



NTSC U/C

PlayStation™

KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00414



THE ARENA FIGHTERS™


"The most realistic fighting simulation on any platform!"

— GAMEFAN Magazine



BLACK BELT.





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.

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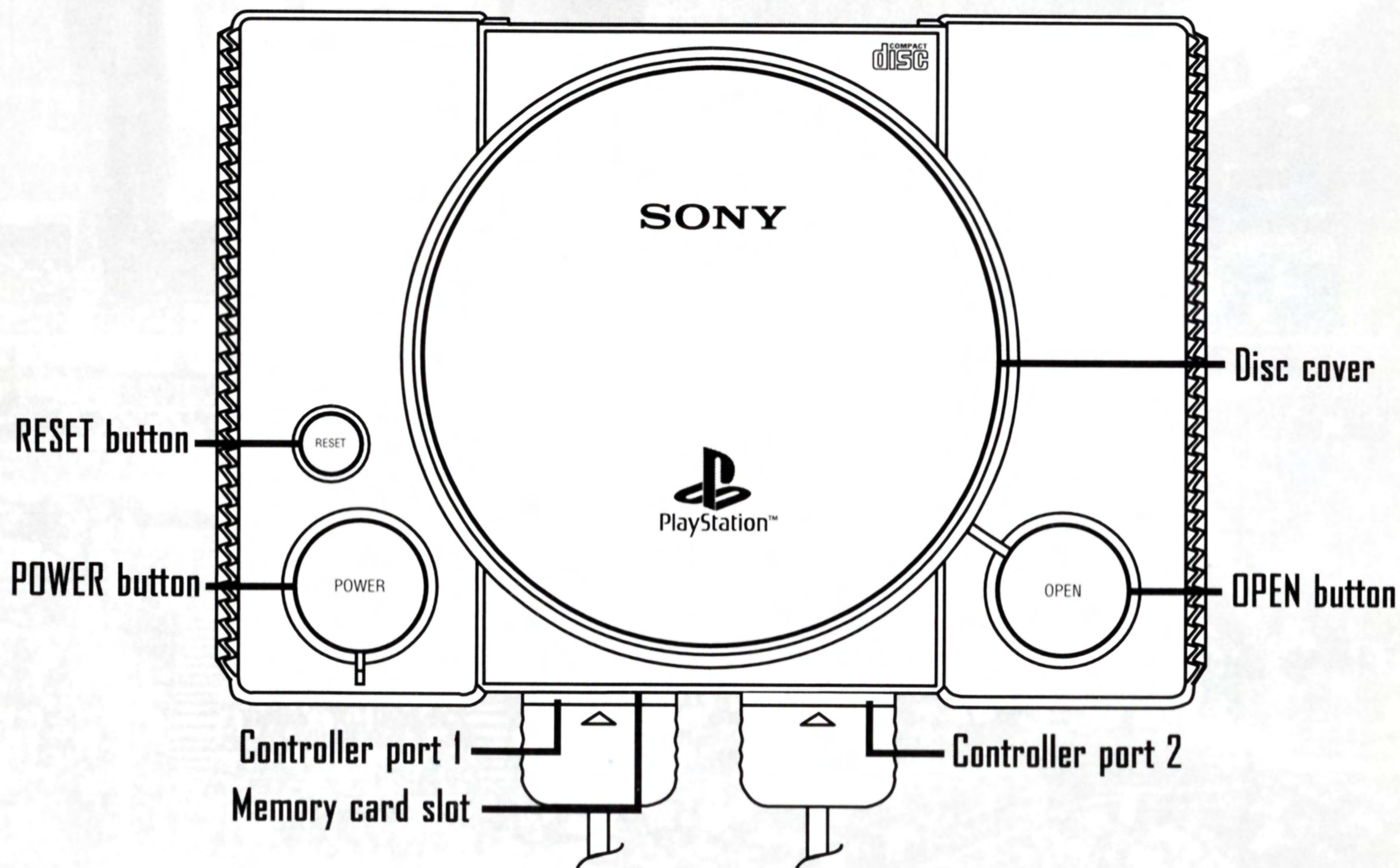
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K-1

THE ARENA FIGHTERS™

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GETTING STARTED

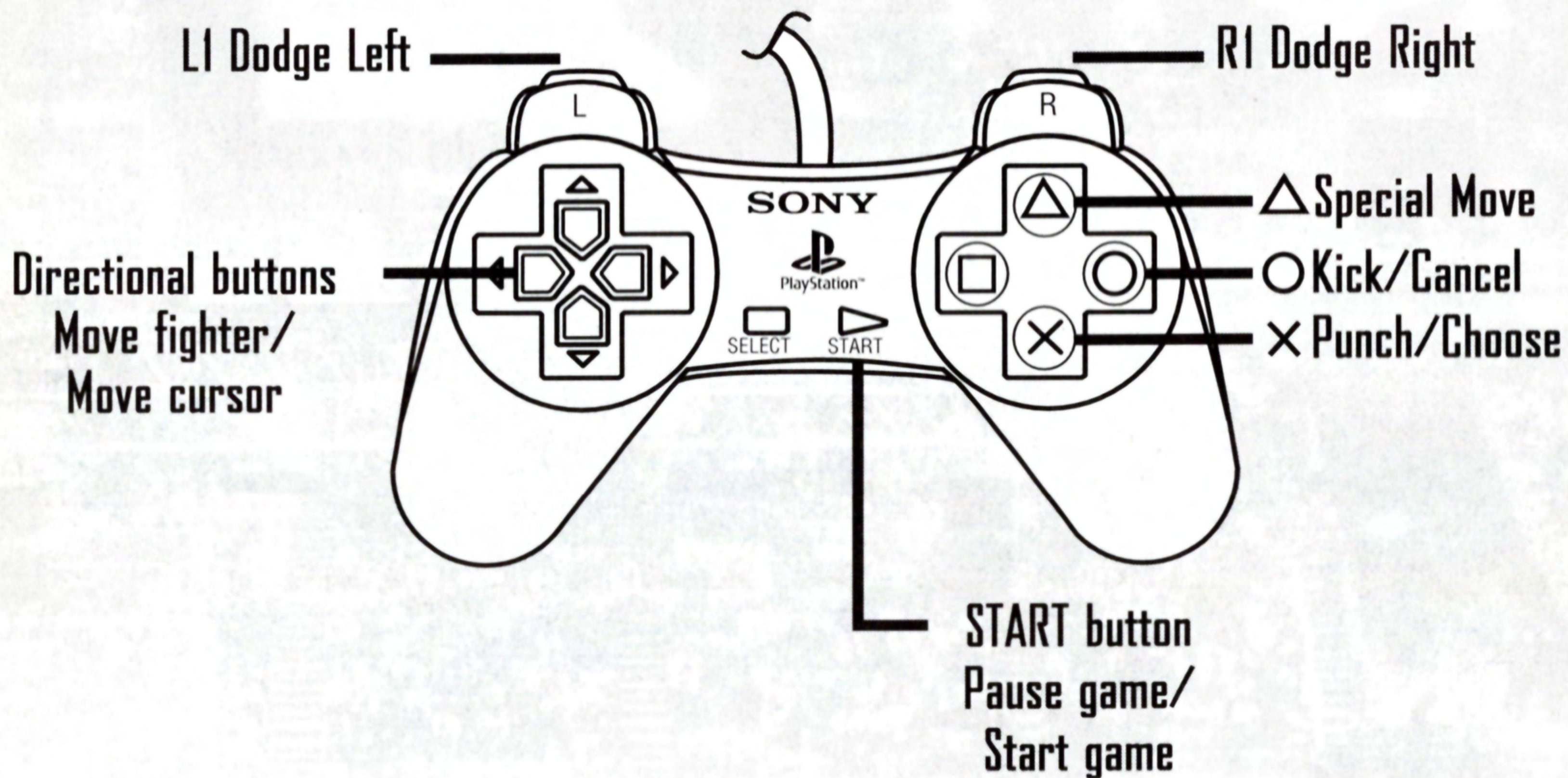


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **K-1 The Arena Fighters™** disc and close the Disc cover. Insert a game Controller in Controller port 1 and turn on the PlayStation game console.

Press the START button at the title screen to go to the Game Mode Select Screen.

CONTROLS

3



□ button, SELECT button, L2 button, R2 button: Not used

NOTE: If necessary, you can quit a game in progress at any time. First, press the START button (to pause the game); then press the SELECT button, and a brief options menu will appear. You can choose to quit from this menu. Also, you can quit at any time by pressing and holding the SELECT and START buttons down at the same time for more than two seconds.

4

GRAND



PRIX

WHAT IS K-1?

5

The "K" represents the four major martial arts disciplines - Kickboxing, Karate, Kempo, and Kung fu - that are showcased in the tournament. The "1" refers to the quest to find out which martial art, and which fighter, is number one in the world. The toughest champions of each discipline come from all over the globe to compete in this explosive event.

K-1 is an open tournament, without the restrictions of weight classes or divisions, often pitting a seven foot, 400 pound super heavy weight against a lithe flyweight. Needless to say, the matches are always exciting, and typically end in audience-pleasing K.O.'s.

K-1 events are held throughout the year, whittling the field down to the top eight fighters in the world, who compete finally in the Grand Prix. The winner of the event earns a considerable purse and is given the undisputed title of "world's strongest man"! This prestigious title was held in 1994 and 1995 by Holland's Peter Aerts, and finally changed hands last year with a dramatic victory by Switzerland's Andy Hug.

Note: to learn more about the K-1 organization, visit their web site at <http://www.k-1.co.jp/>.

TOURNAMENT RULES

ARTICLE 1: The match shall be fought by 2 appropriately trained fighters, adhering to certain rules regarding attacking and defending.

ARTICLE 2: Matches shall consist of 4 180 second rounds. Each round will be started and ended by the bell.

ARTICLE 3: Matches will be scored as follows: Punches, kicks, knees, and trick moves will only score points if they cause damage to the opponent. Defense will never earn points.

ARTICLE 4: Decisions: The judge will decide the winner of a match based upon a combination of the level of the fighters' life gauges, and the number of effective blows dealt by each fighter. In the case of a draw, the fighter in the champion (red) corner will be the automatic winner.

Note: The "Draw" decision also applied to "IP GAME", "VS" and/or "TEAM BATTLE" mode.

Knock Outs: A fighter will be knocked out when he receives a blow that brings his life gauge below zero. A fighter will lose by Technical Knock Out if he is knocked down 3 times during one round.

Article 5: Following are acceptable methods of attack:

Punch: Right, left, straight hook, upper-cut, hand chop, and spin-punch

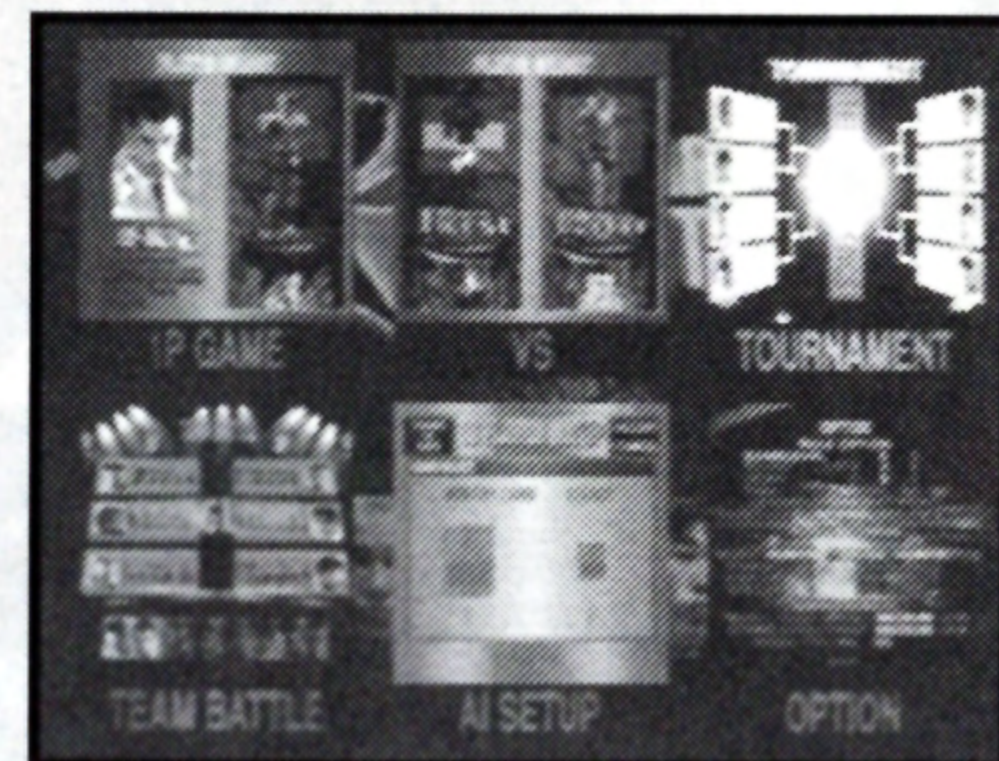
Kick: Right, left, front, low, middle, high, side, back, thigh, jumping, knee

Note: Attacking by elbow is only permitted by the PlayStation rules.



GAME MODE SELECT SCREEN

In the Game Mode Select Screen, choose from the following by moving the cursor with the Directional buttons and pressing the X button to select:



IP GAME: Choose this mode to fight against computer-controlled opponents. Select the fighter you would like to control by scrolling with the Left/Right Directional buttons and selecting with the X button. The mode is complete when you have defeated all of the other fighters.

VS: Face off against a friend or a foe.

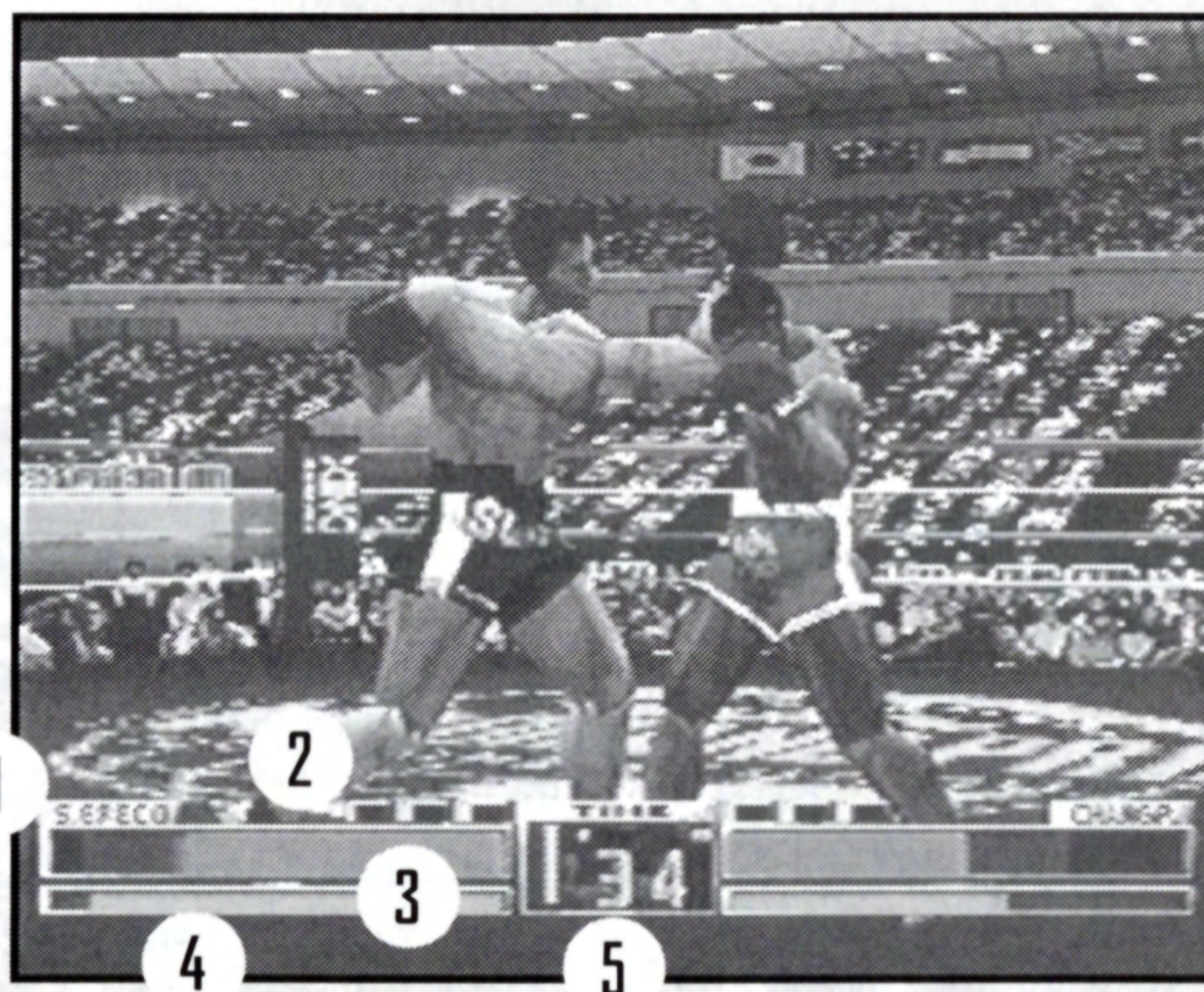
Tournament: Tournament match-ups with up to eight players!

Team Battle Mode: Choose three of your favorite fighters to face off against three opponents. The first team to win two matches is the winner.

AI (Artificial Intelligence) Setup: Choose a fighter to customize, grooming him for the title. (See page 10 for details).

Option: Set the level of difficulty, and other parameters of the match. (See page 13 for details).

GAME SCREEN



- 1) **Fighter's name:** Shows the name of the athlete.
- 2) **Number of Knock-downs:** Displays the number of times the fighter has been knocked-down. Exceeding the number of knock-downs allowed in a round will result in a T.K.O. Note: You can set the number of knock-downs allowed in a round in the Options menu.
- 3) **Life gauge:** Shows the fighter's physical strength level. If the life gauge reaches zero, the fighter will lose by Knock Out.
- 4) **Stamina gauge:** Displays the fighter's stamina. Low stamina means low offensive power. **Note:** Special moves use up stamina very quickly.
- 5) **Time:** Shows the time remaining in each round.

AI SETUP

Use this mode to customize and train fighters, then use them to challenge your friends' best prospects, or battle them yourself for the ultimate challenge!

To customize a fighter: Choose "AI Setup" from the Game Mode Select Screen. Select the Memory card you wish to use.

Create your AI Data file:

- You can save two files on one memory card
- You can record the data for eight different fighters on one AI Data file
- You cannot delete data for an individual fighter within an AI Data file
- To create an AI Data file, highlight the number of a data list (1 or 2) and press the X button. Choose to create a data file and the eight fighters will appear.
- Choose the fighter you wish to train, press the X button, and set the parameters for his training.
- Each AI data file requires 5 memory blocks.
- If you have two data lists on a memory card, you must "set" the active list (indicated by a red arrow on either side of the list) by highlighting the number of the list, and pressing the X button. Choose "Set" to activate that file, "Copy" to copy the file to an open list, or "Del" to delete the file.

How to use your fighter:

Choose the Memory card that contains your fighter's AI configuration, then "Set" the desired data list (Player 2 must "set" a list from Memory card slot 2). In the Options Screen, change the desired controller from "Human" to "AI". Now, select IP Game and let your fighter match up against the computer, or select VS mode and select your AI fighter as your opponent!

Warning: Do not try to remove the Memory card, hit the RESET button, or turn off the power while in the following screens: Under AI Setup, while setting, copying, or deleting data; in the AI Edit Screen, while returning to the Data List from the AI Edit screen or returning to the title screen from the AI Edit screen with the START button; immediately after a match involving your AI fighter, or when the screen goes momentarily dark.



SETTING UP YOUR FIGHTER'S AI

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On the main screen, you can set the learning level of your fighter for eight different categories. If your fighter is strong in a certain category, set a light level of learning. If your fighter needs a lot of work on something, set it heavy. You must, however, balance your AI setup. That is, a fighter will be able to learn one item more effectively if most of the other items are set at light or medium levels. Setting all eight items at a heavy level of learning will invariably result in a slower learning curve.

The categories for learning level are:

Learning Level: set overall level of training.

Counter-punch: slip in blows when your opponent least expects, and is at his most vulnerable!

Guard: sometimes the best offense is a good defense!

First Strike: there's a lot to be said for the ability to draw first blood!

Dodge: your opponent can't hurt what he can't hit!

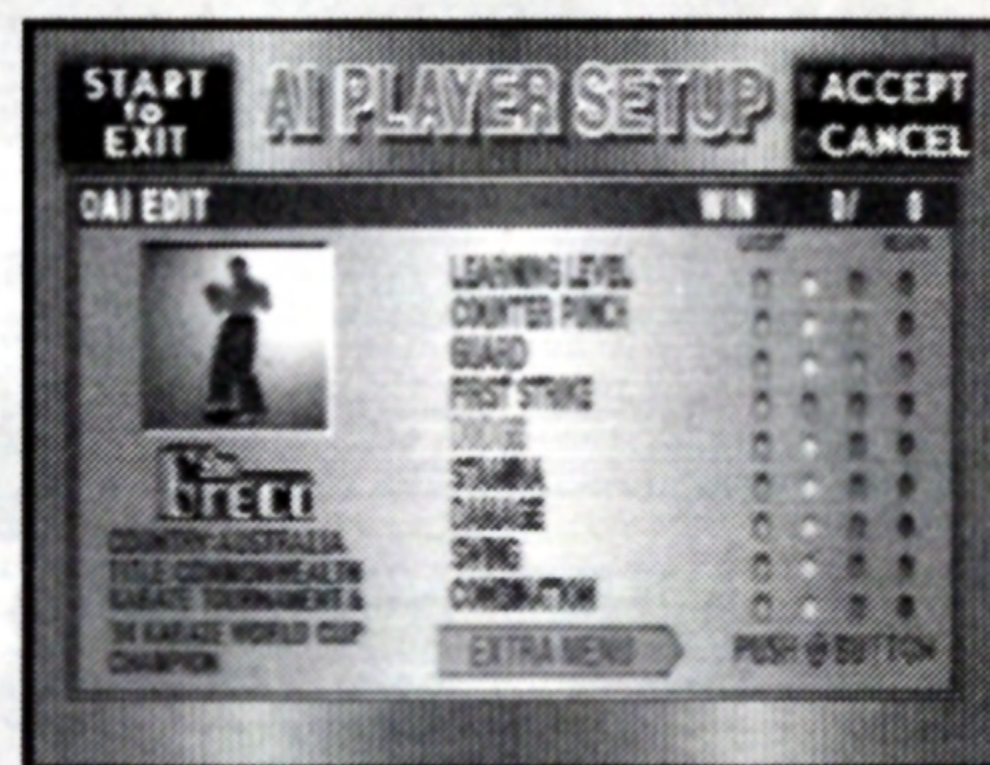
Stamina: conditioning is everything in this arena!

Damage: strike when and where it will do the most harm, make every blow count.

Swing: a big swing can give you away. It's the sly blows that will put the other man down!

Combination: float like a butterfly and sting like a bee with devastating combinations!

On the EXTRA SCREEN, you can set up which moves you would like your fighter to use, and with what frequency you want him to use them. Please note that if your fighter learns that a certain move is ineffective, he may use it with gradually less frequency.

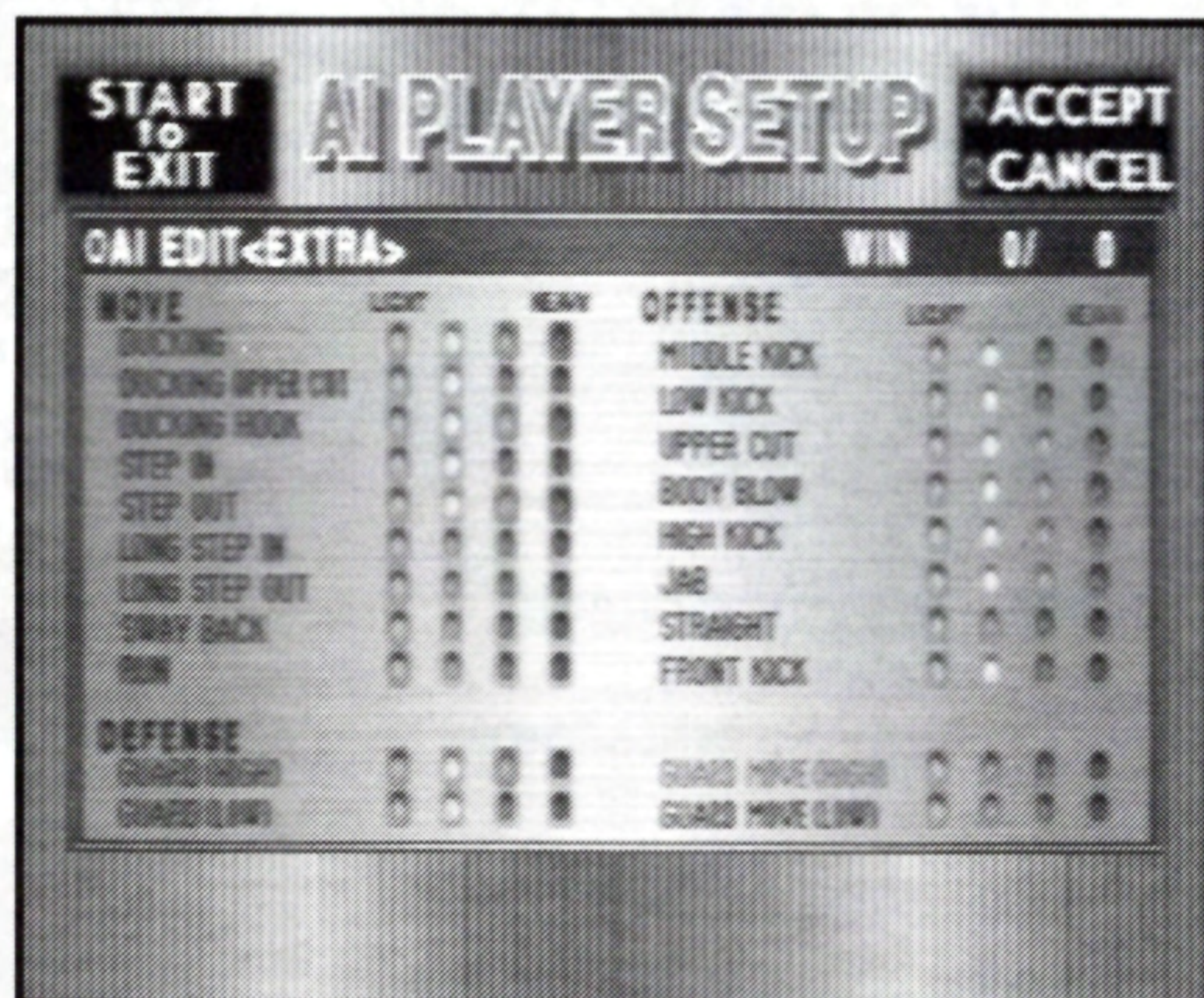


CREATING A STRONG FIGHTER

Train your fighter against both computer-controlled, and human-controlled opponents. A skilled human opponent may have a lot more to teach your guy than a computer-controlled one.

If, for example, you wish to train a fighter with a strong straight counter-punch, increase the learning level for counter-punch on the main screen, then set a high frequency for straight counter-punch in the EXTRA SCREEN.

The physical characteristics and fighting style of each K-1 fighter is greatly varied, and should dictate which tactics and moves to nurture in AI training mode.



OPTIONS SCREEN



Use the options screen to alter rules and set other parameters for the K-1 matches.

RULE OPTION:

Game Level: Set the difficulty level of your opponents. 1 is the easiest, 3 is the hardest.

Round: Choose the number of rounds in each match.

Down: Set the number of knockdowns in one round that will result in a TKO to 2, 3 or unlimited.

Time: Set the length of each round.

Judgement: Choose to have matches judged by physical strength level or by points.

Stage: Choose from a 3-D (Normal) or 2-D (Extra) background. **Note:** gameplay will be slightly enhanced when using a 2-D background.

PLAYER CONFIG:

Mode: Choose whether the fighter will be human, or AI controlled.

Punch: Set the key assignment for punch.

Kick: Set the key assignment for kick.

Special: Set the key assignment for special moves.

SOUND CONFIG:

Music Effect: Set the level of the music to High, Medium, or Low.

Sound Effect: Set the level of the sound effects to High, Medium, or Low.

Audio Test: Test the volume levels you have chosen.

After you have set the rules and player configurations to your liking, press the START button to return to the title screen.

METHODS OF ATTACK

Upper Attack

Advantage: The best reach of any form of attack.

Disadvantage: Vulnerable to a ducking counter-attack.

Ducking

Advantage: Useful to counter upper attacks.

Disadvantage: A timely lower attack will knock you cold.

Lower Attack

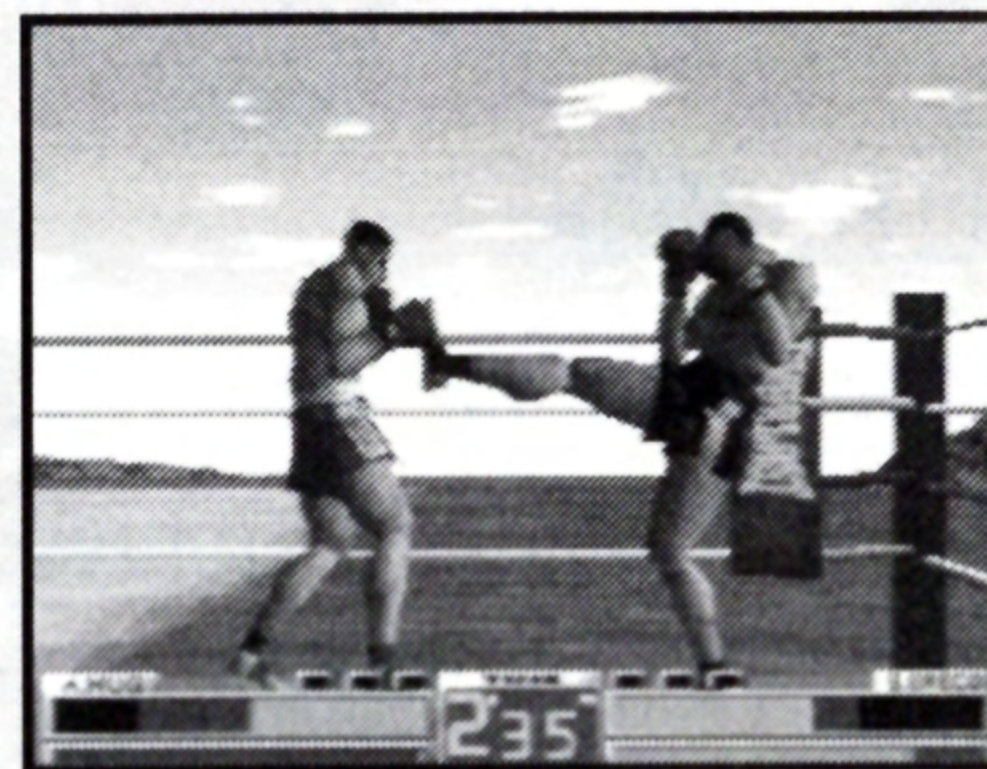
Advantage: You can attack a ducking opponent.

Disadvantage: Lacks the reach of an upper attack.

Hold Moves

Advantage: You can inflict damage in spite of your opponent's guard.

Disadvantage: Can only be used when you are tied up with your opponent.



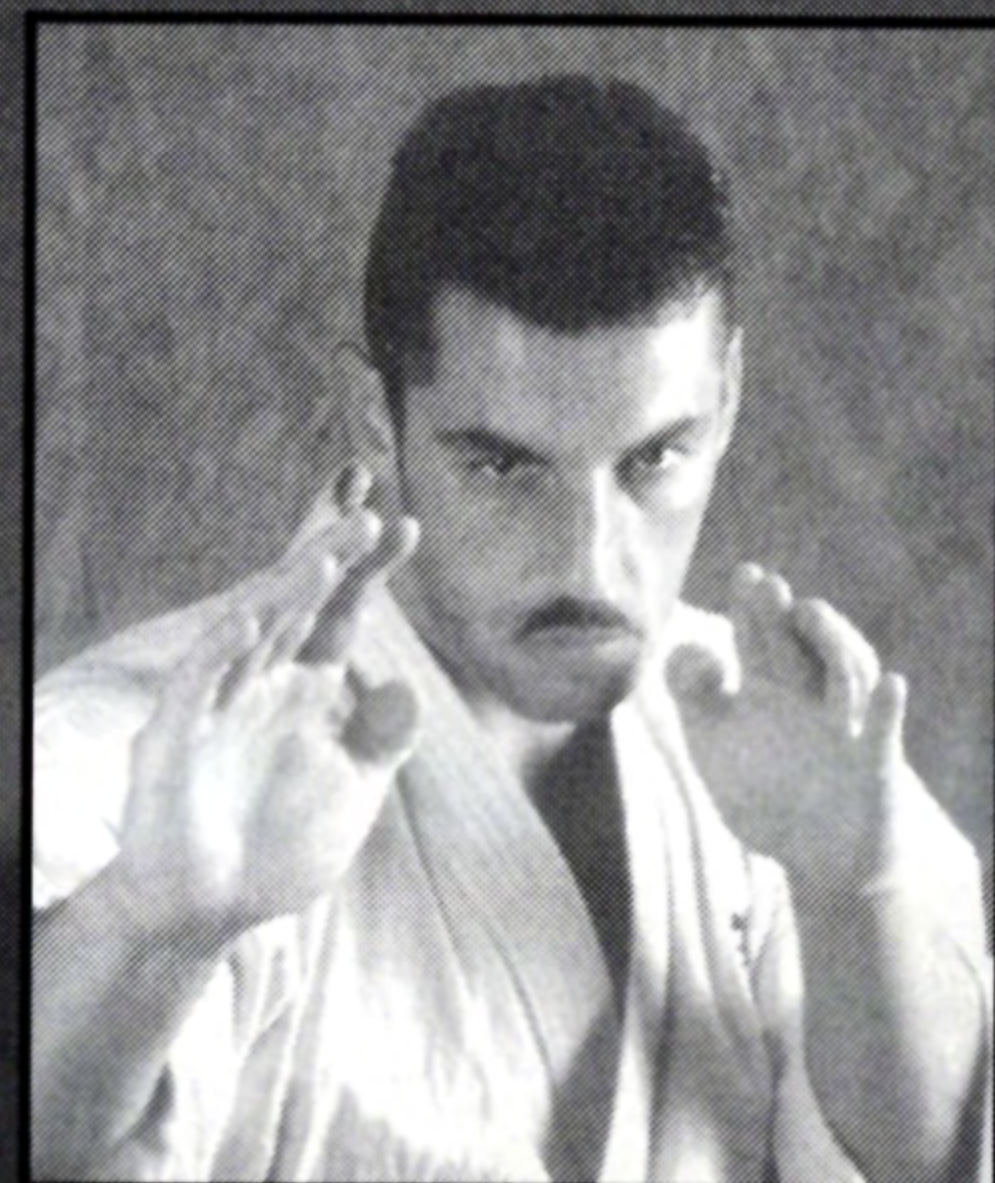
Universal Moves (for all fighters)

×	Jab
×→	Straight
←×	Upper
↓×	Body Blow
●	High Kick
←●	Middle Kick
↓●	Low Kick
↓↓ then ×	Ducking Hook
↓↓×	Ducking Upper
↑←×	Dash Punch
×●	Hold move



Andy Hug

Birth Date: September 7, 1964
Birth Place: Switzerland
Height: 5'9"
Weight: 209 lbs.
Gym: Seido Kaikan
Titles: UKF World Super Heavyweight
Champion
K-1 Grand Prix '96 Winner
WMTC World Super Heavyweight
Champion



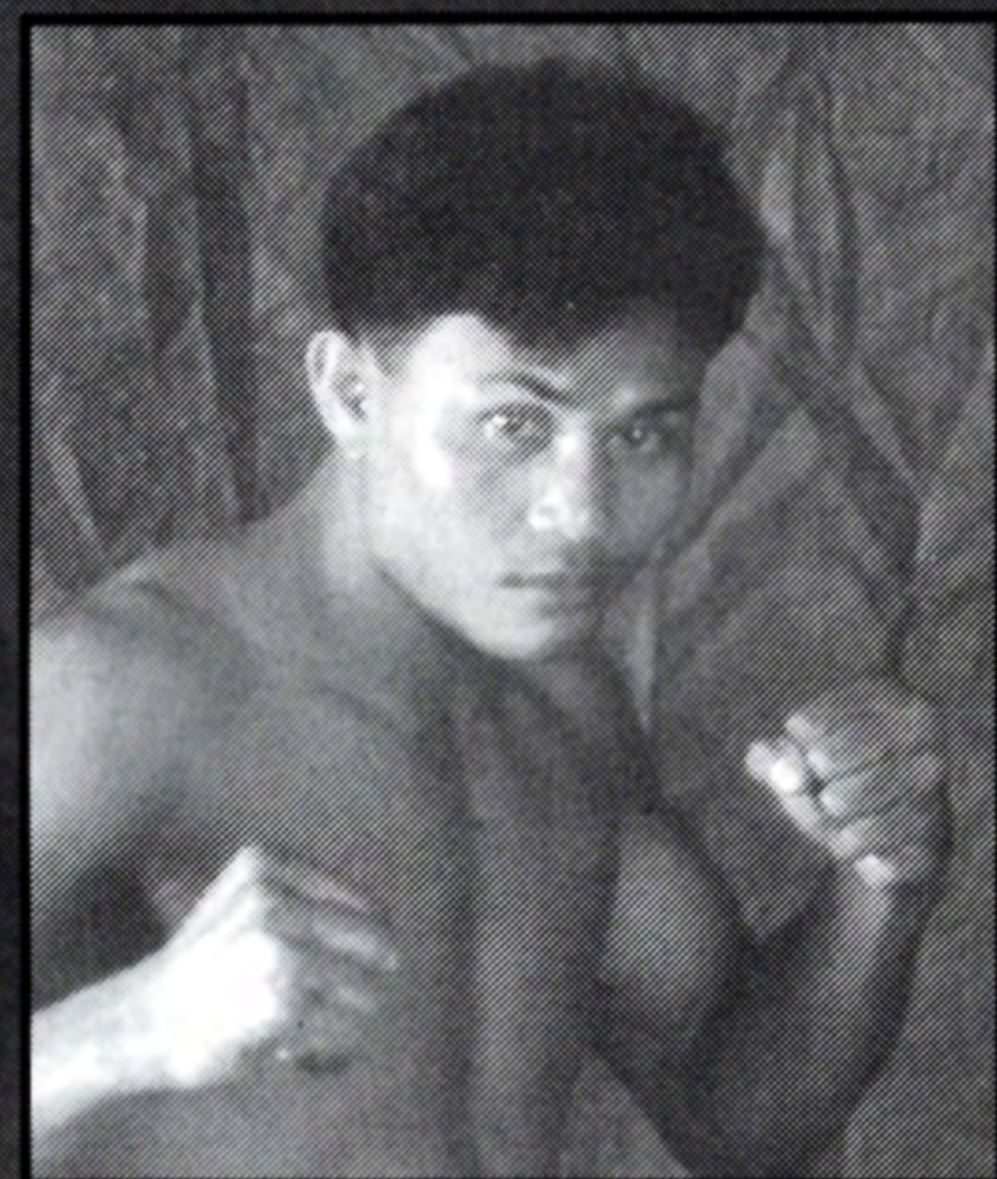
Andy Hug, with his superior Karate technique, is one of the most famous martial artists in the world. After several disappointing years in the K-1, Andy finally came through with a dramatic victory in 1996.

Favorite moves:

Front Kick	→●
Upper-cut	←×
Hug Tornado	↓▲
Heel Kick	▲
Jumping Double Kick	←→▲
Hand Chop	→▲

CHANG PUEK KIATSONGRIT

Birth Date: October 23, 1966
Birth Place: Thailand
Height: 5'7"
Weight: 165 lbs.
Gym: Kiatsongrit Gym
Titles: IMF World Light Heavy Class
Champion



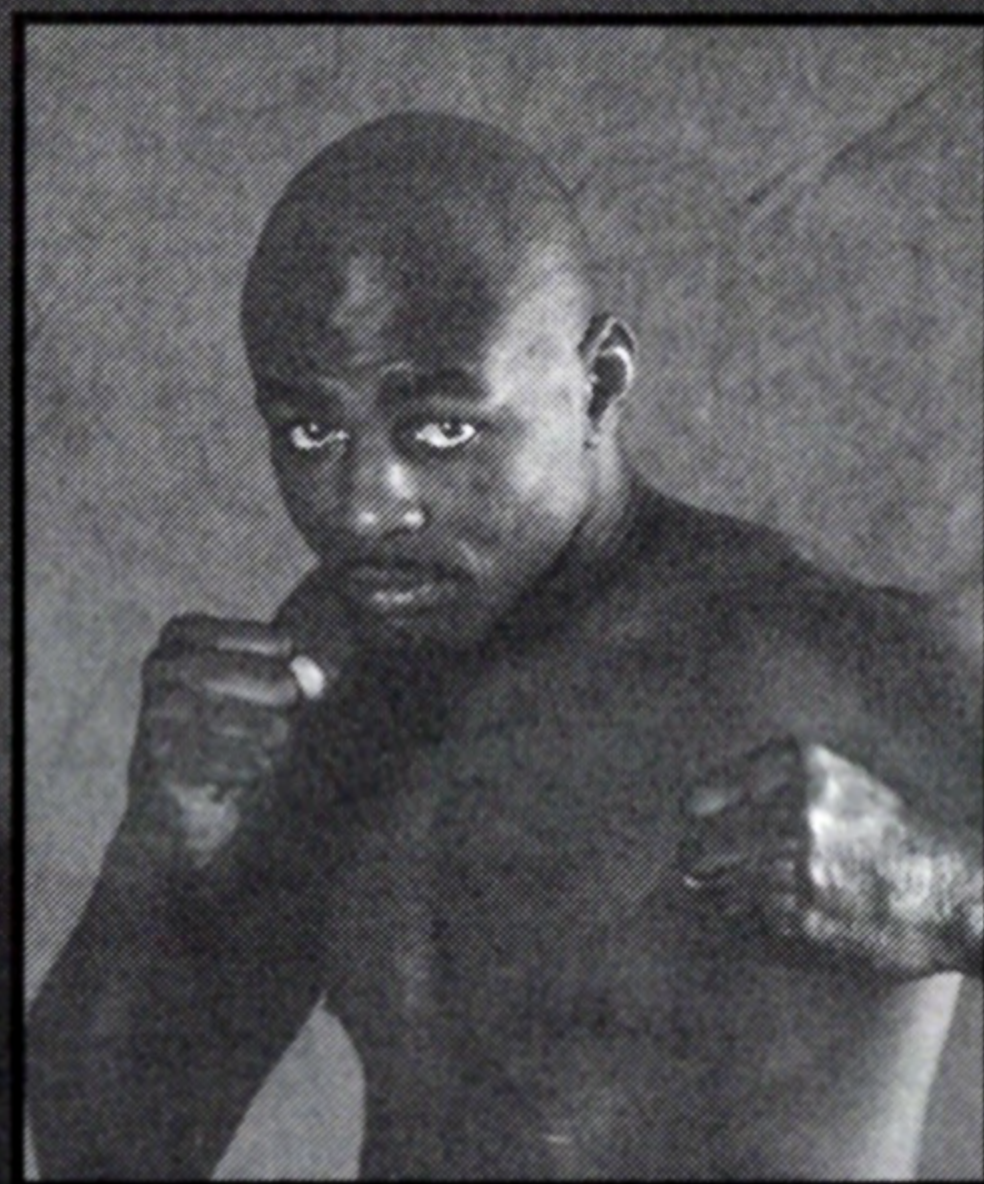
An unmatched expert in Muay-Thai (Thai Kick Boxing), he has excellent defensive techniques and is difficult to put down. He often astonishes crowds by defeating much bigger and stronger fighters.

Favorite Moves:

Front Kick →●
Mid Step-in ▲
Multiple Straights →×
Jumping Knee Kick →▲
Spinning Elbow ←▲

ERNESTO HOOST

Birth Date: July 11, 1969
Birthplace: Surinam
Height: 6'2"
Weight: 205 lbs.
Gym: Vos Gym
Titles: WMTA World Light Heavy Class Champ
IKBF World Light Heavy Class Champ
ISKA World Light Heavy Class Champ
K-1 Grand Prix '93 Winner
K-1 Grand Prix '96 3rd Place



Called the "technician" by his peers, Hoost uses his perfect execution to make up for what he lacks in strength. Pity the man that falls prey to his fearful high kick.

Favorite Moves:

Front Kick →●
High Step-in ▲
Back Blow ←▲
Jumping Knee Kick →▲
Elbow Strike ↔×
Left Upper-cut ↓▲

JEROME LE BANNER

Birth Date: December 26, 1972
Birthplace: France
Height: 6'5"
Weight: 253 lbs.
Gym: Siam Boxing Club
Titles: K-1 Grand Prix '95 Runner-up
French and European Super Heavy
Class Champion
ISKA World Heavyweight Muay-Thai
Champion



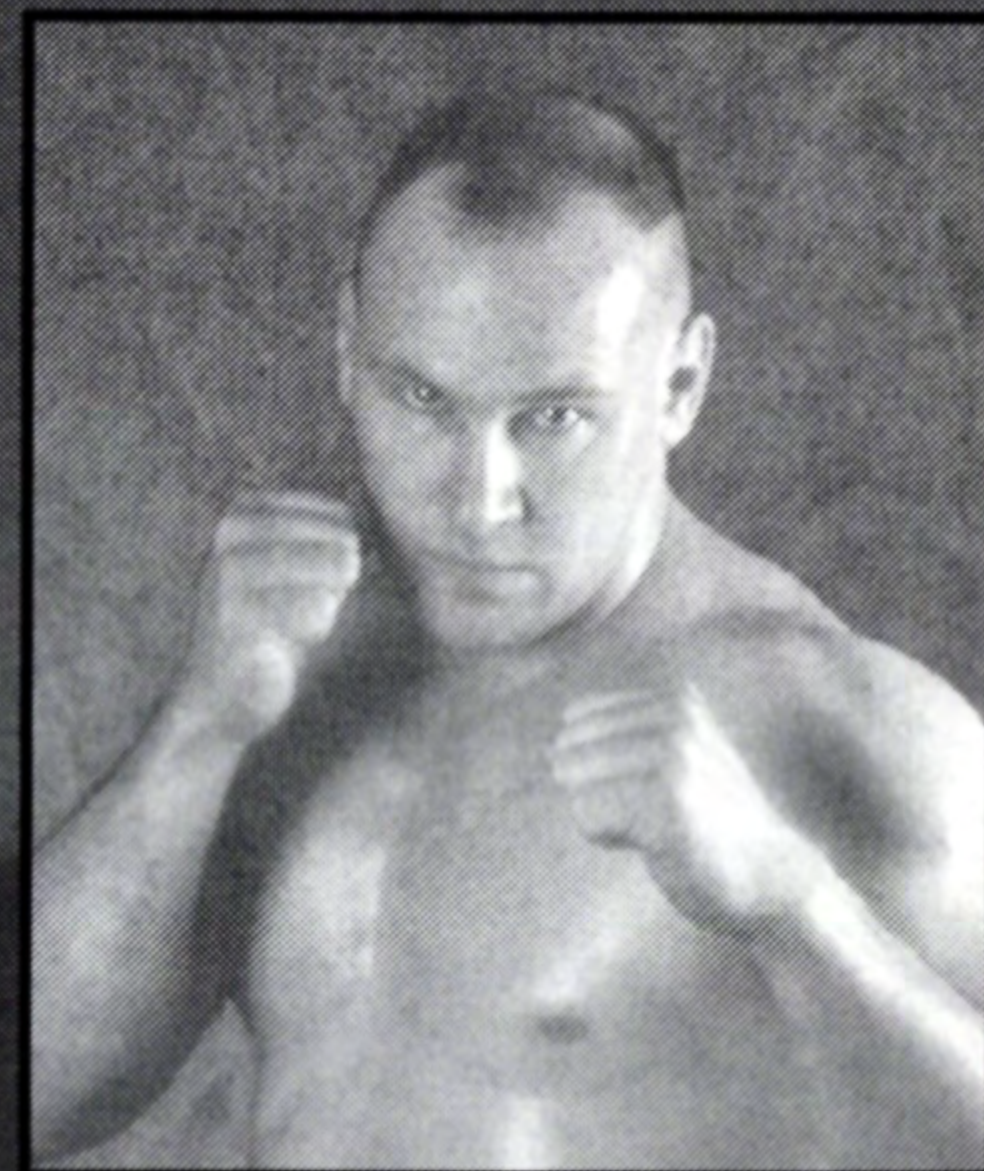
A perfect combination of size and youth, Jerome is sometimes overly aggressive in the ring. He's called the "Battle Cyborg" by his fans in France, and consistently lives up to the name.

Favorite Moves:

Front Kick →●
Back Spin Kick ←▲
Upper-cut ↓▲
Knee Kick ▲

MIKE BERNARDO

Birth Date: July 28, 1969
Birthplace: South Africa
Height: 6'3"
Weight: 242 lbs.
Gym: Steve's Gym
Titles: African Super Heavy Class Champ
K-1 Grand Prix '96 Runner up



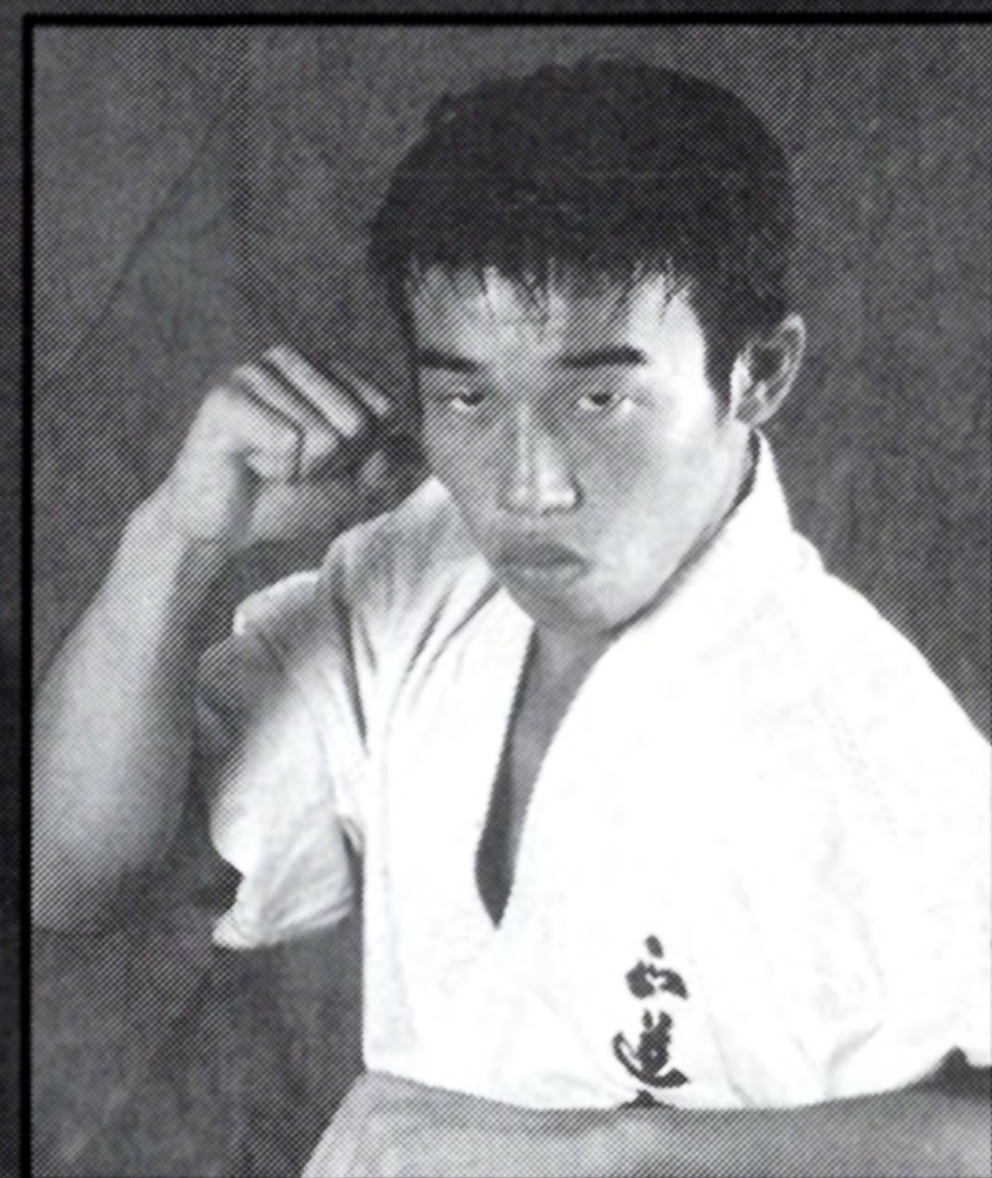
Possessor of a fearful hammer punch, Bernardo KO'd two-time "Strongest Man" Peter Aerts in the '96 Grand Prix.

Favorite Moves:

Side Kick →●
Swing Hook ▲
Swing Straight →▲
Back Blow ←▲
Swing Upper-cut ↓▲

MUSASHI

Birth Date: October 17, 1972
Birthplace: Japan
Height: 6'1"
Weight: 196 lbs.
Gym: Seido Kaikan
Titles: Karate World Cup '95 4th place
K-1 Grand Prix '96 3rd place



Musashi began his career with a bang by impressively knocking out his opponent, Patrick Smith, in the '95 K-1 Revenge II tournament. Ever since then, expectations for this exciting young fighter have been very high.

Favorite Moves:

Front Kick	→●
High Punch Combination	↓▲
Jumping Turn Back Kick	←▲
Style Change	↔→▲

PETER AERTS

Birth Date: October 25, 1970
Birthplace: Holland
Height: 6'3"
Weight: 229 lbs.
Gym: Chakuricki
Titles: WMTA Muay-Thai World Heavy Class
Champ
KBF World Heavy Class Champ
WKA European Heavy Class Champ
K-1 Grand Prix '94, '95 Winner



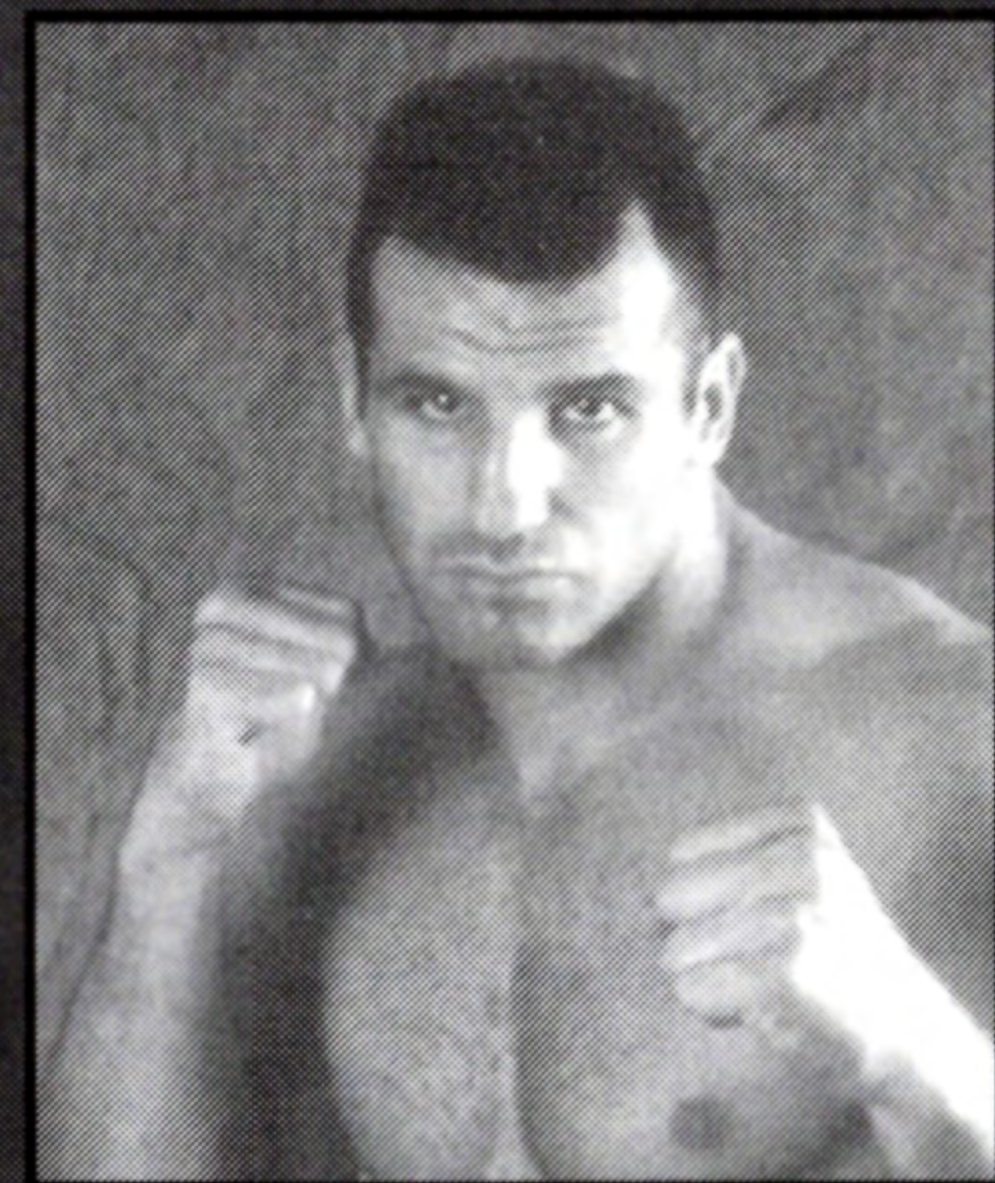
Bearer of the "World's Toughest Man" title for two years in a row, Aerts is highly trained both in technique and in toughness. This man has no weaknesses.

Favorite Moves:

Front Kick	→●
Back Blow	←▲
Back Kick High	→▲
Back Kick Low	↓▲
Knee Kick	▲
Elbow Strike	←→×

SAM GRECO

Birth Date: May 3, 1967
Birthplace: Australia
Height: 6'2"
Weight: 233 lbs.
Gym: Seido Kaikan
Titles: Karate World Cup '94 Winner
3 Time Commonwealth Karate
Tournament Champion



In his International debut, Greco KO'd his first opponent, and gave Aerts an even fight. His overall ability is still a question mark, but anyone who's been in the ring with him knows that he has the strongest fists in the Karate field.

Favorite Moves:

Front Kick →●
Swing Blow ▲
Driving Punch →▲
Low Driving Punch ↓▲
Right to the Body ←▲



TOURNAMENT RESULTS

Winner _____

Date _____

Winner _____

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Date _____

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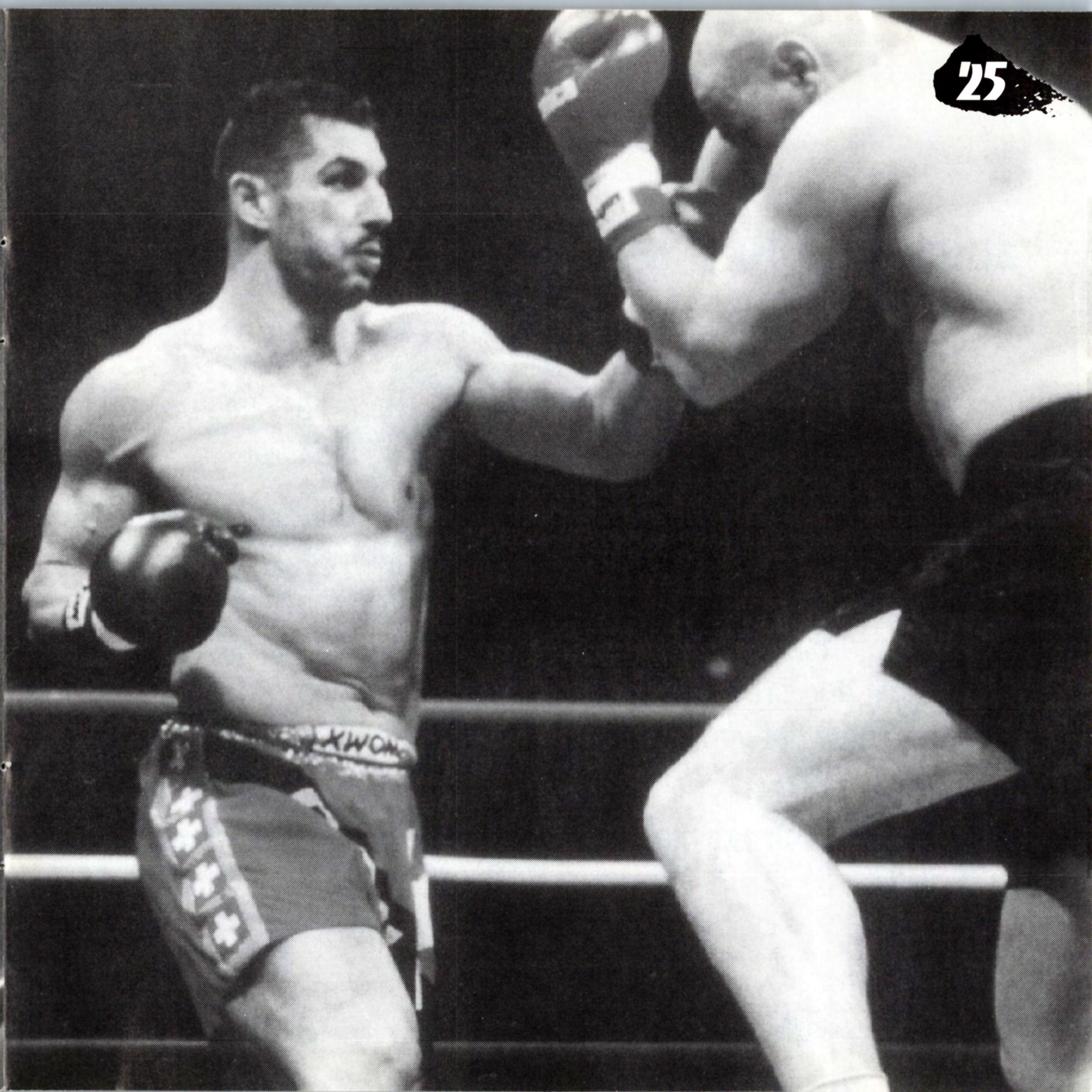
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Executive producer, U.S. version:	Michael Haller
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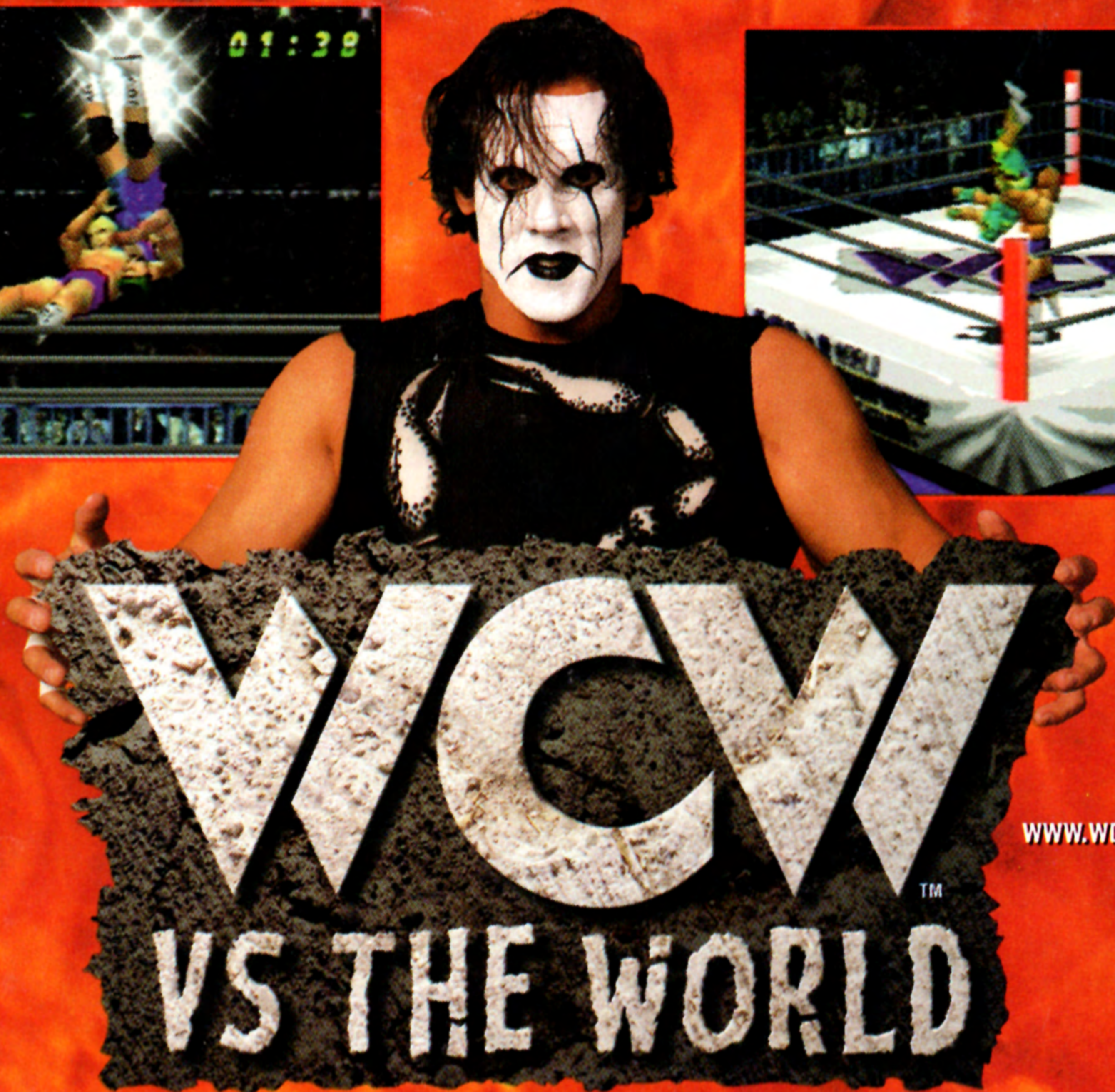
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