

FIGHT NIGHT ROUND 3 (XBOX 360)

! WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

COMPLETE CONTROLS

Block, punch, and dance around the ring in your pursuit of the world title by using *EA SPORTS™ Fight Night Round 3's* innovative control system.

GENERAL GAMEPLAY

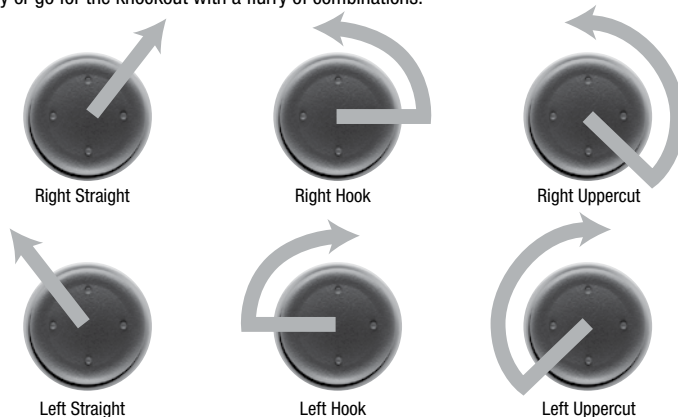


NOTE: To parry/block, pull and hold **B** + move **X**.

NOTE: To lean, pull and hold **B** + move **X**.

TOTAL PUNCH CONTROL

With Total Punch Control, you direct every movement your boxer makes in the ring. Whether attacking the body with a straight right or sneaking in a left hook before the bell, determine your offensive attack with Total Punch Control. Move **X** to mimic the motion of your boxer's fists and devise your own approach in the ring. Wear down your opponent with blows to the body or go for the knockout with a flurry of combinations.



NOTE: To throw a jab when fighting as a right-handed fighter (left foot forward), use the same Total Punch Control command as a left straight. When fighting as a southpaw, throw a jab by using the same command as a right straight.

CHECK OUT



ONLINE AT WWW.EASPORTS.COM

IMPACT PUNCHES

One punch can change a fight. Punish rivals with a perfectly timed EA SPORTS™ Haymaker, or instantly put them on the defensive by triggering an all-new Flash KO or Stun Punch.

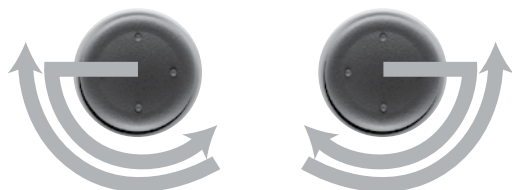
EA SPORTS™ HAYMAKER

Do you feel the fight slipping away, or have your opponent on his last legs? Take the opportunity to use the EA SPORTS Haymaker and instantly shift momentum in your favor.



NEW FLASH KO

Connect with the all-new Flash KO to immediately put your opponent in a daze, giving you a window of opportunity to knock him down before he regains composure. Flash KOs take longer to execute than most other punches, leaving you defenseless for a brief moment, but the reward is well worth the risk.



NEW STUN PUNCH

Shift a fight in the blink of an eye with an all-new Stun Punch. After connecting with a Stun Punch, your opponent immediately goes on the defensive with his gloves as his only source of protection; all it takes is one strong punch to knock him down. During your attack, your opponent must block or parry incoming punches until he regains his composure. However, if your opponent counters with a Stun Punch, you could be fighting for your boxing life.



NOTE: Both the Flash KO and Stun Punch have a better chance of landing if they're thrown as a counterpunch after leaning out of the way or parrying a punch.

NOTE: Make sure to completely follow through on the Stun Punch.

BOXER MOVEMENT

Trap your opponent against the ropes or escape when you've taken too many blows by moving around the ring with **○**.

To dodge, lean, or duck out of the way of punches, pull and hold **RT** while moving **○** in a desired direction. You can also utilize your upper body movement to set up and counter attacks. To block or parry incoming punches, pull and hold **RT** + move **○**.

SETTING UP THE GAME

Before stepping inside the ring, make sure to set up a gamer profile to save all of your memorable boxing achievements.

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play Xbox Live.

- To create a new gamer profile, press **X** to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press **A**. Create a profile name using the virtual keyboard.
- After your gamer profile is created and saved to a storage device, you can customize your profile and set personal settings. When you are signed in with your gamer profile, achievements will be tracked and game progress can be saved.

NOTE: Only one gamer profile can be active at a time. In order to activate a gamer profile, you must press **○** at the *EA SPORTS Fight Night Round 3* title screen (using the Xbox 360 Controller associated with your gamer profile). To activate another gamer profile, the active gamer profile must first sign out. Any progress that has not been saved to an active gamer profile will be lost when signing out or changing the active gamer profile.

USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves Career mode achievements and created boxers. Save and load your profiles in the Profile Manager accessible from the Options menu. You can have one active profile for tracking Career mode data, and up to three additional loaded profiles whose created boxers are available for play.

PLAYING THE GAME

Before leaving a long-lasting legacy in Career mode, get comfortable inside the ropes in Play Now mode.

SETTING UP A PLAY NOW MATCH

Select your corner—red or blue—from the Select Corner screen. Pick two boxers for the upcoming fight, choosing between six weight classes and a selection of boxing greats from the past and present such as Muhammad Ali, Sugar Ray Leonard, and Oscar De La Hoya.

When you first play *EA SPORTS Fight Night Round 3*, only three venues are available: Aragon Ballroom, The Warehouse, and Windy City Boxing Gym. Other world-class venues, including Madison Square Garden™, Staples Center™, and State Palace Theatre, are unlocked as you progress through Career mode.

INSIDE THE RING



NOTE: The traditional HUD display (the on-screen meters that indicate your level of health and energy) is OFF by default to allow you to gauge your opponent's health and energy level through his facial expressions and body language. If you are more comfortable with the traditional methods, choose to activate the HUD in the Settings menu.

PUTTING THE EA SPORTS™ CUTMAN TO WORK

After each round you have the option to either auto-heal (Y) or manually heal (A) your fighter. If you choose the manual method, you have 30 seconds to repair swelling and cut damage on your boxer's face. Press Y to decide whether you want to tend to swelling or cuts.

Add pressure with the healing tool by moving ⬆. Tap ⬆ in the direction of the area you want to heal. Then, move ⬆ to apply the tool with an arching motion that matches the on-screen display.

KNOCKDOWNS

After a knockdown, your vision blurs and the referee begins a 10 count. To pick yourself up from the canvas, clear your vision by moving ⬆ and ⬆ to align the two outer (yellow) circles into the center (red) circle before the referee counts you out.

PENALTIES/STOPPAGES

Illegal punches and low blows are effective ways to hurt your opponent, but they come at a cost. If caught, you get a warning the first time and a one-point penalty in the round for each following infraction. Repeated infractions can ultimately lead to a disqualification. Fights can also be stopped because of severe damage to the face, resulting in a TKO. When the 3-knockdown rule is in effect, a TKO occurs when a boxer is knocked down three times in a single round.

END OF FIGHT

If the fight goes the distance without a knockout, the judges tally the final scores and the winner is announced. After viewing the judges' cards, the Fight Totals screen displays the final punch totals for the bout.

SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a storage device (Xbox 360 Hard Drive or Xbox 360 Memory Unit). All unsaved information is lost otherwise. You can also save, load, or delete manually on the Settings Manager and Profile Manager screens (via the Options menu).

ESPN CLASSIC™

Pick great matchups in boxing history and relive them with your own flair. Choose from Ali vs. Frazier, Gatti vs. Ward, Hopkins vs. Taylor, and more. Get the scoop on these illustrious rivalries with a blow-by-blow history from ESPN commentator Joe Tessitore. You can also fight against your Career mode rival in ESPN CLASSIC once you've hung up your gloves and retired from Career mode.

NOTE: You must develop a rival in Career mode in order to transition your retired boxer to ESPN CLASSIC mode.

CAREER MODE

Create a boxer of your likeness or take over as a legend in your quest to become the next great champion. Put your created champ in the ring against other formidable fighters in Career mode as he rises through the ranks, then challenge your main career rival in ESPN CLASSIC once he's retired from Career mode. If you choose to rebuild a legend, your career begins after you select your stance and style and opt how to allocate your rating points.

CAREER CENTRAL

Career Central is the hub of your fighter's career. This is where you set up your next fight, review your accomplishments, spend your cash, and modify your boxer.

SIGN CONTRACT

Determine your next fight by signing a contract with another boxer—fight an undefeated contender to improve your popularity and quicken your climb through the ranks, or go for the big payday even if it means fighting an easy opponent. The decision is yours.

FIGHT STORE

Spend the money you've earned in your fights to upgrade your equipment and accessories. Whether you're a rookie fighter or an accomplished veteran, winning feels better when you look like a champion.

TROPHY CASE

Show off your hardware and track your victories in your trophy case.

EDIT BOXER

Modify your stance, base and punch styles, and manner in which you block. Be sure to revisit here frequently throughout your career to take advantage of new styles unlocked along the way.

TRAIN

Before each fight, you have the opportunity to hire an experienced trainer to improve your training techniques. The higher they're rated, the better you'll train and the more you'll improve. Any advantage you have heading into the ring helps. For more information on training, see p. 8.

NOTE: Use your purse winnings to upgrade accessories and gear, or to hire a more advanced trainer.

OTHER GAME MODES

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card), chat with friends, or download content at Xbox Live Marketplace. Send and receive voice messages. Get connected and join the revolution.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com.

CONNECTING

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

WELCOME TO EA SPORTS™ FIGHT NIGHT ROUND 3 ON XBOX LIVE

The Xbox Live Lobby is your main resource for connecting to players from around the world. Whether you're looking to join a Quick Match or Custom Match, all the tools you need to connect to other players are available from the Xbox Live menus.

Ranked Quick Match You are given a player ranking and all your stats are recorded. Playing a Ranked Match allows for more evenly matched fights.

Standard Quick Match Fight in a bout that doesn't count toward your player ranking.

Custom Match Select your favorite settings and search to find a match that suits your playing style in a Ranked or Standard Match.

Lobby Locate players and/or visit rooms from the Lobby. Here, you can accept challenges from other players or send a challenge of your own.

Stats Keep track of your online boxing progress and view the Leaderboards to see who's dominating *EA SPORTS Fight Night Round 3* on Xbox Live.



My EA SPORTS Fight Night Round 3 View News, read the FAQ, customize your Quick Messages, and alter other Xbox Live settings.

HARD HITS

Unleash a furious combination in this arcade-like mode where the rules are simple—knock your opponent on the canvas as many times as possible. Trading punches for 15 untimed rounds, your goal is to win more rounds than your opponent. Rounds only end when there is a knockdown, and the boxer with the most knockdowns at the end of the fight wins the match.

TRAINING

Take your skills to the next level by getting stronger and working on your fundamentals.

Combo Dummy	Hit the marked areas in sequence without making a mistake to score points.
Heavy Bag	Throw left/right combos at the high or low marked area to score points.
Weight Lifting	Move  and  to lift the weights. Make sure to release inside the red part of the meter for better results.
Sparring	Exchange blows with another boxer in Free Sparring to improve your game, or focus in one particular area: Basic Punching, Basic Defense, Advanced Punching, Advanced Defense, and Shift the Momentum.

CREATE CHAMP

Construct the boxer of your dreams or edit a previously created boxer in Create Champ mode—accessible from the Main menu. Your created champ can fight in Play Now and in Hard Hits mode, but isn't available in Career mode.

NEW BOXER

From boxing style to head shape, tattoos, and clothing—you can also move the left and right sticks to mold your boxer's face and body in great detail—customize your fighter just the way you want.

Info	Using the on-screen keyboard, personalize your fighter with a first and last name, and select a nickname and hometown.
Style	Select your stance base style, punch style, and defensive style. Each style has its own benefits and weaknesses, so choose wisely.
Genetics	Pick a skin tone and eye color.
Physique	Decide on a weight class and personalize your height and weight.
Head	Design every part of your fighter's head. You can change such things as the shape of his skull and the appearance of his eyes, nose, lips, jaw, and cheeks.
Features	Choose your boxer's hair style and color. Add facial hair and determine the shape of your fighter's eyebrows.
Ratings	Customize your strengths and weaknesses by allocating points to each of the ratings. You have a limited amount of points to assign when creating a champ in Career mode.