

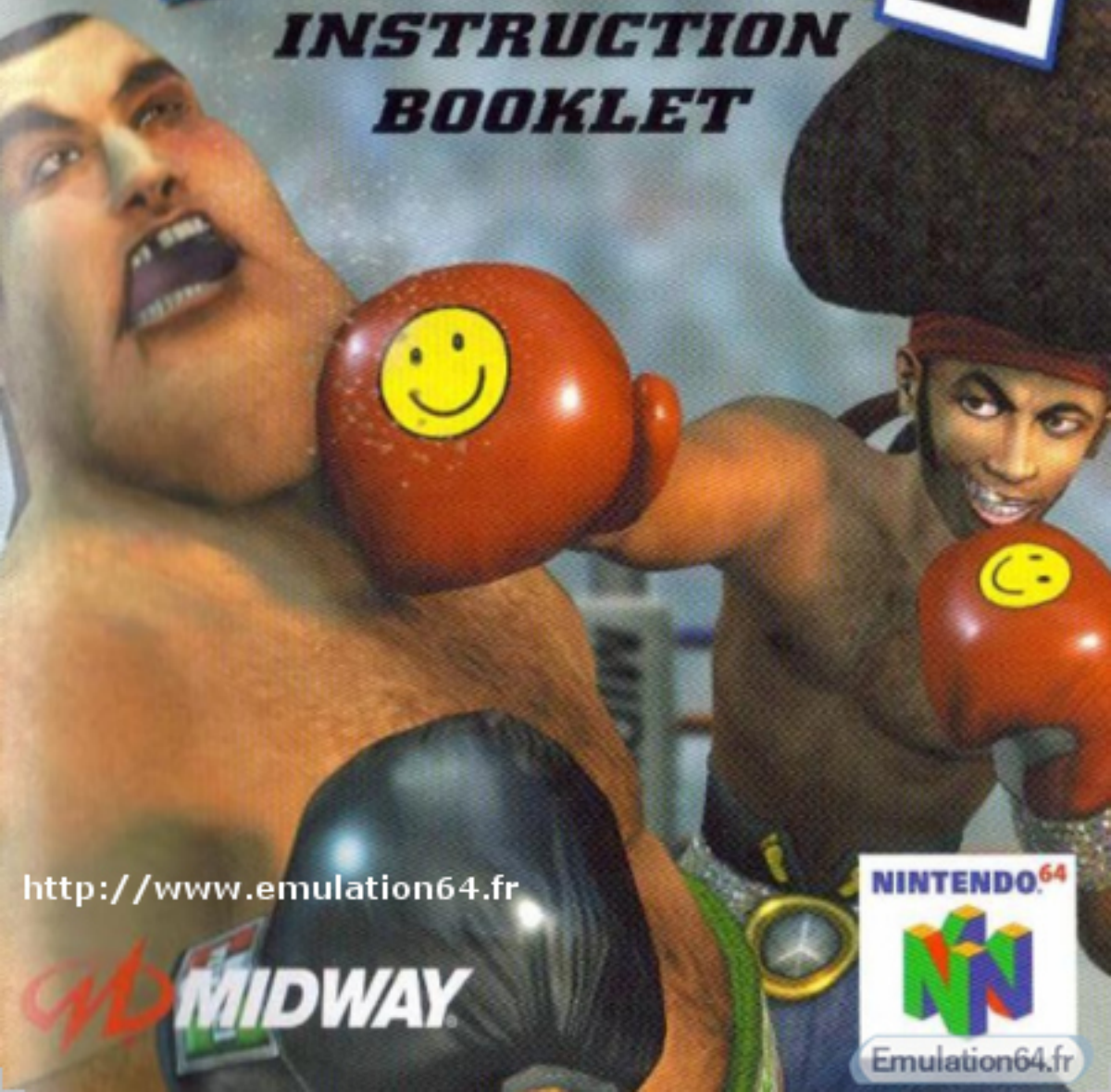
READY 2 RUMBLE BOXING

TM

ROUND

2

**INSTRUCTION
BOOKLET**



<http://www.emulation64.fr>

MIDWAY

NINTENDO⁶⁴



Emulation64.fr

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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the POWER switch ON. After the legal screens appear, you may go right to the game by pressing START.



CONTROLLER PAK MENU

Press and hold START upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the A Button to move on.

REMEMBER!

It is important to switch your Rumble Pak and Controller Pak only when prompted to do so.

GETTING STARTED

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

GAME CONTROLS

Before you begin your game, familiarize yourself with the controller. The buttons shown will be referred to throughout this manual.



MENU SELECTIONS

- Press the Control Pad or Control Stick Up, Down, Left or Right to highlight or toggle options.
- Press the A Button to select an option.
- Press the B Button to go back to the previous menu.

QUITTING A GAME IN PROGRESS

Press START to pause the game. The Pause Options Screen will appear. Highlight QUIT GAME, then press the A Button.

GAME CONTROLS

Here's the basic moves for Ready 2 Rumble Boxing™: Round 2. You can change the configuration of your controller in the game's Options Menu. See Page 9 for more information.

BASIC MOVES

MOVE BOXER - Control Pad or Control Stick (all directions)

LOW BLOCK - A Button

HIGH BLOCK - B Button

LOW LEFT PUNCH (Referred to as LL) - C-Down Button

LOW RIGHT PUNCH (Referred to as RL) - C-Right Button

HIGH LEFT PUNCH (Referred to as LH) - C-Left Button

HIGH RIGHT PUNCH (Referred to as RH) - C-Up Button

PAUSE GAME (access Pause Menu) - START

SPECIAL MOVES

NOTE: Controls with arrow diagrams indicate pressing the Control Stick or Control Pad in the direction shown. These directions reflect your boxer being on the left side of the screen. Remember to reverse the direction when on the right of the screen during a fight.

JAB - C-Left Button

STRAIGHT - C-Up Button

BODY BLOW - → + C-Right Button

LOW HOOK - ↓ + C-Down Button

HIGH HOOK - ↑ + C-Up Button

DODGE - ↓ + A Button or B Button

TAUNT OPPONENT (any of the following)

C-Left Button + C-Down Button or C-Up Button + C-Right Button

C-Up Button + C-Down Button or C-Left Button + C-Right Button

ACTIVATE RUMBLE MODE - A Button + B Button

ACTIVATE RUMBLE FLURRY - C-Left Button + C-Up Button

MAIN MENU

At the game's Title Screen, press START to access the Main Menu. Highlight your selection and press the A Button to access the sub-menu or game mode.

ARCADE MODE

For those of you that want to get in the ring and get the fight going, this is your game mode. Select how many players there will be (1 or 2), select your boxers and come out fighting!

CHAMPIONSHIP MODE

Train your boxers in your own gym. Earn money by winning fights. If you think your boxer has what it takes, enter them in a Title Fight (if you've earned the right to) and find out. More details are available on Pages 12-15.

TOURNAMENT MODE

Host your own tournament to find out who the local tough guy (or girl) is. Up to eight players can participate! Check out Page 16 for all the info.

TEAM BATTLE MODE

Send your selected boxers into the ring to square off against an opposing team. The first team to beat the other team's boxers is the winner! More information is on Page 17.

OPTIONS

Adjust the game's volume, configure your controller and lots more! Check out the next two pages for complete details.

Before you lace up your gloves, you might want to adjust a few of the game's options. Highlight OPTIONS at the Main Menu and press the A Button.



OPTIONS MENU

Before you lace up your gloves, you might want to adjust a few of the game's options. Highlight **OPTIONS** at the Main Menu and press the A Button to continue.

To adjust an option, highlight the option using the Control Stick or Control Pad. Next, press Left or Right to adjust the option. If you want to change the controller configuration, you must highlight **CONTROLLERS** and press the A Button.

SKILL LEVEL

This controls the game difficulty. Select from **EASY**, **MEDIUM** or **HARD**.

KNOCKDOWNS

This determines how many times you can be knocked on your butt before losing. Select from 1 to 10 knockdowns.

ROUNDS

Set the number of rounds (1 to 12) in your bout.

ROUND TIME

How long do you want each round to last? Select from 15 seconds to 180 seconds (3 minutes).

MUSIC VOLUME

This sets the volume level of the background music. The loudest setting is 100%, while 0% has no volume at all. Press Left and Right on the Control Stick or Control Pad to adjust the volume level.



OPTIONS MENU

SFX VOLUME

This volume setting controls the volume level of the game's sound effects. Press Left and Right on the Control Stick or Control Pad to adjust the volumes of the Crowd Noise, Cornermen, etc.

AUDIO

Choose from STEREO (both speakers) or MONO (one speaker) sound.

CONTROLLERS

This option allows you to change the configuration of your controller. To change your controller configuration, press Up and Down on the Control Stick or Control Pad to highlight the different buttons. To change a button, highlight the one to be changed and press the one that you wish to use. To restore the controller configuration to its normal (default) setting, highlight NORMAL and press the A Button. When you're all set, highlight BACK and press the A Button to return to the Options Menu.



INITIAL SETTINGS

Highlight this and press the A Button to restore the game options to their initial (default) settings.

PLAYING THE GAME

CHOOSE YOUR BOXER

When you select boxers in Arcade Mode, highlight them and press the A Button to select them. If you highlight them and press the C-Left Button and the C-Up Button, you can change that boxer's costume. Each boxer has an alternate costume, so check each one out. Only visible boxers can be selected.

PRE-FIGHT HIGHLIGHTS

At the start of each fight, each boxer will be introduced by the one and only Michael Buffer, the Voice of Champions™. After the boxer introductions, each boxer will have something to say.



HEALTH AND POWER METERS

Each boxer has their own Health and Power meters. Located in the top corners of the screen, these meters will rise and fall throughout the fight. When the Health Meter disappears, your boxer will be dazed on the canvas. When you do get knocked down, repeatedly press any two buttons to restore your health and get back on your feet. You will not be able to fully recover your health, but your Health Meter will be full enough to at least get back in the fight.

The Power Meter is essential for throwing power-punches or for pulling off combos. If you attempt to perform a combo with no power, you will not be able to do so. The Power Meter drains with every punch or combo you throw, but it will quickly recover when you are not throwing punches.

PLAYER 1
HEALTH AND
POWER METERS



PLAYER 2
HEALTH AND
POWER METERS

PLAYING THE GAME

RUMBLE!!!

Whenever you cause enough damage, you will earn a letter in the word RUMBLE. A little more difficult to execute is a Taunt. Taunting your opponent will not only cause a few laughs, but you will also earn a letter or two as well. Be warned, taunting opponents will leave you wide open for attack!

RUMBLE MODE

When you have earned the necessary letters to spell out RUMBLE, press the A and B Buttons at the same time to activate RUMBLE MODE. You must have the complete word spelled out [the letters will appear on the bottom of the screen] in order to activate Rumble Mode!

RUMBLE FLURRY

When you have activated Rumble Mode, your boxer's gloves will begin to glow. When the action resumes, press the C-Left and C-Up Buttons at the same time to begin your attack. If you're going to use your Rumble Flurry, you've got to do it quickly. Once your gloves glow, they'll only stay that way for a few seconds.

FLURRY 1 - Spell RUMBLE one time to unleash a quick series of punches on your opponent.

FLURRY 2 - Spell RUMBLE twice to let loose a stronger and faster series of punches.

FLURRY 3 - If you can do it, spell RUMBLE three times to perform a flurry so strong, that one punch will send your opponent flying out of the ring.



CHAMPIONSHIP MODE

Championship Mode gives you ownership of a gym in which to train your boxers. Your goal is to make all of your gym's boxers champs. It's up to you to train them for their fights and it's your responsibility to keep them trained. Each of your gym's boxers must become champs in order to fully beat the game. You can train your boxers for upcoming fights. These fights are shown on a calendar and are separated into Prize Fights (for money) and Title Fights. Make sure to check out the calendar for your boxer's next fight! Make sure you train for your fights too, because if you lose three Title Fights, your gym will close and you will lose the game. All fights can only be fought on their determined dates, so take the time off and train for them!

From the Main Menu, select CHAMPIONSHIP MODE and press the A Button. If you are using a Controller Pak, you will be able to save your progress. After selecting Championship Mode, you can either begin a NEW GAME or LOAD GAME (if you have saved data on a Controller Pak). If you choose to load a saved game, select which Controller Pak to load from by highlighting the Controller Pak and pressing the A Button.

NOTE: When loading saved data, you must load the data every time you play the game. There is no "Auto Load" feature in this game.

Next, you will select your first boxer for your gym. Only boxers that are unlocked will be selectable. Choose the one that you like the most and press the A Button. Your objective is to take your boxer (who is unranked) and move them (through Title Fights) up the ladder, all the way up to champ.

The Championship Mode Menu is the center of your gym. This is where you can train your boxers, schedule their upcoming fights, view their attributes and more.

TRAIN BOXER

You have to train your boxers for their fights. Your gym contains a series of 7 challenging and fun mini-games designed to improve your boxer's performance. We'll get into that more on Pages 14-15.

CHAMPIONSHIP MODE

TITLE FIGHT

Enter fights to become a ranked boxer. Initially, your boxer will begin their career unranked, fighting to be the 10th Ranked contender. The more fights you win, the higher up the ranks you'll climb. When you highlight TITLE FIGHT, you will see the opponent you have to beat. It won't be an easy task, so make sure you train your boxers well. After all, the success of your gym depends on their performance in the ring! If you lose three fights, your gym will be closed and out of business (and your game will be over). Make sure you look for the microphone icon on the calendar; this indicates your next Title Fight.

PRIZE FIGHT

In order for your gym to succeed financially, as well as purchase the vital training aids VITAMIN PROGRAM and RUMBLE MASS (see Page 15), you'll need to win money. Prize Fights allow your boxer to duke it out for a cash prize. The \$ icon on your calendar is your next Prize Fight, so make sure you train for it!

EXIT

Exit Championship Mode and return to the Main Menu. To exit, highlight EXIT and press the A Button. You have the choice of exiting and saving your progress or you can exit without saving your progress. You may also cancel the exit command.

Training your boxers is an important part of beating Championship Mode. Each training game is designed to improve certain attributes of your boxer. These attributes are:

STRENGTH - This measures the power and strength of your boxer's punches.

STAMINA - This determines how long your boxer can last in the ring before getting tired.

ENDURANCE - How much punishment can your boxer take?

DEXTERITY - This attribute controls your boxer's speed. The higher the dexterity level, the faster your boxer will move.

EXPERIENCE - How many fights has your boxer had? The more Title Fights you enter, the more experience you will gain.

CHAMPIONSHIP MODE

You should always try to improve your boxer's attributes after each bout. When you do train your boxer, do as many training games as you can to improve all of your boxer's attributes, not just one. This helps to make your boxer's attributes even and not strong in just one or two. What good is a boxer with tremendous strength who doesn't have the stamina to last in a single fight? Also, if you don't train your boxer on a regular basis, their stats will decrease.

To train your boxer, highlight TRAIN BOXER and press the A Button. Next, press Left or Right on the Control Stick or Control Pad to view the training games. These training games are listed as equipment. Select your training game by pressing the A Button. After that, you can select the level of training (difficulty) by pressing Left and Right. You can also choose to play the training game (MANUAL TRAINING) or let the game do it for you (AUTO TRAINING). When you're all set, press the A Button to continue.

Next, you will determine how long you want your boxer to train for. Using the calendar which appears, highlight the day you want training to END. The more days you choose, the more the attribute will rise. When building up attributes, remember to watch the attribute meters closely. Your attributes will rise or fall depending on your length of training. GREEN indicates an increase in the attribute, while RED shows a decrease. Remember to watch the calendar for your next fight and train for it!

TRAINING GAMES

The training games are basically mini-games which help improve your boxer's attributes. Depending on how well you did in the training game, your boxer's attribute (based on what type of training game you played) will rise or not move at all. The training game rules are displayed before you begin a training game, so pay close attention before beginning. When you're ready to begin play, press the A Button.

JUMP ROPE

The Jump Rope training game helps to build up your stamina, endurance and dexterity. Press the appropriate buttons at the precise time to score.

CHAMPIONSHIP MODE

SPEED BAG

Throw punches and earn points to build up your strength and endurance. Punch the speed bag to earn points. The more you make the bag hit the ceiling, the more points you will earn.

HEAVY BAG

This game improves your strength and stamina. You will be told what punches to throw and you must throw the exact punches to score points. Remember that the more points you get, the more your attribute will grow.

SWAY BAG

Improve your stamina and dexterity as you punch and then dodge this fast-moving bag. Throw the desired punch and follow the desired movements to score big in this training game.

RUMBLE PADS

Designed to improve your dexterity and endurance, this piece of equipment challenges you to throw punches as fast as you can. Throw the desired punch quickly, because these pads will disappear.

RUMBLE AEROBICS

Follow the lead of the bubbly Julie the Aerobics Instructor. She'll tell you the moves and leave it up to you to repeat them. The Rumble Aerobics training is designed to improve your endurance and dexterity.

WEIGHT LIFTING

This training game improves your boxer's strength. Lifting weights causes a meter to rise. Keep the meter in the desired area to build points and muscle!

NON-GAME TRAINING

There are two non-game ways of training your boxer. The VITAMIN PROGRAM and RUMBLE MASS regiments must be paid for. To pay for each program, you must win money in Prize Fights. The Vitamin Program will improve your boxer's stamina and dexterity and costs \$10,000 for each session. The Rumble Mass program will improve your boxer's strength tremendously. The cost for the Rumble Mass training is a staggering \$25,000.

TEAM BATTLE MODE

This game mode allows you to choose a team of up to eight boxers and go against another team. From the Main Menu, highlight TEAM BATTLE MODE and press the A Button.

This is a One or Two Player game mode, so choose how many players there will be and press the A Button. Next, select how many boxers will be on each team. Select between 4 through 8 and press the A Button.

Each player can select their boxers by highlighting them and pressing the A Button. If you wish, you can choose the same boxer as many times as you want. After each player has selected their boxers, it's time for the battle to begin. The first player to eliminate the opposing player's team is the winner.



SAVING AND LOADING

Ready 2 Rumble Boxing™: Round 2 allows you to save and load game data using a Controller Pak. It can be used to save unlocked secret characters as well as any Championship Mode information. When attempting to use the Controller Pak to save or load, Please follow these instructions carefully. Failure to do so may result in you erasing your previously saved data for Ready 2 Rumble Boxing™: Round 2.

HOW DO I SAVE UNLOCKED CHARACTERS?

To save any characters that you unlock in Arcade or Championship Mode, you must enter the Championship Mode menu and save your progress there.

HOW DO I LOAD UNLOCKED (SECRET) CHARACTERS?

To load any unlocked characters that you have, select CHAMPIONSHIP MODE from the Main Menu and press the A Button. Next, select LOAD GAME and press the A Button. When you have loaded your saved data, press the B Button until you have exited back to the Main Menu. From here you can play an Arcade Mode game using your new characters or begin a new Championship Mode game with one.

CAN I USE A SECRET BOXER IN CHAMPIONSHIP MODE?

Yes you can. If you want to begin a new Championship Mode game, remember to load your old game first! This tells the console that you have certain boxers that are available. Next, begin a new game in Championship Mode. The game will inform you that your old save will be overwritten if you proceed. If you do overwrite the old information, don't worry. Since you previously loaded the secret boxers, the new data will save those boxers here as well.

There you have it. So remember, if you want to use secret characters that you've unlocked, load your saved games in Championship Mode FIRST! This will make sure that if you save to your Controller Pak, they will not be erased.

THE BOXERS



AFRO THUNDER

Hometown: New York City, New York

Height: 5-7

Weight: 121

Reach: 70"

Age: 24

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Back, Back, Forward + RH

COMBO - LH, LH, RH, RH, RH

Afro Thunder might have gone Hollywood for a while, but he's back. Spurning boxing for three years to pursue a career in action films, he returns with a purpose: to prove those who say he's lost his skill wrong. The movie industry may have temporarily sapped him of his boxing fundamentals, but Afro's stage presence and incomparable showmanship are fine-tuned. The press and fellow boxers may have said he'll never be champ again, but their harsh words have only inspired a newfound motivation in Afro, who promises to make a headline-making ring return.

SELENE STRIKE

Hometown: Brasilia, Brazil

Height: 6-2

Weight: 130

Reach: 80"

Age: 27

LH - Left High

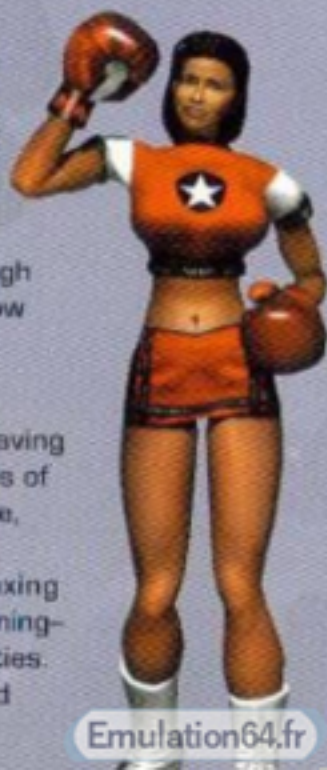
RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Back, Forward + RL

COMBO - LH, RL, LL



The towering Selene Strike is fighting her way back. After having suffered a serious setback when she went down at the hands of new boxer Mama Tua, a fight which she had figured to dominate, Strike has been battling the demons of her own confidence. Now training with Lulu Valentine, Strike has added new boxing techniques—by utilizing her gymnastic skills and strength training—which have resulted in a restored assurance in her own abilities. She'll start the championship journey with faith in herself and some new weapons of war.

THE BOXERS



BORIS "THE BEAR" KNOKIMOV

Hometown: Zagreb, Croatia

Height: 6-3

Weight: 218

Reach: 73"

Age: 33

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Forward, Back + RH, LL

COMBO - LL, RH, LL

When describing Boris "The Bear" Knokimov, opponents use the word "sellout." Knokimov prefers the term "opportunist." Aware of the advantages of his boxing prominence, Knokimov has for the past three years gone on an endorsement blitz, advertising himself and his products on infomercials the world over, which have garnered him a particularly strong following in his homeland. Realizing that a return to the ring would lengthen his 15 minutes of fame—and his capitalistic endeavors—Knokimov is back with logos, sponsorships, and renewed vigor.

BUTCHER BROWN

Hometown: District of Columbia

Height: 5-9

Weight: 235

Reach: 82"

Age: 26

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Back, Forward + RH

COMBO - Down-Forward + RH, RH, RH



Banned from boxing two years ago for using the mystical and deadly knockout punch dubbed "The Devastator" in an annihilation of "The Bruiser" Bruce Blade, Butcher Brown has been reinstated and is tanned, rested and ready. One problem: his former mentor who long sought to instill some much-needed mental stability into the life of Brown, has since retired. Although he's physically ready to rumble, Brown must follow the path of mental discipline in order to regain the championship.

THE BOXERS



ANGEL "RAGING" RIVERA

Hometown: Monterrey, Mexico

Height: 5-9

Weight: 153

Reach: 71"

Age: 26

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Back, Forward + RH

COMBO - Forward + LH, LH, LL

Although Angel "Raging" Rivera's name is usually preceded by the word "showboat," he's far from being all style and no substance. He finally nabbed a championship when he defeated Rocket Samchay in a grueling, controversial twelve-round battle. Rivera began his career as a pugilistic purist, eschewing flashiness for sound, conventional technique but altered his approach after a loss to an unorthodox foe. The transformation complete, Rivera proves that style points do count.

MAMA TUA

Hometown: Kalopei, Oahu

Height: 6-0

Weight: 400

Reach: 77"

Age: 55

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Forward, Forward + RH

COMBO - LH, LH

Mama Tua entered the Ready 2 Rumble ring quite by accident, but it will be her opponent's mistake if they take the 400-pounder lightly. Mama took up boxing as a means of working out and staying fit, but soon realized she had an affinity for handling heavyweights due to her long days raising son Salua, the famed boxer who recently turned wrestler. The family skills are evident in Mama, who obviously doesn't need to live vicariously through her children. Short on ring experience but long in the tooth (and on the scale), Mama is an intriguing competitor.



THE BOXERS



JOEY T.

Hometown: Milan, Italy

Height: 6-4

Weight: 287

Reach: 79"

Age: 38

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Back, Back, Forward + LL

COMBO - Up, Down + RL, LL, RH, RH

Joey T. honed his boxing skills as a ruthless hitman, so it shouldn't come as a surprise that he was completely embarrassed when he lost to a girl, Lulu Valentine. After that humiliating defeat, Joey T. vowed to never get knocked down again and has improved on his formerly rudimentary boxing skills. With Mama Tua as a sparring partner, Joey T. has added a new arsenal of punches to complement his bone-crushing blows. The next goal for Joey T: containing that legendary temper.

JET "IRON" CHIN

Hometown: Taipei, Taiwan

Height: 5-8

Weight: 148

Reach: 78"

Age: 23

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Forward, Back + RH

COMBO - Forward + LH, LH, LH

Jet "Iron" Chin parlayed his homeland popularity and successful run at the championships of the Rumble Tournament into a prosperous boxing school. Using distinguished Chinese boxing technique complemented by his own, proven style, Chin has trained some of the greatest boxers in the globe, including Afro Thunder and Rocket Samchay. Not content to retire from his own career, of course, Chin believes that his experience as a boxer combined with his savvy as a trainer have resulted in him becoming a more complete fighter. The "Beast from the East" is ready to rumble!



THE BOXERS



LULU VALENTINE

Hometown: Seattle, Washington

Height: 5-2

Weight: 108

Reach: 64"

Age: 27

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Back, Back, Forward + RH

COMBO - LH, RH, RL, RL

Lulu Valentine is no one-dimensional woman, and those two dimensions—boxing and fashion design—hardly seem compatible. But we're talking about Lulu Valentine, who possesses the fastest punch on the circuit. Critics wonder whether she's coming back to the ring for a legitimate shot at the championship or merely to promote her successful line of trendy sportswear. Either way, Lulu's sure to bring excitement to the canvas, whether it's with her boxing prowess or signature fashion statements.

J. R. FLURRY

Hometown: Los Angeles, California

Height: 5-11

Weight: 150

Reach: 75"

Age: 24

LH - Left High

RH - Right High

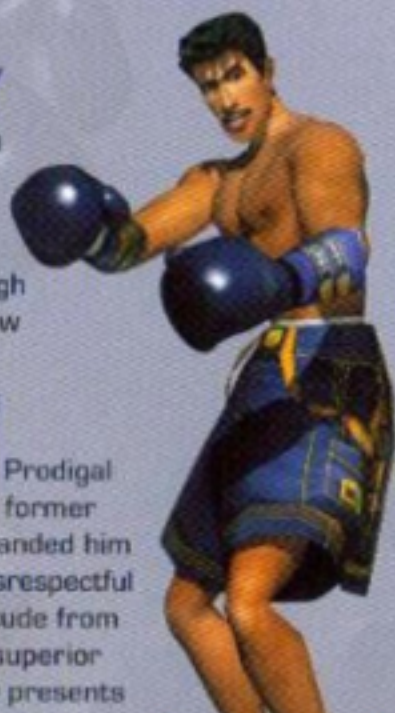
LL - Left Low

RL - Right Low

SPECIAL - Back, Forward + RH

COMBO - Forward + LH, LL, LL, LH

Maturity has done a lot for J. R. Flurry. Once dubbed "The Prodigal Pugilist" because of the manner in which he turned on his former coach, Gino Stiletto—who then met Flurry in the ring and handed him his lone defeat—Flurry has since tossed aside his arrogant, disrespectful ways. Make no mistake, however; you'll still find some attitude from Flurry, but now it is only punctuation to refined skills and superior knowledge of the sweet science. Prodigal no longer, Flurry presents a big challenge to all his boxing opponents.



THE BOXERS



JOHNNY "BAD" BLOOD

Hometown: Papatoetoe, New Zealand

Height: 6-2

Weight: 231

Reach: 87"

Age: 21

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Back, Back, Forward + LH

COMBO - Down-Forward + RH, LH

Johnny "Bad" Blood, brother of former Rumble participant Jimmy Blood, is a walking contradiction. Despite the fact that he's lived the serene lifestyle of a shepherd most of his years, Blood has also tempted death in his native New Zealand by engaging in the fierce battles of small pubs and back alleys. And although his Maori fighting ways are savage, Blood exercises a certain control, partly fueled by his disciplined desire to measure up to the past successes of his brother.

"BIG" WILLY JOHNSON

Hometown: Chester, England

Height: 5-9

Weight: 175

Reach: 72"

Age: 111

LH - Left High

RH - Right High

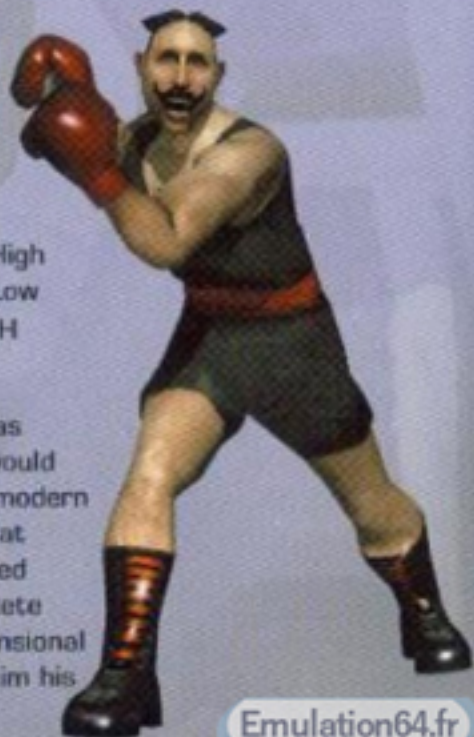
LL - Left Low

RL - Right Low

SPECIAL - Forward, Forward + RH

COMBO - LH, LH, RH, RH

"Big" Willy Johnson is in a time warp, but one that has served him well. A gritty, old-school boxer, Johnson would prefer to fight without gloves but has adapted to the modern age by utilizing some current boxing techniques. That combination of old-time boxing discipline and advanced technical method has made him a diverse and complete boxer and one who oftentimes confuses his one-dimensional foes. It's somebody else's job, however, to convince him his look is about as stylish as a horse-and-carriage.



THE BOXERS

ROCKET SAMCHAY

Hometown: Bangkok, Thailand

Height: 6-2

Weight: 165

Reach: 78"

Age: 26

LH - Left High

RH - Right High

LL - Left Low

RL - Right Low

SPECIAL - Back, Forward + LH

COMBO - Up, Down + LH, RH

Rocket Samchay has his eyes on the championship. Or 'eye,' that is. The boxer has only one remaining organ of sight after losing the other courtesy of Angel "Raging" Rivera's thumb. A return to his native Thailand to compete in Thai boxing tournaments helped him regain focus and add some lethal new moves. Having honed his skills among some of the greatest Asian fighters in the region, Samchay brings a special resiliency in his quest to succeed in the Rumble Tournament.

In addition to the regular characters, this time you'll be joined by some special hidden boxers. Although not selectable at first, these boxers can be unlocked by winning games in Arcade and Championship Mode. Make sure to check out gaming magazines or the internet for more secrets that can be found in Ready 2 Rumble Boxing™: Round 2! The more games you win, the more boxers you will unlock. Do you have what it takes to unlock the two very special boxers below? Then again, do you have what it takes to defeat them?

MICHAEL JACKSON



SHAQUILLE O'NEAL

