



NTSC U/C

PlayStation

TITANIC



K-1 GRAND PRIX



SLUS-00941
50011

JALECO



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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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.



K-1 GRAND PRIX

WHAT IS K-1?

K-1 is the exciting fighting sport from Japan. K-1 is simply the most demanding martial arts fighting tournament in the world. The "K" in K-1 refers to the many martial art disciplines that start with, or have the letter "K" in them, such as: Karate, Kung-Fu, Kenpo, Tae-Kwon Do and Kickboxing. The "1" in K-1 represents #1; K-1 is the competition that determines who is the best (#1) in these full-contact martial arts. The rules of K-1 are designed to allow martial artists from all styles (even those without the letter "K") to compete in a format that favors no particular martial art of fighting style. The rules of K-1 competition are also specially formulated to ensure fighter safety while providing K-1 spectators with the most exciting and action-packed fights possible. K-1 events are held throughout the year. The first K-1 event in the USA was held in Las Vegas on August 7, 1998. Among the various K-1 events, the most important is the K-1 Grand Prix where the world's elite martial arts specialists compete for the title. The K-1 Grand Prix has been held once a year since 1993, and the champions for the last three years are as follows:

1996 Andy Hug * 1997 Ernesto Hoost * 1998 Peter Aerts.

The winner of the Grand Prix earns not only a considerable purse, but is also given the undisputed K-1 title of World's Best Fighter.

<http://www.k-1.co.jp/> * <http://www.k-1usa.com>

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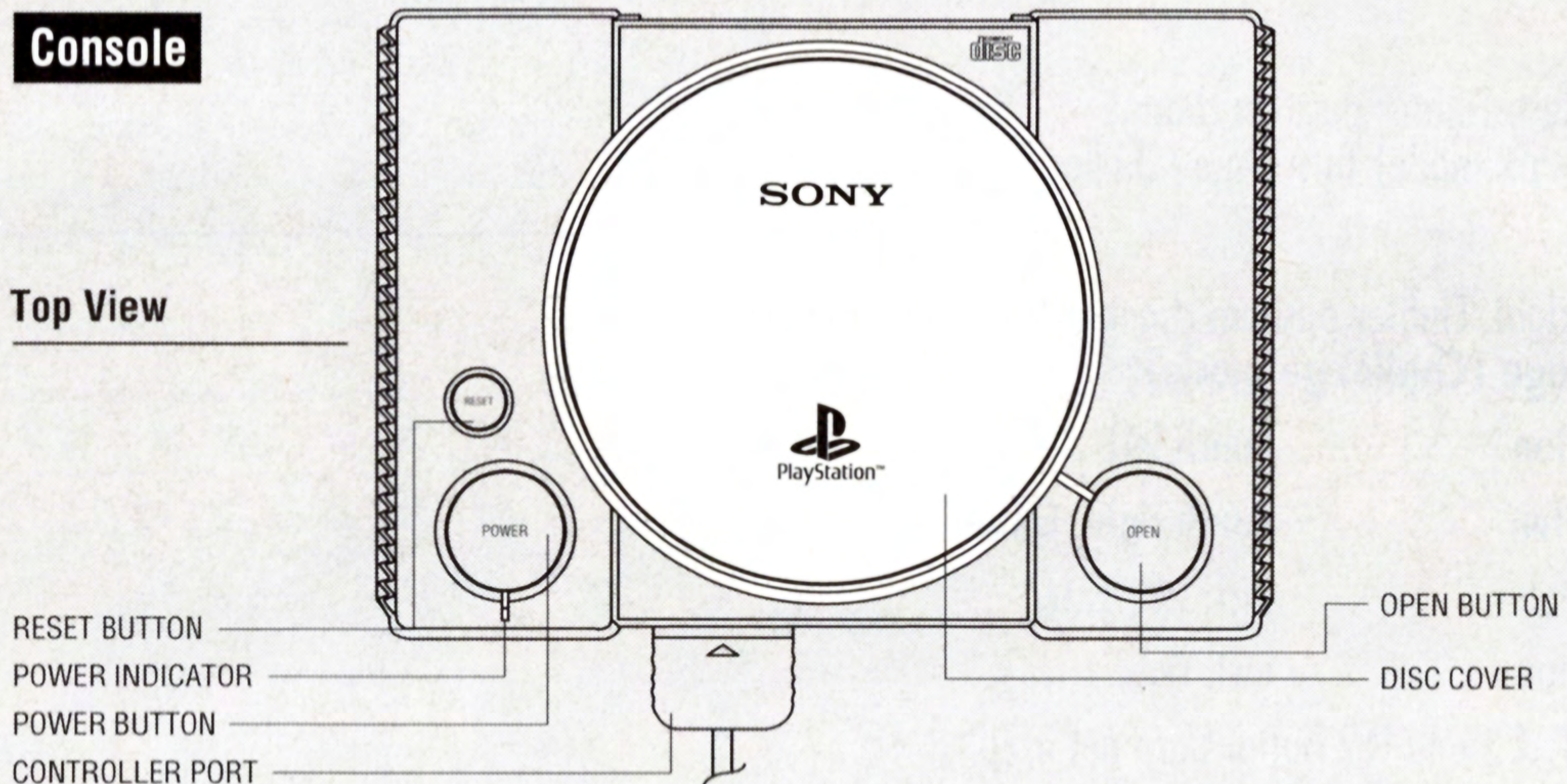
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PLAYSTATION® GAME CONSOLE SET-UP

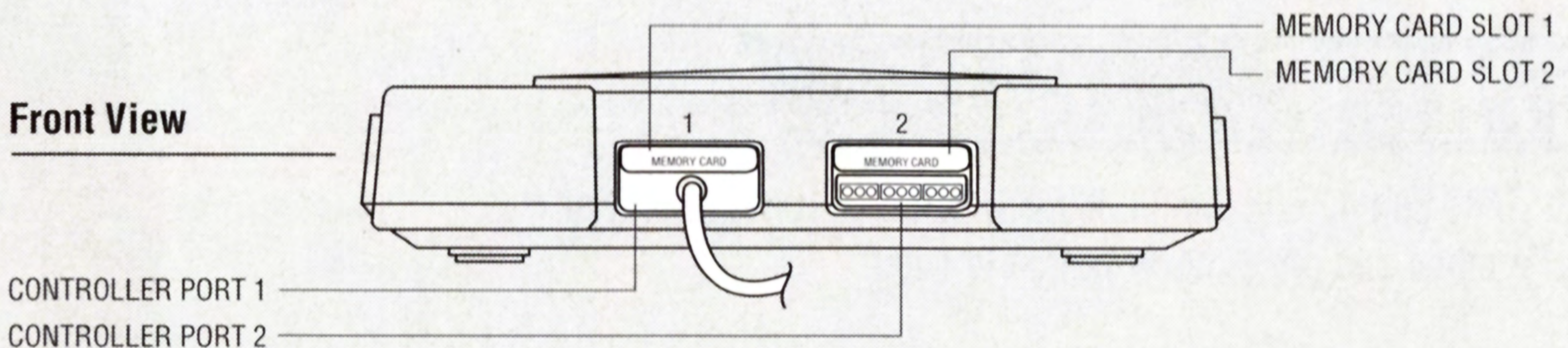
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the K-1 GRAND PRIX disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View



Front View



THE CONTROLLER

DIRECTIONAL BUTTONS

Move fighter / Move through selections

START

Pause game, Decide Tournament card

L1

Dodge left, Fighter position change
(Grand Prix mode) Turn page (Challenge mode)

R1

Dodge right, Fighter position change (Grand Prix mode)
Turn page (Challenge mode)

■ button

Punch left

▲ button

Punch right, Cancel

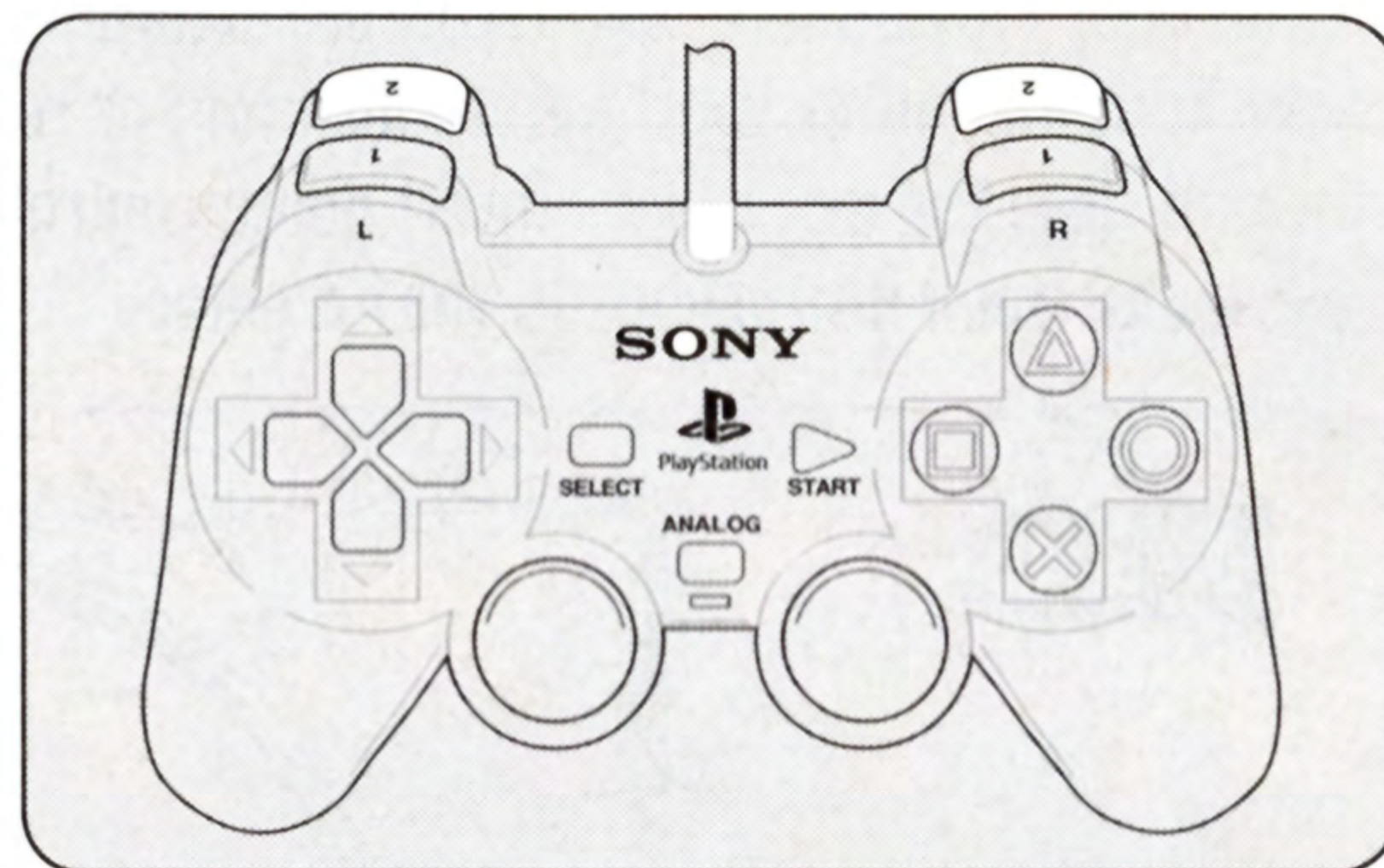
✕ button

Kick left, Enter

● button

Kick right

SELECT, L2 and R2 buttons are not used.



STARTING A GAME

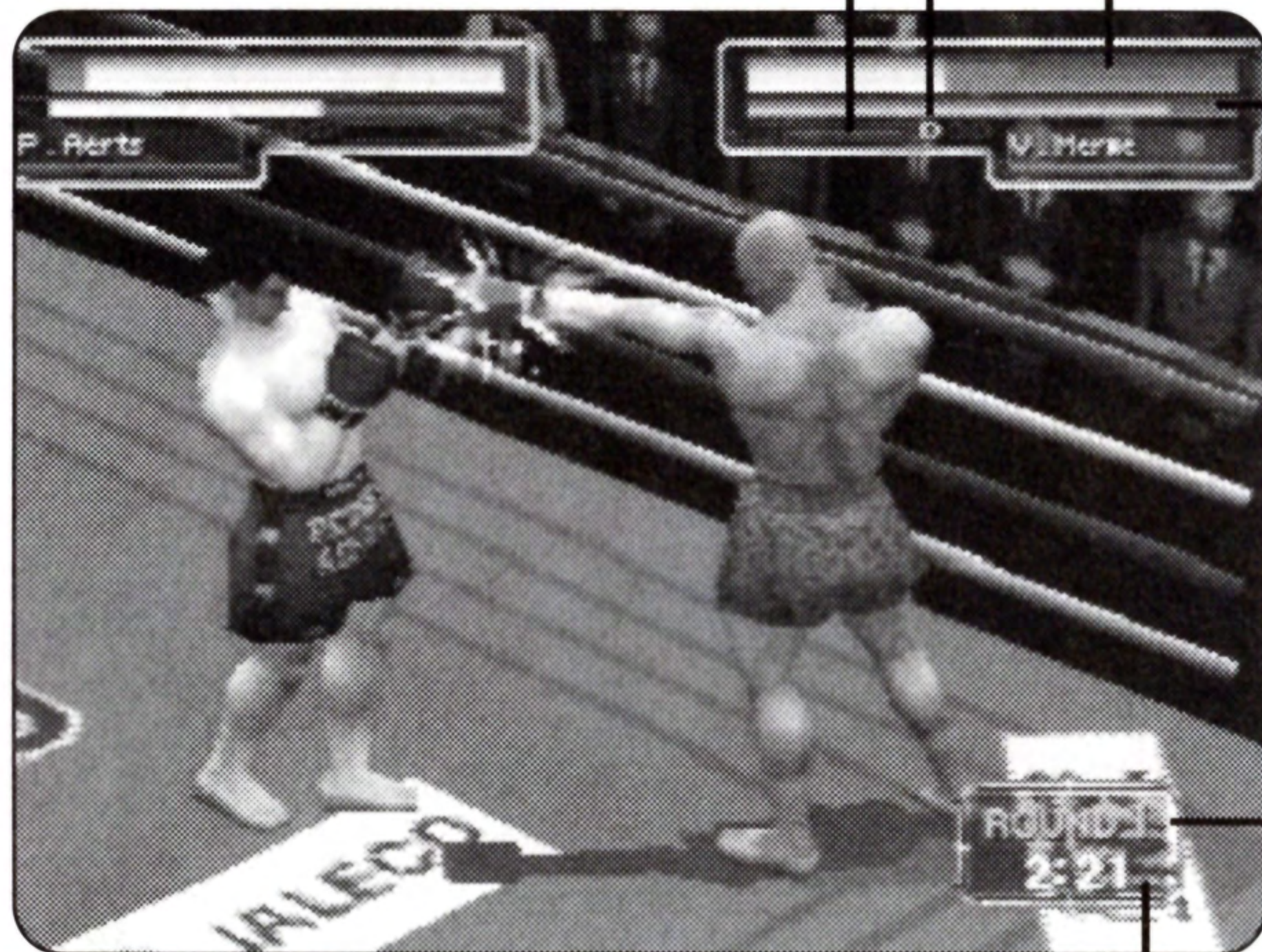
Press START button, and the game mode select screen is displayed.
Select a mode and press the ✕ button to enter.

MODES



- | | |
|-----------------------|--|
| K-1 KINGS | One Player mode. |
| K-1 HERCULES | Two Player mode. |
| K-1 GRAND PRIX | Tournament mode up to 16 players (2 players at a time) |
| K-1 CHALLENGE | Simulation of training your own fighters. |
| TRAINING | For practicing moves. |
| RING SIDE | A player can observe CPU fighters compete. |
| OPTION | For making changes in the game settings. |

GAME SCREEN



LIFE GAUGE

The fighter's HPs are shown in yellow. The red part of the gauge indicates the maximum range of the HPs. When it reaches zero, the fighter will be knocked down.

RUSH

The reading decreases every time when a fighter attacks or makes a move. When it becomes zero, the gauge flashes in white, and the speed of combo attacks becomes slower until the fighter recovers.

ROUND

Current round is shown.

REMAINING TIME

Remaining time in the round is shown.

DOWN INDICATOR

It flashes if a fighter is knocked down. If a fighter is knocked down a certain number of times, he may lose due to a technical knock out.

DOWN GAUGE

The gauge registers every time a fighter is hit. He will be knocked down when this gauge becomes full.

INJURY WARNING

A fighter incurs an injury when the durability reaches zero.

RULES

HOW TO WIN

1. Knock Out

When the opponent's life gauge reaches zero or he does not stand up after a certain time (see below) after getting knocked down, you win by knock out.

2. Technical Knock Out

When you get a specified number of knock downs in a round, you win by technical knock out.

3. Judgment

When you get more than 2 points from the 3 judges.

OTHER RULES

| MATCH CATEGORY | NUMBER OF ROUNDS | TKO | KO (count) |
|---------------------------------|------------------|-----|------------|
| One match | 5 | 3 | 10 |
| Tournament First | 5 | 3 | 10 |
| Tournament Second to Semi-Final | 3 + 2 extended | 2 | 5 |
| Tournament Final | 3 + 2 extended | 3 | 10 |

**For K-1 HERCULES and RINGSIDE modes, you can change the settings in the OPTION mode. For K-1 KINGS mode, the rules change in One Match or GRAND PRIX*

BELL

Regular rounds The count continues after the bell rings.

Final round The match is over when the bell rings.

**Crush your opponent with concentrated attacks!*

The body parts (head, body, and legs) have certain stamina, and a player is "injured" when it reaches zero. Attack the injured part and the body arches; a great opportunity for you to give more combo attacks.

BASIC OPERATION

| | |
|----------|--------------------------|
| →(←) | Forward (Backward) |
| L1 (R1) | Dodge left (Dodge right) |
| →→ | Step in |
| ←← | Step out |
| ↓ ↘ → | Ducking |
| ↓ ↙ ← | Swaying |
| ↓ ↘ → R1 | Ducking & Right waving |
| ↓ ↘ → L1 | Ducking & Left waving |
| ↓ ↙ ← R1 | Swaying & Right waving |
| ↓ ↙ ← L1 | Swaying & Left waving |
| ↓ ↓ | Ducking in |

↓ ↓ ■ (or ▲)

↓ ↓ ▲ (or ■)

←

↓

■ + ✕ (or ▲ + ●)

↑

Ducking hook
(for a left-handed fighter,
use the ■ button)
Ducking uppercut
(for a left-handed fighter,
use the ▲ button)
Upper guard
Lower guard
Grapple attack
Cancel a move
(increases speed)

GRAPPLE MOVE

Grapple your opponent (▲ & ● buttons at the same time or ■ & ✕ buttons)

1. Punch (■ or ▲)

Push to lose balance.

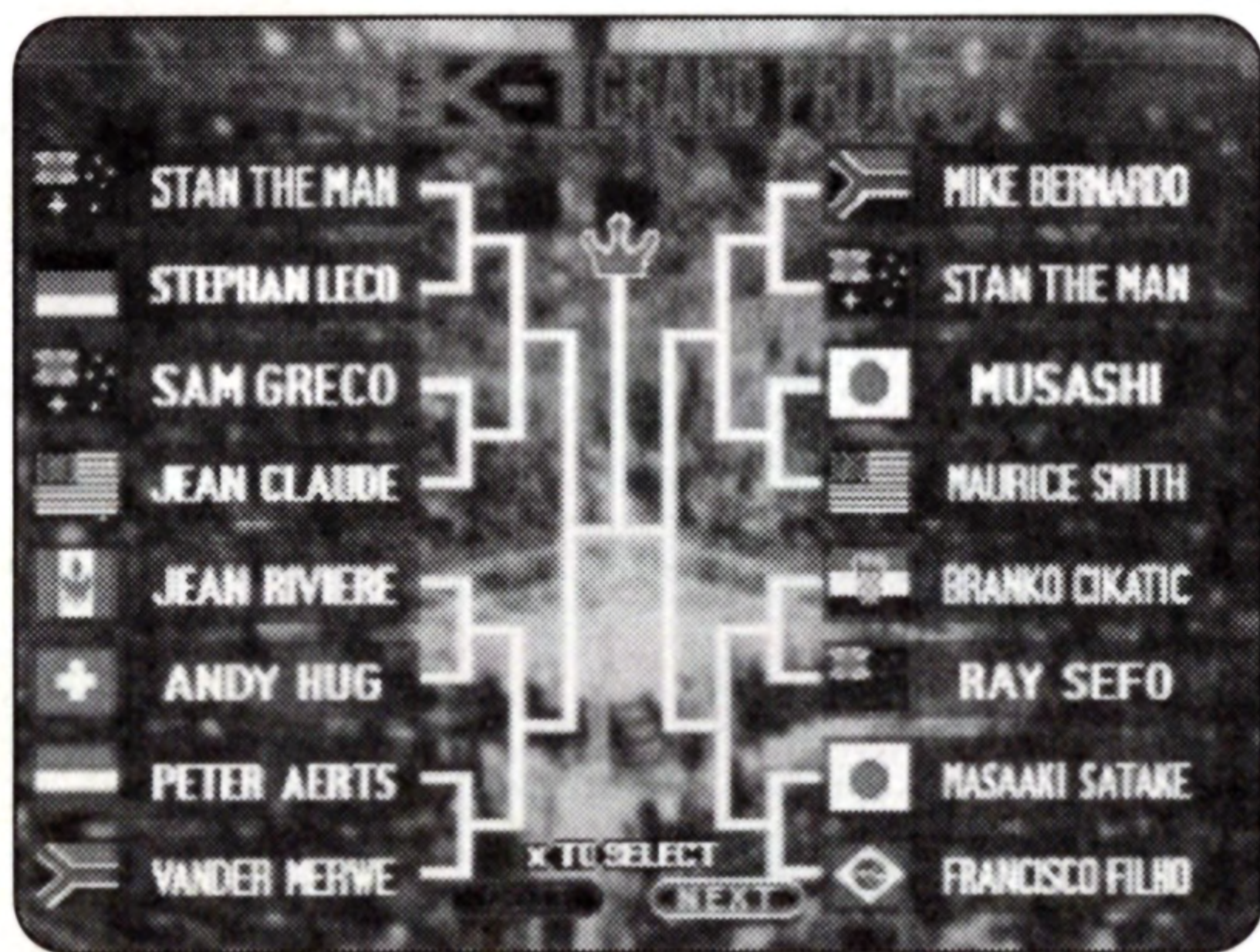
2. Kick (● or ✕ button)

Knee kick. Can add punch.

**If you want to escape from a grapple, wait until the opponent attempts to push you and press the ■ or ▲ button. Or, when the opponent attempts to kick you, press the ● or ✕ button to "clinch."*

X-1 GRAND PRIX MODE

This mode allows you to play tournament matches consisting of a maximum of 16 fighters.



1) CHARACTER SELECT

Press the **X** button to enter the fighter(s) you want to play. Press the **●** button to enter the fighter(s) you want the CPU to play. (Note: If neither **X** nor **●** button is pressed, the CPU will automatically play.)

2) MATCHES

Matches will proceed in order. Select "NEXT" to skip a match played by the CPU. If the fighter that you play does not correspond to the position of the controller, press the Directional buttons left & right to change.

3) RESULT

When initial matches, quarter-final matches, or semi-final matches are complete, the tournament brackets will be displayed. A player can select NEXT to continue the tournament or QUIT to cancel and return to the title screen.

K-1 CHALLENGE MODE

This mode enables you to create and train a fighter for eight years. This fighter can be used in all other modes except for K-1 Grand Prix - tournament mode.

CREATING A CHARACTER

- Name
- Nationality
- Model
- Color of Skin
- Trunks
- Gym
- Trainer

MAIN SCREEN

- Training items
- Obtain a move
- Assign a move
- Assign a combo move
- Sparring
- Match

Advance 2 weeks
Training result

• Match scheduled

No

Yes

8 years passed?

Match

No

Yes

Ending

CREATE A CHARACTER

Decide the following items:

1. **Ring Name**
2. **Model**
3. **Color of Skin**
4. **Trunks**
5. **Nationality**

This determines the fighter's nationality and appearance.

Press the Directional buttons to select an item and then press the **X** button to enter.

6. **Gym**

Select a gym from the following three. Each gym has different trainers, so the training menus and the obtainable moves will vary.

1) *Seido Kaikan*

Karate Dojo run by Master Ishii. Various trainers who have karate spirit are available.

2) *US Boxing Academy*

American boxing gym. It provides good trainers who can help your fighter obtain punch related moves or enhance power.

3) *Muay-Thai Gym Europe*

Legendary kicking gym in Europe. It provides well-balanced, overall training that is effective especially for combo attacks.

7. **Trainer**

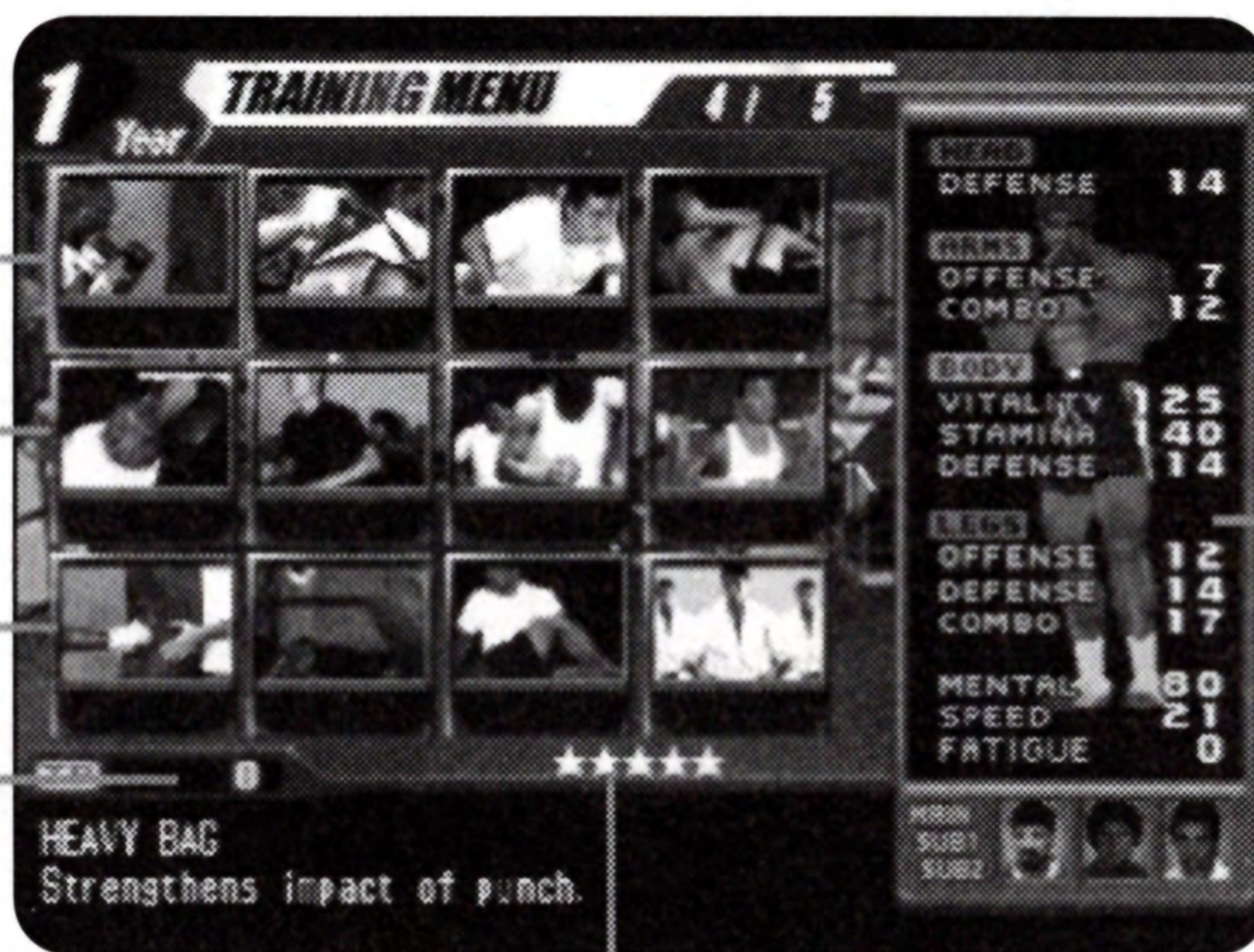
Select one main and two sub-trainers. Training menu varies according to each trainer.

Press the Start button to begin the training.

Basic Screen - 1

Training starts when your fighter is decided. The following screen will be displayed when you raise a fighter: Press L1/R1 button to turn the page.

Training Item Icon



Date

Training Point

Status

Action Point

Basic Screen - 2

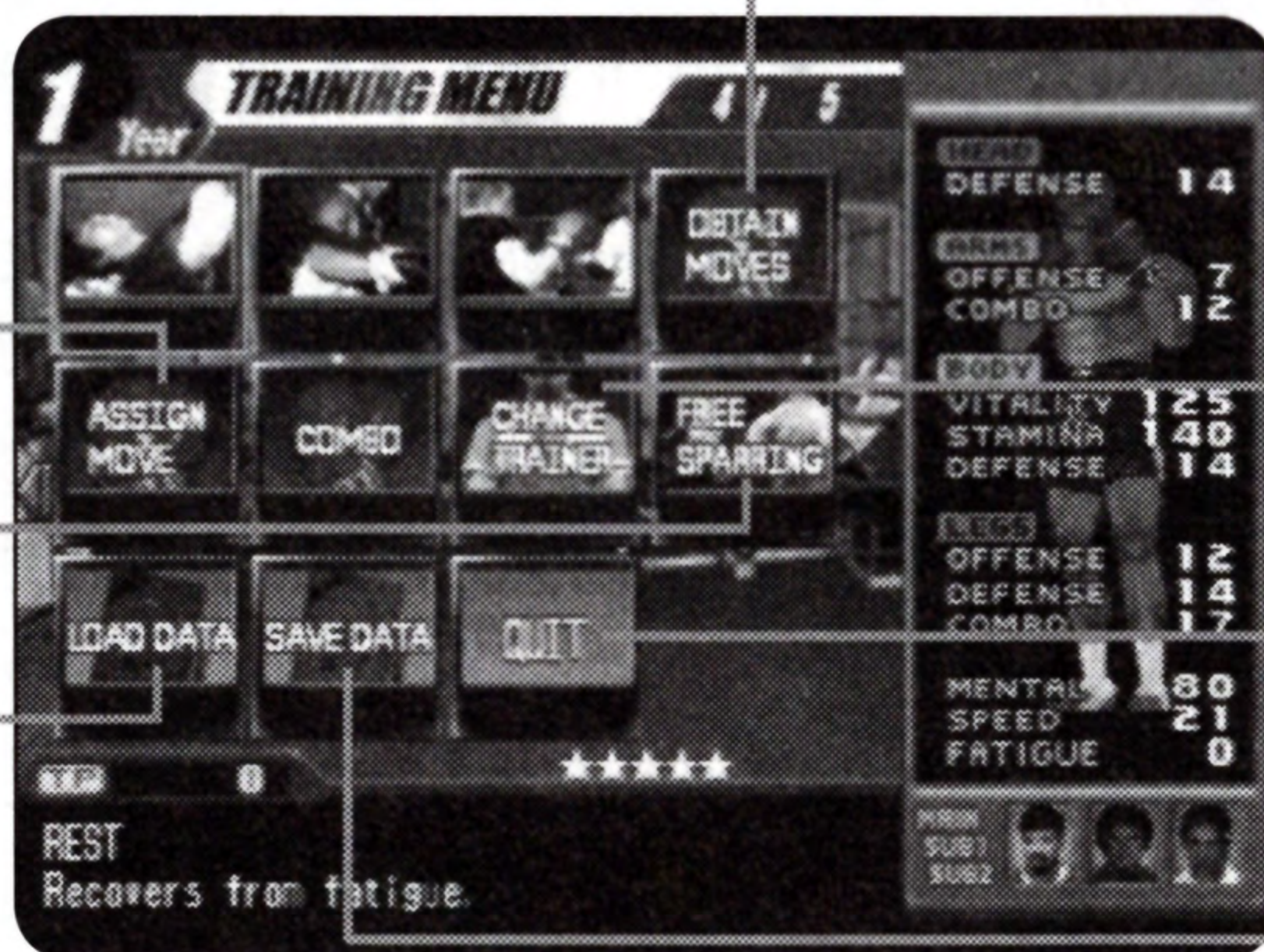
The following screen will be displayed when you obtain a move or save/load:

Assign a Move Icon

Obtain a Move Icon

Trainer Change icon

Free Sparring Icon



End Icon

Load Icon

Save Icon

TRAINING

The training menu for every two weeks can be entered at any time.

Assign 5 action points to the selected training items. Press the ▲ button to cancel.

Time running screen The progress of two week's of training will be displayed.

Action points Points will be denoted with ★.

• *What happens if more than one point is assigned to an item?*

The more points assigned, the more successful the training will be.

To ensure the effectiveness of the training, assign multiple points to an item.

STATUS

A fighter's status improves as he goes through training. The followings are the status items:

- | | | |
|-------------|------------|---|
| HEAD | - Defense | Durability against attacks on the head. |
| ARMS | - Offense | Power of the punch. |
| | - Combo | Number of combo attacks that can be played. |
| BODY | - Vitality | Fighter's "life gage". |
| | - Stamina | Overall durability of fighter. |
| | - Defense | Durability against body attacks. |
| LEGS | - Offense | Power of the kick. |
| | - Defense | Durability against leg attacks. |
| | - Combo | Consecutive attack power. |

- OTHERS**
- Mental Mental conditioning. It shouldn't be too high or too low. The maximum is 100.
 - Speed Speed of his movement such as footwork.
 - Fatigue Fighter's fatigue (The more tired a fighter gets, the less effective training will be.)

• ***What happens if fatigue level goes up?***

The training will become less successful. When it reaches 20, have your fighter rest to recover from fatigue.

MATCHES

During training, a message appears informing that a match is offered to your fighter. If you accept the offer, the match will be assigned in the training schedule. A fighter raised in the K-1 Challenge mode must first win the local titles before he is admitted to the K-1 matches. You will lose a match when you select "FORFEIT" in the Pause menu.

LOCAL TITLE RANKING MATCH Rank goes up / Acquire right to challenge

LOCAL TITLE MATCH Obtain a title

K-1 ONE MATCH (K-1 Kings, etc.) Good result

K-1 GRAND PRIX

• ***How will "mentality" affect a fighter in a match?***

HIGH: Increases the offensive power, but HP goes down.

LOW: It decreases the offensive power, but increases HP.

List of Available Local Titles

**The following titles are fictitious.*

- **E.K.F (Eurasia Kickboxing Federation)**
(Can be challenged from Japanese or European gym)
- **E.K.F. EUROPE SUPER HEAVYWEIGHT CLASS**
- **E.K.F. EASTERN SUPER HEAVYWEIGHT CLASS**
- **E.K.F. WORLD SUPER HEAVYWEIGHT CLASS**
- **A.K.O (Atlantic Kickboxing Organization)**
(Can be challenged from European or American gym)
- **A.K.O. NORTH AMERICA HEAVYWEIGHT CLASS**
- **A.K.O. EUROPE HEAVYWEIGHT CLASS**
- **A.K.O. WORLD HEAVYWEIGHT CLASS**
- **P.K.C. (Pan-Pacific Kickboxing Conference)**
(Can be challenged from Japanese or American gym)
- **P.K.C. INTERCONTINENTAL SUPER HEAVYWEIGHT CLASS**
- **P.K.C. SOUTH-PACIFIC SUPER HEAVYWEIGHT CLASS**
- **P.K.C. WORLD HEAVYWEIGHT CLASS**

- ***Effect of fighting a match***

When a fighter goes through matches, the overall defensive power increases.

If he wins, his training point goes up. It is essential for a fighter to fight matches to become stronger.

OBTAIN A MOVE

Select this icon to have the fighter obtain specific moves. To do so, a fighter must trade the specified Training Points (TP) with the move. TP will increase as a fighter goes through training and matches. Once a fighter obtains a move, it must be "equipped" to him by selecting the ASSIGN A MOVE icon.

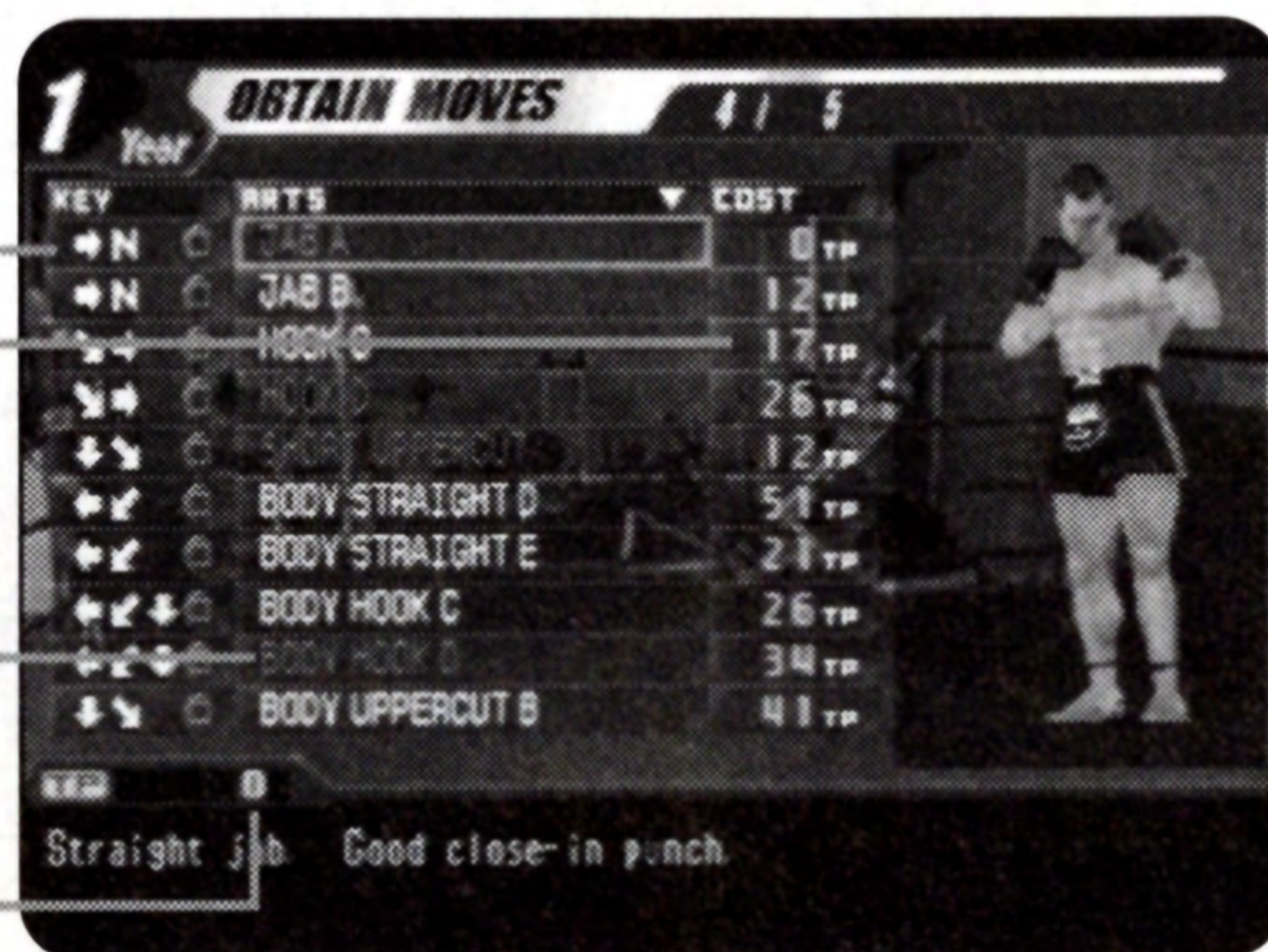
- *more than one command is available, select one to assign a move.*

AVAILABLE COMMAND(S)

TRAINING POINTS
REQUIRED TO OBTAIN

MOVE UNOBTAINABLE FROM THE GYM

CURRENT TRAINING POINTS



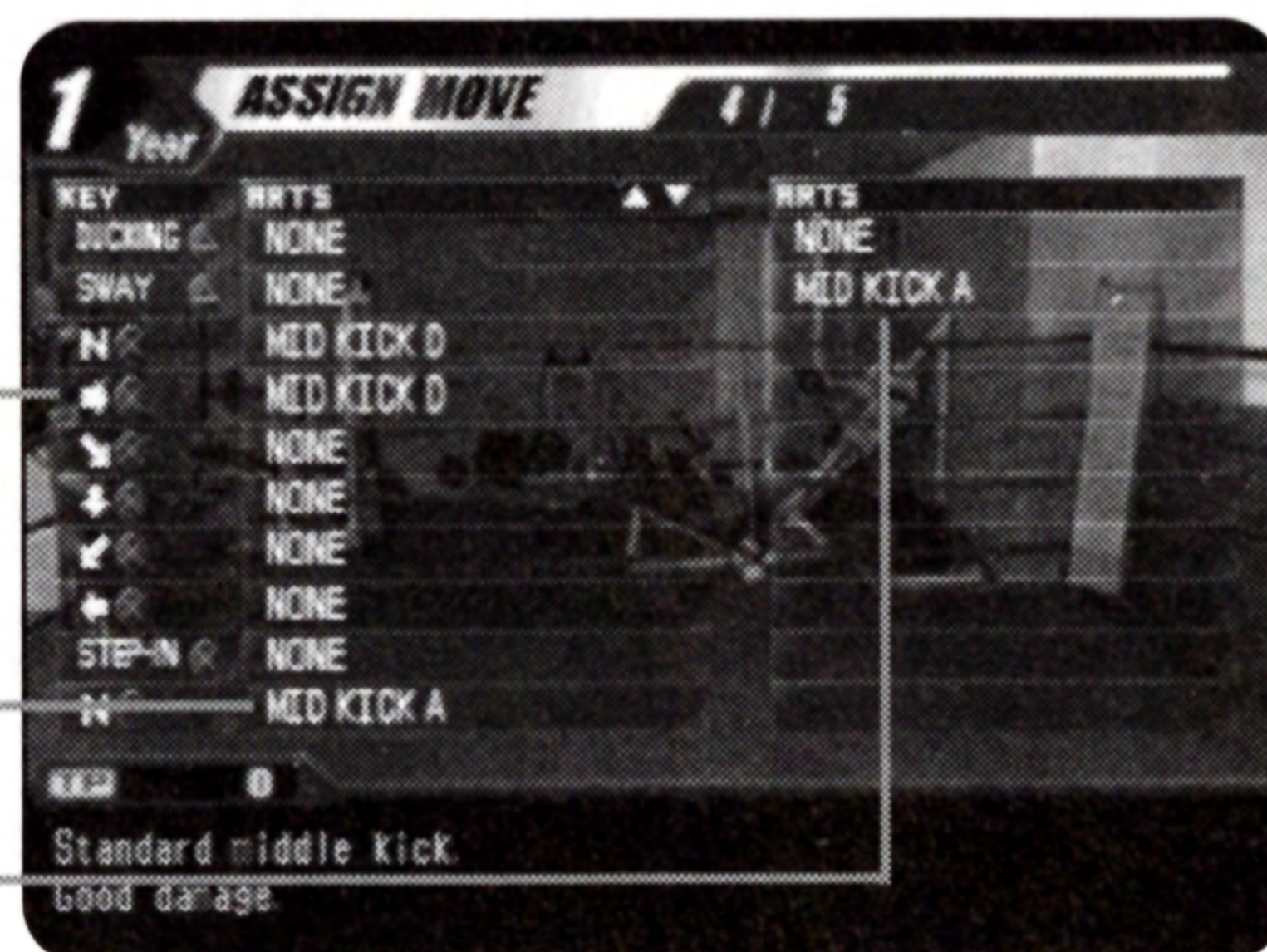
ASSIGN A MOVE

Select this icon to "equip" the moves that a fighter obtained. Select a command and press the X button to "equip."

COMMAND FOR A MOVE

EQUIPPED MOVE

AVAILABLE MOVE FOR THE COMMAND



ASSIGN A COMBO

Select this icon to assign a COMBO attack to the fighter.

Select a command and press the ✕ button.

If the value of the combo items of the fighter's status is low, a COMBO cannot be assigned.

OTHER COMMANDS

Save Data

Select a file to save and press the ✕ button. Up to 4 files can be saved.

Load Data

Select a file to load and press the ✕ button.

Change a Trainer

Select this icon to change the trainer. Certain TPs will be consumed.

Free Sparring

A fighter spars with a visitor. Use this command to try obtained moves. The menu of the sparring is the same as the Training mode.

Quit

Select this command to end the Challenge mode.

TRAINING MODE

This mode enables a fighter to practice moves or spar. Select a fighter and a partner. Press the Start button to open the menu. Select an item and press the Start button to enter.

1. RETURN TO GAME

Exit from the Training mode.

2. COMBO TRAINING

To practice combo attacks. (Note: A CPU fighter does not defend the first attack but does on the second.)

3. FREE-STYLE TRAINING

To practice overall movements.

4. REFRESH

The HP and Dash Stamina of both fighters will be recovered.

5. CONDITIONS

The fighter's condition will be shown in colors.
(Note: Each time this option is selected, the display will be turned on or off.)

BLUE/BLACK: Unable to enter moves.

RED: An attack is confirmed.

GREEN: Attacking, continue inputting commands.

NORMAL: Input commands

OPTION

1. NUMBER OF ROUNDS (for HERCULES, RING SIDE)

The number of rounds per match can be changed.

2. NUMBER OF DOWNS (for HERCULES, RING SIDE)

The number of downs for a technical knock-out can be changed.

3. ROUND TIME (for HERCULES, GRAND PRIX, RING SIDE)

The length of one round can be changed.

4. VOICE (for KINGS, HERCULES, RING SIDE)

The announcer's voice can be changed between English and Japanese.

5. CPU DIFFICULTY LEVEL (KINGS, RING SIDE)

The strength of the CPU fighters can be changed.

6. Vibration (for all modes)

It turns On/Off the vibration of the controller.

7. OPTION LOAD

It loads the option data from the MEMORY CARD.

8. OPTION SAVE

It saves the option data.

9. EXIT

Returns to the title screen.

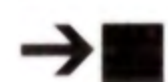
FIGHTERS

ANDY HUG

Left Punch



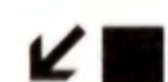
Left Straight



Left Hook



Left Uppercut



Left Body Hook

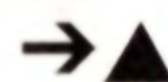


Left Big Hook

Right Punch



Right Jab



Right Hook

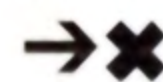


Right Uppercut

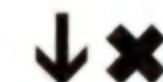
Left Kick



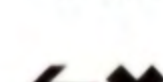
Left Middle Kick



Left High Kick



Left Low Kick



Left Back Kick



Left Ax Kick



Left Back Spin Kick Low



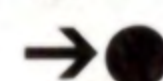
Left Back Spin Kick



Right Kick



Right Front Kick



Right High Kick



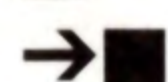
Right Low Kick

ERNESTO HOOST

Left Punch



Left Jab



Left Hook



Left Uppercut



Left Body Hook



Left Body Straight

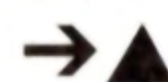


Left Step-in Hook

Right Punch



Right Straight



Right Hook



Right Back Blow



Right Body Straight



Right Straight Down Punch



Right Big Hook

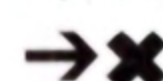
Left Kick



Left Middle Kick



Left Low Kick



Left High Kick

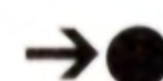


Left Front Kick

Right Kick



Right Middle Kick



Right High Kick



Right Low Kick



Right Back Kick



Right Front Kick



Right Step-in High Kick



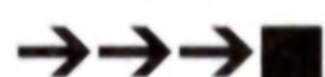
Right Step-in Low Kick

*N denotes that the directional button is to be released.

FIGHTERS

MASAAKI SATAKE

Left Punch



Left Jab
Left Hook
Left Uppercut
Left Body Hook
Left Step-in Hook

Right Punch



Right Straight
Right Hook
Right Uppercut
Right Body Straight



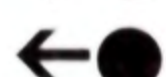
Right Upper Straight
Right Back Blow

Left Kick



Left Middle Kick
Left Low Kick
Left High Kick
Left Front Kick

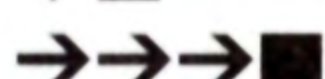
Right Kick



Right Middle Kick
Right High Kick
Right Low Kick
Right Back Spin Kick

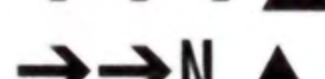
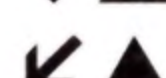
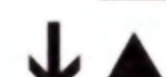
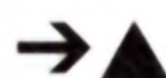
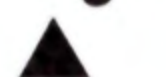
SAM GRECO

Left Punch



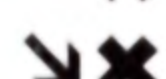
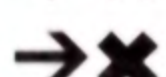
Left Jab
Left Hook
Left Body Hook
Left Step-in Hook

Right Punch



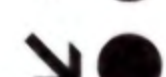
Right Straight
Right Hook
Right Uppercut
Right Back Blow
Right Body Hook
Right Body Straight
Right Big Hook
Right Big Straight

Left Kick



Left Middle Kick
Left Low Kick
Left High Kick
Left Front Kick

Right Kick



Right Middle Kick
Right High Kick
Right Low Kick
Right Back Kick
Right Front Kick
Right Step-in Low Kick

JEAN RIVIER

Left Punch



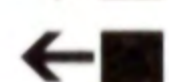
Left Straight



Left Hook



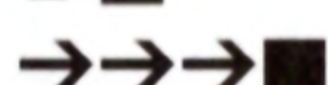
Left Uppercut



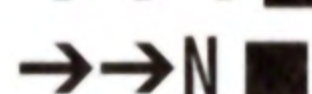
Left Body Hook



Left Body Uppercut



Left Step-in Hook

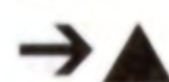


Left Step-in Uppercut

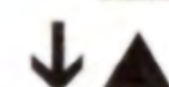
Right Punch



Right Jab



Right Hook

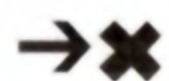


Right Body Uppercut

Left Kick



Left Middle Kick



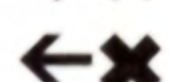
Left High Kick



Left Front Kick



Left Low Kick

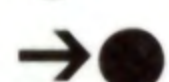


Left Ax Kick

Right Kick



Right Middle Kick



Right High kick



Right Low Kick



Right Front Kick



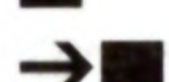
Right Knee Kick

JEAN CLAUDE

Left Punch



Left Straight Punch



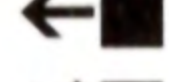
Left Hook



Left Uppercut



Left Body Hook



Left Body Straight

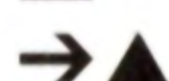


Left Step-in Hook

Right Punch



Right Jab



Right Hook



Right Uppercut

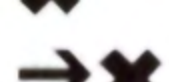


Right Body Hook

Left Kick



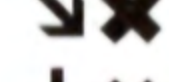
Left Middle Kick



Left High Kick



Left Front Kick



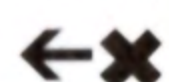
Left Low Kick



Left Knee Kick



Left Ax Kick



Left Step-in Low Kick

Right Kick



Right Front Kick



Right Low Kick



Right High Kick



Right Back Spin Kick

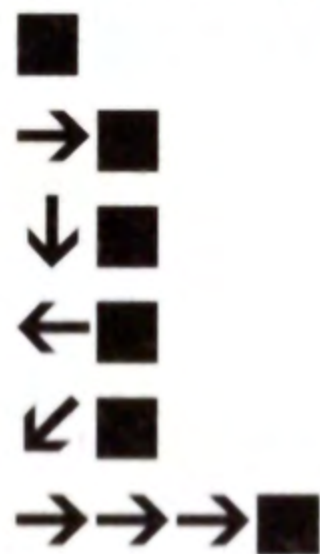


Right Step-in Low Kick

FIGHTERS

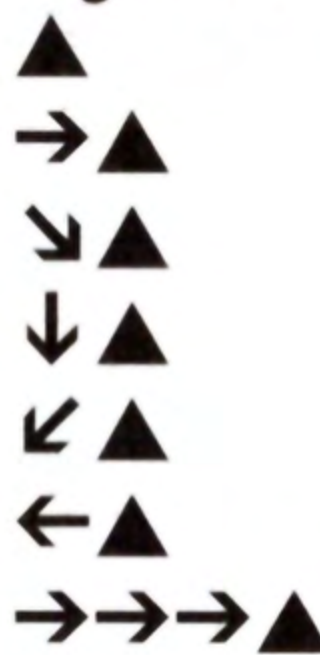
STAN THE MAN

Left Punch



Left Jab
Left Hook
Left Uppercut
Left Body Hook
Left Body Straight
Left Step-in Hook

Right Punch



Right Straight
Right Hook
Right Uppercut
Right Body Straight
Right Body Hook
Right Back Blow
Right Big Hook



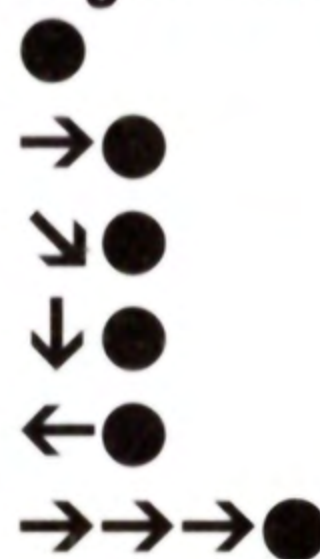
Right Big Uppercut

Left Kick



Left Middle Kick
Left High Kick
Left Front Kick
Left Low Kick
Left Side Kick

Right Kick



Right Middle Kick
Right High Kick
Right Front Kick
Right Low Kick
Right Back Spin Kick
Right Step-in Low Kick

STEFAN LECO

Left Punch



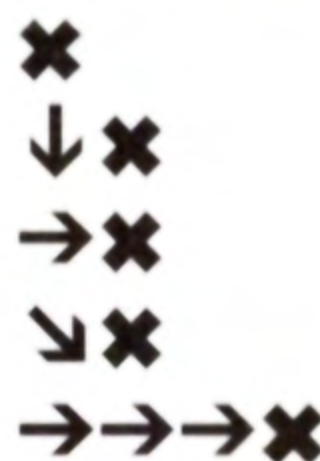
Left Jab
Left Body Uppercut

Right Punch



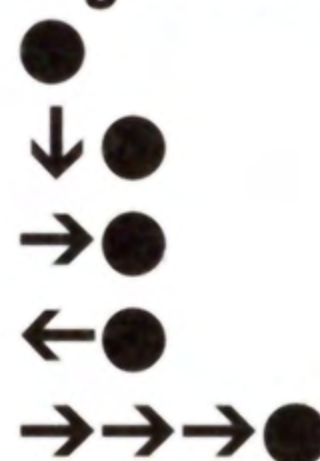
Right Straight
Right Body Hook
Right Uppercut
Right Back Blow
Right Big Straight
Right Step-in Hook

Left Kick



Left Middle Kick
Left Low Kick
Left High Kick
Left Front Kick
Left Step-in Low Kick

Right Kick

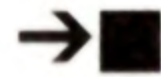


Right Middle Kick
Right Low Kick
Right High Kick
Right Back Kick
Right Step-in High Kick

FIGHTERS

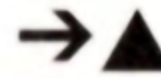
VANDER MERWE

Left Punch

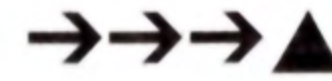


Left Jab
Left Hook
Left Body Straight
Left Body Hook

Right Punch

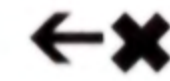


Right Straight
Right Hook
Right Straight Down Punch
Right Uppercut
Right Body Hook



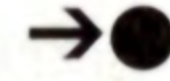
Right Big Hook
Right Big Straight

Left Kick



Left Front Kick
Left Knee Kick
Left Low Kick

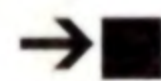
Right Kick



Right Middle Kick
Right High Kick
Right Low Kick

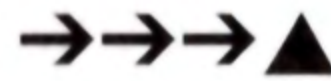
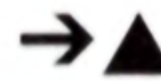
PETER AERTS

Left Punch



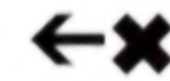
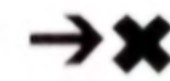
Left Jab
Left Hook
Left Uppercut
Left Body Hook

Right Punch



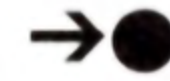
Right Straight
Right Hook
Right Uppercut
Right Back Blow
Right Body Hook
Right Body Straight
Right Straight Down Punch

Left Kick



Left Middle Kick
Left Low Kick
Left High Kick
Left Knee Kick
Left Front Kick

Right Kick



Right Middle Kick
Right High Kick
Right Low Kick
Right Back Kick
Right Front Kick
Right Back Spin Kick

FIGHTERS

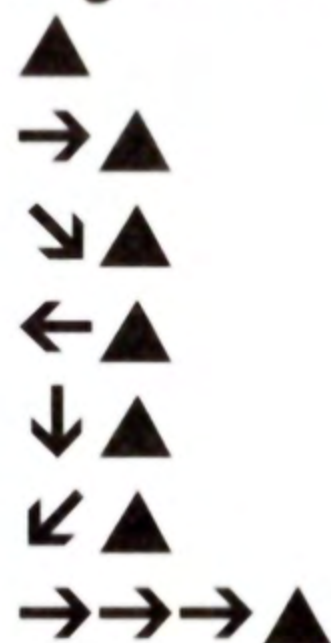
BRANKO CIKATIC

Left Punch



Left Jab
Left Hook
Left Body Hook
Left Body Straight

Right Punch



Right Straight
Right Hook
Right Uppercut
Right Body Hook
Right Body Straight
Right Big Hook
Right Big Straight

Left Kick



Left Middle Kick
Left Side Kick
Left Low Kick
Left Front Kick

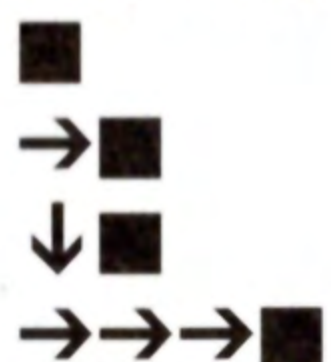
Right Kick



Right Middle Kick
Right High Kick
Right Low Kick
Right Back Kick
Right Back Spin Kick
Right Front Kick

FRANCISCO FILHO

Left Punch



Left Jab
Left Hook
Left Uppercut
Left Step-in Hook

Right Punch



Right Straight
Right Hook
Right Body Straight
Right Body Hook

Left Kick



Left Middle Kick
Left High Kick
Left Low Kick
Left Front Kick
Left Side Kick

Right Kick



Right Middle Kick
Right High Kick
Right Low Kick
Right Back Kick
Right Back Spin Kick
Right Special High Kick

FIGHTERS

MIKE BERNARDO

Left Punch

| | |
|------|--------------------|
| ■ | Left Jab |
| →■ | Left Hook |
| ↘■ | Left Uppercut |
| ←■ | Left Body Hook |
| ↓■ | Left Body Straight |
| →→→■ | Left Step-in Hook |

Right Punch

| | |
|----|---------------------|
| ▲ | Right Straight |
| →▲ | Right Body Hook |
| ←▲ | Right Back Blow |
| ↓▲ | Right Body Straight |
| ↘▲ | Right Uppercut |
| ↙▲ | Right Big Hook |

→→→▲

→→N ▲

Left Kick

| | |
|----|-----------------|
| × | Left Front Kick |
| ↓× | Left Low Kick |

Right Kick

| | |
|------|------------------------|
| ● | Right Middle Kick |
| →● | Right High Kick |
| ↓● | Right Low Kick |
| ↘● | Right Front Kick |
| →→→● | Right Step-in Low Kick |

MUSASHI

Left Punch

| | |
|----|--------------------|
| ■ | Left Jab |
| →■ | Left Hook |
| ↓■ | Left Uppercut |
| ←■ | Left Body Hook |
| ↙■ | Left Body Straight |

Right Punch

| | |
|------|---------------------|
| ▲ | Right Straight |
| →▲ | Right Body Hook |
| ↓▲ | Right Uppercut |
| ←▲ | Right Body Straight |
| →→→▲ | Right Step-in Hook |

Left Kick

| | |
|----|------------------|
| × | Left Middle Kick |
| →× | Left High Kick |
| ↓× | Left Low Kick |
| ↘× | Left Front Kick |

Right Kick

| | |
|----|-------------------|
| ● | Right Middle Kick |
| →● | Right High Kick |
| ↓● | Right Low Kick |
| ↘● | Right Front Kick |
| ←● | Right Knee Kick |

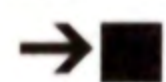
FIGHTERS

MAURICE SMITH

Left Punch



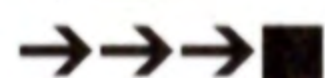
Left Jab



Left Hook



Left Body Hook

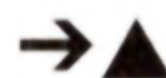


Left Step-in Straight

Right Punch



Right Straight



Right Hook



Right Uppercut



Right Body Hook



Right Back Blow



Right Big Starlight

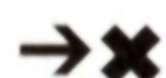
Left Kick



Left Middle Kick



Left Low Kick



Left High Kick



Left Front Kick

Right Kick



Right Middle Kick



Right High Kick



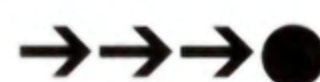
Right Low Kick



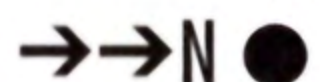
Right Front Kick



Right Knee Kick



Right Step-in High Kick



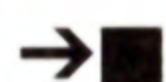
Right Step-in Low Kick

RAY SEFO

Left Punch



Left Jab



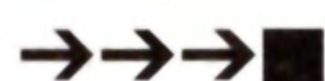
Left Hook



Left Body Hook



Intimidation

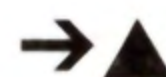


Left Step-in Back Blow

Right Punch



Right Straight



Right Hook



Right Uppercut



Right Body Hook



Right Big Hook



Right Back Blow

Left Kick



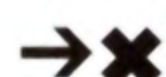
Left Middle Kick



Left Front Kick



Left Low Kick



Left High Kick

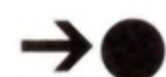
Right Kick



Right Middle Kick



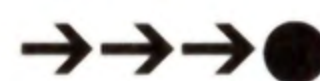
Right Front Kick



Right High Kick



Right Low Kick



Right Step-in Low Kick

CREDITS

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