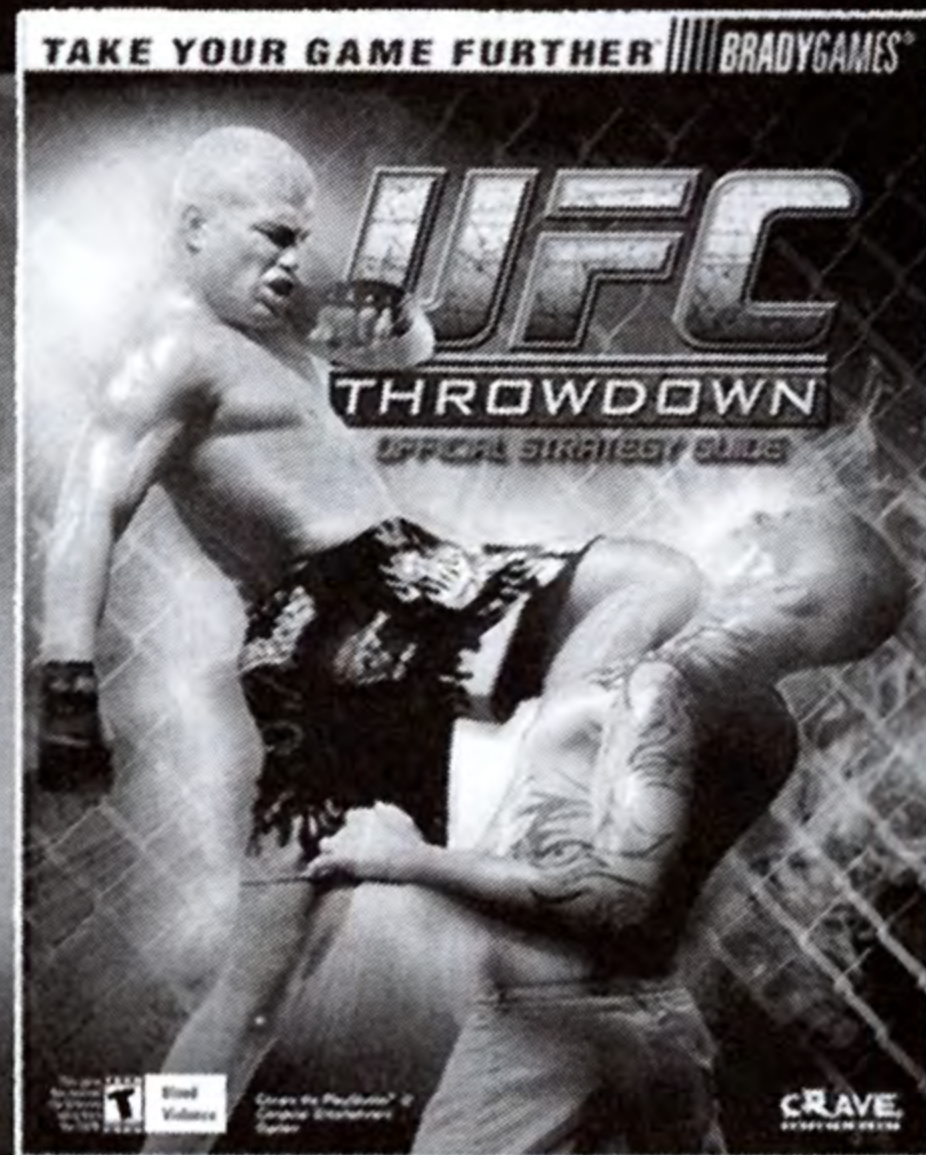


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