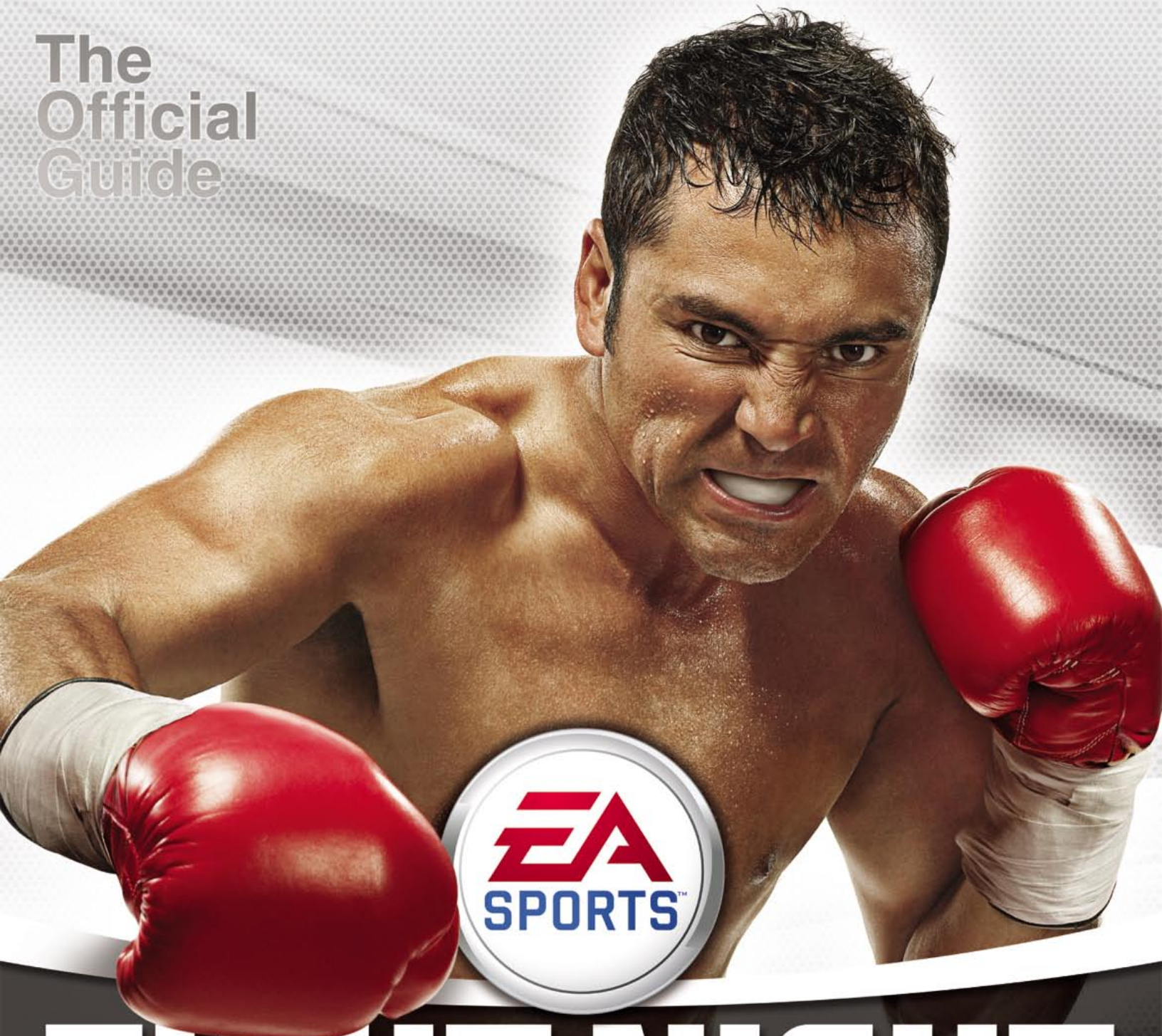


The
Official
Guide



FIGHT NIGHT

ROUND 3

FEATURING
ESPN

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Covers: PLAYSTATION®3



FIGHT NIGHT

ROUND 3

PRIMA Official Game Guide

Fernando Bueno

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Fernando "Red Star" Bueno has been a gamer since opening his first Atari, and has been writing creatively since his early years in high school. During college he combined his loves for gaming and writing and began freelancing for popular gaming websites.



The San Diego native found his way to Northern California shortly after high school. After graduating from the University of California, Davis, with a dual degree in English and art history, he was able to land a job as an editor for Prima Games. Though happy with his position as an editor, his life called him to Las Vegas where he now resides. During the move to Nevada, he also made the move to author and has since written a number of game books, including *50 Cent: Bulletproof*, *Prince of Persia: Two Thrones*, *AND 1*, and *Stubbs the Zombie*.

In his off time he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, Thomas Mann, and EGM. When not writing for Prima, he continues to perfect his craft as a poet.

We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

Author Acknowledgments

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Jill Ellis, Jason Wigle, and Alaina Yee: you're an awesome team. Joe Grant Bell, thanks for all the hours spent researching this wonderful sport of boxing. Matt "BurnKing" Lemieux, thanks for sharing your secrets with me...and the readers. Thanks also go to my fiancée, Leslie, for putting up with the endless stream of boxing movies and documentaries playing in the background as my keyboard clicked away. And last, but certainly not least, I would like to extend a big thank you to the team at EA for their help in making this book a reality.

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A Contender's Rise—From *Knockout Kings* to *Fight Night*

The road to becoming the number one boxing game of all time has been a lot like the road a boxer takes from amateur standing to professional glory.

When Sony's revolutionary video game console, the Sony PLAYSTATION® launched in 1995 and met with tremendous commercial success, the seemingly inevitable arrival of boxing games was not far behind. Ironically enough, however, it took three long years for the first boxing game for the new generation to arrive.

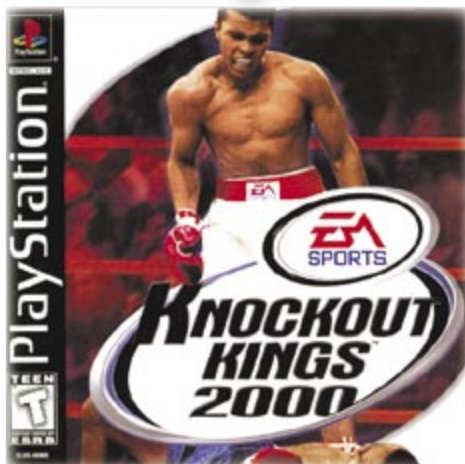
Knockout Kings



Knockout Kings arrived on the PLAYSTATION®, courtesy of EA Sports, in October of 1998. The cover was graced by none other than the Golden Boy himself, Oscar De La Hoya, in what seemed to be a perfect match be-

tween the unbeatable boxer and unbeatable developer. The game met with success and commercial acclaim for its realistic depiction of boxing and inclusion of actual, real-life boxers from every weight division and several different eras of boxing. In total, 38 pugilists graced real venues such as Madison Square Garden and Caesar's Palace. It was an impressive first round for the budding franchise.

Knockout Kings 2000



EA's follow up to 1998's *Knockout Kings* was, ironically enough, a break in EA's tradition of having yearly releases. It was not the anticipated *Knockout Kings 1999*, but rather *Knockout Kings 2000*. The franchise's follow-up contin-

ued the valued tradition of pitting real-life boxers against each other in dream matchups. The inclusion of classic boxers in particular was a daring step forward: finally, a gamer could pit Ali versus Holyfield.

Tale of the Tape—*Knockout Kings 1999*

Many would argue that *Knockout Kings 1999* doesn't exist. They would be wrong. The gap in the early *Knockout Kings* franchise was actually an overlapping of one game across two years and two different regions.



Though there was a *Knockout Kings 1999* game, it was the same version as 1998's *Knockout Kings*, slightly delayed, renamed with "1999," and released for PAL territories with a different cover boxer.

Knockout Kings 2001

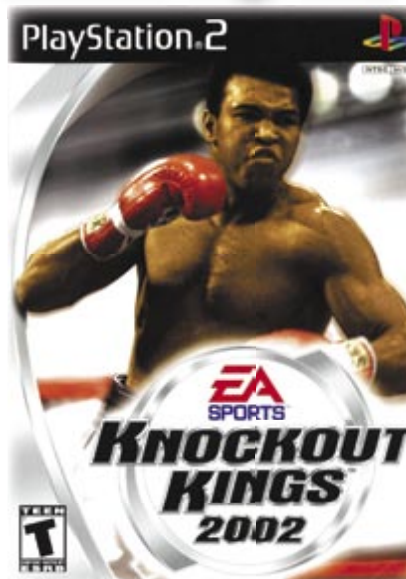


Aside from improving the graphical aspects of franchise, *Knockout Kings 2001* upped the ante by revamping the franchise with a more realistic combo system. Fighters that once held their own for a time by button mashing now had to plan out their attacks and execute combination punches to last in the ring. Rather than just go toe-to-toe at the center of the ring in a veritable slugfest, *Knockout Kings 2001* forced players to do

what the game was meant for: boxing.

Knockout Kings 2001 was also the first game in the series to include female boxers. Players were not able to pit female pugilists against male counterparts, but it was a daring step forward in video game representation of the sport.

Knockout Kings 2002

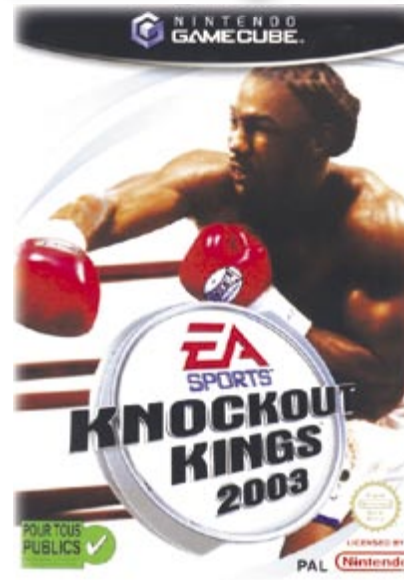


Knockout Kings 2002 temporarily shied away from the realistic portrayal of its ring stars and took a lateral step in the design. It introduced a more caricatured boxer model.

Most importantly, however, the 2002 iteration saw the beginning of the current franchise's Total Punch Control system. Though not fully integrated into the right stick, *Knockout Kings 2002* introduced a subtle

control nuance that allowed players to move their boxer's body high or low with a nudge of the stick that controlled the boxer's movement. Rather than just stepping back and forth or side to side, the boxer could duck, bob, and weave with the movement of the left stick.

Knockout Kings 2003



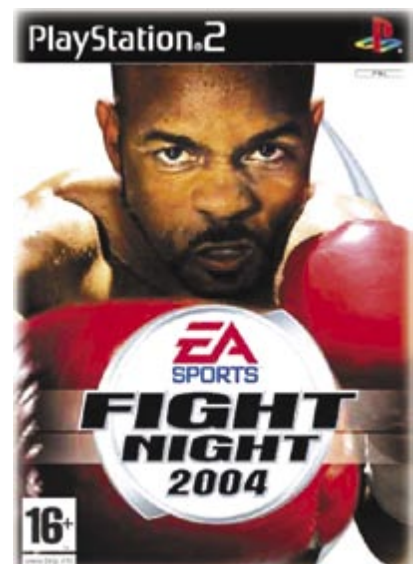
The following year, 2003, saw the first official gap in the franchise's history on a Sony console. That year *Knockout Kings 2003* made its solo debut on the Nintendo GameCube®.

Oddly enough, it was the only year the *Knockout Kings* series ever appeared in Nintendo's corner and it remained exclusive. Not to break entirely with tradition, however, EA still made efforts to improve the franchise by adding Slug-

fest mode. The new mode introduced a faster, more furious gameplay style that took away the limitations of traditional boxing such as timed rounds, referees, and scorecards. This was just as it sounds: a slugfest in the squared circle.

The Birth of a New Era— Fight Night 2004

EA took its beloved *Knockout Kings* franchise, reenvisioned it, retooled it, and renamed it for 2004. *Fight Night 2004* stepped into the ring with its new and improved Total Punch Control system and topped the previous king of the ring. It was clearly a new era for video game boxing as the Total Punch Control system mapped arm control to the right stick for total control over your boxer's offensive and defensive movement.



The left stick still controlled the boxer's footwork and upper torso while the right stick delivered uppercuts, jabs, hooks, and so on, by flicking the stick in different directions. Similarly, by holding the trigger button and moving the right stick, the boxer would bob, weave, and block. Long gone were the furious button-intensive combos of previous iterations; in their place were more realistic punch and movement systems that closely emulated in-the-ring boxing.

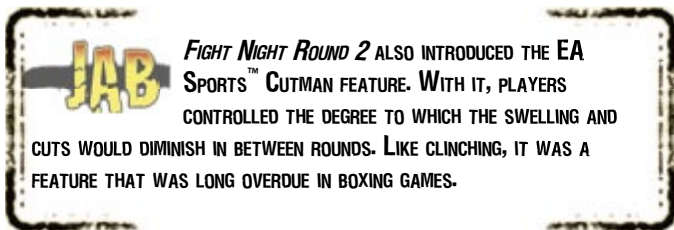
Fight Night Round 2



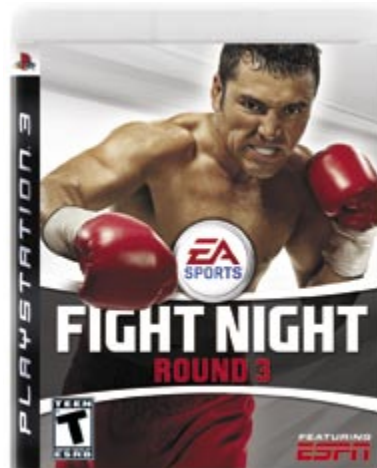
Fight Night Round 2 took its predecessor's Total Punch Control system and augmented it by adding the amount of power delivered in the punches. Rather than just piecing combos together via the right stick's movement, players were able to deliver crushing haymakers by slightly extending the length of their stick movements.

The new dynamic forced players to keep on their toes and watch for crushing

combos and heavy-handed haymakers that could sway the momentum of a fight. With the addition of a clever, yet subtle, punching nuance, EA increased the importance of defensive boxing rather than just landing creative combos.



What's New?—Fight Night Round 3



This may be *Fight Night Round 3*'s second coming, but it is the game's debut on the PLAYSTATION®3. The ladies and gents at EA have been hard at work improving the game and adding new features to its already critically acclaimed pugilistic powerhouse.

This year sees the return of the EA Sports™ Haymaker punch, but introduces two new punches to the *Fight Night* repertoire: the Stun punch and Flash KO punch. Both punches have the ability to change the outcome of a match with one solid blow.



New this year is the inclusion and full integration of first-person point of view. Get In The Ring mode places the player in the boxer's high-tops. However, first-person mode is not only restricted to the Get In The Ring mode; it is also playable in every other mode—we particularly liked it in the PLAYSTATION®3-exclusive split-screen mode.

Couple that with amazingly photo-realistic video enhancements, and it's clear that *Fight Night Round 3* for the PLAYSTATION®3 is much more than last year's game with a new coat of paint. If you think that playing in first-person mode doesn't affect technique, you'd better go back to pounding those slabs of meat.

Finally, EA and ESPN have come together in the perfect marriage of technical expertise and professional presentation. ESPN integration introduces ESPN Streaming Radio, ESPN Live Ticker Updates, ESPN Motion (video feeds), ESPN SportsCentre, and ESPNEWS to the overall polished presentation of EA's *Fight Night Round 3*. There is simply no arguing that *Fight Night Round 3* is, pound for pound, the best boxing title of all time. Now strap on your gloves, put on your robe, and make your way to the ring. It's time to show what you're made of.

Jab, Hook, and Block Boxes

JAB

A JAB IS A QUICK PUNCH THAT OFTEN SETS UP A GREAT COMBO. IT IS A GREAT LEAD IN, MUCH LIKE THE TIPS INCLUDED IN THESE JAB BOXES. CHECK THESE JAB BOXES FOR TIPS ON MAKING BETTER INFORMED DECISIONS ON HOW TO FIGHT, TRAIN, PICK EQUIPMENT, ETC. PAY CLOSE ATTENTION; YOU DON'T WANT TO BE CAUGHT OFF GUARD BECAUSE YOU LOOKED PAST A JAB.

HOOK

HOOKS ARE STRONGER, BUT SHORT, SWINGING BLOWS THAT OFTEN CREATE SOME AMOUNT OF INWARD MOVEMENT FOR THE OPPONENT. THESE BOXES SHOULD SIMILARLY BRING YOU IN. THESE ARE FILLED WITH INFORMATION THAT MAY NOT DIRECTLY AFFECT GAMEPLAY, BUT INSTEAD TELLS YOU MORE ABOUT THE GAME OR THIS BOOK.

BLOCK

BLOCK BOXES ARE CAUTIONARY BITS OF INFORMATION MEANT TO KEEP YOU ON YOUR FEET, JUST LIKE BLOCKING IN THE RING. IT DOESN'T GET MUCH SIMPLER THAN THAT. READ THESE BOXES TO MAKE SURE YOU DON'T GET KNOCKED OUT!

The Tale of the Tape

The Tale of the Tape is usually the term used to refer stats of a particular bout. Its origins are often traced back to the NY stock exchange where ticker tape machines once listed the trades and action that occurred on the trading floor, hence the "Tale of the Tape."

Others credit boxing more directly, citing the measuring tape used to compare the boxers before a fight as the thing that gave birth to the term. Either way, the Tale of the Tape is a way to look back on a fight and see the outcome without having watched the bout. Similarly, these boxes will be quick looks at the sport of boxing. They'll be filled with snippets of information about boxing history, terms, and other interesting tidbits.



To Brawl or Not to Brawl?

For a sport so technically rich, boxing video games have been plagued with frenzied button-mashing for years. It wasn't until the introduction of the Total Punch Control system that video game boxing was refined and took a shape more akin to its real-life counterpart. This is where we break down the nitty-gritty of Total Punch Control and total player control.

Total Punch Control— Mastering Your Punches



Before Total Punch Control, players could easily smash at the controller and link together chains of attacks. Not anymore, kiddo. This time you gotta take into account subtle things such as body momentum, physics, and, yes, realistic body movement.

When you lead with a left hook there's a lot more happening than just your arm extending in a swinging motion. Your torso twists, your balance shifts, your opposite shoulder slightly drops, and your momentum is shifted right. All of these factors make it less effective to follow up the lead hook with a punch like a right cross that requires different mechanics. That's why you need to pay close attention to the following pages. They will teach you proper boxing mechanics—how to use your momentum, how to set up your combos, and everything you're going to need to whup any stumble bum that gets in the opposite corner.

HOOK

THE FOLLOWING PUNCH DESCRIPTION ASSUME THAT THE BOXER IS IN AN ORTHODOX STANCE—LEFT FOOT FORWARD.

REVERSE THE PUNCH COMMAND FOR THE JAB TO THE STRAIGHT RIGHT WHEN FIGHTING SOUTHPAW—RIGHT FOOT FORWARD.

Tale of the Tape

Listen up, scrapper! The best fighters don't just fight. They respect the sport and cherish its history. That's why we're gonna study the history of the sport and the terms that come along with it.

Take "southpaw" for instance. You may know that it refers to a pugilist who leads with his right foot, therefore favoring his left hand as his power hand. But did you know that the term came from baseball?

Back in the day, baseball stadiums were built so that home base faced east so that the sun wouldn't bother batters later in the day as it set in the west. However, when left-handed pitchers took the mound their pitching hand would end up facing south. That, my young scrapper, is how left-handed people, and boxers for that matter, came to be called southpaws.

JAB

THE FOLLOWING PUNCHES ARE DELIVERED HIGH BY DEFAULT. IN ORDER TO MODIFY YOUR BLOW TO BE A BODY BLOW, EXECUTE THE APPROPRIATE COMMAND WHILE

PRESSING .

HOOK

FOR ALL THE PUNCH DIAGRAMS (PP. 9–18), USE THE RIGHT ANALOG STICK WHEN YOU SEE A STICK ICON. FOR ALL THE OFFENSIVE AND DEFENSIVE MOVE

DIAGRAMS (PP. 19–21), USE THE LEFT ANALOG STICK WHEN YOU SEE A STICK ICON.

Jab



You aren't gonna lay out anyone if you don't know how to manage the tempo of your fight.

That's why you must jab, kid. Jab, jab, jab! Set up your combination punches by leading with your jab and follow up with your power punches. It is your most important blow.



The jab is a quick punch launched from your guarded position. It's swift, slick, and one of the easiest punches to absorb. It's also one of the hardest punches to forget, though. Just ask a ring mutt how he feels after 12 rounds of absorbing jabs. He is most likely to tell you he doesn't feel his face. The jab is a real stinger!

The trick to jabbing is having the right footwork (for more on Footwork see pg. 19). You can dance around the ring while you jab, but the position of your feet determines how effective your jab is and what kind of punch it is. If you jab while your feet are planted, it will be a sharper, snappier jab with slightly less punch to it. Snappier jabs are better for setting up combos.

If you jab on the move, particularly while you're farther away from your opponent, it will be a lunging jab with the weight of your body behind it. Lunging jabs are extremely useful for leading in and getting inside, but you need to plant your feet to set up a combo.

Jabs are effective for a few reasons.

- They're a great way to gauge the distance between yourself and your opponent.
- They require the least amount of energy to deliver.
- They travel the least distance to the target.
- They set your rhythm.
- They sting something awful and wear down your opponent's visual acuity.
- They don't require too much of an investment from your body weight, so they don't shift your body's momentum.
- They're a great way to test your opponent's defenses.
- They're the beginning of nearly all effective combos.
- If they're blocked, parried, or dodged, it has a quick recovery rate.
- They interrupt your opponent as he is throwing a punch and redirect his blow.
- They distance you from your opponent as you back away by keeping the other boxer on the defensive.
- They're great for keeping the pressure on an adversary as he retreats.

JAB

JABS AREN'T THE MOST POWERFUL PUNCHES YOU'VE GOT. DON'T RELY ON THEM TO FINISH OFF OPPONENTS WITH A LOT OF HEART OR CHIN.

JAB

IF YOU'VE GOT AN OPPONENT ON THE RETREAT, HIS HEALTH WILL BEGIN TO REGENERATE. USE THE JAB AS YOU SLOWLY ADVANCE FORWARD TO KEEP HIM FROM REGAINING TOO MUCH HEALTH. ONCE YOU'RE IN POSITION, FINISH HIM OFF WITH POWER PUNCHES.

Cross (Straight)



You can jab now. Good for you. But you still don't have what it takes to get it done when it counts. In boxing, even the Greatest of All Time needs more than one punch to climb the ranks.

That's where your cross comes in. The cross is a straight punch, kind of like your jab, that is delivered from your rear hand. From an orthodox stance, it's your right hand. Left hand if you fight southpaw.



It may look like a jab, but because your entire body must pivot before the punch is thrown, it has a lot more power behind it. That makes the cross a dangerous punch, especially when it follows a dizzying jab.



Develop your one-two punch! No matter how much guts your opponent has, nothing beats an

effective one-two punch in setting up longer combos. Once you can break down your opponent's defense with jabs and crosses, the rest of the fight is cake.

Crosses are most effective for the following reasons.

- They're the perfect follow-up punch after a jab.
- They're swift power punches.
- They're great for setting up hooks.
- They're perfect counterpunches.

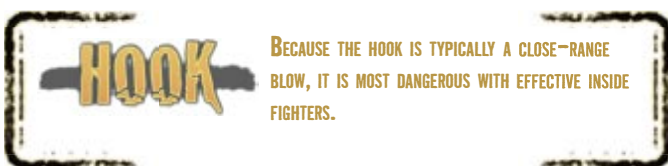
Hook



Do you know how to count, kid? Count with me: one, two, three. That's the classic combo of jab, cross, then hook. Perhaps more devastating than the power behind each punch

is the shame of letting your opponent connect with such a basic, yet destructive combination. Don't be on the receiving end of the one-two-three combo!

The hook caps off the classic one-two punch combination in destructive fashion. The hook's main power relies on you transferring your weight to your rear leg. Because that is the case, the hook is most effective when used in combinations rather than as stand-alone punches. Practice the one-two-three combo or simply follow your crosses with hooks for powerful two-punch combos.



The hook is a tough punch to land squarely, kid. Keep that in mind when on offense. It's a power punch that, when mastered, can follow a left jab, right cross, or even an uppercut. Hold your horses, little one. We'll get to the uppercut in a minute. For now, it's best to focus on the hook's impact power.



- They're great for headhunters.
- They can devastate the body.
- Mexican hooks (aka shovel hooks) are great for wearing down opponents with shots to the ribs.
- They can be delivered with either the rear or lead hand, making them somewhat unpredictable.
- They're great power punches.

Uppercut



You got the jab, you got the cross, and you got the hook. But do you have a strong finishing blow? How about one capable of opening a tight guard? No problem, kiddo, that's why we're here. Put your dukes up and get ready to master the uppercut.

The uppercut is a strong punch whose power originates in the fighter's legs and hips. The point of the uppercut is to sweep past your opponent's guard, slip between his arms, and pound his chin. Ideally, the chin is the main target. But, if the uppercut doesn't connect, its power acts much in the same way a jab does. It opens up your opponent for more crushing combos.



The power behind the uppercut is usually enough to either cause some damage to the chin or throw an opponent off-kilter even when it doesn't directly connect.

Should the uppercut not make it to its destination, the sheer force of the punch should be enough to throw an opposing boxer off balance and allow more combos to land. Don't confuse the uppercut with an opening attack, however. That's a sure way to land face first on the canvas if you aren't careful.

BLOCK

BECAUSE THE UPPERCUT TAKES LONGER TO CONNECT, IT'S EASILY ONE OF THE MOST TELEGRAPHED PUNCHES IN YOUR REPERTOIRE. BE CAREFUL NOT TO OVERUSE IT OR YOU'LL MAKE YOURSELF VULNERABLE TO PARRYING AND COUNTERATTACK.

Remember the following tidbits about uppercuts.

- They're most effective in the middle of a combination.
- They're great finishers as well.
- They're perfect against slower boxers with less parrying ability.
- They're particularly useful in later rounds, when your opponent's defense is worn down.
- Don't overuse them.
- They're great at creating opportunities.

- Follow them up with a hook from the opposite hand for a crushing combo.
- Don't lead with them too often.
- Do lead with them against tired opponents.
- They can be just as effective when they're used against the upper torso.

Tale of the Tape

Rumor has it that a modified uppercut punch named the "bolo punch" did not originate in the United States, but rather in the Philippines. There, farmers would harvest their sugarcane with large sweeping uppercut motions of a machete-like blade named a bolo knife. The constant motion not only developed a strong uppercut technique, it also developed a way to slash opponents' wrists in fights—without the farming tool, of course.

While in the Philippines, during the Spanish-American War, American fighters often found themselves on the sour end of the natives' uppercuts. It stands to reason that American soldiers were vulnerable to the punch for two reasons. One, they were, ironically enough, at a height disadvantage, often being too tall for the Filipino fighters. The shorter pugilists had an easier time slipping through defenses when attacking from below. And two, the accepted guarding stance back then was a more horizontal guard with the arms spread farther apart, which offered a Filipino more room to slip in between with unexpected uppercut punches.

Having learned a few things in these "boxing matches," American sailors and boxers, adopted the punch and adapted their guard stance to the more traditional stance we see today.

Sugar Ray Leonard is, by far, one of the most famed practitioners of the bolo punch. So one can argue that Sugar Ray's bolo punch originated from cutting down sugarcane. Appropriate, isn't it?

Connecting Consistently—Advanced Punch Combos

Good to see you hitting the books, kiddo. You're sure to be a real contender. Don't get too cocky though, because you ain't there yet. Now you need to know how to string these punches together into lethal combinations. Otherwise you're just aimlessly flailing away like a mill in a Texas tornado.

Practice the following punch combinations to create havoc in the ring. Who knows? That might be your ring name, the Texas Tornado. Has a nice ring to it, don't it?

JAB

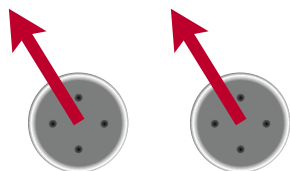
REMEMBER TO ADJUST THESE COMBOS TO SUIT YOUR FIGHTING STANCE. NOT EVERYONE IS AN ORTHODOX BOXER. IDEALLY, A COMBO'S PUNCHES WILL LAND IN QUICK SUCCESSION. ONE, TWO, THREE, FOUR, BAM! HOWEVER, SPEED ALONE DOESN'T MAKE A COMBO. IN FACT, IF YOU LAND ANY OF THE PUNCHES WITHOUT BEING BLOCKED, DODGED, OR PARRIED, YOU HAVE SUCCESSFULLY EXECUTED A COMBO.

THEY DON'T HAVE TO BE DELIVERED IN QUICK SUCCESSION, SO FEEL FREE TO RESET FOR A QUICK SECOND BEFORE DELIVERING THE NEXT PUNCH IN A COMBO CHAIN. AS LONG AS THE PUNCHES CONNECT UNANSWERED AND UNCONTESTED, THE COMBO IS SUCCESSFUL.

HOOK

FOR THE FOLLOWING COMBO DIAGRAMS, THE COMMAS ARE THERE TO HELP MARK WHICH STICK MOVEMENTS HAVE TO BE DONE WHILE PRESSING [L2].

The Setup: One-One Combo



This is a standard lead-in combo. Use the one-one to wade into the fight, test your opponent, keep him at a distance or wear down his defenses.

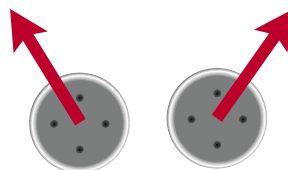
The Stinger: One-One-One Combo



Like the one-one combo, this jab combination stings and adds, well, one more jab. It may not seem like much,

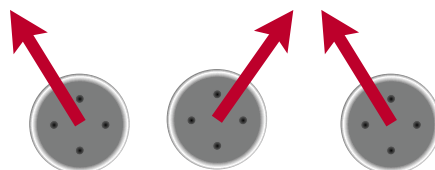
but it definitely gets the job done when you want to sting your opponent and test the waters. Don't overuse it or you'll get burned. It's best used to set the pace, but not to drop opponents. The following combos are for just that.

The Lead-In: One-Two Combo



Everyone knows this combo. Two punches, one effect—a nasty headache. Start with a swift jab and follow it up with a strong cross. The first punch opens up the opportunity, the second punch capitalizes.

The Softener: One-Two-One Combo

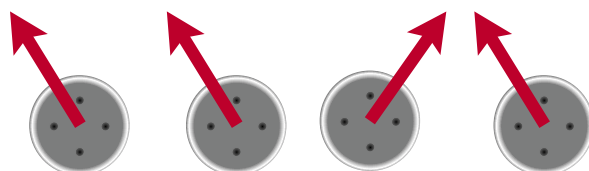


This is one of the prettiest combos you can learn. It's sharp, clean, and more effective when used consistent-

ly throughout a bout. The sharp jab, followed by a cross, then capped off with a second jab is a staple of great boxers everywhere.

Should the other boxer block your attack, all punches allow you to recover quickly back into a defensive guard. If you connect, you can bet your lunch money that he'll be feeling it for the rest of the round.

The Buster: One-One-Two-One



Use this combination to mix things up after successfully landing the one-two-one punch combo. It keeps the momentum on your side and your opponent guessing. *Will he go straight to the cross after the jab or will he hit me with two jabs before the cross?* Only you know, but make sure you finish up with a third jab to leave that stinging memory.

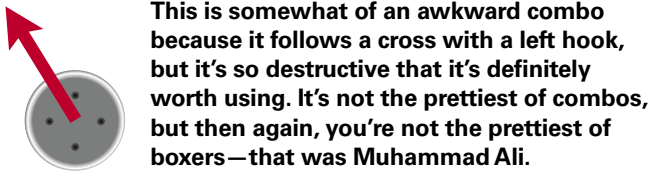
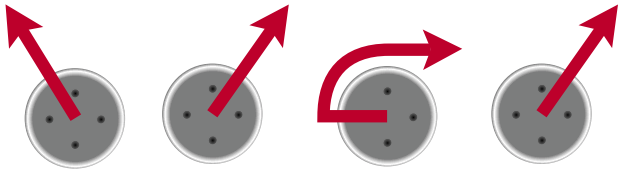
The Pyramid Puncher: One-Two-Three Combo



This is a beauty! Jab, cross, left hook! And bam! It's lights out, kid. This combination stacks

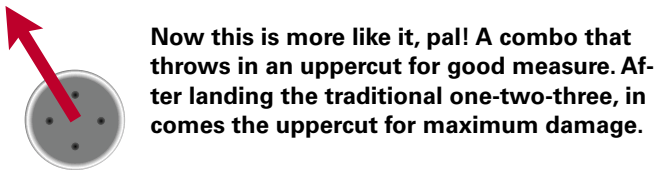
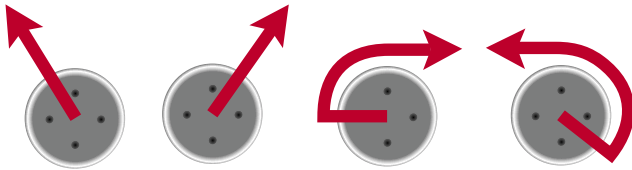
the punches in ascending order of power and works your body's momentum to maximize the power of each punch. It's a demoralizing three-punch combo, scrapper. Get to know it!

The Ugly Duckling: One-Two-Three-Two-One Combo



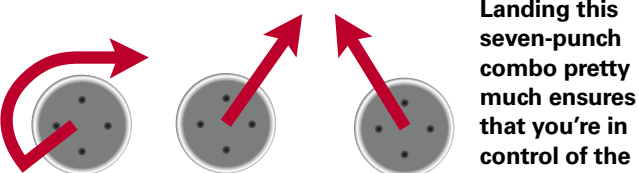
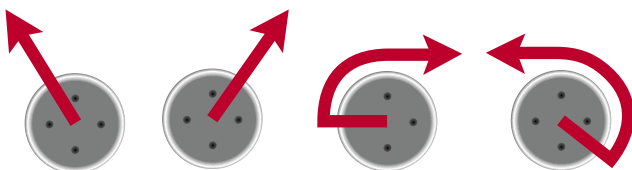
This is somewhat of an awkward combo because it follows a cross with a left hook, but it's so destructive that it's definitely worth using. It's not the prettiest of combos, but then again, you're not the prettiest of boxers—that was Muhammad Ali.

The Chin-Checker: One-Two-Three-Four-One Combo



Now this is more like it, pal! A combo that throws in an uppercut for good measure. After landing the traditional one-two-three, in comes the uppercut for maximum damage.

The Closer: One-Two-Three-Four-Five-Two-One Combo



Landing this seven-punch combo pretty much ensures that you're in control of the match. Only a

foolish, hasty boxer would attempt to land something of this complexity without having mastered his combos, or in early rounds of the bout when the opposition's health and speed are still high enough to counter it.

BLOCK

DON'T RELY TOO HEAVILY ON LONG COMBOS LIKE THE CLOSER AGAINST HIGH-RANKED BOXERS IN CAREER MODE, BIG-NAME BOXERS, OR MOST BOXERS IN HIGHER DIFFICULTY MODES.

JUST BECAUSE YOU KNOW HOW TO LAND IT, DOESN'T MEAN YOU'RE GONNA MAKE IT CONNECT EVERY TIME! IF YOU TRY IT TOO OFTEN, YOU'LL END UP LIKE SOME PALOOKA OUT ON THE CANVAS. INSTEAD, RESERVE COMBOS LIKE THIS FOR LATE ROUNDS WHEN YOUR OPPONENT IS WEAK AND READY TO DROP.

Tale of the Tape

Having been around the rings and gyms, We're sure you've heard the word *palooka* thrown about more than once. But we bet you don't know where it came from.

Palooka is usually a term used for an unsuccessful boxer because it was originally the name of a cartoon boxer named Joe Palooka from early 1930s comic strips. Artist Ham Fisher popularized the slow and the dim-witted boxer, and even made Joe Palooka films!

HOOK

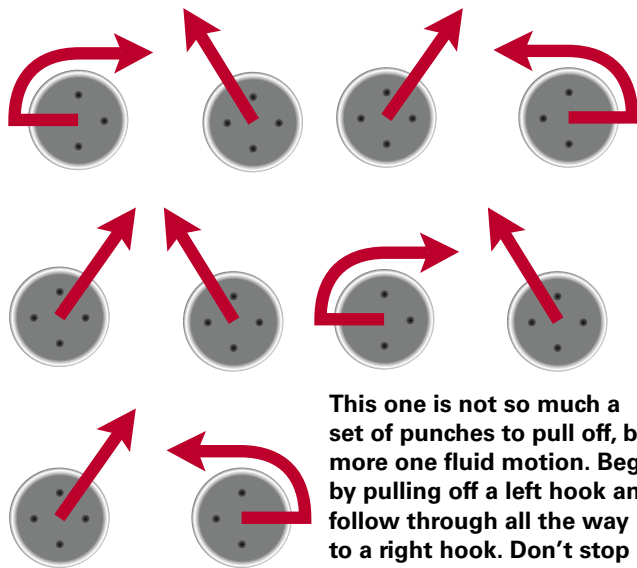
IF YOU'RE WONDERING WHY THE MAJORITY OF THE LONG CHAIN COMBOS END WITH JABS, THAT'S A GOOD QUESTION. LISTEN UP, CAUSE WE'RE ONLY SAYING THIS ONCE, KID.

AFTER YOU LAND A FEW PUNCHES, ENDING WITH THE JAB DOES TWO THINGS. ONE, IT RESETS YOU IN YOUR GUARD STANCE TO BLOCK, PARRY, OR DODGE A COUNTERATTACK IF NECESSARY. AND TWO, IT ALLOWS YOU TO STRING TOGETHER LONGER COMBOS, SHOULD YOU BE THAT GOOD, SINCE ALL COMBOS START WITH THE JAB. TAKE NOTES IF YOU NEED TO.





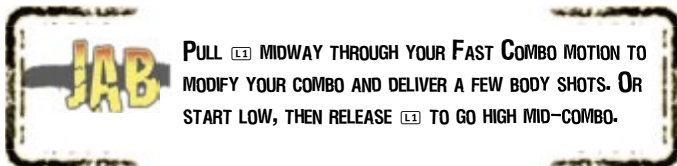
The Fast Combo



This one is not so much a set of punches to pull off, but more one fluid motion. Begin by pulling off a left hook and follow through all the way to a right hook. Don't stop though, follow back again toward a left hook, and then return back to the right hook.

If you do this in one fluid motion, without ever letting go of the stick, you'll pull off one of the more devastating combos in the game.

Remember, however, that getting punched mid-combo is a sure way to lose your momentum. Mind you, this combo doesn't have to start from the left hook. That's going to depend on your stance.



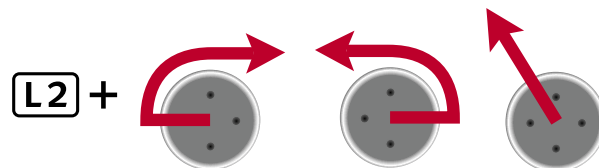
PULL MIDWAY THROUGH YOUR FAST COMBO MOTION TO MODIFY YOUR COMBO AND DELIVER A FEW BODY SHOTS. OR START LOW, THEN RELEASE TO GO HIGH MID-COMBO.

3-D Punching—Going High and Low

Of course, any of the combos you just learned can be adjusted to attack the head and body, but here we're going to study some combos specifically designed to work high and low simultaneously.

Consider the following combos to be more structured combos with less flexibility, but more damaging consistency.

The Cheeseburger



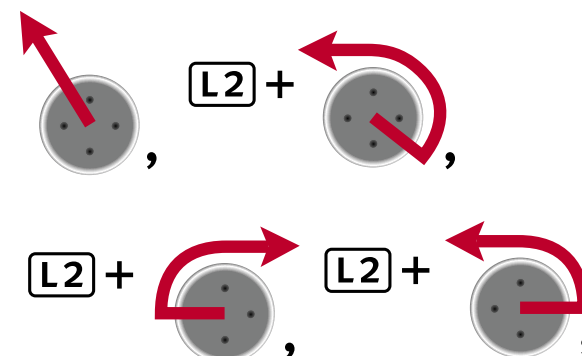
We call this one the cheeseburger because it attacks in and out. Start by throwing your opponent off center with a strong, inside left hook to the body, then immediately follow up high with a right hook. Use a stinging jab to add some distance and finish up with another damaging right hook.

The Elevator



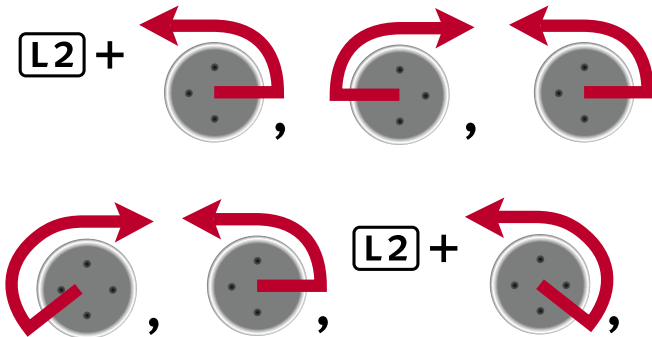
The elevator starts with two low hooks to the body, lifts your opponent with a strong uppercut, and caps off the assault with a right cross. If landing that doesn't pick up your spirits, it'll surely drop the other boxer's confidence. That's why it's called the elevator, kid!

The Body Rocker



After setting up with a jab, this combo rocks the other palooka with three hard shots to his body. And just when the other guy thinks it's all over, you add insult to injury with a cross. This one is perfect against speedy boxers.

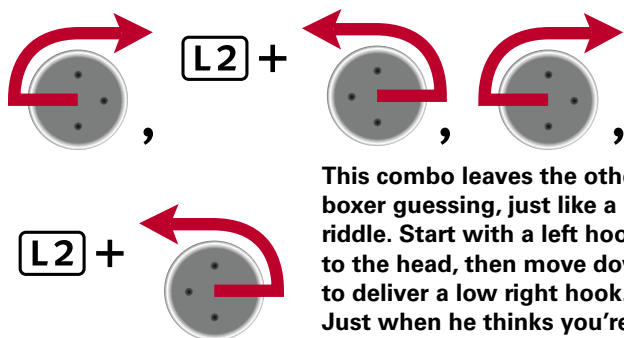
Broken Dishes



Remember when you were a kid and you dropped a dish? It would shatter into a bunch of little porcelain fragments all over the floor. That's what we're trying to accomplish here, punchy.

You attack low with the right hook, then shift up high with four power punches. After knocking him in his kisser, knock the wind out of him with a right uppercut to the chest. If you successfully land the combo, the final shot to the breadbasket should send his teeth out flying like a bunch of broken dishes.

The Riddle



This combo leaves the other boxer guessing, just like a riddle. Start with a left hook to the head, then move down to deliver a low right hook. Just when he thinks you're gonna stay low, move back up

high. Now, if he thinks you're staying high, fool him again and finish off with one more hook to the body.

He won't know which side to block or whether to watch out high or low. It's great!

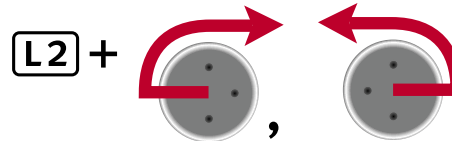
Making Him Pay—Counter Combos

Dancing around the ring landing pretty combos is great, but every fight will require you to know how to counter a punch. Even then, landing counterpunches is dandy, but to capitalize on a well-timed counter, you have to land counter combos. It's not as complicated as it sounds, you already know the basics. Now you just need to know the details.

But just to refresh you, let's cover the basics real quick. A counter begins after dodging or parrying a blow and is completed after landing a blow in return. That's it. Told you they were the basics!

Made Ya Look!

After dodging a blow,

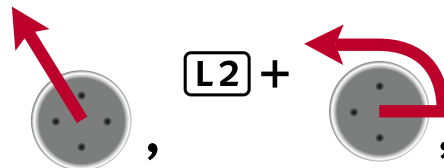


This is the easiest of counter combos. After dodging blow stay low and slug the other boxer with a low left hook.

After he winces in pain, knock him up high with a right hook to the dome.

Take It Somewhere Else!

After parrying a blow,

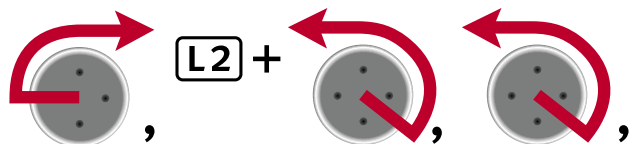


This counter combo is most effective after parrying a left punch. Because the other boxer's momentum is shifted right after being parried, his left side is exposed. Take advantage and knock him further off balance with a left blow

to the head, and finish down low with two devastating power punches.

Right? Wrong!

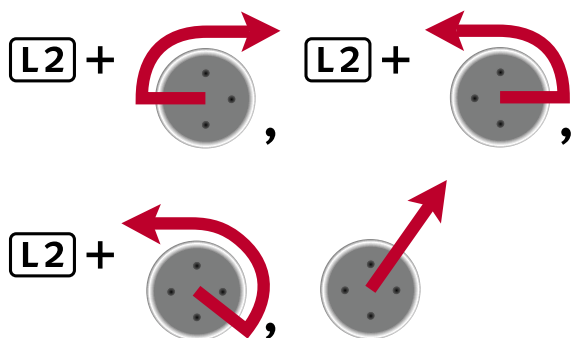
After parrying a blow,



This counter combo is best used after parrying a right hook or a cross. After shifting your opponent left, sting him with a hook, then duck in low for a hard body shot. As he tries to recover, knock him back with a right uppercut and finish with a left hook. He thought he'd get you with a right? He was wrong!

Air Punches Back?

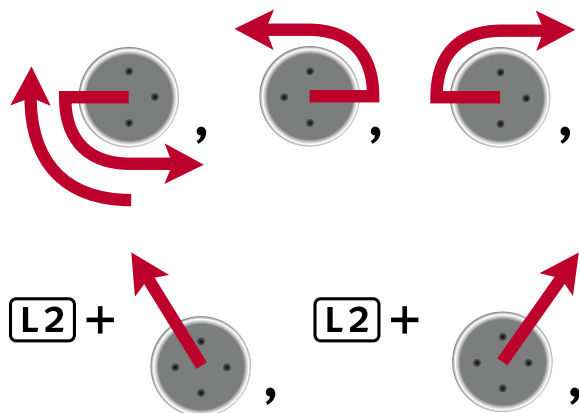
After dodging a blow,



Air punches back? That's what your opponent will be wondering when you counter with this combo. After making him miss, dig in with the body shots. Punish him inside, and finish him off with a cross to the noggin. He gets a big whiff of air. You get a fistful of opponent. Fair trade, if you ask us.

Insult and Injury

After parrying a blow,



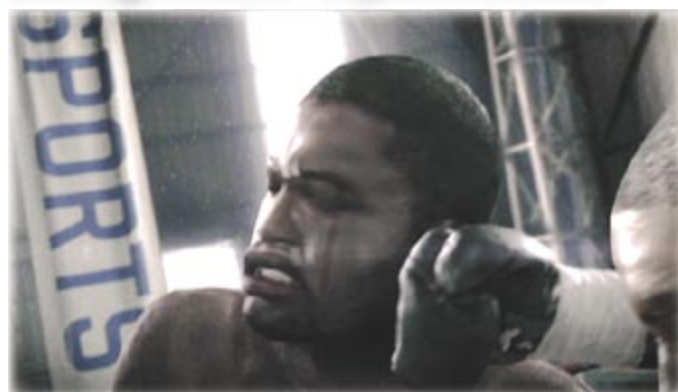
This counter combo does just what it sounds like—it delivers both insult and injury. The haymaker (see pg. 17 in this chapter) sets you up by knocking the other pugilist further off balance, and the resulting power punches chop away at the weakened boxer. The beauty of this combo is that it can be adjusted to start with a right haymaker if the other boxer throws a left punch.

HOOK

THE COUNTER AND 3-D COMBOS DON'T START WITH, OR INCORPORATE, JABS BECAUSE JABS ARE THE WEAKEST PUNCH IN YOUR ARSENAL. MANY OF THE 3-D COMBOS CAN BE RESULTS OF LEAD-IN JABS, BUT THE COMBOS THEMSELVES RELY ON POWER PUNCHES. AND THE JAB ISN'T ONE.

SIMILARLY, STARTING A COUNTER COMBO WITH A JAB IS FOOLISH BECAUSE AS SOON AS YOU JAB, YOU'VE USED UP THE ELEMENT OF SURPRISE ON A WEAK PUNCH. YOU SHOULD ALWAYS UTILIZE THE ELEMENT OF SURPRISE THAT A COUNTER OFFERS BY STARTING THE COMBO WITH A POWER PUNCH.

Leaving a Mark—Impact Punches



You've been there. You're in control of the fight, you're winning the rounds, and you're the aggressor. Suddenly, bam! One punch sends you stumbling back, everything seems to slow down, and the overwhelming swooshing noise is the only thing you hear. You're now on the floor. What happened?

An impact punch, kid, that's what happened. Impact punches have the power to swing the momentum of a match and turn the tables on an otherwise comfortable contender. Impact punches are the difference between delivering a Sunday punch or a slap to the face. That's why you gotta know how and when to use 'em, young scrapper!

JAB

BECAUSE THE FOLLOWING PUNCHES REQUIRE YOU TO WIND UP, DON'T INCORPORATE THEM INTO COMBO ATTACKS UNLESS YOU BEGIN THE COMBO WITH AN IMPACT PUNCH.

THESE PUNCHES ARE GREAT STAND-ALONE PUNCHES, BUT ARE BEST WHEN USED AS COUNTERS. ONCE YOU COUNTER, FOLLOW UP WITH A STRING OF COMBOS TO ROUND OUT YOUR ATTACK.

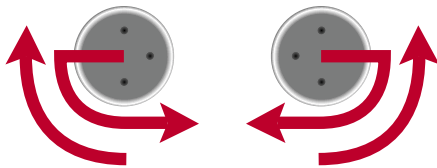
JAB

BE STINGY WITH YOUR IMPACT PUNCHES. EVERY PUNCH YOU THROW REQUIRES A CERTAIN AMOUNT OF ENERGY.

THAT CONCEPT IS MAGNIFIED WITH THE IMPACT PUNCHES THAT DRAIN EVEN MORE ENERGY FROM YOU WHEN THEY'RE EXECUTED.

IF YOU PULL THEM OFF TOO MUCH, OR WORSE, MISS TOO OFTEN WITH THEM, YOU'LL NEEDLESSLY DEplete YOUR ENERGY TANK. YOU NEED AS MUCH ENERGY IN THE RING AS POSSIBLE, SO DON'T BE LEFT HIGH AND DRY!

EA Sports™ Haymaker



Yes sir, it's back! The EA Sports™ Haymaker returns and it's one of the more important punches in your arsenal. It's not a

typical punch used in combination attacks, but rather a momentum-shifting punch best used in counterattacks.

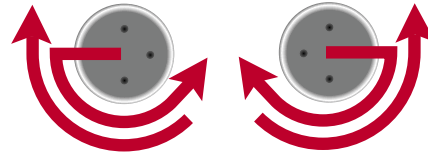
Of the three impact punches delivered via the Total Punch Control system, this is the quickest and easiest to pull off. That doesn't mean you should use it early or often, however. Don't just step in the ring and blast away with haymakers! You have to be calculating and patient.

Because the haymaker punch requires you to cock your arm back, you'll almost always telegraph your intentions before the punch connects. As a matter of fact, that is the case of all Total Punch Control impact punches.

Don't use them too often or your opponent will be sure to make you pay. Instead use them after dodging or parrying a blow. Avoid the oncoming attack, and return with a haymaker, it's sure to make your opponent step back and recollect himself.



Flash KO



The Flash KO punch is very similar to the haymaker. These are high-reward versus high-risk blows, so be sure you know

what you're doing before you unload. Instead of drawing the stick back down, yank it down and even farther back, and then slingshot it back to the starting position.

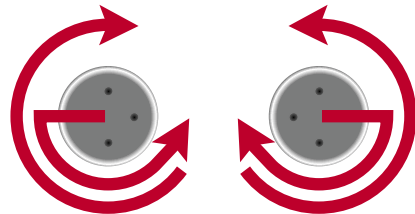
The trick here is to use the Flash KO punch to send the other boxer into a daze. The daze then creates an opportunity for you to capitalize and drop him like a sack of potatoes.



The downside to delivering a Flash KO is that the wind-up temporarily leaves you defenseless. Because of that, use the Flash KO more as a finishing maneuver, not a last-ditch effort during a losing round.



Stun Punch



The third of the Total Punch Control impact punches is the Stun Punch. Another punch capable of swaying a fight in your direction, the Stun

Punch is a lot like the Flash KO. However, instead of sending the other pugilist into a daze, you engage him in a defensive minigame where he must block your attacks or be knocked down.

To pull off the Stun Punch, cock your arm way back, just as you do with a Flash KO, but follow through even farther than you would with a Flash KO. The result is damaging.

JAB

YOU GOTTA FOLLOW THROUGH WITH YOUR PUNCH, KID! OTHERWISE YOUR STUN PUNCH IS NOTHING MORE THAN A FLASH KO ATTEMPT.



After connecting with a Stun Punch, the camera view switches into a first-person view from your opponent's view point. At that point it's up to you to see through his eyes and deliver the knockout blow.

If he manages to survive your attack in first-person mode, you've not only wasted a golden opportunity, but you've allowed your momentum to slip away and you have to get back on the offensive.

JAB

JUST AS YOU WOULD WITH A FLASH KO OR EA SPORTS™ HAYMAKER, THE STUN PUNCH IS BEST USED AS A COUNTERATTACK AND NOT AS A LINK IN A COMBINATION.

Signature Punches

X and R2

Be it Sugar Ray Leonard's bolo punch, B-Hop's sweeping left hook, or De La Hoya's fake-out cross, each pugilist has a signature punch. The punches are swift, strong blows capable of causing major damage, should they connect.

And there's the trick, kiddo. You have to connect for the punch to be effective. The thing is, signature punches are often slow to set up, as impact punches tend to be, and can lead to disastrous consequences if you miss.



Resist the temptation to showboat in the ring and overuse your signature punch. Instead, soften your opponent with big combos and finish big with signature shots. It's a mind game in the ring, and you can be sure your opponent will be demoralized when you cap off a chain in signature style.

As you begin to use your signature blows, see how your opponent reacts to each attempt. If he seems to be picking up on them, switch to signature body blows. It's all a mind game. Keep him guessing, kid!

Illegal Blows



Ok, champ, listen up and listen good. Consider this more of a defensive lesson than an offensive one. We don't fight dirty, but others do. If you start throwing elbows or delivering low blows in a bout you'll be doing push-ups until your arms feel like jelly and your head is splitting like a California fault line.

Occasionally other fighters will find themselves in a pinch and resort to desperate measures. Whether they're behind in the rounds or



running low on health, they'll sometimes drop an illegal blow. Best you can do is muster some moxie and stick to your game plan. If you or your opponent throw too many illegals, you'll get the d-q. Low blows, head butts, elbows, you name it. You got heart, you got class. Resist the urge!

JAB

CONSIDER ILLEGAL BLOWS THE REFUGE OF A COWARDLY FIGHTER ON HIS LAST LEG.

UNFORTUNATELY, THERE WILL BE TIMES WHEN YOU ARE THAT BOXER ON HIS LAST LEG. IF SO, YOU MIGHT HAVE TO USE ILLEGAL BLOWS, TOO. IF YOU DO USE THEM, DO SO VERY SPARINGLY AND ONLY TO GAIN A TEMPORARY EDGE. DELIVER AN ILLEGAL BLOW TO CHOP OFF A SIGNIFICANT AMOUNT OF HEALTH, THEN FOLLOW UP WITH A LEGIT COMBO.

Total Player Control—Offensive Tools

We're getting closer to where we need to be, champ. You now know your basic punches, combos, and power shots, but boxing is called *the sweet science* for a reason. It takes much more than a pair of fists to win a title.

Footwork, momentum, ring positioning, and even the psychology of boxing are all part of a winning equation. If you don't have what it takes to put it all together, just say so and we'll hand you a mop. The gym needs a good cleaning. Otherwise, read on.

Float Like a Butterfly—Footwork



Believe it when we say that boxing is a lot more like dancing than you think. When you dance, you lead your partner with your movements. Same here, kid. You got to lead your opponent around the ring to where *you* want him to be.

The best place to perfect your movement is in the sparring ring. There you can dance around, practice getting out of corners, and learn to bully your opponent around the ring.



As you move around the ring, your main objective is to gain the advantage. You may set the tempo of the dance with your jab, but you direct your opponent with your footwork. Refrain from standing toe-to-toe and slugging it out, because you're always bound to make mistakes.

Moving about isn't just a matter of side-to-side motion, either. You have to push your opponent around the ring, draw him toward you into traps, and corner him against the ring posts. Make him fight *your* type of fight.

Keep the following things in mind while maneuvering about the ring:

- Always be on the move. Opponents can't hit what they can't catch.
- Move in when you attack.
- Move away when you defend.
- Stay away from your opponent's power hand, his rear hand, by strafing away from it.
- Keep your opponent guessing.

JAB

REMEMBER CLAY'S (LATER MUHAMMAD ALI) PHANTOM PUNCH? HE WAS SEEMINGLY RETREATING, MOVING BACK AGAINST THE ROPES AS SONNY LISTON CHARGED FOR THE ATTACK. SUDDENLY ALI LEANS BACK, AVOIDS THE JAB, AND BOBS FORWARD WITH A STIFF RIGHT TO LISTON'S CHIN, DROPPING HIM WITH A SINGLE BLOW. LISTON WAS NO BUM, EITHER.

WHAT DO WE LEARN FROM THAT? MOVING BACK MAY SEEM LIKE RETREAT, BUT IT CAN VERY OFTEN BE A TACTICAL MOVE TO GAIN AN ADVANTAGE. LISTON'S OWN MOMENTUM MET WITH CLAY'S FIST TO CREATE A DEVASTATING BLOW. LEAD YOUR OPPONENT, MAKE HIM COME TO YOU, AND USE HIS STRENGTH AGAINST HIM.

Tale of the Tape

The Liston-Clay Rivalry

For a little over two years, American boxing enthusiasts saw one of the greatest rivalries in the history of the sport develop. They also witnessed the rise of the fighter that some deem the greatest boxer of all time, Cassius Clay, aka Muhammad Ali. Though both bouts between Sonny Liston and Clay ended in controversy, the first (February, 1964) gave Clay his first heavyweight title. The rematch that followed a little more than a year later (May, 1965) resulted in a first-round knockout from Clay's phantom punch. The rivalry itself not only excited the sports community, it also marked the transition between the old and new eras boxing.

King of the Ring—Ring Positioning



Just as we mentioned before, your placement in the ring is just as, and sometimes even more, important as your punch combinations. If you're stuck in the corner, you won't be able to land your one-two-three combo as easily as you would in the center of the ring.



The key to good ring positioning is to stay in the center of the ring, not on the edges near the ropes. Never stand in one place too long, and always move away from your opponent's power hand.

- Don't stand in one spot too long.
- Force your opponent into the corner as much as possible.
- Press your opponent against the ropes.
- Stay off the ropes, unless it's part of your plan. But even then, don't do it too often.
- Circle around the center of the ring as you move.

Keeping Your Face Pretty—Defensive Moves

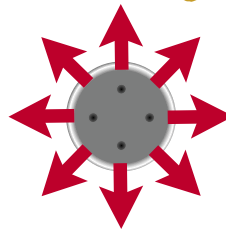


All right kid, you're still green around the gills and fresh faced. You want to stay that way? Then you're going to have to learn how to defend. The last thing you want is to come into the ring with a pretty boy smile and leave with a crimson grimace.

Aside from basic movement and careful footwork, there are three very fundamental ways to defend: blocking, the bob and weave, and parrying. We'll touch on all those and some other methods that will save your hide in a pinch.

Bob and Weave—Dodging

[L1] and



You gotta know how to move, champ. Be a snake on the canvas. Slip in and out of your opponent's reach and frustrate him to no end. It's a great way to be

elusive, but it is the least effective way to stay on your feet if that is the only thing you are doing.

Because bobbing and weaving happens above the waist, your opponent will almost always have a solid shot at your body. If the guy from the other corner tends to be a headhunter, then bobbing and weaving is a great defense.

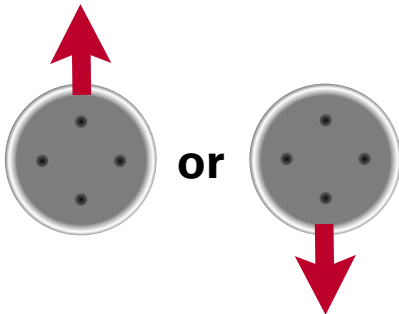


Remember, as soon as you start to bob and weave, your legs are firmly planted on the canvas, making you a nice sizable target from the waist to the neck, so be sure you're using it at the right time.



Blocking

R1 with



or

This is the most basic way to defend against the punch. Put your guard up or drop it low to absorb incoming attacks. It might seem like guesswork, but blocking is also part of the science.

While it is difficult to pick up on different punches before they land, it is possible to pick up on patterns. Often boxers, human opponents in particular, will favor a particular combination or punch. Anticipate it and block.

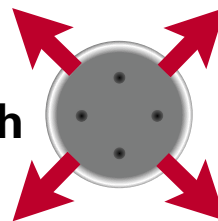


It is possible to block while backpedaling or side-stepping, but it is often a redundant action as the moving itself is a way to avoid the punch.

Instead of only blocking on the move, use blocking primarily as a way to defend after a failed combo, defending while fighting inside, or defending while fighting outside against an opponent with a reach advantage.

Parrying

R1 with



Parrying is a form of advanced blocking. Basically it is blocking and deflecting a punch away from your body and momentarily shifting your opponent's

weight off balance. After a successful parry your opponent is off balance and out of his guarded position. That's when you strike, kiddo! Capitalize!

Parrying takes a lot of practice and some getting used to. Because you must parry the blow away from you, you must set up the parry on the opposite side and direction as the punch you are attempting to deflect. For example, to deflect a low right hook, guard diagonally down and to the left of your body. It sounds confusing now, but after getting slapped around in the ring a few times it will become second nature.

JAB

PRACTICE MAKES PERFECT, RIGHT? RIGHT! TO PRACTICE PARRYING JUMP INTO TRAINING MODE AND SELECT ADVANCED DEFENSE. THERE, YOU'LL GET A CHANCE TO PARRY BLOWS TILL YOUR HEART'S CONTENT...OR SIDE IS BRUISED.

Your blocking style plays a great deal into how well you parry a blow, so make sure you choose the appropriate block style for your fighting style.

- **Classic style**—This is a well-balanced blocking style that provides good protection and moderate parrying ability.
- **Cross style**—This style may look awkward, but it offers the most protection by placing your arms horizontally across the body parallel to your shoulders. This offers the least amount of parrying ability.
- **Philly Shell style**—This blocking style is perfect for parrying. It places the arms in an L-shape allowing for greater mobility when redirecting a blow. Unfortunately, it offers the least amount of protection, always leaving one side of the face or body open for attack.



Counterpunching



Blocking, dodging, and parrying are all well and good, young scrapper, but they are only the beginning. You're nothing if you can't capitalize on your defensive success.



To counterpunch, simply avoid a blow by dodging it or parrying it and follow up with a successful blow of your own. Not only will you shame your opponent, but the counterpunch deals more damage than a regular punch of the same caliber.

Effective counterpunchers are some of the most dangerous men in the ring. A slugger is stiff and slow. A jabber is fast and elusive. A counter puncher, however, is dangerous because he causes you to miss and lands damaging blows of his own. Incorporate counterpunching into your repertoire and you'll go much farther than a one-dimensional, defensive boxer.

Being the Snake





You gotta be a snake in the ring, kid! Snakes are elusive, slippery, agile, and capable of striking extremely quickly from a defensive position. Ever watched a snake? It coils itself into a defensive position, bringing its body into a tight bundle before unleashing a lethal strike. That's how you gotta fight, champ!

Combine all three methods of defense simultaneously for maximum defensive coverage and optimal offensive potential. Put your guard up, lock your feet, and shift your body around while you absorb and dodge blows. When a perfect parrying opportunity arises, parry the blow and counter with your own attack.



YOU DON'T HAVE TO WAIT FOR A PARRY TO COUNTERATTACK. IF YOU'RE SUCCESSFULLY DODGING ATTACKS AS YOU BLOCK AND BOB AND WEAVE, RETURN WITH BLOWS OF YOUR OWN.

Clinching



Your final line of defense is to clinch. You never want to be in a position where you have to, but ultimately, every boxer is at one point or another.



Clinching is a late round defensive move that helps regain health, conserve energy, and ties up the other slugger to keep him from delivering a knock-

out blow. The best time to clinch is after you've taken too many shots and are on the verge of being laid out.



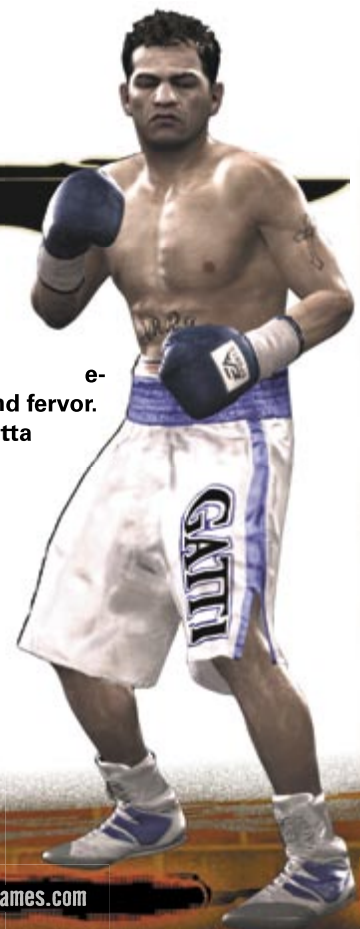
THERE'S A LOT MORE TO CLINCHING THAN IT SEEMS, CHAMP. CHECK THE SECTIONS EBB AND FLOW OF A BOUT AND KO MOMENT ON PAGES 28 AND 29 FOR MORE ON CLINCHING.

Plan and Execute

Alright, champ, you can punch, you can block, and you can dance around the ring. Now it's time to put everything together into a solid plan of attack. Over time you'll develop your own fighting style, but for now we'll study a few different approaches that you can take as your own.



We're going to study everything you need to know to formulate a fighting style and, more importantly, execute your attack with fury and fervor. This is *your* time, kid. You gotta make the most of it!



Know Your Opponent



The beginning of every fight begins with knowing your opponent. If you don't know your opponent's strengths and weaknesses, you don't know how to train for your fight.

At the Matchup screen, check your opponent's stats to see where he

excels and where he needs work. Once you do, you can begin to formulate a plan for how to beat him. Does he have a low chin rating? If so, work up your power and go in head-hunting. Is he a speedy guy? Pump up your body and chin stats to absorb more punishment.

Stats will only tell you so much, however. The rest of your studying has to be done in the ring. Observe the other man in the ring and learn how to make him into a one-dimensional boxer.

Often human players and lesser ranked AI opponents will favor certain areas to punch or be too slow to hide their intentions. Pick up on their patterns and make them pay. Better boxers, especially real-life boxers, are known for particular skills. Jermain Taylor has a mean jab, expect to see it in the ring. Joe Frazier's hooks are deadly—plan to parry them. Get to know your opponent better than he knows himself and you'll win every time.



Fighting Inside



Fighting inside offers a distinct advantage for faster fighters with a high agility rating. To bring the fight inside, close in on your opponent and keep the fight fast and furious.



Open him up with uppercuts and cap him off with hooks. Because inside fighting requires lots of speed and agility, combos like the Ugly Duckling are very effective here. Pound his body, wear him down, and knock his block off when you see an opening.

Inside fighting is not for everyone though, so be sure you know what you're doing before taking it to him inside.

PROS

- Exciting to watch and fun to do
- Great against slower opponents
- Relies on power punches like uppercuts and hooks
- Combo heavy
- Can wear down opponents quickly
- Great against outside fighters

CONS

- Not effective unless you got the speed
- Not effective against brawlers
- Punches aren't as powerful as a brawler's because they lack full extension
- Most of your defense will rely on being elusive and your bob and weave

Fighting Outside



Fighting outside is the mark of a man who has truly studied the art of boxing. If you can box outside effectively, you can out-"box" anyone. Boxing outside requires speed, good combination work, and excellent footwork.



If you're going to fight outside, pump up your speed, stamina, and heart. Outside fighters tend to outlast their opponents in fights and wear them down by whittling their health away. You want to fight outside? Then you gotta set the pace with your jabs and crosses, keep your footwork loose, and fight to win the scorecards, kiddo!

PROS

- Sets the pace
- Keeps opponents at a distance
- Outlasts other fighters
- Relies on classy boxing, rather than brawling
- Good combination work
- Great against brawlers

CONS

- Weak against inside fighters
- Less early knockout potential because of reliance on jabs and crosses
- Leaving a fight to scorecards can be unpredictable and risky

Brawling



Brawlers are possibly the most dangerous men in the squared circle. They rely on raw punching power and are almost always looking for the KO punch in early rounds.



These hard-headed fighters tend to be just as tough to drop as they are to out-brawl. If you want to become a brawler, focus your training mainly on power, chin, and body stats.

PROS

- Has lots of knockout power
- Can swing the tide of a fight with a single punch
- Wears down opponents quickly with power shots
- Great against inside fighters
- Can often be tough to drop

CONS

- Lacks finesse and combination ability
- Can often be slower than molasses
- Weak against outside fighters
- Less effective in later rounds
- Can be predictable and parried easily

Head-Hunting



A boxer can't fight without his control center. If you take out the control center, the body can't function. That is a prime belief behind the headhunter's philosophy.



Consistently attacking the head does a few things that limit the other boxer's potential. It takes major chunks off his health bar, limits his agility, cuts him open and places him in danger of losing by TKO, and swells his face to limit his vision.

PROS

- Good technique for outside fighters and brawlers
- Great at chopping down a health bar
- Swells and cuts the face
- Weakest body part to target
- Limits boxer's agility
- Perfect for boxers who can jab
- Lots of knockout potential throughout a bout

CONS

- Weak against boxers with a good chin rating
- Harder to hit the head than the body
- Can be parried consistently
- Weak against slippery boxers who can bob and weave well

Taking It to the Body



The head is no use if it doesn't have a body to command. That is the principal belief behind a body shot specialist.



Working the body goes a long way toward wearing down your opponent and keeping him tired and out of the fight. The body is the biggest target you have, kiddo. Make use of it! Imagine a large bull's eye on the other guy's torso and go at it.

PROS

- Keeps the other boxer winded and tired
- Limits the other boxer's mobility and turns him into a slower stationary target
- The body is a bigger target than the head
- It's harder for the opponent to parry a body shot than a head shot
- Perfect for inside fighters
- Relies on power shots like hooks and low uppercuts

CONS

- Weak against fighters with high body ratings
- Blocked shots are less effective than blocked head shots
- Takes less off the health bar than head shots
- Less knockout potential in the early rounds
- Requires a lot of patience to execute successfully
- Body combinations are harder to execute than combinations to the head

Balanced Attack



You want to be one of the greats, kid? Then you gotta know how to mix it up and keep your opponent guessing. If you become a one-dimensional fighter, you'll be predictable and easy to counter.



In order to stay in control of the fight, you need to fight smart. It doesn't matter if you're taking it to the computer AI or another up-an-comer across the country, you gotta want it more. You gotta take what you now know and make it work.



The best attack is a balanced attack. Apply pressure to one part of the body and the other side opens up. You may want to stick to one side of the body to focus on a weakness or a part of the body you already damaged, and that's commendable, but it can also be predictable.



Open up clear shots to the head by working the body inside. Once the other boxer starts blocking low, take a shot at his noggin to remind him you can hit him up high too. If you start by targeting the control center, drop low occasionally and slow him down. The slower he reacts because of damage to the body, the less he'll be able to block up high.

PROS

- Works the body and head evenly
- Keeps the other fighter guessing
- Keeps the other fighter consistently on the defensive
- You dictate the pace of the fight

CONS

- Doesn't commit to any one attack style, so both the head and the body can remain effective longer
- Harder to use against boxers with a lot of heart
- Fighters whose stats aren't well balanced won't be well-rounded enough to execute the balanced attack as easily
- Prolongs fights
- Less KO potential

The Psychology of Boxing



You may be wondering what psychology has to do with boxing. Good question, kid. The answer is everything. And although it may not seem like psychology is important when you're fighting against AI opponents, it still is to some degree.



You gotta play mind games with your opponent. Taunting (■) causes your opponent to get frustrated and make mistakes. It's not just a way to showboat and get your kicks. Switching stances (L2) is a great way to keep your opponent guessing as well. Similarly, clinching, when used properly, can save your energy and frustrate your opponent. Make good and proper use of all three techniques.

JAB

PLAY GAMES IN THE RING, KIDDO! HEAD FAKE THE OTHER BOXER BY SLIGHTLY PULLING ON THE RIGHT STICK TO COCK YOUR ARM BACK AS IF YOU'RE GOING TO THROW A PUNCH (HOOKS AND UPPERCUTS ARE MOST CONVINCING). DON'T FOLLOW THROUGH, THOUGH. IF HE BITES AND ADJUSTS TO PARRY, ABANDON THE PUNCH AND FOLLOW THROUGH WITH A BLOW FROM THE OPPOSITE HAND.

JAB

FOR MORE ON MESSING WITH YOUR ONLINE OPPONENTS' HEADS, CHECK THE DOMINATING ONLINE CHAPTER LATER IN THIS BOOK.

JAB

SWITCHING STANCES CAN BE MUCH MORE FUNCTIONAL THAN JUST PLAYING HEAD GAMES. FOR EXAMPLE, IF YOU FIGHT IN ORTHODOX STANCE AND OPEN A CUT ON THE RIGHT SIDE OF YOUR OPPONENT'S FACE, SWITCH TO SOUTHPAW STANCE AND TARGET THE CUT WITH SWIFT, STINGING JABS.

Tale of the Tape

The psychology of boxing goes far beyond messing with an opponent's head. Handling fear, intimidation tactics, and even personality profiles play into how a boxer performs in the ring.

Legendary trainer Teddy Atlas knows this better than anyone. After growing to know boxer Mike Tyson's personality during training, Atlas was able to predict the outcome of not only one of Tyson's most infamous fights, but also the eventual outcome of Tyson's career.

The Ebb and Flow of a Bout—Controlling Momentum



We touched a little bit on this subject when discussing impact punches (see pg. 16). Here, you're going to learn how to make it work for you. If you don't know how to make the momentum of a fight swing in your direction, you'll always be behind. You don't want that!

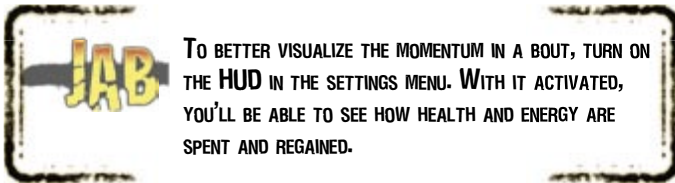
In *Fight Night Round 3*, momentum can often be read using the stamina meter (the yellow meter under your name). Because stamina gauges how much energy you have and how much power is behind your punch, the person with higher stamina often has an advantage. Even though one boxer might have lower health, but higher stamina, he still has the tools to make the bout swing back in his direction.

As you know, all it takes is one punch. One good shot. Steal momentum away by counterpunching with a haymaker. The haymaker counter grants



you a temporary adrenaline surge that fills your stamina meter to its highest potential (it won't fill up completely if you've lost too much stamina, but it will fill up to your current maximum) and keeps you from losing stamina should you miss or be blocked. Take advantage of the stamina boost by laying waste to your opponent while you've got the moxie to do it.

You can also get a surge of adrenaline in between rounds. If you're behind on the cards, low on health, but high on stamina, you can start a round with a surge of adrenaline to make the fight swing back in your direction. Make the most of these opportunities, punchy. You'll regret it if you don't. By that same token, don't forget to clinch when you need to save or regain stamina or to survive a KO Moment (more on that in a second). Energy is just as precious as health, so don't waste it.



The KO Moment



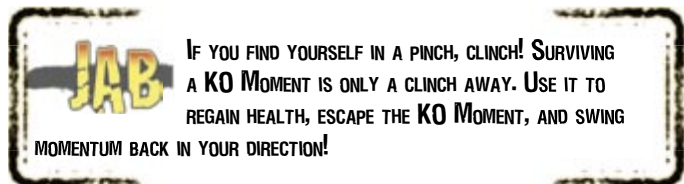
After you wear an opponent's health all the way down, trigger a KO Moment. To trigger a KO Moment, simply club the weary boxer after his health bar is completely grayed out. This will immediately zoom the action in on the final blow and then back out to the in-ring action. The KO Moment precariously places the other boxer between your fist and the canvas.

After initiating a KO Moment, all you need is one more solid blow to send the other boxer face first onto the mat. However, even once the opposing boxer is in a KO Moment, you're still not guaranteed the knockdown blow. So don't get cocky, slugger! Be patient and pick your shots. If the other boxer clinches, you lose the KO Moment and he regains full stamina for a short period of time. Remember our talk about momentum?



Worse still, if the other guy counters a blow during a KO Moment, you lose the momentum and it swings back in his favor with increased stamina

for him and diminished health for you. Suddenly instead of looking for a knockdown punch, you're on the defensive! So play your cards right!



Fighting Speedy Guys

Sugar Ray Leonard, Vicente Escobedo, and Erik Morales all share one important thing in common. They are all speedy guys in the ring. They are slippery, can unload flurries of punches in no time, and are smaller targets.



The trick to surviving a fight against faster opponents is to slow them down. Remember what we said about body punches slowing down an opponent? That is especially important here. Work the body and slow them down.

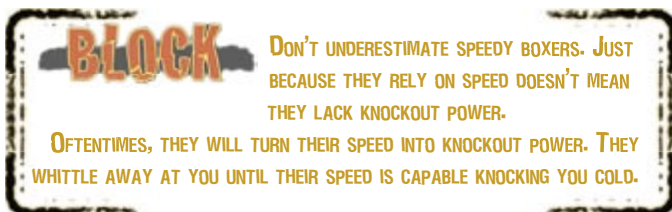


Expect faster boxers to lead with the jab...a lot. Instead of trying to parry their lead punch, get inside the jab and work the body more. After eliminating his lead jab, establish your own.



Fight fire with fire. Use *your* jab to pick away at the faster boxer and establish your combination inside. Faster boxers

are used to fighting their kind of fight, if you take that away from them, they'll make mistakes. Make them fight at your pace. This is *your* fight, champ!



Fighting Power Punchers

You can be as fast and slick as you want, but the first time you take a shot to the dome from a real power puncher, you'll know you have to adjust. Fighters like Joe Frazier, Muhammad Ali, and Jeff Lacy are great examples of fighters with a lot of punching power.



Don't confuse power punchers with slow, clumsy brawlers. Many power punchers, like Ali, have excellent footwork and great agility. That's why you gotta be prepared, kiddo.

The best way to fight a power puncher is to take away his strength. Joe Louis once said, "You can run, but you can't hide." True, but Ali retorted with, "You can't hit what you can't catch." You heard him, make the other boxers catch you first.

Stay on the move and take away the power puncher's ability to slug you. The last thing you want to do in the ring is stand toe-to-toe with a slugger. Use jabs and crosses as you dance around the ring and pepper him with combination strikes.



Fighting Counterpunchers



Perhaps one of the most frustrating boxers to face is a counterpuncher. He turns your own attacks against you by parrying a blow, opening you up for a counterattack, and chopping away at your health.

Believe it, champ, there are ways to nullify a counter-puncher's strengths. A counter-puncher is effective because

he can anticipate your attack and be ready for it. Don't give him the satisfaction. Be shifty and unpredictable.

Mastering the Sweet Science— Technique



If you constantly lead with single punch attacks, you're asking to be countered, so don't do it. You can use the jab to feel him out, but don't use it as your primary lead punch.



Instead, make the counter-puncher lead the attack and turn the tables on him. Jump in with a quick combination strike and back off before he catches on. Once he charges at you seeking redemption, parry and counter attack. Use the classic stick and move, kiddo!

Anatomy of a Bout

A fight happens in stages. How you approach each stage determines the outcome. You've seen it happen before. A boxer down in rounds makes a sudden late-round surge for the win. That's because he realized what stage of the fight he was in and had to adjust his plan accordingly. Or maybe that *was* his plan.

It's up to you how you approach a bout, but never lose sight of the time, the rounds, and what the scorecards might read at the end. Listen up, champ, you just might learn something about the anatomy of a boxing bout.



Consider the first four rounds study hall. This is where you get to feel out your opponent and establish your pace. Move around the ring a lot and frustrate

your opponent. Be elusive, but don't be overly aggressive either (unless you're a brawler or are looking for an early knockout punch).

Use the jab to set up small combinations, but don't commit to any one solid attack (head or body). The first four rounds are a test in moderation. So be patient while you whittle down your opponent, feel him out, and make your presence felt.

Rounds 1-4



When it comes to big punches, don't launch too many. The early rounds are the base for the rest of your fight. If you waste too much energy on big haymakers or uppercuts you'll deplete energy that you'll need in the later rounds.



By that same token, be very aware of how much health you lose in these first four rounds. If you slug it out, you'll lose precious health regardless of how much you chop off of your opponent's health bar. Don't take the chance on losing health you'll need later in the fight. The other boxer might recover faster than you, so don't risk it.



On defense, shift your body around as much as possible. Move around the ring constantly, making him chase you. It may seem like retreat, but it's really forcing the other boxer to fight on your terms.

If you stop or stand still, shift your blocking around and prepare to parry. When you constantly shift your parry around, you make it harder for your opponent to predict an opening. Frustrate your opponent in the early rounds and he'll make mistakes while shifting away from *his* game plan.

When you constantly shift your parry around, you make it harder for your opponent to predict an opening. Frustrate your opponent in the early rounds and he'll make mistakes while shifting away from *his* game plan.

JAB

ALWAYS DO YOUR OWN CUT WORK.

START WITH WHICHEVER HALF OF YOUR FACE NEEDS THE MOST ATTENTION AND USE SLOW, SMOOTH ARCING MOTIONS OF THE STICK TO LOWER THE SWELLING OR STOP THE BLEEDING QUICKER.

THE MORE CONSISTENT YOU ARE IN YOUR STICK MOTION, THE FASTER THE SWELLING WILL GO DOWN. KEEP THE PERCENTAGE METER GREEN TO SPEED THE HEALING. IF YOU HAVE TAKEN TOO MUCH DAMAGE, SPREAD YOUR ATTENTION EVENLY ACROSS YOUR FACE BRINGING THE DAMAGE DOWN TO BELOW 10 PERCENT AS QUICKLY AS POSSIBLE.



Rounds 5-8

Good job, kid. You've established yourself in the first four bells and you've broken down your opponent's attack. He's scrambling to recover and you're cool, calm, and collected.

It's time to put on the pressure. Throw strong body shots to further slow down your opponent and throw him even farther off his game. This is your fight, kid!



If you've successfully led the fight, then you're the scorecard leader. That being the case, the other guy is going to need to get more aggressive and win some rounds.

When he does, make him pay by picking him off with head shots. Continue to dance around the ring as he chases and absorbs punishment.

JAB

LISTEN! YES, LISTEN! YOUR EYES AREN'T THE ONLY VALUABLE TOOLS YOU HAVE IN THE RING. YOU GOTTA LISTEN TO THE WORLD AROUND YOU FOR VALUABLE INFO.

LISTEN TO YOUR CORNER. WHETHER IT IS TO ATTACK A PARTICULAR AREA OF YOUR OPPONENT'S BODY, WHERE TO PROTECT YOURSELF, OR A PARTICULAR STRATEGY THAT IS PAYING OFF, YOUR CORNER WILL ALWAYS HAVE GOOD ADVICE.

THE COMMENTATORS AREN'T ONLY GOOD FOR JIBBER-JABBER EITHER, CHAMP. THEY HAVE BEEN AROUND FOR MUCH LONGER THAN YOU HAVE, SO PAY ATTENTION TO WHAT THEY HAVE TO SAY. THEY CAN ANALYZE A FIGHT



BETTER THAN YOU CAN LAND A JAB.

Defensively, you can relax a little. Because you are being more aggressive in your attack, you can afford to take a few more risks. That doesn't mean you can get sloppy, it just means you can afford to take more shots than he can because you were more careful in the earlier rounds.

Find the perfect balance between a high-pressure attack and safe, defensive movement.

Rounds 9-12

If you've made it this far then you've either been kind or the other fighter has



a whole lot of heart. The last few rounds can be approached in two different ways.

The first is to continue your high-pressure attack and finish off strong. Pour on the power punches like hooks, uppercuts, and the occasional haymaker (or signature punch) while maintaining the jab. Never abandon the

jab unless you're facing a dangerous counterpuncher. Then you can back off the jab a bit.

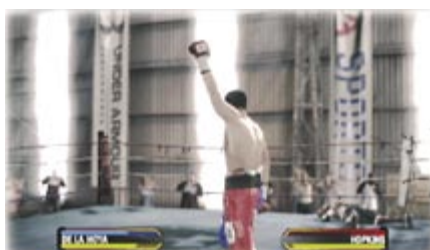
The second option is to cruise the last few rounds playing it safe. Because you turned up the heat in the middle rounds, you should be up in the scorecards and in prime position for a win.

Be careful and parry attacks with strong punches to keep from losing the round. Don't just stop working and plan on the win. You still gotta win rounds to ensure a victory.

On the defensive front, well, that depends on how well you executed in the first eight rounds. If you stuck to the plan, then you can maintain your lead and play it safe. Your defense should be fluid and based more on ring movement than blocking

and parrying.

If you had a lackluster performance in the first eight rounds and need to finish strong, then you need to take a little more risk in the final rounds. Concentrate on parrying and counterattacking to make a final impact on the judges and possibly win with a knockout punch.



You think you got what it takes, kid? This is no place for some tomato to come bummin' around. No sir, here you need moxie. You need skills. You got to have heart to last in the ring. Lucky for you, you have plenty of different modes to choose from to hone the skills you learned in the previous chapter.

Play Now



This is the meat and potatoes of all the game modes; it's basic, hearty, and everything you need for a quick fight fix. Jump into Play Now, and then choose a corner, a boxer, and a venue where the bout will take place. That is it, kiddo.

When the fight starts, the predetermined settings you chose in Options (covered later in

this chapter) will affect what can and cannot happen in the ring.

JAB

WERE YOU WONDERING WHY CORRALES WAS SQUARING OFF AGAINST FRAZIER IN THE SCREENS FOR CHAPTER 2? PERHAPS YOU THOUGHT IT WAS UNFAIR THAT MORALES TOOK ON LACY LATE IN THAT CHAPTER ALSO? THAT WAS INTENTIONAL.

USING PLAY NOW IS A GREAT WAY TO PRACTICE AGAINST PARTICULAR TYPES OF OPPONENTS IN THE RING. IF YOU WANT TO TEST YOUR METTLE AGAINST A SPEEDY BOXER, CHOOSE ONE AS YOUR OPPONENT IN PLAY NOW AND TAKE CONTROL OF A SLOWER, BULKIER BOXER. SIMILARLY, PRACTICE USING A POWER PUNCHER AGAINST A COUNTERPUNCHER TO BECOME A WELL-ROUNDED BOXER. YOU CAN EVEN PRACTICE DIFFERENT TECHNIQUES AGAINST BOXERS YOU ARE HAVING A HARD TIME WITH IN CAREER MODE. PLAY NOW IS A GREAT TOOL FOR PRACTICING YOUR SKILLS.



Most helpful in planning out a good Play Now session is knowing what you've got and what your opponent is bringing to the ring. Bring up the ratings list (●) when choosing boxers to match up your boxers according to what you want to accomplish in the ring. Find boxers with high Speed ratings to practice against speedy guys; find high Power ratings to face sluggers, and so on. Or just match up as closely as possible for a fair fight. It's your call, kiddo!

HOOK

THERE IS NO TRAINING BEFORE FIGHTING BEGINS IN PLAY NOW. IF YOU WANT TO TRAIN BEFORE A PLAY NOW FIGHT, HIT TRAINING MODE (ALSO COVERED LATER IN THIS CHAPTER). YOU CAN FIND TRAINING MODE UNDER THE GAME MODES OPTION AT THE MAIN MENU.

BLOCK

REMEMBER, THE RULES AND SETTINGS FOR THE FIGHT DEPEND ON WHAT YOU CHOSE IN THE OPTIONS MENU BEFORE CHOOSING PLAY NOW. SO CHOOSE YOUR PREFERENCES BEFORE YOU STEP IN THE RING! OTHERWISE, YOU'LL BE CAUGHT OFF GUARD IN A FIGHT YOU WEREN'T READY FOR.

ESPN Classic™ Mode



Ever wish you could be a part of history? You can write and rewrite the history books here, champ. In ESPN Classic™ mode you get to be a part of 10 key rivalries that graced the squared circle.

Ali-Frazier, Jones Jr.-Hopkins, and Robinson-La-motta are among some of the rivalries available in ESPN Clas-

sic™ mode. You can take control of either fighter and write the books any way you want. Simply pick a Rivalry, then choose one of the two boxers and you're thrown back in time wearing a legend's gloves.

HOOK

AS IF TAKING CONTROL OF THE FIGHTERS WEREN'T ENOUGH, ESPN CLASSIC™ GOES ONE BETTER BY PRESENTING THE ROBINSON-LAMOTTA FIGHT AS THEY EXPERIENCED IT BACK IN THE DAY: IN BLACK AND WHITE!

JAB

IF YOU'RE MORE INTERESTED IN STUDYING THE WAY A BOXER MOVES IN THE RING OR YOU'RE JUST CURIOUS TO SEE HOW A RIVALRY BOUT TURNS OUT, DON'T SELECT A BOXER BEFORE BEGINNING A FIGHT IN ANY MODE. THAT WAY, BOTH BOXERS ARE AI-CONTROLLED AND YOUR HANDS ARE FREE TO TAKE NOTES WHILE YOU STUDY THE "FILM."

HOOK

FOR STRATEGY, BACKGROUND INFO, AND MORE DETAILED COVERAGE ON ESPN CLASSIC'S™ RIVALRIES, CHECK THE LIVING THE DREAM CHAPTER LATER IN THIS BOOK.

Career Mode



Career mode is where you live the dream, kid. This is where you study, train, and put everything we taught you into practice. You can either realize your own dream or relive another legend's.

Start by choosing either Create a New Career or Rebuild a Legend. Create a New Career lets you start off



fresh: You choose your face, your hometown, your preferred weight division, everything! If you choose to Rebuild A Legend, the physical appearance, name, hometown, and weight division are predetermined by the legend you choose.

HOOK

AFTER SELECTING A LEGEND TO REBUILD, YOU WILL BE ABLE TO GIVE HIM A NEW FIGHTING STYLE, DIFFERENT BOXER RATINGS, AND EVEN A DIFFERENT STANCE THAN HIS REAL-LIFE MODEL.

PLAIN AND SIMPLE, REBUILD A LEGEND JUST DETERMINES THE WAY HE LOOKS, AND HIS NAME. EVERYTHING ELSE, INCLUDING HIS BOXER RATINGS, IS UP TO YOU. YOU WILL BE FIGHTING IN ANOTHER MAN'S SHOES, CHAMP, SO HAVE SOME RESPECT AND DO HIM PROUD!

JAB

FOR MORE DETAILED COVERAGE ON CAREER MODE, FLIP TO THE LIVING THE DREAM CHAPTER LATER IN THIS BOOK.



After you create a boxer or choose a legend and determining his starting ratings, proceed to the Career Central screen. We hope you have your hands taped up and your laces tied, 'cause things are about to get rocky!

Get In The Ring Mode



Get In The Ring mode lets you do just that—get in the ring. This PLAYSTATION®3 exclusive mode puts you in the shoes of your boxer. With a first-person view you must dodge hooks, jabs, and counterpunch all in real time! It's as close as you'll ever come to literally facing the Greatest of AllTime. Keep the gloves up, kid. You don't want a bloody nose!



Play Online Mode



Have your own “Rumble in the Jungle” or “Thrilla in Manila” by taking your fists online. Don’t forget to hone your skills offline first, though. There is always someone out there looking for some action, and they might just have what it takes to drop you like a bad habit.

Read the Dominating Online chapter later in this book to get tips from one of the top-ranked online players, Matt “BurnKing” Lemieux. Matt not only dominates online in *Fight Night Round 3*, he was also a top-ranked player in *Fight Night Round 2*! You’d better hope you don’t face him in the ring: he’s no journeyman fighter.

Hard Hits Mode



Hard Hits mode only has one rule, scrapper, and that’s to scrap! No bells, no refs, no timed rounds, nothin’! The point of a Hard Hits bout is to knock the other person down as much as possible. Hard Hits is about who is tougher, who can last longer, and who has the most gumption.

Because a Hard Hits bout lacks timed rounds, the round duration is dictated by falls. Every time one boxer is knocked down, the round ends and you begin again. It doesn’t matter if it takes 10 seconds or 10 minutes to knock someone down, the round won’t end until someone is on the floor. The first to make their opponent stay on the canvas, or the one with the most knockdowns in 15 rounds, wins the match. This mode is a test of endurance, kid. Make sure your thumbs can take the pressure.

Training



Every win begins at the gym! Remember that, kid. When your body aches and you don't think you can take any more training, remember that. You got to practice your fundamentals if you want to make it to the top.

That's why Training mode should be your first stop when you visit *Fight Night Round 3*. Perfect your skills with any of the four training exercises.

Combo Dummy: This is like playing a game of Simon. Hit the areas in same sequence as they flashed to score points.

Heavy Bag: Throw left and right punch combinations at the marked areas to score points.

Weight Lifting: Move the left and right sticks to lift the weights and release inside the red area to score points.

Sparring: What else do you think this is, kid? A beauty salon? You gotta mix it up in the ring too. Don't think that dummies and weights is enough; they don't punch back.

JAB

USE TRAINING MODE TO PRACTICE YOUR TRAINING SKILLS. IT SOUNDS REDUNDANT, BUT IT IS THE ONLY WAY TO MAKE SURE YOU CAN MAXIMIZE YOUR TRAINING WHEN IT COUNTS; IN CAREER MODE.

YOU DON'T GET INCREASED RATINGS OR BONUSES AFTER COMPLETING A TRAINING EXERCISE IN TRAINING MODE, THIS IS STRICTLY FOR PRACTICE! CONSIDER THIS MODE LIKE A MINI-GAMES MODE.

Create Champ



What else do you think this is, slugger? This is where you can create your own champ! Select Create Champ to create a boxer, just as you will in Career Mode, with your distinct look, style, and flare.

The differences between created boxers from Create Champ and Career Mode are small, but important. First and foremost, a pugilist created in Create Champ can only be used in Play Now mode and Hard Hits mode. You can't use him online or in Career Mode. Furthermore, you have no limit as to how many points you tack on to his boxer attributes. You could max out every rating possible to create a beast with all attributes at 100 percent.





To get the most out of this feature, create several different boxers, but don't max out his attributes. Instead, max out only a few key attributes to make him into a one-dimensional boxer. That way, you can have a boxer that is all speed or all power or all heart with which to practice your deficiencies and strengths.

If a boxer is all heart but has low power ratings, he is best suited for practicing long 12-round fights. You gotta be able to go the distance sometimes. Similarly, a boxer with low speed ratings but high power ratings is good for practicing slug-fest techniques. Low power, chin, and body ratings coupled with high speed and heart ratings will teach you how to be more elusive and utilize your speed. Make the most of it and be creative.

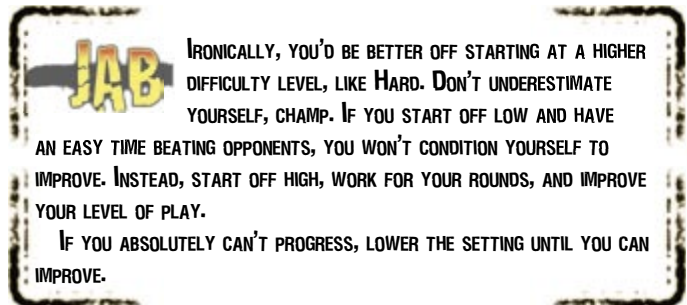
Options



The Options menu is the back-end of your boxing experience. Consider this your locker where things that might not pertain to in-the-ring action are stored, but are just as important to a fight.

Mess with the following options to better suit your needs.

- **Gameplay:** Everything from difficulty to camera angles to rules for bouts can be adjusted here. If it affects gameplay, this is where you adjust it.
- **Audio:** Change volume settings for music, commentary, sound effects, and even crowd noise here. You can also select how you want the songs to be rotated, sequential or random.
- **EA™ Trax:** Select which of the EA™ Trax you want to listen to. Toggle them on or off.
- **Controller:** Choose between six predetermined controller configurations for one that suits you best. This might be good for some of you southpaws out there.
- **EA Sports™ Extras:** Learn about what is new in the game. That includes all three impact punch types, game credits, and the record books.
- **Setting Manager:** Save, delete or load your settings here.
- **Profile Manager:** Select which profile you want to compete with here. You can manage multiple profiles by creating new ones, deleting old ones, or switching from one to another.
- **Exit:** Press this to exit the Options Menu.



Get In The Ring

This year, *Fight Night Round 3* goes where no other boxing game has gone before—into the shoes of the legendary boxer of your choice...or your own created character. Other games might have been able to deliver a first-person point of view, but none has ever delivered the full experience of an actual boxing match. Other games showed you what boxers would see in the ring, but only one boxing game lets you Get In The Ring.

Because every aspect of the HUD is integrated into the visual and aural experience of Get In The Ring mode, you're gonna have to fight a real fight, kid. This isn't your older brother's or your dad's boxing game. This is next-gen boxing as only the PLAYSTATION®3 can deliver. I've said it over and over again, but now it's more important than ever: listen up, because if you don't, this time you're likely to lose your hearing...literally.

JAB

GET IN THE RING MODE IS A STAND-ALONE MODE. HOWEVER, IT IS ALSO FULLY INTEGRATED INTO EVERY OTHER TYPE OF MATCH FROM HARD HITS TO CAREER MODE. JUST REMEMBER TO SELECT FIRST-PERSON MODE BEFORE THE FIGHT, YOU CAN'T SWITCH TO IT MID-FIGHT.

Know Thyself



You gotta know your limits and your strengths. Remember, a fight starts before you even step into the ring. Know your opponent's strengths and weaknesses, too. If you go into the bout unprepared, you might as well leave your gloves at home.

That means that fighting a smart fight is critical. Always be keenly aware of your cuts and chin ratings. If you have low ratings in cuts or chin, fight more defensively. If you have high chin and cuts ratings, you can take more risks, but don't get sloppy!

Do You See What I See?

All right, champ. Let's start with the basics. Vision. Vision is your primary connection to a fight. If you can't see your opponent, you can't hit him, right?



The most important thing you're going to need in a fight is good vision. You aren't gonna see everything coming your way, so pay close attention to your opponent's body movement.

Watch your opponent's arms and shoulders. They're dead giveaways as to where he'll be attacking from. A slight dip in the shoulder, an arm cocked back—those are the cues you need to pick up on to set up your block or parry. Protecting your face is the first step in lasting in a fight. Don't get me wrong, kid, taking shots to the body still wears you down. You gotta protect yourself in general, but you're more likely to lose your vision by taking shots to your dome.



Losing vision affects you in a few different ways. You'll either begin to see lasting effects after a punch, or your vision will slowly shrink and darken due to swelling. The only way to avoid that is to fight defensively. Don't get too cocky in the ring. A few shots to the head and you're sure to lose vision.

After taking damaging blows, don't be afraid to back off. Oftentimes you can simply step back, reset, and in that time, your vision will clear up a bit. It's not cowardice. It's smart fighting.

HOOK

WHEN YOU ABSORB A PUNCH, YOU'LL NOTICE A FEW THINGS. AMONG THEM ARE A WHITE FLASH AND A RED BLUR. THE MORE DAMAGE YOU TAKE, THE LONGER THESE EFFECTS LAST. AT FIRST THEY'LL BE SHORT FLASHES OF RED AND WHITE. AFTER ABSORBING DAMAGE WITH YOUR FACE THOUGH, THEY'LL BEGIN TO LAST LONGER AND LONGER, IMPEDING YOUR VISION.

Reach Out and Jab Someone

Other perspectives allow you the luxury of seeing how far you are, Get In The Ring mode is all about realism. If boxing was about luxury, then you'd box with fur-covered gloves, kiddo. This is a boxing match. So you're gonna have to work to get a bead on your opponent. In order to truly gauge the distance between you and the other boxer, you gotta work the jab more, son. That's the only way you'll get a feel, literally, for your range.



Working the jab is more important than ever. Concentrate on jabbing in early rounds until you have a good feel for your reach. Once you do, use the jab effectively to set up combos and keep your opponent at a comfortable distance. Remember though, your jab is closer to the other boxer than your power hand. So land the jab first, before attacking with your power hand.

The Sound of Pain



Your second most important connection to the fight is your hearing. You gotta listen to what's going on around you. In addition to listening to your corner men in between rounds, pay attention to the sounds of the fight. Listen to your breathing, footwork, and even the sounds of the ropes.

JAB

KEEP AN EYE ON THE OTHER FIGHTER'S CHEST. IF HIS MUSCLES ARE EXPANDING AND CONTRACTING A LOT, THAT MEANS HE'S TIRED.



If you ever hear the sound of chains and metal, it isn't your imagination. Someone is on the ropes. Preferably, it's the other guy in the ring. But, if your back is to the ropes and you start hearing that sound, that's a good time to start the fancy footwork and get away from the ropes. It's real easy to forget where you are until you hear that sound. Just be sure to stay aware of everything you hear as well as what you can see.

If you take too many blows to the head, though, your hearing also will be affected. A slight ringing in your ears will begin to creep in, making it harder to pick up on other sounds. It can even get distracting after a while. That's why protecting yourself is key. If your opponent lands too many rights, your left ear will begin to ring. If he lands too many lefts, your right ear will ring. Get it? Protect yourself and your hearing. You hear me?

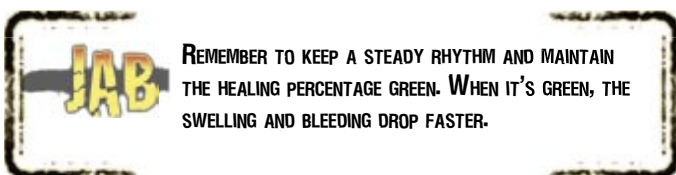


The Cut Man, Your Best Friend



Since your vision is so important, you're gonna have to make your cut man your best friend. If your cut man sequences aren't up to snuff, you're gonna lose fights because of swelling, fatigue, and cuts.

Always do your own cut work. Don't take the easy way out and auto-heal. You'll do yourself a huge disservice by leaving the cut work to someone else. Use slow, smooth motions on the stick and maintain a rhythm. If you go too fast, or too slow, you won't maximize your healing and you'll leave plenty of swelling and cuts for your opponent to capitalize on during the next round.



REMEMBER TO KEEP A STEADY RHYTHM AND MAINTAIN THE HEALING PERCENTAGE GREEN. WHEN IT'S GREEN, THE SWELLING AND BLEEDING DROP FASTER.

Getting Out of the Ring Alive



The bottom line is this, kiddo—you can get in the ring, but to get out, you gotta fight smart. Use your feet, learn the mechanics of your punches, and build momentum. You have a unique perspective now—you can see the damage on the other guy's face. Keep that in mind when formulating your attack.

Aside from that, use the space in the ring to your advantage. You'll be down in no time if you stand there like a plant. Use footwork, champ! Dance around, gauge your punches, and distance yourself when you need to. Smart fighting is the only way out of the ring that doesn't require a stretcher.



Starting A Career

Career mode is most likely where you're gonna spend most of your time, champ. This is what it is all about. Start as an amateur and work your way up the ranks until you are number one and the belt is around your waist.

Believe me when I tell you that the action in the ring is only a small part of a career. Training, studying, conditioning, scheduling, and even prefight weigh-ins are all important parts of a successful career. In this section you'll learn everything you need to know to manage a successful career. Whether you go featherweight, welterweight, heavyweight or anything in between, the following words of wisdom will get you to the top. So pay attention!

The Details



After choosing a pretty face, your hometown, and nickname, it's time to get to the nitty-gritty—you know, the things that matter.

Things like weight class, boxer ratings, and, to a lesser degree, stances are all key choices to mull over before starting a career in boxing.

HOOK

IF YOU CHOOSE TO REBUILD A LEGEND, ALL THE ABOVE THINGS WILL BE PREDETERMINED. IT MAY BE LESS TO WORRY ABOUT, BUT IT IS DEFINITELY A LESS PERSONAL EXPERIENCE.

HOOK

WHILE CREATING A BOXER, YOU'LL BE ASKED TO CHOOSE STANCE, BASE STYLE, PUNCH STYLE, AND BLOCK STYLE BEFORE CHOOSING A WEIGHT CLASS.

HERE, WE'RE GONNA TAKE A LOOK AT WEIGHT CLASS FIRST BECAUSE THAT WILL HELP YOU MAKE BETTER CHOICES ABOUT WHICH STYLES YOU SHOULD GO WITH.

Weight Division

Choosing a weight class is very important. The only way you'll be able to change weight class once you've embarked on your career will be by advancing in weight, and that's only possible late in your career. So consider the following carefully.



Featherweight Division

122 lbs.–130 lbs.

The lightest of all divisions also tends to be the fastest. Because boxers are lighter, the emphasis in this weight class is speed over power. Featherweight boxers also tend to be better counterpunchers than boxers in heavier divisions.

Featherweight boxers include:

- Marco A. Barrera

DIEGO CORRALES

ERIK MORALES

- Manny Pacquiao





Lightweight Division

130 lbs.–140 lbs.

Lightweight boxers are similar to their featherweight counterparts. They focus on speed, but tend to be more powerful. Many featherweight boxers transition easily into the lightweight division.

Lightweight boxers include:

- Marco A. Barrera
- Jesus Chavez
- Diego Corrales
- Roberto Duran
- Vicente Escobedo
- Arturo Gatti
- Juan Lazcano
- Erik Morales

Welterweight Division

140 lbs.–154 lbs.

The welterweight division is where the gaps between divisions begin to widen. Welterweight pugilists are substantially more heavy-handed and capable of great speed. This weight class emphasizes balanced boxing, so if you want to be a great all-around boxer this is a great class to shoot for.

Welterweight boxers include:

- Oscar De La Hoya
- Roberto Duran
- Arturo Gatti
- Ricky Hatton
- Ray Leonard
- Ray Robinson
- Micky Ward

Middleweight Division

154 lbs.–168 lbs.

Much like how the featherweight boxer transitions easily into the lightweight division, the welterweight boxer transitions well into the middleweight division. Boxers get slightly heavier, but can still maintain good mobility. Punch power increases at this level, so you're sure to start seeing some real mean sluggers.

Middleweight boxers include:

- Oscar De La Hoya
- Roberto Duran
- Marvin Hagler
- Bernard Hopkins

- Roy Jones Jr.
- Jake LaMotta
- Ray Leonard
- Ray Robinson
- Jermain Taylor
- Winky Wright

Light Heavyweight Division

168 lbs.–200 lbs.

The light heavyweight division is a great division for blossoming heavyweights. Boxers competing at this level are capable of great power and focus less on speed. Sluggers, brawlers, and power punchers begin to come into their own in the light heavyweight division. Careful, champ, this division is full of knockout artists.

Light heavyweight division boxers include:

- Roy Jones Jr.
- Jeff Lacy
- James Toney
- Rey Mo



REY MO IS AN UNLOCKABLE BOXER. YOU'RE GONNA HAVE TO BEAT HIM TO USE HIM. GOOD LUCK!

Heavyweight Division

Over 200 lbs.

This is the big time! Nearly every boxer at the heavyweight division is capable of knocking your block off. You'll need to be heavy-handed, tough, and have lots of heart to succeed in this division. After all, not every division sports boxers like Muhammad Ali and Joe Frazier.

Heavyweight boxers include:

- Muhammad Ali
- Calvin Brock
- Joe Frazier
- Roy Jones Jr.
- Floyd Patterson
- James Toney
- Big E
- Goliath

JAB

BIG E AND GOLIATH ARE ALSO UNLOCKABLE BOXERS. TO FIND OUT HOW TO ACCESS THEM, SKIP FORWARD TO THE GYM LOCKER CHAPTER.

HOOK

JUST BECAUSE YOU CHOOSE ONE PARTICULAR DIVISION, IT DOESN'T MEAN YOU'RE LOCKED INTO ANY ONE WAY OF FIGHTING. YOU CAN BE A FAST HEAVYWEIGHT OR A POWER-PUNCHING FEATHERWEIGHT IF YOU PLAY YOUR CARDS RIGHT. IT'S ALL UP TO YOU.

Stance



Choosing a stance is not quite as important as choosing a weight class because you can easily switch back and forth (L2) between stances mid-fight. If you need to switch up your tactics to throw an opponent for a loop, switch from orthodox to southpaw or vice versa!

Just to make sure you know what you're up against, however, let's take a look at the differences between the two stances.

Orthodox Stance

The majority of scrappers square off in the orthodox stance. Orthodox stance requires that you start with your left foot and left hand forward, and your right hand (your power hand) cocked back closer to the body.



Because this is the most commonly used stance, it is the easiest to defend. More often than not, two orthodox boxers will square off against each other and be able to circle away from each other's power hands by default (because both players are avoiding the same side: the right).

Southpaw Stance

A southpaw, or left-handed, boxer can pose a lot of problems for orthodox boxers. Because the southpaw leads with his right hand and foot, his stance is in direct opposition with an orthodox boxer. Sound crazy? It isn't!



The problem is that an orthodox boxer is more likely to be accustomed to defending against other right-handed boxers and will often have a hard time defending against a southpaw (whose right hand is mere inches away from his own left). When you consider that a southpaw is in his element, while the orthodox boxer must adjust to the difference in stance, the southpaw is at a slight advantage.

JAB

NOW DON'T GO THINKING THAT YOU NEED TO GO SOUTHPAW JUST BECAUSE OF THAT! YOUR STANCE WILL REALLY DEPEND ON WHAT YOU FEEL MOST COMFORTABLE WITH.

TAKE EACH ONE OUT FOR A SPIN. YOU CAN ALWAYS EDIT YOUR BOXER LATER IF YOU CHANGE YOUR MIND.



Base Style



You're getting closer to starting a career, punchy. Now you need to decide on a base style. Your base style is your basic arm and torso position. Believe it when we tell you that your arm position matters more than you'd think and the way you hold your torso will greatly influence the way you fight.

Consider it a beginning point for your fighting style. Are you planning on being a speed- or power-based pugilist? Depending on what you want to focus on in the ring, you're gonna have to choose between 11 different base styles. Here, we're going to study each one. Lucky for you, kid, I've been around long enough to have seen all of these in action.

Balanced Base Style



This base style places your arms in a position that allows good reach. Your torso leans into your opponent slightly while your arms run parallel to your torso, offering maximum protection.

You can be speedy, defensive, a power-puncher, or any combination in between. It is a great base style to start off with if you're unsure.

Speed Base Style



This base style is obviously better suited for pugilists who want to focus on speed. The power hand is positioned a bit higher than the lead hand, which is lower.

The trick to this base style is that both arms are a bit more loose than in balanced base style.

This grants you better speed since your arms aren't as rigid as they would be in other styles.

Power Base Style

Power base style is extremely similar to balanced, so much so that they almost look identical... at first glance. But you gotta have the eye, kiddo. The difference is in the shoulders.

Power base style shifts your shoulders a bit more toward your opponent. That drops your fists and your head a bit more to dig in with power shots more effectively.



Mummy Base Style



Though mutts in mummy base style may look like they're backing away, hands up in retreat, they are actually more like fierce bulldogs ready to strike.

Mummy base style is an awkward base style that allows a lot of room for mistakes because of its wide gap between the arms.

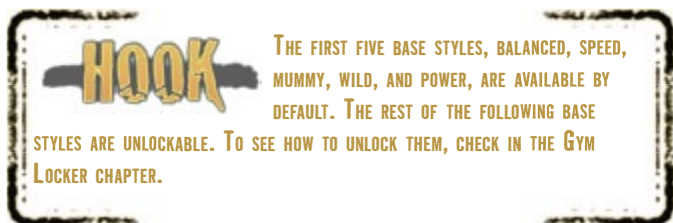
The thing is, it's actually a great base style for power punchers keen on defense. Because your body is leaned back away from the action, you goad your opponent into coming at you. When he does, you're in prime position to attack with great power punches.

Wild Base Style



This is a wild man's base style. Obvious, isn't it? It should be. Just one look at this base style and you'll see why. Guys fighting in this base style are aching for action.

Their arms are dropped low, offering no protection as they lean into their opponent. They have to be wild to stomp around the ring asking to be slugged. The trick to this base style is actually the arm positioning. Arms hang low, in prime position to deliver devastating hooks and uppercuts from an effective boxer who favors attacking the body.



Smooth Base Style



Smooth base style isn't just for looking pretty. This base style positions your arms a bit more loosely by your waist while you stand a bit more upright.

It may look like a relaxed version of speed base style, but don't be fooled. This is a great position for power punching as well, and

more importantly, great footwork. This base style is great for outside boxers.

Bully Base Style



This classic base style is the opposite of smooth base style. You lean in, closer to your prey, with your hands in a cross block-style position, running almost parallel to your shoulders.

This base style is perfectly suited for power-punching inside boxers. While using bully base style, go

straight at your opponent, dig inside, and get to work.

Slickster Base Style

Slickster base style is a combination of the speed and smooth base styles, with its own little twist. The twist is your torso...literally. Your lead hand is low, while your power hand is held up high and cocked back. Your upper body, however, is at an angle.

This makes you a bit more slippery in the ring. Even if you're standing your ground with little mobility, you will be harder to hit since you're at an angle. Plus, your arm positions will make parrying a lot easier.



Elusive Base Style

Elusive base style has a lot more in common with smooth base style than it does with slickster. It is a very loose style that grants you more mobility as you are slightly cocked back.



With your lead hand slightly higher than it would be in slickster base style, and your body turned toward your opponent, elusive is more of an offensive base style than its name implies.

Upright Base Style



This stance is just like it sounds—a slightly more upright stance with arms loosely protecting from the head to the waist. At first glance, the arms almost seem to sit perpendicular to the body, but they really hang diagonally across the body, offering great protection.

Popularized by southpaw boxer, Winky Wright, this stance is great for like-handed boxers.

Textbook Base Style



Textbook base style is a perfect base style for true boxers. Avoid this style if you want to strictly slug it out. This is for more classically trained boxers, preferably ones with Olympic training.

To be effective with this base style, you'll need to be a balanced boxer who often favors fighting

outside, yet can deliver power punches as well. Sound like a contradiction? It can be. Outside power punchers and headhunters will love this base style.



Punch Style

With your base style settled, next decide on how to get the job done. Your punching style will either complement or conflict with your base style. So study and try out each one before you get too deep into your career.

Here we take a look at all the possibilities and even pair them up with suitable base styles. This takes all the bruises out of experimenting, but you'll still need to test drive each base style and punch style combo before you settle on your own distinct flavor.



Basic Punch Style



What else do you need to know? This is a basic punch style, common to most boxers. It doesn't offer any one advantage or disadvantage, so it is perhaps better described as *balanced*.

This punch style works best with the following base styles:

Balanced	Smooth
Textbook	Speed
Upright	Power

Fast Punch Style



A speedy boxer's delight, the fast punch style delivers punches in a quick snapping motion. Because they are fast punches, they draw most of their power from the snapping motion, rather than full body weight.

This punch style works best with the following base styles:

Balanced	Speed
Elusive	Textbook
Slickster	

Slugger Punch Style



Watch out for these guys, scrapper. They're quick to charge, have iron fists, and are quick to draw you into their best types of fights: slugfests.

This punch style's wide-swinging hooks and uppercuts draw their power from the shoulders. Sluggers using this punch style will cock their arms way back, shifting their shoulders before throwing their weight into the punch. Though they are great power punchers, they often telegraph their intentions.

This punch style works best with the following base styles:

Balanced	Power
Bully	Wild
Mummy	

Lethal Uppercuts Punch Style



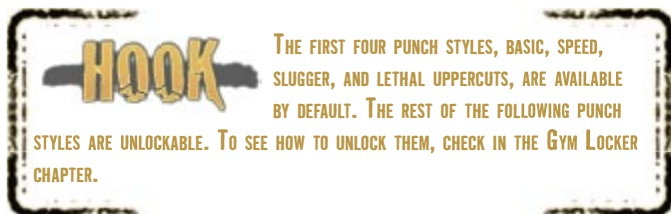
Lethal uppercuts can be the bane of any boxer, whether you're the one delivering them or on the receiving end. Why is that, you ask? Because they're harder to deliver effectively than any other punch, that's why.

An uppercut's wide arch is the reason for its power and its ability to be blocked or parried. That makes the lethal uppercut punch style a great punch style for experienced boxers.

This punch style works best with the following base styles:

Bully
Power

Textbook
Wild



Judge Jab Punch Style



This punch style is called judge jab because it delivers its punishment swiftly and with extreme prejudice. The jab snaps quickly like a gavel, striking your opponent and leaving a stinging verdict that no lawyer, judge, or jury could overturn.

This punch style works best with the following base styles:

Balanced
Elusive
Slickster

Smooth
Speed
Upright

Hook Master Punch Style



Hook master punch style is dangerous, champ. Watch for it! You'll have a hard time watching for it, though. To see it coming your peripheral vision needs to be excellent.

Hook master punchers will have a field day against opponents that are slow to block or enjoy slugging it out.

This punch style works best with the following base styles:

Bully
Mummy
Power

Upright
Wild

Hard Straights Punch Style



Perfect for head-hunting boxers, hard straights punch style is an outside boxer's dream. Patient, elusive boxers can use the hard straights punch style to go the distance or whittle down an opponent's health bar.

Hard straights punch style is great for boxers with a great range and repertoire of combination attacks. Start with your combos and keep the pressure on with hard straights.

This punch style works best with the following base styles:

Elusive
Mummy
Speed

Slickster
Textbook
Upright



Sinister Cross Punch Style



Much like the judge jab punch style, the sinister cross punch style is quick and painful. It delivers crosses with a snap that almost insults you after landing. The best part of this punch style is its finishing touch. After you land the cross, the other hand finishes with enough momentum to begin a combo.

This punch style works best with the following base styles:

- | | |
|-----------|----------|
| Elusive | Textbook |
| Speed | Upright |
| Slickster | |

Block Style



We already went over blocking styles a bit, but here is another go-through just to recap.

Classic Style

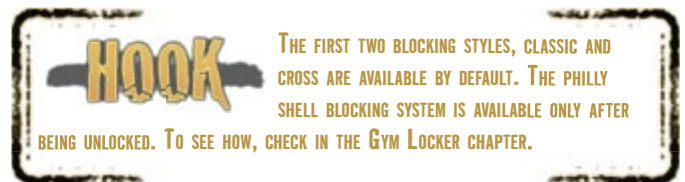


This balanced blocking style is great for the all-around boxer. If you don't know what to focus on, start with this. It has good protection and parrying ability.

Cross Style



This old-fashioned blocking style covers the majority of the body by placing the arms across the body running parallel to the shoulders. It takes a bit to get used to, but is great at limiting damage. It offers the least parrying ability out of all three blocking styles.



Philly Shell Style

This blocking style is best suited for counterpunchers, as it offers the best parrying ability. Because the arms are in an L-shaped position, they intercept an incoming blow and redirect it with ease.

Of the three blocking styles, this one offers the least amount of protection. It always leaves one side of the face or body open for attack.



Boxer Attributes



Weight class? Check! Stance? Check! Boxer attributes? Whoa, kiddo, hold your horses! You can't go running off into the ring just like that. You need to set up your boxer attributes.



These are the attributes that will determine your strengths and weaknesses. Most importantly they will shape

the kind of boxer you become. Along with base style, punch style, and stance, the boxer attributes give you depth and are the basis of your talent. Depending on what your boxing style of choice is, develop your ratings accordingly.

When you create your boxer—the final step before the one you take in the ring—is to spread 200 percentage points across the following eight ratings.

Power: This determines the power behind your punch.

Speed: Speed, champ. Plain and simple.

Agility: This determines how fleet of foot you are in the ring.

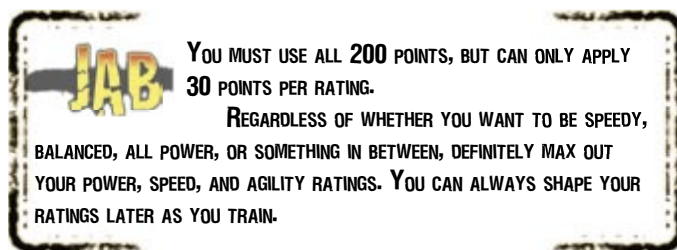
Stamina: The stamina rating gauges how quickly you use and recover energy.

Chin: You're gonna need this one! This determines how much damage you can take from head punches.

Body: You'll need this too. This determines how much damage you can take from body shots.

Heart: You gotta have heart, kid! More heart means you regain health faster and can take more knockdowns before hearing a 10-count.

Cuts: This determines how well you absorb damage, primarily cuts and swelling, to your mug.



Training



While we are on the subject of attributes, you gotta know how to train properly to maintain and increase your skills. The keys to training properly are dedication, focus, and style, kid. If you got all three, you're in good shape.



If you don't, well then we need to hit the gym right away. Training is divided into four

different sections. We covered this back in the "Mastering the Sweet Science—Technique" chapter, but we still need to look at each of the training modes in closer detail to maximize their potential.

Combo Dummy

The combo dummy is great for a learning ways to mix up your punching and increasing your speed, agility, chin, and body. When using the combo dummy, keep the following tips in mind.



- Pay close attention to the markers! You can't hit them if you don't know where you're supposed to hit.
- Take your time and think if you're not too clear on where to punch next. Better to prolong a string of punches than to start all over.

- Use shorter, faster punches. We don't care if you hit the marked area with a hook or a jab, so just save your energy and do it the easy way.
- The longer the combo, the more points you score. Try always to reach point multipliers like 2x, 3x, and 4x by continuously hitting the machine without punching incorrectly.

Heavy Bag



The heavy bag is not only the quintessential piece of boxer training equipment, it's also your one-stop shop for improved chin, body, heart, and cuts ratings. To excel at the heavy bag stick to the following tips.

- Use (and perfect) your Fast Combo!
- Just like the combo dummy, use the fastest possible punches.
- Be sure you're hitting high or low at the appropriate moment.
- When the red X's stop flashing, stop punching. Don't waste your energy, kid.

Weight Lifting

Weight lifting is a good part of any workout. It increases power, stamina, heart, and cuts ratings. Get the most out of your weight lifting by using these few simple tips.



- Don't press all the way up on the sticks, let go just before hitting your target.
- Use smooth and easy motions with the sticks, don't jab or force them.

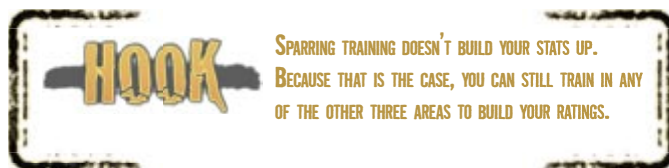
- Practice this mode a lot!
- Be patient. The more frustrated you get, the harder it will be to hit the target.
- Go for 2x, 3x, and 4x multipliers for a higher score.

Sparring

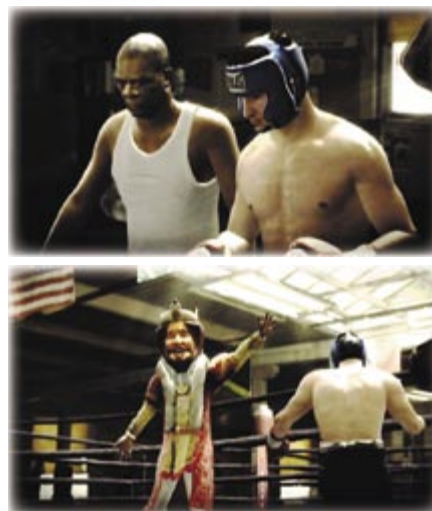
Sparring is a great starter course for any young boxer. But it's also a great refresher course for climbers and champs alike. You can practice all the ins and outs of boxing from advanced combos to advanced defensive techniques. You don't get skill rating boosts, but you do get something just as valuable, prefight practice. Keep the following in mind when sparring.



- Practice all the different training courses.
- Use sparring training before all major fights to get in rhythm early.
- Use free sparring to practice your combos.
- Mix it up and take a few shots from your sparring partner. If you can't take it from your sparring partner, you won't be able to take it from a ranked pugilist.



Trainers



Those men in your corner—no kid, not the cut men—the other guys. They're your key to survival in the ring. They're your trainers. Before you hit the combo dummy, heavy bag, or your sparring partner, you gotta pick a trainer. We're not always going to be around, but these guys will.

Jack Stein



Cost: \$0
Specialty: None

Jack Stein is a good man. He trains for the love of the sport, not for money. Unfortunately, love of the sport

isn't enough sometimes. He won't cost you much, but he won't get you much either. The saying is true. You get what you pay for.

If you train with Jack Stein, you'll lose one percentage point in all other fields other than the ones you train. For example, if you lift weights, you'll lose points in areas that the combo dummy and heavy bag would improve. You dig?

Steve Jones

Cost: \$25,000

Specialty:
Strength Training

When it comes to strength training (lifting weights), there's no better trainer than



Steve Jones. Each time you train with him, you get improved power. That means that if you hire him and then choose the combo dummy training you won't lose power percentage points.

If you hire Steve and choose to lift weights, your maximum potential for power gain will be a few percentage points higher than it would have been without him. You'll still lose percentage points in other areas, though. So be smart about training, champ.

Mark Poles

Cost: \$50,000

Specialty:
Speed Training

This guy is a speed boxer's dream. If you want to be a speed demon in the ring, you gotta talk to Mark. Trust me, kid. Just like Steve Jones improves your power rating, Mark Poles pumps your speed and agility ratings.



Hire Mark to maintain your speed and agility while increasing other ratings, or to pump up speed and agility ratings quicker.

Promoter: The King



Cost: FREE
Specialty: Heart Training

The King is not your typical trainer. Though technically he is considered a promoter, his gift,

and it is a gift, is to increase your heart rating.

This is the most valuable trainer you will hire when you're low on funds. Regardless of which training exercise you choose, The King will always get your heart pumpin'. The King will always increase your heart rating. Remember what I've said time and time again, you gotta have heart, kid!



TO LEARN HOW TO UNLOCK THE KING, CHECK OUT THE GYM LOCKER CHAPTER.

Training Tips

The trick to effective training is to know your style and stick to it in training sessions. You gotta find a balance between losing and gaining percentage points in training. Think about the following when training throughout your career:

1. Decide on your style early in your career. If you know your style, you'll know how to emphasize training.
2. After settling on your style, pump your specialty rating (speed for speed boxing, power for sluggers, both for balanced fighting, etc.) way up early in your career.
3. Hire trainers that will keep the stats you need.
4. Train to beat opponents as well. Don't be too rigid in keeping specific ratings high.
5. Your lowest rating should never be more than 20 percentage points lower than your highest rating.



Running A Career

With your ratings in place, your time has come. Your next step is the one into the ring. Now you get to begin your meteoric rise to the top, kid. You got what it takes. We can see that, but you still need work.

Before slug-ging it out with the big dogs you gotta know how to hold your own with the young pups. If you can't get it done in the amateurs, you ain't gonna get it done in the pros. Sit tight, listen up, and learn the ropes.



- All amateur opponents are unranked, just like you.
- Because you start off with a minimum of 30 points per rating (not all, but most), all your amateur opponents will be automatically weaker. They average 15-20 points per rating.
- You don't get cut in amateur fights. You wear head gear, so cuts and chin ratings aren't as vital...yet.



The best thing about your amateur career is knowing that you can best any of the other mutts out there. You're the big dog here, champ. Your ratings

will always be a few percentage points higher than the other boxer's, so scouting the other boxers (more on that in a bit) will almost always yield the same results.

Amateur Career

Your amateur career is not very long. You've got five fights to make an impact and a run at the amateur belt. If you manage to attain the amateur belt, you get ranked and start climbing the ropes. That's what you wanna be, kid, a climber.

There are a few differences between amateur fights and pro fights. Knowing these is the first step toward victory.



Knowing that, focus the majority of your training sessions on pumping up you favorite stat and shaping your style. When it comes to pumping up the other stats, you can evenly train all the other stats and still maintain an advantage in your specialty area. For example, if you train solely on speed in your amateur career, when you start improving other areas—and you'll have to when you're pro—your speed rating will have a comfortable cushion above the other stats. That'll make you a speedier boxer than most. Get it?

- All amateur fights are only three weeks apart. No matter who your opponent is, you got three weeks to prepare.

Because all opponents, save the amateur champion, are relatively easy to defeat at this level, we'll hold off on talking about choosing opponents (choosing contracts) until you begin your pro career. At this level, boxers and contracts are all very similar, so just sign away.

After defeating enough amateurs (about five or so) you get a shot at the amateur title belt. You'll most likely face a big-name fighter on his rise to the top as well. Defeat him, take the belt, and become a professional ranked prizefighter. Now it's time to do me proud, kid! Get to work!



JAB ALI HAD FRAZIER, LEONARD HAD HAGLER, YOU HAVE... Get to know the mug of the last amateur boxer you face. Chances are, he'll become your first rival!

JAB THERE MIGHT BE A DIFFERENCE BETWEEN ONE OR TWO CONTRACTS IN YOUR AMATEUR CAREER. AT SOME POINT YOU'LL GET TO CHOOSE TO FIGHT A REGULAR BOUT OR A HARD HITS BOUT THAT YIELDS A POPULARITY BOOST. TAKE THE POPULARITY BOOST TO SHORTEN THE ROAD BETWEEN YOU AND THE AMATEUR BELT, OR TAKE THE REGULAR CONTRACT TO GET AN EXTRA FIGHT OR TWO (FOR EXPERIENCE) BEFORE YOU TAKE A SHOT AT THE AMATEUR BELT.

JAB YOU BEGIN YOUR AMATEUR CAREER WITH 10 G'S, CHAMP. THAT MAY BE MORE MONEY THAN YOU'VE SEEN IN A LONG TIME, BUT DON'T SPEND IT YET. SAVE THE MONEY FOR LATER IN YOUR CAREER, WHEN GEAR AND TRAINING ARE FAR MORE VALUABLE NECESSARY THAN THEY ARE NOW.

Pro Career



Congratulations, kid. You're a professional pugilist now. The stakes are high and the prizes even higher. Training and scheduling are more important now, and scouting boxers becomes a big part of prefight preparation.

Next, we're going to learn about choosing contracts, bonuses, scheduling, scouting, and everything else you need to be the last man standing when the ref counts to ten.

Picking A Fight



After turning pro, start choosing your fights more carefully. Any journeyman fighter will tell you that his career never took off in large part because of his sloppy scheduling. You wanna end up like Jason "Buckets" Wigle? We call him Buckets because he had buckets of talent, but now all he does is carry them around the gym for mopping.

The key to good scheduling is picking fights that are close together. A general rule of thumb for scheduling fights is the sooner the fight, the better. That way you get more fights under your belt throughout your career. The last thing you want is to find yourself late in your career facing a tough son of a gun without the proper experience and training behind you.

Contract Bonuses

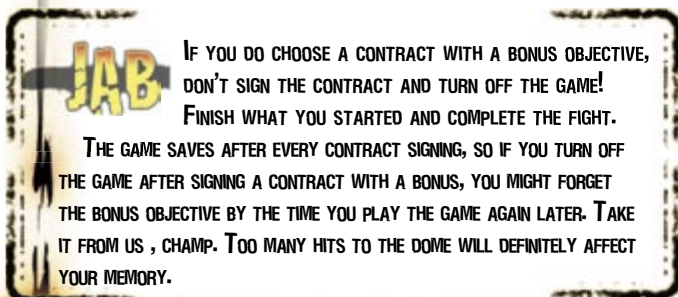


Bonuses are like little worms at the end of fishing hooks, kid. They look delicious, but can sometimes be a fool's food. Picking a fight *solely* for its bonus can be disastrous, but if you can come out the winner, the bonus is always worth it (like a fighter's gear unlocked in the fight store).

Other times, bonuses might require you to throw the fight for a cool million. Whether you do is up to you. The only lasting effect will be the notch in the loss column of your record. Because money won't be an issue late in your career, the most enticing bonuses are big-name fights or Hard Hits bouts that usually grant popularity boosts. The choice is up to you, but keep these tips in mind when choosing a bout solely for its bonus.



- Popularity boosts speed your career along, letting you skip fights, training sessions, and experience along the way.
- Money comes and goes, but a thrown fight (and a loss for that matter) is forever.
- Big-name fights are great for establishing yourself as a force to be reckoned with.
- The rating boosts in unlockable gear can often be found in other gear you already have.

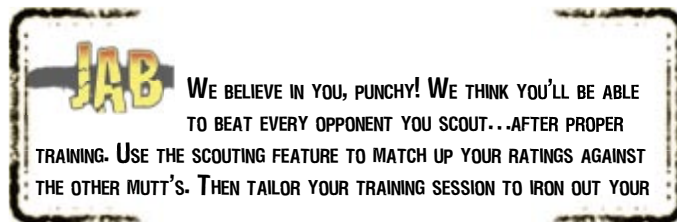


Scout Before the Bout!

This is no different than when we spoke about knowing your opponent back in the "Mastering the Sweet Science—

Technique" chapter. It's now more important than ever. Your career depends on it.

Before even singing to a fight, press **■** to scout potential opponents. All the money, bonuses, popularity, and what-not in the world don't mean a thing, if your punch ain't got that sting, kid! If you ain't sure you can drop the other guy like a bad habit, don't step in the ring with him!



WEAKNESSES OR BEEF UP YOUR STRENGTHS.

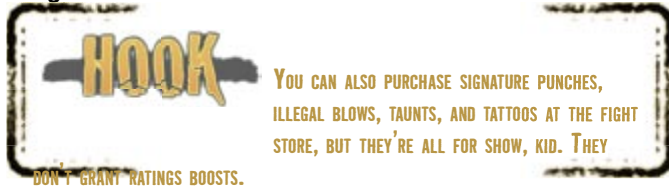
Dress for Success—Fight Store



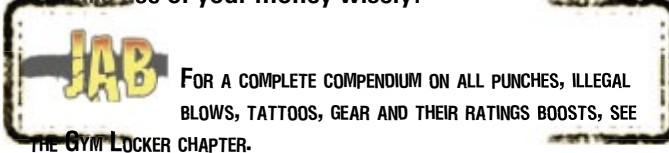
You can't walk into the ring using 10-year old gear, champ. Your amateur gear will only take you so far before it needs to be replaced. Soon after starting a pro career, replace your equipment with fresh gear from the Fight Store.

In order to choose the right gear, however, you need to know how it works. I'll tell you now, so listen good. Gloves, trunks, shoes, body protection, and mouth guards all have rating boosts. The boosts range from 5 percent points up to 20, and are for any of the eight boxer

ratings. For example, a particular pair of gloves can grant you 20 extra percentage points in power, while a shiny pair of trunks can grant 5 extra stamina points. You getting all this?



There are two schools of thought when it comes to buying gear at the Fight Store. The first is that gear should be used primarily to boost stats that need it. If you're a speedy boxer, invest in power boosting gear so you aren't completely one-dimensional. The other way of thinking states that gear should be used to further augment your strengths so that you may occasionally train the weaker stats. Choose one, or both, it's up to you. But do make use of your money wisely!

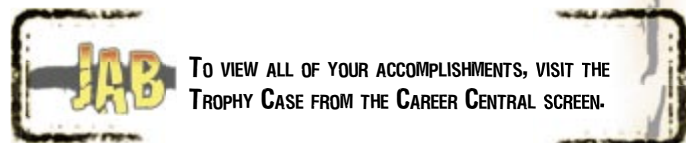
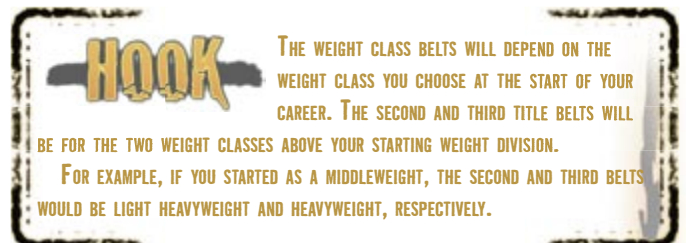


Prizefighting

You're only a prizefighter if you're fighting for a prize, right? That's why you gotta keep your eye on the prize, kiddo! Every stage of your pro career has a prize at the end of the line. Be it the Under Armour® trophy, the welterweight belt, or the Pound for Pound title, you'll always have something to fight for.



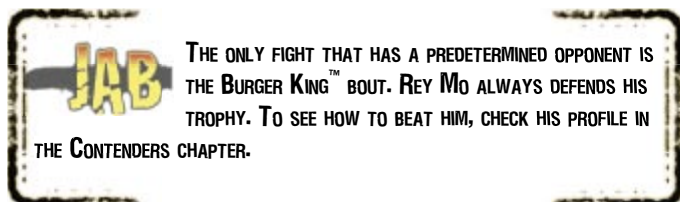
We wish we could give you a fight by fight breakdown of each and every opponent you'll face along the way, but that's gonna depend on your career, son. So the best I can do here is break down the path you'll take so that you'll be prepared.





Along the way, you can also win other trophies that aren't tied to specific title matches. The ESPN trophies all require that you knock out opponents on particular ESPN televised events. They don't mean much other than validating your skill. The following trophies can only be won if you knock out opponents during any of the following events.

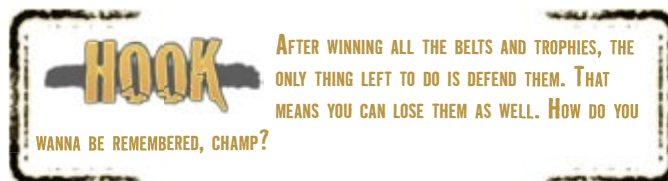
- ESPN Wednesday Night Fights
- ESPN Friday Night Fights
- ESPN Pay Per View Fights



Your Golden Days

You may think 35 is too young an age to be considered the beginning of your golden years, but in a sport as tough as boxing, 35 is the beginning of the end, champ. As your career progresses, fights get farther and farther apart. At the beginning of your career, it's not uncommon to wait only 3 weeks between bouts. Later in your career, however, the wait in between fights can be between ten and 17 weeks. Even longer sometimes!

That's why once you hit the ripe old age of 35, your ratings become harder to build and maintain. By this time, however, you should hold all the belts and trophies you desire. After filling your Trophy Case, you must defend it like an old rabid dog. Of course, even old dogs must eventually be put down. We recommend going out on top rather than surviving a fistful of defeats at the end of your career.



The Prima Gym Corkboard

You think I'm just some has-been boxer? You got it all wrong kid. I was a mean cuss in my day. I was a champion. It's OK if you don't believe me. I kept the newspaper clips to prove it. Read ahead and see how my career flourished in my heyday, and then you'll see all the things I just told you about running your career are worth listening to.

For the benefit of all the boxers at the Prima Gym, I've highlighted all the key elements to my victories so you can see how I got it done. Pay close attention to the highlighted text, it tells you the winning strategies of my career. This is how a real Career mode champion is made.

Rising Amateur Breathes New Life into Boxing

Fernando "Macho" Bueno Continues Winning Streak, Defeats Pablo "Iceman" Salazar

CHICAGO, Ill.—Sports skeptics were surprised on Sunday when Fernando "Macho" Bueno defeated reigning amateur champ Pablo Salazar in a one-round stunner. Bueno's corner guaranteed a victory shortly after scouting Salazar weeks before the fight. Then, they determined to focus strictly on overpowering the speedy boxer. Bueno concentrated on strength conditioning.



No, they're not kissing. Salazar delivered an illegal headbutt.

When asked what he thought of his opponent's performance after the fight, the new amateur title-holder responded, "He fought a great fight. All two minutes of it." Though Bueno has been known to be humorous, his response to Salazar's illegal headbutt was nothing short of Zen-like. After the headbutt, Bueno stuck to his game plan of working the opponent's body with short two- and three-punch combinations and occasionally going to the head for maximum damage. After the fight, the new champ had only one thing to say; "I'm ready to go pro."

Bueno Hits the Pros

Wolfe Falls in the First

LAS VEGAS, Nev.—The much-anticipated professional debut of Fernando "Macho" Bueno was everything the hometown crowd expected of its native son as he dropped Wolfe in the first.

Many have come to expect first-round knockouts from the up-and-comer, and last night was no disappointment. The crowd saw a lot more movement on Bueno's part; he was extremely elusive against the speedier boxer. Rather than stand toe to toe and rely on power, Bueno danced around the ring strategically striking as Wolfe gave chase. Analysts believe that the victor's new, and more careful, calculating style of boxing is a result Bueno's move from amateur to pro.



One of Bueno's deafening blows to Wolfe's head

Under Armour® Challenge Goes to Bueno

Climber "Macho" Bueno Wins the Under Armour® Fight with "Bam Bam" Carter

ROSEVILLE, Calif.—Fernando Bueno proved he is no flash in the pan last night. He rose to the occasion and bested Grant "Bam Bam" Carter by knocking him out in the second round. Bueno, who usually wears solid black trunks, surprised fans when he showed up in custom-designed trunks sporting white flames on a blue background.



Bueno lead with a jab and proved he can set up combos, not just slug it out.

When asked about the wardrobe change, Bueno had this to say, "After dropping Jimenez in a hard hits bout recently, people started saying I was all power, no finesse. I bought these trunks because they make me feel speedier. Like if I wear them I get 10 percent faster. I figure if wearing these trunks makes me 10 percent faster, then I can compensate for my perceived lack in speed. I guess I feel they round me out into a better overall boxer." Superstitious or not, his strategy worked—he won by knockout in the second round. This is Bueno's first trophy victory.

Bueno Drops Pablo Salazar a Second Time in *Bueno vs. Salazar II*

SACRAMENTO, Calif.—In a much-anticipated rematch of the amateur title bout, Bueno knocked out Salazar a second time. Surviving illegal blows and a very aggressive slugger style, **Bueno out-jabbed his opponent 27-3 in the first round alone.** The second round proved to be too much for Salazar, who had already survived a first-round fall. Salazar fell a second time to a knockout right hook to the body.

Third Round's the Charm

Interview with Dodge Caliber Sponsored Fight's Winner, Fernando "Macho" Bueno

By Leslie Castillo

Having climbed out of the amateur ranks less than a year ago, the knockout wonder Fernando "Macho" Bueno has been leaving his mark on the sport of boxing as well as the faces of his opponents. *Las Vegas Boxing Bimonthly* recently caught up with the boxer at his Las Vegas home to talk to him about his recent victory in the 2007 Dodge Caliber Sponsored fight.

Las Vegas Boxing Bimonthly: Your impressive knockout streak has left a lot of people wondering if you can be knocked out. Can you?

Fernando Bueno: Of course, I can. My recent bout with ["Marvelous" Marvin] Hagler shook me up a bit. I thought I had him easy, but when he knocked me down in the second round, it reminded me that **I needed to get back into a rhythm.** He's a slugger, and for a minute there in the second, he got me fighting his game. **Once I started working the countering his punches, it really took him out of his game, y'know?**

LVBB: So you admit he could have taken you?

FB: Well, I wouldn't go that far. **But if I had kept trying too much in the early rounds, I wouldn't have had enough juice for the knockout in the sixth.**



Early in the fight, Hagler worked Bueno's torso.

LVBB: What about your recent performance at the Dodge Caliber Sponsored fight? How did you prepare for that fight?

FB: Did you see my new shoes and gloves? That was my first step in preparation. **I bought new gear. The gloves and boots were provided by Under Armour and both helped increase my power. The gloves increased my power 10 percent, and the boots 5. That's a 15 percent increase in power, just by buying the right gear!**

LVBB: Is that something you always do? Buy new gear before a big fight?

FB: I try to get new gear before big fights mostly, yes. **I try to use my winnings wisely. I either spend it on better gear or better trainers.**



One of Bueno's many combinations to Hagler's head

LVBB: What was your in-ring strategy against Jermain "Bad Intentions" Taylor?

FB: Jermain is a hell of a guy in the ring. If you come at him with all power shots, he'll counter everything. **Expecting the counterattack, I came at him with short three-hit combos up high. Jabs, crosses, and hooks got it done in that fight. I had to be patient though; if I tried too much, he would counter. I tried to be smart about when to strike. Three rounds later he stayed down for good and the car was mine.**



Bueno Has It His Way at the BK® Invitational

Fernando Bueno Bests Rey Mo in His

Longest Bout to Date

CHICAGO, Ill.—In only his second year as a professional boxer Fernando “Macho” Bueno, 16-0-0, took on his toughest challenger to date. “KO” Rey Mo stood taller and had more fights under his belt than the well-known challenger in the BK® Invitational.



Bueno opens Mo with an uppercut.

Bueno however, had a plan. Knowing that his opponent was substantially bigger, Bueno appropriately used his famous “Cheeseburger” combo, attacking the larger pugilist inside, before shifting outside to gain some distance.

Continued on page C-4

“Macho” the new king



Bueno as southpaw

It wasn't until later rounds when Bueno seemed to realize that opponent Rey Mo was not falling as most other opponents had fallen before. As Bueno began to run low on energy and Rey Mo continued to take hard shots, Bueno then began to focus on a cut he had opened over Mo's left eye. He immediately switched stances to fight southpaw and attacked the cut with swift, energy-saving jabs. Two rounds later, Rey Mo's swollen eye limited his vision, Bueno had regained some energy, and he finished off Mo in spectacular fashion.

Excessive Cutting Concerns Bueno Camp

After suffering multiple cuts in his last three bouts, Fernando “Macho” Bueno's management has expressed growing concerns about his chin and cuts ratings. When asked how he felt about the cutting, Bueno's cut man, Paul “Pappa G” Giacomotto said, “First thing I focus on between rounds are his cuts, then I concentrate on the swelling around his eyes. I'm concerned that he is getting cut too fast in spite of his blocking and parrying. That's why before the next bout we're going to stray away from speed and power training and raise his chin and cuts a little bit.”

Bueno Survives “Hell in Hollywood” in Bueno vs. Taylor II

LOS ANGELES, Calif.—Fernando Bueno has left no shortage of rivals in his wake as he moves up the professional ranks. Amongst them is Jermain “Bad Intentions” Taylor who fell to the rising star in the Dodge Caliber Sponsored fight earlier this year.



Bueno pinned the counterpuncher against the ropes, leaving little room for Taylor to work.

Last night they met again and it was clear to see there was no love lost between the two men. Taylor opened the fight with strong countering every time Bueno charged in. Bueno eventually slowed the pace of the fight by striking at Taylor and immediately backing away, daring Taylor to give chase. As “Macho” danced about the ring he occasionally taunted his rival, causing him to make mistakes. Capitalizing on Taylor's mistakes, Bueno landed several counters of his own, which led to a decisive knockout in the sixth round.

Bueno Criticized for Buying \$750,000 Boxing Shorts

LAS VEGAS, Nev.—Internet rumors report that Fernando “Macho” Bueno recently spent a record \$750,000 on a pair of custom boxing shorts. The shorts, which sport a brown flame on a yellow background, are claimed to be a custom design made just for Bueno. “It's no secret I buy gear that helps me perform. These shorts are just what I needed to boost my power an extra 20 percent,”

Bueno indignantly retorted in a blog on his personal website. “It's not like I'm blowing it at the craps tables. I do live in Vegas, you know?”



Kenneth Cole? Tommy Hilfiger? The shorts in question are a custom design.

Tale of the Tape

Rivalries are just as much a part of boxing as they are a part of college football. Some of the best rivalries, many of which you can be a part of in ESPN Classic™ mode, have spanned several fights. Rivalries evolve for various reasons, such as controversial decisions in the first encounter, dramatic fights, animosity between the boxers out of the ring, or even mutual respect.

Though two is the minimum amount of bouts required to qualify as a rivalry, three sometimes seems to be the magic number as several legendary rivalries went three or more bouts. The Ali-Frazier, Barrera-Morales, Leonard-Duran, and Gatti-Ward rivalries, just to name a few, all lasted three bouts. However, the key to a thrilling rivalry are the wins and losses shared. The tug of war between winning and losing propels boxers into legendary status. In the above-mentioned rivalries, not a single boxer won every fight against his rival. It just goes to show, you can't win them all.

EA SPORTS™ Sponsored Fight Bueno vs. Salazar III Ends As Expected

Bueno Knocks Out Salazar a Third Time

LOS ANGELES, Calif.—When does barking up the wrong tree turn into stupidly picking a fight with a man who has knocked you out twice before? That is the question raised in the aftermath of a fight dubbed “Hate in Hollywood,” Bueno-Salazar III.



Bueno starts in typical fashion, targeting the body in the first round.

Bueno clearly saved his energy at the weigh-in for the ring. There he rocked the Staples Center, aggressively attacking Salazar with devastating three- and four-hit combos to the body. Bueno starts in typical fashion, targeting the body in the first round. Bueno's tactics for this fight were typical, if not more aggressive than usual.

It wasn't until the second round that Salazar mounted a valiant offensive. Expecting the attack to the body, he successfully countered several blows with stunning haymakers.



As Salazar's body weakened, “Macho” moved up high.

That wasn't the end of it, however. Soon after taking several shots to the head, Bueno began to mix up his combinations, starting low and following up with shots to “Iceman's” head. The result was a fourth round knockout and a third win for Bueno, capping this rivalry at 3-0. Bueno's winning streak increases to a record 24-0-0 with 24 KOs. He is 24 years old.

Bueno Sets Sights on Middleweight Belt

After Winning Many Trophies, Middleweight Boxer Fernando Bueno Is Ready for the Big Fight

LAS VEGAS, Nev.—Fernando Bueno successfully defeated every man who stepped in his way, so why has he not gotten a shot at the title? That's the question fans and Bueno himself are asking.

In a short interview with *Las Vegas Boxing Bimonthly*, Fernando “Macho” Bueno expressed interest in challenging Bernard Hopkins for the title belt, asking, “What do I have to do to get a shot at the belt?” His management however, **wants to take it slow. By taking it slow, they can schedule more fights and more training sessions in between to boost Bueno's ratings and earn valuable experience.** Only time will tell, but one thing is for sure. More men will fall before Bueno gets his shot.

Bueno Drops B-Hop on Way to the Top

In a Stunning Upset, Bueno Proves He Is "Mas Macho," Knocking Out Bernard Hopkins in the First Round

NEW ORLEANS, La.—In what many call a stunning upset, Fernando "Macho" Bueno not only defeated Bernard "The Executioner" Hopkins, he did so in the first round.

Sparing no expense, Bueno purchased a pair of new speed enhancing gloves rumored to have cost \$750,000. The gloves helped increase his speed by 20 percent. Fight preparation didn't end there, however. The victorious boxer spent day and night dedicating his training sessions to increasing speed to counter Hopkins's power punches and compensate for that fighter's slugger style.

In the end, a short 2 minutes and 45 seconds later, Bueno's preparation paid off. He dodged incoming punches, slipped away from his aggressor, and countered with devastating head combinations in a first-round knockout.



Shifty and elusive, Bueno slipped away from the power puncher to land power shots of his own.

Bueno Is "Last Man Standing"

"Macho" Bueno defeats Salazar, wins middleweight belt

LOS ANGELES, Calif.—Prior to the fight, everyone was expecting the usual from Bueno and Salazar: that the prefight weigh-in would result

in blows and, ultimately, would last longer than the actual fight, as Salazar would once again fail to match up against Bueno.

This was not the case last night, however, as Salazar nearly went the distance against the favored challenger, finally staying down in the 8th round. Bueno began the fight in atypical fashion, **charging at his**



The final blow

opponent with sweeping two- to four-hit combinations to the head. After Salazar began to parry nearly every lead punch, Bueno's show of disrespect ended with a third round fall.

By the middle of the fourth round, Salazar's health was low, having been knocked down three times. Bueno's energy was waning, and he was taking several blows to the head. Salazar was gaining control of the fight.



The momentum

At the onset of the fifth, Bueno began to block a lot more in an attempt to regain energy. The momentum shifted late in the fifth when Bueno parried Salazar's left hook, which had been landing all night, with a right haymaker of his own to Salazar's head. The blow seemed to reenergize Bueno and he was able to land several solid body shots, dropping Salazar a fourth time.

Both fighters' energy dwindled, making the last two rounds a race to recover energy. Bueno spent the seventh round strategically landing short combos and occasionally clinching to regain energy. (He did receive a warning for excessive clinching.) The final blow of the bout came late in the eighth round when Bueno delivered a weary knockout uppercut to a beaten and battered Salazar. Bueno won the middleweight belt.

No Dice for "No Dice"

"No Dice" Sampson Falls in Bueno's First Title Defense

NEW ORLEANS, La.—Shortly after winning the middleweight championship belt, Fernando "Macho" Bueno successfully defended his title. The bout was short and sweet as Bueno seemingly toyed with his opponent, **cleverly staying ahead of Sampson while continually circling away from Sampson's power hand. Known for his slugger style and strong hooks, Sampson was effectively taken out of the fight by the speedier Bueno.** This brings Bueno's streak to an impressive 34-0-0 with 34 KOs.

Bueno vs. Carter III, "Uno Mas"

Bueno Wins Everlast Trophy, Defeats Carter



A hard-fought battle—both boxers were bloodied and beaten after the bout.

LOS ANGELES, Calif.—Of Bueno's three most notorious rivals, Carter is certainly the least talked about. After this recent fight however, one must wonder why. The two men fought with such passion and determination that both men had serious cuts and swelling by the fight's end.

Carter began the fight by staying elusive and swift with combination strikes. To coun-

ter Carter's signature style of speed and agility, Bueno's management encouraged him to spend several sessions practicing counter combos in sparring sessions before the fight. The extra training was just what the doctor ordered, as Bueno was able to successfully land 98 percent of his counters, many of which were combinations.

Bueno Moves Up In Weight, Wants Light Heavyweight Belt

LAS VEGAS, Nev.—Fernando "Macho" Bueno has continuously proven that he is no "flash-in-the-pan" champion. He is dedicated to improving himself and the sport of boxing for as long as he wears gloves.

That is why it comes as no surprise that the middleweight champion has become dissatisfied with simply defending his belt and has recently moved up in weight. With his sights set on the welterweight belt, the entire light heavyweight division is in for some rough times.

One Belt Not Enough for Bueno, Jones Jr. Goes the Distance

Bueno Streaks Up the Light Heavyweight Division, Wins Belt from Jones Jr.

NEW YORK, N.Y.—Proving that it takes more than hard fists and a tough chin to become a champ, Fernando "Macho" Bueno proved you need heart to reign supreme. Bueno's long-running streak of KOs and early round knockouts came to an end in dramatic fashion when he won a decision over the reigning light heavyweight champion of the world, Roy Jones Jr.



The long, hard-fought battle lasted an entire 12 rounds, with a total of 6 knockdowns combined between the two boxers. **Bueno surprised many skeptics long ago when he started training with promoter The King shortly after winning the BK® Invitational years ago.** When asked about his decision to train with The King, Bueno said that **"he knows how to motivate and increase my heart rating. Because of him, I can train in other areas and still increase my heart. You gotta have heart to go the distance, especially after being knocked down a few times. Besides, he's free. He's the only thing cheaper than his dollar value menu."**

Is Bueno *That* Bueno?

Las Vegas Boxing Bimonthly's Recent Interview with the Unified Belt-Holder

By Donato "Pogi" Tica

We recently had the pleasure of being invited to Fernando "Macho" Bueno's house after he secured the Unified title belt from James "Lights Out" Toney. Here is what he had to say.

LVBB: What does it mean to you to have the Unified title belt?

Fernando Bueno: Well, it really means that my hard work in the gym and training sessions has really paid off. If I didn't train as hard as I do, I'd still be stuck in the amateurs. A lot of boxers out there get complacent. They auto-train or just slack off. Not me. I push 100 percent every time I get I train. That's why my ratings are nearly all high 90s.

LVBB: What was your strategy against Toney?

FB: What? Weren't you watching the fight? [chuckles] Just kidding. Well, Toney is a tough guy. He's complex. I faced him once before and knew that he was a slugger and liked using that Philly shell system of blocking. That's a dangerous combination because he can slug it out and counterpunch too. Knowing that, I played it patiently. I picked my punches and delivered short, fast combos to the body. I think it tired him out early on.

LVBB: Has your style changed at all throughout your career? After all, moving from middleweight to light heavyweight, you'd have to adjust somehow, no?

FB: Yes and no. As far as my base and punch styles go, no. They haven't changed. However, I did change how I trained for fights. I had to improve my body, chin, and heart ratings. There would have been no way for me to last against stronger punchers if I hadn't.

LVBB: Rumor has it you're looking to go to heavyweight. Is that true?

FB: Who said that? I'll hurt 'em! [chuckles] Yes, that is absolutely true. I want it all. I'm out to prove that this kid can do it all. I want the heavyweight belt. And after that I want the Pound for Pound belt. And after that I want a black belt. And after that I want... well, maybe I'll just rest.

LVBB: How do you rest? What do you do in your off time?

FB: I practice some more... on *Fight Night Round 3* on my PLAYSTATION®3. [laughs]



Bueno worked Toney.

New Heavyweight Champion of the World!

Bueno Chases Dream and Achieves It

LOS ANGELES, Calif.—Not many people can say they have set their sights on being the best in the world at something and actually achieved it. Even fewer people can say they have Bueno has, and he has done it without ever failing.



Last night's heavyweight championship fight saw the emergence of what some are calling the best Pound for Pound boxer ever. Bueno overwhelmed Jeff Lacy with speed, style, and heart. Knowing that his opponent was slower but more powerful, Bueno avoided power punches by staying outside Lacy's reach. While dancing on the perimeter, Bueno reached in and landed crushing body blows and combination strikes to Lacy's head.

The early punch-fest tired out the eager boxer, but he was able to regain composure in later rounds, after having underestimated Lacy's ability to take body punches. It wasn't until round nine that Bueno switched stances and wore down Lacy's head with snapping jabs. After whittling down his health, Bueno charged in for the victory, landing a five-hit combo.

Pound for Pound, Bueno Is Best

Capping an Illustrious 43-Win Career, Bueno Wins the Pound for Pound Belt

LAS VEGAS, Nev.—Hometown hero Fernando "Macho" Bueno crowned his career with the Pound for Pound belt last night in New York against long-time rival Pablo "Iceman" Salazar. Their fifth fight resulted much like their previous ones.

Bueno was not unkind with his words, but they did tell the tale of the bout. "I've fought 'Iceman' so many times already, I'm surprised my fists don't have frostbite," Bueno joked, "but to be honest, by now, I know what he can do and how to prepare for it. The only thing that changes is that he gets a little faster or a little more powerful. As for tactics, I just did the same thing I did last time. I beat him up."

Fernando "Macho" Bueno goes out on top

After a Stellar Career, Bueno Retires

LAS VEGAS, Nev.—For many boxing fans, the end of an era came yesterday when Fernando "Macho" Bueno announced his retirement from the sport of boxing. Jovial as ever, the four-time world champion had this to say: "I couldn't be happier. After winning the Pound for Pound title, all I had left to do was defend my title. And let's face it folks, **maintaining this speed, power, and... well, all the ratings gets much tougher once you hit 35. So I decided to call it a career.** It's great, I get to spend more time with my fiancée, Leslie, and play as much *Fight Night Round 3* as I want."



Bueno retires 42-0-0, 40KOs. He is 35 years old.

Bueno was known for quick-ending fights early in his career, but as time progressed, Bueno's opponents kept lasting longer and longer. Occasionally he would still knock opponents out in the first 4 rounds (mostly his rival Salazar), but it was plain to see that time was catching up. When asked what he thought of Bueno's retirement, rival Pablo "Iceman" Salazar said, "You came to ask me about Bueno? He's a bum! He got lucky in our five fights! That belt should have been mine.... Hey, you wanna buy one of my T-shirts? I'll sign it for ya."

Bueno is currently writing a book about his career. The book will be released next fall by Prima Publishing.

HOOK

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SPEAKING OF WHICH, TURN THE PAGE, KID!



This isn't the boy scouts or a popularity contest. This is the sport of boxing, champ. You can respect your opponent, but when it comes down to it, you gotta forget all that in the ring. Outside of the ring, give a man his due. Inside the ring, you gotta hate his guts!

There will always be great fighters, but great rivalries, well, they only come once in a career. You can develop your own rivalries throughout your career, but if you want to spill some bad blood from boxing history, ESPN Classic™ is where you need to go.



Ali vs. Frazier

March 8, 1971; January 26, 1974; October 1, 1975

Muhammad Ali



"The Greatest of All Time"

Base style: Smooth

Punch style: Fast

Block style: Classic

Rivalry record: 2-1

The Skinny

Power: 82	Chin: 90
Speed: 75	Body: 60
Agility: 70	Heart: 60
Stamina: 80	Cut: 95

Ali's Side of the Story

There's a reason that Ali is called "the Greatest," kid. He was a man of principle and conviction. That's why prior to Ali and Frazier's first bout, Ali had been stripped of the heavyweight title by the governing committee for refusing to enlist during the Vietnam War. His religious and philosophical beliefs were in direct conflict with the war.

While Ali was banned from competing and prohibited from working, Frazier won the up-for-grabs title by defeating Jimmy Ellis. That didn't sit well with Ali, of course. As soon as Ali was allowed to compete again, he dropped a few journeyman fighters, and made a beeline straight at Frazier...and his title. The fight garnered a ton of attention, but was a disappointing decision for Ali. He was handed a loss after 15 grueling rounds. That didn't sit well with Ali, either.

Naturally, promoters, fans, Ali, and pretty much everyone in the world wanted a rematch. Ali goaded Frazier incessantly, taunting him, calling him ignorant. It was the classic case of Ali mental warfare. They didn't call him the "Louisville Lip" for no reason!

Ali's Victory

Ali's first victory of the rivalry came in his second meeting with Frazier, where he won by decision. His real victory came in their third fight where the tug-of-war between boxers was intense and brutal.

Ali controlled the first five rounds until Frazier dazed him with a few devastating hooks in the sixth. From then on it was all Frazier. The Rope-A-Dope wasn't working and Ali was getting pounded...until the tenth. That's when Ali took control and got to work on Frazier's eye.

Frazier hung in there, taking blows and absorbing punishment. Frazier insisted on continuing into the 14th, but when the round was over, his corner man Eddie Futch stopped the fight. Ali had won the "Thrilla in Manila."

"It's gonna be a chilla, and a killa, and a thrilla, when I get the Gorilla in Manila."

—Ali, on his thoughts about the third fight against Frazier

Being Ali

You wanna be Ali? Then you gotta float like a butterfly and sting like a bee! No joke, champ! Frazier is slower than you. He's strong, but you're just as strong. Don't let him bully you. Use your speed against him and make him chase you. As he does, smack him around.

The Rope-A-Dope worked once, but don't count on it here. He'll pummel you into a pulp if you do! Instead, whittle away at him with your speed and quick combos. Remember your footwork, champ. Float like a butterfly, sting like a bee!

Tale of the Tape

Unable to land front-row seats, *Life* magazine got Old Blue Eyes himself (that's Frank Sinatra, kiddo) to take photos of the fight because he had a better view of the action!

Tale of the Tape

The first bout was dubbed "The Fight of the Century" and the third was the "Thrilla in Manila." So what about the second bout? Read about it on the next page.

Frazier's Side of the Story

"Smokin'" Joe Frazier was no bum. He fought hard, hit hard, and was hard to beat. When the vacated heavyweight belt went up for grabs, he was quick to step up and grab it. Of course, he had to drop Jimmy Ellis to get it.

When he was called out by Ali, Frazier wasn't quick to jump to the challenge. He took his time, boxing other contenders while Ali trained to meet him in the ring.

Before their first encounter, Frazier wasn't fazed by Ali's verbal jabs. He maintained his composure and looked past the "Fight of the Century" billing. As far as he was concerned, he was the rightful owner of the heavyweight title, no matter what Ali said.

Frazier's Victory

Frazier won their first encounter in a 15-round decision. The general consensus was that the fight was even. They were each pounding on the other like he had stolen something. Though Ali was in control of the early rounds, something that would become a typical of their fights, Frazier swung the momentum in the fourth round with a series of body blows.

It wasn't until the 11th round, though, that Frazier sent Ali back to the ropes with a crushing hook. The audience and judges were floored. Ali wasn't floored, however, until the 15th round when Frazier connected with another flush hook. That blow seemingly convinced the judges. Frazier was the winner by unanimous decision.

Being Frazier

You're a bully, so act like it! Fatten the "Louisville lip" with strong blows to the head. He may be faster than you, but you've got crushing hooks at your disposal. Use 'em!

Get inside of his jab, and work the hooks in down low. Attack the body and take away his speed. Once you do, he's all yours to bully around the ring.

"When I go out there, I have no pity on my brother. I'm out there to win."

—Joe Frazier

Tale of the Tape

The second bout between Ali and Frazier was largely considered a disappointment, so it didn't get a cool nickname. The lead-in to the second fight, on the other hand, was very exciting.

As both boxers reviewed their first meeting at the NBC studios, Ali began to taunt Frazier over his lengthy hospital stay after the fight. Frazier was sick of Ali's verbal jabs and made it physical. Their rematch had begun, and they weren't even in the ring yet.

Joe Frazier



"Smokin' Joe"

Base style: Bully

Punch style: Hook master

Block style: Cross

Rivalry record: 1-2

The Skinny

Power: 97 **Chin: 60**

Speed: 60 **Body: 95**

Agility: 55 **Heart: 95**

Stamina: 75 **Cut: 60**

Jones Jr. vs. Toney

November 18, 1994

Roy Jones Jr.



"Junior"

Base style: Elusive

Punch style: Sinister cross

Block style: Classic

Rivalry record: 1-0

The Skinny

Power: 75 **Chin:** 60

Speed: 80 **Body:** 95

Agility: 80 **Heart:** 70

Stamina: 60 **Cut:** 100

Jones Jr.'s Side of the Story

Roy Jones Jr. was often called the best "Pound for Pound" boxer of his time. He took nearly every belt from middleweight to heavyweight.

When he met with Toney, Toney was the IBF super middleweight champion of the world. The thing that got really fueled this rivalry was that even though Toney was the super middleweight, it was Roy Jones Jr. that was considered the best.

Jones Jr., of course, didn't shy away from the attention. He fed it. Toney didn't like it. Would you?

Jones Jr.'s Victory

Roy Jones Jr. knew exactly what he was capable of and what to do. He got an early jump on the fight by winning the early rounds using his speed.

Toney seemed sluggish and slower than "Junior." Jones maintained his speed and movement throughout the entire fight. Junior got a jump in the rounds and danced his way to victory in their first and only fight.

Being Jones Jr.

Beat him with your speed, junior. People say Toney is a better boxer, but you're a better athlete. He can box, sure, but you have the intangibles—speed and toughness.

Work around him. Don't let him get outside. Instead, work him inside with quick combinations and then back away. Toney might be able to counter every now and then, but don't let it rattle you. His power is what you need to watch out for. Avoid getting into a slugfest with him, but don't let him pick away at you with power shots either. Fight a balanced fight, champ. Show him why you're the best, pound for pound.

Tale of the Tape

Roy Jones Jr.'s first defeat in 2004 shocked the sports world. It marked the beginning of the end of his career. His movie career, however, was about to take off. Making appearances in two of the three *Matrix* movies and releasing his own rap CD, Jones Jr. continued to be a pop culture mainstay.

Tale of the Tape

Later that year, Roy Jones Jr. was awarded the same honor that Toney had received three years prior. Jones Jr. was named *The Ring* magazine's Fighter of the Year for 1994.

Toney's Side of the Story

James "Lights Out" Toney was often charged with being an emotional boxer. Such boxers are dangerous because you don't want to tick them off at the wrong time. They're like bulldogs after you've snatched a bone away from them. Before their fight, Toney made it publicly known that he didn't care for Junior.

Toney, unfortunately, wasn't in the best position to take on Jones Jr. and defend his title. Before the fight, Toney had a hard time maintaining his weight for the super middleweight division (later he'd move up to heavyweight). And even though he would later blame his loss on the strain of losing weight to make the match, he would also come to resent his trainer as well. It wasn't good times for Toney, but then again, he made times difficult for many boxers on his way to the top. You can't win 'em all, kid.

"It's about business. He's in my way, so I've got to get rid of him."

—Toney, on Roy Jones Jr.

Toney's Victory

Well, there isn't much to say about Toney's victory against Jones—he never had one. But he did have plenty of impressive wins before he fell to Junior.

In numerous wins spanning nearly two decades, Toney relied on his exceptional strength and durability. He was an adept overall boxer, able to fight both inside and out. But it was his power punches that won fights. He didn't always knock out his opponents (often he went the distance), but his powerful blows landed squarely and fiercely. In spite of his 43 knockouts in 69 victories, Toney didn't always fight for the knockout punch. He could outbox his opponents and wait on the decision... though it didn't always go his way. He had his share of controversial losses.

Being Toney

You got him beat in so many areas it's not even funny. You've got better power, stamina, chin, and heart. You know what that means? That means you have choices.

Junior's gonna try and fight you outside. That's fine. Work him from the outside while countering with your own power shots. If you can, suck him into a slugfest. He may be too smart for that though. If he is, outlast him. He may be faster, but you can still make him chase you as you wear down his energy. Outbox the chump! Pick your shots and let the judges do what they do!

Your other option is to try to use Ali's Rope-A-Dope. Absorb some shots while he punches himself out. With your chin and heart, you can wait for him to get tired and overpower him when he least expects it. Finish this fight the way you should've the first time—with your hand raised high.

James Toney



"Lights Out"

Base style: Slickster

Punch style: Slugger

Block style: Philly shell

Rivalry record: 0-1

The Skinny

Power: 80 **Chin: 90**

Speed: 75 **Body: 70**

Agility: 70 **Heart: 80**

Stamina: 80 **Cut: 75**

Jones Jr. vs. Hopkins

May 22, 1993

Roy Jones Jr.



"Junior"

Base style: Elusive

Punch style: Sinister cross

Block style: Classic

Rivalry record: 1-0

The Skinny

Power: 75 **Chin:** 60

Speed: 80 **Body:** 95

Agility: 80 **Heart:** 70

Stamina: 60 **Cut:** 100

Jones Jr.'s Side of the Story

It's hard to say how it is that Roy Jones Jr. managed to form so many one-fight rivalries, but the fact is, he did. The guy had a real mouth on him, you know? The thing is the rivalry between Jones and Hopkins didn't start before their fight, it started after.

Jones was fighting for his first-ever title. So was Hopkins. At the time, the IBF middleweight title was vacant. It was up for grabs, and the only two men with a true shot at it were Jones and Hopkins. By the fight's end, Jones had won the title by unanimous decision.

The rivalry centered less on their fight, and more on their different fighting styles.

"Roy's got to do what Roy's got to do to win the fight. Roy's got to get back on track. Roy can't go out there and spend all this time promoting the fight and then not win the fight. Roy's got to win the fight and then he'll promote later."

—Roy Jones Jr., on Roy Jones Jr

Jones Jr.'s Victory

Jones Jr. was tough. His style wasn't what opponents typically expected to see in the ring. He was elusive, shifty, and speedy for a middleweight.

That's how he got it done in the ring. By staying ahead of his opponent, he would always seem to be out of reach. Not only did that make him hard to hit, it kept him in the fight longer. After all, he was avoiding punishment! Jones outboxed Hopkins and won the bout decisively. It was scored 116-112 by all three judges.

Being Jones Jr.

Junior, the only way to win this fight is to fight *your kind* of fight. Get in his kitchen, work him inside, then knock his block off from the outside. You're fast, champ. You're tough, champ! You're a bad, bad man!

Remember, though, Hopkins is a shifty Philly boxer. He hasn't lasted this long in the sport by just being lucky. He's defensive. He can take a lickin' and keep on tickin'. He has good chin, body, stamina, and heart, so your best bet is to pick an area to attack and pound it to a pulp. Go at him, Junior! And don't forget to jab!

Hopkins's Side of the Story

Hopkins's career didn't start off on the best note. The poor guy lost his first pro fight, as a light heavyweight no less, only to return a year and a half later in the middleweight class. Before meeting with Jones Jr. in 1993, Hopkins had already established himself as force in the middleweight division.

When the two met up for the vacated IBF middleweight bout, Hopkins had his hands full. He was no stranger to taking punishment, but his defensive style just wasn't enough to overpower Jones—he was just too fast. Even though Junior took the belt and continued to move up in weight divisions, Hopkins perfected his skill as a middleweight. A few years later, Hopkins won the middleweight belt. Now that's heart, kid. You could learn something from him.

"Roy Jones said it best when he said Bernard Hopkins is a man. That's why he hasn't fought me in six or seven years."

—Hopkins, on Jones Jr.'s refusal to meet him again in the seven years after their single fight

Hopkins's Victory

Hopkins didn't have a victory against Jones, but he does have 42 other wins in his beefy career. The Executioner has chopped down opponents for nearly 20 years! In that time he has used his exceptional defense to avoid taking damage while dealing some of his own.

You can't defend a title a record 20 times without having good punching power and the ability to neutralize your opponents. In Hopkins's most recent victory (against Antonio Tarver) he neutralized Tarver's opponent's jab and pounded away with counterattacks.

Being Hopkins

As the Executioner, you may be a defensive boxer, but you're also capable of doing some real good boxing out there, slugger. Remember where you came from, kid. You're from the mean streets. Fight like you did back then. You gotta be angry and go at him.

He thinks he can take you inside, but you can take his speed away. Move away from his power hand and work your jab. When you see the opportunity, counter with power combos.

"When you fight a Philadelphia fighter, with a Philadelphia heart, you can't break his spirit."

—Hopkins, on his boxing roots

Tale of the Tape

Christmas came early for boxing fans in 2005. That December 16th, Hopkins and Jones Jr. agreed to meet for Jones Jr.-Hopkins II on March 11, 2006. The much anticipated rematch was 12 years overdue! Unfortunately, the hotly anticipated rematch fizzled when the two men failed to agree on the terms of the fight.

Hopkins wanted a 50/50 split, while Jones Jr. felt he deserved more. The fight was cancelled, never to be mentioned again. Hopkins recently retired.

Bernard Hopkins



"The Executioner"

Base style: Balanced

Punch style: Slugger

Block style: Classic

Rivalry record: 0-1

The Skinny

Power: 70 **Chin: 85**

Speed: 75 **Body: 85**

Agility: 70 **Heart: 80**

Stamina: 80 **Cut: 80**

Hopkins vs. Taylor

July 16, 2005; December 3, 2005

Bernard Hopkins



"The Executioner"

Base style: Balanced

Punch style: Slugger

Block style: Classic

Rivalry record: 0-2

The Skinny

Power: 70	Chin: 85
Speed: 75	Body: 85
Agility: 70	Heart: 80
Stamina: 80	Cut: 80

Hopkins's Side of the Story

The story behind the Hopkins-Taylor rivalry is also tells the tale of the end of an era. Up until their first meeting, Hopkins was king of the middleweight division—and with good reason. The man had held the WBA, WBC, IBF, and WBO middleweight titles for over a decade!

But as the story goes, every champion has a challenger. Hopkins's was Taylor. Taylor was 13 years younger, undefeated, and hadn't fought against top competitors yet. The kid was hungry.

Hopkins's Victory

The reason we call it the end of an era is because Hopkins didn't win a fight in this rivalry. He lost his title, and when the rematch came a few months later, he just couldn't quite pull it off.

Many said he was past his prime, but he proved everyone wrong when he abandoned his once treasured turf, the middleweight division, and moved up to light heavyweight. There he won the title against Antonio Tarver in June of 2006. You can beat a bulldog, but you'll never take away his bite!

"I wanted the opportunity to prove myself. I am a role model. I want to represent the USA."

—Hopkins, on how he sees himself

Being Hopkins

Three words, champ—watch the jab! Taylor is younger and that means he's faster, so he's gonna try to work you down with the jab. Disrupt his jab and he's got nowhere to go. The kid's all speed!

You've got experience. You're the champ. He wants what you've got, and you've got mean chin, body, and stamina ratings. Outlast the guy and make him pay for stepping in the ring with you. Be patient, though. He'll try and come in with fast combinations. If you can counterpunch and disrupt his jab, Taylor won't know what to do.

Taylor's Side of the Story

People said he couldn't do it. He was too young, or too inexperienced. Well, kid, as you can imagine, that didn't sit too well with Taylor. For that first fight, Taylor stepped into that ring with bad intentions. He was out to destroy a career—Hopkins's career.

The truth is, he was better than Hopkins. Taylor beat him twice. One was a split decision, but you're bound to have fights like that every now and then. Taylor out-boxed Hopkins in both fights, proving that Taylor could hold his own and he could master the swing of momentum in a fight. During both fights, Taylor mixed up his punches and showed great versatility for a young boxer.

"Hopkins was about me wanting to be world champion. I had to prove myself. I am the world champ and he has to come in and take that from me."

—Taylor, on defending his belt

Taylor's Victory

"Bad Intentions" won both of his meetings with Hopkins. In both fights, Taylor started by outpunching Hopkins by being more active in the ring. Early-round surges showed flashes of greatness, and middle-round defensive stands showed he could also protect himself.

Taylor was a clever fighter. He was very calculating, letting Hopkins mount a small comeback, only to tire himself after having lost the first few rounds. In their second fight, Taylor proved he can be defensive as he warded off Hopkins's attacks with his elbow.

After having beaten the former middleweight champ twice, there was no doubt in anyone's mind that Taylor was the new middleweight champion.

Being Taylor

Alright, champ. You got the speed and agility to box circles around this punk! Use your speed by dropping the jab and your ability by moving away from his power hand. He's got a little bit more power than you, so use your footwork to neutralize it.

Once Hopkins is neutralized, dig in with your jab! Sting him with jabs and set up your combos. You're a balanced fighter, so fight like it! Use balanced defense and offense to keep the pressure on him and away from you. As soon as he starts landing power shots, step back, and collect yourself. We swear, if you let Hopkins suck you into a slug-fest, we'll whup on you ourselves.

"I'm not worried about defense. I can fight good defense too, but it would be two people in ring not throwing punches. I have the best jab in the business, that's what you'll see."

—Taylor, on his boxing style

Jermain Taylor



"Bad Intentions"

Base style: Balanced

Punch style: Fast

Block style: Philly Shell

Rivalry record: 2-0

The Skinny

Power: 70 Chin: 85

Speed: 80 Body: 70

Agility: 80 Heart: 70

Stamina: 80 Cut: 90

Robinson vs. LaMotta

October 10, 1942; February 5 1943; February 26 1943; February 23, 1945;
September 26, 1945; February 14 1951

Ray Robinson



"Sugar" Ray Robinson

Base style: Smooth

Punch style: Basic

Block style: Philly shell

Rivalry record: 5-1

The Skinny

Power: 75 **Chin:** 80

Speed: 80 **Body:** 60

Agility: 75 **Heart:** 80

Stamina: 80 **Cut:** 90

Robinson's Side of the Story

Before meeting LaMotta in the ring, Robinson had never been defeated. The man had never tasted defeat in over 40 pro fights! Robinson dominated the ring with a vengeance, and even though he wasn't the most powerful fighter ever, he was no stranger to knockouts.

As an amateur, Robinson had 80 victories with 69 won by knockout or TKO. He was no joke. "Sugar" Ray Robinson was tough as nails and often relied on speedier, smooth boxing instead of hard-sticking shots. He was always capable of going all the way, and in all six of his grueling matches against LaMotta, he had to.

"Fighting, to me, seems barbaric. I don't really like it. I enjoy outthinking another man and outmaneuvering him, but I still don't like to fight."

—Robinson, his thoughts on boxing

Robinson's Victory

Of his six fights with LaMotta, Robinson won five. It was not uncommon in their fights for Robinson to take a beating and sometimes be knocked down, but time and again, Robinson played the cards and won on points.

Because of that, people still contend that Robinson was a better boxer than LaMotta. Sure the Bronx Bull could slug, and sure he had power, but Robinson's style of fighting was so sweet (sweet as sugar) that he was able to win five of their fights without having to knock out the thick-headed bull.

Being Robinson

Sugar Ray, the last thing you need to do is take too many blows from this guy. LaMotta was a bully as a kid and he's just as much a bully in the ring. Avoid his power shots as much as you can. He's gonna want to get in and absorb some punishment, and believe me, champ, he can take it. But he will dish it out ten-fold.

So stay light on your feet, only plant your feet to land a power shot, and get back on the move. Stay away from the ropes in this one. If he tries to get inside, move away, and stick the jab. Let him be a bully. You be a finesse boxer.

"My business is hurting people."

—Robinson, his thoughts on boxing

LaMotta's Side of the Story

LaMotta wasn't much of a boxer. He was a scrapper, a slugger, and a real mean cuss. He grew up on fighting, so it was no surprise that he went after the man who, at the time, was undefeated. The reason they called him the "Bronx Bull" was because he fought like one, charging head-on into his opponents.

While some say that isn't the smartest strategy, for LaMotta, it made perfect sense. He had the chin of a stone statue and the heart of a raging bull. He didn't stop fighting outside the ring either. He had a tough life, kid. That hardens a man, and even worse. It makes him crave conflict.

LaMotta's Victory

LaMotta's only victory against Robinson came in their second fight. In it, he really put the screws to Robinson. LaMotta overpowered the silkier boxer and pounded him through 10 rounds. In true LaMotta fashion, he charged inside, absorbing shots and delivering crushing blows of his own.

After working his way inside, LaMotta knocked Robinson so hard, Robinson went through the ropes in the eighth! The ref didn't stop the fight, but LaMotta's brutal assault on Robinson was enough to win him the decision. Even though he typically overpowered Robinson, save in their last fight, this was LaMotta's only victory against his rival.

"The three toughest fighters I've ever been up against were Sugar Ray Robinson, Sugar Ray Robinson, and Sugar Ray Robinson."

—LaMotta, on fighting Robinson

Being LaMotta

If you're going to step in the ring wearing those shoes, you better know how to fill them. You got power and chin, and to top things off, you're a bully by nature. Show Sugar Ray why they call you the Bronx Bull!

Step in there, deflect as many shots as possible and wage war on him. Slow Robinson down with strong body shots and attack his head with short, powerful bursts to swell him up. Get him to fight you on your terms and push him around the ring. Get inside, get him against the ropes, and get enough fistfuls of Robinson so that he's less of a man than when he stepped into the ring!

"I fought Sugar so many times, I'm lucky I didn't get diabetes."

—LaMotta, on his fights against Robinson

Tale of the Tape

If watching LaMotta in black and white doesn't seem out of the ordinary to you, that's probably because you've seen Martin Scorsese's 1980 biopic, *Raging Bull*.

Though the movie was released in 1980, when it could have been filmed in true color, Scorsese opted to go with black and white. What stood out the most, however, was Robert DeNiro's portrayal of the Bronx Bull. LaMotta's story garnered eight Oscar nominations for Best Picture, Best Director, Best Actor, Best Supporting Actor, Best Supporting Actress, Cinematography, Sound, and Editing.

Jake LaMotta



"The Bronx Bull"

Base style: Bully

Punch style: Basic

Block style: Cross

Rivalry record: 1-5

The Skinny

Power: 80 **Chin: 90**

Speed: 65 **Body: 90**

Agility: 60 **Heart: 90**

Stamina: 90 **Cut: 50**

Leonard vs. Duran

May 20, 1980; November 25, 1980; June 12, 1989

Ray Leonard



"Sugar" Ray Leonard

Base style: Speed

Punch style: Fast

Block style: Classic

Rivalry record: 2-1

The Skinny

Power: 55 **Chin: 80**

Speed: 90 **Body: 70**

Agility: 85 **Heart: 90**

Stamina: 80 **Cut: 90**

Leonard's Side of the Story

"Sugar" Ray Leonard was a champion long before Duran was in the picture. When Roberto Duran stepped up to challenge him, Leonard was still the favorite to win. Sugar was younger and faster than Duran, but that didn't seem to mean much to the aging scrapper.

Leonard had spent years in that division and wasn't about to let some punk get a hold of the belt. Duran bullied Leonard in their first meeting. Leonard pounded away at the Duran with everything he could muster. Fifteen rounds later, Duran was the new champ.

***"You have to know you can win.
You have to think you can win.
You have to feel you can win."***

—Leonard, on what it takes to win

Leonard's Victory

Sugar had to wait for the rematch to avenge his loss. It was during their second fight that Leonard stepped up his game. There he danced around, taunted Duran to move in and attack him, and immediately moved out of Duran's reach.

This went on for rounds until Duran stopped mid-fight, turned around and said, "¡No mas!" When the fight was over, Leonard had won by TKO. The third fight was much like the second, with Leonard moving away and landing blows as he escaped. Leonard maintained his title, but his career was coming to an end.

Being Leonard

You're gonna let that chump Duran step in and take your belt? You can't let him, champ. You're faster and got a snappier jab. Use your agility and speed to move around the ring and stay away from his power hand.

If Duran tries to bully you into his kind of fight, bob and weave and land your own combos. Use your parry to deflect his lead-in punch, and counter with short three-punch bursts. If you go for too much, he'll knock you around!

***"A fighter never knows when it's
the last bell. He doesn't want to
face that."***

—Leonard, on the uncertainty

Duran's Side of the Story

Duran was hungry before he met Leonard. Leonard had what he wanted, and nothing short of a train was going to stop Duran from taking the belt.

Duran was known as an aggressive boxer in the ring. He was a lot like LaMotta in that he could take hard shots and keep on coming. And that's exactly what he did. If he couldn't outbox an opponent, Duran would draw him into a slugger match. That was his territory.

"I am not an animal in my personal life. But in the ring there is an animal inside me. Sometimes it roars when the first bell rings. Sometimes it springs out later in a fight. But I can always feel it there, driving me and pushing me forward. It is what makes me win. It makes me enjoy fighting."

—Duran, on the fighting spirit

Duran's Victory

Duran's only victory against Leonard was at their first meeting. He knew that Leonard was younger and faster, so Duran's plan was to get Leonard away from his style of boxing and into a brawl.

Because brawling was Duran's style he would have the obvious advantage. As soon as Leonard abandoned his own plan and started going at it with Duran, it was all over. Duran outpunched Leonard on his way to victory.

"Getting hit motivates me. It makes me punish the guy more. A fighter takes a punch, hits back with three punches."

—Duran, on getting hit

Being Duran

If you plan on walking out of that ring a champion, you better bring your hands of stone. Draw Sugar into a brawl. That's where you shine. Don't try to get cute with clever combinations or pantywaist jabbing. If you do, he'll out jab you.

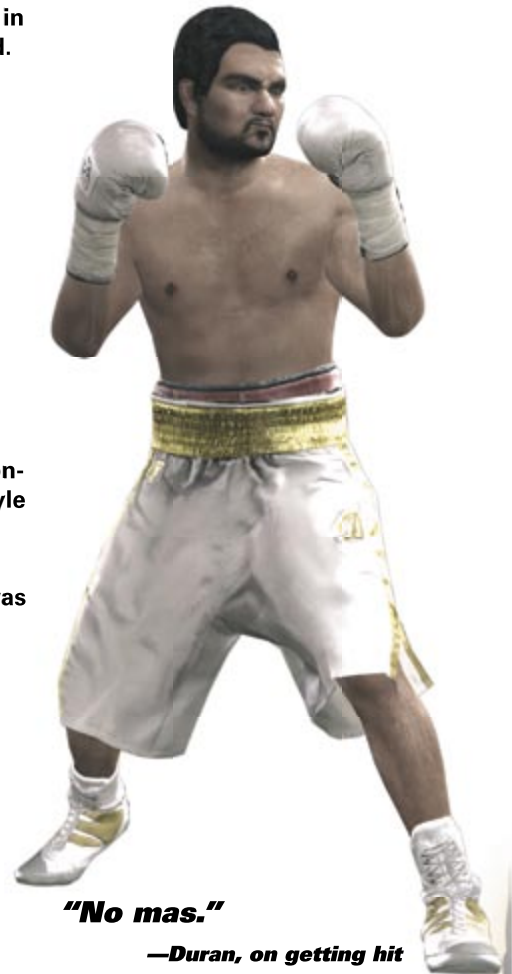
Well, use it every now and then, but you're not about style and flair. You're a meat-and-potatoes kind of boxer. So go out there and knock the meat and potatoes outta him! Use your hooks to wear down the body and your uppercuts to shake his head loose.

Tale of the Tape

The second fight in this heated rivalry was dubbed the "No Mas" fight. Translated from Spanish, "no mas" means "no more." These were the two fateful words muttered by Duran in the eighth round that both ended the fight and lost Duran the career-long following he had in his native home of Panama.

It was said that Panama had turned its back on Duran in shame. They, in effect, said "no mas" to Duran. It would be another few years before he would regain their love and establish himself as the legend he is now.

Roberto Duran



"No mas."

—Duran, on getting hit

"Hands of Stone"

Base style: Balanced

Punch style: Lethal uppercuts

Block style: Cross

Rivalry record: 1-2

The Skinny

Power: 65 Chin: 90

Speed: 75 Body: 90

Agility: 75 Heart: 60

Stamina: 85 Cut: 90

Leonard vs. Hagler

April 6, 1987

Ray Leonard



"Sugar" Ray Leonard

Base style: Speed

Punch style: Fast

Block style: Classic

Rivalry record: 1-0

The Skinny

Power: 60 **Chin: 70**

Speed: 85 **Body: 70**

Agility: 80 **Heart: 95**

Stamina: 80 **Cut: 95**

Leonard's Side of the Story

Leonard had been out of commission for nearly five years before this fight. Before it, he had retired, returned for one fight, then retired again. To make matters worse, he had had a retina surgically repaired and had to make weight for the Leonard versus Hagler fight.

Leonard must've been crazy to take on this fight. Crazy or not, he stepped in the ring and took on the tougher puncher. Hagler, at the time, was heavily favored to win the fight, at which seats went for \$500 or more. Sugar's plan was to go in there and do what he does best—stick and move.

"I figure it's like something that has to be, before Marvin and me can be content with ourselves. There is a burning desire in me now."

—Leonard, before his fight with Hagler

Leonard's Victory

Leonard's plan worked. Though he won by a controversial split decision, Leonard put on a show, bobbing and weaving, taunting and attacking, taking punches and then counterattacking.

The early rounds were clearly Leonard's, while the middle rounds went to Hagler. When the last few rounds came and went, fans and judges were equally baffled as to how to call it. Rounds 9 through 12 were marked by Hagler's stiff punches and Leonard's counterattacking. A split decision was the only logical result.

Being Leonard

Hagler is stronger and tougher than you, Sugar Ray. He can take the hits and dish 'em out with equal force. You, on the other hand, have your speed and agility. You may not be as fast as when you were a welterweight, but compared to this chump, you're golden.

So use what you got. Use your speed and footwork to stay away from his power. Move in on him, land a few quick combos, and then back away. You don't need to land too many, but be sure that you connect. Don't ease off him, either. If you land a combo, don't take too long in getting back in there. He's got the heart to keep coming if you give him enough space. Don't give him too much respect!

"I consider myself blessed. I consider you blessed. We've all been blessed with God-given talents. Mine just happens to be beating people up."

—Leonard, on his skills

Hagler's Side of the Story

Hagler was the clear favorite coming into this fight. He had won the title and retained it for seven years. Bout after bout, challenger after challenger, Hagler fought his way out every time.

When Leonard decided to return to the ring and take a shot at the title, Hagler didn't shy away. Why would he? He had fought hard to stay atop the middleweight division. He wasn't about to start turning down challengers now.

"Even though the outcome wasn't the way it should have been, publicly I still feel in my heart I won the Sugar Ray Leonard fight."

—Hagler, on the controversial decision

Hagler's Victory

The fight between Hagler and Leonard ended up being one of the most controversial decisions of all time. Leonard danced around, and Hagler responded. Leonard taunted, and Hagler responded.

And when people thought Leonard was running away with the fight, Hagler responded. He took the middle rounds decisively and made the last four rounds really tough on Sugar. The cards say Hagler didn't win, but many boxing enthusiasts still don't agree.

"I think the way you carry yourself in and outside of the ring makes you that way, so those are the best moments for me."

—Hagler, on being marvelous

Being Hagler

All right, son, go in there and do what you do best. Muscle in on him and chop him down with power shots. He's gonna try to move around like he usually does. Keep him steady with shots to his body. They'll tire Sugar out, slow him down, and make him a stiff, stationary target.

Work him down low in the early rounds. As soon as he starts to slow a bit and throw less jabs, go at him up high. Sugar's got heart, son, so don't give him a chance to come back in the later rounds. Take him out early!

"You know, I think I had a great career; there's not much I think I'd do different other than get a title shot much earlier. I didn't get one till 49 or 50 fights into my career."

—Hagler, looking back on his career

Marvin Hagler



"Marvelous" Marvin Hagler

Base style: Bully

Punch style: Slugger

Block style: Cross

Rivalry record: 0-1

The Skinny

Power: 77 ***Chin: 85***

Speed: 65 ***Body: 80***

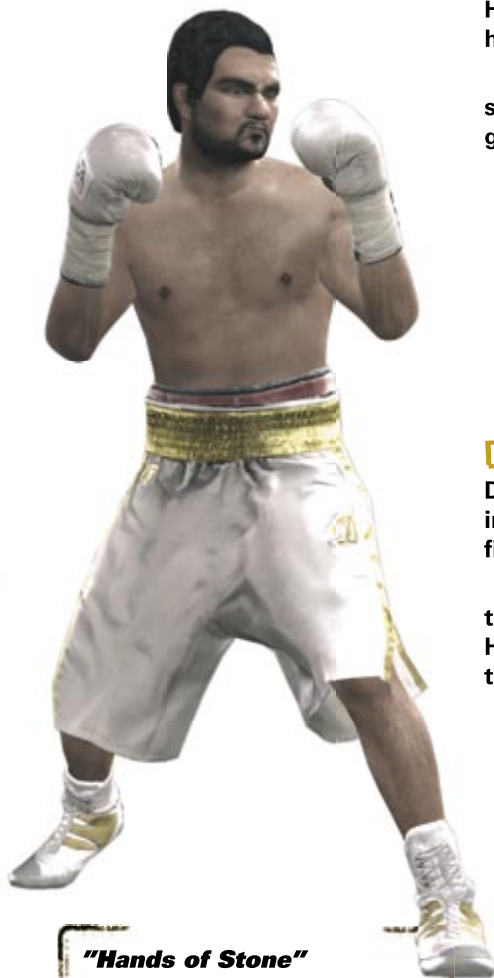
Agility: 70 ***Heart: 90***

Stamina: 85 ***Cut: 65***

Duran vs. Hagler

November 10, 1983

Roberto Duran



"Hands of Stone"

Base style: Balanced

Punch style: Lethal
uppercuts

Block style: Cross

Rivalry record: 0-1

The Skinny

Power: 67 **Chin:** 85

Speed: 75 **Body:** 90

Agility: 75 **Heart:** 60

Stamina: 85 **Cut:** 90

Duran's Side of the Story

Although Duran was hungry when he first met with Leonard, when he later faced Hagler, Duran was on his way out. He had a hard time preparing for the fight, and had to move up in weight just to meet with the heavier Hagler.

Nonetheless, the fight was on and Duran was ready. Instead of going down at some point in the fight, as many were expecting he would, Duran was the first to go all the way against Hagler in a championship title bout.

"People loved me all around the world, from America to Italy and even England."

—Duran, on his fans

Duran's Victory

Duran's victory was in rounds 1 through 12. Though the bout was slow and seemingly uneventful, by many enthusiasts' standards, Duran had the point lead in the first three quarters of the fight.

Still, because both fighters were fighting conservatively, Duran's lead was extremely narrow. But that was the route both boxers chose. By the end of the 15th, Hagler had mounted a decisive comeback to take the lead in the cards and win the bout.

"I'm not a god—but I am something similar."

—Duran, on how he felt in the ring

Being Duran

You're "Hands of Stone," champ! Prove to everyone sitting in their seats that you deserve that name. Use your power. You're not a great counter puncher, so don't try to parry his shots too often.

Instead, move away from his blows and come back with brick shots upside his dome! Hagler cuts easily, so pick a side of his face and make him bleed. Don't leave the ref a choice but to stop the fight. If you do, you might even end up knocking him cold.

Hagler's Side of the Story

Just as he was in prior and future fights, Hagler was the clear favorite against the older and lighter Duran.

The Roberto Duran fight was Hagler's sixth title defense in half as many years. That meant that Hagler knew how to fight a championship fight and how to handle the pressure. Duran didn't rattle him. Then again, not much rattled Hagler in those days.

Hagler's Victory

Hagler and Duran took the same approach to the fight. Both men played it conservatively and opted to counter instead of lead in with the attack. And while it made for a defensive bout, it also made for a very slippery slope on the scorecards.

After muddling through 12 rounds of slow-paced action, Hagler turned up the heat in the final three rounds. His plan was to lead the attack in the latter part of the fight and leave no doubt in the minds of the judges that he was still champion. His gamble paid off. He successfully defended his title a sixth time.

"In order to be at the top and maintain your focus you have to have something that motivates you. For me, it was what I perceived as a lack of respect from the boxing world as well as the media, which made me want to work so hard and be great."

—Hagler, on being a contender

Being Hagler

They call Duran "Hands of Stone." But he's made of stone all over! He's got high chin, body and cut ratings, kid. That means you aren't looking to knock him out. You need to outbox him.

Lucky for you, you've got the upper hand in power. Use your power to keep Duran at bay and for Pete's sake, conserve your energy, kid! With your heart you should be able to go all day. Use your energy wisely, pick your power shots, and make him work. By the end of the fight, the cards will be in your favor, Marvelous.

"Oh yeah, I mean every fighter has got to be dedicated, learn how to sacrifice, know what the devotion is all about, make sure you're paying attention and studying your art."

—Hagler, on being a climber

Marvin Hagler



"Marvelous" Marvin Hagler

Base style: Bully

Punch style: Slugger

Block style: Cross

Rivalry record: 1-0

The Skinny

Power: 77 Chin: 85

Speed: 65 Body: 80

Agility: 70 Heart: 90

Stamina: 85 Cut: 65

Gatti vs. Ward

May 18, 2002; November 23rd, 2002; June 7th, 2003

Arturo Gatti



"Thunder"

Base style: Textbook

Punch style: Basic

Block style: Classic

Rivalry record: 2-1

The Skinny

Power: 62	Chin: 95
Speed: 80	Body: 70
Agility: 85	Heart: 100
Stamina: 90	Cut: 50

Gatti's Side of the Story

When these two met, neither Gatti nor Ward was at the top of their division. But Gatti's grit and Ward's heart made this one of the most anticipated fights of the year.

In fact, before Gatti took on Ward, he had come off a few disappointing fights over two or three years. Gatti's record wasn't stellar, and he was moving up and down divisions trying to find a niche. Still, nobody really knew what was to come in their first fight.

"I hear the cheers when I need to hear them. It feels good to know my fans are still behind me."

—Gatti, on maintaining focus in the ring.

Tale of the Tape

Never heard of a rubber match? Well then listen up. A rubber match is a deciding match in a heated rivalry. If two boxers each win a fight, they fight one more to decide who takes the rivalry record. People say that the term originated from the tendency of a lead to bounce back and forth between the pugilists, like rubber would do.

Gatti's Victory

Gatti had to wait until their second encounter to notch a win. In their second fight, Gatti took it to Ward's head with a vengeance. He knocked down his opponent with a nasty hook to Ward's noggin' in the third, and scrapped his way to a unanimous decision in 10 rounds.

The third fight was also Gatti's. He took control of the rubber match early, but still had to muster some moxie to go the distance. It was a tough win for Gatti, who broke his hand by accidentally punching Ward's hip early in the fight.

Being Gatti

This is tough, Thunder. When it comes to power and stamina, you're both dead even. And you're so closely matched up in nearly everything else, it's gonna come down to who wants it more and who is the smarter fighter.

That being said, fight a balanced fight. You *do* have the advantage when it comes to heart—you're all heart. And your chin is a little better than his. So best thing to do is fight smart, fight to win cards, and don't let him cut you! Protect yourself!

Tale of the Tape

The Gatti-Ward trilogy was so exciting that commentators, enthusiasts, and boxing fans alike spoke on it endlessly. Among some of the more appropriate quotes came from Geoffrey Gray, of the *New York Times*. He said, "It seemed right that it ended this way: both fighters on their feet in the 30th round of their personal war, bleeding and swinging wildly, with fractured hands, then waiting for the winner to be named and the pain to disappear."

Ward's Side of the Story

Going into the fight against Gatti, Ward had something to prove. He had spent nearly 15 years fighting as an underdog and somehow, in spite of delivering numerous knockouts, he was still seen as a climber, not a real contender.

Leading into the first fight, Ward had recently won against Emanuel Burton with a late-round knockout. Until the knockout, many thought Burton ahead on the scorecards. Still, Ward's late-round comebacks were more often attributed to heart than punching power. If he could knock out Gatti, maybe Ward would finally be recognized for his exceptional left hooks.

Tale of the Tape

Not only did their thrill-ogy span little more than a year, Gatti and Ward's fights were completely uninterrupted by other boxers. That means that neither fighter took on anyone else before they squared off a second and third time. These two warriors met three times in a row and delivered one of the most exciting rivalries boxing has seen to date.

"You know I don't honestly know what is in me that makes me go on when others quit. I always want to be sure I give everything I got. I always had the mentality that I would rather lose on my back than standing."

—Ward, on heart

Ward's Victory

Ward didn't knock Gatti out, in their first fight, but he did make an overwhelming statement by taking brutal punishment for the first few rounds. In round five, Ward mounted an impressive comeback and put the pressure on.

He maintained solid pressure on Gatti for the remainder of the fight. It wasn't until the eighth round, though, that people saw Ward's punching power emerge. Ward dropped Gatti for a nine-count with a single solid brick of a hook to Gatti's head. Although both fighters made it to the end of the fight, Ward was the winner when everything was said and done.

"When I fought in the amateurs I hardly used my left. Even when I started out in the pros I didn't have much of a left but I practiced and practiced until it ended up being my punch of choice."

—Ward, on developing a style

Being Ward

You know, Irish. This is a tough call. You're pretty evenly matched with Gatti, so you're going to have to excel at what you do—dish out the pain. You've got the skills to slug it out and bully him around the ring. So what are you waiting for? Do it!

Use your straight to move Gatti into position, then drop the left hook on him to throw him off balance. Once he doesn't know which way is up, work in the combinations. Lay a whuppin' on him with your power punches, kid. It's the best way to get the job done.

Micky Ward



"Irish"

Base style: Bully

Punch style: Slugger

Block style: Classic

Rivalry record: 1-2

The Skinny

Power: 62 **Chin:** 70

Speed: 85 **Body:** 95

Agility: 80 **Heart:** 75

Stamina: 90 **Cut:** 75

Barrera vs. Morales

February 19, 2000; June 22, 2002; November 27, 2004

Marco Antonio Barrera



"The Baby-faced Assassin"

Base style: Textbook

Punch style: Slugger

Block style: Classic

Rivalry record: 2-1

The Skinny

Power: 55 **Chin:** 90

Speed: 80 **Body:** 75

Agility: 80 **Heart:** 85

Stamina: 85 **Cut:** 90

Barrera's Side of the Story

Barrera couldn't have found a better opponent than Morales. However, prior to facing Morales, Barrera had a very limited opponent base. He made his career on the defeats of Mexican boxers in his area, whose styles were often similar.

When Barrera decided to take on Morales, many said he had taken on more than he could chew. Morales was hungrier, coming from a meager background as opposed to Barrera who was once a law student. The differences in background fueled a fire and sparked a genuine dislike between the boxers. It was a fire that would fuel this trilogy and rival those of Ali-Frazier and Gatti-Ward.

"It is great to know that I have been accepted as a good fighter, but the credit should go to my trainer, Rudy Perez. He has been with me since my first amateur fight. I hope that someday he gets the recognition and respect he deserves."

—Barrera humbly gives credit where credit is due

Barrera's Victory

Barrera met his match, literally. Morales was more than tough and just as spirited a boxer as Barrera was. It was in their second meeting that Barrera tasted victory.

Ironically enough, in the second fight, a mistake by Morales led to a mid-round rally by Barrera. In the fifth round, Morales mistook the 10-second warning bell to be the end of the round and Barrera peppered him with four hard shots when he turned his back. It was all Barrera after that. He maintained command of the fight and took the victory.

Being Barrera

All right, kid. Morales doesn't like you. That's ok. Let that feed you. Let his anger sit in your belly while you let him punch himself tired. Once he does, let that anger explode all over the ring.

You got chin, heart, and great cut ratings, so you can take a few blows here and there. But more importantly, you also got power! Let Morales's anger feed your power and then give it right back. He'll try to counter you, but he can't counter everything if he's tired. Right?

"No detail is too small. All fights are important. I know what is at stake each time I fight."

—Barrera, on the importance of every fight

Morales's Side of the Story

Morales had a tough upbringing, but it gave him character. Growing up in Tijuana, Mexico tends to do that to a scrapper. But when he met with Barrera, Morales had nothing but anger and disdain for the other Mexican fighter.

Because he had a very different boxing style than Barrera, Morales was dead set on proving that he was the dominant Mexican fighter of his era. Fueled by the need to represent his country, more specifically the north of Mexico, Morales stepped into the ring with a huge, Tijuana-sized chip on his shoulder.

Morales's Victory

Morales wasted no time in springing into action. As soon as the first bell rang, Morales (and Barrera for that matter) came out ready to hurt his opponent. Landing furious combinations and solid blows, Morales was met with equally forceful counters.

The ebb and flow of the first fight went back and forth steadily up until the late rounds. Despite being ruled down due to a slip, Morales took control of the fight in the later rounds. Morales went all 12 rounds and won by split decision.

"The public expects big things from me and I have no problem giving that to them. After my loss to Marco Antonio Barrera in our third fight, many people did not give me a chance in my next fight, but I proved the critics wrong."

—Morales, on the critics' waning confidence

Being Morales

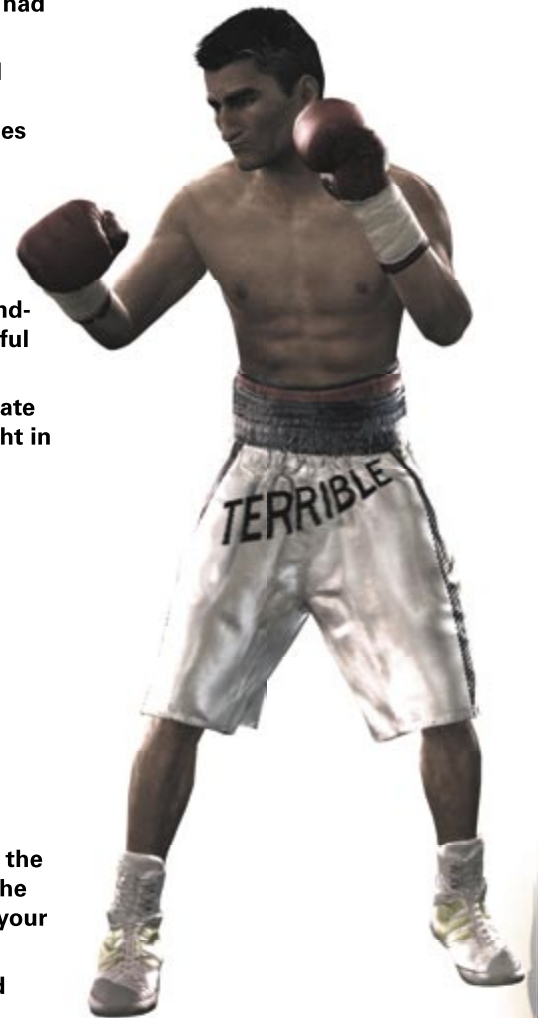
You got so much going for you, Morales, we'd be at a loss for words if you lost the fight. You got high speed, agility, stamina, heart, body, and cut ratings. About the only place you don't excel is power and chin. That being said, if you don't use your hooks to the body, we're gonna have problems.

Barrera is more of a slugger than you are. That's ok. Let him come at you and counter with short combos to the body. You land enough body blows, and he won't be able to come at you for the entire fight. You're a smart fighter, kid, now go out there and show 'em.

"The way the crowd applauded me and cheered my name and all the love I received from the many people that were present was unbelievable. There were many of the same people who were there supporting me from the very beginning. No award I've ever received was as gratifying as this one."

—Morales, on appreciating loyal fans

Erik Morales



"El Terrible"

Base style: Balanced

Punch style: Sinister cross

Block style: Classic

Rivalry record: 1-2

The Skinny

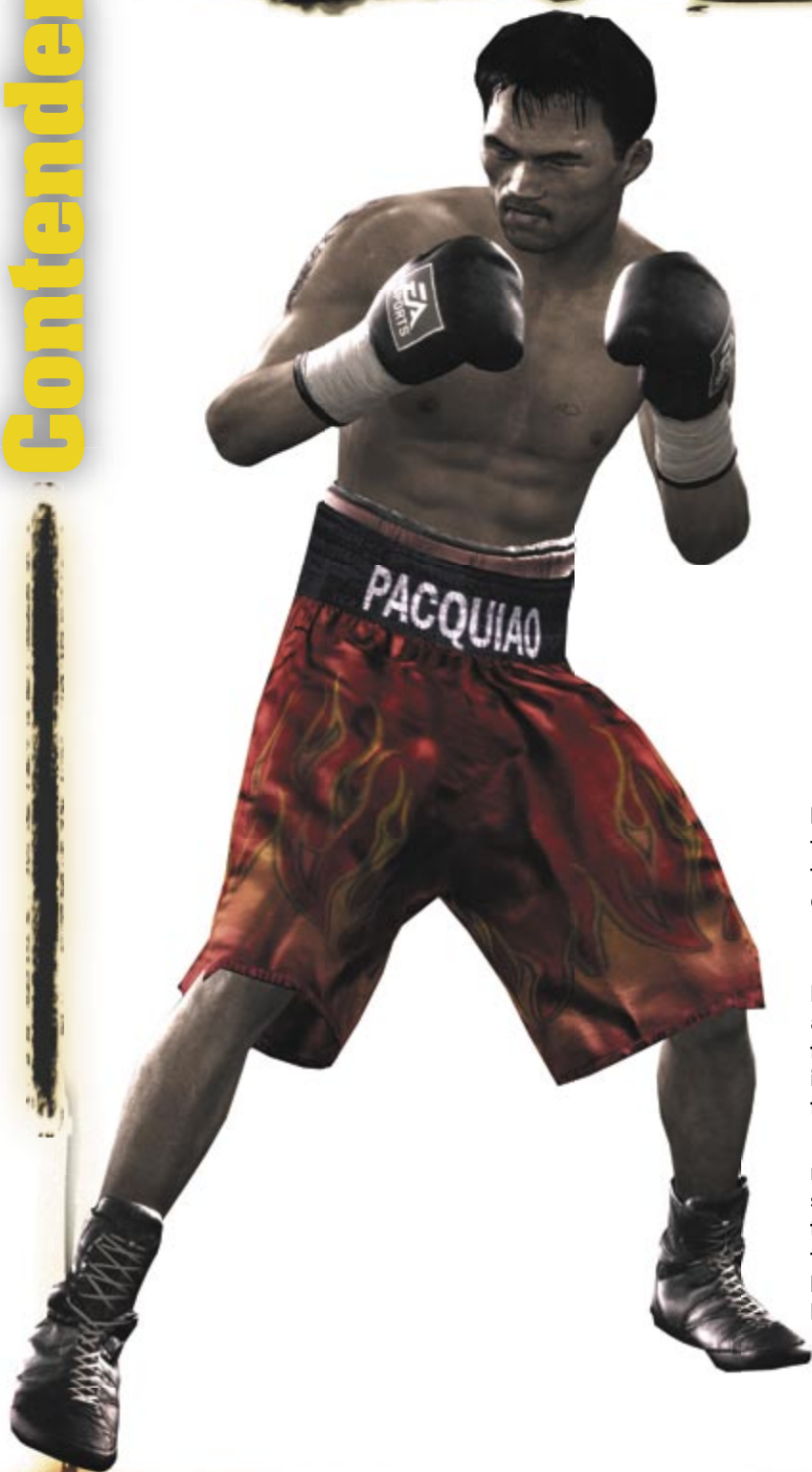
Power: 45 **Chin: 70**

Speed: 90 **Body: 95**

Agility: 90 **Heart: 90**

Stamina: 90 **Cut: 80**

Manny Pacquiao

**Vitals****Nicknames:** "The Destroyer," "Pac Man"**Height:** 67"**Weight:** Featherweight**Birth Date:** December 17, 1978**Hometown:** General Santos City, Philippines**Pro Record:** 42-3-2 (33 KOs)**Stance:** Southpaw**Base Style:** Power**Punch Style:** Fast**Block Style:** Classic**Featherweight Ratings****Power:** 52**Chin:** 90**Speed:** 80**Body:** 95**Agility:** 80**Heart:** 85**Stamina:** 80**Cuts:** 80**History**

Rarely does an entire country love one of its athletes the way the Philippines has embraced "Pac Man." There is a reason for that, champ. Manny Pacquiao is one of the toughest boxers you'll come across. He may weigh 125 pounds, but he is 1,000 pounds of pure fight.

Unfortunately, it was deep into Pacquiao's career when he finally started getting the exposure he deserved. He is a lot like Barrera in that respect; the majority of his early fights were all in his native country. When he started boxing, he was little more than 100 pounds. He was a light flyweight at 106 pounds!

Maybe that's why he didn't start knocking guys out right away. Pacquiao's early fights were all won on the score cards. His first loss was in his twelfth fight. He suffered a controversial loss to Rustico Torrecampo in the third round. Many believed Pacquiao lost due to a low blow. I don't know about you, kid, but a controversial loss never sits well with me.

After that, he came back with a vengeance, chasing two titles in two years and finally branching out of his home country. By 1999 he had won the OPBF flyweight title by knocking out Chokchai Chockvivat and the WBC flyweight title by beating Chatchai Sasakul in an eighth round KO, and lost the WBC title to Medgoen Singurats.

After moving up in weight, Pac Man won the WBC International super bantamweight title and defended it several times before gunning for the IBF super bantamweight belt and taking it from Lehlohonolo Ledwaba in his first U.S. fight. Since then he has continued to move up in weight classes and now fights as a featherweight.

Pacquiao has faced the likes of Erik Morales, Marco Antonio Barrera, Hector Velazquez, and Juan Manuel Marquez, while taking shots at several other titles like the WBC International super featherweight title, WBA and IBF featherweight titles, and the then-vacant WBC International super featherweight and IBA super featherweight titles.

Memorable Fights

Pacquiao has never been one to settle on a single division it seems. He has constantly been a climber, moving up the ranks and challenging the best.

When Pacquiao met up with Marco Antonio Barrera, in November of 2003, he had once again moved up in weight and toppled the best of his division. The fight was all Pacquiao as he won by TKO in the 11th round.

Tale of the Tape

One of Pac Man's toughest losses came to Erik Morales in March 2005. He had, in true Pacquiao fashion, moved up in weight to face the supremely talented Morales. After 12 grueling rounds, the judges scored the bout unanimously in Morales's favor. A rematch is in the works.

Fighting As



Being Pacquiao is a lot like being Superman. You know you can take hits and face action head on without the fear of being dropped easily. Pacquiao is tough as nails. The thing is, he isn't exactly made of stone, nor does he have a maxed-out rating in any one particular area. But he is very well-rounded when it comes to ratings that can take punishment; his only rating below 80 is power.

That being said, don't lead him straight into a barrage of punches. You'll see a 10-count real soon that way. Instead, use Pacquiao's toughness to your advantage against stronger, faster boxers. If you don't block, bob and weave, and parry often, you'll have to rely on Pacquiao's strong lefts to lead in to combos after absorbing punishment. They call him the Destroyer for a reason, you know.

Fighting Against



Be ready for a long fight. Pacquiao doesn't necessarily have the power for great knockout punches, but his lefts are devastating. He can be on the ropes one minute, then land a left hook that rips through your dome like a freight train. Watch your left side and parry often.

Even worse still is his durability. Pacquiao can take punishment as if he was wearing goalie gear, so be ready for a long fight with this guy. Your best bet is to formulate a plan and stick to it. If you decide on working the body, stick to it. If you want to cut him open, work the head and good luck. If you keep consistency in your corner, you've got a great shot at wearing this kid down. But don't be predictable. He ain't a tomato can. He'll pick up on your patterns and start parrying when he needs to. Mix it up to throw him off guard and stick to your plan.

"To me, I'm just an ordinary fighter but am able to beat the extraordinary and famous fighters in my division."

—Manny Pacquiao

Marco Antonio Barrera



Vitals

Nickname: "The Baby-Faced Assassin"

Height: 67"

Weight: Featherweight, Lightweight

Birth Date: January 17, 1974

Hometown: Mexico City, Mexico

Pro Record: 63-4-0 (42 KOs)

Stance: Orthodox

Base Style: Textbook

Punch Style: Slugger

Block Style: Classic

Featherweight Ratings

Power: 50 **Chin:** 95

Speed: 85 **Body:** 70

Agility: 85 **Heart:** 80

Stamina: 90 **Cuts:** 90

Lightweight Ratings

Power: 55 **Chin:** 90

Speed: 80 **Body:** 75

Agility: 80 **Heart:** 85

Stamina: 85 **Cuts:** 90

History

This kid is fierce. Barrera spent a long time dropping guys left and right in Mexico. Why wouldn't he? He was born in Mexico City, and trained in Mexico City. It stands to reason he would make his early career on the backs of fellow Mexican fighters.

Barrera was always tough too. He began his fighting career at age 15, with a knockout of David Felix. A knockout for a 15-year-old ain't bad, but the 43 consecutive wins that followed it? That's enough to make any opponent of his worry.

Three years later, Barrera claimed his first title. He won the super flyweight from Jose Montiel. It was around that time that Barrera started facing real climbers. He became a real worldwide contender a year later when he took the NABF super flyweight title from Eduardo Ramirez. I'm tellin' you, this kid had fight in him from the get-go.

It wasn't until Barrera fought Kennedy McKinney in 1996 that he even suffered his first knockdown. And even then, he still won the fight by TKO. He dropped McKinney five times! Barrera is a beast. After taking his first two losses to Junior Jones, Barrera took a year off. You would too if you had your ego rocked the way he did. A loss is humbling, but two in a row to the same guy can be devastating.

When Barrera came back into the ring, he took the vacant WBO super bantamweight tile by demolishing Richie Wenton in four rounds. Barrera didn't face another fierce opponent until he met Erik Morales in the ring. Each had a title on the line, and Morales won a close fight in 12.

Barrera may have lost to Morales the first time, but the two have gone at it another two times in bouts that were something awful. He's faced Morales, Pacquiao, Naseem Hamed, and a grip of other tough contenders, and come out on top most of the time. He's fierce, kid. Don't underestimate him.

"I never look at the odds. I always prepare myself 100 percent for my fights."

—Marco Antonio Barrera

Memorable fights

Before Barrera faced Prince Naseem Hamed, many thought that Barrera was a brawler. Everyone thought that he would play right into Hamed's style, which was known to stop brawlers in the ring. Barrera showed up with other plans and dominated Hamed easily.

After suffering defeat, Hamed retired. Many believe it was because Barrera had exposed his weaknesses. No body wants to see a one-dimensional boxer, right? You will be missed, Hamed.

Tale of the Tape

2005 was a good year for the slugger. Barrera became President of Oscar De La Hoya's Golden Boy Mexico division. The promotional firm scouts and promotes up-and-coming fighters.

Fighting As



Face it. Barrera isn't a power puncher. He is slightly more powerful at lightweight than featherweight, but that doesn't mean much. If you're gonna step into his shoes and then step in the ring, rely on his speed. That's where Barrera shines.

Use strong counterpunch combos and slip your opponent's punches. Your strategy will change depending on who you're fighting, sure, but counterpunching is almost always the way to go. Every opponent will throw punches, right? But not every opponent will have Barrera's speed.

Fighting Against



Beating Barrera is a great test of patience. He isn't very powerful, after all, he's a feather- and lightweight, but he is fast enough to wear you down and make his jabs feel like 10-ton hammers. He's a speed demon. Barrera can work the jab, land the cross, and eventually work a spot until it's weak and vulnerable, so remember to block and parry!

If you face Barrera, watch for his counters. He can parry almost everything you got, if you aren't careful. All it takes is one slipup on your part and all of a sudden, you're on the receiving end of a four-punch counter. If you're going to keep up with him, you gotta slow him down some. He can counter, but he'll have a harder time countering down low. So work his body with short bursts of punches and make him fight at your speed.

Diego Corrales



Vitals

Nickname: "Chico"

Height: 69"

Weight: Featherweight, Lightweight

Birth Date: August 25, 1977

Hometown: Las Vegas, NV

Pro Record: 40-3-0 (33 KOs)

Stance: Orthodox

Base Style: Upright

Punch Style: Fast

Block Style: Classic

Featherweight Ratings

Power: 45 **Chin:** 90

Speed: 90 **Body:** 85

Agility: 85 **Heart:** 95

Stamina: 100 **Cuts:** 75

Lightweight Ratings

Power: 50 **Chin:** 70

Speed: 80 **Body:** 90

Agility: 80 **Heart:** 95

Stamina: 95 **Cuts:** 70

History

Even though he was born in Columbia, South Carolina, Chico was raised in Sacramento, California. Either way, he never had it easy in "Sacto." In spite of having a tough childhood, Corrales managed to embark on an impressive amateur career. He finished his amateur career with a 105-12 record and took second place at the United States Amateur Championships in 1994.

"Just to see myself in a video game, that's the hottest thing I could even think of."

—Corrales, on his inclusion in *Fight Night Round 2*

After wrapping up his amateur career, Chico took the Bronze medal in the 1995 Pan American Games on his way to going pro in 1996. He was only 18 years old. Like Barrera, Corrales won his pro debut by knockout and continued his winning streak, racking up KO after KO. Three years into his pro career, Corrales handed Roberto Garcia his first loss and took the IBF super featherweight title. Chico was a champion at 21.

The toughest fight of his career came when he faced Floyd Mayweather Jr. for the WBS super featherweight title. Mayweather's speed overwhelmed Corrales, who was no slouch in the speed department. He dropped Corrales five times before Corrales's corner stopped the fight. Despite what his corner said, Chico still wanted to continue fighting.

Shortly after, his troubled ways came back to haunt him. Corrales had some trouble with the law and served 14 months in prison. He came out fighting, winning several fights, losing one, and eventually claiming the WBO super featherweight title and WBO lightweight title in the same year.

"I'll play online, but I'm not telling anyone who I am. They might try to lean on me, try to knock me out and then talk trash over the headset. I'm too competitive, even if it's a video game, and I don't want people out there gunning for me."

—Corrales, on playing Fight Night Round 2

Memorable Fights

Corrales's most memorable fights came against José Luis Castillo. They met first in May 2005 to fight for the WBC lightweight title. The fight was a showcase in offense as both fighters went all out in the ring.

A quick six months later, they met again for a second go at the title. This time however, Castillo weighed in too high and the fight had to be demoted to a non-title fight. It was a shame for Castillo, too, since he won by KO. The third match, dubbed "The War to Settle the Score," had to be canceled eventually because Castillo once again weighed in too high.

Tale of the Tape

Corrales is a great story of overcoming hardship and becoming a world-class athlete. Entangled in street gangs since the age of 13, Corrales witnessed his best friend die because of gang violence.

At the urging of his stepfather, Corrales took up boxing. He left it to become a line cook at a restaurant in Amarillo, Texas and a truck driver. He later came back and became one of the most feared fighters of his time.

Fighting As



Fighting as Corrales is a lot like fighting as the bunny on the battery commercials. He just keeps going and going. That's not to say you can just pound away with Corrales. You wouldn't want to—his power maxes out at 50. That just means that you should expect to outlast opponents.

Corrales's greatest strength is his stamina. He can maintain punching power late in rounds and use his aggressive, fast, punching style to work over opponents. Don't rely too heavily on his speed though. Many fighters in his division are adept counterpunchers that can nullify speed easily. Rely on stamina and endurance. That's how you'll win as Corrales.

Fighting Against



As you may already know, Corrales is a battery. He can last longer than most and even sustain punching power (about as good as it gets for his weight, at least) well into the late rounds. That being said, you need to take him out of the fight early, champ. Don't let him linger into the later rounds where he will have the stamina advantage.

Instead, use your strengths, whatever they may be, to take Corrales out of the fight. If you're a power puncher, knock him out. If you're a speed fighter, wear out his body. If you're built to last, conserve your energy to meet him head on in the last few rounds. Your best bet, however, is to knock him out. Keep the pressure on him, and he'll buckle like a kid in front of chocolate cake.

Erik Morales



Vitals

Nickname: "El Terrible"

Height: 68"

Weight: Featherweight, Lightweight

Birth Date: September 1, 1976

Hometown: Tijuana, Mexico

Pro Record: 48-4-0 (34 KOs)

Stance: Orthodox

Base Style: Balanced

Punch Style: Sinister cross

Block Style: Classic

Featherweight Ratings

Power: 45 **Chin:** 70

Speed: 90 **Body:** 95

Agility: 90 **Heart:** 90

Stamina: 90 **Cuts:** 80

Lightweight Ratings

Power: 45 **Chin:** 70

Speed: 90 **Body:** 95

Agility: 90 **Heart:** 90

Stamina: 90 **Cuts:** 80

History

Morales's upbringing was both a curse and a blessing. Born to a poor family in Tijuana, Mexico, Morales grew up in a boxing gym...literally. The gym was his father's. Morales trained there as an amateur until he turned pro at age 16.

Considering that he was so close to the United States border, it's odd that he didn't take on more American fighters early in his career. But he, like Barrera, made his early career by defeating Mexican boxers from his area until 1997 when he won the WBC world super bantam-weight title.

Morales continued his rise in the super bantamweight division, fighting Marco Antonio Barrera for the title and winning. Soon after, he moved to featherweight and fought Kevin Kelley. It was in the Kelley fight that Morales's true grit came through. He survived two knockdowns to come back and pound Kelley until the ref called the fight.

Forty two fights into his professional career, Morales suffered his first loss. In their second meeting, he and his hated rival, Marco Antonio Barrera, were involved in one of boxing's most controversial decisions in recent years. In that fight, a slip by Morales was ruled a knockdown and later weighed in Barrera's favor as the judges scored the fight for Barrera.

Many boxers often opt to take on less challenging opponents between big fights. These are often called "tune-up" fights. Not Morales. He has consistently taken on the top dogs throughout his career. He has fought and maintained heated rivalries with Pacquiao and Barrera, while beating opponents like Jin Chi (former WBC world featherweight titleholder) of South Korea.

"Sometimes I need to put a little flavor into the ring. My promoter always says that I make the fights very difficult, but they're not difficult, they're fun for the public."

—Morales, after defeating Manny Pacquiao

Memorable Fights

Morales has spunk. He has developed two very key rivalries over the course of his career. One was with Mexico City-bred Marco Antonio Barrera, the other with Manny Pacquiao. The rivalry with Barrera is a matter of public record, as both are fueled by a desire to be the best Mexican boxer of their time *and* economic/background differences. Morales is from northern Mexico, while Barrera is from southern Mexico. Though Morales lost two of their three matches, the two losses were due to questionable decisions. Win or lose, the three fights with Barrera were easily Morales's most memorable.

Fighting As



Alright, kiddo, if you're gonna be Morales, remember this: counter, counter, counter. Morales is probably one of the best counterpunchers around. His remarkable speed and agility make him a dangerous boxer in the ring. We still think that his nickname should be Snake, not El Terrible. Watch your opponent and set up your parries between combos.

Morales, like nearly every other featherweight and lightweight, doesn't pack much of a punch. But it's ok. Use his speed to compensate for his less-than-desirable power. Work his jab as much as possible. After you set up the jab, drop varied combinations on your opponent. Most effective, though, is following up a counter with a three- or four-punch combo.

Fighting Against



To beat Morales, you're going to have to be at your best. A good fighter can challenge him, but it takes a top fighter to best him. As soon as you step in the ring with Morales, expect a tough boxing match. Notice we didn't say "slug-ging match." We said "boxing" for a reason. He will counter, attack, defend, and even set the pace for the bout with his speed.

To beat him, you'll have to do what he does, but better. Take away his countering opportunities by changing up your combos. If you stay ahead of him, you'll always land solid punches. To set the pace, work your jab in just enough to set up combos. Don't try to whittle away at his health. If you want a TKO, target his weak chin. You could cause some major damage in that area.

Tale of the Tape

Morales's rivalry with Pacquiao hinges more on history and mutual respect than hate. After their first bout, they met again for a second fight where many criticized Morales for not "boxing" enough and instead going toe to toe with Pacquiao. The rivalry now stands at 1-1 with a rumored third match in the works.

Jesus Chavez



Vitals

Nickname: "El Matador"

Height: 5'5"

Weight: Lightweight

Birth Date: November 12, 1972

Hometown: Parral, Mexico

Pro Record: 43-3-0 (30 KOs)

Stance: Orthodox

Base Style: Textbook

Punch Style: Basic

Block Style: Cross

Lightweight Ratings

Power: 55

Chin: 95

Speed: 80

Body: 95

Agility: 80

Heart: 85

Stamina: 80

Cuts: 90

History

Chavez's pro career began in 1994 in small-time fashion. He didn't face many big opponents or appear in big venues. He was easy to miss. Despite his quiet start, which had a split-decision loss to Carlos Gerena in 1995, Chavez racked up a few minor titles along the way like the WBC Continental Americas featherweight title and the NABF featherweight title.

It wasn't until he defeated Louie Leija in the super featherweight division and claimed the NABF super featherweight title that Chavez started getting more notoriety in the boxing community. His TKO over Leija was impressive enough to get him some attention.

It was four years later—seven years into his pro career—that Chavez finally got a shot at a major title. In 2001, he faced speedy Floyd Mayweather Jr. for the WBC super featherweight belt. Chavez lost by TKO in the ninth, but the fight was exciting enough to gain him momentum despite the loss.

After the WBC super featherweight title was vacated in 2003, Chavez took on Carlos Gerena, then Sirimongkol Singwangcha to claim the belt. Shortly after winning it though, he lost the title to Erik Morales in a grueling back-and-forth bout at the MGM Grand in Las Vegas, Nevada.

Recently, Chavez moved up in weight to the lightweight division where he defeated Leavander Johnson for the IBF lightweight title in an 11th-round TKO.

"What boxing is about is the fire."

—Jesus Chavez

Memorable Fights

The Chavez-Mayweather fight stands out in the minds of many boxing fans because they came to the fight wondering who this Chavez kid was, and left wondering why they hadn't heard of him before. Though it was a loss for Chavez, it stands out as one of his most memorable fights as well.

After the fight, Mayweather, who is known for talking big and fighting even bigger, offered Chavez words of encouragement. That may seem like a sportsmanlike thing to do, but it was unusual. Mayweather was not often known for flattering past opponents.

In an interview with Chavez long after the Mayweather fight, Chavez still had an easy time looking back on it as a positive step in his career. "I learned a lot from the Mayweather fight. I'm a smarter fighter because of him," he said.

Tale of the Tape

Run down to a local video store and you will have absolutely no trouble finding documentaries on the greats. Documentaries and films based on Ali's life and career alone can fill up a shelf.

But Chavez? Chavez, who was convicted of robbery in Chicago as a teenager, and was then deported to Mexico until an appeal allowed him back to the U.S., was also the subject of a documentary. Mary Garriott's documentary, *Split Decision*, focuses on Chavez's career. Not bad.

"There are boxers and there are sluggers. I'm a slugger, but I can also box. I would call myself a boxer-slugger."

—Jesus Chavez

Fighting As



Fighting as Jesus Chavez is as fun as it gets. This kid is a rock! He can take punishment and slug it out with the best of them. His high chin, body, and cut ratings make him a tough opponent to cut. Use that to your advantage, kid. Wade in there and mix it up inside.

Chavez can take punches and keep coming at ya. He is a bit like Pacquiao in that respect, but Pacquiao is a better boxer from the outside. Use Chavez's strong hooks to wear down your opponent and occasionally throw the other boxer off his game plan with a well-timed parry.

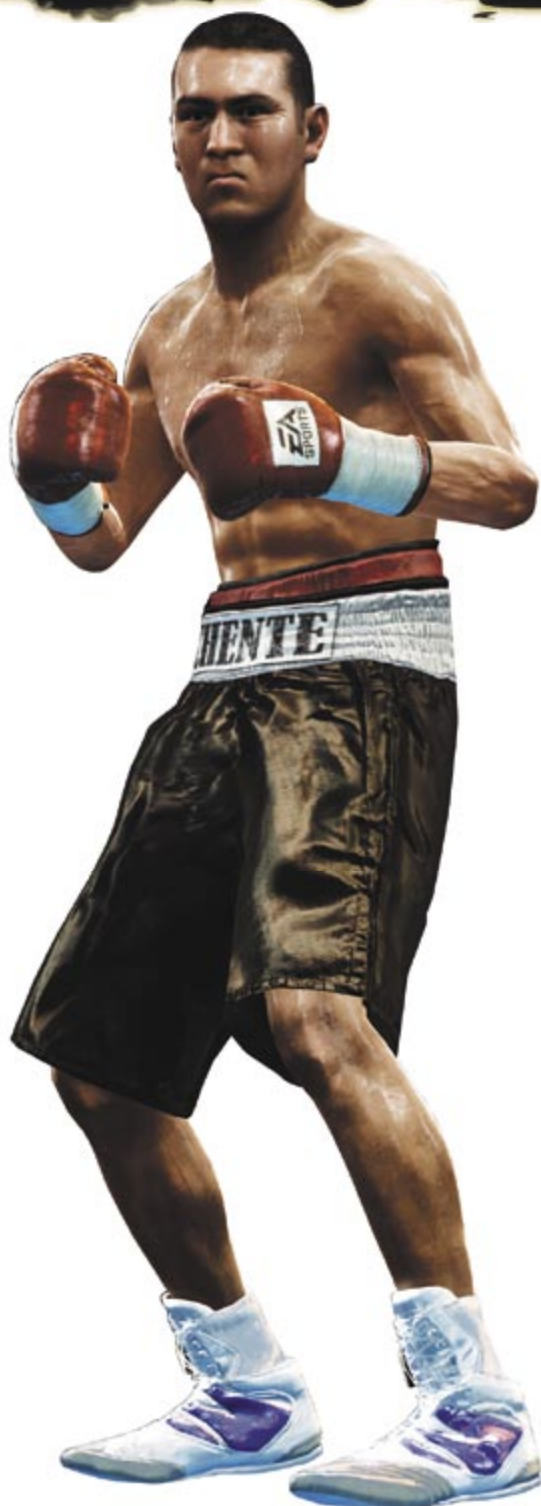
Fighting Against



If you want a real challenge, try cutting Chavez open. Go ahead. You'll be well into the 12th round before you realize that this kid's got a concrete dome. Your best bet is to work his body. That way you aren't punching a wall and you're also wearing him down a bit.

Chavez has got big hooks, but they aren't the fastest in town. Working the body should slow him down even more and make him less effective in the long run. Because he is a slower puncher, you can pick up on his punches like he was sending smoke signals. Keep him at arm's length, work him from the outside, and keep the pressure steady on him.

Vicente Escobedo



Vitals

Nickname: "Chente"

Height: 68"

Weight: Lightweight

Birth Date: November 6, 1981

Hometown: Woodland, CA

Pro Record: 10-1-0 (9 KOs)

Stance: Orthodox

Base Style: Balanced

Punch Style: Basic

Block Style: Classic

Lightweight Ratings

Power: 40 **Chin:** 75

Speed: 90 **Body:** 75

Agility: 90 **Heart:** 90

Stamina: 90 **Cuts:** 90

History

Escobedo might look like Fernando Vargas, but he looks nothing like him in the ring. Escobedo is fresh on the scene with less than a dozen professional fights to his credit.

Escobedo's greatest accomplishments came during his amateur career. Aside from being the 1997 National Junior Olympic champion, 2003 National champion as an amateur, and two-time national PAL champion, he also represented the United States in the 1994 Olympics in Athens as a lightweight. He didn't medal, but made a strong showing nonetheless.

After beginning a pro career with second round KO of Abraham Verdugo on February 2005, Escobedo continued his winning streak to an impressive nine wins, most of which were by KOs in rounds one or two.

He suffered his first loss to Daniel Jimenez at Arco Arena in Sacramento on April 2006 in an eight-round decision, but bounced back with a win a few short months later. His victory by unanimous decision against Baudel Cardenas, also came at Arco Arena, in July 2006.

"When I went into the gym, everything came natural to me. I kind of had that anger and natural ability to fight."

—Vicente Escobedo

Memorable Fights

Escobedo's most memorable fight probably would be best forgotten. After an Olympic qualifying round in Tijuana, Mexico where he beat out a local boxer in the third round, Escobedo was subjected to flying glass bottles as fans of the other boxer retaliated.

Tale of the Tape

Escobedo is relatively new on the scene, but he has some big supporters in his corner. He hasn't quite made a splash yet, but with his older brother/trainer and Oscar De La Hoya's Golden Boy Promotional company in his corner, he is poised to make some big waves.

Fighting As



This kid is a gem. Rarely will you get the chance to fight as someone that has great overall skills and few flaws as Escobedo. Nobody is perfect, but with Escobedo, you might be able to box a perfect fight. His hand speed is great. Rely on his amazing combo ability to create lots of chaos for your opponent. He is one of the few boxers who can be interrupted mid-combo and pick up right where he left off.

Combine Escobedo's hand speed with high stamina, toughness, and good agility and you have yourself a great overall boxer. Remember, when we say boxer, we don't mean brawler. This kid can box. Use him like a boxer—stay outside, work the jab, and keep moving. Create combo opportunities and outbox your opponent. Fight smart, champ!

Fighting Against



Escobedo isn't a machine. He has weaknesses just like everyone else. His biggest weakness is his chin. You can work his noggin and bust it open with a few well-placed hooks. Of course, you're not always gonna fight to cut him open. He can turn the fight on you real fast.

Instead, work his dome evenly throughout the fight, while parrying his punches as much as possible. Its ironic really—the kid has great speed when landing combos, but when it comes to recovering from a parried punch, he's as slow as molasses. Parry his punches to make him think twice about throwing long combos.

"Where I grew up, you had to know how to defend yourself."

—Vicente Escobedo

Juan Lazcano



Vitals

Nickname: "Hispanic Causing Panic"

Height: 69"

Weight: Lightweight

Birth Date: March 23, 1975

Hometown: Sacramento, CA

Pro Record: 36-3-1 (27 KOs)

Stance: Orthodox

Base Style: Power

Punch Style: Slugger

Block Style: Classic

Lightweight Ratings

Power: 60

Chin: 90

Speed: 75

Body: 90

Agility: 75

Heart: 85

Stamina: 90

Cuts: 70

History

Juan Lazcano is another one of those boxers who most people hadn't heard about until he started taking on big-name opponents. It's a shame too, because Lazcano is also one of those few fighters whose careers blossomed late, leaving fans to wonder what he might have accomplished at a younger age.

Lazcano's pro career started in 1993 when he knocked out Chris Crespín. He remained active between 1993 and 1994 until he suffered his first loss to Jose Manjarrez. After the loss he took some time off of boxing. However, unlike boxers who take time off indefinitely, Lazcano returned two long years later and quickly amassed a string of KO victories.

Later that year, Lazcano took on Daniel Lujan for the vacant WBF lightweight title. Both fighters came up short, as judges scored the bout a draw, but in February 1997, the two met again and Lazcano won with a fourth-round KO.

The title didn't slow Lazcano down at all. In 2000 he took the NABF lightweight title from Wilfredo Vasquez, then went on to beat Jesse James Leija in a controversial decision. Lazcano won the IBA lightweight title in 2001 and embarked on a 19-fight winning streak until he met with José Luis Castillo in 2004. After the loss to Castillo, Lazcano moved up in weight division. He waited a while before taking on fights at the new weight, but once he did, Lazcano quickly began racking up notches in the win column.

"I'm an advocate for good. I do reach for excellence every day of my life."

—Juan Lazcano

Memorable Fights

Among Lazcano's most memorable fights is the bout against Jesse James Leija. The two boxers delighted fans with a classic struggle between sluggers, but in the end, the judges scored a split decision in Lazcano's favor.

After the fight, Leija continuously expressed his feelings about the loss. "I beat Juan Lazcano and lost the decision, but everybody knows who won," claimed Leija. Lazcano was happy with his victory. His plan of taking rounds in the last few seconds of the round with stiff rights to Leija's head paid off.

Tale of the Tape

Lazcano has continuously surprised boxers with his odd mix of slug-style boxing and defensive counterpunching. During his 40-fight career, Lazcano has made a pattern of using his opponents' aggression against them.

Being a counterpunch specialist, Lazcano often waits for his opponents to make clumsy mistakes and capitalizes on them. His opponents' sloppy punches are invitations to his lethal counterpunches.

"You gotta let them punch you every now and then.... You can go untouched throughout a sparring session. In the fight, you gotta get punched."

—Lazcano, explaining that he lets sparring partners hit him when training for a fight, as he feels that it helps him prepare

Fighting As



You want to put on a good show, kid? Be Lazcano. His combination of slugging power and toughness make him a cinch to handle in the ring. He's got a mean hook, left or right—it doesn't matter. His hooks are snappy, fast, and pack a big wallop. Make good use of 'em.

You ain't gonna be landing many four-punch combos, that's for sure, but it's OK. Lazcano's punching power is higher than every other lightweight's, except for Duran, who is evenly matched with him. Rely on Lazcano's superior punching power and occasionally use your parrying skills to throw a wrench in your opponent's game plan. Remember, kid: hooks, power, and parry!

Fighting Against



You want to put on a good show, kid? **Beat** Lazcano. Everyone loves seeing a pure puncher—a real slugger—go down with a taste of his own medicine. Lazcano's power makes him a dangerous foe to face toe to toe, so don't bang with him. Be especially careful of his uppercuts. Lazcano winds them up like hooks to the body, but sure enough, they'll sweep up and clean your clock.

Use your superior smarts to out box this guy. Pick your punches and pick Lazcano apart. Long flurries will only give him more and more opportunity to counter and open up a can on you. So be smart about your combos. Watch him carefully and when he opens up, make him pay. But as soon as you're done slapping him silly, back away and reset.

Arturo Gatti



Vitals

Nickname: "Thunder"

Height: 68"

Weight: Lightweight, Welterweight

Birth Date: April 15, 1972

Hometown: Jersey City, NJ

Pro Record: 40-8-0 (31 KOs)

Stance: Orthodox

Base Style: Textbook

Punch Style: Basic

Block Style: Classic

Lightweight Ratings

Power: 57

Chin: 95

Speed: 85

Body: 70

Agility: 90

Heart: 100

Stamina: 90

Cuts: 50

Welterweight Ratings

Power: 62

Chin: 95

Speed: 80

Body: 70

Agility: 85

Heart: 100

Stamina: 90

Cuts: 50

History

Gatti is a lot like a royal flush—he's got a little bit of everything, but it's all part of the same suit. Born in Italy, raised in Canada, and now fighting out of Jersey City, Gatti is an amalgamation of three different countries in one very distinct fighter.

Gatti began training in Canada for the 1992 Olympics, but instead went pro in 1991. He made an impressive run in the early '90s and even won his first pro title, the USBA junior lightweight belt, in 1994. In 1995, he defeated Tracy Harris for the IBF world junior lightweight title.

Gatti eventually began to make big headlines when he took part in *The Ring* magazine's Fight of the Year three years in a row. All three fights were against different opponents, making Gatti the common denominator.

Gatti later went up in weight class to lightweight, but failed to make the same impact, losing several matches soon after. His struggles continued in 2001 when he moved up to welterweight and lost to Oscar De La Hoya by TKO. Soon after the loss, he moved down to junior welterweight and began competing at a high level.

"It was more than just a victory to me, plus I didn't have to go to the hospital afterwards."

—Gatti jokes after a hard fought victory against Leonard Dorin

Memorable Fights

Where to begin? Gatti is one of those fighters whose heart and passion makes it to the ring before his gloves do. Because of that, he has been a part of some of the most exciting matches in recent boxing history. Aside from his three Fight of the Year bouts, Gatti was also one half of one of the most electrifying rivalries in recent years.

The Gatti-Ward fights are amongst some of Gatti's most memorable fights. All three fights went the distance. All three fights were offensive showcases. All three fights had their share of knockdowns. All three were memorable.

Tale of the Tape

Gatti has an amazing ability to recover after taking lots of punishment. Somehow he miraculously comes back to win. Many attribute it to his heart, others to his ability to size up the competition. Whatever the case may be, Gatti has become boxing's most electrifying boxer in recent years.

It does take something special to be able to win a fight after breaking a hand mid-fight. Gatti has done it twice.

Fighting As

Congratulations, champ. In choosing Gatti, you become the fighter who represents everything a good boxer should be. Not only is he a stand-up guy, he's also a guy that keeps standing up. With his heart rating of 100, it's extremely hard to keep Gatti floored. But don't think you can just

stand there and do nothing, Thunder. While on your feet, you gotta use your stamina and chin wisely, too.



Gatti's a power puncher. He doesn't land combos so much as he continuously pounds away at opponents. Use your superior slugging and speedy hands to land short strings of power punches and chop down opponents. You can jab. Hell, you should always jab, but don't be afraid to lead with power punches when you're Gatti.

Fighting Against



If you wanna beat Gatti, you gotta fight like Gatti—with heart and grit. Oh, and be sure you have some time on your hands, because he isn't one to stay down. The ironic thing about Gatti is that he can get knocked down five times and get up every time, but his cuts rating is so low that he is more likely to lose standing up than on his back.

That's where fighting like Gatti comes into play. Work his head. Use strong, but short, strings of power shots to open up a cut on his face. It's easier than you think. Work the cut as much as possible, landing a blow or two on the cut with every combo. If he doesn't lose by TKO, you'll cause enough damage to wear him down anyway.

Roberto Duran



Vitals

Nickname: "Manos de Piedra" ("Hands of Stone"), "El Cholo"

Height: 67"

Weight: Lightweight, Welterweight, Middleweight

Birth Date: June 16, 1951

Hometown: Panama City, Panama

Pro Record: 103-16-0 (70 KOs)

Stance: Orthodox

Base Style: Balanced

Punch Style: Lethal Uppercuts

Block Style: Cross

NOTE

Roberto Duran is probably the only professional boxer to box across five different decades. Because of that, he was able to fight in multiple divisions. He is listed here for lightweight, welterweight, and middleweight.

Lightweight Ratings

Power: 60	Chin: 90
Speed: 80	Body: 90
Agility: 80	Heart: 60
Stamina: 85	Cuts: 90

Welterweight Ratings

Power: 65	Chin: 90
Speed: 75	Body: 90
Agility: 75	Heart: 60
Stamina: 85	Cuts: 90

Middleweight Ratings

Power: 67	Chin: 85
Speed: 75	Body: 90
Agility: 75	Heart: 60
Stamina: 85	Cuts: 90

History

Roberto Duran was a hard hitter even in his youth. He started his career young, at age 16. And even though he was fighting pretty much just in his native Panama, he amassed several wins by TKO and KO. By the early 1970s he had expanded beyond Panama and increased in notoriety.

Among Duran's streak of 30 straight wins was his first bout in the United States held at Madison Square Garden in 1971. He beat Benny Huertas by TKO in the first round. It was a sign of things to come for American audiences that were just discovering the Panamanian wonder.

A year later Duran beat Ken Buchanan at Madison Square Garden for the WBA lightweight belt. It was the first of many titles what would come later. By 1979 he had won the WBC lightweight title and then relinquished both lightweight titles to move up in weight.

Duran's move was a smart decision, as he defeated Sugar Ray Leonard to take the WBC welterweight title. In a rematch later that year, Duran lost it. It went back to Leonard. Duran had established himself as a formidable warrior nonetheless. Once again, he moved up in weight to light middleweight and made an impressive run at the WBC light middleweight title. Though he lost the title bout, and suffered an upset loss later that same year, Duran rebounded with a stunning win over Davey Moore in 1983 to claim the WBA light middleweight title.

Duran continued boxing at a high level for more than 20 years after he met with Davey Moore. Throughout his career he fought various big-name legends of the ring like Hector "Macho" Camacho, Tommy Hearns, Marvelous Marvin Hagler, and Sugar Ray Leonard to name of few. Ironically, Duran's name has become a badge of honor amongst other boxers. "I fought Roberto Duran," they say. And they say it proudly.

Memorable Fights

Amongst Roberto Duran's 120 fights, some of his most memorable are the battles he had with Sugar Ray Leonard. Duran brutalized Leonard in their first meeting, winning by decision.

But in their second meeting, Duran retreated to his corner after round eight panting, "*¡no mas!*" ("no more!"). The ending to the fight was not what many expected, Duran included. After the fight, Duran claimed he called it quits due to stomach cramps from overeating before the fight.

Tale of the Tape

Fighting 120 bouts and having a winning record is impressive. Duran lost less than one sixth of his fights. Winning nearly half of his wins by knockout is even more impressive. But what makes Duran stand out amongst the best fighters ever to grace the squared circle is his longevity.

Duran stayed tough throughout five decades of boxing. That's eight U.S. Presidents, a few wars, and countless entire careers of unknown would-be boxers.

Fighting As



Ever heard the saying "walk a mile in another man's shoes," kid? If you were to step into Duran's shoes, you'd have to walk a hundred miles in his shoes to get a glimpse of what he was. They called him "Hands of Stone" because he was made solid. He had power, and better yet, he had chin, cut, and body endurance. Rely on all of these to get to the end of any match.

Your best bet is to fight conservatively in early rounds and save up some of that power for later rounds. As Duran, you'll have an easier time whittling down your opponent while you save energy. Unload in later rounds with strong power shots and well-placed combos. Don't go for too much too early.

Fighting Against



Battling Duran is a battle of attrition...for both of you. He's got exceptional chin, body, and cut ratings, so concentrate on knocking him down. It's a tough task, but if you get Duran on the canvas once, the fight will get somewhat easier.

Duran loses some agility and speed at higher weight divisions, but manages to gain some power, so make him work to get to you. Use your mobility and superior speed to stay ahead of him and away from his power hand. He's as tough as they come, so be ready for some tough fights. If you can fight smarter, you've got a winning chance.

Ricky Hatton



Vitals

Nickname: "The Hitman"
Height: 65"
Weight: Welterweight
Birth Date: October 6, 1978
Hometown: Manchester, U.K.
Pro Record: 41-0-0 (30 KOs)
Style: Orthodox
Base Style: Bully
Punch Style: Slugger
Block Style: Classic

Welterweight Ratings

Power: 67	Chin: 70
Speed: 80	Body: 95
Agility: 75	Heart: 85
Stamina: 85	Cuts: 70

History

Born on October 6, 1978, Ricky Hatton is a relatively fresh pugilist out of Manchester, England. He began boxing professionally in 1997 and soon became the World Junior bronze medalist. Sticking mainly to English boxers, Hatton made his career on gobbling up U.K. boxers.

Later that year, the Hitman won his first fight on American soil by beating Roberto Alavarez by unanimous decision at Madison Square Garden. He returned to the U.K. and continued to fight through 1998 until he claimed a minor title in 1999, the WBO intercontinental light welterweight belt from Tommy Peacock.

Hatton only gained momentum in the following years, adding the WBA intercontinental light welterweight title in 2000 and the WBU light welterweight title in 2001 (his fourth title). Hatton was an unstoppable force the first four years of his pro career. The rest of the boxing world didn't seem to think so, however, as he had faced mostly regional fighters.

Hatton's name began to carry some weight when he took the IBF light welterweight belt, his first major title, from Kostya Tszyu of Australia. Hatton then relinquished his title to move up in weight division. Once there, he wasted no time in winning the WBA welterweight title in May 2006.

"Respect for everyone I face, taking none lightly, and keeping my feet on the ground."

—Hatton, on his best qualities as a boxer

Memorable Fights

Ironically enough, in spite of a 41-0 record, many people contend that Ricky's most memorable fight hasn't happened yet. His competition has often been called lackluster, but his recent acquisition of major titles may be swinging the tide.

Many, along with people in his camp, hope that Hatton's next fight is against José Luis Castillo. When asked about the prospect of a fight, Hatton's promoter Henry Dobson says, "We're after Ricky's old title. But the defining fight we want is the one against Castillo."

Tale of the Tape

For a young boxer, Hatton has not only accomplished a lot, he has also picked the perfect fighter to model himself after, Roberto Duran.

At the age of 10, Hatton began training with Billy "the Preacher" Graham. Soon after his first pro year, he was nominated "Boxer of the Year" by *Boxing Writers*.

"I come to fight and give value for money and I don't talk trash."

—Ricky Hatton

Fighting As



Hatton is a hell of a slugger, punchy. He has some of the most painful hooks in the business. Aside from Sugar Ray Robinson, Hatton is the most powerful boxer in the welterweight division. That makes him perfect for the bully and slugger combination.

Using Hatton effectively means bullying the other boxer into fighting your kind of fight. Make your opponents stand toe to toe with you, and use your hooks to take chunks out of their health. Just be careful not to get too tired before causing enough damage on your foes.

Fighting Against



Taking on Hatton is a lot of fun. He's strong, but has low agility. So keeping ahead of him is the key. Avoid getting into a slugfest with him, though, or he'll knock you out. The Hitman's strong. There's no way around it.

You'll have to fight around his strength. Use your agility to move away from Hatton's hooks, and don't let him dig his hooks into you. Keep your guard low too. He is a dangerous body puncher.

Micky Ward



Vitals

Nickname: "Irish"

Height: 68"

Weight: Welterweight

Birth Date: October 4, 1965

Hometown: Lowell, MA

Pro Record: 38-13-0 (27 KOs)

Style: Orthodox

Base Style: Bully

Punch Style: Slugger

Block Style: Classic

Welterweight Ratings

Power: 62

Chin: 70

Speed: 85

Body: 95

Agility: 80

Heart: 75

Stamina: 90

Cuts: 75

History

Micky "Irish" Ward is somewhat of a strange story for boxing. He is not necessarily known for his great accomplishments. His career includes three strange factors. He is well-known despite never winning any major titles, he fought relatively unknown fighters until late in his career, and his most notable moment in boxing came during his trilogy with Arturo Gatti.

Irish's career began in 1985 with a TKO over David Morin and continued well into the late 1980s with a few KOs. Eventually he got into a slump in the late '80s and early '90s.

After a 1991 loss to Ricky Meyers, Ward decided to take some time off from boxing. Three years later he returned and embarked on a nine-win streak that peaked in a 1996 KO of Louis Veadar for the WBU intercontinental light welterweight title.

Ward took a shot at another title, but came short and eventually took the WBU light welterweight title in 2000. Along the way, he and Arturo Gatti put on one of the greatest shows in boxing history. Their three-fight rivalry was an amazing display of talent and determination.

"It was his night tonight. We can get together again and give in another shot."

—Ward, classy as ever, talks about a possible third meeting with Gatti after he lost their second fight (the third match took place later that year)

Memorable Fights

Ward's most memorable fights are those he fought against Arturo Gatti. Their three-fight rivalry did to boxing what Sammy Sosa and Mark McGuire did to baseball. It electrified viewers and made boxing and sports fans stand up and take notice.

Ward's part in the trilogy was paramount, as it was his victory over Gatti that sparked the other two fights. Even though he lost the last two fights, Ward proved he was a great warrior capable of delivering excitement and passion for the sport.

Tale of the Tape

Many people think that Ward-Gatti II should have been stopped after Gatti landed a crushing blow to Ward's head, sending him to the canvas. The punch, one that Gatti later termed the hardest punch he had ever landed, was not the only brutal punch in the bout.

Another one of Gatti's punches fractured his hand after it landed on Ward's hip. Despite the brutal effort on both fighters' parts, the fight continued to its end, when Gatti was awarded the win.

Fighting As



You're planning on being Mickie Ward, slugger? Good, he's an amazing specimen of power, endurance, and body toughness. He wields a strong left hook to the body that's capable of bending over opponents in the blink of an eye. If you're gonna be Ward, fight inside.

Attack your opponent's body with short bursts of power punches and stay loose and slightly mobile. Ward has enough agility to be mobile in the ring, and enough stamina to maintain a high power output well into the later rounds. But if you really want to be Ward, use your power to bully your opponent around the ring. Pound the opposition.

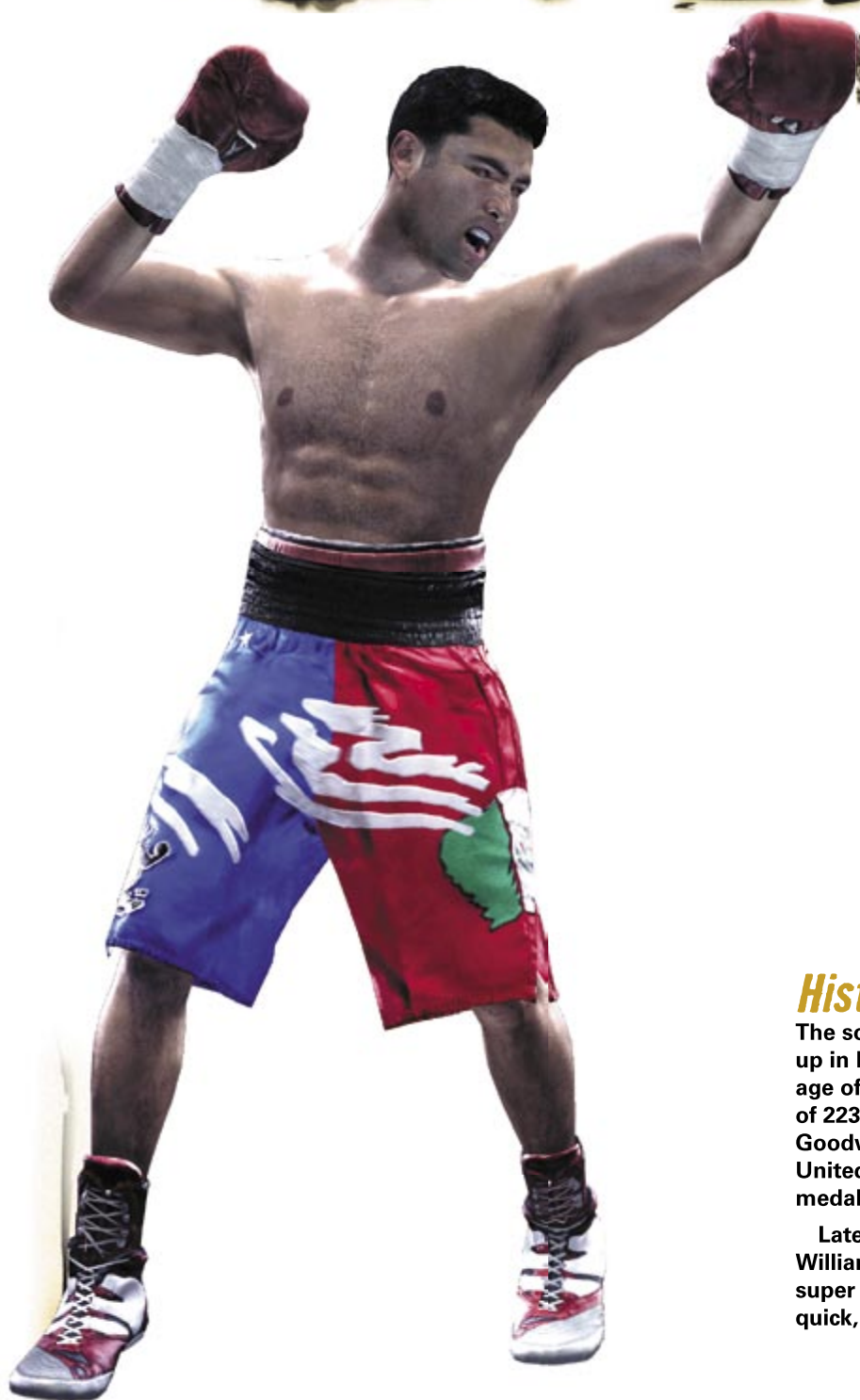
Fighting Against



Ward's biggest weakness is his chin. Keep a steady pressure on his dome and Ward will eventually have to fight you on your terms. He's a slugger, so his bread and butter is mixing it up mano a mano. Don't let Irish suck you into that kind of fight.

Use calculated combos to target Ward's head. Attack his body too, but only to mix up your combos. Ward isn't much for parrying or blocking—that's good for you. As soon as he starts to get low, bring him back up with uppercuts and continue working on his noggin. He'll fall, just like the rest of 'em.

Oscar De La Hoya



Vitals

Nickname: "Golden Boy"

Height: 70"

Weight: Welterweight, Middleweight

Birth Date: February 4, 1973

Hometown: Montebello, CA

Pro Record: 38-4-0 (30 KOs)

Style: Orthodox

Base Style: Textbook

Punch Style: Fast

Block Style: Classic

Welterweight Ratings

Power: 65

Chin: 80

Speed: 85

Body: 70

Agility: 85

Heart: 80

Stamina: 80

Cuts: 85

Middleweight Ratings

Power: 65

Chin: 80

Speed: 80

Body: 70

Agility: 80

Heart: 85

Stamina: 80

Cuts: 90

History

The son of Mexican immigrant parents, De La Hoya grew up in East Los Angeles and began boxing at the young age of six. As an amateur, he built an amazing record of 223-5-0, with 163 KOs and won the gold at the 1990 Goodwill Games. Two years later he represented the United States at the Barcelona Olympics and won a gold medal as a lightweight.

Later that year, De La Hoya went pro, beating Lamar Williams by KO. Two short years later, he was the WBO super featherweight titleholder. De La Hoya was making a quick, meteoric rise in the professional ranks.

Soon after, he moved up to lightweight and took on the funny and flashy Jorge Paez (Paez was often very jocular in the ring). He knocked out Paez and took the WBO lightweight title.

De La Hoya added to his collection the IBF lightweight title in 1995 by defeating Rafael Ruelas and continued moving up the weight divisions. In 1996, he defeated legendary Mexican boxer Julio Cesar Chavez and took the WBC light welterweight title. It was Chavez's first major loss in nearly 100 fights.

In 1997, De La Hoya moved up to welterweight and continued taking titles. This time, he took the WBC welterweight title from Pernell Whitaker and defended it against Hector "Macho" Camacho and Julio Cesar Chavez, both of whom had moved up to welterweight as well. De La Hoya showed no signs of slowing down once he reached the welterweights. He continued to rise and grab titles along the way. Since then, he has fought Sugar Shane Mosely, Fernadno Vargas, Arturo Gatti, Felix Trinidad, and Bernard Hopkins.

"I thought of ending my boxing career after my mother died, I was so depressed. After much thought, and reflection, I realized that she would want me to be the best."

—Oscar De La Hoya

Memorable Fights

When a career spans six weight classes and 11 world titles, it's a bit difficult to highlight only one memorable fight. De La Hoya's most memorable fight, then, will probably have to be his recent bout with Ricardo Mayorga.

After being taunted relentlessly and even slapped on the back of his head during a prefight conference by Mayorga, De La Hoya bested Mayorga to take the WBC super welterweight title. The best part is that Mayorga predicted a sixth-round knockout. De La Hoya delivered it.

Tale of the Tape

Oscar De La Hoya has been one of boxing's most consistently classy competitors. He has continuously delivered exciting fight after exciting fight and performed at a high level. He was also *The Ring* magazine's Fighter of the Year in 1995, and Best Pound for Pound fighter in 1997.

De La Hoya's out-of-the-ring behavior really captures what the nickname he was given after the Olympics represents. The "Golden Boy" was such a well-respected fighter that Bernard Hopkins joined Oscar's promotional company, Golden Boy Promotions, after defeating De La Hoya.

Fighting As



If you're gonna be Oscar De La Hoya, be prepared to engage in top-notch boxing. He isn't a slugger—he's a boxer, as balanced as they come. That being said, remember to fight smart. I say it a lot, but the biggest mistake a good boxer can make is to get out of his mindset and start boxing sloppy. If you're De La Hoya, stay on the outside.

Use your fast punch style to your advantage. Stay outside and use the jab every chance you get, kid. Don't go inside too often or you'll run into better inside boxers. De La Hoya is fast on his feet, so work the ring and make your opponent chase you. Box, don't slug.

Fighting Against



De La Hoya is no slouch, champ. He is that breed of boxer that only comes along once every so often. He can pound you in the first round, or he can draw out your punishment throughout all 12. If you want to beat him, beat him to a pulp. He's a great boxer, but if you get inside, you can get a slight advantage.

De La Hoya's very quick with his jabs. Parry his lead-in punch and counter with short, fast combos. Also be sure to work his body a bit in every combo. He's fast, and that'll slow him down some. The kid is a world-class fighter. You'll have to fight at his level to win.

Ray Leonard



Vitals

Nickname: "Sugar"

Height: 70"

Weight: Welterweight, Middleweight

Birth Date: May 17, 1956

Hometown: Palmer Park, MD

Pro Record: 36-3-1 (25 KOs)

Style: Orthodox

Base Style: Speed

Punch Style: Fast

Block Style: Classic

Welterweight Ratings

Power: 55 **Chin:** 80

Speed: 90 **Body:** 70

Agility: 85 **Heart:** 90

Stamina: 80 **Cuts:** 90

Middleweight Ratings

Power: 60 **Chin:** 70

Speed: 85 **Body:** 70

Agility: 80 **Heart:** 95

Stamina: 80 **Cuts:** 95

History

Sugar Ray Leonard was a three-time Golden Glove winner; he won the gold medal at the Pan-American games in 1972, and took the gold at the 1976 Olympics as a junior welterweight. Leonard finished his amateur career with a record of 145-5, with 75 KOs.

After a long and successful amateur career, Sugar Ray Leonard moved to the pros with ease. Ironically, he intended to quit boxing after winning the gold at the Olympics. But when his family fell on hard times, he decided to go pro. It was the best thing Leonard could have done for himself, his family, and the sport.

He burned through his first 24 pro fights, winning the NABF welterweight title in 1979. After that, Leonard moved on to bigger and better things.

He beat Wilfred Benitez in a stunning fashion later that year for the WBC welterweight title. Even though Benitez was ahead on the cards, Leonard managed to TKO Benitez with only seconds to go in the fight.

Leonard's first loss sparked one of his most thrilling rivalries ever. In 1980, Roberto Duran and Sugar Ray Leonard slugged it out for 10 brutal rounds. Though Duran emerged the victor, Leonard later avenged his loss twice.

Leonard's career continued to take on top opponents, like Tommy Hearn, Marvin Hagler, and Hector Camacho. Leonard tried to go into retirement twice, but he had too much fight left in him. Finally, after a disappointing loss to Camacho, he called it quits. The ring called him back, however. He is now a boxing commentator and host/producer of the boxing reality show, *The Contender*.

"Someone once said there was a comparison between Sugar Ray Leonard and Sugar Ray Robinson. Believe me, there's no comparison. Sugar Ray Robinson was the greatest."

—Sugar Ray Leonard

Memorable Fights

Aside from the numerous memorable fights Leonard had with Duran, his matches with Tommy Hearn were the stuff of legend. In their first meeting, Hearn had complete control of the fight in the early rounds.

Toward the middle of the fight, Leonard began taking control with quick combos and defensive boxing. By the 13th round, he had knocked down Hearn. In the 14th, Leonard won by TKO. Not only was it a great win, it was a stunning comeback.

Tale of the Tape

Sometimes controversial, often flamboyant, always a true champion, Leonard was a world champ across five different weight classes. Many have credited him with giving a face to boxing in the 1980s. Regardless of when his career took place, he is bound to be a prominent face of boxing for years to come.

Fighting As

Sugar Ray Leonard is as flashy a boxer as they come. His combination of speed, base style, and fast punch style make him a demon to deal with. When you use Leonard, be sure you've practiced your combination work first, kiddo. Leonard's great at destroying opponents with lethal combinations.



Leonard's a lot like De La Hoya in that he's better as a boxer than a slugger. Stay on the balls of your feet, moving around and avoid mano a mano fights. It won't take long to chop down an opponent, as Leonard has decent power as well.

Fighting Against



Leonard is a speedy boxer, so be careful, champ. He'll box circles around you. He is especially dangerous if you let him land quick combinations. Nullify his speed by working the body and delivering snappy combos of your own. Your best bet is to try and keep up with him.

If you let Leonard get too many shots in, you can fall behind in the cards. Work Leonard early in the rounds. That way, you keep him from taking the score cards and slow him down. Parrying is a great way to nullify some of his speed, but because he's so fast, you're gonna have an easier time just bobbing and weaving to avoid taking damage.

"I wanted to do in boxing what Bruce Lee was able to do in karate. Lee was an artist, and, like him, I try to get beyond the fundamentals of my sport. I want my fights to be seen as plays."

—Sugar Ray Leonard

Ray Robinson



Vitals

Nickname: "Sugar"

Height: 71"

Weight: Welterweight, Middleweight

Birth Date: May 3, 1921

Hometown: New York, NY

Pro Record: 175-19-6 (108 KOs)

Style: Orthodox

Base Style: Smooth

Punch Style: Basic

Block Style: Philly shell

Welterweight Ratings

Power: 70 **Chin:** 980

Speed: 85 **Body:** 60

Agility: 80 **Heart:** 80

Stamina: 80 **Cuts:** 90

Middleweight Ratings

Power: 75 **Chin:** 80

Speed: 80 **Body:** 60

Agility: 75 **Heart:** 80

Stamina: 80 **Cuts:** 90

History

Sugar Ray Robinson was actually born Walker Smith Jr. on May 3, 1921 in Ailey, Georgia. As is common with many of history's top fighters, he also had a rough childhood and took up boxing at a young age. Growing up in Detroit and then Harlem didn't leave Robinson much room for a typical childhood.

Because he wasn't allowed to compete legally in boxing matches until the age of 16, he borrowed his friend Ray Robinson's Amateur Athletic Union (AAU) membership card in order to compete. He was known as Ray Robinson ever since then.

Before turning pro in 1940, Robinson amassed an 85-0 record with 69 KOs. He had won the Golden Gloves and remained undefeated as an amateur. Soon after hitting the pros, he just kept, well, hitting pros. He began an extremely prolific career, fighting nearly a dozen fights in his first year alone.

Robinson remained a busy boxer throughout his career, fighting many opponents multiple times. He fought Jake LaMotta alone six times. By the end of his run Robinson had won numerous titles and caused just as much controversy as he had headaches.

"I've always believed that you can think positive just as well as you can think negative."

—Sugar Ray Robinson

Memorable Fights

The "Saint Valentine's Day Massacre," ever heard of it? That was the name given to Robinson and LaMotta's sixth and final meeting. In it, Robinson put such a pounding on LaMotta that people cried out for the fight to be stopped.

Eventually the fight came to an end with LaMotta still standing and even boasting that Robinson couldn't drop him. Regardless of the outcome, it was a thrilling bout to behold. Robinson capped their six-fight series with an impressive show of force.

Tale of the Tape

Some boxers had multiple championship titles. Sugar Ray Robinson had a total of 22 world championship bouts. That's nearly three or four years' worth of fights, all of them at world championship level.

Despite the number of bouts and the multiple fights he had with certain competitors, Robinson is often said to have withstood the rage of his opponents. As the Illustrated History of Boxing so eloquently put it, "No opponent ever whipped Robinson twice."

Fighting As

Robinson is a mixed bag of tricks. If you're dead-set on being Robinson, know how to evade body blows, but also know how to deliver them. Even though he is a smooth base boxer with a basic punching style, he can definitely turn up the heat and maul an opponent. Fact is, you'll need to sometimes.



Robinson has great power across both weight divisions. Take advantage of his power, but be aware of his slower speed. He isn't the fastest puncher, but he isn't the slowest either. Don't expect to land consecutive combos with him. Instead, conserve your energy for short, but powerful two- and three-punch combos.

Fighting Against



If you're gonna beat Robinson, you gotta fight like LaMotta did in their first fight. Actually, there are a few different ways to beat this beast, but the sure-fire way to drop him is to bully him around. He's a power puncher with a smooth base, so work around his blocking and target open areas with big power shots.

Robinson's got a low body rating. That makes him a particularly juicy target inside. Drop down low and work his sides with hooks and low uppercuts to his breadbasket. After chopping down his health, work his head a little bit. He's susceptible to strong combos, so keep the pressure on. Eventually, he'll fall.

"To be a champ you have to believe in yourself when no one else will."

—Sugar Ray Robinson

Marvin Hagler



Vitals

Nicknames: "Marvelous"
Height: 69"
Weight: Middleweight
Birth Date: May 23, 1954
Hometown: Newark, NJ
Pro Record: 62-3-2 (52 KOs)
Stance: Southpaw
Base Style: Bully
Punch Style: Slugger
Block Style: Cross

Middleweight Ratings

Power: 77	Chin: 85
Speed: 65	Body: 80
Agility: 70	Heart: 90
Stamina: 85	Cuts: 6

History

Marvelous Marvin Hagler wasn't always marvelous. Despite his impressive amateur career boasting the 1973 National AAU 165 Pound Championship, and putting up impressive wins early in his career, he still struggled to win respect.

Shortly after winning the AAU Championship, Hagler went pro and won all of his early fights, most of them by KO. Unfortunately, many of those fights were in small venues against even lesser known opponents. One of his early fights was even held inside a high school gymnasium.

Hagler didn't suffer a loss until 1976 when he lost to Bobby Watts and then Willie Monroe. Marvelous did knock them both out in rematches however, proving that he was the better man.

Despite his proven record, Hagler still struggled to get title shots. Eventually, with the help of Bob Arum, he got a shot at the WBC and WBA Middleweight titles against Vito Antuofermo in 1979. When the fight ended in a controversial draw, Hagler was once again left without a title and wanting respect.

After the loss, Antuofermo lost the titles to an English boxer named Bobby Minter, who in turn lost the titles to Hagler in a third-round KO. When Minter lost, the English crowd rioted and pelted Hagler with glass bottles.

Afterward, Hagler embarked on a long streak of victories and legally changed his name to **Marvelous Marvin Hagler**. He felt that in spit of his superior boxing skills and lengthy list of accolades, he still didn't get the respect he deserved.

"You know, looking back on it now, I used the fight and after the fight as motivation, to make sure I was going to be the best middleweight in the world for a long time."

—Marvin Hagler

Memorable Fights

Hagler's most memorable fight was against Tommy Hearns. In their only meeting, a fight dubbed "The War," the two men exploded into an intense demonstration of brute force and furious punching.

The first round alone had more power punches than some fights have in their entirety. The fight didn't last long, but it didn't need to. Hagler proved to be the tougher man, overpowering Hearns in round three.

Tale of the Tape

While many other boxers make every attempt to move up in weight and challenge boxers in different weight divisions, Hagler was content to stay at the top of the middleweight division, fighting at 160 pounds his entire career.

It may be unusual, but it's certainly the mark of a man who knows his strengths and wisely uses them to his advantage. Maybe that's why Hagler only had three losses.

Fighting As



Oh boy, champ. Being **Marvelous Marvin Hagler** is a lot of fun. His tremendous punching power and bully style boxing make him a huge threat in the ring. He's also deceptively speedy for a slugger. He doesn't have a high speed rating, but his hooks travel fast enough to create some confusion. And while you won't be using a lot of combos, you should use fast combos to attack your opponent's dome.

Use Hagler's strong hooks to take huge chunks out of your opponent's health bar. Make a quick one-two hook combo your bread and butter. Attack up high, then drop down low for massive damage. Of course, your foe's chin and body ratings will affect how much damage you cause, but if you're consistent, you're sure to drop opponents like flies.

"If they cut my bald head open, they will find one big boxing glove. That's all I am. I live it."

—Marvin Hagler

Fighting Against



To beat Hagler, use your speed and agility to force your opponent out of his stationary position. He'll want to stand straight up and go blow to blow with you—don't fall into it. Like other sluggers, that's where he will cause the most damage. He's a slugger, kid. That means he gets the most out of his punches when his feet are planted.

The trick is to force **Marvelous** to move. As you do, move away from his power hand. Hagler's also susceptible to cuts. That's gold, right there. Pick a spot on his face and work your jabs and crosses into it. Before long, he'll be bleeding and you'll be winning.

"When a man goes into the ring, he's going to war."

—Marvin Hagler

Bernard Hopkins



Vitals

Nicknames: "Executioner," "B-Hop"

Height: 72"

Weight: Middleweight

Age: January 15, 1965

Hometown: Philadelphia, PA

Pro Record: 47-4-1 (32 KOs)

Stance: Orthodox

Base Style: Balanced

Punch Style: Slugger

Block Style: Classic

Middleweight Ratings

Power: 70 **Chin:** 85

Speed: 75 **Body:** 85

Agility: 70 **Heart:** 80

Stamina: 80 **Cuts:** 80

History

Bernard Hopkins is another great example of how men can turn their lives around. In 1982, Hopkins was sentenced to 18 years prison for robbery. While serving five of those years, he converted to Islam, got his high school diploma, and dedicated himself to boxing.

While inside the joint, he won three national penitentiary middleweight championships. When he was released, Hopkins immediately became a light heavyweight and lost his debut match. After taking time to train and lose weight, he dropped to middleweight, and returned to win his debut match in his new weight division.

In the following years, Hopkins went on a winning streak, defeating 20 opponents, many by knockout. In 1992 he finally won his first title, the USBA Regional Middleweight title. It was a minor title, but one that, to him, legitimized him as a pro.

One unsuccessful attempt at the IBF Middleweight title fell short against reigning champ Roy Jones Jr. When Jones later moved up in weight class, the middleweight title was vacated. Hopkins again made an attempt at the belt, but the fight resulted in a draw against Segundo Mercado.

Hopkins finally claimed the middleweight title by TKO in a 1995 rematch with Mercado. Hopkins eventually won the WBA and WBC Middleweight belts, unifying them all. He later successfully defended his unified title against numerous boxers, including Oscar De La Hoya.

"Great champions do what? They come back."

—Bernard Hopkins

Memorable Fights

Clearly anyone who possessed the WBA, WBC, WBO, and IBF middleweight titles, as Bernard Hopkins did, would be the undeniable Middleweight Champion of the world. But that doesn't speak much about how tough and dedicated a boxer he is.

In a 2000 match against Antwun Echols, Echols illegally wrestled Hopkins to the floor. Though Hopkins could have taken the win by disqualification, he instead opted to continue fighting. He won the fight by TKO in the 10th round.

Tale of the Tape

Hopkins is tough. In 1979 he was stabbed while riding the subway. He suffered a collapsed lung and spent six months in the hospital. He was only 13 years old then.

Early in his professional boxing career, Hopkins was able to meet his hero, Muhammad Ali. Promoter Don King brought Ali to see Hopkins fight against Mercado in Ecuador.

Fighting As



B-Hop is a great all-around boxer. He doesn't shine in any one particular area, but he does have a talent for great, balanced boxing. His ratings are good all around, and his mix of balanced base style with slugger style punching makes for a strong combination.

When fighting as B-Hop, maintain a stream of offense, champ. He can lay it on real good, so use him wisely. Don't go buck wild on your opponents, instead maintain a controlled offense. Work the body, then work the head. With the exception of Roy Jones Jr., Hopkins is the speediest middleweight around. Like we said, he's well balanced, so put every good part of him to use.

Fighting Against



B-Hop's strength is also his weakness. Because he's a well-balanced boxer, he doesn't really excel in any particular area. Exploit that. Approach a fight with Hopkins like you know it all, kid. Approach it like you're ready to teach him something.

Pick one area, hopefully your strong area, and stick with it. If you're a great inside boxer, work Hopkins inside. Great outside boxer? Out-box him. Get the picture? Because his chin, body, and cut ratings are pretty even across the board, it's not as effective to plan out a balanced attack on him. He'll just take the hits and keep on coming.

Jake LaMotta



Vitals

Nicknames: "Bronx Bull," "Raging Bull"

Height: 68"

Weight: Middleweight

Birth Date: July 10, 1921

Hometown: New York, NY

Pro Record: 83-19-4 (30 KOs)

Stance: Orthodox

Base Style: Bully

Punch Style: Basic

Block Style: Cross

Welterweight Ratings

Power: 65 **Chin:** 80

Speed: 85 **Body:** 70

Agility: 85 **Heart:** 80

Stamina: 80 **Cuts:** 85

Middleweight Ratings

Power: 80 **Chin:** 90

Speed: 65 **Body:** 90

Agility: 60 **Heart:** 90

Stamina: 90 **Cuts:** 60

History

It's a little odd that LaMotta is better known for the movie *Raging Bull* than for his accomplishments in the ring. Unfortunately, the film didn't go back far enough into LaMotta's history. If it had, it would have shown how his childhood wasn't much of a childhood. As a kid, LaMotta fought other neighborhood kids for the entertainment of the grown ups. Eventually his fighting spirit led him to boxing.

While at reform school, LaMotta was a classmate of Rocky Graziano. After a short amateur career, LaMotta turned professional. He wasn't even 20 at the time.

LaMotta's most notable victory happened when he fought against Sugar Ray Robinson in 1943. The win was significant for two reasons: LaMotta had already suffered a loss to Robinson once before, and LaMotta's win was Robinson's first loss.

The two rivals met another four times before their final fight. Dubbed the "St. Valentine's Day Massacre," LaMotta withstood a brutal assault by Robinson until the fight was called in the 13th round. In a way, it was a great way to sum up LaMotta's career—he fought boxers from all different weight classes, took tons of beatings, but in the end, he always stayed on his feet.

"I had almost 100 fights before I fought for the championship. And besides, there's too many championships today. There's like 20. In my day there was only 8."

—LaMotta, on boxing championships

Memorable Fights

Sure, LaMotta took a good beating in the St. Valentine's Day Massacre, but that was one in a half-dozen fights. One of LaMotta's more memorable fights was against French boxer Marcel Cerdan.

In their Detroit battle, the Bronx Bull took the middle-weight title from Cerdan in typical LaMotta fashion—he beat Cerdan to a pulp. The scheduled rematch ended in tragedy before it ever began. Marcel Cerdan's airplane crashed on the way to the United States. Everyone onboard died.

Tale of the Tape

After calling it quits in the ring, LaMotta pursued other avenues. With his winnings, he opened up a few bars and started a career as a stand-up comic. He also took up acting and landed roles in several films. He appeared as a bartender next to Paul Newman in one.

When it came time to make the *Raging Bull*, LaMotta assisted in its production despite the fact that the film focused on his problems outside the ring.

"It's great to be in great shape and to have an attitude like you can't lose."

—LaMotta, on what it takes to be a world class champion

Fighting As



They don't call him the Bronx Bull for nothing, kid. He's a mean boxer in the ring—stacked with power, low on agility. If you're gonna be LaMotta, be sure you're comfortable slugging it out. If you prefer boxing, don't choose the Raging Bull.

LaMotta isn't very agile. He ain't gonna run any marathons anytime soon, so use the space in the ring wisely. Corner your opponent and press him against the ropes. When you've got him close, pound away at him until he drops. It's not rocket science with LaMotta. Usually it's just brute force. Of course, don't forget to avoid taking damage, too. He's tough, but he ain't invincible. Robinson proved that...five times.

Fighting Against



This guy is a walking fist, champ. He's a wrecking ball! So think about how you would handle a big powerful wrecking ball comin' at you. You'd move, right? Same with LaMotta. If he's a raging bull, then you be the matador.

LaMotta is slow. He can be avoided. Stay away from his power shots and slowly land combos of your own. It might be a long fight, but it's a fight you can win...on the score cards.

Jermain Taylor



Vitals

Nicknames: "Sugar," "Bad Intentions," "The Pride of Little Rock, Arkansas"

Height: 72"

Weight: Middleweight

Birth Date: August 11, 1978

Hometown: Little Rock, AR

Pro Record: 25-0-1 (17 KOs)

Stance: Orthodox

Base Style: Balanced

Punch Style: Fast

Block Style: Philly shell

Middleweight Ratings

Power: 70 **Chin:** 85

Speed: 80 **Body:** 70

Agility: 80 **Heart:** 70

Stamina: 80 **Cuts:** 90

History

Jermain Taylor is an impressive, undefeated boxer with and equally impressive amateur career. He won the Golden Gloves in 1998 and 1999. He also took bronze medals in the 1998 Goodwill Games and the 2000 Summer Olympics.

Taylor kicked off his pro career in 2001 the same way he finished his amateur career—in winning fashion. In 2004, he faced top-notch opponents like Raul Marquez and William Joppy. He beat both and continued dropping opponents in 2005. After handing Daniel Edouard his first loss, Taylor finally got a shot at a title.

"I always come to fight."

—Jermain Taylor

His first shot at a title was at three titles—all of Bernard Hopkins's middleweight titles, that is. The fight was a split decision for Taylor. The Taylor-Hopkins rematch was a unanimous decision for Taylor, further cementing him as a world-class champion.

Taylor's first non-win came when he faced Ronald "Winky" Wright. Their first match ended in a draw. However, because there was no clear winner, Taylor kept his unified title.

"My jab always comes first. I establish my jab, then I go from there."

—Jermain Taylor

Memorable Fights

Jermain's most memorable fight was his second meeting with Bernard Hopkins. Their first fight ended in controversy and Hopkins's camp insisted on an investigation of the judges' scores.

In December, later that year, Taylor and Hopkins met a third time. This time, Taylor made sure there were no questions left to be answered. He outboxed Hopkins so decidedly that the judges found the fight in Taylor's favor unanimously.

Tale of the Tape

Sometimes it's a boxer's hardships that drive him. Taylor often cites his grandmother's violent and untimely passing as a source of inspiration. After he medaled at the Goodwill Games, his grandmother's life was taken by a family member.

At her funeral, Taylor placed his medal on her coffin. He says he thinks about her every time he gets into the ring.

Fighting As



As soon as you step into Taylor's shoes, you know you're in for a great fight. This kid's got more combinations than a Master lock. He's fast, effective, and a great combination artist. He tells you himself how to use him in a fight, just read the Taylor quote. Lead with the jab!

It would be easy to say to lead with the jab and set up combos, but the truth of the matter is, you could start a combo with a lead-hand right, this kid is so fast. Stay slippery with Taylor. You may not parry often, but when you do, land three-, four-, and even five-punch combos.

Fighting Against



Parry, parry, parry, and counter! Taylor is a fast puncher with a combination for every day of the year. He's got great speed that perfectly suits his great hand work. He's not the most powerful kid on the block, but you'll have a hard time convincing anyone of that if he lands three- or four-hit combos on you.

The best way to take the wind out of Taylor's sails is to punch a hole in them. His body is his weakest rating. Target his torso and trounce him. Once you've sufficiently weakened him, go to town. His health doesn't withstand much pounding, so keep the pressure steady.

Ronald Wright



Vitals

Nickname: "Winky"

Height: 69"

Weight: Middleweight

Birth Date: November 26, 1971

Hometown: St. Petersburg, FL

Pro Record: 50-3-1 (25 KOs)

Stance: Southpaw

Base Style: Upright

Punch Style: Hard Straights

Block Style: Classic

Middleweight Ratings

Power: 72

Chin: 75

Speed: 75

Body: 85

Agility: 70

Heart: 85

Stamina: 85

Cuts: 75

History

This Florida-based fighter began his professional career in 1990 and stayed very busy through 1992. However, after failing to land a big promoter in the United States, Wright opted to sign with a French promoter. That took his career overseas where he fought for the next four years.

Wright returned to the United States for a match in 1996 and defeated Bronco McKart to take the WBO Light Middleweight title. With the title in hand, he returned to overseas fighting for another short stint.

Citing exhaustion from excessive travel, Wright left his promoter in 1999 and began competing predominantly Stateside. Later that year, Wright lost a controversial fight to Fernando Vargas for the IBF Light Middleweight title. Many fans thought Wright had won the fight and disagreed with the judges' split decision.

Wright's next few fights were against tough, big-name opponents. He defeated Robert Frazier to claim Felix Trinidad's vacated IBF Light Middleweight title, and defeated Sugar Shane Mosely to become the undisputed Light Middleweight Champion of the world.

Then Wright moved up in weight to dominate Trinidad for the Middleweight title. His most recent battle was a draw with Jermain Taylor. It was Taylor's first non-win.

"I'm the type of fighter that wants to fight for the people. I just want to fight, and when it's over, people will say that he fought and beat the best and should be considered one of the best."

—Winky Wright

Memorable Fights

Winky's most memorable fight was the one that finally solidified his position as the undisputed Light Middleweight Champion of the world. Having come from relative obscurity due to a career that was built predominantly overseas, Wright took on the best America had to offer.

He thoroughly dominated the fight and won by unanimous decision. No controversy, no disqualifications (as one of Wright's opponents had already been). This was all Wright, with nothing wrong. He was later named *The Ring* magazine's Junior Middleweight Champion of the World.

Tale of the Tape

Wright has never been one to shy away from a fight. So it's no surprise that he started taking on America's top fighters as soon as he brought his career Stateside.

Before coming to America, Winky's main rival was Bronco McKart. Once he started picking fights in the United States, he faced Shane Mosely, Jermain Taylor, and Felix Trinidad. Those are no slouches.

"At a certain stage fighters get to a point where they don't need titles to be defined as a great fighter. I think titles are a great thing to have, don't get me wrong. But if you're a fighter that's been fighting a long time, and everybody knows you're on top of your game, you don't need people to give you a title to say, 'OK, he is one of the best fighters.' All I'm saying is if you put the titles up there, I'll win the titles. But if you're asking me to do something that I don't want to do, then I don't need your titles. I want to be a fans' champion. I want to fight who the fans want to see me fight."

—Winky Wright

Fighting As



Hey, champ, if you want to be called Winky, that's your prerogative. However, if you do choose to be Winky Wright, rely on power and longevity. He's got good stamina and decent power, meaning he can outpunch opponents longer.

Use his power inside. Work past your opponent's jab and get inside for some power shots to the body. Just don't stay there too long, Wright's agility is lacking. The longer you stay close, the more shots your foe will get in before you can back away. Let's face it, Wright's chin and cut ratings ain't anything to write home about.

Fighting Against



Winky is slower than most other boxers in his division. So a speedier boxer with decent power should have a fun time with him in the ring. When facing Winky, frustrate him with high combos targeting his head. When he comes at you, keep him at arm's length with the jab and welcome him inside with stiff shots to his body.

Expect to see plenty of straights and jabs on his part, so put up your guard and parry whatever you can. He's often slow to recover from a parry, so that should give you just enough time to land a short combo and back away to safety.

Roy Jones Jr.



Vitals

Nickname: "Junior"

Height: 71"

Weight: Middleweight, Light Heavyweight

Birth Date: January 16, 1969

Hometown: Pensacola, FL

Pro Record: 50-4-0 (38 KOs)

Stance: Orthodox

Base Style: Elusive

Punch Style: Sinister Cross

Block Style: Classic

Middleweight Ratings

Power: 75 **Chin:** 60

Speed: 80 **Body:** 95

Agility: 80 **Heart:** 70

Stamina: 60 **Cuts:** 100

Light Heavyweight Ratings

Power: 75 **Chin:** 60

Speed: 80 **Body:** 95

Agility: 80 **Heart:** 70

Stamina: 60 **Cuts:** 100

Heavyweight Ratings

Power: 80 **Chin:** 60

Speed: 75 **Body:** 100

Agility: 70 **Heart:** 70

Stamina: 60 **Cuts:** 100

History

You could thank Roy Jones Jr. for the current scoring system in the Olympic games. In the 1988 Seoul Olympics, he was clearly robbed of the gold medal when three judges scored the fight in the favor of a South Korean fighter. Shortly thereafter, the three judges were suspended and a new scoring system was put in place.

That's been the story of Jones Jr.'s career, though. It's full of tough wins and controversial fights. Four years after turning pro, Junior defeated Bernard Hopkins to take the IBF middleweight title.

A short year later he stepped up in weight class and asserted his dominance there as well. He toppled James Toney for the IBF Super Middleweight title on his way to claiming the WBC Light Heavyweight title two years later.

Jones Jr. lost his title in a fight against Montell Griffin when Junior hit Griffin while he was on the canvas. Jones Jr. was disqualified and stripped of the title, but in a rematch later that year, he destroyed Griffin and took his title back.

The next big step was to move to the heavyweight division. Junior did so by adding nearly 50 pounds, and then he took on John Ruiz to once again claim his spot at the top. Jones Jr. fought at three of the most taxing weight classes in boxing and took top honors in all of them. He had his small share of losses, all of which were devastating, and eventually retired. Rumors have begun to stir recently, though. Roy Jones Jr. is back.

"That's what I love and that's what I live for—to come back from adversity."

—Jones Jr., when asked if he was worried about returning to boxing after a loss

Memorable Fights

April 25, 1998—Roy Jones Jr. transcends boxing and gives fellow boxer Virgil Hill a lesson in physics. That day's lesson was on force, the capacity to cause physical damage.

It was during the fourth round of their bout when Jones Jr. connected with a crushing right hand to the body that not only sent Hill hurtling to the canvas, but to the hospital as well. It was Hill's first knockout ever and *The Ring* magazine's Knockout of the Year.

Tale of the Tape

Roy Jones Jr. is another one of those boxers who has pure skill and raw talent. His abilities go far beyond weight class as he proved time and time again. He interrupted a steady rise in divisions by adding an unprecedented 50 pounds to compete as a heavyweight.

After winning the title at heavyweight, he decided to drop back down and compete as a Light Heavyweight. The shock to the body is one thing, but the fact that he managed to win again at that level, in spite of the erratic weight shifting, is extremely impressive.

Fighting As



Another in a long line of strong boxers with deceptive speed, Jones Jr. is a solid pugilist. You'll be lucky to do him justice, punchy. If you do choose to go with Jones Jr., use his ability to take a pounding to your favor.

He's got high body and cut ratings. That makes Junior nearly indestructible. Luckily, you don't have to rely on that too much. Use his hand speed and power to manhandle opponents. Link quick combos together and stay on the move.

Fighting Against



Fighting Roy Jones Jr. is a lot like chasing a chicken across an ice rink. He is constantly on the move and extremely slippery. That being said, try and use the ring to your advantage. Move him against the ropes. Trap him. And once you have him trapped, pound on him.

Junior can take a good lickin', but he'll fall just like everyone else. Target his chin and let him wear himself down. He's got low chin and stamina ratings, so he won't be able to last long if he's taking too much damage to the head.

Jeff Lacy



Vitals

Nickname: "Left Hook"

Height: 70"

Weight: Light Heavyweight

Birth Date: May 12, 1977

Hometown: St. Petersburg, FL

Pro Record: 21-1-0 (17 KOs)

Stance: Orthodox

Base Style: Bully

Punch Style: Basic

Block Style: Cross

Light Heavyweight Ratings

Power: 90

Speed: 60

Agility: 60

Stamina: 80

Chin: 95

Body: 100

Heart: 50

Cuts: 70

History

Jeff Lacy may not be the most popular light heavyweight, but he certainly has the potential to go a long way in boxing. Boasting a humble but impressive 21-1-0 record, Lacy has a tendency to end fights quickly.

Ironically, the one fight Lacy promised would end quickly—against Joe Calzaghe—was his only loss. Lacy was noted as saying, "This is going to be the fight of the year. It will not go the distance. I think the pressure is getting to Calzaghe," before he suffered his only loss.

"I like fighting punchers more because you do not have to chase them."

—Jeff Lacy

Despite his unexpected loss and short career, Lacy has an impressive amateur career behind him. Having fought 210 amateur fights, he was the 1998 U.S. National Amateur Champion, 1998 National PAL Amateur Champion, and 1999 National PAL Amateur Champion all at 165 pounds.

Afterward, Lacy represented the United States in the 2000 Olympics in Sydney, where he lost to the silver medalist, Gaidarbek Gaidarbekov of Russia. Once Lacy went pro in 2001, he began a winning streak highlighted by numerous early-round KOs and TKOs. He eventually took the WBC Continental Americas Super Middleweight title and USBA and NABA Super Middleweight titles.

In 2004 he took the IBF Super Middleweight title and followed it up by snatching the IBO Super Middleweight title from Robin Reid. Not bad for a young boxer on the rise.

"I love the fight. I love the challenge...The night of the fight, my trainer sends me in, his trainer sends him in and say, 'Do it, go make us proud.' That is what I like. I like having that weight on my shoulders."

—Jeff Lacy

Memorable Fights

Ironically, Lacy's first loss to Joe Calzaghe is his most memorable fight. Why? Because it has to be his most valuable lesson to dates in a young and budding career. Prior to the fight, he and many boxing pundits thought he would breeze past Calzaghe.

In the end, Lacy didn't win the bout or even get knocked out, but losing to an underdog by unanimous decision should have taught Lacy two things: 1) don't underestimate your opponent, and 2) don't underestimate the hometown advantage.

Tale of the Tape

As stated before, Lacy's name might not ring a bell, but it's one everyone should soon know well. Jeff Lacy's youngest brother is an up and coming amateur boxer, and his father competed at the 1968 Olympic trials and had a short 20-fight professional career.

Fighting As



Okay, slugger, first things first. There is a reason Lacy's nickname is Left Hook. His left hook is a killer. Put it to good use and wreak havoc on your opponents. Between his left hook and impressive power rating, you're sure to put the hurt on the other mutts.

Defensively, you're better off with a good offense. Because Lacy's chin and body ratings are so high, you can easily absorb a pounding without ill effects. If you take too much damage, your heart rating should get you through the fight, so stay on your feet, kid!

Fighting Against



Lacy is a rock! If you spread out your attack on him evenly, your fists will hurt before he does. Instead, pick one approach and stay loyal to it. If you're a better inside boxer, make the body your primary target. If you're a well-rounded boxer or a headhunter, stick to taking out his control center. Do not, we repeat, do not try to even out the damage, you'll just waste your energy.

If you want to make it through the fight, play keep away. As in, keep away from him. He doesn't like to chase the opposition because of his low agility rating. Instead, move away from his left hooks while landing blows of your own. You can do it, kid, you just gotta want it more.

James Toney



Vitals

Nickname: "Lights Out"

Height: 71"

Weight: Light Heavyweight, Heavyweight

Birth Date: August 24, 1968

Hometown: Detroit, MI

Pro Record: 69-5-3 (43 KOs)

Stance: Orthodox

Base Style: Slickster

Punch Style: Slugger

Block Style: Philly shell

Light Heavyweight Ratings

Power: 80	Chin: 90
Speed: 75	Body: 70
Agility: 70	Heart: 80
Stamina: 80	Cuts: 70

Heavyweight Ratings

Power: 85	Chin: 90
Speed: 70	Body: 70
Agility: 65	Heart: 80
Stamina: 80	Cuts: 70

History

Born in 1968, Toney's athletic skills were noticeable at a very young age. He was the high school quarterback in Ann Arbor, Michigan before taking up boxing.

Toney lost his amateur debut in 1987 but then went on to rack up an impressive list of amateur titles ranging from 1987 Michigan Silver Gloves and the 1988 Ohio State Fair Championship.

In 1988, Toney took his skills to the pros and immediately started tallying up the notches in his win column. His streak was so impressive that he earned a shot at the IBF Middleweight belt against Michael Nunn in May, 1991. Toney took Nunn down in the 11th and took the belt home that night.

After moving up in weight division, Toney got into a rut, shifting between weight divisions with no real staying power. Eventually he made his way to heavyweight, having had moderate success at lower weight classes, and beat Evander Holyfield in his heavyweight debut.

"I do not turn down anything—not even my calendar. The bottom line is I want to fight the best fighters out there."

—James Toney

Memorable Fights

Toney's rise to super middleweight in 1993 proved to be a good one. That year he fought Iran Barkley for the IBF Super Middleweight title and won.

The fight was extremely brutal, marked by an almost excessive amount of offense. In the end, Toney won by TKO in the 10th round. Barkley was relieved.

Tale of the Tape

Like Roy Jones Jr. before him, James Toney isn't one to shy away from the spotlight. Aside from making grandiose comments about his own skill, he also took his charisma from the microphone to the big screen.

In 2001, Toney appeared opposite Will Smith in the Muhammad Ali biopic, *Ali*. Toney played Joe Frazier.

Fighting As



Don't let his size fool you, kid. James Toney has deceptive hand speed. He isn't the fastest light heavyweight or heavyweight on his feet, but Toney's hand speed is good

enough to string three-, four-, or even five-hit combos. Stay on the offensive end, and you'll be sure to have strong KO potential throughout the entire fight...all four rounds of it.

Toney's stamina is also good enough to keep his punches powerful and constantly delivering damage (as long as they're in short bursts). In the end, Toney is a slugger though. He is best in mano a mano battles, not cat-and-mouse games.

Fighting Against



To beat Toney, you're gonna have to attack him down low. No kid, I don't mean low blows, I mean taking it to the body. Toney is slow on his feet and a large enough target to provide easy shots to the body. Work him low and wear down his hand speed and punching power.

Defensively, you gotta parry, champ. Toney is one of the slowest boxers when recovering from a parried punch. Parry his power punches, counter with strong combos of your own, rinse, and repeat. To maximize your counters parry and return with an impact punch. That way you get an adrenaline boost and have a clean opening to power-punch him onto the canvas.

"I am the ultimate fighter. I am the manager's and the trainer's dream of a fighter because I can adapt to any situation. My skills are so superior to everybody in the boxing world; it would be ridiculous to even talk about it."

—James Toney

Muhammad Ali



Vitals

Nickname: "The Greatest"

Height: 75"

Weight: Heavyweight

Birth Date: January 17, 1942

Hometown: Louisville, KY

Pro Record: 56-5-0 (37 KOs)

Stance: Orthodox

Base Style: Smooth

Punch Style: Judge Jab

Block Style: Classic

Heavyweight Ratings

Power: 82 **Chin:** 90

Speed: 75 **Body:** 60

Agility: 70 **Heart:** 60

Stamina: 80 **Cuts:** 95

History

Born Cassius Clay, the "Greatest of All Time," began boxing when, at the ripe age of 12, his bike was stolen. Clay was so angered by the theft, his fury caught the attention of a local police officer. Joe Elsey Martin Sr. was a local cop and head of the Louisville city boxing program. He convinced Clay to focus his anger by boxing.

By 1960, Clay had won a gold medal at the Olympics fighting at the light heavyweight division. Despite his enormous accomplishment, he didn't get the critical acclaim that he was due. Perhaps due to his cocky nature or unorthodox fighting style, Clay didn't garner as much attention as lesser skilled boxers at the time.

Shortly after his Olympics showing, he went pro. He won all of his early fights and quickly began climbing the ranks. Three years into his pro career he beat Doug Jones in *The Ring* magazine's Fight of the Year for 1963. Clay continued to move up until he got a shot at Sonny Liston for the title. During the weigh-in for the fight, Clay coined the phrase "float like a butterfly, sting like a bee."

After beating Liston and taking his title, Clay took the name Muhammad Ali when he became a member of the Nation of Islam. He took on Liston again. He fought George Foreman. And he even beat Joe Frazier. Ali's career is a thing of legend. Few boxers can boast that they had the type of career Ali did. He has cemented himself as the Greatest of All Time, and boxing fans often muse about questions like "who would win in a fight between Ali and...?"

"I want to live a good life, serve God, help everybody I can. And one more thing. I'm still gonna find out who stole my bike when I was 12 years old in Louisville, and I'm still gonna whup him. That was a good bike."

—Muhammad Ali

Memorable Fights

Ali bumaye! Ali bumaye! The chants of "Ali, Kill him!" rang out and seemed to carry from Kinshasa, Zaire to the United States. On October 30, 1974, Ali faced George Foreman in the "Rumble in the Jungle"—a match that served to encapsulate Ali's entire career in a single night.

The bout for the Heavyweight Title of the World nearly went the distance. Early on, Ali began to take Foreman's punches as he used the ropes to absorb much of the impact. Rounds progressed and eventually Foreman had punched himself out. Then, when Foreman lacked the energy to defend himself, Ali sprang into action. He unleashed a flurry of punches that quickly knocked Foreman out. Ali was, once again, the rightful owner of the Heavyweight Belt.

Tale of the Tape

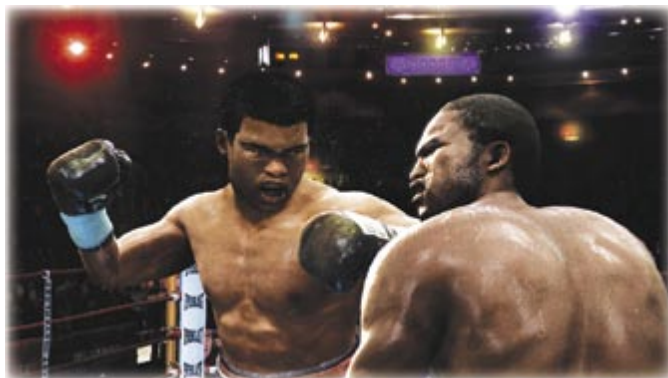
Prior to taking the name Muhammad Ali and becoming a member of the Nation of Islam, Cassius Clay was known for being a man of principle. During the Vietnam War, Clay refused to be drafted and was subsequently stripped of his title and barred from boxing.

Being opposed to the war, Clay felt that it was not his responsibility to fight against people who hadn't done anything to him. After spending much time away from boxing and taking his appeal to the Supreme Court, Clay resumed boxing and retook his title.

Fighting As

If you insist on being the Greatest, you better do him justice, kid. Don't go in there and get yourself knocked out.

If you're gonna be Ali, you gotta float like a butterfly and sting like a bee! Stay moving, using your superior speed, and work the jab. Ali's no slugger. He's a finesse boxer.



Of course, that doesn't mean that Ali lacks power. He's strong enough. He's just not going to rely on strength as much as his other skills. When you're Ali, you gotta be the better boxer, not the better slugger. Land three-dimensional combos and always lead with your snappy jab. It's the only way you'll maximize Ali's potential.

Fighting Against



Alright, champ, if Frazier can drop him, so can you. Ali may be the Greatest, but he is still a man of flesh and bone. Don't let him dance around you. That's his forte. Instead, slow Ali down a bit and force him to fight you flatfooted. He'll land a few good combos, but if he ain't movin', he'll be a better target for you.

Target Ali's body. It's his weakest point. If you work the body, you'll cause two-fold damage. He'll lose speed, and his health will diminish faster. And once you get him on the canvas, turn up the heat, kid! He's got a mouth on him, but the only way to shut it is to work on his body.

Defensively, you gotta parry. Parry and counter. Ali's more than likely gonna be faster than you on his feet. Running around the ring a lot will work more in his favor than in yours.

Calvin Brock



Vitals

Nickname: "The Boxing Banker"

Height: 74"

Weight: Heavyweight

Birth Date: January 22, 1975

Hometown: Charlotte, NC

Pro Record: 29-0-0 (22 KOs)

Stance: Orthodox

Base Style: Upright

Punch Style: Basic

Block Style: Classic

Heavyweight Ratings

Power: 82

Chin: 80

Speed: 70

Body: 80

Agility: 70

Heart: 85

Stamina: 80

Cuts: 65

History

Calvin Brock turned professional recently, compared to other contenders in this chapter. He won the U.S. Amateur Championship in 1999 and then participated in the 2000 Summer Olympics before going pro in 2001.

Brock began his career with a few hard-fought victories and then won the IBA Continental Americas Heavyweight title in 2005 by defeating David Bostice. He then defended his title in June of 2006.

Though Brock hasn't won his fights in any sort of impressive manner, he has managed to stay undefeated in his short career. He has developed the reputation of being a tough fighter capable of coming back from a knockdown to win a fight.

Though his career is only a few years old, Brock has garnered enough attention to get a shot at a major title. There is talk about an upcoming fight for the IBF and IBO Heavyweight Championship titles against Wladimir Klitchko.

Memorable Fights

While fighting in an undercard bout for the Shane Mosely/Fernando Vargas fight, Brock took on Zuri Lawrence. The fight was nothing special as both fighters fought calculated fights.

That is, it was nothing special until Brock landed a knockout punch in the sixth round. The punch, which was later labeled as one of the year's most devastating punches, proved that Brock had power. Phil Woolever was quoted as saying, "It was a demanding but nonetheless dull encounter until the moment Brock splattered Lawrence into a frightful sleep on the canvas."

Tale of the Tape

What is it with boxers and their extracurricular activities? Aside from being in charge of his own finances (something uncommon for big-name fighters) and so earning the nickname "The Boxing Banker," Brock also is a tap dancer.

Brock's favorite fighter may be Joe Louis, but his favorite movie isn't *The Joe Louis Story*. It's *Tap*, starring Gregory Hines.

"If he is there to be hit, then I should win the fight. Because I don't get hit."

—Brock, on opponents

Fighting As



Brock is a rock. He's got great all-around defensive ratings that make him a glutton for punishment. His only glaring weakness is his cut rating. That being said, stay on the move and parry a lot. He's got decent speed, so he can counter very well.

Mix things up with Brock. He can combo, he can slug, and he can even dance around a bit. He's a solid boxer with great all-around skill, but he doesn't excel at any one thing. Stay loose, kiddo, and stay smart.

Fighting Against



Who said you can't squeeze blood from a Brock? Brock's cut rating isn't extremely low, but when you're in a division where nearly everyone is a heavy hitter, you might as well wear a sign that says "cut me, I bleed." Don't approach Brock any differently than any of his opponents would.

Go at him! If you give Brock too much respect, he'll make you pay and regret it. Go at Brock with strong, swift power combos and be sure to sneak in as many fast combos as you can. He'll parry a few, but not before you put the hurt on him. Treat him like you would an aching muscle—apply smooth and even pressure to make him go away.

Joe Frazier



Vitals

Nickname: "Smokin'"

Height: 71"

Weight: Heavyweight

Birth Date: January 12, 1944

Hometown: Philadelphia, PA

Pro Record: 32-4-1 (27 KOs)

Stance: Orthodox

Base Style: Bully

Punch Style: Hook Master

Block Style: Cross

Heavyweight Ratings

Power: 97

Chin: 60

Speed: 60

Body: 95

Agility: 55

Heart: 95

Stamina: 75

Cuts: 60

History

The Beaufort-born boxer, Joe Frazier, actually grew up in the city known for its boxers, Philadelphia. There he began his amateur career and eventually won the gold medal at the 1964 Tokyo Olympics.

Frazier became a professional boxer the following year and maintained an undefeated streak for two years. Once Muhammad Ali was stripped of the NYSAC Heavyweight Belt for refusing to be drafted for the Vietnam War, Frazier fought Buster Mathis for the vacated title and won with an 11th-round knockout.

Despite Frazier's victory, many people still believed that Ali was the true champion. Regardless of what boxing fans thought, Frazier defended his title successfully in *The Ring* magazine's 1969 Fight of the Year.

In 1970, Frazier earned the title of Undisputed Heavyweight Champion of the World when he took the WBA and WBC World Heavyweight titles from Jimmy Ellis. A year later, Frazier finally had to face the man who haunted his career. He and Muhammad Ali met in the "Fight of the Century" and went the entire 15 rounds.

Frazier won by unanimous decision. Despite Ali's loss, the two fighters met two more times. Ali won both fights. Frazier finally retired after suffering a loss to George Foreman in 1976.

"I want to hit him, step away and watch him hurt. I want his heart."

—Joe Frazier

Memorable Fights

The "Fight of the Century" stands out as one of Frazier's most memorable fights for plenty of reasons. Not only was it a fight that was extremely anticipated. But it was also the fight that would answer the question, if only for a little while, as to whether Frazier truly deserved to be the Heavyweight Champion.

Ali had lost the title outside the ring for being a conscientious objector to the Vietnam War, so people were always skeptical as to whether Frazier could have beaten him outright. Fifteen rounds later, Frazier had answered.

Tale of the Tape

If you've ever heard about a fighter winning against all odds, then you've probably heard about Joe Frazier's refusal to let blindness hamper his career. After retiring, Frazier revealed that he fought his entire career while being legally blind in his right eye.

Better still, Frazier won his gold medal in the Olympics with a broken hand. That's a gold medal won with a broken hand and a blind eye.

Fighting As

Frazier is a beast in the ring. He's a dangerous combination of bully style boxing with a scary amount of power. He's not fast, and he's not agile, but his power can carry him through almost any fight. How else do you think he beat Ali? He made Ali fight a Frazier fight. That's what you gotta do, kid! Make your opponents fight your fight.



The last thing you want is to have to chase your opponents around the ring. Bully them into the ropes or corner them. When you have them pinned in a little area, get to work! Start landing solid power punches. Don't try to get fancy, though, that's just not Frazier's style. You gotta smoke 'em, not toast 'em!

Fighting Against



You know the saying, "between a rock and a hard place"? Well Frazier is the rock, and he is the hard place in the ring. Don't let him bully you around. Use your jab to gauge your distance from him and stay in a safe area. Always be on the move.

Frazier doesn't have much going on in the cuts or chin department, so make sure you're headhunting him. At the very least, work your jab enough to swell him up real good. Once you see Frazier start to take more abuse on the melon, lay it on real good. That means that you also need to save some energy for an offensive onslaught at some point. Point is, soften him up, and then lay him out.

"This is just another man, another fight, another payday."

—Joe Frazier

Floyd Patterson



Vitals

Nickname: "The Gentleman of Boxing"

Height: 72"

Weight: Heavyweight

Birth Date: January 4, 1935

Hometown: Waco, NC

Pro Record: 55-8-1 (40 KOs)

Stance: Orthodox

Base Style: Power

Punch Style: Slugger

Block Style: Cross

Heavyweight Ratings

Power: 87 **Chin:** 80

Speed: 60 **Body:** 75

Agility: 65 **Heart:** 90

Stamina: 60 **Cuts:** 90

History

Patterson may have been born in North Carolina, but Brooklyn is where he grew up and toughened up. At the age of 10, Patterson got in trouble for petty theft and was sent to reform school. He spent some time there and took up boxing at the age of 14.

In 1952, he took the gold medal at the Helsinki Olympics as a middleweight. After turning professional, he won the majority of his early bouts.

When Rocky Marciano left the heavyweight title vacant, Patterson took on Archie Moore for the title. Even though he was closer in weight to a middleweight, Patterson won by knockout and became the youngest Heavyweight Champion at the age of 21.

"Fear was absolutely necessary. Without it, I would have been scared to death."

—Floyd Patterson

He held on to the title for three years until a Swedish boxer named Ingemar Johansson took the title in a three-round bout. Johansson knocked Patterson down seven times in those three short rounds.

Patterson eventually won his title back, but lost it to Sonny Liston. He fought such greats as Muhammad Ali, Sonny Liston, and Jimmy Ellis before calling it quits in 1972.

You get into serious trouble when—during a heated exchange—the mind starts to ask questions about your behavior prior to the fight. That’s why many times we see a fighter doing quite well in the ring, hitting the other guy almost at will and suddenly, after a couple of rounds of failing to put his rival down or out, he starts to think about the wrong things he did during training.”

—Floyd Patterson

Memorable Fights

He may have lost to Johansson, but in their rematch, Patterson delivered what many claim is the single most devastating blow ever delivered in a professional boxing match. During their second match, Patterson lunged at Johansson and landed a solid left hook that knocked Johansson out cold instantly. It’s one thing to knock down an opponent and win with a 10-count, but to knock him out instantly with a single blow? That’s power.

Tale of the Tape

Patterson was always true to his nickname, “the Gentleman of Boxing.” After losing to Ingemar Johansson in their first bout, Patterson befriended the boxer. They remained friends throughout their subsequent meetings and even after retirement.

Famous boxing author Bert Sugar noted that Patterson was “one of the gentlest athletes of all time, ever. When he knocked out Ingemar Johansson, he carried the limp body of Johansson to his corner.”

“A prizefighter who gets knocked out or is badly outclassed suffers in a way he will never forget.”

—Floyd Patterson

Fighting As



Patterson’s got power, kid, but it doesn’t compare to Frazier’s. What Patterson lacks in power, he’s got in heart. He’s a rare breed of boxer that will get knocked down and keep getting up, leaving someone else to call the fight before he does. Your best bet for winning as Patterson is to fight a balanced match, but occasionally emphasize power over energy conservation.

If you’re facing a banger, don’t shy away from a brawl. But if the guy in the other corner is a speedy boxer, be very careful. Use your power to slow him and your heart to outlast him.

Fighting Against



Chances are you’ll have to beat Patterson on paper, not on the canvas. He’s got a lot of lasting power and can often go the distance with you. Get to work on him in the early rounds. Don’t feel him out too much. He’ll use that time in the early rounds to wear your health down ASAP.

The best way to avoid getting hit by Patterson is to make him miss. He’s not a speed demon, so don’t be afraid of mixing it up with him if you’re faster. Use your parries and counters to make him think twice about slugging it out. He’ll go down, but he won’t often stay down. Work the score cards. It’s your best bet.

The Warehouse

Location: Vancouver, British Columbia, Canada



Every boxer who has ever “been somebody” has fought at a place like this—a dingy, dank, and musty no-name gym reeking of foul odors. Its lockers are haunted by ghosts of the boxers who came before and never seemed to climb any higher than the ranks in the gym.

The thing is, kid, that’s where the most passionate boxers are. Fighters in the warehouses and Bob’s gyms of the world are what make this sport so great. They know they might not make it farther than their hometown, but the dream drives them to deliver that next knockout blow. Gyms like the Warehouse are where it all starts.

Windy City Boxing Gym

Location: 4401 West Ogden Avenue,
Chicago, Illinois



The Windy City Boxing Gym was actually started by a boxer named Johnny Coulon. The Canadian-born boxer, who held the Super Bantamweight title from 1910 to 1914, opened Johnny Coulon’s Gym on Chicago’s south-east side in 1921 and hired his wife to be the business manager.

Though it’s not uncommon for certain gyms to sprout a few notable boxers, Coulon’s Gym was home to the likes of Muhammad Ali (who frequented the gym when he was banned from professional boxing), Jack Dempsey, Gene Tunney, Jim Braddock, Joe Louis, and Sugar Ray Robinson. Rumor has it that even Ernest Hemingway visited the gym on occasion.

After Coulon passed away, the gym went through a series of relocations and a few different owners. In spite of the moves and changes in ownerships, much of the original gym’s equipment was preserved as memorabilia. To this day, Windy City Boxing Gym is credited as the oldest boxing gym in the United States.

The Aragon Ballroom State Palace Theater

Location: 1106 W. Lawrence Ave, Chicago, Illinois



The Aragon Ballroom wasn't originally built as a boxing venue, but shortly after its completion in 1926, it became a hot spot for all kinds of live entertainment, especially dance and radio events. At the time, its \$2 million construction was an extravagant amount to spend on a building.

Holding between 700 and 4,500 people, the Moorish-style building was a favorite venue for artists like Frank Sinatra, Lawrence Welk, Tommy Dorsey, Glenn Miller, and Guy Lombardo.

After taking damage from a nearby explosion, the Aragon was forced to close down for a while. Unsuccessful attempts to turn the once-famous dance/radio hall into a skating rink and discotheque gave way to more lucrative events like wrestling and boxing matches.

Despite being a notable venue for rock concerts like the Black Eyed Peas and the Grateful Dead, the Aragon Ballroom has hosted great boxing matches. In 2005 it was the location of the Johnny Tapia-Sandro Marcos fight.

Location: 1108 Canal St., New Orleans, Louisiana



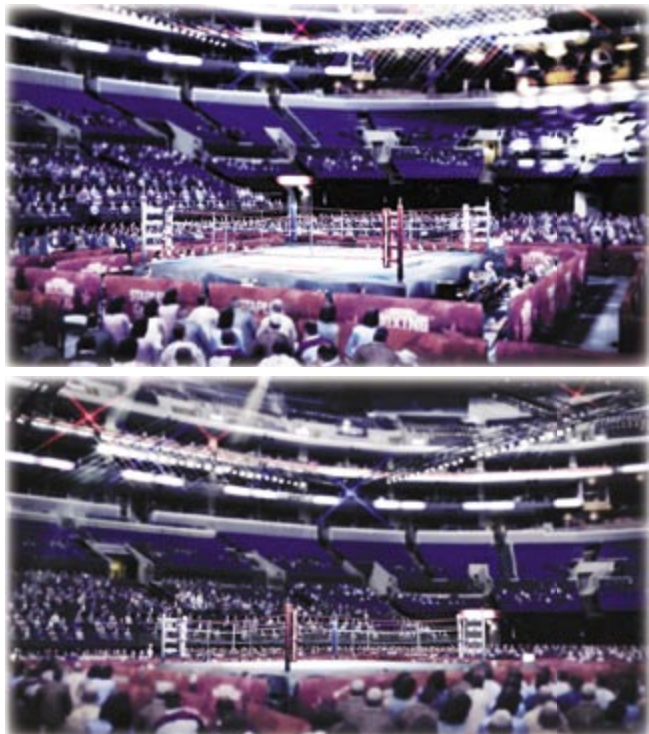
Originally built in 1926 for Loews Theatres as the State Theatre, the State Palace Theater is best known for its live music acts and its architect, Thomas W. Lamb. Its interior is an odd mix of renaissance elements and can accommodate nearly 3,000 people.

During a flood, much of the theater's interior was damaged and had to be replaced. In 1970 it was renovated and turned into two separate auditoriums, with the balcony becoming its own unit. However, it wasn't until the 1980s that it stopped showing movies and took the name of State Palace Theater.

Today it is mainly a venue for rock concerts and other music shows. It does, however, still host boxing matches like 2005's "Malice at the Palace," in which the main event was Rodney Spears versus Jimmy Mince.

Staples Center

Location: 1111 S. Figueroa Street,
Los Angeles, California



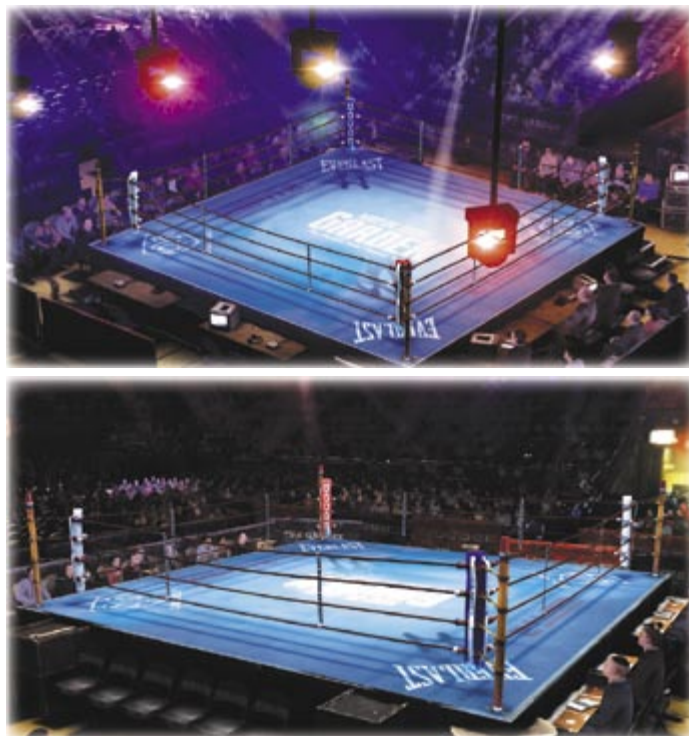
Home of the Los Angeles Lakers, Los Angeles Clippers, Los Angeles Sparks, and Los Angeles Kings, the Staples Center is probably one of the most active venues in the United States. The arena opened on October 1999 and cost an estimated \$375 million.

Although its seating changes to accommodate different events, the Staples Center can house up to 20,000 people at once. The combined cost of its lighting, sound system, and scoreboard is upwards of \$4 million alone.

Aside from top fights like Bernard Hopkins versus Howard Eastman, Jermain Taylor versus Daniel Edouard, Vicente Escobedo versus Abraham Verdugo, Marco Antonio Barrera versus Rocky Juarez, James Toney versus Samuel Peter, and Manny Pacquiao versus Hector Velazquez, the Staples Center has also hosted the 2000 Democratic National Convention, 2002 U.S. Figure Skating Championships, 2002 NHL All-Star Game, 2004 NBA All-Star Game, and countless WWE wrestling events.

Madison Square Garden

Location: 4 Pennsylvania Plaza, New York, New York



The Mecca of all boxing venues, Madison Square Garden actually began as a passenger depot of the New York and Harlem railroad. Later it was sold to P.T. Barnum, of Barnum and Bailey Circus fame, and was renamed Barnum's Monster Classical and Geological Hippodrome. It became the home of all kinds of circus and theatrical acts.

Later the venue was renamed after a famous band master, Patrick Gilmore, and became Gilmore's Garden. Finally, in 1879, it once again took the name Madison Square Garden when plans to change it into a track cycling arena came through. That was the first building known as Madison Square Garden.

The Madison Square Garden known for its boxing matches wasn't built until 1968. It was built on the site of the old Pennsylvania Station. In 1991 it was renovated for \$200 million and became one of the most active boxing venues in history.

Among its many fighters, Madison Square Garden has seen John L. Sullivan, Joe Louis, Rocky Marciano, Joe Frazier, Muhammad Ali, Larry Holmes, Evander Holyfield, Roberto Duran, Sugar Ray Robinson, and Sugar Ray Leonard. You haven't made it until you're boxing in the main event at Madison Square Garden.

Burning Up the Ranks with "BurnKing"

If you wanna be the best, you have to fight the best. If you want to know what it takes to rule online, there is no better source than the man who makes the number one spot his home.

That's why to really understand how to dominate online, we got in touch with the overall number one ranked online player. Matt "BurnKing" Lemieux is not only a talented boxer, but a talented gamer as well.

Recently, he took some time to sit down and talk about how he gets the job done online. Pay attention, folks, this is the only time BurnKing will help you out rather than knock you out.

Matt "BurnKing" Lemieux



Name: Matt "BurnKing" Lemieux

Height: 6'0"

Weight: 160

Age: 23

Hometown: St. Bruno, Quebec, Canada

Fighting Style: Bully

Punch Style: Fast

Fight Night Round 3 Nickname:
"No Dice"

Fight Night Round 3 Record: 621-20

Prima Games: Hey Matt, can you please tell everyone a little bit about yourself?

Matt Lemieux: My name is Matt "BurnKing" Lemieux and I'm the *Fight Night* champ for Rounds 2 and 3. I'm 23 and live in a small town outside of Montreal called Saint Bruno. I'm Bombardier-certified as an aircraft structural technician, but I work in a four-star restaurant named Il Martini while I enjoy the last years of my youth.

PG: What is your created boxer like?

ML: My boxer in *Fight Night Round 3* has a bully stance with fast punching style. That way people who knew my power boxer in *Fight Night Round 2* see that same bully power style. I also had the fastest haymakers you'd ever seen in *Fight Night Round 2*, so for *Fight Night Round 3*, I mixed in the fast punch style to stay true to my combination of power and quickness. Now I'm able to deal with an array of boxers, whether they be power or speed boxers. My weight division is heavy but I've held the belts for heavyweight, light heavy-weight, and middleweight.

PG: Who is your favorite boxer?

ML: My favorite boxer is definitely Smokin' Joe Frazier. Somehow, nobody mashes up yer face like Frazier, and who doesn't like seeing their opponents all cut up?



PG: Now, there will be people out there who immediately want to get into the ring. What kind of advice can you offer them when creating a pugilist?

ML: Now for all things *Fight Night Round 3*, when creating your boxer, stay true to yourself. If you like to dance and move quick, you're looking for a smooth,



slickster, or speed style. If you like to brawl and mash peoples faces, you're looking for a bully, wild, or power style. Understand that style is everything, and comfort in your style is key. Your style will determine how you need to fight. If you're a speed boxer, never brawl with a brawler, (especially not *this* brawler). You'll need to be dancing and always turning him.

PG: How did you get to be number one online?

ML: When coming online, if you want to be the best you gotta fight the best. Your record doesn't mean as much as your average opponent level does. You could have a sick record but if you fight bums, you'll have no points. The ranking board works on a simple points system: the more points your opponent has, the more you'll get for beating him. However if you fight someone with no points and he wins you'll lose more points than you would against a real contender, and beating him would give you far fewer points.

PG: What is the worst thing someone can do to affect that score?

ML: Never disconnect! You'll lose around 10 percent of your total points. Just finish the fight, win or lose. Don't get me wrong, it sucks to lose, but you learn more from a loss than you do from a win.

PG: What was the toughest lesson you had to learn to get better?

ML: The counter system isn't easy. It takes time to perfect it. In *Fight Night Round 2*, I was already number one before I learned how to be a pro at countering. Then, when people learned how to counter better, I had a little losing streak and had to go spar in unranked matches with my sparring partners, Rocky "honored king" Murray and Rashad "soldierp01" Rogers. They were the Apollos to my Rocky, and since then I've been almost untouchable.

PG: Describe a winning strategy in a typical bout.

ML: When round one starts, take it easy. The first round is the test round. Right away figure out the other boxer's style and look for patterns (punching patterns and blocking patterns). If he's a judge jabber or a sinister crosser, you'll know to keep your block on the appropriate side to try and stop him from using the jab too often.

PG: It sounds like you rely mostly on counterpunching then.

ML: Learn to bob and weave; leaning is as effective as countering. Slipping a punch is as good as a counter, just don't forget to open up with the punches once you've slipped around the punch.

PG: So you advocate a defensive fighting style then?

ML: Understand that the more you counter or evade his punches, the more stamina he'll lose. And damage is based on the amount of stamina you have when the punch is thrown versus how much stamina he has when the punch is landed, so if you've worked his body properly and evaded enough punches to get his stamina low, you'll now be hitting for more damage than him.

PG: OK, so it's not all about defensive boxing. It's more about working toward gaining an advantage. If you aren't boxing defensively, then you should have some kind of balanced attack, right? How do you accomplish that?

ML: Keep moving. At any given time either your hands, head, or legs should be moving. Whenever you aren't punching, your block should be up. Keep your hands up!

PG: Haha. Got it. You talked about countering and blocking, but the two are linked. Can you talk about how you set up your counters?

ML: Be smart. The average combo is a left-right combo, so if he hits you with a left, it's too late to block that punch, so just worry about blocking the other one coming on the other side and set up your counter there. Whenever you counter a haymaker or a special punch, throw that KO punch. Don't be shy. Situation reversed, he'd do it to you. Those annoying boxers who throw a constant barrage of special punches and haymakers are a free lunch—eat [them] up.

PG: Oh, good point. What if you get knocked into a KO Moment?

ML: Never throw a punch when you're in [the KO Moment], just get that clinch and you'll be healed and given an adrenaline boost. That's how a lot of fights get turned around.

PG: Yeah, the momentum of a fight is important. I talk about it a lot in the Technique chapter. What about cuts?

ML: Always take care of your face; a good cut man is essential to any match. You can be winning a fight and be eliminated due to an unattended cut.

PG: So then an overall balanced fight is the key to victory. Manage everything well, and you should win, right? That sounds easy enough. But you once said that you're a bully in the ring. What is a good way to bully someone around?

ML: When you're on the attack, try to keep up the pressure. People make more mistakes when the pressure is on. People like to block their face, especially if they're bruised or cut. *Always* work the body—the body is gold. It's a sure way to slow down your opponent. Haymakers open cuts and kill bodies, [so] mix them in. They are also risky, unless you throw them after countering a hook, uppercut, or haymaker.

PG: Talk a bit about combination work.

ML: Always be punching, try to punch across from wherever his block is. If his block is top left, hit him quick bottom right. It's faster to jab than it is to move the [stick] from top left across to bottom right. If you jab or cross enough, you can actually cut your opponent's face. Work it until it's bleeding and he'll start to stagger off your jabs or crosses. Then you'll be able to open up longer combos. The same goes for hooks and uppercuts. Once a cut on the face is opened, work it for the stagger. Although, always be cautious. If he knows he's cut, he'll have his counter all over it. Use it to your advantage and open up everywhere else, but don't forget to make the cut sting every time you counter.

PG: Can you talk specifically about what makes an online opponent different?

ML: The key difference online is that your opponents are real dudes out there. He's not a computer. He can be aggravated, made nervous or confused. Get in his head. Keep him guessing, and try to fight without throwing the same combo too often; keep it quick and fresh. Get in his face, taunt him when you knock him down, and get him aggravated so he's not thinking clearly and opens up a little. Then whenever you get a knockdown on him, keep up the pressure. He'll regain health over time the second he gets up, so you gotta be all over him like a bad rash. Keep his health down. Don't let him breathe.

PG: So after you knock an opponent down, you become even more aggressive?

ML: There is a time and place for everything. The only time you should enter into an all-out slugfest is if you have more health than your opponent. Also, don't be nervous if someone is really good at leaning. He can always be hit. If he leans back, use jabs and crosses; if he leans

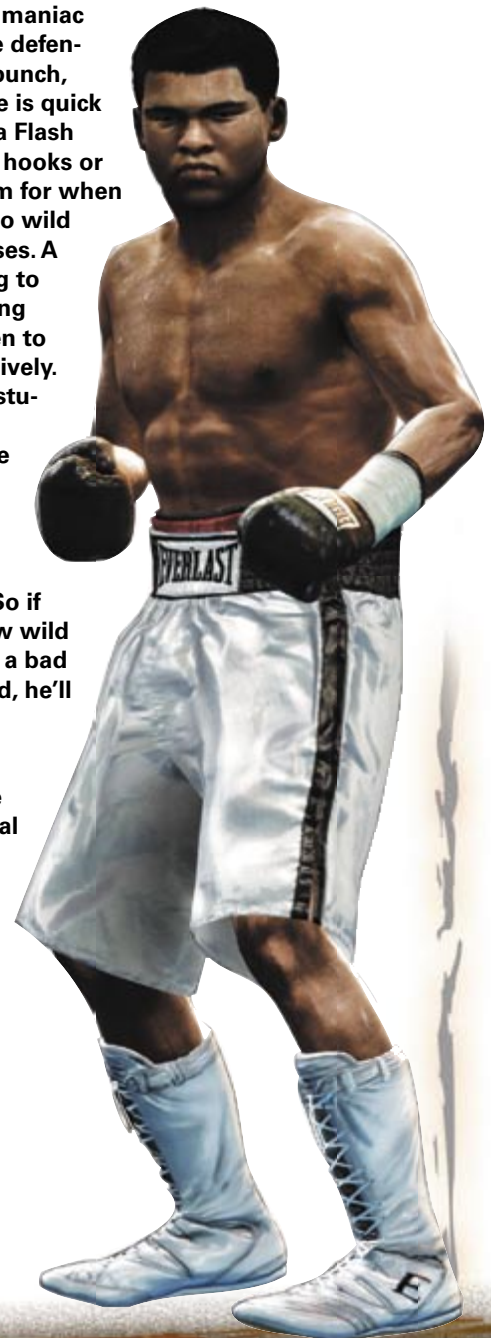
to the sides, use hooks; and if he leans forward, bury an uppercut in his jaw.

PG: Great tips. What is your best skill?

ML: Adaptability. You can't assume that there is a set way to beat everyone. Everything I'm saying gives insight into boxing online, but the most important thing to learn is adaptation. More frequently than not, the smarter boxer will win over the competition for no other reason than he knows what to adapt his attack style to. If someone is a maniac at countering, play more defensively—wait for him to punch, then counter. If someone is quick enough to hit you with a Flash KO punch, back off your hooks or uppercuts and save them for when you counter him. Then go wild with your jabs and crosses. A large portion of adapting to your opponent is knowing when to attack and when to back off and play defensively. Although it may sound stupid, you want him to be punching, too, otherwise eventually you'll have no stamina and he'll knock you cold. Think of the Ali versus Foreman fight; fatigue is a killer. So if someone wants to throw wild punches, it's not always a bad thing. When he gets tired, he'll have nowhere to hide.

PG: Thanks, Matt. Leave the readers with one final thought.

ML: Look for me, I'm BurnKing, the one still standin' at the end of the fight.



All Gear and Tattoos

Trunks

Name	Cost	Description	Boost	How to Unlock
Everlast I	\$0	Satin trunks	Chin 5 percent	—
Everlast II	\$21,000	Satin trunks	Chin 10 percent	—
Everlast III	\$22,000	Satin trunks	Heart 10 percent	—
Everlast IV	\$22,000	Satin trunks	Body 10 percent	—
Everlast V	\$320,000	Satin trunks	Body 15 percent	—
Everlast VI	\$320,000	Satin trunks	Body 15 percent	—
Everlast VII	\$22,000	Satin trunks	Heart 10 percent	—
Everlast VIII	\$22,000	Satin trunks	Heart 10 percent	—
Everlast IX	\$720,000	Satin trunks	Body 20 percent	—
Everlast X	\$320,000	Satin trunks	Heart 15 percent	Win the Everlast Sponsored Milestone
Everlast XI	\$700	Satin trunks with a double side stripe	Cuts 5 percent	Win the Everlast Sponsored Milestone
Everlast XII	\$800	Satin trunks with a double side stripe	Cuts 5 percent	Win the Everlast Sponsored Milestone
Everlast XIII	\$320,000	Satin trunks with a double side stripe	Power 15 percent	Win the Everlast Sponsored Milestone
Custom I	\$0	Trunks with a visual flair	Chin 5 percent	—
Custom II	\$300,000	Trunks with a visual flair	Chin 15 percent	—
Custom III	\$20,000	Trunks with a visual flair	Body 10 percent	—
Custom IV	\$20,000	Trunks with a visual flair	Heart 10 percent	—
Custom V	\$320,000	Trunks with a visual flair	Body 15 percent	—
Custom VI	\$500	Trunks with a visual flair	Cuts 5 percent	—
Custom VII	\$300,000	Trunks with a visual flair	Chin 15 percent	—
Custom VIII	\$600	Trunks with a visual flair	Cuts 5 percent	—
Custom IX	\$19,000	Trunks with a visual flair	Cuts 10 percent	—
Custom X	\$300,000	Trunks with a visual flair	Cuts 15 percent	—
Custom XI	\$300,000	Trunks with a visual flair	Power 15 percent	—
Custom XII	\$800	Trunks with a visual flair	Power 5 percent	—
Custom XIII	\$700	Trunks with a visual flair	Power 5 percent	—
Custom XIV	\$600	Trunks with a visual flair	Power 5 percent	—
Custom XV	\$700	Trunks with a visual flair	Speed 5 percent	—
Custom XVI	\$900	Trunks with a visual flair	Power 5 percent	—
Custom XVII	\$600	Trunks with a visual flair	Speed 5 percent	—
Custom XVIII	\$400	Trunks with a visual flair	Speed 5 percent	—
Custom XIX	\$500	Trunks with a visual flair	Speed 5 percent	—
Custom XX	\$800	Trunks with a visual flair	Speed 5 percent	—
Custom XXI	\$21,000	Trunks with a visual flair	Speed 10 percent	—
Custom XXII	\$21,000	Trunks with a visual flair	Speed 10 percent	—
Custom XXIII	\$720,000	Trunks with a visual flair	Power 20 percent	—

Trunks continued

Name	Cost	Description	Boost	How to Unlock
Custom XXIV	\$320,000	Trunks with a visual flair	Agility 15 percent	—
Dodge I	\$330,000	Trunks by Dodge	Cuts 15 percent	Win the Dodge Fight in Career mode
Dodge II	\$23,000	Trunks by Dodge	Stamina 10 percent	Win the Dodge Fight in Career mode
Dodge III	\$23,000	Trunks by Dodge	Stamina 10 percent	Win the Dodge Fight in Career mode
Everlast Pro I	\$21,000	Trunks by Everlast	Cuts 10 percent	Win the Everlast Sponsored Milestone
Everlast Pro II	\$22,000	Trunks by Everlast	Stamina 10 percent	Win the Everlast Sponsored Milestone
Everlast Pro III	\$22,000	Trunks by Everlast	Stamina 10 percent	Win the Everlast Sponsored Milestone
Under Armour I	\$735,000	Trunks by Under Armour	Cuts 20 percent	Win the Under Armour fight in Career mode
Under Armour II	\$24,000	Trunks by Under Armour	Stamina 10 percent	Win the Under Armour fight in Career mode
Under Armour III	\$24,000	Trunks by Under Armour	Stamina 10 percent	Win the Under Armour fight in Career mode
EA SPORTS Pro I	\$20,000	Trunks by EA SPORTS	Cuts 10 percent	Win the EA SPORTS Sponsored Milestone
EA SPORTS Pro II	\$21,000	Trunks by EA SPORTS	Stamina 10 percent	Win the EA SPORTS Sponsored Milestone
EA SPORTS Pro III	\$21,000	Trunks by EA SPORTS	Stamina 10 percent	Win the EA SPORTS Sponsored Milestone
De La Hoya	\$325,000	Trunks of Oscar De La Hoya	Stamina 15 percent	Beat De La Hoya in Career mode
Destroyer	\$325,000	Trunks of Manny Pacquiao	Stamina 15 percent	Beat Manny in Career mode
Hands of Stone	\$600	Trunks of Roberto Duran	Stamina 5 percent	Beat Duran in Career mode or ESPN Classic™
Chico	\$325,000	Trunks of Diego Corrales	Stamina 15 percent	Beat Chico in Career mode
Irish	\$750,000	Trunks of Micky Ward	Stamina 20 percent	Beat Ward in Career mode or ESPN Classic™
Winky	\$22,500	Trunks of Ronald Wright	Stamina 10 percent	Beat Winky in Career mode
Left Hook	\$22,500	Trunks of Jeff Lacy	Stamina 10 percent	Beat Lacy in Career mode
El Terrible	\$325,000	Trunks of Erik Morales	Stamina 15 percent	Beat Erik in Career mode or ESPN Classic™
Leonard	\$325,000	Trunks of Sugar Ray Leonard	Stamina 15 percent	Beat Leonard in Career mode or ESPN Classic™
The Greatest	\$750,000	Trunks of Muhammad Ali	Stamina 20 percent	Beat Ali in Career mode or ESPN Classic™
B-Hop	\$22,500	Trunks of Bernard Hopkins	Stamina 10 percent	Beat Hopkins in Career mode or ESPN Classic™
The Hitman	\$22,500	Trunks of Ricky Hatton	Stamina 10 percent	Beat Hatton in Career mode
Brock	\$325,000	Trunks of Calvin Brock	Stamina 15 percent	Beat Brock in Career mode
Jones Jr.	\$800	Trunks of Roy Jones Jr.	Stamina 5 percent	Beat Jones in Career mode or ESPN Classic™
Lazcano	\$330,000	Trunks of Juan Lazcano	Heart 15 percent	Beat Juan in Career Mode
Barrera	\$330,000	Trunks of Barrera	Heart 15 percent	Beat Berrera in Career mode or ESPN Classic™
Robinson	\$23,000	Trunks of Sugar Ray Robinson	Heart 10 percent	Beat Robinson in Career mode or ESPN Classic™
Lights Out	\$730,000	Trunks of James Toney	Power 20 percent	Beat Toney in Career mode or ESPN Classic™
Smokin'	\$730,000	Trunks of Joe Frazier	Power 20 percent	Beat Frazier in Career mode or ESPN Classic™
Thunder	\$725,000	Trunks of Arturo Gatti	Heart 20 percent	Beat Gatti in Career mode or ESPN Classic™
LaMotta	\$330,000	Trunks of Jake LaMotta	Power 15 percent	Beat LaMotta in Career mode or ESPN Classic™
Hagler	\$725,000	Trunks of Marvin Hagler	Heart 20 percent	Beat Hagler in Career mode or ESPN Classic™
Taylor	\$23,000	Trunks of Jermain Taylor	Heart 10 percent	Beat Taylor in Career mode or ESPN Classic™
Chavez	\$900	Trunks of Jesus Chavez	Agility 5 percent	Beat Chavez in Career mode
Escobedo	\$900	Trunks of Vicente Escobedo	Agility 5 percent	Beat Escobedo in Career mode

Trunks continued

Name	Cost	Description	Boost	How to Unlock
Patterson	\$655,000	Trunks of Floyd Patterson	Body 20 percent	Beat Patterson in Career mode
The King	\$25,000	Trunks of KO Rey Mo	Body 10 percent	Fight in the BK Invitational
Goliath	\$1,000	Trunks of Goliath	Body 5 percent	Win the Under Armour fight in Career mode
Big E	\$350,000	Trunks of Big E	Agility 15 percent	Win the Under Armour fight in Career mode

Gloves

Name	Cost	Description	Boost	How to Unlock
Everlast Amateur I	\$0	Basic gloves in red	Power 5 percent	—
Everlast Amateur II	\$700	Basic gloves in blue	Stamina 5 percent	—
EA SPORTS Pro I	\$300,000	The sponsor gloves of EA SPORTS	Body 15 percent	Win the EA SPORTS Sponsored Milestone
EA SPORTS Pro II	\$900	The sponsor gloves of EA SPORTS	Heart 5 percent	Win the EA SPORTS Sponsored Milestone
EA SPORTS Pro III	\$310,000	The sponsor gloves of EA SPORTS	Speed 15 percent	Win the EA SPORTS Sponsored Milestone
Everlast Pro Fight I	\$22,000	Sorbo-Shock grip gives max performance	Speed 10 percent	—
Everlast Pro Fight II	\$22,000	Sorbo-Shock grip gives max performance	Speed 10 percent	—
Everlast Pro Fight III	\$320,000	Sorbo-Shock grip gives max performance	Speed 15 percent	—
Everlast Pro Fight IV	\$320,000	Sorbo-Shock grip gives max performance	Speed 15 percent	—
Everlast Pro Fight V	\$730,000	Sorbo-Shock grip gives max performance	Speed 20 percent	—
Everlast Pro Fight VI	\$730,000	Sorbo-Shock grip gives max performance	Speed 20 percent	Win the Everlast Sponsored Milestone
Italian Flag	\$200	Sport the symbol of your nation in the ring	Power 5 percent	—
Stars and Stripes	\$21,000	Sport the symbol of your nation in the ring	Power 10 percent	—
Flag of Mexico	\$320,000	Sport the symbol of your nation in the ring	Speed 15 percent	—
Union Jack	\$21,000	Sport the symbol of your nation in the ring	Speed 10 percent	—
Rising Sun	\$21,000	Sport the symbol of your nation in the ring	Speed 10 percent	—
Flag of Ukraine	\$325,000	Sport the symbol of your nation in the ring	Power 15 percent	—
Puerto Rican Flag	\$320,000	Sport the symbol of your nation in the ring	Speed 15 percent	—
Flag of Ireland	\$21,000	Sport the symbol of your nation in the ring	Speed 10 percent	—
Russian Flag	\$300	Sport the symbol of your nation in the ring	Power 5 percent	—
Polish Flag	\$400	Sport the symbol of your nation in the ring	Heart 5 percent	—
German Flag	\$300	Sport the symbol of your nation in the ring	Power 5 percent	—
Scottish Flag	\$400	Sport the symbol of your nation in the ring	Speed 5 percent	—
French Flag	\$500	Sport the symbol of your nation in the ring	Speed 5 percent	—
Aussie	\$800	Sport the symbol of your nation in the ring	Speed 5 percent	—
Under Armour I	\$24,000	The sponsor gloves of Under Armour	Power 10 percent	Win the Under Armour fight in Career mode
Under Armour II	\$24,000	The sponsor gloves of Under Armour	Power 10 percent	Win the Under Armour fight in Career mode
Under Armour III	\$24,000	The sponsor gloves of Under Armour	Speed 10 percent	Win the Under Armour fight in Career mode
Dodge I	\$23,000	The sponsor gloves of Dodge	Heart 10 percent	Win the Dodge fight in Career mode
Dodge II	\$330,000	The sponsor gloves of Dodge	Cuts 15 percent	Win the Dodge fight in Career mode
Dodge III	\$730,000	The sponsor gloves of Dodge	Speed 20 percent	Win the Dodge fight in Career mode

Shoes

Name	Cost	Description	Boost	How to Unlock
EA SPORTS Lo-Pros I	\$0	Standard low-top boxing shoes	Agility 5 percent	—
EA SPORTS Lo-Pros II	\$300,000	Standard low-top boxing shoes	Agility 15 percent	—
Everlast Lo-Top I	\$22,000	Better than average low-tops	Agility 10 percent	—
Everlast Lo-Top II	\$22,000	Better than average low-tops	Agility 10 percent	—
Everlast Lo-Top III	\$22,000	Better than average low-tops	Agility 10 percent	—
Everlast Lo-Top VI	\$900	Better than average low-tops	Agility 5 percent	—
Everlast Lo-Top V	\$900	Better than average low-tops	Agility 5 percent	—
Dodge Lo-Top I	\$700	Dodge low-top shoes	Stamina 5 percent	Win the Dodge fight in Career mode
Dodge Lo-Top II	\$23,000	Dodge low-top shoes	Power 10 percent	Win the Dodge fight in Career mode
Dodge Lo-Top III	\$23,000	Dodge low-top shoes	Power 10 percent	Win the Dodge fight in Career mode
Under Armour Lo-Top I	\$900	Under Armour low-top shoes	Stamina 5 percent	Win the Under Armour fight in Career mode
Under Armour Lo-Top II	\$800	Under Armour low-top shoes	Heart 5 percent	Win the Under Armour fight in Career mode
Under Armour Lo-Top III	\$330,000	Under Armour low-top shoes	Speed 15 percent	Win the Under Armour fight in Career mode
EA SPORTS Mid-Top I	\$300,000	Standard mid-cut shoes	Agility 15 percent	—
EA SPORTS Mid-Top II	\$300,000	Standard mid-cut shoes	Agility 15 percent	—
EA SPORTS Champions I	\$720,000	Old school leather mid-cut shoes	Agility 20 percent	—
EA SPORTS Champions II	\$720,000	Old school leather mid-cut shoes	Agility 20 percent	—
Dodge Mid-Top I	\$25,000	Dodge mid-top shoes	Agility 10 percent	Win the Dodge fight in Career mode
Dodge Mid-Top II	\$25,000	Dodge mid-top shoes	Agility 10 percent	Win the Dodge fight in Career mode
Dodge Mid-Top III	\$25,000	Dodge mid-top shoes	Agility 10 percent	Win the Dodge fight in Career mode
Under Armour Mid-Top I	\$800	Under Armour mid-top shoes	Stamina 5 percent	Win the Under Armour fight in Career mode
Under Armour Mid-Top II	\$340,000	Under Armour mid-top shoes	Stamina 15 percent	Win the Under Armour fight in Career mode
Under Armour Mid-Top III	\$755,000	Under Armour mid-top shoes	Stamina 20 percent	Win the Under Armour fight in Career mode
EA Hi-Pros I	\$300,000	Standard high-top shoes	Agility 15 percent	—
EA Hi-Pros II	\$20,000	Standard high-top shoes	Agility 10 percent	Win the EA SPORTS Sponsored milestone
EA Hi-Pros III	\$21,000	Standard high-top shoes	Stamina 10 percent	Win the EA SPORTS Sponsored milestone
EA Hi-Pros IV	\$21,000	Standard high-top shoes	Stamina 10 percent	Win the EA SPORTS Sponsored milestone
Everlast Hi-Top I	\$22,000	Professional high-top shoes	Power 10 percent	—
Everlast Hi-Top II	\$22,000	Professional high-top shoes	Power 10 percent	—
Everlast Hi-Top III	\$22,000	Professional high-top shoes	Power 10 percent	—
Everlast Hi-Top IV	\$22,000	Professional high-top shoes	Power 10 percent	—
Everlast Hi-Top V	\$320,000	Professional high-top shoes	Power 15 percent	Win the Everlast Sponsored milestone
Dodge Hi-Top I	\$800	Dodge high-top shoes	Body 5 percent	Win the Dodge fight in Career mode
Dodge Hi-Top II	\$23,000	Dodge high-top shoes	Power 10 percent	Win the Dodge fight in Career mode
Dodge Hi-Top III	\$23,000	Dodge high-top shoes	Power 10 percent	Win the Dodge fight in Career mode
Under Armour Hi-Top I	\$900	Under Armour high-top shoes	Stamina 5 percent	Win the Under Armour fight in Career mode
Under Armour Hi-Top II	\$335,000	Under Armour high-top shoes	Power 15 percent	Win the Under Armour fight in Career mode
Under Armour Hi-Top III	\$755,000	Under Armour high-top shoes	Stamina 20 percent	Win the Under Armour fight in Career mode



Mouth Guards

Name	Cost	Description	Boost	How to Unlock
EA SPORTS Amateur	\$0	Basic guard in red	Heart 5 percent	—
EA SPORTS Pro/Am	\$20,000	Intermediate guard in blue	Chin 10 percent	—
EA SPORTS Pro I	\$900	Stabilizes the jaw for protection	Chin 5 percent	—
EA SPORTS Pro II	\$500	Stabilizes the jaw for protection	Chin 5 percent	Win the EA SPORTS Sponsored milestone
EA SPORTS Pro III	\$20,000	Stabilizes the jaw for protection	Chin 10 percent	Win the EA SPORTS Sponsored milestone
EA SPORTS Deluxe	\$20,000	Quad composite construction	Heart 10 percent	Win the EA SPORTS Sponsored milestone
Everlast Advanced	\$320,000	Reduces concussions	Chin 15 percent	—
Everlast High Performance	\$720,000	Shock absorbing protection	Chin 20 percent	Win the Everlast Sponsored milestone

Foul Protectors

Name	Cost	Description	Boost	How to Unlock
EA SPORTS Basic I (purchased at start)	\$0	Designed to protect the groin	Body 5 percent	—
EA SPORTS Basic II	\$21,000	Designed to protect the groin	Body 10 percent	Win the EA SPORTS Sponsored milestone
Everlast Basic I	\$400	Designed to protect the groin	Body 5 percent	—
Everlast Basic II	\$22,000	Designed to protect the groin	Heart 10 percent	Win the Everlast Sponsored milestone
Everlast Pro Style I	\$22,000	Gives better protection to the groin and stomach	Power 10 percent	—
Everlast Pro Style II	\$320,000	Gives better protection to the groin and stomach	Power 15 percent	Win the Everlast Sponsored milestone

Signature Moves

Name	Cost	Description
Smokin'	\$0	Throw like Frazier
The Greatest	\$400	Throw like Ali
Junior	\$300	Throw like Jones
Lights Out	\$500	Throw like Toney
Winky	\$400	Throw like Wright
Golden Boy	\$600	Throw like De La Hoya
Leonard	\$200	Throw like Leonard
Bad Intentions	\$600	Throw like Taylor
Irish	\$400	Throw like Ward
The Destroyer	\$500	Throw like Pacquiao



NONE OF THE SIGNATURE MOVES HAVE A RATINGS BOOST.



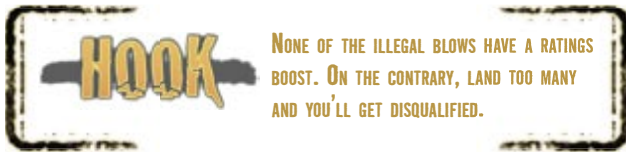
Taunts

Name	Cost	Description
Right Here	\$0	Tap your jaw to make sure your opponent knows his target.
Beat Chest	\$200	Beat your chest with both hands. Is your opponent a man?!
Ali Shuffle	\$300	Hands in the air, do a little dance in his face—just like “The Greatest”.
C'mon!	\$400	Wave your opponent toward you—bring it on!
Tap Gloves	\$200	Pound your hands together—here comes the punishment!
Wind Up	\$100	Show him that your arm is loaded and ready to go!
Chicken	\$700	Stick your hands under your arms and call your opponent—“Chicken!”
I'm Scared	\$300	Sarcastically show that your opponent has you scared.
Shake	\$400	Get right in your opponent's face and shake your moneymakers.
Decisions	\$600	Pause to decide how you'll KO your opponent



Illegal Blows

Name	Cost	Description
Skull Cracker	\$0	A quick wake-up for your opponent—forehead style.
Elbow Shot	\$400	Use your elbow to punish your opponent, but don't get caught.
Low Blow	\$0	A punch that starts out like an uppercut, but doesn't land above the waist.
The Knee	\$300	Quickly and powerfully raise your knee to turn your opponent into a soprano.



Chest Tattoos

Name	Cost	Description
No Tattoo	\$0	No chest body art
Rise Above	\$400	Bald eagle design
Mayan Skull	\$500	Mayan-inspired skull
Triquetra	\$300	Symbol of the temple goddess
Mayan Carving	\$500	Taken from a Mayan stone carving
Eye of God	\$400	Stylized cross
Chaos Theory	\$300	Warped symbol of chaos
Faith of Heart	\$600	Cross overlaid on a heart
The Rattler	\$600	Rattlesnake emerging from a tribal background
Tribal Tears	\$400	Crying tribal eye
Harmonious Star	\$500	Maintain the balance



Back Tattoos

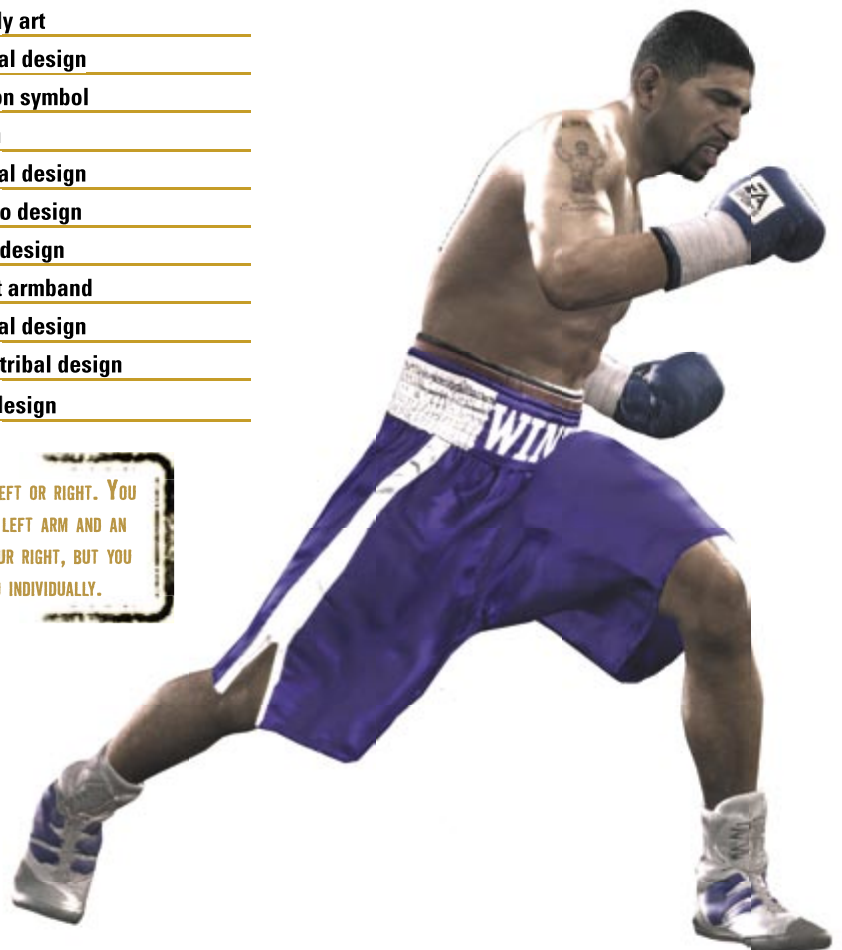
Name	Cost	Description
No Tattoo	\$0	No back body art
Fireball	\$400	Burst of fire
Grave Heart	\$200	Tribal heart variation
Big Bull	\$400	Tribal bull skull
Angry Skull	\$700	Screaming skull design
Tribal Starburst	\$300	Black starburst design
Celtic Band I	\$200	Celtic-inspired band
Scorpio Rising	\$500	This scorpion is ready to sting
Eyes of Doom	\$600	Put eyes on your back
The Dome	\$500	Skull on a tribal design
The Art of War	\$900	Harmonious dragon design

Arm Tattoos

Name	Cost	Description
No Tattoo	\$0	No arm body art
Bouta	\$200	Simple tribal design
Dragon	\$300	Kenji dragon symbol
Superstar	\$100	Star design
Fossil	\$200	Simple tribal design
Geckal	\$500	Tribal gecko design
Floating Rose	\$400	Tribal rose design
Heart Band	\$300	Tribal heart armband
Banded	\$400	Simple tribal design
Tribal Badge	\$200	A badge of tribal design
White Hole Sun	\$200	Tribal sun design



ARM TATTOOS ARE THE SAME FOR LEFT OR RIGHT. YOU CAN CHOOSE ONE TATTOO FOR YOUR LEFT ARM AND AN ENTIRELY DIFFERENT TATTOO FOR YOUR RIGHT, BUT YOU WILL HAVE TO PAY FOR EACH TATTOO INDIVIDUALLY.



Unlockables

Unlockable Styles

Task

- Defeat Joe Frazier in Career mode or in ESPN Classic™
- Defeat Roy Jones Jr. in Career mode or in ESPN Classic™
- Defeat James Toney in Career mode or in ESPN Classic™
- Defeat Muhammad Ali in Career mode or ESPN Classic™
- Defeat Oscar De La Hoya in Career mode
- Defeat Winky Wright in Career mode
- Defeat Jermain Taylor in career mode or in ESPN Classic™

Unlockables

- Bully Base Style and Hook Master Punch Style
- Elusive Base Style and Sinister Cross Punch Style
- Slickster Base
- Smooth Base Style and Judge Jab Punch Style
- Textbook Base
- Upright Base Style and Hard Straights Punch Style
- Philly Shell Block Style

Unlockable Venues

Task

- Win a fight at Madison Square Garden in Career mode
- Win a fight at the Staples Center in Career mode
- Enter the name NEWVIEW as the first name for a created boxer and save

Venue

- Madison Square Garden
- Staples Center
- Unlocks all venues



Unlockable Characters

Unlockable Characters

Task

- Defeat Rey Mo in Career mode
- Defeat the Under Armour™ milestone
- Defeat the Under Armour™ milestone
- Win the Burger King Invitational
- Defeat the Under Armour™ milestone

Character

- Rey Mo
- Big E
- Goliath
- The King Promoter
- Big E vs. Goliath rivalry in ESPN Classic™ mode

Rey Mo

How to Unlock: Defeat Rey Mo in Career mode

Light Heavyweight Ratings

Power: 95 Chin: 80
Speed: 70 Body: 65
Agility: 65 Heart: 100
Stamina: 75 Cuts: 50



Fighting As



Fighting as Rey Mo is a lot of fun, kid. This guy is powerful and he can go on forever it seems. He's got decent speed for a powerful light heavyweight, so make use of his hand speed. Land plenty of combos and parry as much as you can.

Defensively, you gotta watch out for your body. It's your weakest point and a huge target for other boxers. Your cut rating isn't impressive either, so parry often and counter attack!

Fighting Against



This is a big target, champ. Chances are Rey Mo will tower over you like the king that he is, but that's just more reason to get inside, past his jab, and work the body. He might land some uppercuts here and there, but he's nothing once you've softened him up real nice.

If he's too fast to let you get inside, stay outside and work on his face. He's got a real weak chin rating so it shouldn't take more than a few rounds of power punches to his face before you open him up. Sting him and bleed him, kid.

Goliath

How to Unlock: Defeat the Under Armour® milestone

Heavyweight Ratings

Power: 95	Chin: 100
Speed: 70	Body: 100
Agility: 65	Heart: 50
Stamina: 60	Cuts: 60



Fighting As



Being Goliath is like being in control of a freight train. He's big, he's fast, and he's extremely hard to stop. With a body like his, it's a wonder he feels anything at all. His speed is also surprisingly high for a man of his...shape.

There is no reason you should lose as Goliath, kid, unless you're trying to raise your opponent's spirits. Goliath is strong enough to brawl, fast enough to land devastating combos, and tough enough to absorb punishment for 12 rounds. Use him however you'd like, you're sure to win.

Fighting Against



Goliath is named such because he's as tough to beat as his Biblical namesake. It's not his size, as plenty of men in *Fight Night Round 3* stand much taller than he does. Goliath is just a tough guy to bring down.

But it can be done. With enough patience, smart boxing, and a defensive approach, you can drop Goliath. The trick is to wear him down. Because he is low on agility and stamina, you can outmaneuver him in the ring and make him tire out. Rope-A-Dope, anyone?



Big E

How to Unlock: Defeat the Under Armour® milestone

Heavyweight Ratings

Power: 100 Chin: 70

Speed: 70 Body: 70

Agility: 70 Heart: 80

Stamina: 60 Cuts: 75



Fighting As



Big E is a monster of power. His punching power alone is enough to scare opponents in the ring. Add to that his above-average speed for a heavyweight and you've got a creature capable of a lot of destruction.

The rest of his ratings are nothing to laugh at either. Use Big E as you would another slugger. Make your opponent stay still and force him to go blow-to-blow with you. Chances are, if you're blocking just enough, you'll be the last man standing.

Fighting Against



Big E is a powerful beast with good overall ratings. He can move well, and punch the hardest of any other boxer around. That being said, he can drop just like any other creature named "big" anything.

To get Big E on the canvas, use a steady stream of combos that keeps him off guard. Stay loose on your feet and make good use of the ring. Don't get too fancy though, as he can throw you off your game plan with one or two solid blows. Apply pressure, keep it steady, and don't relent.