

# Def Jam FIGHT FOR NY



MATURE 17+  
**M**  
CONTENT RATED BY  
ESRB



## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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 2 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 2 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 UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

### **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

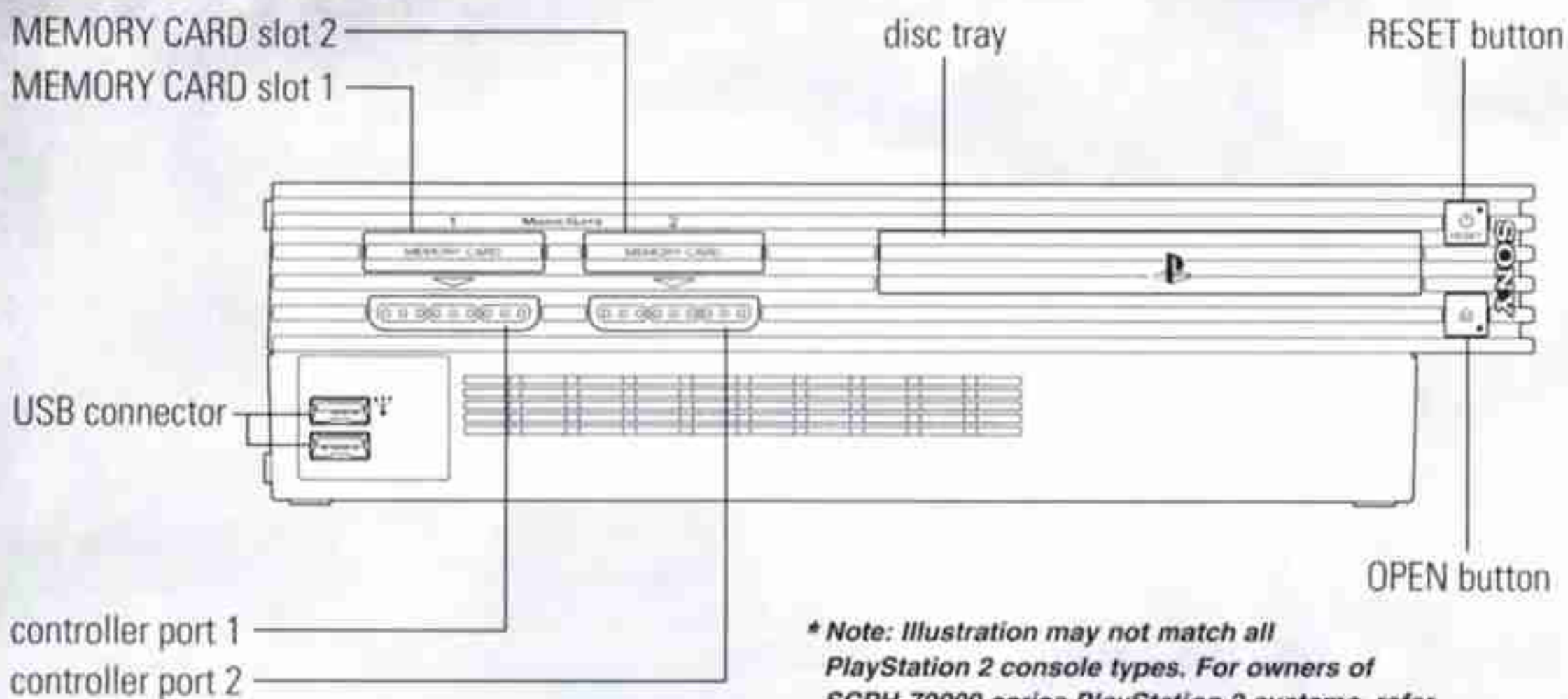
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# STARTING THE GAME

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Def Jam® Fight For NY™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

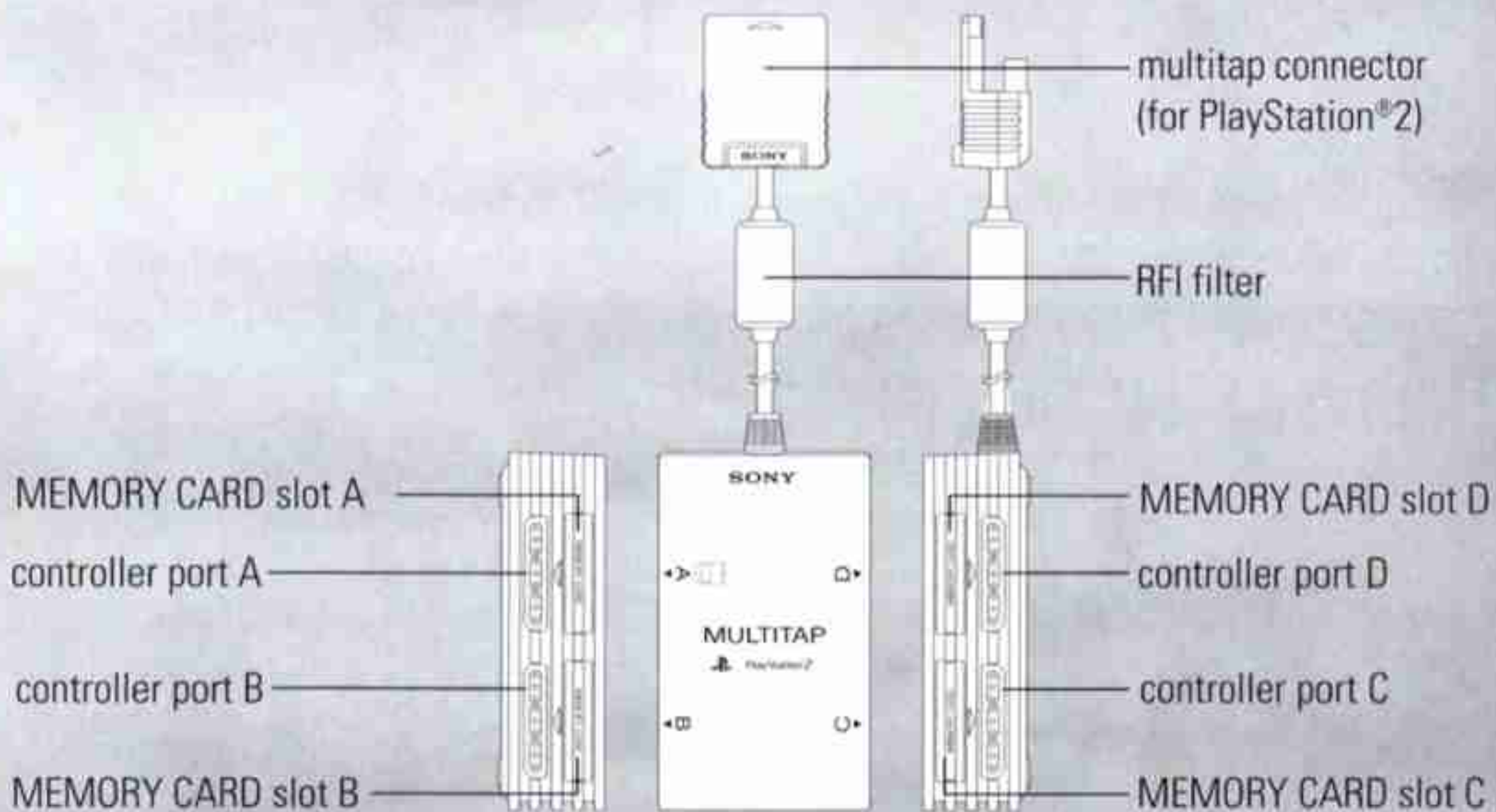
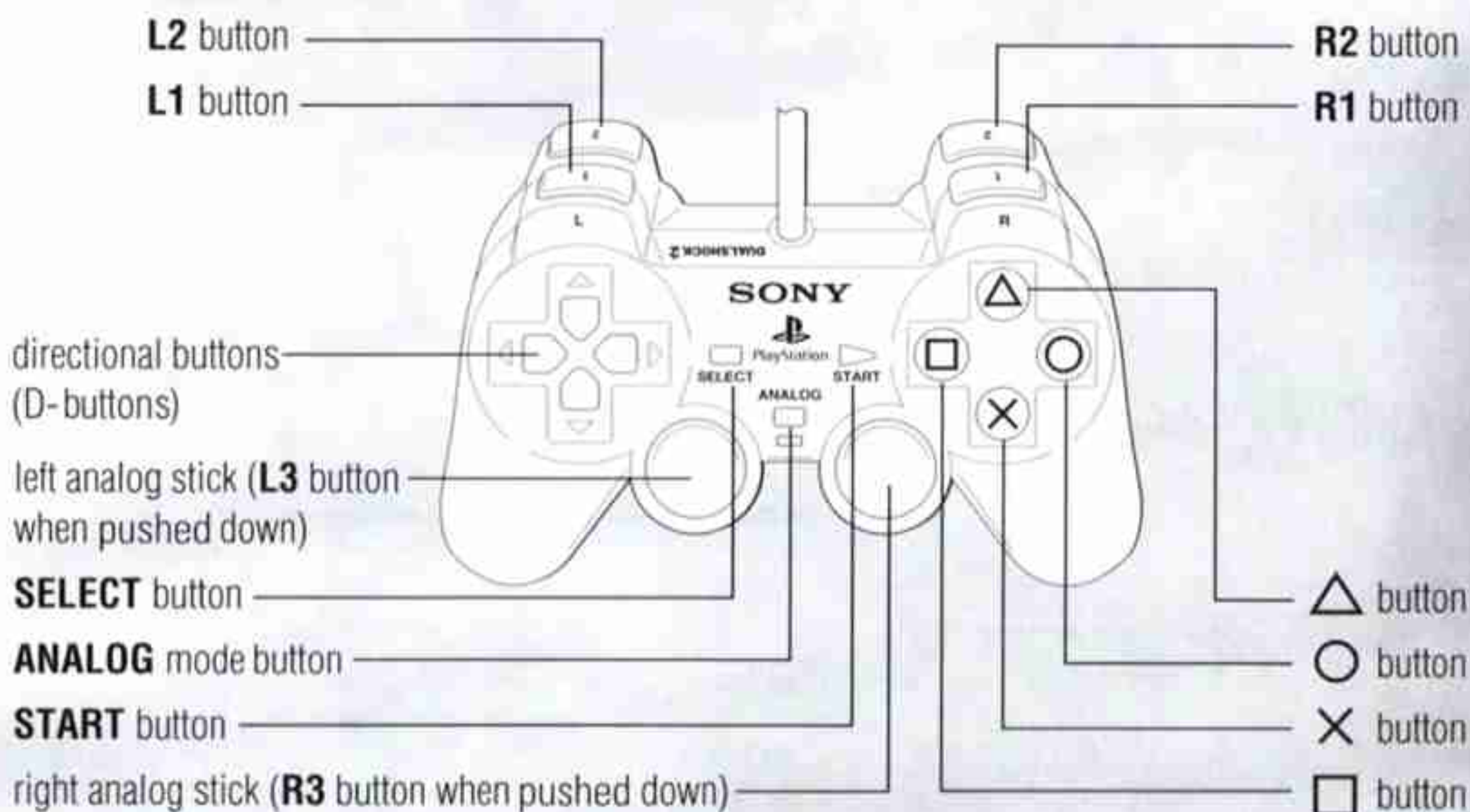
**NOTE:** Up to four players can play *Def Jam: Fight for NY* by using the Multitap (for PlayStation®2) inserted into controller port 2. *Def Jam: Fight for NY* does not support the multitap when inserted in controller port 1.

**NOTE:** During Multi-player gameplay, Player 1's controller must be inserted in controller port 1. Players 2-4 must have their controllers inserted into the multitap connected to controller port 2.

controller port 1 = Player 1  
controller port 2-A = Player 2  
controller port 2-B = Player 3  
controller port 2-C = Player 4  
controller port 2-D = Not Active

# COMMAND REFERENCE

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



**NOTE:** multitap is only supported when connected to controller port 2.

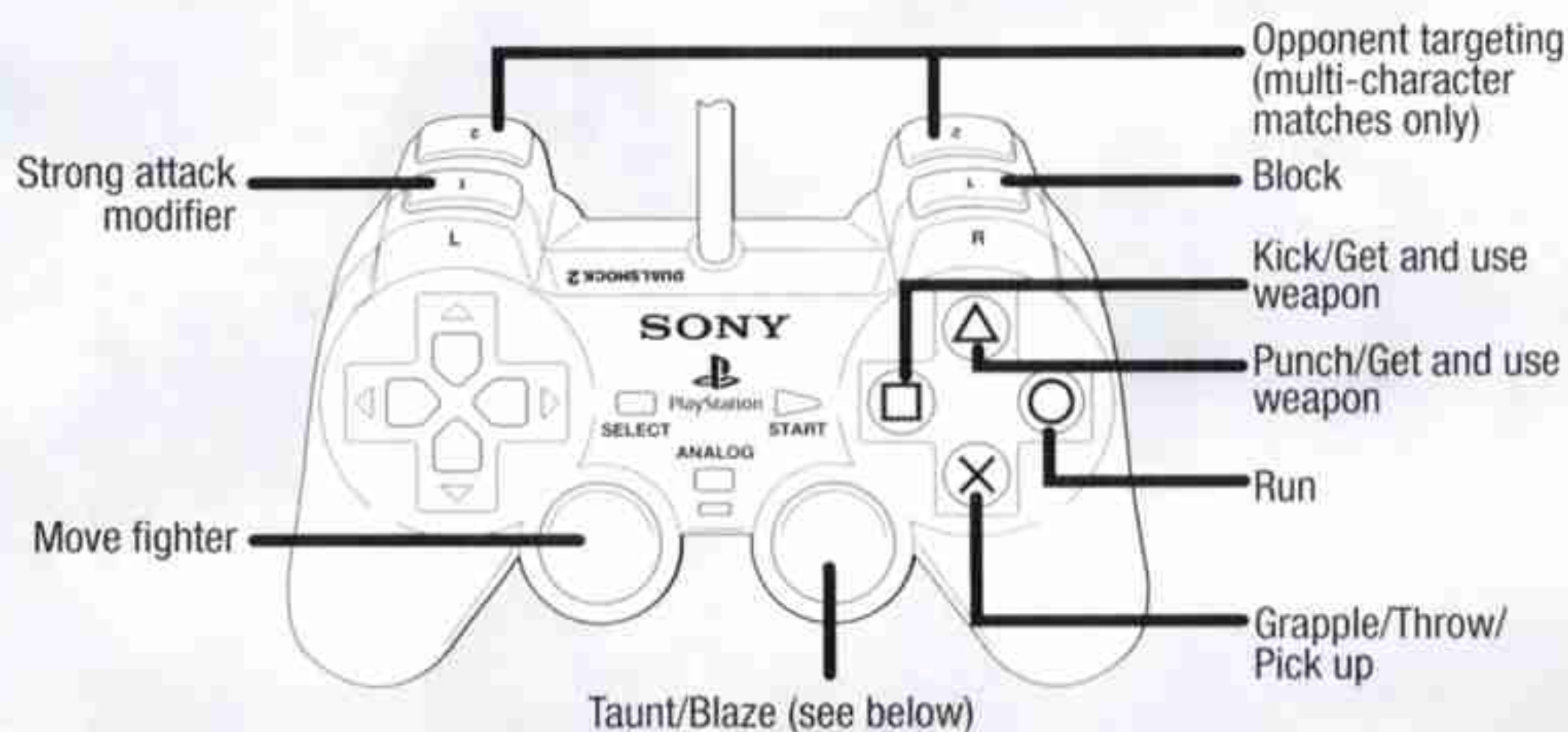
# COMPLETE CONTROLS

Listen up. The only way to own the streets is to learn the controls, so pay attention.

## MENU CONTROLS

Highlight menu items	D-button ↕
Cycle choices/Move sliders	D-button ⇔
Select/Go to next screen	⊗ button
Return to previous screen	⊲ button

## GAMEPLAY



## BLAZIN'

When your Momentum Stamina meter (see p. 6) is full, it's time to put a beating on somebody. Press the right analog stick in any direction to activate the Blaze, then grab your opponent and press the right analog stick again to turn the lights out.

## FIGHTING FROM THE GROUND

**Rising attack**—press to kick your opponent as you rise to your feet

**Block**—press while on the ground or while rising to shut down an attack



**Rising attack**—press to punch your opponent as you rise to your feet

**Roll and up**—press the ⊙ button at the same time you move the left analog stick

**Stand up**—press the ⊙ button or left analog stick any direction

**Scramble back and up**—while on the ground press the ⊙ button at the same time you press the left analog stick toward your fighter's head

**Grapple attack**—press to grapple your opponent from the ground

# IT'S ON

In the underground, fists speak louder than words. Get your brawl on from the Main menu.

**MAIN MENU**

- Create a fighter and let him loose on the underground (see p. 7)
- Choose from nine skull-bashing Battle modes (see p. 10)
- Unlock characters and venues
- Pick the tracks that make you want to bash someone's face in
- Enter a cheat code to unlock music and rewards
- Choose your difficulty, set up the audio, and delete User IDs
- Find out who's responsible for all this
- See who has the right to talk smack

**MAIN MENU**

# PLAYING THE GAME

It's about to go down. Knuckle up and get ready for some hardcore action.

**GAME SCREEN**

- Health meter
- Momentum
- Stamina meter (see p. 6)
- Usable object
- The fighters
- Time
- Scores

## MOMENTUM STAMINA METER

Fill this meter all the way and you'll be able to unleash a Blazin' move to rock your opponent. Be careful because if you run away from another fighter, your momentum level drops quickly. You can regain your momentum by standing your ground.

Momentum



Drained momentum

## FIGHTING STYLES

Each of the five fighting styles has its specific advantages. You get to pick one right off the bat. Hit Stapleton Athletics (p. 8) to add other styles and moves to your repertoire. Here's a description of each type of fighter.



### Street Fighters

They might not be the most disciplined fighters, but with their powerful punches and kicks, street fighters can be some of the most dangerous. Their Haymaker is *the* most destructive attack in the circuit.



### Kickboxers

The name says it all. Getting kicked by a kickboxer is like getting smacked with an aluminum bat. In close, they use their deadly clinch maneuvers to grab opponents and unleash a flurry of elbow, fist, knee, and leg strikes.



### Martial Arts

What these agile fighters lack in power, they make up for with insane quickness. They are masters of the environment and can use anything around them like walls, posts, fences, and speakers to let loose an unpredictable knockout blow.



### Wrestling

A combination of showmanship wrestling and technical grappling, these powerful fighters use their incredible upper body strength to bring the pain with throws and body slams. Even though they are kind of slow and susceptible to quick strikes, they are extremely deadly in tight situations, and their grappling abilities are the most lethal in the game.



### Submissions

These guys wear down specific body parts to leave opponents open to painful submission attacks. Although not the fastest or most agile fighters, they use power and an arsenal of joint attacks, locks, and holds to make their opponents scream for their mummies.

# GAME MODES

Create a fighter and take him to the top in Story mode, or get right into the action with up to four players in one of the Battle modes.

## Story Mode

Ready to see if you have what it takes to survive the underground hip hop fight circuit? Remember, trust no one and stay true to what matters: money, power, and respect. The story starts when you bust D-Mob out of police custody.

## SKETCH ARTIST

This is where you pick your character for the story. You can either choose a fighter from the lineup or use the Five-O's sketch artist to create a brawler exactly how you want him to be. Your first fighting style is free—you have to work for the rest.

## TUTORIAL

Before you can hang with D-Mob and his crew, you have to prove your skills by whipping up on one of the fighters in their arsenal—House. Follow the on-screen instructions to show you've got what it takes to represent.

## THE CRIB



### MAP

Use the map to get where you need to go—like Stingray's Barbershop, Stapleton Athletics, and Syndicate Urban Steetwear. You'll also use the map to visit the fight venues.



## STAPLETON ATHLETICS

Increase your skills and learn new fighting styles and moves in the gym. Your trainer, Henry Rollins, is on hand to teach you all you need to know to stay ahead of all the other fighters. It costs serious development points to increase your skills or to purchase another fighting style, so use them wisely. All of your attributes except charisma can be upgraded at Stapleton Athletics.

## JACOB & Co.

The fastest way to start looking like somebody important is to visit the jeweler to the stars, Jacob. For the right price, he'll hook you up with the perfect piece of jewelry to let everyone know that you're no chump. When you're in the market for status, remember that visiting Jacob is the best way to increase your charisma.

## Stingray's BARBER SHOP

Visit the barbershop and let Stingray switch up your look. From the color and style of your do to the hair on your face, Stingray is a master of style. You have to visit the barbershop every time you want to change your hairstyle.

## ★ SUS ★

THE SYNDICATE URBAN STREETWEAR

The only thing as important as how you fight is how you look. Visit this shop often to keep up on the latest urban fashions and to pimp yourself out with hot new gear.

## MANNY'S TATS

What's a fighter without ink? As you progress through the story, you'll unlock a variety of styles and patterns of tattoos that will go a long way in helping you win over the crowds.



## OPTIONS

Set the game up how you want it by choosing the gameplay difficulty, turning vibration **ON/OFF**, and more.



## TROPHIES

Keep track of your accomplishments in the trophies section of your crib. Unlock trophies throughout the story by completing certain challenges or milestones.



## WARDROBE

You can't expect to impress the ladies if you keep wearing the same old threads. Buy new clothes often, then use the mirror next to your wardrobe to see just how fly you look in them.



## MESSAGE CENTER

The message center is the central location for all incoming voice and text messages. When you enter your crib, you'll be notified if you have any new messages. Make sure you check them out or you might miss some crucial info.

# Battle Mode

There are nine different types of battles you can engage in. Each one lets you get right into the action so you can start knocking fools out.

- |                         |   |
|-------------------------|---|
| <b>One On One</b>       | One-on-one match with any two unlocked fighters.  |
| <b>Team Match</b>       | Two-on-two match where all four fighters are active in the match at all times.                        |
| <b>Free For All</b>     | Three or four player match without teams—the last player standing wins.                               |
| <b>Window Match</b>     | One-on-one match where the goal is to throw your opponent out of Crow's office window.                |
| <b>Subway Match</b>     | One-on-one match where the goal is to throw your opponent in front of an oncoming subway train.       |
| <b>Demolition Match</b> | One-on-one match where you win by completely destroying two sections of your opponent's SUV.          |
| <b>Inferno Match</b>    | One-on-one match at Inferno Warehouse, where you'll light your opponent up in a ring of fire.         |
| <b>Cage Match</b>       | One-on-one cage match at Club Murder, where the last man standing wins.                               |
| <b>Ring Out Match</b>   | One-on-one match at the Dragon House, where you can win by you forcing your opponent out of the ring. |

**To begin a battle**, select the type of match you want to begin. If applicable, choose the rules that will be used to settle the fight and then pick the fighters and the venue—if the location is not predetermined.

**NOTE:** In any battle, you can create a new User ID, select a previously created User ID, or fight without using a User ID.

## REWARDS

Rewards points are accumulated each time you win a battle. Use these points to unlock characters and venues in the Unlock Rewards section of the Main menu.

# FIGHTING HINTS AND TIPS

Here are some hints for each fighting style that will help you to become an unstoppable pain-generating machine.

**Martial Arts:** Use your speed to attack quickly. Build momentum by using combos and then hit your opponent with a Blazin' move. Use objects in the environment to attack your opponent and knock him out.

**Street Fighting:** Street fighters are built for offense, so attack aggressively and go for the early win. When an opportunity presents itself, use the Haymaker to go for the knockout.

**Wrestling:** When using a wrestler you want to defend against punches and kicks, and go for grapple attacks. Close the distance and make your opponent block by throwing strikes, then go for the grapple. The key to victory for wrestlers is to use their grapple attacks; specifically their hard grapple attack.

**Kickboxing:** Like the name suggests, the way to win with a kickboxer is to use powerful kicks. Wear your opponent down with hard kicks and work your way in for a clinch move. Once in the clinch, punish your opponent with any combination of strikes you can think of.

**Submissions:** The key to victory for submissions fighters is to pick a body part on your opponent and continually attack it. Once it is weak enough, go for the tap out and make your opponent submit.

# SAVING AND LOADING

You have a long road ahead of you. Don't forget to save your progress. A memory card (8MB) (for PlayStation®2) is required to save a User ID and an Options file.

- After every match, your progress is saved to your memory card if you have Autosave enabled. You can turn Autosave ON/OFF in Options.
- You can save up to eight User IDs to a memory card. You can also copy User IDs from a memory card and save them to another memory card via the Options menu.

The game's Autoload feature automatically loads your saved information upon boot up. If you have memory cards connected to more than one MEMORY CARD slot, Autoload loads the information from the memory card in the lowest MEMORY CARD slot. There are two types of saved files in the game:

**OPTIONS FILE**                      Contains all global settings and rewards, including unlocked venues, fighters, songs, and reward points.

**USER ID FILE**                        Contains all personal user information, including record, Story mode progress, created fighter, unlocked/owned items, and trophies.

- When you have Autosave disabled, make sure you load your Options file from the Main menu, or you run the risk of overwriting your previously saved information.

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**E-mail and Website:** <http://techsupport.ea.com>

**Mailing Address:** Electronic Arts Technical Support  
PO Box 9025  
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In **Australia**, contact:

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.  
P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

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*It's Fast. It's Easy. It's Worth It!*



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