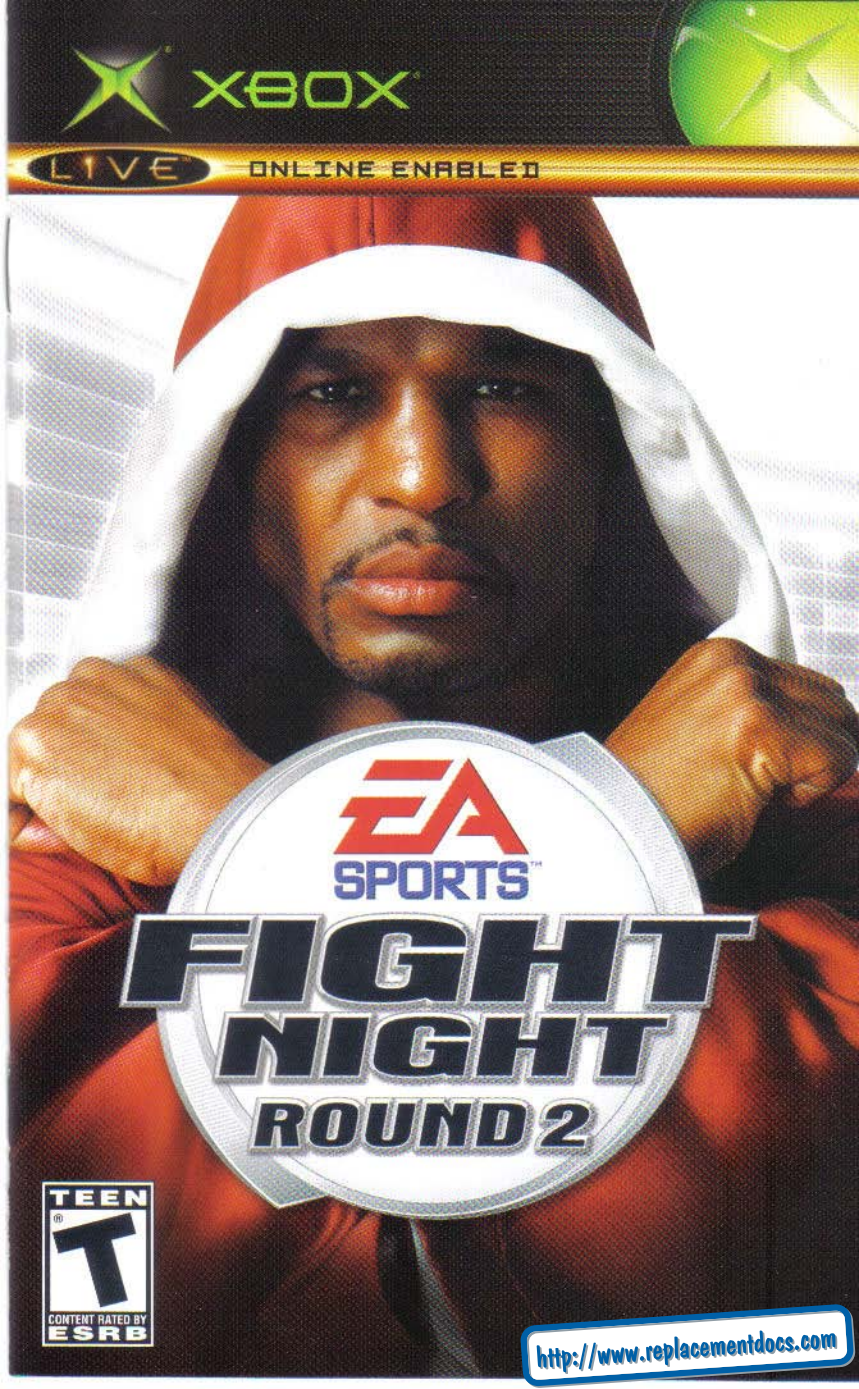


XBOX



LIVE

ONLINE ENABLED



EA
SPORTS™

**FIGHT
NIGHT
ROUND 2**



<http://www.replacementdocs.com>

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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Check out EA SPORTS™ online at www.easports.com.

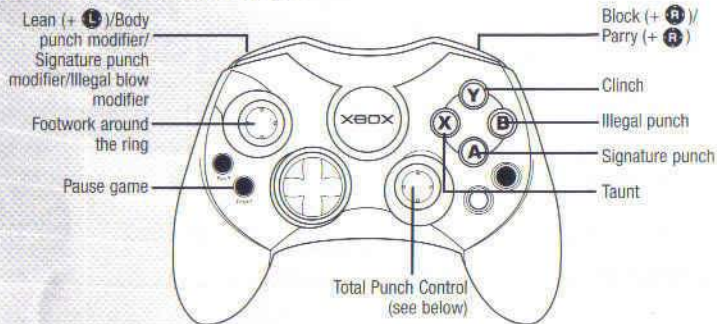
COMPLETE CONTROLS

Block and punch on the move using EA SPORTS™ *Fight Night Round 2*'s revolutionary analog control system, then end the fight with a one-punch knockout.

MENU CONTROLS

Highlight menu items	
Cycle choices/Move sliders	
Select/Go to next screen	
Return to previous screen	

GAME CONTROLS



NOTE: For Controller Configurations 3 through 6, click twice to taunt your opponent.

TOTAL PUNCH CONTROL

Take complete control of every punch with Total Punch Control. By moving the right thumbstick, you can intuitively mimic the motion of a boxer's fists to throw any type of punch from any angle in any combination.

With the Fast Combo System, you'll be able to get off quick combo moves—multiple, fast punches—after clean hits and blocks (but not after misses or parries). Combo moves are one of the keys to wearing down your opponent (for more information, see *Tips* on p. 11).



NEW EA SPORTS™ HAYMAKER

Go for the ultimate knockout. With the EA SPORTS Haymaker you're always one punch away from flooring your opponent. The further you crank back on the thumbstick, the more powerful your punch will be.



Hook Haymaker Left



Hook Haymaker Right



Haymaker Uppercut
Left



Haymaker Uppercut
Right

BOXER MOVEMENT

While controlling your movement around the ring with the left thumbstick, take control of your upper body movement by pulling and holding and moving the left thumbstick to bob, weave, and lean out of the way of punches. You can also use upper body movement to set up and counter attacks. To block or parry incoming punches, pull and hold + .

SETTING UP THE GAME

Before you fight your way up the rankings in Career mode, get a feel for the ring in Play Now mode.

SELECT CORNER SCREEN/SELECT BOXER SCREEN

After selecting the Red or Blue corner (from the Select Corner screen), the Select Boxer screen appears. From here, you can choose the fighters for the upcoming fight. Six weight classes are available to choose from, plus a list of greats from the past and present of boxing including Muhammad Ali, Roy Jones Jr., and Bernard Hopkins. After the fighters are selected, the Training Options screen appears.

TRAINING OPTIONS

Increase your ratings before the fight with a training session. For more information, see *My Gym* on p. 10.

SELECT VENUE SCREEN

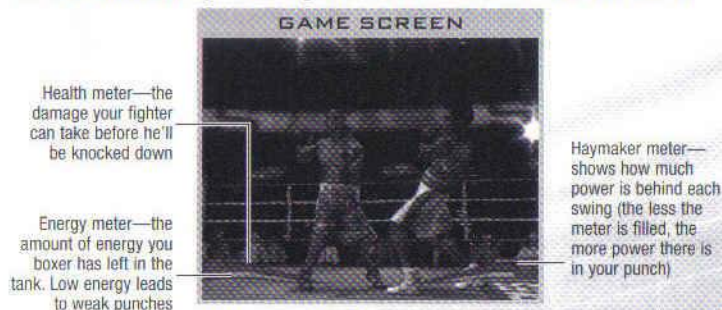
Once the training session ends, it's time to step into the ring. Select your venue and get ready for the fight of your life.

EA SPORTS™ EXTRAS

Before lacing up the gloves, be sure to check out the Training Videos to help you get that extra edge before the big fight.

INSIDE THE RING

Take full control of the fight in the ring and, for the first time, between rounds as well.



Health meter—the damage your fighter can take before he'll be knocked down

Energy meter—the amount of energy you boxer has left in the tank. Low energy leads to weak punches

Haymaker meter—shows how much power is behind each swing (the less the meter is filled, the more power there is in your punch)

NEW EA SPORTS™ CUTMAN

Use the all-new EA SPORTS Cutman between rounds to minimize the damage. Nagging injuries can persist from round-to-round and haunt you throughout the fight. If the damage is too severe, the fight can be stopped. So be sure to address heavy **swelling** and **cuts** around the eyes.

While sitting in your corner you have 30 seconds to repair any damage sustained in the previous round. Using your cutman's bucket of tools, add pressure anywhere on your boxer's face by moving the thumbsticks until the damage meter reads zero. Tap the left thumbstick diagonally in the direction of the area you want to heal. Move the right thumbstick to apply the tool with a slow arching motion to match the moving highlight. If you're in bad shape, you may not have enough time to reduce every area so be sure to address the hardest hit areas first. To switch between cuts and swelling, press **B** or **A**. You can also press **Y** to skip the process—the CPU auto-heals your boxer's damage before the next round begins.

KNOCKDOWNS

When a fighter gets knocked down, the referee begins a 10 count. To pick yourself up from the canvas you must align the targets to clear your vision. Move the thumbsticks to line up both images in the center to get your fighter to pick himself up off the canvas.

PENALTIES/STOPPAGES

Watch the low blows and illegal punches. If caught, you'll get away with a warning the first time and then penalized one point off your score in the round for each following infraction caught by the ref. Rack up too many penalties and the ref will disqualify you. Fights can also be stopped by the ref or a corner due to damage, resulting in a TKO. When the 3-knockdown rule is in effect, a TKO results from getting knocked down three times in a single round.

END OF FIGHT

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

PAUSE MENU

Press **○** during gameplay to access the Pause menu. From here, you can change your options, review fight stats, watch replays, or throw in the towel (quit).

CREATE CHAMP

Create a fighter who looks like you with the new analog body and facial sculpting controls and see if you can become boxing's greatest champion. After a boxer is created, you can fight with him in any game mode except My Gym. If you wish to improve your boxer's attributes, you can only do so by training your boxer before each fight.

NOTE: Boxers created in non-career Create Champ mode can't be used in Career mode.

PROFILE MANAGER SCREEN

Before you can create a fighter, you must create a User Profile. User Profiles, saved to the hard disk, track all game data and stats for your created boxer's career. You can load and create additional profiles from the Profile Manager screen.

NEW BOXER

From head shape and body physique to tattoos and clothing—you can customize just about anyone and throw them in the ring.

Info	Using the onscreen keyboard, personalize your fighter with a first and last name. You also select a weight class, nickname, hometown, and a boxing stance from here as well.
Physique	Craft your boxer's fighting style, along with his skin tone and height.
Build	Begin to sculpt body specifics by moving the thumbsticks to adjust muscle and fat.
Head Shape	Dig into the details by adjusting the shape of your head, ears, eyes, mouth, and more. Each movement on the thumbsticks allows you to sculpt part of your boxer's head. The highlighted area shows what part of the head is being adjusted; you can move the highlight to other parts of the head.
Head Features	After the facial features are designed, add style and characteristics to your boxer's head by selecting hair styles and other personal features.
Accessories	Jazz up your fighter with boxing gear including shorts and boots. Although there's plenty of options to choose from, most accessories have to be unlocked while fighting in Career mode.
Ratings	Add to your boxing ratings to get an extra edge in the ring. In Career mode, you have a limited amount of rating points to work with (but you can earn more with training sessions).

XBOX LIVE™

Take on the greatest fighters from coast-to-coast.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 18+ TO SUBSCRIBE TO XBOX LIVE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com.

TAKE EA SPORTS FIGHT NIGHT ROUND 2 BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

WELCOME TO EA SPORTS FIGHT NIGHT ROUND 2 ONLINE (LOBBY)

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

NOTE: All online matches are one-on-one matches.

ENTER/CREATE ROOM

Cycle through the game rooms and select the one you want to enter. You can also select CREATE ROOM and host a game of your own.

CHEATING PREVENTION

The following rules are applied to online fights to prevent cheating:

- ❖ Fights can be ranked or unranked.
- ❖ A user is charged with a loss and a disconnect for exiting a ranked game before it is finished.
- ❖ Users are penalized for delaying games.

PLAYER OPTIONS

Highlight a player's name and press **A** to bring up the player options. From here you can challenge, send or read a private message, block or unblock, add or remove that player to or from your EA Messenger, or provide feedback about the user.

XBOX LIVE (CONT.)

EA SPORTS™ MEDALLION

The EA SPORTS Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

EA™ MESSENGER

Keep track of your friends, challenge, chat, and offer feedback with the EA Messenger.

TO SEARCH/ADD A FRIEND:

Press **X** to open the EA Messenger and then press **X** again to search for a friend. To add a friend, highlight his name and press **A** to bring up the player options, then select ADD to EA Messenger. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA Messenger.

TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press **A** in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time. Press **C** to mute your friend during voice chat.

SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press **A** and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends and press **Y** to flag them. Then press **A** on any flagged friend and send a Group Message to all selected friends.

BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

GAME MODES

CAREER MODE

Take a created boxer or rebuild a boxing legend and see if they have what it takes to become the champion of champions.

NOTE: Before you begin Career mode you'll need to create a User Profile in order to track your progress. For more information on profiles, along with information on creating a boxer, see p. 6.

NOTE: Boxers are forced to retire at the age of 65.

CHOOSING A CAREER

When you first begin your boxing career, you have the option to start out in the amateur class or to turn pro. Either way, you'll have little-to-no experience.

Amateur fights give you the much needed experience—but little cash—needed to improve as a boxer. You can fight at this level for a few bouts, or until you have captured the Amateur Belt. You can unlock items in the Fight Store along the way.

Jumping straight to the professional ranks gets you closer to the big fights, but with a bigger risk—at first. Once you decide to turn Pro, the lower-ranked opponents will be looking for you to make a name for themselves. Your goal is to improve your fighter's rankings by racking up victories. After a few wins, the venues get bigger and the purse size begins to increase. With a little luck and a lot of skill, you'll earn enough to buy some accessories from the Fight Store.

SCHEDULE

Manage your career by choosing and scheduling fights. Depending on your win-loss record and ranking, you can choose from a variety of opponents. Pick your opponent wisely by checking out potential match-ups and purse totals because who you fight affects your chance to win a title. There are also special events that occur during your pro career. These events are unranked but earn you more cash.

NEW FIGHT PREP

At the professional level you have the option to hire an experienced trainer and cutman specialist before each fight. You can also purchase music, lighting effects, and even an entourage for your grand entrance into a venue to help provide rating boosts. What you can afford all depends on the money in your account.

NEW GO TRAIN

After scheduling a fight, you have the opportunity to improve your ratings in training camp. Depending on the size and ratings of your next opponent, you can focus on certain areas. For more information, see *My Gym* on p. 10.

RANKINGS

The top 50 professional boxers in your weight class are listed here. You can view win-loss records and number of KOs on their resume. Rankings are not available in amateur mode.

TROPHY CASE

View all your awards and see the championship belts you've won.

CAREER MODE (CONT.)

FIGHT STORE

Use your earnings to buy new ring wear like trunks and gloves. You can also add signature punches, taunts, and tattoos to your boxer. Some of the items in the store must be unlocked before they are available for purchase.

HARD HITS

Swing away in this arcade-like mode where the rules are simple—knock your opponent on the canvas as many times as you can. Trading punches in 15 untimed rounds, your goal is to win more rounds than your opponent. A knockdown wins the round and the boxer with the most knockdowns at end of the fight wins the match. You can also unload a nasty EA SPORTS Haymaker and end the bout with a KO.

MY GYM

Get an extra edge before the fight with a training session. By participating in these mini-games you can increase your boxer's ratings including power, speed, stamina, and more. After your training session is complete, you'll see instant results.

Focus Training

Choose a specific training game to help increase your ratings and alter your physique for the next bout. You can warm up and practice your techniques with a Sparring session, increase your speed on the Combo Dummy, increase speed and power by hitting the Heavy Bag, or increase power by Weight Lifting.

Quick Training

Set your training aggressiveness, skip the workout, and get instant results.

Skip Training

Skip the training period altogether and head straight to the ring.

NOTE: Sparring is available in Career mode (as an amateur only) and My Gym.

NOTE: Boxer attributes can not be increased in My Gym training.

MY CORNER

NOTE: With the exception of Saving and Loading, all other game options and settings (including Record Book and EA TRAX) listed in the My Corner screens have been omitted from this game manual. Please follow the on-screen navigation menus for instructions.

SAVING AND LOADING

You can save or load profiles, game settings, created boxers, and your Career mode progress.

When Auto-Save is set to OFF:

- ❖ You will need to manually save your created boxers, career info, and controller settings via Save Profile. After a Profile is saved, it can be loaded from the Profile Manager screen.
- ❖ You must select Save Settings to manually save high scores (Record Book), unlocked items and venues, and game settings. Deleting a settings file will erase all unlocked items that have been saved in the file.

FIGHTING TIPS

- ❖ Total Punch Control: To throw faster combos, arc the right thumbstick back and forth, then left and right (instead of returning it to center). Be sure to hit your opponent, or it will throw off your balance and cause you to take longer to recover.
- ❖ If your opponent is outmaneuvering you, go to the stomach to slow him down.
- ❖ Get that guard up! Defense is just as important as offense—just throwing punches will not win you the fight.
- ❖ Use the EA SPORTS Haymaker wisely. Overuse will tire you out allowing your opponent to come back strong.
- ❖ You must master the EA SPORTS Cutman to avoid a TKO. Reduce swelling and bleeding to avoid taking excessive damage from punches. Remain calm and go to work.
- ❖ Your current energy level affects how powerful your punch is. If you find yourself getting tired, focus on defense and pick your punches so you can rest.
- ❖ Show no mercy. If your opponent falls to the mat, keep up the punches! The more hits you get in as he falls down makes it harder for him to get up.
- ❖ Counterpunches are more damaging because your opponent is not ready for them. You can counter off a successful block, lean, or parry. Mastering the EA SPORTS Haymaker counterpunch, best performed after you parry your opponent, makes you nearly unstoppable.
- ❖ Mix up your punches to confuse your opponent. If your opponent knows your punching habits, it can lead to more parried blows than your head can handle.
- ❖ The more powerful the punch, the longer it takes to recover if you are parried. If your EA SPORTS Haymaker gets parried, get ready for some pain.
- ❖ Leaning, blocking, parrying, and movement are all part of your defensive arsenal. Use all forms of defense to be successful.
- ❖ Patience is more important than power. It is sometimes best to wait for your opponent to make the first move, sucker him in, and counter.
- ❖ Mastering the Training Games is the key to maximizing your ratings in Career mode. By the time you reach your mid-30s, boxing will have taken a toll on your body. Your ratings will start to decrease slowly—even with continued exceptional performance in training games.



LIMITED 90-DAY WARRANTY

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Mailing Address: Electronic Arts Technical Support
PO Box 9025
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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

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EA SPORTS Fight Night Round 2
1489605



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