

Dreamcast™



ULTIMATE FIGHTING CHAMPIONSHIP™



CRAVE
FIGHTING CHAMPIONSHIP



T-40204N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

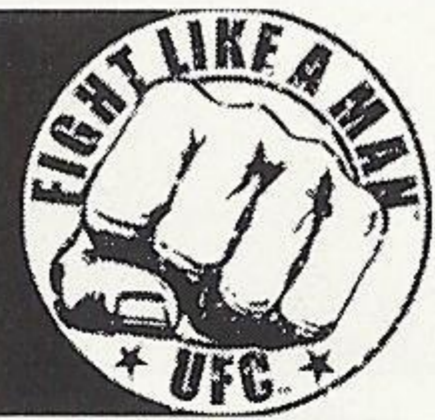
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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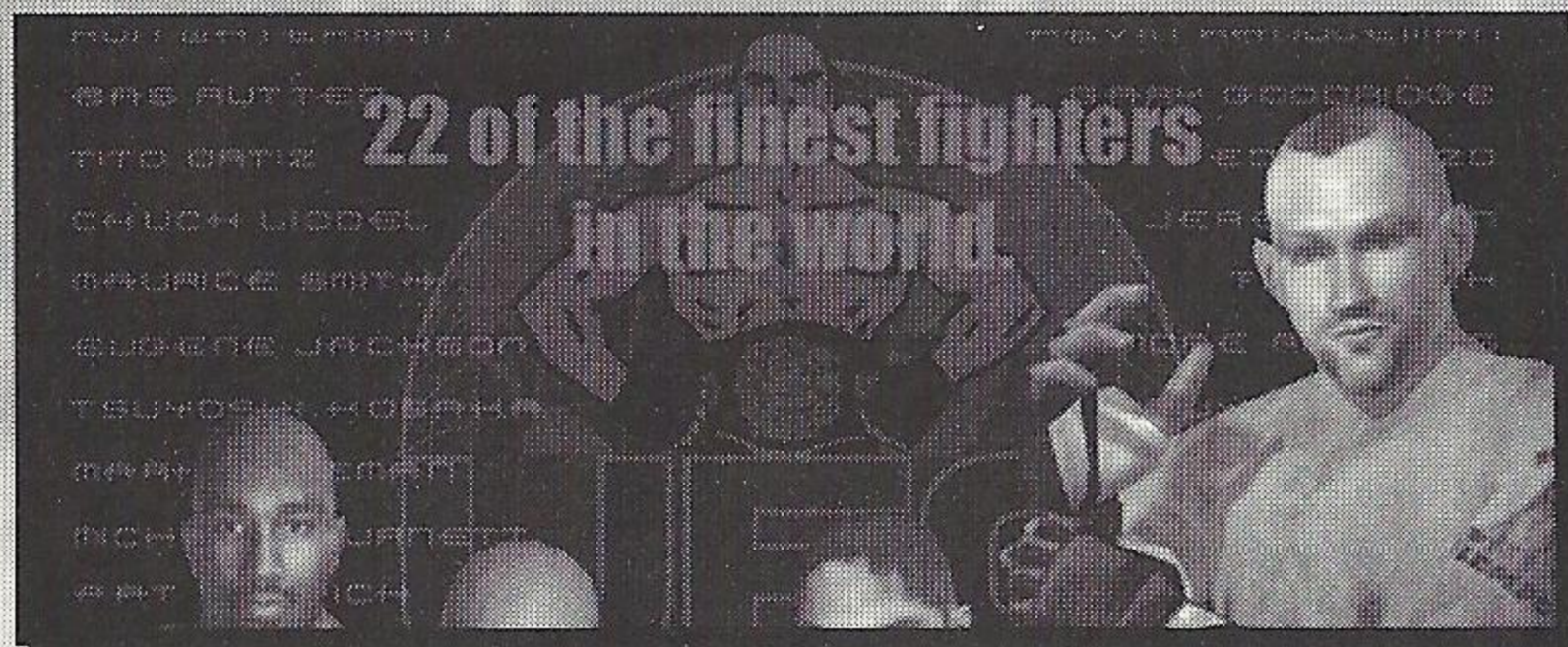


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INTRODUCTION



YOU'VE TRAINED HARD TO QUALIFY FOR A SPOT IN THE WORLD'S MOST ELITE FIGHTING TOURNAMENT, THE **ULTIMATE FIGHTING CHAMPIONSHIP™**. YOU KNOW THAT TO BE THE BEST FIGHTER YOU WILL NEED TO BE WELL VERSED IN NOT JUST ONE STYLE, BUT MANY. DO YOU HAVE WHAT IT TAKES TO ENTER THE WORLD'S ULTIMATE PROVING GROUND, THE **OCTAGON™**? IF SO, BE READY TO FACE SOME OF THE WORLD'S TOUGHEST AND MOST SKILLED FIGHTERS. YOU'LL HAVE TO TRAIN HARD AND KEEP A CLEAR MIND, OTHERWISE YOU'LL FIND YOURSELF TAPPING OUT OR EVEN WORSE, KNOCKED OUT. IN THIS GAME ONE MISTAKE IS ALL IT TAKES TO LET YOUR OPPONENT GO FROM THE RECEIVING END OF YOUR FIST TO SNATCHING THE VICTORY FROM UNDER YOUR NOSE. WE AT CRAVE ENTERTAINMENT WANT TO WELCOME YOU TO THE **ULTIMATE FIGHTING CHAMPIONSHIP**. GOOD LUCK.



USING THE SEGA DREAMCAST CONTROLLER



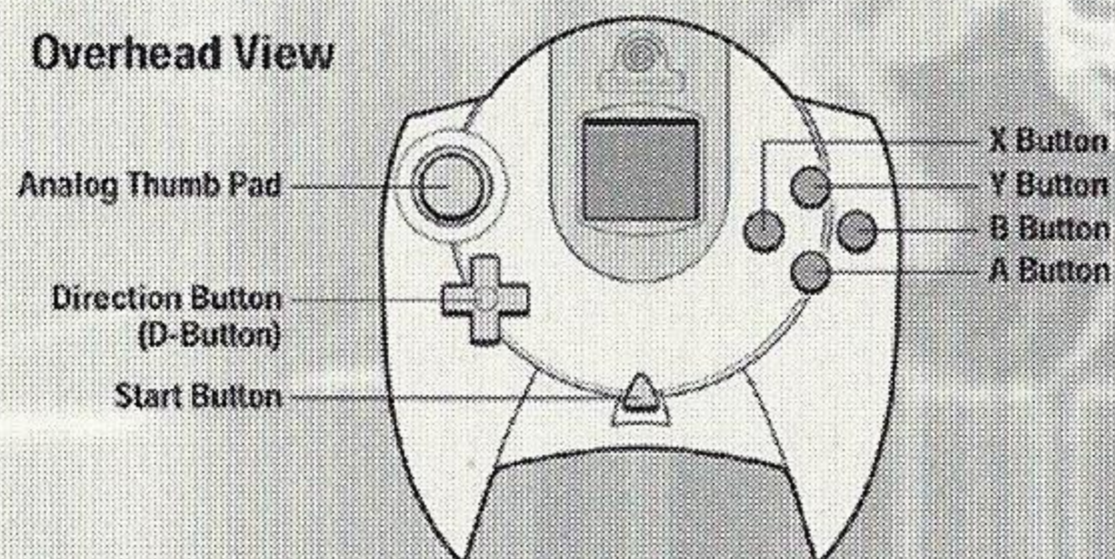
THIS SECTION GIVES AN OVERVIEW ON HOW TO USE THE SEGA DREAMCAST CONTROLLER FOR UFC. FOR ADDITIONAL INFORMATION ON OTHER FUNCTIONS OR CHARACTER MOVES, REFER TO THE CONTROLS AND CHARACTER PROFILES SECTIONS OF THIS MANUAL.

SEGA DREAMCAST CONTROLLER AND SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

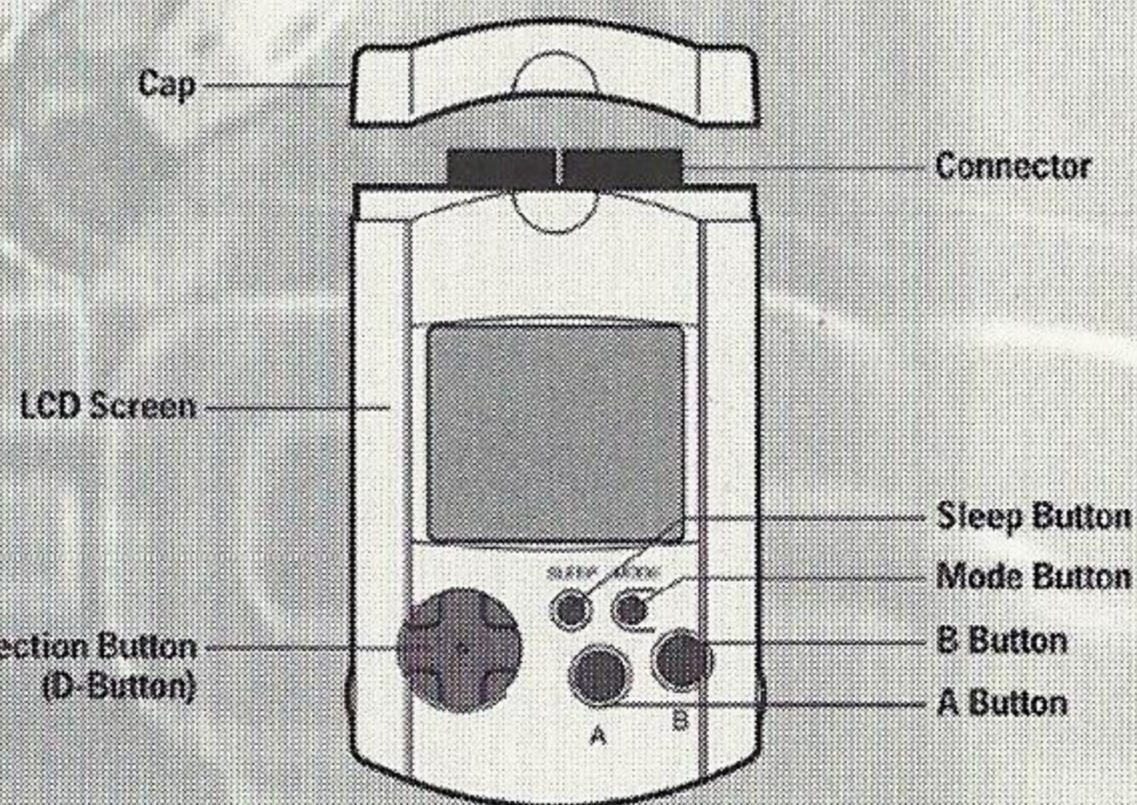
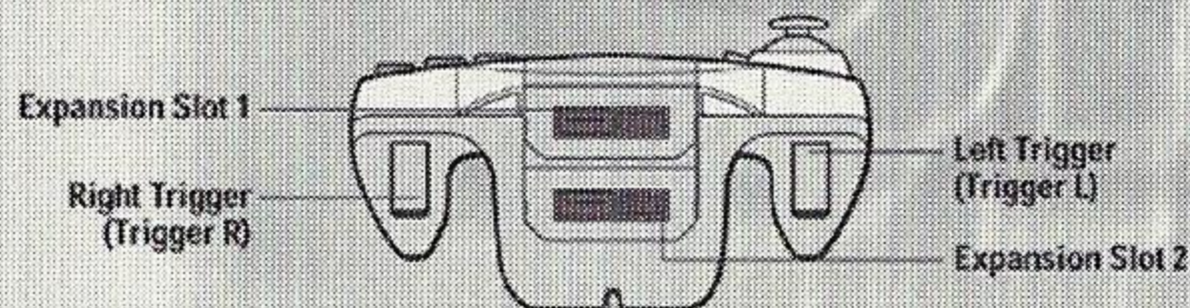
SEGA DREAMCAST CONTROLLER

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

Overhead View



Forward View



UFC IS INTENDED FOR 1 OR 2 PLAYERS. BEFORE POWERING UP, MAKE SURE THE CONTROLLER AND OTHER LICENSED PERIPHERALS (IF APPLICABLE) ARE CONNECTED TO THE SEGA DREAMCAST'S CONTROLLER PORTS. TO RESET AND RETURN TO THE TITLE SCREEN, PRESS THE A, B, X, Y, AND START BUTTONS SIMULTANEOUSLY.

A SECOND CONTROLLER (SOLD SEPARATELY) IS NECESSARY FOR ALL TWO-PLAYER GAMES.

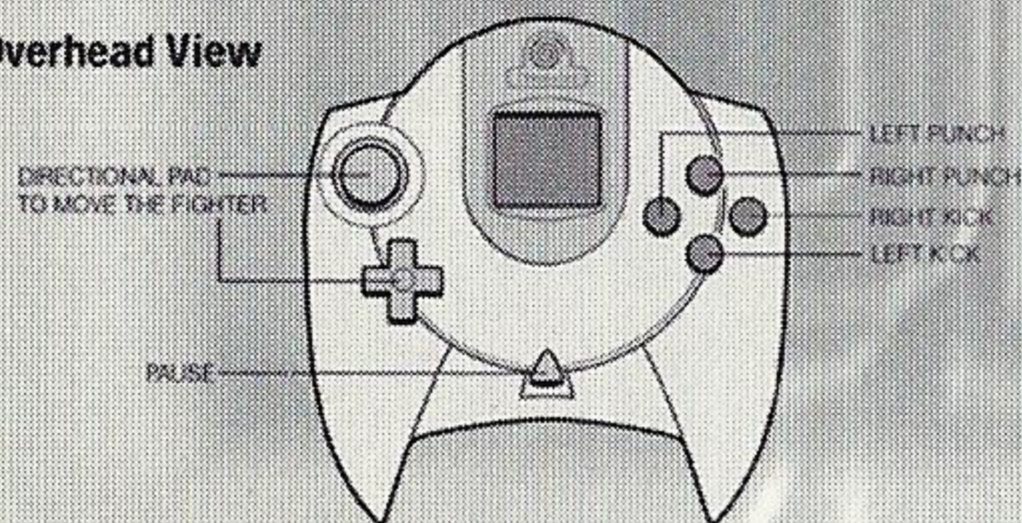
ALL CONFIGURATION SETTINGS SHOWN BELOW ARE DEFAULT. THE CONTROL SETTINGS CAN BE RECONFIGURED VIA THE OPTIONS MENU (SEE PAGE 7).

WHEN TURNING ON YOUR CONSOLE DO NOT PRESS THE ANALOG STICK OR THE L AND R TRIGGERS. DOING SO MAY PREVENT PROPER CALIBRATION AND RESULT IN IMPROPER FUNCTIONING OF THE CONTROLLER.

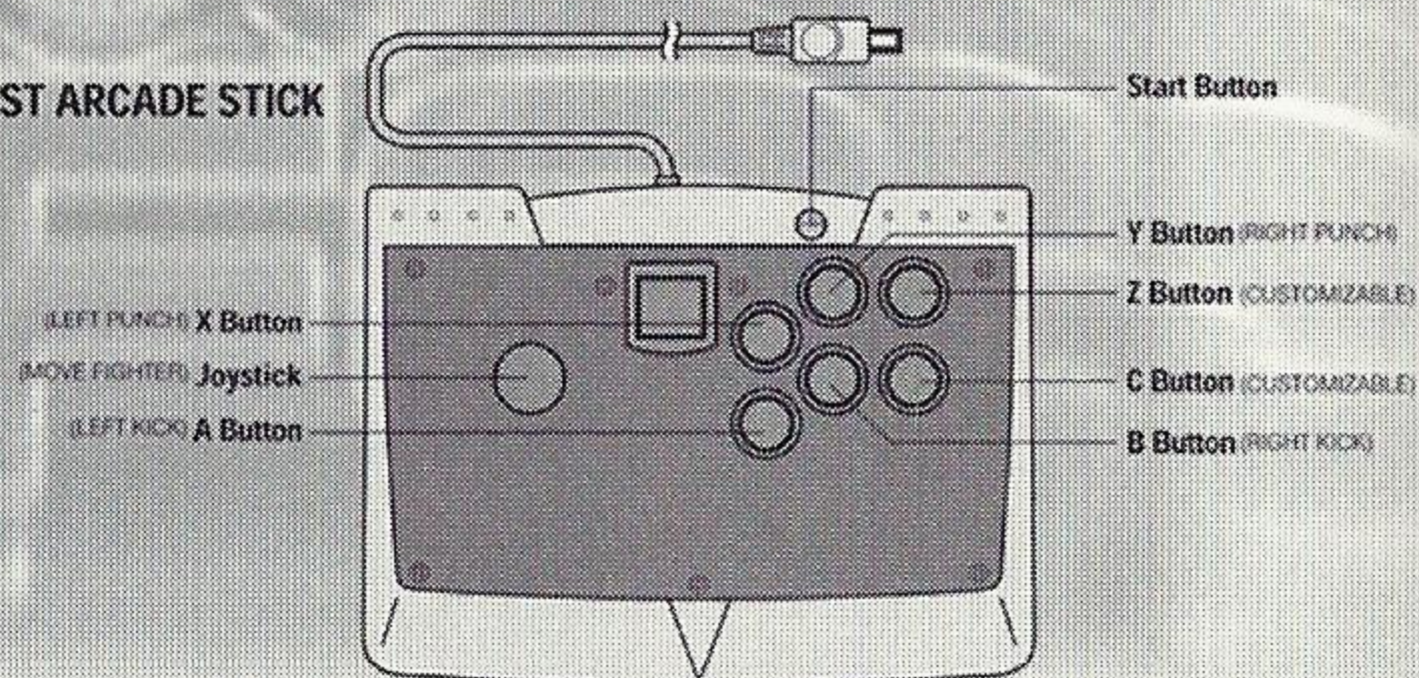
SEGA DREAMCAST CONTROLLER AND SEGA DREAMCAST ARCADE STICK

SEGA DREAMCAST CONTROLLER

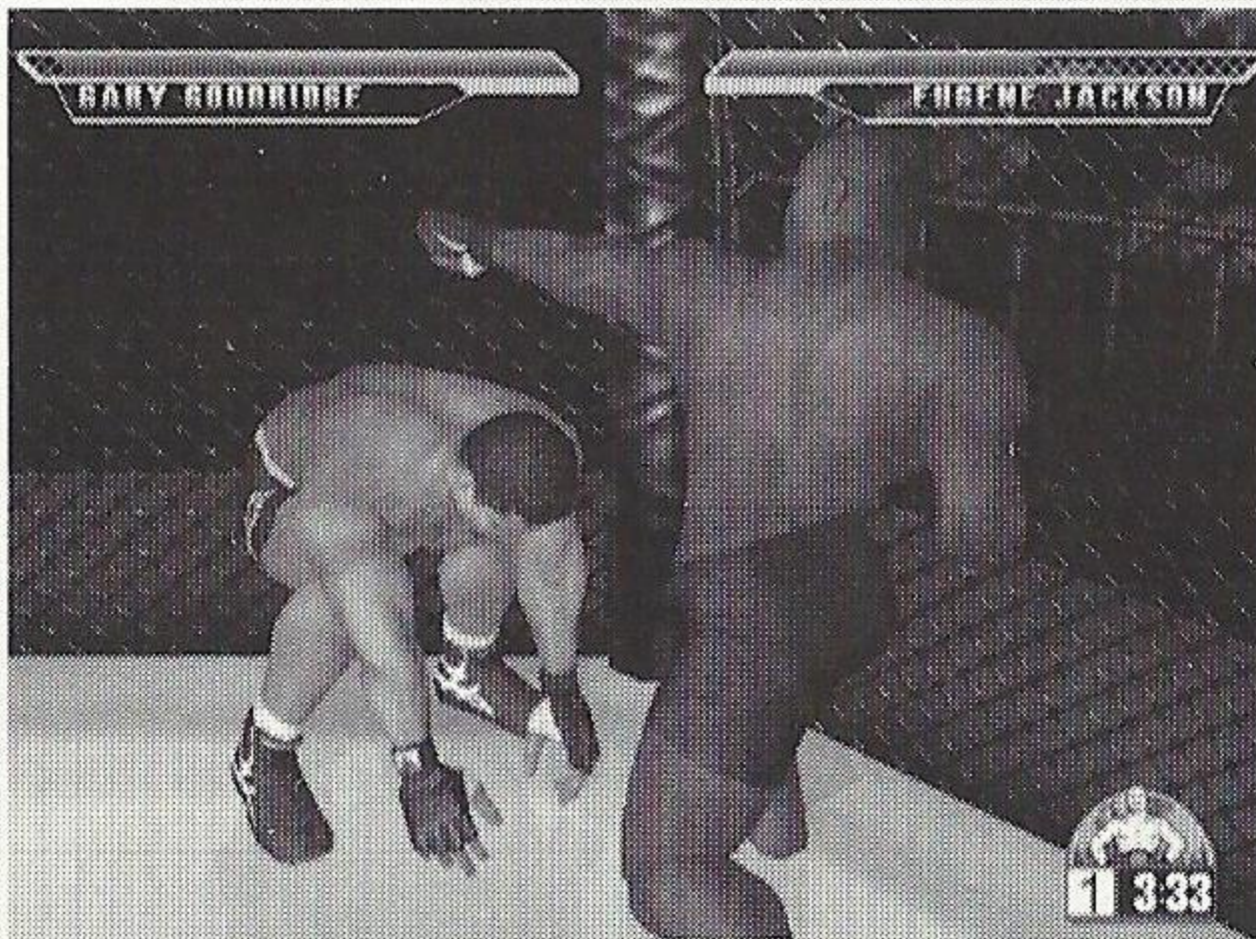
Overhead View



SEGA DREAMCAST ARCADE STICK



GETTING STARTED



TIME: EACH ROUND ENDS WHEN THE COUNTER REACHES 0. EACH FIGHT CONSISTS OF 3 ROUNDS WITH 5 MINUTES PER ROUND. THE PLAYER WITH THE MOST HEALTH AFTER 3 ROUNDS WINS. ROUND LENGTH CAN BE ALTERED IN THE OPTIONS MENU.

LIFE (RED): THIS INDICATES HOW MUCH OF YOUR STAMINA CAN BE REGENERATED WHEN RESTING.

STAMINA (BLUE): THIS IS AFFECTED BY EITHER TAKING A HIT OR PERFORMING OFFENSIVE MOVES. AS THIS BAR IS DEPLETED, YOUR CHARACTER BECOMES TIRED. THE RESULT IS YOUR MOVES BECOME LESS EFFECTIVE AND YOU ARE MORE SUSCEPTIBLE TO A KNOCKOUT.

PAUSE MENU: ACCESS THIS MENU BY PRESSING THE START BUTTON DURING GAME PLAY. THE MENU ITEMS MAY BE DIFFERENT DEPENDING ON WHAT GAME MODE YOU PLAY.

RULES



WINNING

VICTORY IS YOURS WHEN ONE OF THE FOLLOWING OCCURS.

KNOCKOUT / KO : OPPONENT'S LIFE BAR IS EMPTY.

SUBMISSION: THIS IS A MOVE THAT FORCES YOUR OPPONENT TO TAP OUT.

TIME UP: WHEN TIME EXPIRES, THE JUDGES WILL DECIDE THE WINNER BASED ON THE FIGHTER THAT SCORED THE MOST POINTS DURING THE MATCH.

DOUBLE KNOCKOUT: THIS IS WHEN YOUR FIGHTER AND YOUR OPPONENT LOSE ALL LIFE FROM THE LIFE BAR SIMULTANEOUSLY. THE RESULT IS A DOUBLE KNOCKOUT, WHICH WILL COUNT AS A DRAW.

DRAW

IN UFC MODE AND IN CHAMPION ROAD, A DRAW WILL COUNT AS A LOSS UNLESS YOU ARE IN THE FINAL BOUT OF CHAMPIONSHIP ROAD.

TITLE SCREEN

PRESS THE START BUTTON DURING THE TITLE SCREEN TO DISPLAY THE MODE SELECTION MENU. SELECT A MODE BY PRESSING THE UP/DOWN ON THE D BUTTON AND PRESS EITHER THE START BUTTON OR THE A BUTTON TO CONFIRM YOUR SELECTION.

UFC MODE

THIS MODE ALLOWS YOU TO QUICKLY JUMP INTO A TOURNAMENT FOR THE SILVER BELT. YOU CAN CHOOSE FROM 22 REAL LIFE UFC FIGHTERS AND BATTLE IT OUT AGAINST THE COMPUTER. EARN A SILVER BELT WITH YOUR FIGHTER TO ENTER HIM INTO THE "CHAMPION ROAD".

CHAMPION ROAD

IN THIS MODE YOU MUST DEFEND THE SILVER BELT AGAINST 12 CHALLENGERS IN ORDER TO EARN THE GOLD BELT. IF YOU LOSE ONCE, YOU MUST START OVER. THIS MODE CAN ONLY BE PLAYED WITH FIGHTERS THAT HAVE EARNED A SILVER BELT IN UFC MODE.

CAREER MODE

THIS MODE ALLOWS YOU TO CREATE YOUR OWN FIGHTER. YOU CAN ALTER NOT ONLY THE WAY HE LOOKS, BUT ALSO CHOOSE FROM MANY DIFFERENT FIGHTING STYLES TO CREATE A TOTALLY UNIQUE CHARACTER. EXTRA FIGHTING STYLES AND BODY TYPES CAN BE UNLOCKED BY EARNING SILVER BELTS IN UFC MODE. YOU WILL GAIN POINTS DURING EACH FIGHT BASED ON HOW WELL YOU FIGHT. YOU CAN THEN ALLOCATE YOUR POINTS TO IMPROVE AND ENHANCE YOUR FIGHTER'S ATTRIBUTES AND FIGHTING MOVES.

TOURNAMENT

PLAY A TOURNAMENT WITH UP TO EIGHT PLAYERS.

EXHIBITION MODE

ALLOWS YOU TO START A TWO-PLAYER GAME QUICKLY AND LETS YOU CHOOSE FROM THE 22 REAL CHARACTERS OR YOUR OWN CHARACTER FROM THE CREATE FIGHTER MODE.

TRAINING

THIS MODE ALLOWS YOU TO LEARN THE BASIC GAME SYSTEM AND REFINE YOUR FIGHTING SKILLS. FIRST SELECT YOUR FIGHTER AND THEN THE FIGHTER YOU WOULD LIKE TO TRAIN AGAINST. ALL COMMANDS THAT YOU INPUT WILL BE DISPLAYED ON THE SCREEN FOR YOUR REFERENCE. THE DAMAGE INFLICTED ON YOUR OPPONENT WILL ALSO BE DISPLAYED ON SCREEN.

OPTIONS MODE

THE OPTIONS MODE ALLOWS YOU TO ADJUST VARIOUS GAME SETTINGS.

GAME OPTIONS

DIFFICULTY LEVEL: SETS THE GAMES DIFFICULTY LEVEL.

ROUND SYSTEM: SETS THE NUMBER OF ROUNDS FOR EACH GAME.

ROUND DURATION: ALLOWS YOU TO ADJUST THE AMOUNT OF TIME THE ROUNDS WILL LAST DURING THE FIGHT.

LOCATIONS: ALLOWS YOU TO CHOOSE WHERE THE FIGHTS TAKE PLACE.

BLOOD EFFECTS: SETS HOW MUCH BLOOD APPEARS DURING THE FIGHT.

KEY CONFIGURATION: ASSIGNS A KEY CONFIGURATION FOR EACH CONTROLLER.

SOUND OPTIONS: ADJUST ALL THE SOUND OPTIONS SUCH AS MUSIC, SOUND EFFECTS, AUDIENCE VOLUME, STEREO OR MONAURAL, AS WELL AS TEST THE SOUND SETTINGS.

ADJUST DISPLAY: ADJUST THE LOCATIONS OF YOUR SCREEN.

SAVE AND LOAD: SAVE OR LOAD A FILE. YOU CAN ALSO SET AUTOSAVE ON OR OFF.

EXIT: EXITS THE GAME OPTIONS MENU.

CONTROLS



GAME CONTROLS: THERE ARE TWO TYPES OF CONTROLS THAT ARE USED DURING THE GAME. THERE IS STANDING, IN WHICH BOTH FIGHTERS ARE ON THEIR FEET, AND THERE ARE GROUND CONTROLS IN WHICH BOTH FIGHTERS ARE FIGHTING ON THE MAT.

DEFAULT CONTROLS:

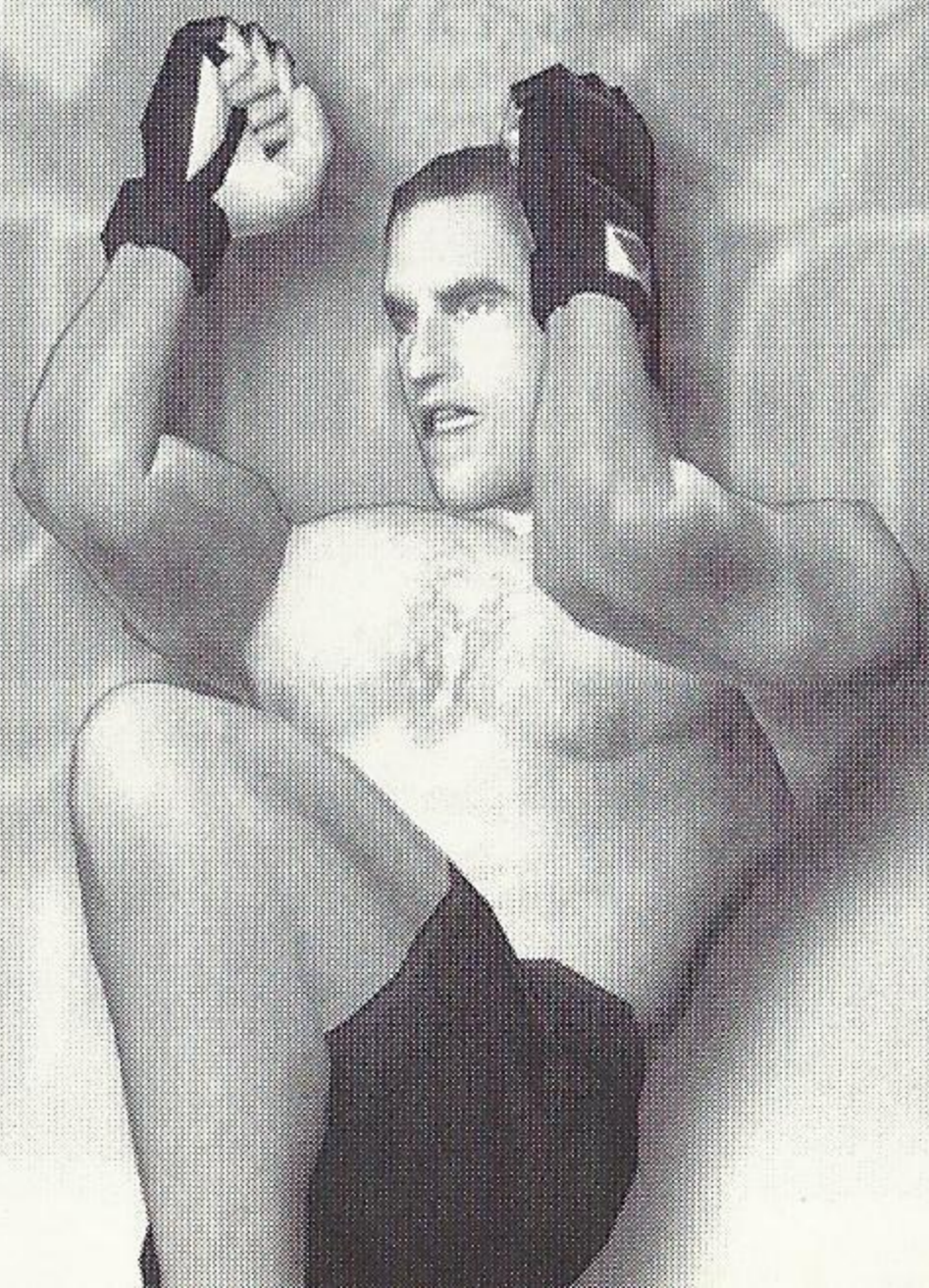
- X - LEFT PUNCH
- Y - RIGHT PUNCH
- A - LEFT KICK
- B - RIGHT KICK

PRESSING START AT ANY TIME DURING GAMEPLAY WILL BRING UP A MENU FROM WHICH THE MOVES LIST WILL BE AVAILABLE. EACH FIGHTER HAS HIS OWN UNIQUE MOVES LIST SO BE SURE TO CHECK THIS FOR EACH ONE.

MOVE D BUTTON AND/OR ANALOG THUMB PAD IN CIRCULAR MOTION TO CHANGE POSITION OR TO GET UP AND GO BACK TO THE STANDING FIGHTING POSITION.

TIP: MANY MOVES ARE PERFORMED BY TWO BUTTON COMBOS. FOR INSTANCE, ALL FIGHTERS CAN GRAPPLE ANOTHER FIGHTER BY PRESSING THE X AND A BUTTONS TOGETHER.

GUARDING AGAINST ATTACKS: PRESSING BACK IN THE OPPOSITE DIRECTION THE CHARACTER IS FACING WILL GUARD AGAINST YOUR OPPONENTS ATTACKS.



FIGHTER PROFILES



MIKEY BURNETT

NICKNAME: THE EASTSIDE ASSASSIN

AGE: 27

DOB: 4/12/73

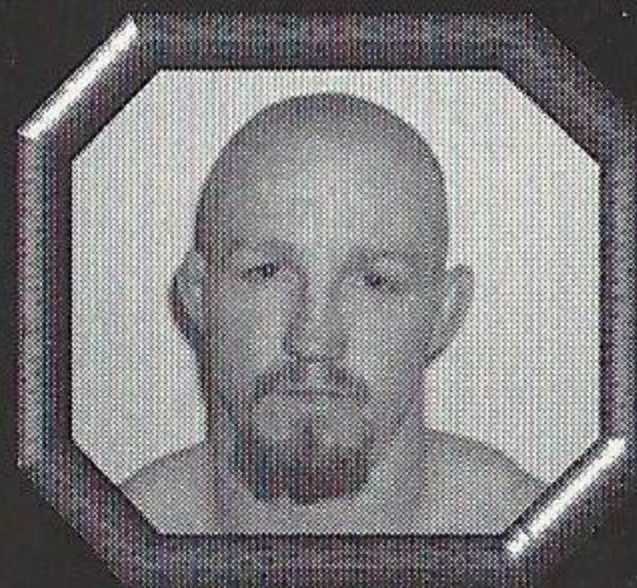
HEIGHT: 5' 6"

WEIGHT: 169 LBS

DISCIPLINE: SUBMISSION FIGHTING

FIGHTING OUT OF: TULSA,

OKLAHOMA



MARK COLEMAN

NICKNAME: THE HAMMER

AGE: 35

DOB: 12/20/64

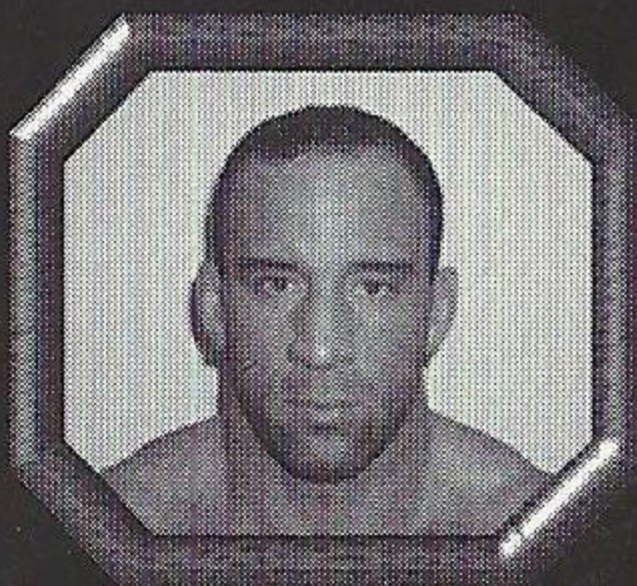
HEIGHT: 6' 1"

WEIGHT: 240 LBS

DISCIPLINE: FREESTYLE WRESTLING

FIGHTING OUT OF: COLUMBUS,

OHIO



GARY GOODRIDGE

NICKNAME: BIG DADDY

AGE: 34

DOB: 1/17/66

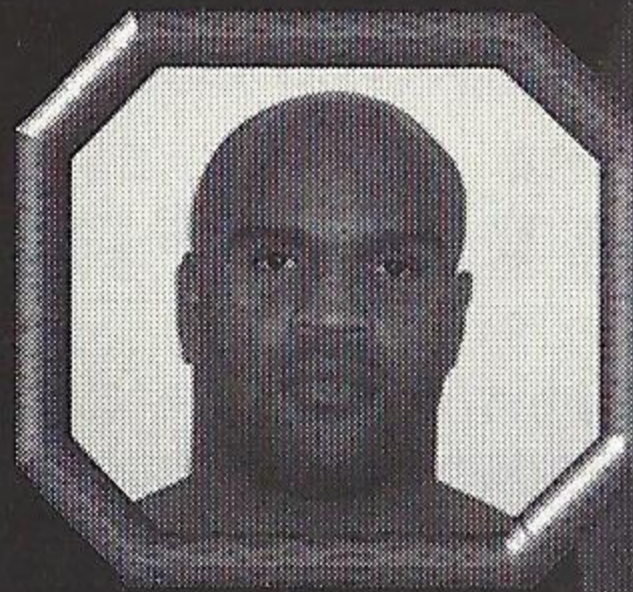
HEIGHT: 6' 2"

WEIGHT: 247 LBS

DISCIPLINE: FREESTYLE

FIGHTING OUT OF: BARRIE

ONTARIO, CANADA



KEVIN RANDLEMAN

NICKNAME: THE MONSTER

AGE: 29

DOB: 8/10/71

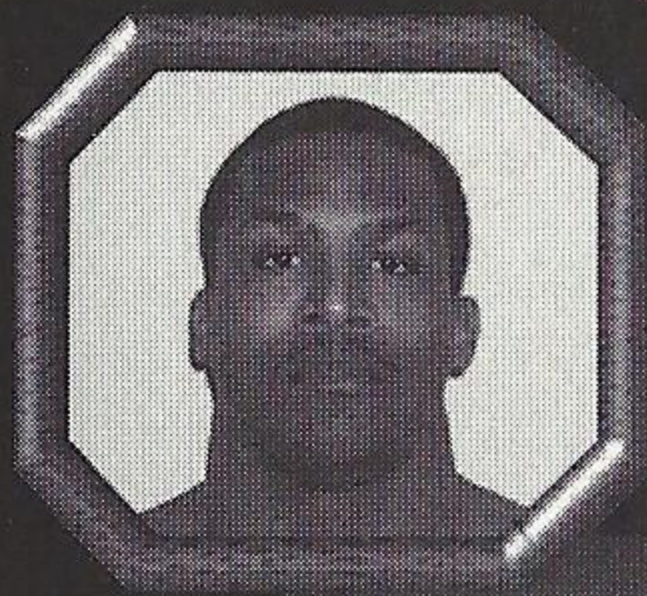
HEIGHT: 5' 10"

WEIGHT: 212 LBS

DISCIPLINE: WRESTLING

FIGHTING OUT OF: COLUMBUS,

OHIO



EUGENE JACKSON

NICKNAME: THE WOLF

AGE: 33

DOB: 9/23/66

HEIGHT: 5' 8"

WEIGHT: 195 LBS

DISCIPLINE: FREESTYLE

**FIGHTING OUT OF: EAST PALO ALTO,
CALIFORNIA**



MATT HUGHES

AGE: 26

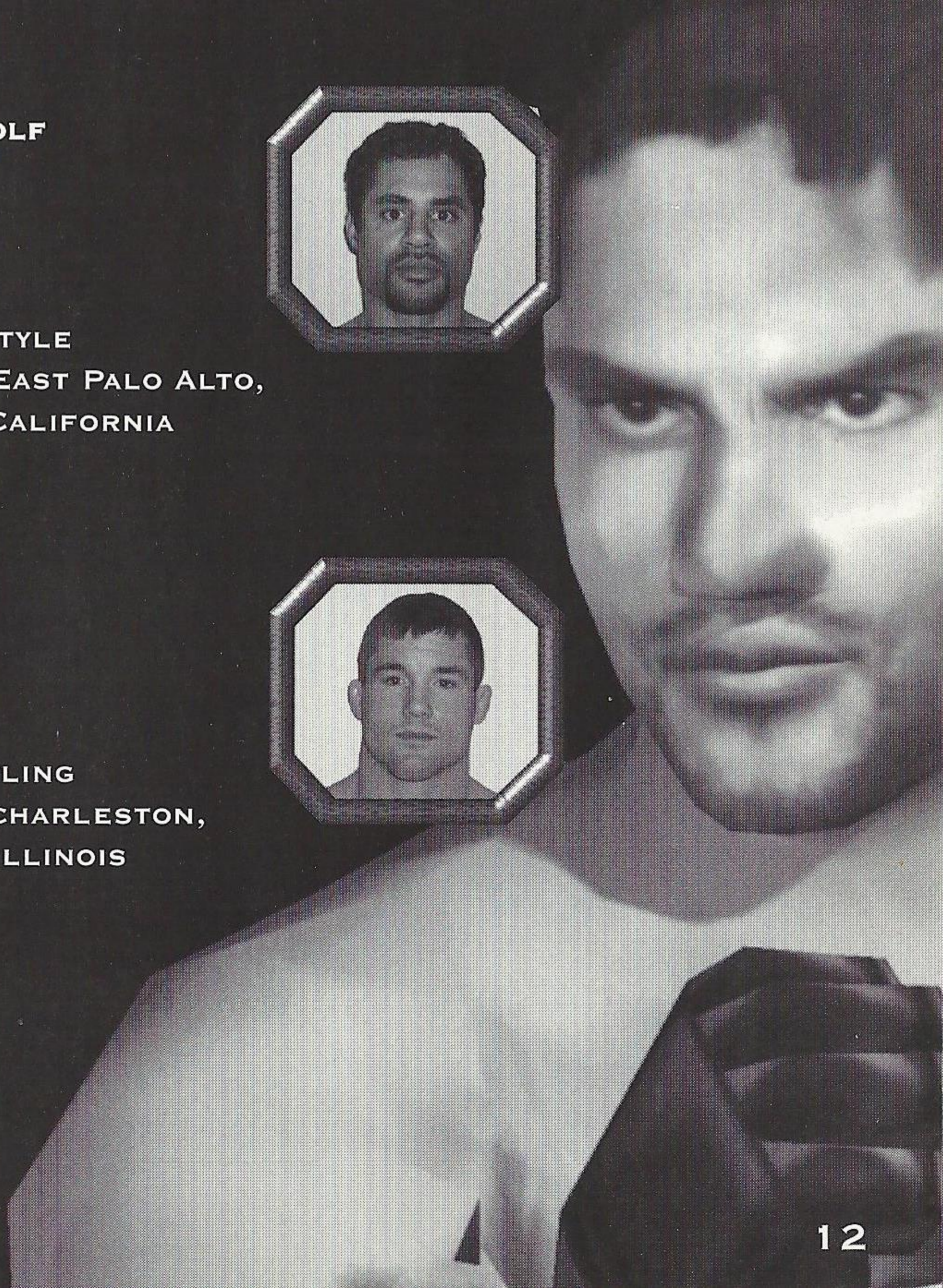
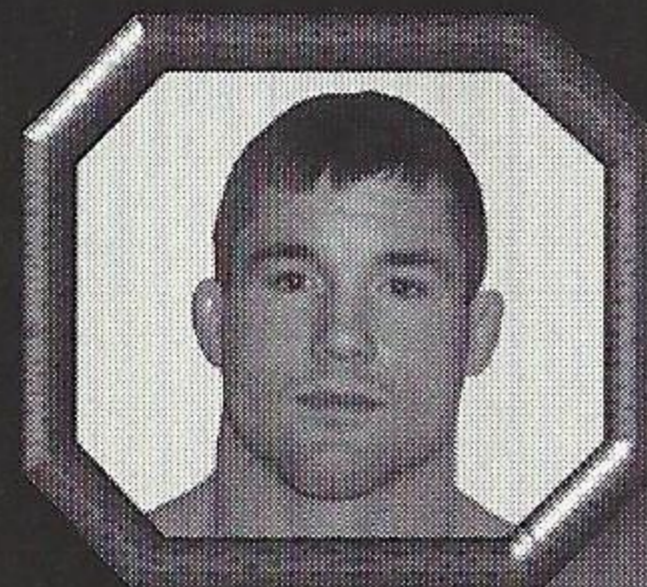
DOB: 10/13/73

HEIGHT: 5' 9"

WEIGHT: 169 LBS

DISCIPLINE: WRESTLING

**FIGHTING OUT OF: CHARLESTON,
ILLINOIS**



TSUYOSHI KOSAKA

NICKNAME: T.K.

AGE: 30

DOB: 3/06/70

HEIGHT: 5' 11"

WEIGHT: 225 LBS

DISCIPLINE: SUBMISSION FIGHTING

**FIGHTING OUT OF: SEATTLE,
WASHINGTON**



TIM LAJCIK

NICKNAME: THE BOHEMIAN

AGE: 35

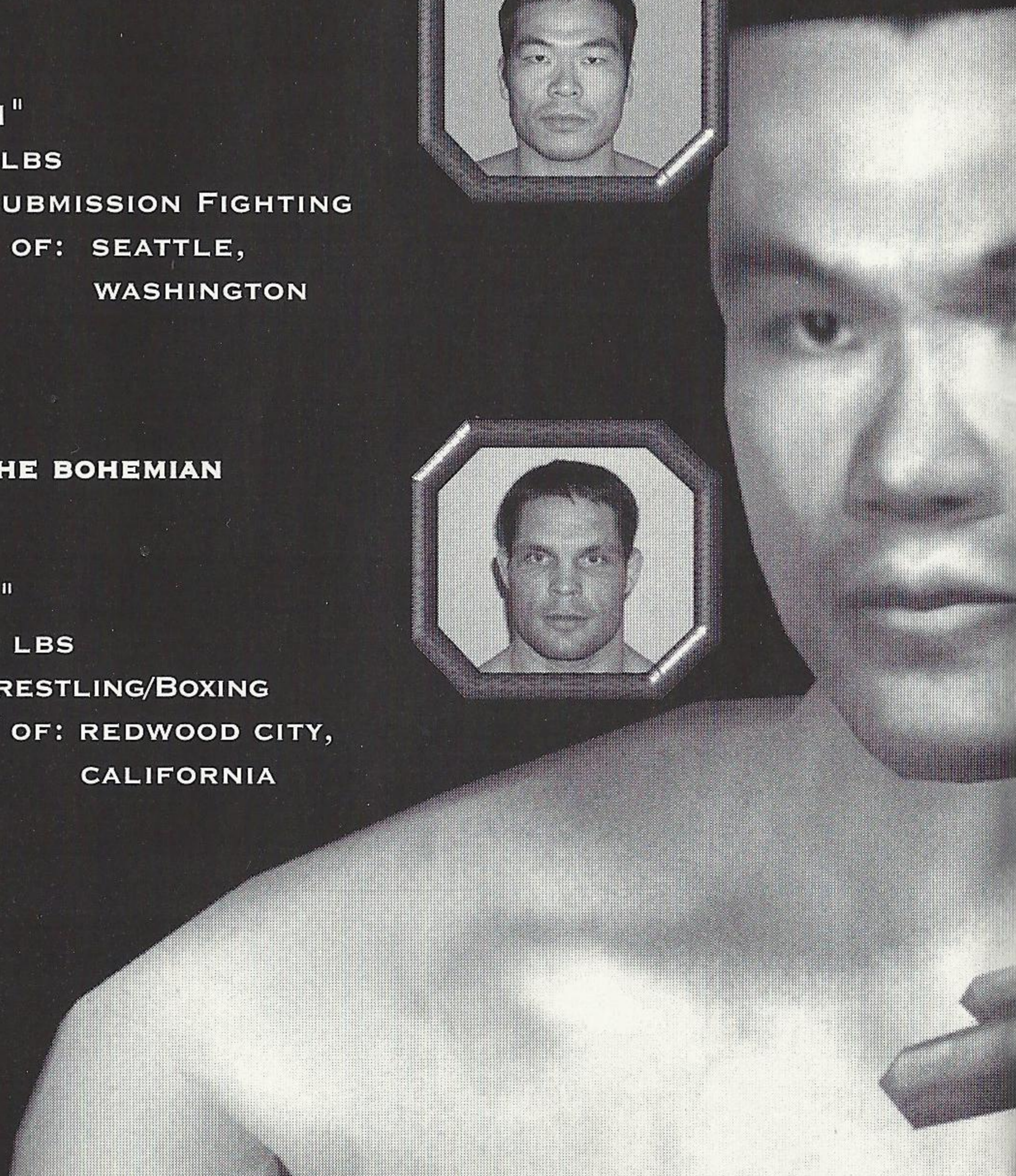
DOB: 6/21/65

HEIGHT: 6' 1"

WEIGHT: 220 LBS

DISCIPLINE: WRESTLING/BOXING

**FIGHTING OUT OF: REDWOOD CITY,
CALIFORNIA**



CHUCK LIDDELL

NICKNAME: ICEMAN

AGE: 30

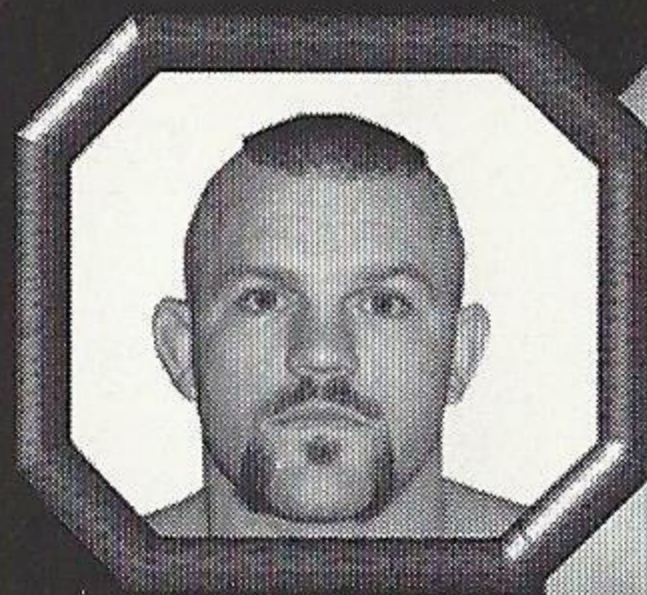
DOB: 12/17/69

HEIGHT: 6' 2"

WEIGHT: 199 LBS

DISCIPLINE: KICKBOXING

**FIGHTING OUT OF: SAN LUIS OBISPO,
CALIFORNIA**



GUY MEZGER

AGE: 32

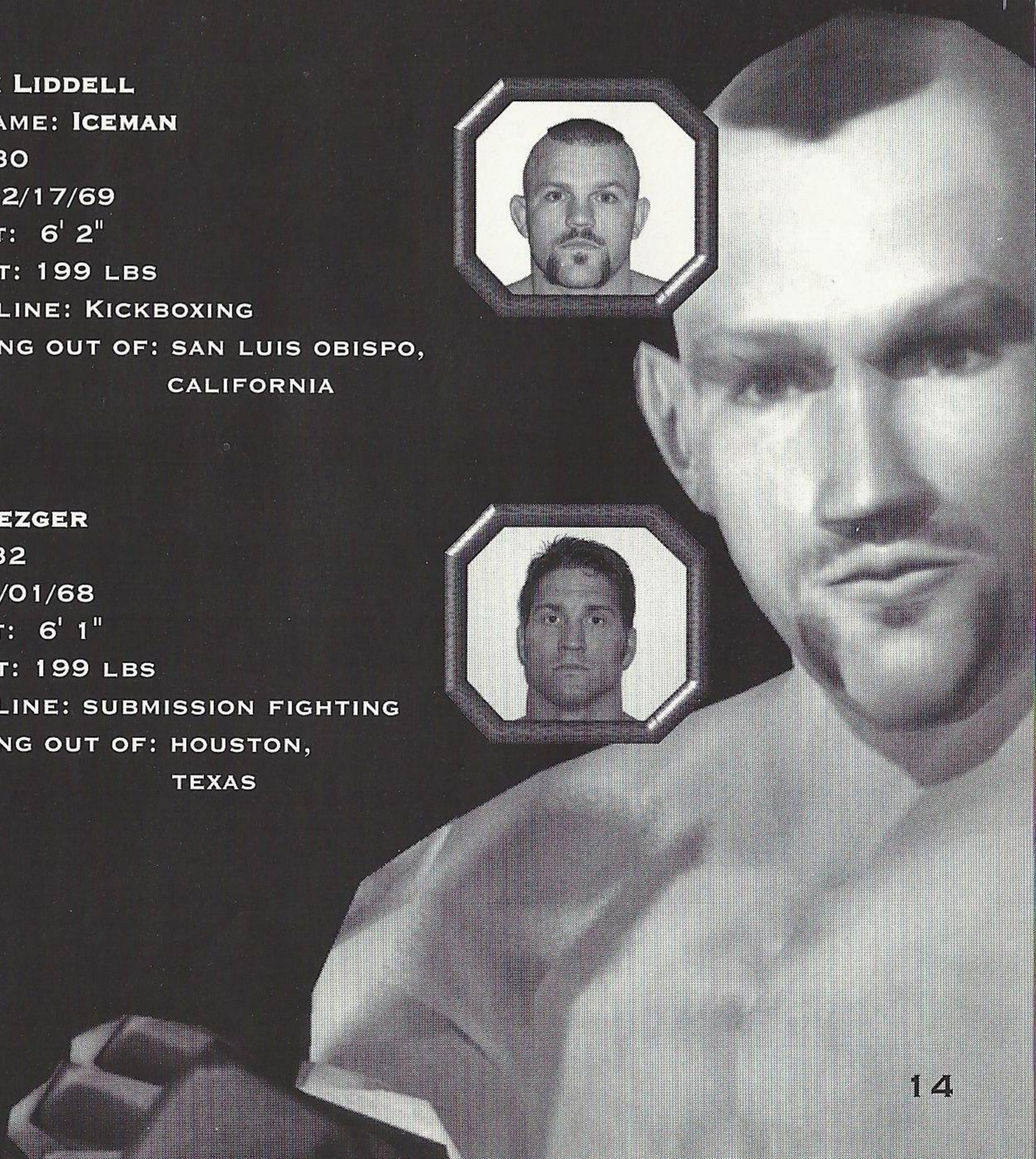
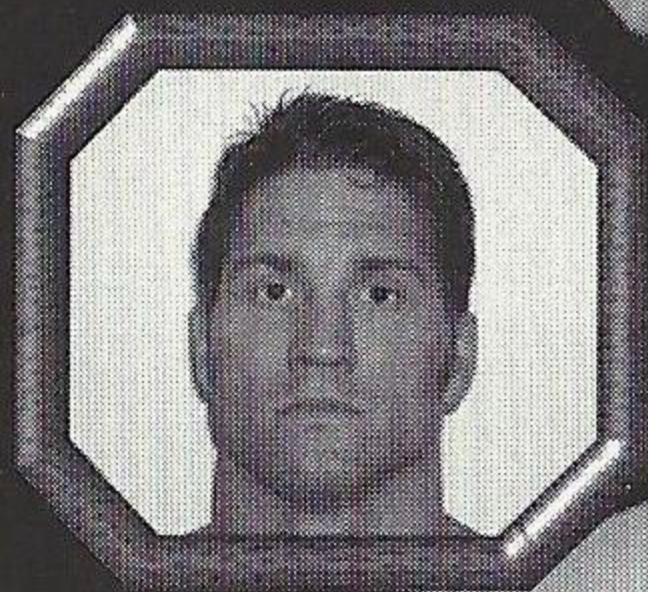
DOB: 1/01/68

HEIGHT: 6' 1"

WEIGHT: 199 LBS

DISCIPLINE: SUBMISSION FIGHTING

**FIGHTING OUT OF: HOUSTON,
TEXAS**



TITO ORTIZ

**NICKNAME: THE HUNTINGTON
BEACH BAD BOY**

AGE: 25

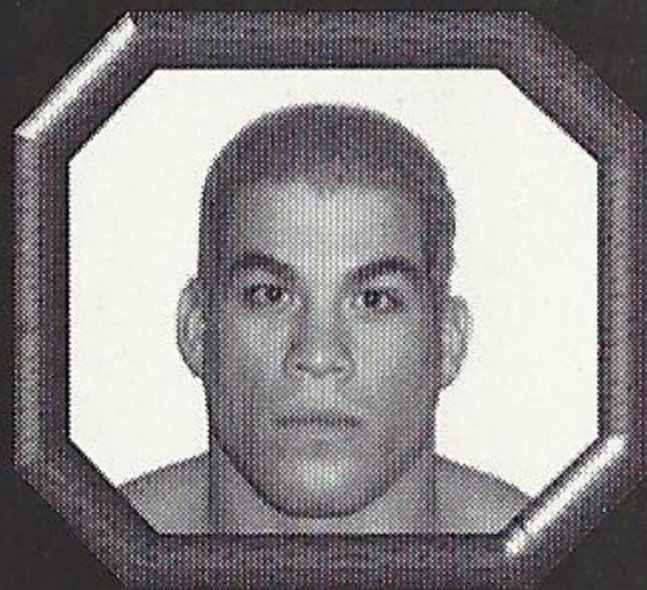
DOB: 1/23/75

HEIGHT: 6' 2"

WEIGHT: 199 LBS

DISCIPLINE: SUBMISSION FIGHTING

**FIGHTING OUT OF: HUNTINGTON BEACH,
CALIFORNIA**



PAT MILETICH

**NICKNAME: THE CROATIAN
SENSATION**

AGE: 32

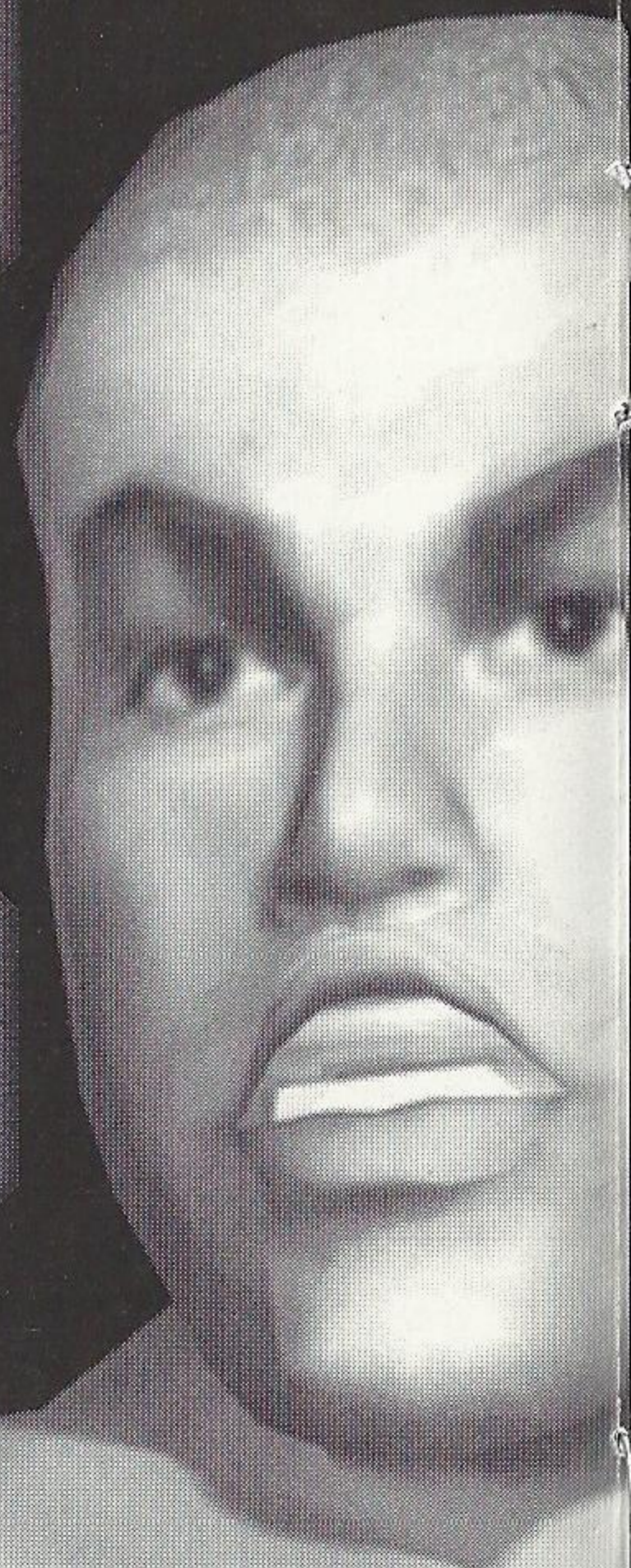
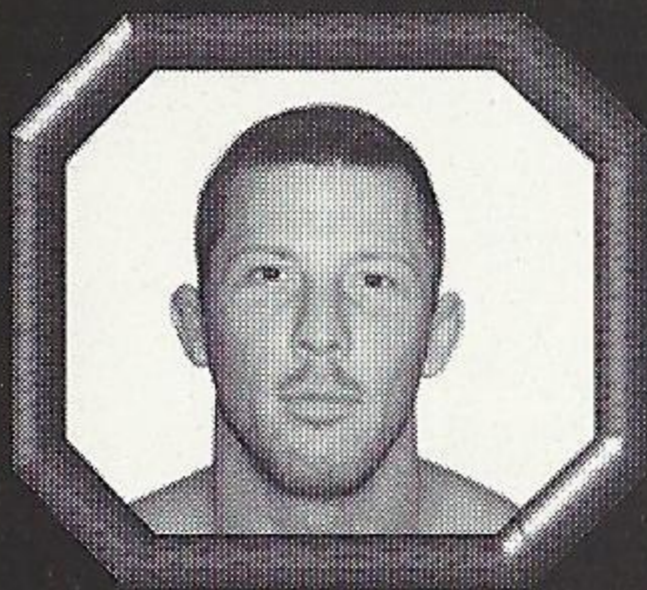
DOB: 3/09/68

HEIGHT: 5' 10"

WEIGHT: 169 LBS

DISCIPLINE: FREESTYLE JIU-JITSU

**FIGHTING OUT OF: BETTENDORF,
IOWA**



MARCO RUAS

**NICKNAME: KING OF THE
STREETS**

AGE: 39

DOB: 1/23/61

HEIGHT: 6' 1"

WEIGHT: 220 LBS

DISCIPLINE: RUAS VALE TUDO

**FIGHTING OUT OF: RIO DE JANERO,
BRAZIL**



JEREMY HORN

AGE: 25

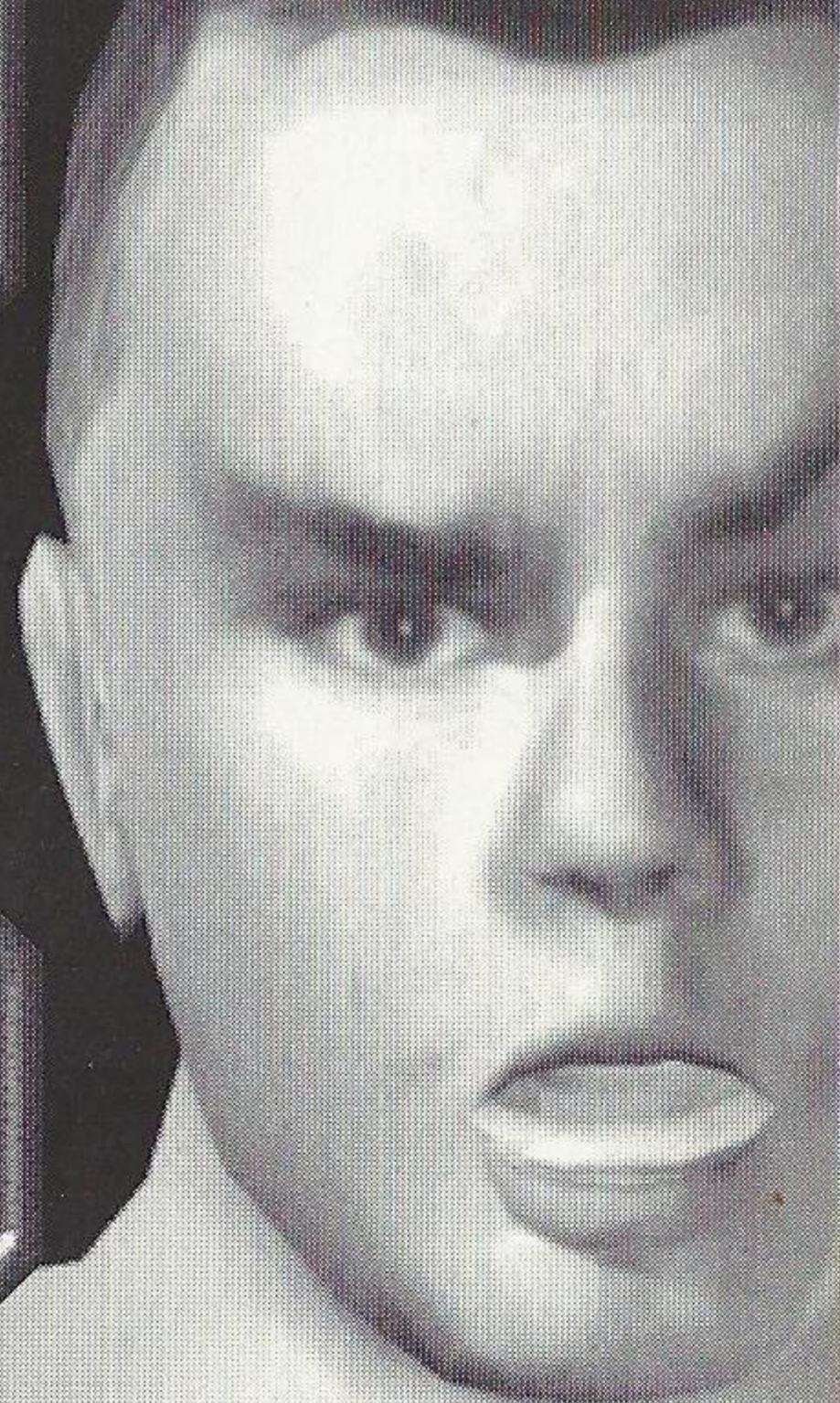
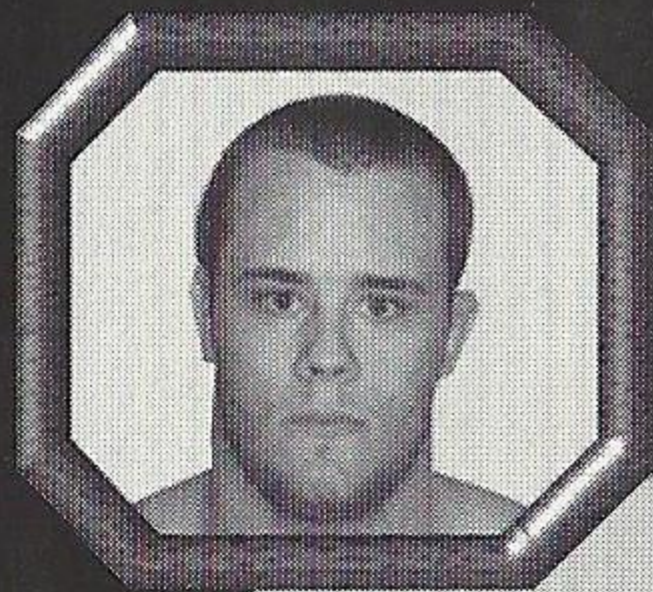
DOB: 8/25/75

HEIGHT: 6' 1"

WEIGHT: 220 LBS

DISCIPLINE: FREESTYLE JIU-JITSU

**FIGHTING OUT OF: MOLINE,
ILLINOIS**



RON WATERMAN

NICKNAME: H2O MAN

AGE: 34

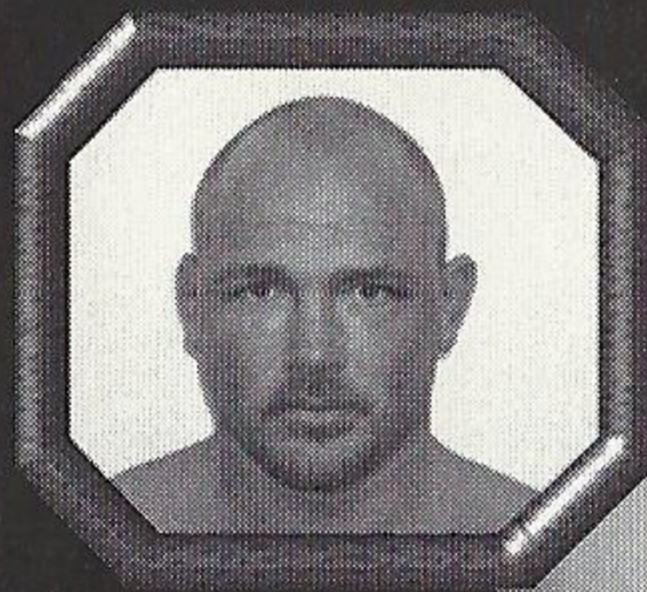
DOB: 11/23/65

HEIGHT: 6' 2"

WEIGHT: 260 LBS

**DISCIPLINE: WRESTLING/
FIGHTING**

**FIGHTING OUT OF: BROOMFIELD,
COLORADO**



PETE WILLIAMS

NICKNAME: EL DURO

AGE: 25

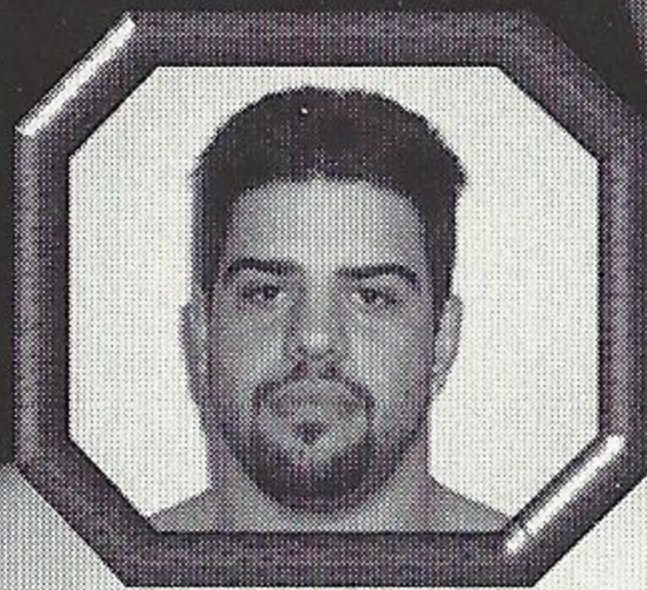
DOB: 7/10/75

HEIGHT: 6' 3"

WEIGHT: 235 LBS

DISCIPLINE: SUBMISSION FIGHTING

**FIGHTING OUT OF: DALLAS,
TEXAS**



FRANK SHAMROCK

AGE: 27

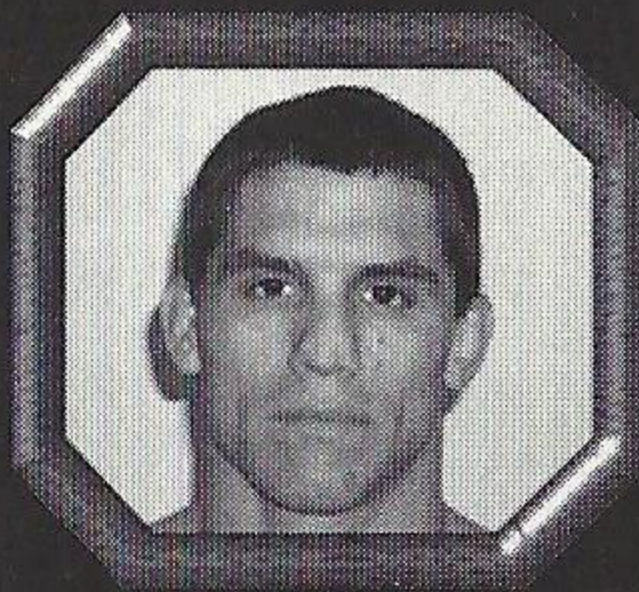
DOB: 12/08/72

HEIGHT: 5' 10"

WEIGHT: 192 LBS

DISCIPLINE: SUBMISSION FIGHTING

**FIGHTING OUT OF: SAN JOSE,
CALIFORNIA**



ANDRE ROBERTS

NICKNAME: THE CHIEF

AGE: 35

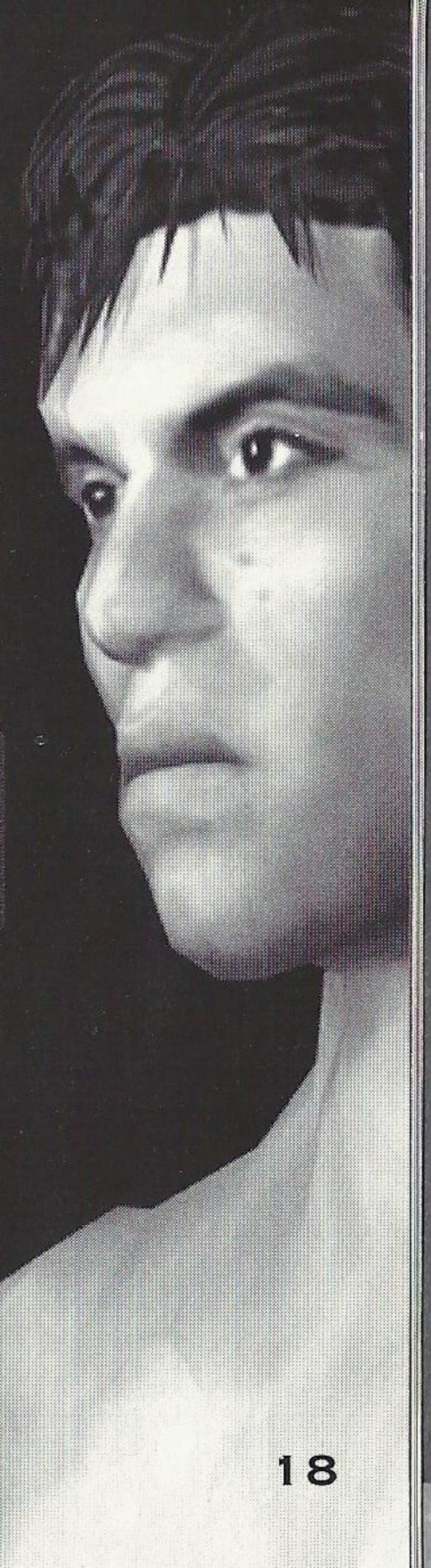
DOB: 2/24/65

HEIGHT: 6' 2"

WEIGHT: 345 LBS

DISCIPLINE: WRESTLING/BOXING

**FIGHTING OUT OF: TAMA,
IOWA**



MAURICE SMITH

NICKNAME: MO

AGE: 38

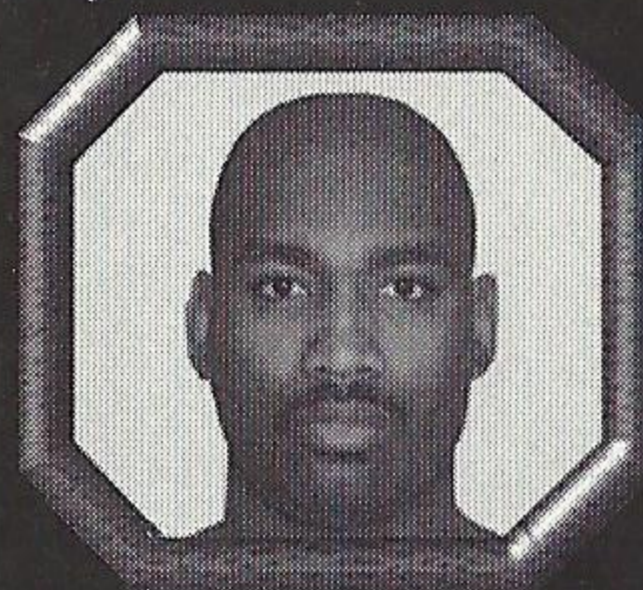
DOB: 12/13/61

HEIGHT: 6' 2"

WEIGHT: 217 LBS

**DISCIPLINE: KICKBOXING/
GRAPPLING**

**FIGHTING OUT OF: SEATTLE,
WASHINGTON**



EVAN TANNER

AGE: 26

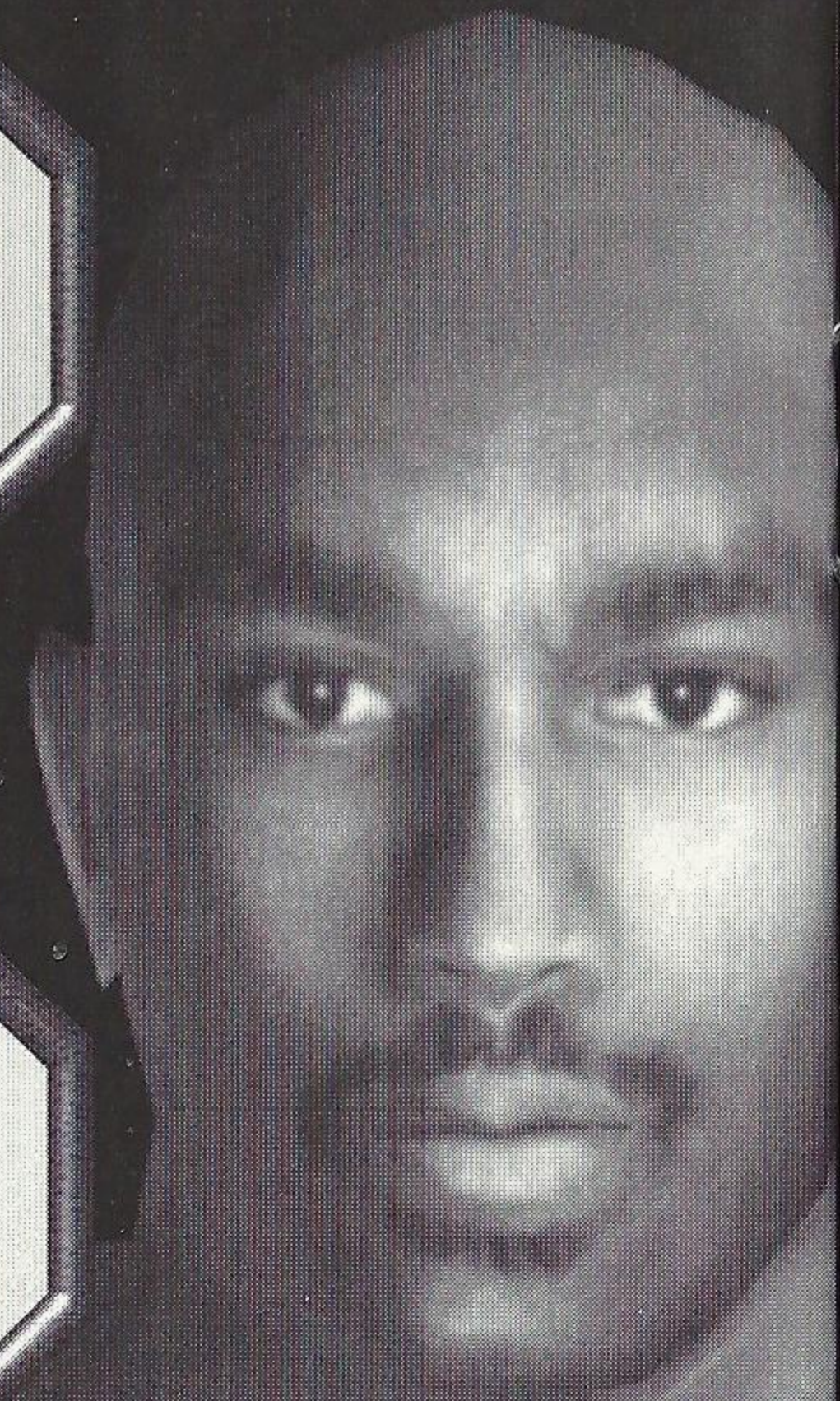
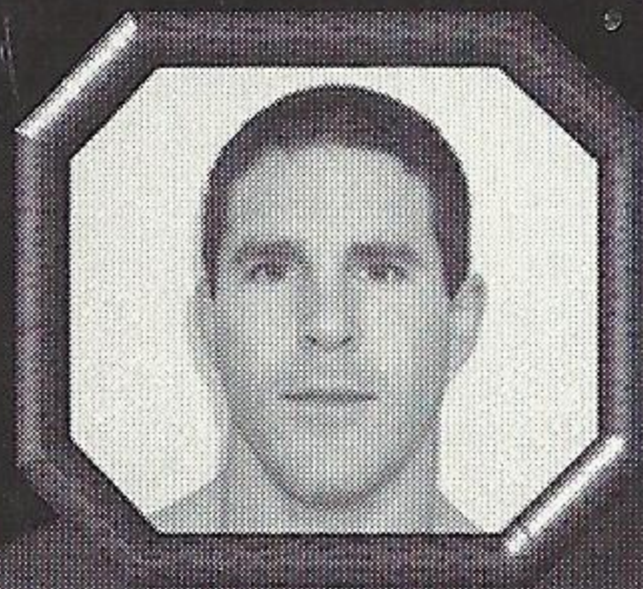
DOB: 4/12/73

HEIGHT: 5' 6"

WEIGHT: 169 LBS

**DISCIPLINE: SUBMISSION
FIGHTING**

**FIGHTING OUT OF: TULSA,
OKLAHOMA**



BAS RUTTEN

NICKNAME: THE ROCK

AGE: 35

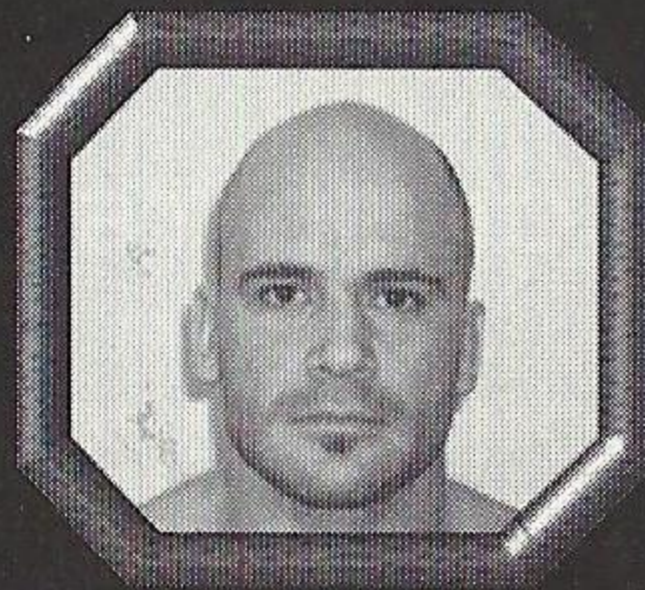
DOB: 2/24/65

HEIGHT: 6' 1"

WEIGHT: 215 LBS

DISCIPLINE: SUBMISSION FIGHTING

**FIGHTING OUT OF: LOS ANGELES,
CALIFORNIA**



PEDRO RIZZO

AGE: 26

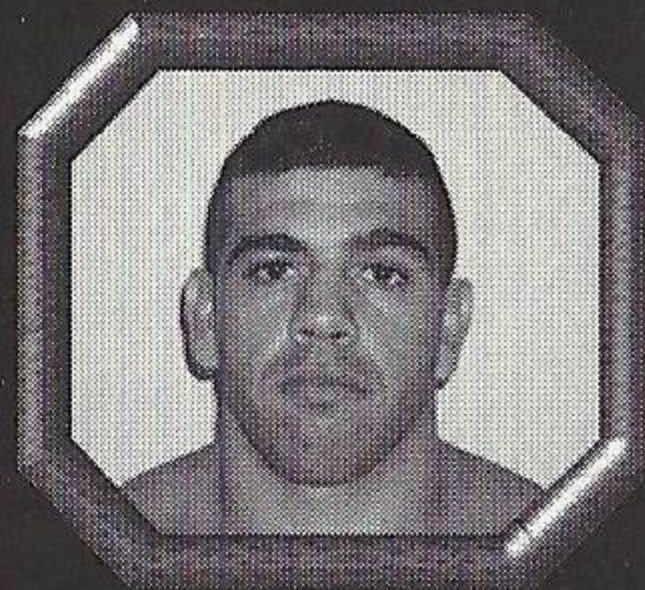
DOB: 5/03/74

HEIGHT: 6' 1"

WEIGHT: 228 LBS

DISCIPLINE: RUAS VALE TUDO

**FIGHTING OUT OF: RIO DE JANEIRO,
BRAZIL**



CREDITS



DEVELOPED BY ANCHOR

EXECUTIVE PRODUCER

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LINE PRODUCER

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GAME DIRECTOR

MASAHIRO ONOGUCHI

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KOUICHI WASEDA

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KOUICHI SAKUMA

MAIN MOTION DESIGNER

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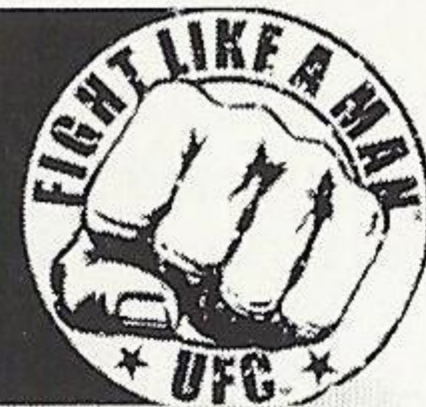
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GAME TIPS



1. If you take substantial damage from a hit or a volley of hits, you should play more on the defensive side or even back up away from your opponent to give your stamina bar time to recharge. This allows you to not receive another substantial hit that could potentially knock you out.
2. Try not to open yourself to attacks by throwing hit and kicks that you know are not going to hit or just trying to get a couple extra hits in.

3. When you are training a fighter try to make him well rounded in the different types of fighting, such as standing strikes or ground maneuvers. If your character is well rounded, he will have a greater ability to defend himself when he is standing or on the ground.
4. When fighting on the ground, never get into a position where your back is exposed. This is the most dangerous position to be in because it allows your enemy to inflict substantial amounts of damage to you.
5. Wait for your opponent to throw a punch or a kick, dodge the attack then quickly strike him while he is recovering from the attack.
6. If your opponent has you trapped in the corner and is trying to beat you into submission, try to counter the attack and take him to the ground. This will put you at the advantage and allow you to gather your thoughts for a new strategy.
7. Watch your opponent carefully and learn the pattern of their attack. This will help you find the weak point in their technique and overcome their attacks.
8. When you are on the ground and trying to strike your opponent, try to vary your punches to confuse your opponent, making it harder for him to counter your strikes and move into a more dominant position.
9. If your opponent shoots at you and tries to take you down to the mat, try to counter the shoot with a knee to the face or step to the side.
10. Try to hit your opponent with varying attacks. Switching between punches and kicks will confuse your opponent making it harder for them to grab your punches and kicks and forcing you to the ground.

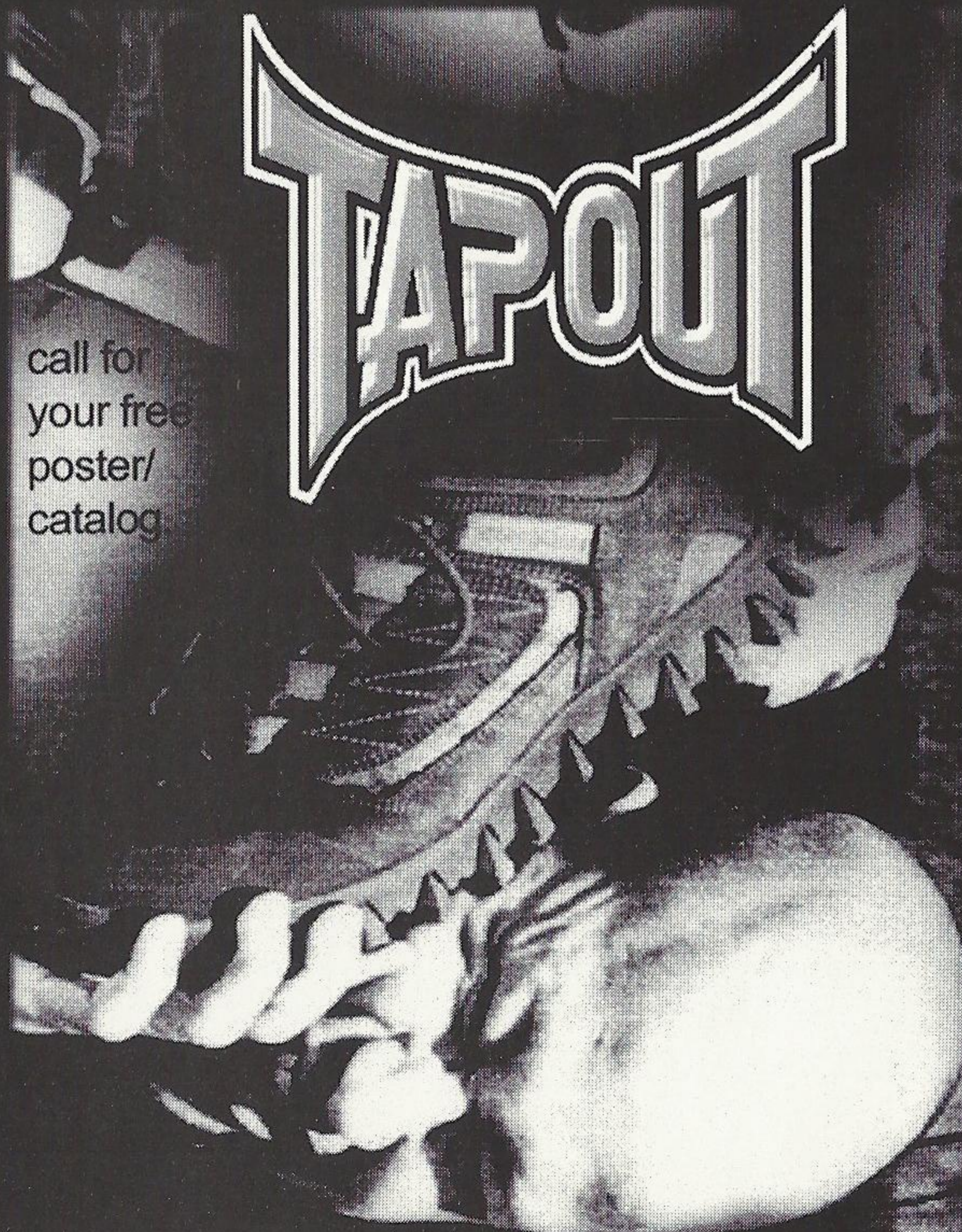
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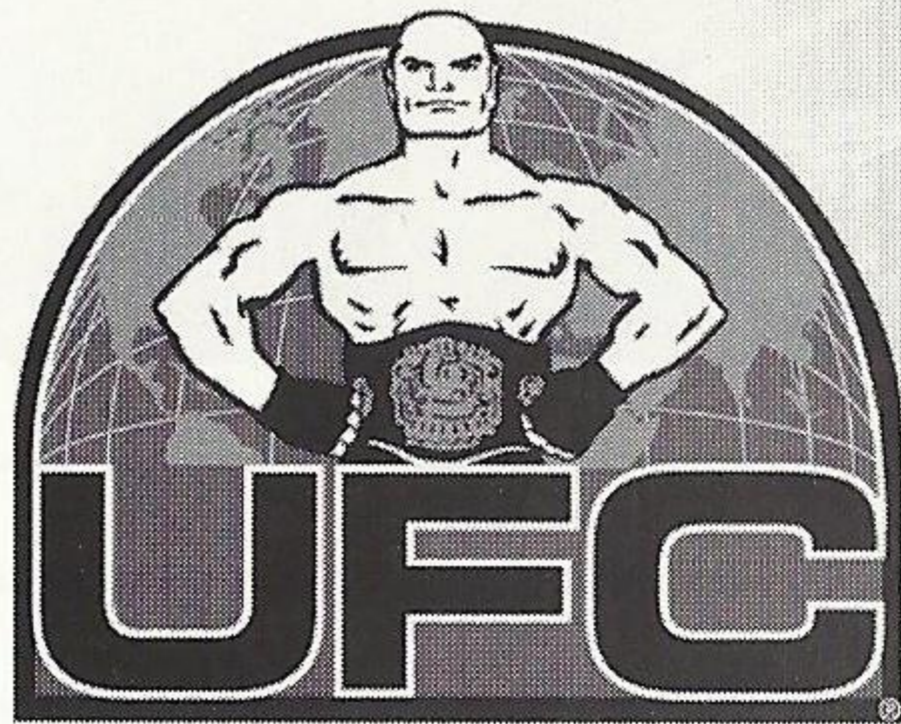
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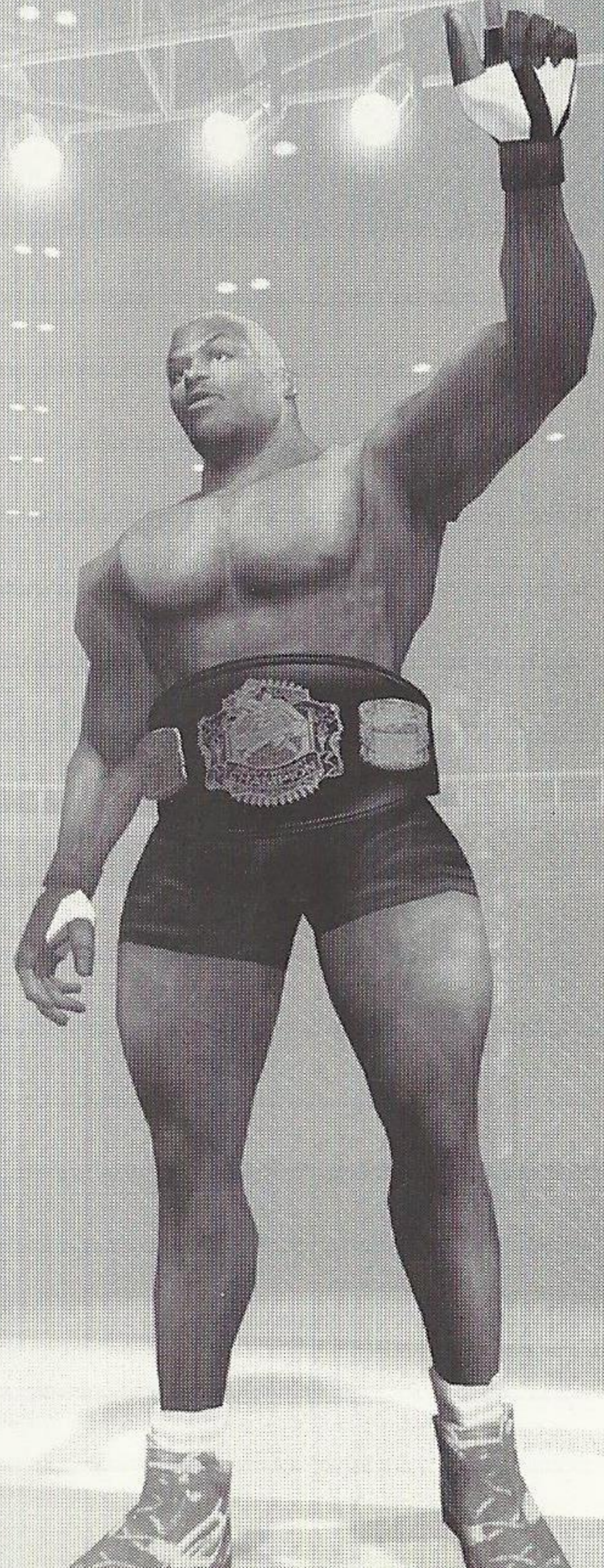
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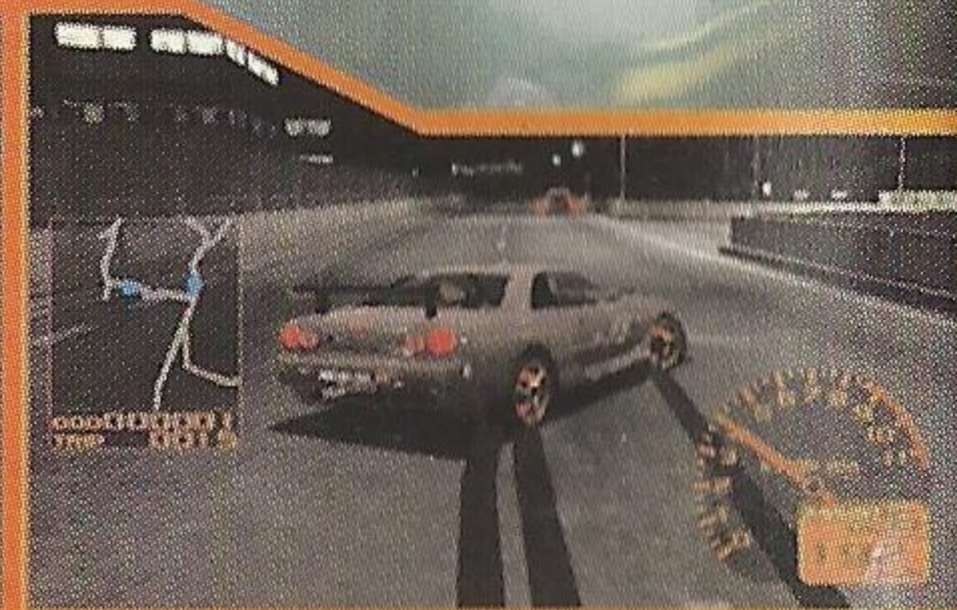
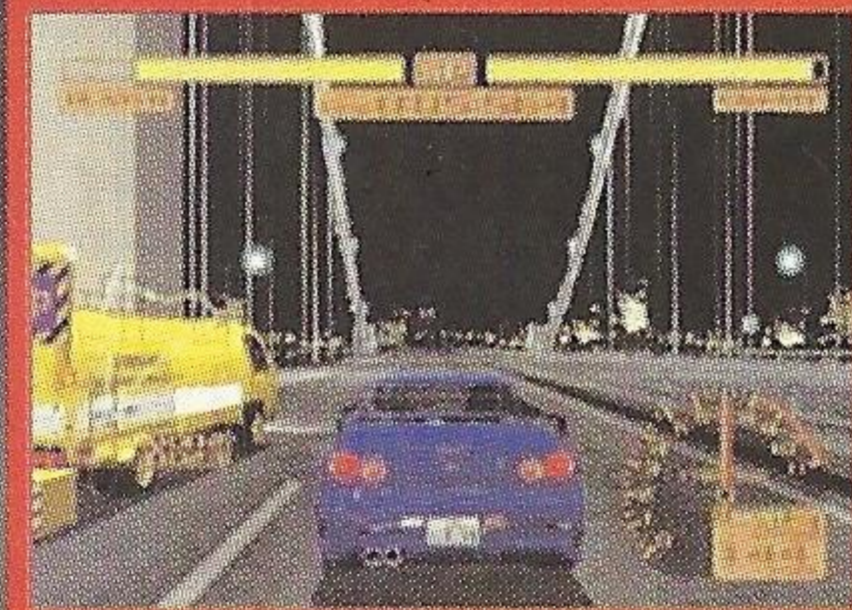
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