



PlayStation

®

NTSC U/C

PlayStation<sup>®</sup>

# CONTENDER<sup>™</sup>



EVERYONE



CONTENT RATED BY  
ESRB

SCUS-94294  
94294

SONY



COMPUTER  
ENTERTAINMENT



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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 game 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 game 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.

**HANDLING YOUR PLAYSTATION® DISC:**

This compact disc is intended for use only with the PlayStation game console.

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.

## ***CONTENDER Tips and Hints***

### **PlayStation® Hint Line**

Hints for all games produced by SCEA are available:

**Within the US: 1-900-933-SONY (1-900-933-7669)**

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95 - \$16.95 for tips by mail\*, \$5.00 - \$20.00 for card recharge

(\*Subject to availability)

**Within Canada: 1-900-451-5757**

\$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line.

Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

### **Consumer Service/Technical Support**

**1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

**PlayStation Online [www.playstation.com](http://www.playstation.com)**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.



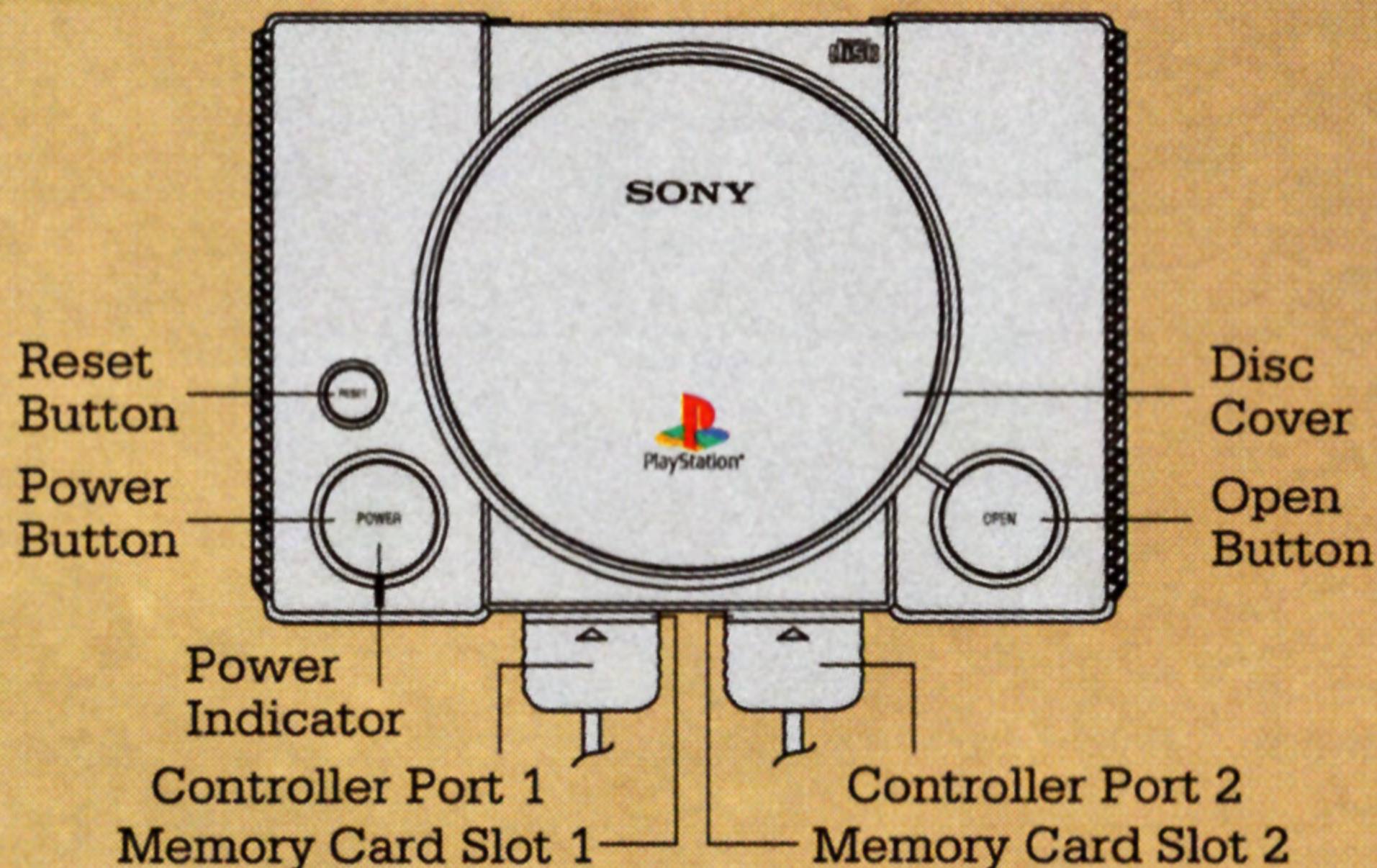
# ***TABLE OF CONTENTS***

PlayStation Set-Up .....	2
The Controller .....	3
Welcome to the World of Contender .....	6
Main Menu .....	7
Main Event.....	8
New Boxer .....	9
Exhibition Fight.....	10
Tournament.....	11
Options Menus .....	12
Control Summary .....	14
Punching .....	14
Defense .....	16
Movement Around the Ring .....	17
During a Fight .....	18
During a Knock Down.....	19
Pause Menu.....	20
In Between Rounds .....	21
Video Mode .....	21
Credits.....	22
Software Warranty .....	25



# **PLAYSTATION<sup>®</sup>**

## **GAME CONSOLE SET-UP**



### **SETTING UP YOUR GAME**

Set up your PlayStation<sup>®</sup> game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Contender disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

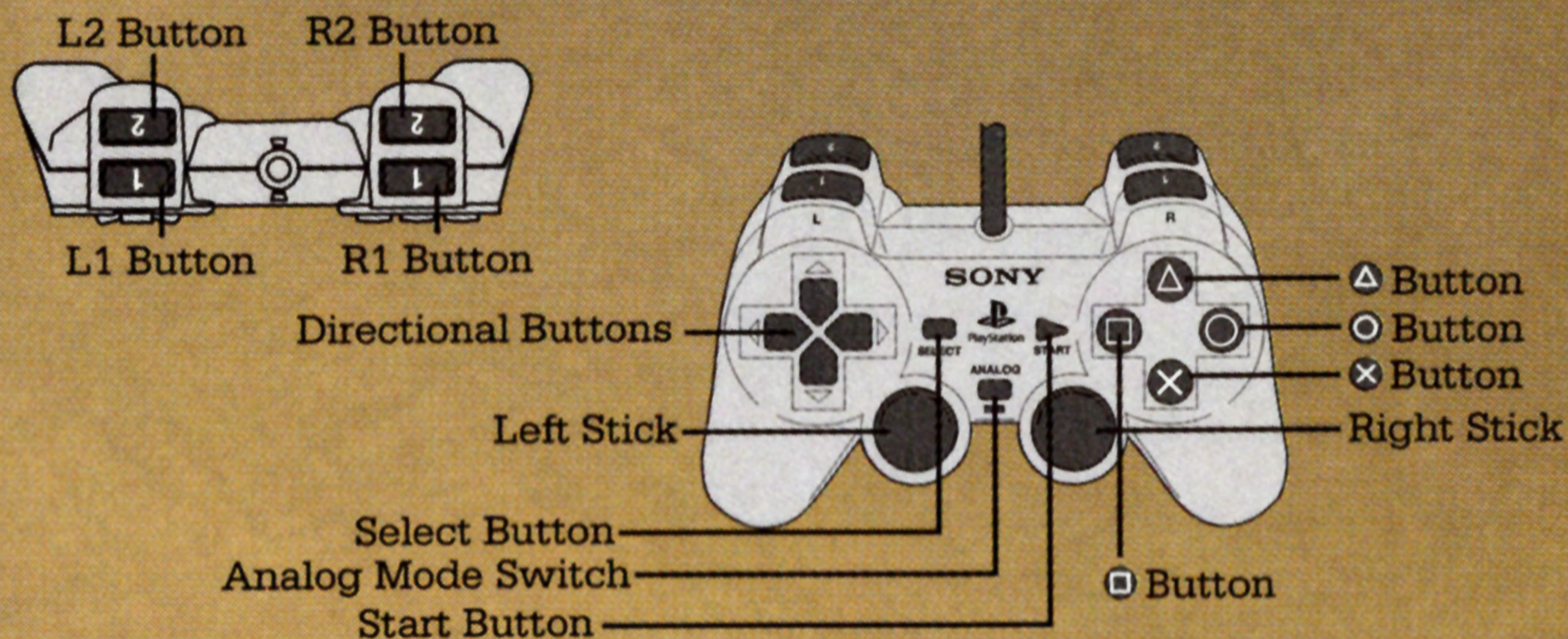
### **MEMORY CARDS**

If you wish to record your progress, make sure you insert a Memory card (sold separately) into Memory card slot 1 on your PlayStation. Make sure that there are four free blocks on your Memory card before commencing play.

It is advised that you do not insert or remove peripherals or Memory cards once the power on your PlayStation is turned on.



# THE CONTROLLER



**Directional Buttons:** →, ←, ↑, ↓

Move your fighter in the direction pushed, regardless of your position on the screen.

## Defense



Upper level guard

*Guards the head, such as the chin and the face.*



Lower level guard

*Guards the body, such as the solar plexus and the side stomach.*

**L1**

Clockwise sway

*Moves the upper body to dodge the opponent's punch.*

**L2**

Counter clockwise sway

*Moves the upper body to dodge the opponent's punch.*



## ***Basic Punches***

Press repeatedly without pressing the direction keys.

- ⊙ Upper level punch. Becomes a combination punch by repeated pressing.
- ⊗ Lower level punch. Becomes a combination punch by repeated pressing.

## ***Applied Punches***

By combining the ⊙ and the ⊗ buttons with the directional buttons, it is possible to throw a straight and a hook. However, unlike the basic punches, repeated blows are not possible.

- ↑ + ⊙ Upper level left hook.
- ↓ + ⊙ Upper level right hook.
- ↑ + ⊗ Lower level left hook.
- ↓ + ⊗ Lower level right hook.

**Note:** These controls will differ for left handed fighters.

## ***Taunting***

Press  + ⊙, ⊗, △, or ◻ to taunt your opponent during a fight.



## ***About the Special Punches***

Depending on the rankings, a boxer will learn special punches through lessons. Special punches will differ from one boxer to another.

**R1** - Special Punch

**R2** - Special Punch



### **Hint #1**

When a fighter is knocked down, a special icon will appear in the bottom left or right of the screen (depending on which fighter is knocked down). This special icon is called a knockdown point. When a special punch is utilized during the availability of a knockdown point, the power of the punch will increase 2 to 3 times. This is the super punch. If you use this well, even when you are in a disadvantaged position, it is possible to turn the match around with one punch.

Of course, be careful of your opponent's super punch.



# **WELCOME TO THE WORLD OF CONTENDER**

**W**ith over 40 World Class boxers, Contender pits you against the best of the best of the boxing world.

**T**ake your character on the long and testing journey from the seedy back street venues and sweaty gyms of the non-professional pugilist, all the way up to the dizzying heights of World title fights, where battles for the glory of victory are fought.

**C**ontender is not just about fancy special moves. Packed with strategy, you must decide where your fighter's weaknesses lie and train him or her to overcome them. As you progress through the game, you'll be offered handy hints and tips from your trainer Jackal—spar with him at his gym and learn invaluable moves that will set you on the road to stardom.

**C**ontender is a difficult game. Only the very determined and skilled players will succeed. However, if you are getting frustrated, take a break and plan your strategy. Watch your opponent for weaknesses. Time and effort will pay dividends.

**I**f you do gain World Champion status you will be rewarded with special new characters.



# MAIN MENU

The Main Menu is where it all begins.

Menu screens are divided into different competitions and the Option menu. To highlight a menu item, press **↑** or **↓** on the directional buttons, then press the **⊗** button to advance to the next screen. **△** moves back to the previous screen.



**Directional buttons** **↑** and **↓**

**Directional buttons** **←** and **→**

**⊗** button

**△** button

**■** button

Highlight menu item

Cycle/ Toggle highlighted menu item

Select a menu item

Go back to previous screen

Go to Memory card screens  
(Certain screens only)

All other buttons have no use on the menu screens.








## ***NEW BOXER***

New boxer - Debut a new boxer.

Continue - Download saved boxer from a memory card.

Check your current parameters. By pressing ,  
fight records can be saved.







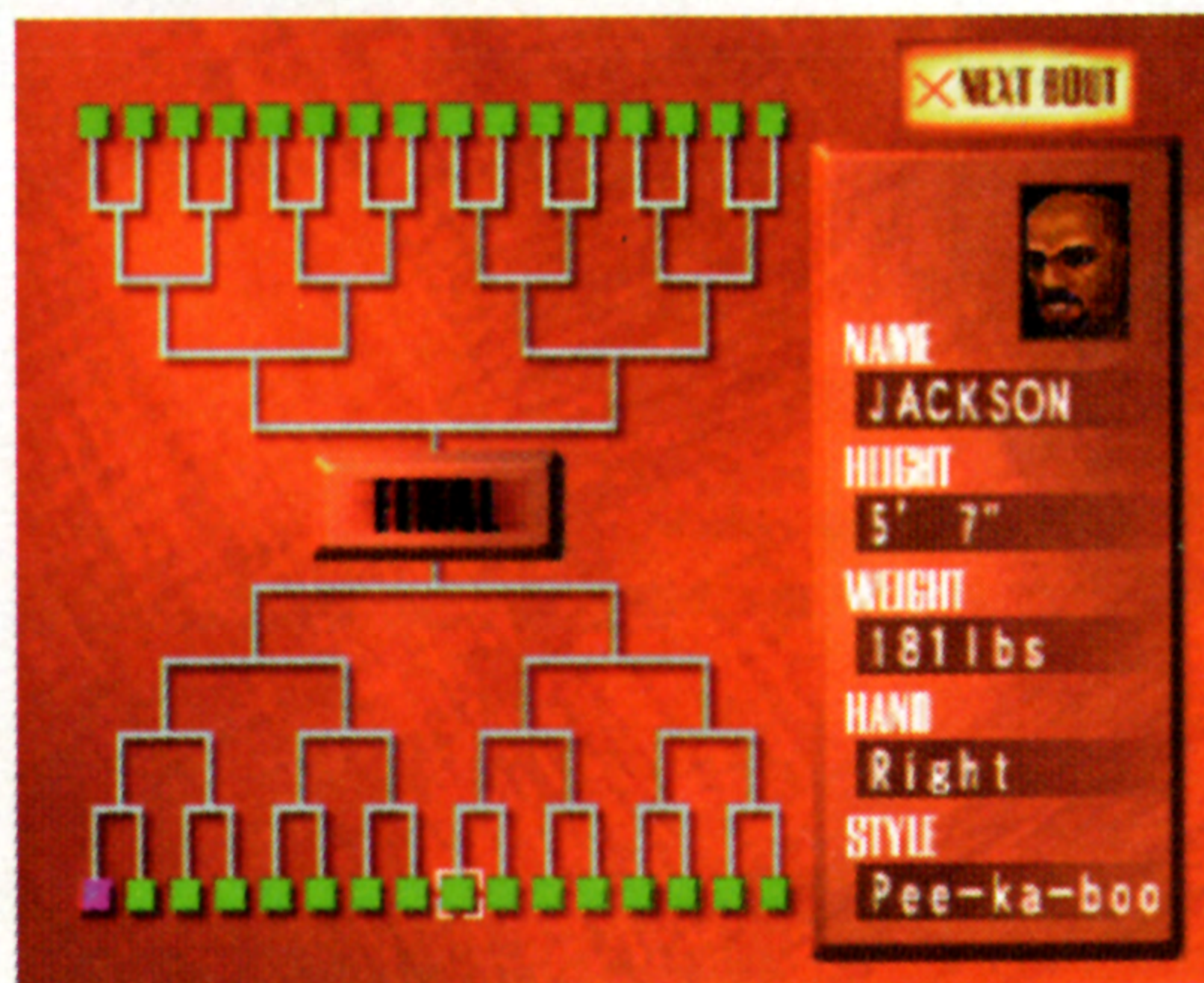


# TOURNAMENT

If you get frustrated because the Road to the World Title does not let you fight against who you want, this mode is for you. After you choose your character, Contender matches up boxers randomly for a knockout championship. This can mean some one-sided fights, but it also means you may get to see some of the stars of Contender earlier than in the Road to the World Title.

32 fighters will compete in the tournament through 5 rounds. The length of a match increases as a player wins rounds.

**Note:** In the event of a draw in the tournament, the fighter from the red corner progresses into the next round.






# OPTIONS

Details of the match can be selected on the Options screens.

## **Controller Set Up**

Change ways to control the fighters during the match. Select from 3 choices. Highlight "Controller Set Up" and press the  button.

## **Controller Vibration**

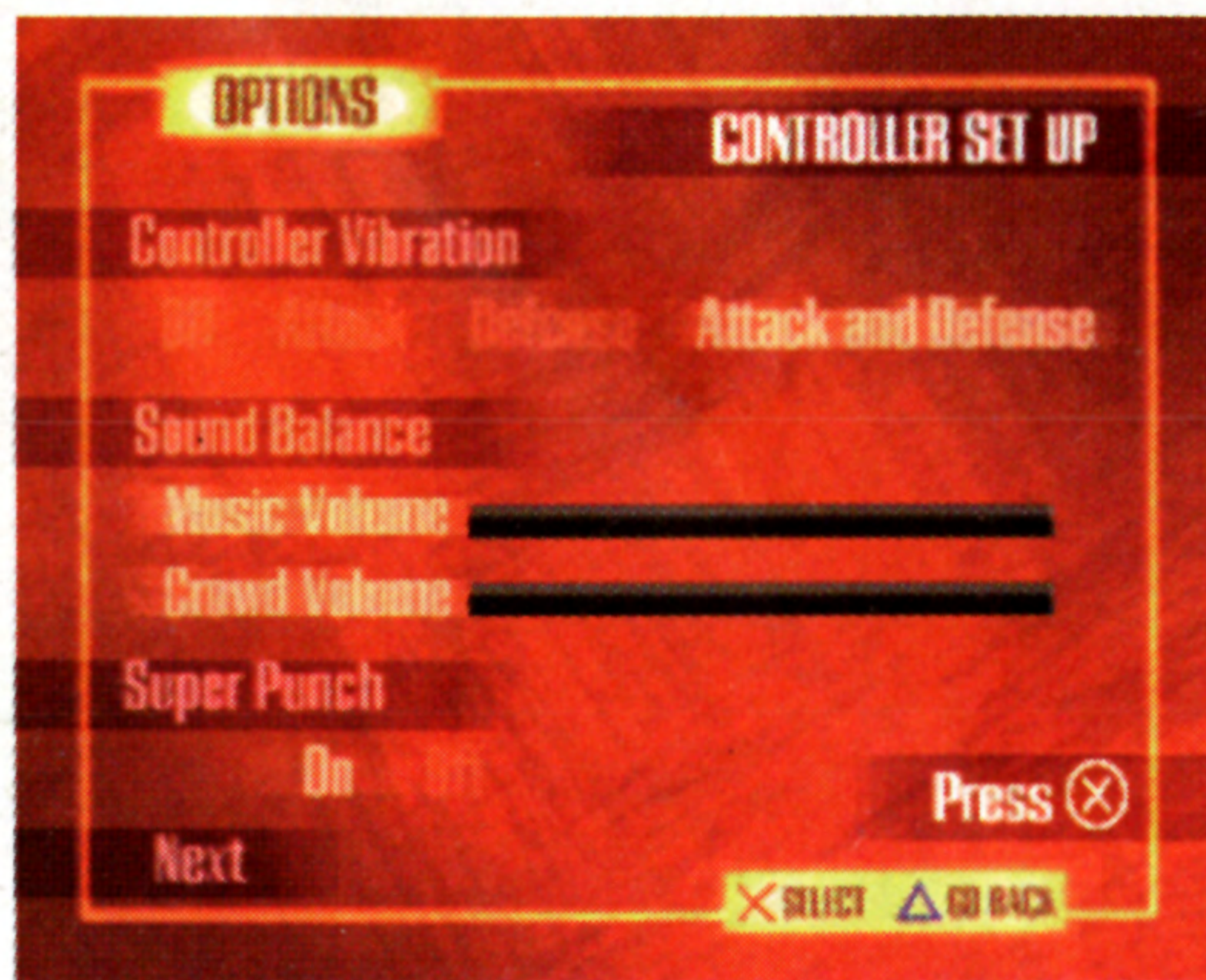
Turn the vibration function of the Dual Shock™ Analog Controller On or Off.

## **Sound Balance**

Set the levels of the background music and the sound effects.

## **Super Punch**

Turn Super Punch On or Off.





# ***OPTIONS***

## ***CPU Opponent***

Set the strength of the CPU boxer. 3 levels are available: Rookie, Amateur and Professional

## ***Game Speed***

Decide on the speed of play. Super Contender is the fastest speed available.

## ***TKO***

Decide whether or not to employ the TKO rule.

**Note:** The rules for Boxing do not insist that if a boxer is knocked down 3 times in a round a win is awarded to his opponent. However, in Contender, the TKO rule can add more fun and excitement.

## ***Time Display***

Decide whether or not the time is displayed during a match.

## ***Default Camera***

Decide on the default camera angle during a match.

## ***Save Option Setting***

Save your current option settings.

## ***Load Option Setting***

Load a previously saved option setting.

## ***Reset to Default Settings***

Return to default settings.







# CONTROL SUMMARY

Following is a detailed breakdown of all the moves you can perform in the ring. For menu navigation controls, see Main Menu (page 7).

## **TIP:**

*What makes Contender unique from other fighting games is that you must plan your strategy. You must think about your defense as well as your attack. If you just try to simply throw punch after punch, you will easily be beaten by even the poorest amateur. Throwing consecutive punches does two things. First, your boxer will get tired (have you ever tried punching continuously for 3 minutes!?) and second, your boxer will leave himself wide open to a more accurate and disciplined opponent. You must "feel" your opponent out and then decide on the best course of action, based on your own assessment of your boxer's strengths and your opponent's weaknesses.*

## **PUNCHING**

All boxers in the game are either right or left handed. The leading punch of a boxer is determined by this. However, if the directional button is tapped Left or Right before a punch button is pressed, the direction selected will also be the hand used for the following punch. In the examples below, it is presumed that the character you are using is right handed. Obviously if your character is left handed the / descriptions are reversed to /.



## **Body Punch** — **button**

<b>Quick tap</b>	Body jab
<b>Double tap</b>	Left then right body blows
<b>Triple tap</b>	Combination to body left/ right/ left
<b>Quadruple tap</b>	Combination to body left/ right/ left/ right

## **Head Punch** — **button**

<b>Quick tap</b>	Head jab
<b>Double tap</b>	Left then right head blows
<b>Triple tap</b>	Combination to head left/ right/ left
<b>Quadruple tap</b>	Combination to head left/ right/ left/ right


## **TIPS FOR PUNCHING**

- *While throwing punches, it is important to make sure that each punch hits the intended target.*
- *If you are not accurate or your punches are blocked, you will leave yourself open to a counterattack by your opponent.*
- *Always be aware of your power bars. If both are very low, this means that your character is slower and weaker. It means your punches are easier to counter and that they have less impact on your opponent. It is best to back off and wait for the top power bar to regain power.*



# DEFENSE


## Body Defense

 button

Quick tap  
Press & hold

Quick body cover up  
Body block

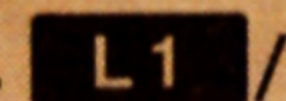
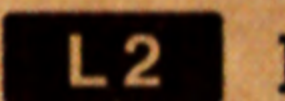
## Head Defense

 button

Quick tap  
Press & hold

Quick head cover up  
Head block

## Duck & Weave

 /  buttons

Quick tap  
Press & hold

Quick duck  
Duck & weave

## TIPS FOR DEFENSE

- *The best form of defense is getting away from your opponent.*
- *A block is the most effective form of defense. Look closely at your opponent and judge if he will throw a head or body punch. However, be careful not to let him come in from the side as a block offers little protection here!*
- *Ducking and weaving is less defensive. It is more difficult for your opponent to hit you, but it still leaves you open to a well timed punch. However, it does offer you the advantage of a quick counterattack. Also, a combination of a punch, duck, and weave can give you upper cut and club punches.*



# MOVEMENT AROUND THE RING

Movement  buttons

Directional button tap

Move one step in direction selected

Directional button press & hold

Move in the direction selected

Directional button DOUBLE TAP

Move QUICKLY one step in the direction selected

Directional button DOUBLE TAP & hold

Move QUICKLY in the direction selected

## TIPS FOR MOVEMENT

- *Your character will not move if you try to use a directional button and a punch button at the same time. You must learn to control your timing and be disciplined when selecting which buttons to press.*
- *If you double tap forward towards your opponent, you will duck down in a defensive crouch. When you come up, you will throw a lunge punch if you press a punch button.*
- *Some opponents are masters of the ring space. They will try to control the center of the ring and get you into a corner. Unless you have a massive stamina advantage, do not let this happen.*



# ***DURING A FIGHT***

## ***STAMINA GAUGE***

Indicates the consciousness of a fighter. Decreases mainly through punches to the head. This bar is continuously recovering so it is necessary to repeatedly punch an opponent to knock them down.

## ***LIFE GAUGE***

Indicates the fighter's physical strength. Decreases mainly through damage to the body. This regains in between rounds. Rate of decrease is less pronounced compared to stamina gauge. In order to win, it is necessary to deplete your opponent's life gauge with a tenacious and sustained attack.



## ***KNOCKDOWN POINT***

Indicates the remaining 'Super Punches' which can be used according to the number of knock downs.

## ***ROUND NUMBER***

The number on the right indicates the total number of rounds in the match. The number on the left indicates the current round number.

## ***REMAINING TIME***

Indicates the time left in the current round.



# DURING A KNOCK DOWN



## COUNT

Displayed only when a fighter is down. If a fighter is unable to assume a fighting position before the count of 10, the fighter loses.

## DOWN GAUGE

Indicates the stamina level of the boxer on the ground. Recover by repeatedly pressing the **X** and **○** buttons. The fighter will start to get up once this gauge is full.

## USEFUL POINTERS

- Down gauge increases by repeatedly pressing the **X** and **○** buttons.
- The more damaging the last punch, the more you will need to repeatedly press the buttons. Also, the lower the life gauge, the more you will need to repeatedly press the **X** and **○** buttons.

**Note:** The time required between starting to get up and assuming a fighting position differs from one fighter to another. If the count reaches 10 while a fighter is getting up, the fighter loses on KO.

## Hint #2


The main thing is to decide which punch to throw last when knocking down an opponent.

If you throw a special punch with a lot of power, it will be harder for your opponent to get back up.



# PAUSE MENU

## **Pause**

To pause during a fight, press  START.



## **Cameras**

It is possible to change the camera angle while pausing. There are 7 different camera angles.

Camera 1	Standard camera
Camera 2	From slightly high position
Camera 3	From the ceiling
Camera 4	From underneath the mat
Camera 5	From the blue boxer's point of view
Camera 6	From the red boxer's point of view
Camera 7	Camera will rotate in the opposite direction to the boxer's movement

## **Towel**

If a TOWEL is selected while the game is paused, a fight will be surrendered and the match will end. A loss due to TKO will be recorded.



# ***IN BETWEEN ROUNDS***

## ***In Between the Rounds Screen***

This screen displays the results in between the rounds. Scores by the judges up to that point, and the number of punches landed will be displayed.

**PUNCHES LANDED**

**JUDGES' SCORES**

**KNOCKDOWNS**

FIGHT	
REPLAY	
ROUND 1 OF 4	
BLUE CORNER	RED CORNER
YOUNG	WHITE
PUNCH LANDED 41	PUNCH LANDED 28
KNOCKDOWNS 2	KNOCKDOWNS 0
JUDGE 1 10 / 10	JUDGE 1 8 / 8
JUDGE 2 10 / 10	JUDGE 2 7 / 7
JUDGE 3 10 / 10	JUDGE 3 8 / 8

## ***About the Video Mode***

If a VIDEO is selected in between the rounds, the previous round will be replayed. Playback speed, rewind, and camera positions can be controlled.



# ***CREDITS***

## **Victor Interactive Software, Inc.**

**Executive Producer:** Yoshiaki Iwasawa  
**Producer:** Yasushi Endo  
**Director:** Makoto Taniguchi  
**Assistant Director:** Inazou Urano  
**3D Program:** Katsutoshi Watanabe  
**Menu Program:** Masateru Kuroki  
**Artist:** Takanori Wada, Maki Sadaie  
**Motion Design:** Hideki Kubo  
**QA:** Shinichi Watanabe

## **Sony Computer Entertainment America**

**Producer:** Grady Hunt  
**Senior Producer:** Perry Rodgers  
**Assistant Producer:** Jonathan Manahan  
**Product Manager:** Craig Rechenmacher  
**Public Relations:** Wendy Spander  
**Licensing/Business Coordinator:** Kevin Tanimoto  
**Legal and Intellectual Property:** Lisa Lunger, Kerry Hopkins,  
Michelle Manahan  
**Intro Music:** Buzz Burrowes and Chuck Doud  
**Dialogue Recording:** Nathan Brenholdt



# **CREDITS**

**QA Test Manager:** Mark Pentek  
**Technical Coordinator:** Neil Musser  
**Lead Analyst:** Eric Molina and Chad Lowe  
**Asst. Lead Analysts:** Ben Briones, Chris Keith, Lee Frohman,  
Eduardo Zamora

## **Analysts:**

Ivan Kougaenko • Bruce Cochran • Phil Musil • Robert Coite • Jody Fama  
Randy Blake • Ara Demirjian • Sean Shimoda • Jessie Wilson • Charles Huenergardt  
Allan Tablante • Mark Valledor • Joe Raposo • Kevin Seiter • Cong Ly  
Ben Wisyanski • Raul Orozco

## **Voice Over:**

Gary Barth • Yuri Bertolucci • Nathan Brenholdt • Ted Brockman • Chris Colon  
Matt Feyling • Michael Foster • Maria Hernandez • Lou Hoffman • Taku Imasaki  
Denny Lee • Colin MacLean • Kirk Maloney • Jon Manahan • Susan Michele  
Joel Pambid • Joe Perez • David Pfaff • Ron Roberts • Kevin Tanimoto  
Denise Taylor • Misako Usui • Ron Zaragoza

## **Ring Announcer:**

Eric Bergman at Berkeley Sound Artists

## **Packaging and Manual Design:**

Beeline Group



# ***CREDITS***

## **Special Thanks**

Kaz Hirai

Andrew House

Jack Tretton

Phil Harrison

Marilyn Weyant

Sharon Shapiro

Peggy Gallagher

Donna Armentor

Emily Franks

Ronald Zaragoza

Marie Macaspac

Quinn Pham

Brian Balistreri

Jonathan Manahan

Randy Gordon

Michelle Manahan

John Gaetano

Jeff Powers

Tuf-Wear® is a registered trademark of Tuf-Wear Manufacturing, Inc.

G-SHOCK is a registered trademark of Casio Computer Co., Ltd.



# ***Software Warranty***

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



# MEDIEVIL™

## A Gothic Tale Straight from the Grave

Challenge the powers of  
darkness and untold magic as  
Sir Daniel Fortesque returns  
from the grave to battle an evil  
sorcerer's plans of demise. As  
if being dead wasn't bad enough.

"A surprise contender for game of the year!" -PS Extreme

# MEDIEVIL™

## You'll Be Dying To Play

Sony Computer Entertainment America, 919 East Hillsdale Blvd., Foster City, CA 94404

MediEvil is a trademark of Sony Computer Entertainment America Inc. © 1998 Sony Computer Entertainment Europe. Sony Computer Entertainment logo is a registered trademark of Sony Corporation. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



SONY



COMPUTER  
ENTERTAINMENT