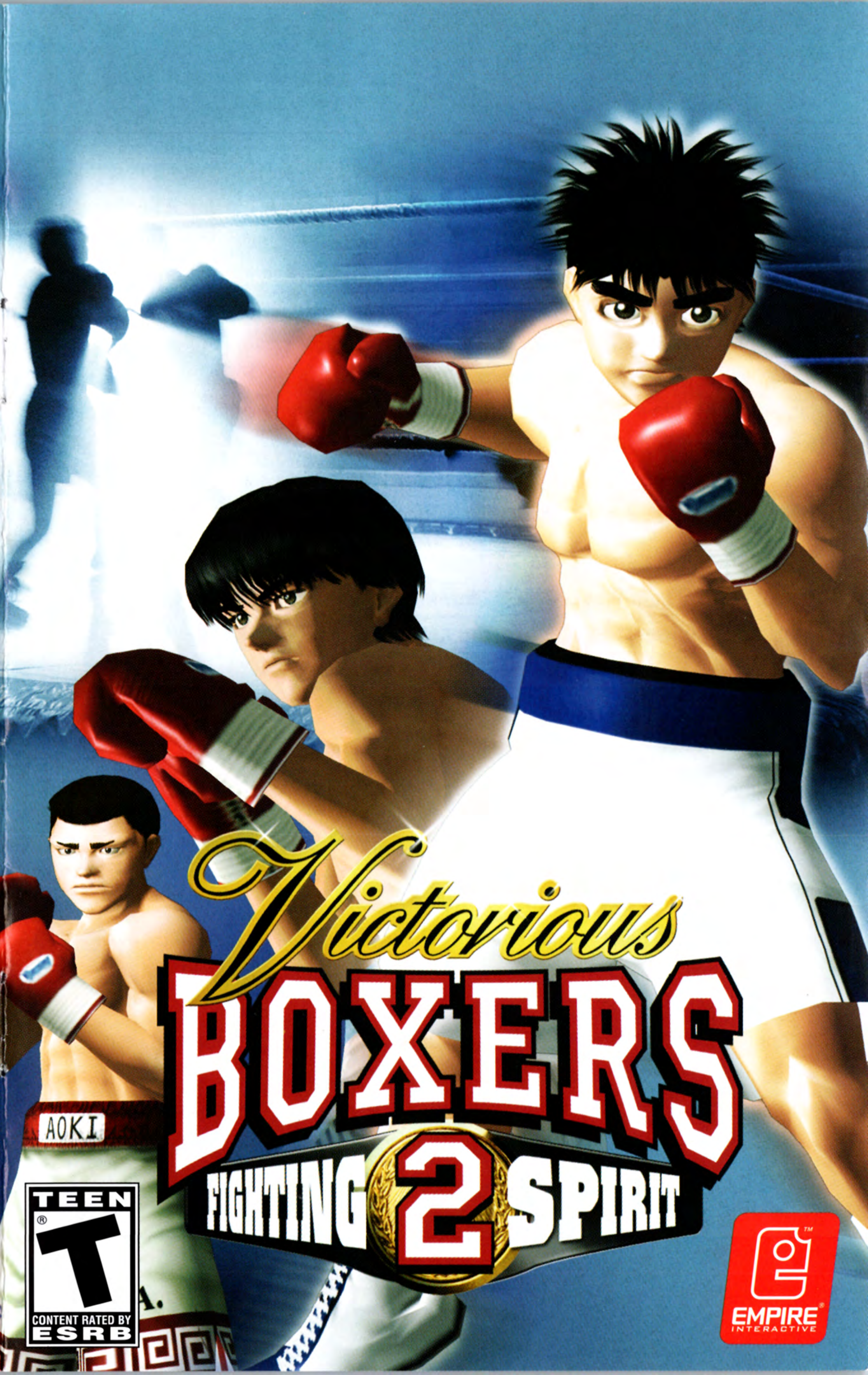




Victorious
BOXERS
FIGHTING **2** SPIRIT



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:

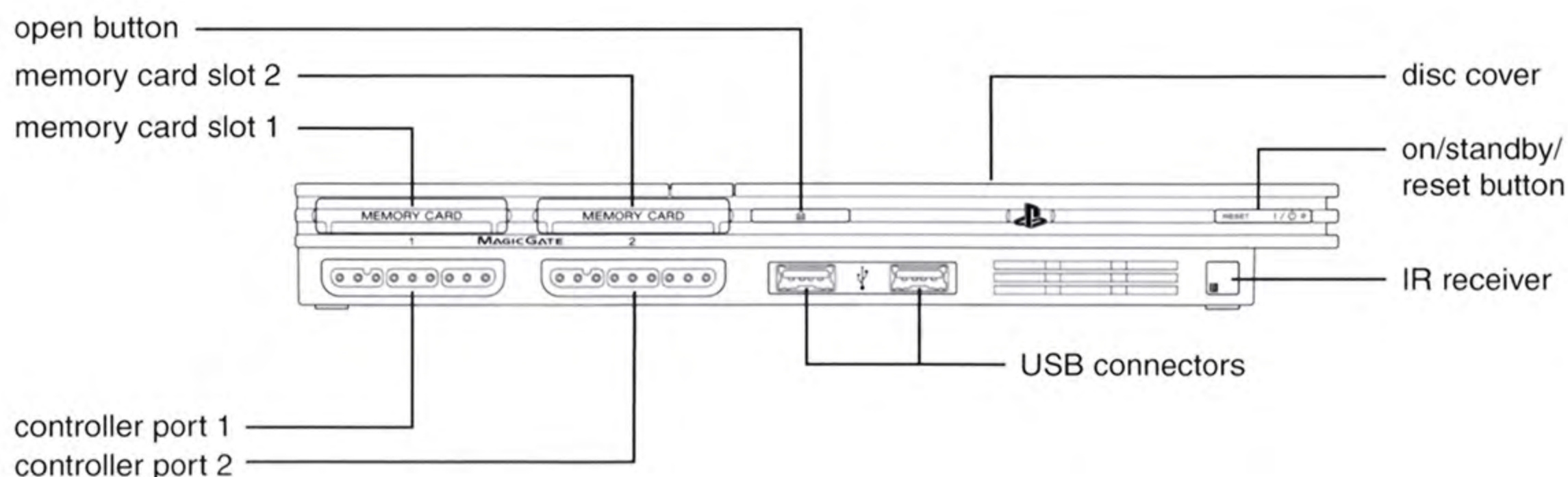
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

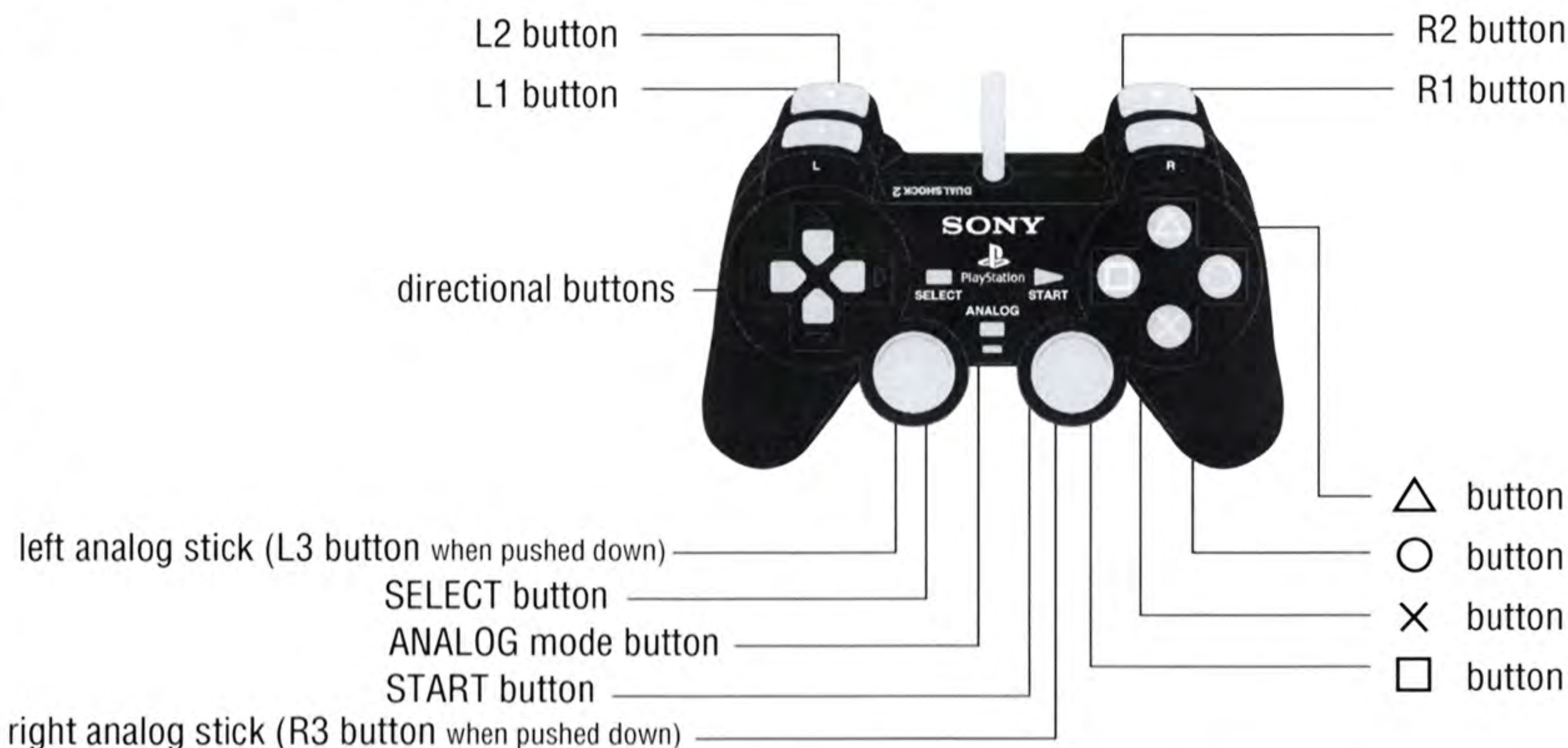


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Victorious Boxers 2 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



	Menu Screen	Fight Screen	Event Screen
Directional Buttons	Move the cursor	--	--
Left Analog Stick	Move the cursor	Move your character	--
SELECT button	--	--	--
START button	Confirm selection	Pause	Skip to dressing room or ring
⊙ button	Confirm selection	Right hook	Fast forward
⊗ button	Confirm selection	Left hook	Fast forward
△ button	Return to previous screen	Right straight	--
⊠ button	Cancel	Left straight	Skip scene
L1 button	--	Guard	--
L2 button	--	Technique	--
R1 button	--	Special	--
R2 button	--	Technique	--

NOTE: This title only supports the Analog Controller (DUALSHOCK®2)

MAIN MENU

Main Menu Screen

After the opening movie has finished playing, the main menu screen will appear. Use the directional buttons or the left analog stick to select the game mode and press the ⊗ or ⊙ buttons to confirm your selection.

Story Mode

In this mode, you fight a series of matches while following along with the story of the original manga series. It is divided into six acts, in which you control various characters from the series such as Ippo Makunouchi, Ichiro Miyata and Manabu Itagaki as they go up against their rivals.

Exhibition

In this mode, one player may play against the computer or two players may compete against each other. The characters that you have beaten in Story Mode will become available for play in Exhibition Mode. It is also possible to customise characters by adjusting their power, speed, and stamina attributes.

Tournament

This mode allows you to play a tournament that includes up to 16 different boxers. Choose from a 4-person, 8-person, or 16-person tournament.

Player Data

View player data such as number of KO's, win percentage, etc.

Options

Change game settings.



WHAT DOES IT FEEL LIKE TO BE STRONG...?

Ippo Makunouchi was a loser – always the first to be bullied or made fun of. Until he discovered boxing, that is. His fateful meeting with boxing changed Ippo's life forever. As a boxer, he fights opponent after opponent, growing both physically and mentally as he searches for the answer to the question, "what does it mean to be strong?". Ippo trains with many unique boxers as a member of the Kamogawa Gym, winning the rookie tournament and then the A-class tournament in the highly competitive featherweight class, and eventually emerging as the Japanese featherweight champion. Even as the champ, Ippo continues to train, hoping to face off against his rival, Ichiro Miyata...

STORY MODE

In Story Mode, you watch the story unfold following the same scenarios as the original manga comic series. You control various characters from the series such as Ippo Makunouchi, Takamura, Aoki, and Kimura as they go up against their rivals. You advance the story by winning boxing matches. Story Mode is divided into six stages, from Act 1 to Act 6.

1. Select the game difficulty from Easy, Normal, and Hard.
2. When you first start the game, you will only be able to play the first match, "Ippo Makunouchi vs. Ichiro Miyata." In this match, you will play Ippo Makunouchi as he spars with Ichiro Miyata. If you win this match, you will be able to continue on to the next one. Once you have beaten a particular opponent, you will be able to go back and fight him again at any time. The time it takes to beat each opponent will be recorded, allowing you to compete with yourself to set new time records.
3. If the Auto Save feature is enabled, your win/loss record will be automatically saved after each fight. If Auto Save is disabled, a dialog will appear after each fight asking if you want to save your data. Make your selection to continue. Auto Save may be enabled and disabled in the Options menu.

Continuing

When you lose a fight, you will be returned to the match selection screen after the system data is saved. To continue playing the next match in the scenario, do not select a particular fight. Instead, select the "ACT" where you left off, press the START button or ⊗ button, and then select "Continue" from the menu. The outcomes of fights that are chosen individually will not affect the progress of the story in Story Mode.

EXHIBITION MODE

Exhibition Mode allows you to match up fighters without relation to the story or rankings. By default, 13 different boxers may be chosen. In addition, any characters that you beat during Story Mode play will also become available for play in Exhibition Mode.

1. Character Selection

Select a character by pressing the left or right directional buttons or the left analog stick. Press the START button or the ⊗ button to confirm your selection.

2. Match Rule Settings

Next, set the number of rounds, knockdowns, and the count style to be used in the match.

3. Match Location and Sound Settings

Select the location in which the match will take place. By default, you will only be able to choose from a limited number of locations. As you make progress in the game's Story Mode, this number will increase.

4. Character Settings

4-1.

Select a character by pressing left and right with the directional buttons or the left analog stick.

Player Control: A player controls the character.

COM: The character is controlled by the CPU (AI).

Note: If there is no controller inserted into controller port 2, it will not be possible to select "Player Control" for the second character.

4-2.

Customise your character. Move the cursor to each attribute (Power, Speed, Stamina) and move the directional buttons or left analog stick left and right to adjust the values. Adjusting these parameters allows you to customise the characters from the manga series.



Power: Moving the slider to the right increases punch power. Moving it to the left decreases punch power.

Speed: Moving the slider to the right increases speed. Moving it to the left decreases speed.

Stamina: Moving the slider to the right increases stamina. Moving it to the left decreases stamina.

Note: The total number of points that a character may assign to these parameters differs from character to character. It will not be possible to assign the maximum value for all parameters at once. To return parameters that you have customised to their default values, move the cursor to "RESET" and press the  button. That character's parameters will be returned to the defaults.

4-3.

Set the character's level. Move the cursor to "LEVEL" and move the directional buttons or left analog stick left and right to set the character's level. When you are finished with the character settings, move the cursor to "OK" and press the START button or the  button.

TOURNAMENT MODE

In this mode, you can compete in a tournament between 4 to 16 different fighters. The characters will be randomly assigned spots on the tournament sheet.

Create Tournament

Select the number of boxers that will participate in the tournament. The options are 4, 8, or 16 boxers.

Boxer Entry

Choose the boxers who will be fighting in the tournament. Participants will be randomly selected when a tournament is created, but you may replace these with other boxers from the game.

Save/Load

Save or load the tournament participants and the tournament's progress.

Start

Start the tournament.

PLAYER DATA

On the Player Data screen, it is possible to view match records saved on a memory card (8MB) (for PlayStation®2). When player data has been updated "UPDATE!" will appear on the screen. Individual records that have changed will also be marked with "UPDATE!"

Story Mode Bouts Result

Displays the matches that have been won in Story Mode. Includes the fighters for each match, the KO time (in the case of a KO victory), and the percentage of wins.

Story Mode Total Result

Displays the overall records for all Story Mode matches fought.

Password

Displays the passwords entered via the OPTIONS screen.

OPTIONS

At the OPTIONS screen, you can change a variety of settings that affect game controls and progress. The options set will be saved to the system data.

Controller Settings

Change the controller settings to suit your preference.

Button Layout

Change the button assignments to create to the most convenient layout for yourself.

Angle Set

Set the centre angle for the left analog stick. Screen Synchro Mode (ON/OFF): Changes the way that the character is moved. When enabled, character movement is not performed from the character's point of view. Rather, pressing in a certain direction will make the character move in that direction on screen, regardless of the direction that the character is facing.



Vibration On/Off

Turn the controller vibration function on and off.

Setting Reset

Return altered controller settings to their default settings.

Default View

Move the directional buttons or the left analog stick left and right to choose the point of view used during a match.

KO Scene Weight On Off

Use this setting to adjust the effect used when a character is knocked down. If this setting is turned on, a slow motion effect will be used.

Sound Setting

Bout BGM Volume: Adjust the volume of the background music that plays during a match.

SFX Volume: Adjust the volume of the in-game sound effects (swing sounds, hit sounds, damage sounds, etc).

Save / Load

File Load: If there is a save file on a memory card (8MB) (for PlayStation®2), that file will be loaded.

File Save: Save your game progress and match records.

Auto Save On/Off: Turn the AUTO SAVE feature on and off. If it is turned on, your game progress and match records will be automatically saved after every match. AUTO SAVE is only compatible with MEMORY CARD slot 1.

Password

This option allows you to enter a password. After some matches, a password will be displayed on the screen. If you correctly enter one of these passwords, you can unlock hidden game content, such as adding new matches to Story Mode or increasing the number of selectable characters in Exhibition Mode. You can check the passwords that you have already entered on the PLAYER DATA screen.

PLAYING THE GAME**Character Offense**

Right Straight/Left Jab Right:  button

Left:  button

A punch that goes out in a straight line toward your opponent. The left jab can be useful in measuring the distance between you and your opponent. The right straight is capable of dealing considerable damage.

Hook Right:  button

Left:  button

A punch made with a bent elbow that comes in from the side. Mostly used when fighting close-up.

Uppercut Right: L2 (R2) button +  button

Left: L2 (R2) button +  button

A punch that comes up from below. Mostly used when close to your opponent. A well-timed uppercut to the chin can be devastating.

Character Defence**Duck**

Move the left analog stick slightly forward. Your character will duck down to avoid his opponent's blows.

Sway

Move the left analog stick slightly toward you. Your character will bend backward to avoid his opponent's blows.

Guard

Press the L1 button to guard. However, guarding will not be effective against all attacks. In addition, particularly strong opponents may be able to punch hard enough to break through your guard.

Character Movement (Using the left analog stick)

When moving the left analog stick all the way in a particular direction your character will move. Moving the left analog stick a small amount will cause your character to duck and sway.

Note: You can assign a 'step' or 'sway' control via the Button Layout menu option.

Attacking from a Defensive Position

From a duck to an uppercut

Duck + L2 (R2) button + ○ (×) button

From a sway to a straight

Sway + L2 (R2) button + △ (□) button

Counter Blows

Punches that are thrown just as you dodge a punch from your opponent are called “counter blows.” Because these punches make use of the forward inertia of your opponent, they do more damage than normal punches. However, they are quite difficult to perform, and the chances of successfully performing a counter blow are not high. In addition, if you fail to pull off a counter blow, any damage that you receive yourself will increase.

Special Moves

In **Victorious Boxers 2: Fighting Spirit** there are many characters that have special moves. You will gain more special moves as you follow the story in Story Mode. A list of special moves and the button combinations for activating them are given below.

Note: To check the commands for activating your character’s special moves during a fight, press the START button to pause the match, select “Special Moves”, and press the × button. A list of available special moves and their commands will appear.

	Special Move	How to Activate	When Gained
IPPO MAKUNOUCHI	Gazelle Punch	R1 button + □ button	From Volg fight in Act 1
	Deadly Smash	R1 button + △ button	From Sendo fight in Act 1
	Dempsey Roll	R1 button + × button	From Bonchai fight in Act 1
	Jofre Upper Cut	R1 button + ○ button	From Miyata fight in Act 1
ICHIRO MIYATA	Jolt	R1 button + △ button	From Payao fight
	Slow Battle	R1 button + × button	From Payao fight
	Momentary Battle	R1 button + ○ button	From Payao fight
TAKESHI SENDO	Smash	R1 button + □ button	From Volg fight
	Ultra-Low Smash	R1 button + × button	From Volg fight
	Deadly Smash	R1 button + ○ button	From Volg fight
VOLG ZANGIEF	White Fang	R1 button + × button	From Ippo fight in Act 6
MANABU ITAGAKI	Slow Battle	R1 button + × button	From Makino fight
	Momentary Battle	R1 button + ○ button	From Makino fight
TATSUYA KIMURA	Dragon Fish Blow	R1 button + × button	From Miyata fight
	Slow Battle	R1 button + □ button	From Kanzaki fight
MASARU AOKI	Double Punch	R1 button + □ button	From Armand fight
	Corkscrew	R1 button + △ button	From Armand fight
	Look Away	R1 button + × button	From Imae fight
	Frog Punch	R1 button + ○ button	From Bull Ushida fight
MAMORU TAKAMURA	Takamura’s Look Away	R1 button + □ button	From Rally fight
	Slow Battle	R1 button + × button	From Bear fight
	Momentary Battle	R1 button + ○ button	From Bear fight
GENJI KAMOGAWA	Iron Fist	R1 button + × button	From Ralph fight (up to 5 times)

Note: These are the default controls.

	Special Move	How to Activate
Yoshio Fujiwara	Headbutt	R1 button +  button
Kenta Kobashi	Cross-armed Block	R1 button +  button
Ryuichi Hayami	Shotgun	R1 button +  button
Ryo Shibata	Chopping Right	R1 button +  button
(Junior Lightweight class)	Cross-armed Block	R1 button +  button
	Momentary Battle	R1 button +  button
Keigo Okita	Corkscrew	R1 button +  button
Takuma Saeki	Cross-armed Block	R1 button +  button
	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Eiji Date	Corkscrew	R1 button +  button
	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Kazuki Sanada	Flying Swallow	R1 button +  button
	Swallow Counter	R1 button +  button
Hammer Nao	Rough Fight Arm	R1 button +  button
Iwao Shimabukuro	Gazelle Punch	R1 button +  button
Ryuhei Sawamura	Bullet	R1 button +  button
	Head Jerk	R1 button +  button
	Momentary Battle	R1 button +  button
Arnie “Crocodile” Gregory	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Katsutaka Imae	About Face	R1 button +  or  or  or  button
Eleki Battery	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Papaya Dachiu	Coconut Punch	R1 button +  button
	Play Dead	R1 button +  button
	Look Away	R1 button +  button
Brian Hawk	Drooping Arms	R1 button +  button
	Head Jerk	R1 button +  button
	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
David “Golden” Eagle	Corkscrew	R1 button +  button
	Momentary Battle	R1 button +  button
Ginpachi Nekota	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Dankichi Hama	Flying Swallow	R1 button +  button
	Slow Battle	R1 button +  button
	Momentary Battle	R1 button +  button
Ralph Anderson	Cross-armed Block	R1 button +  button

WHAT ARE THE “SLOW BATTLE” AND “MOMENTARY BATTLE” MODES?

When Slow Battle mode is activated, the flow of time is slowed down. While time is slowed, it becomes easier to watch your opponent’s movements to pull off a counter punch, but note that your movements are slowed as well as your opponent’s. To cancel Slow Battle mode, simply enter the Slow Battle command once again. The length of time that Slow Battle mode will last depends on the character’s parameters and remaining stamina.

1. Start with R1 button +  or  or  or  button (depending on the character)
2. End with R1 button +  or  or  or  button (depending on the character)

By turning on Momentary Battle mode, you can alter the path of your punches. After throwing a punch, quickly activate Momentary Battle mode to stop time and then use the left stick to change the path of your punch. The punch used, your character’s body position, and your timing in executing Momentary Battle mode will all affect the paths that you will be able to choose.

1. Throw a punch using the  or  or  or  buttons.
2. Start Momentary Battle mode with R1 button +  or  or  or button (depending on the character).
3. Move the left analog stick to change the path of the punch.

Note: The right analog stick may be used to change the point of view.

4. Press the  button or  button to throw the altered punch.

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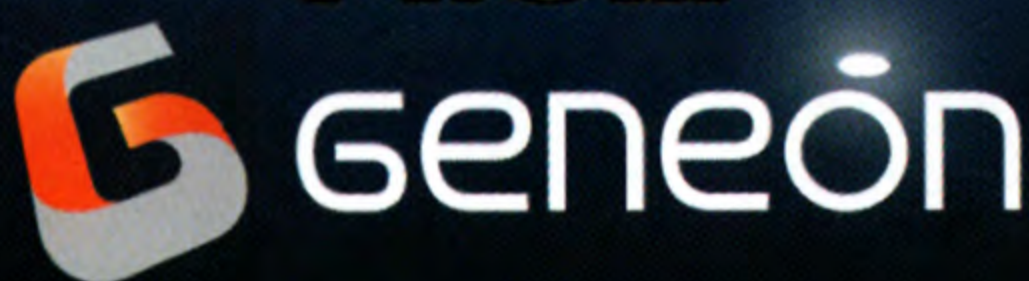
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Vol. 1
The First Step

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Vol. 2
Debut Match



Vol. 3
Test Of Endurance



Vol. 4
Dream Of A K.O.



Vol. 5
Forward! Forward!



Vol. 6
Death Match



Vol. 7
Smash Force



Vol. 8
The Champ And I

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