



Fight Night Round 4 Guide

So you wanna be an ultimate fighter? Tough, this is Boxing. Your Jiu Jitsu is no good here.

Where strikers in Mixed Martial Arts can get away with some sloppy technique, anything less than perfection in Boxing will get you seriously hurt. There's a reason Boxing is referred to as the "sweet science." It's a delicate system developed over thousands of years and demands practice and dedication.

If you hope to ascend the ranks of Fight Night Round 4, you'll want help and we'd like to kick off your legacy.

In this Fight Night Round 4 strategy guide, you'll find:

- **BASICS** // A breakdown of offensive and defensive strategies, plus a slew of general strategies.
- **LEGACY WALKTHROUGH** // Tips for conquering the amateur tournament and working your way up the professional ranks, plus strategies for getting the most out of training mini-games.
- **ACCOMPLISHMENTS** // A comprehensive list of the game's myriad accomplishment challenges.
- **Q & A** // Your chance to ask questions. We'll answer.

Guide by: Mark Ryan Sallee

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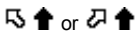
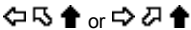

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Fight Night Round 4 Basics

«	Offense	Defense & Footwork	Nine Tips	»
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Punches

Here's a quick breakdown of the types of punches in Fight Night Round 4. The directional inputs for the different punches assume your fighter is an orthodox, right-handed fighter. Southpaw fighters can reverse direction.

Jab 	Your fastest punch also has the most reach but deals the least amount of damage. Jabs are good for keeping the opponent back and forcing him to guard high and open up his body to devastating body shots. They're also good as counters when you slip a punch from far away and need the fastest response possible to capitalize. And you can earn a lot of judges' favor by throwing (and landing) lots of jabs, even though they don't do a lot of damage.
Straight 	Similar to a jab, but from the dominant hand, a straight punch is quick but also relatively powerful. Straights make good counter punches as you can slip them in quickly without leaving yourself too open.
Hook 	A looping power shot directed at the opponent's face. Hooks are on the slow side but their power can't be ignored. Throw hooks in combinations so that you don't leave yourself open to an easy counter, but also throw them in moderation. Hooks can be modified into haymakers for extra damage, but also extra slowness.
Uppercut 	Probably the most powerful attack in boxing, but also the riskiest. Uppercuts are slow and leave you very open if blocked or dodged. They're also relatively easy to see coming and so work best as counters after quickly slipping under an opponent's failed punch. The range on uppercuts is generally pretty short too, but the curled arm required for the punch makes it a great blow to throw in-close to the opponent. Like hooks, uppercuts can be modified into haymakers for extra damage at the cost of speed.
Body Shot 	While you can direct any punch to the body, there is a dedicated body shot you can execute with a quick sideways flick of the punch stick. These punches don't do lots of damage, but they do drain the opponent's stamina and can, over the course of a fight, pay dividends in later rounds. Opponents tend to favor blocking their heads (and rightly so), which leaves 'em open to myriad body shots. Aggressively attack the body and you can force the opponent to open up the head. Body shots can also be modified into haymakers which can severely deplete the opponent's stamina. And because the shot goes to the body instead of the head, there's a better chance that the opponent won't block it.

Offense Tips

Fight aggressively, be unpredictable

Throw lots of punches. Obviously, you've got to care for your stamina bar and pace yourself depending on your weight class (lighter fighters tend to have longer fights) but generally in Fight Night, throwing lots of punches makes for effective offense. Make sure to mix up your punches to make defense on your opponent's part more difficult. Get predictable and you'll be easily dodged or block, leaving you open to a counter punch.

Use the jab

A simple jab doesn't do much damage, but it's still effective. Jabs are quick and generally have more range than any other of your punches. Best of all, jabs hardly reduce your stamina so you can pepper the opponent with a long stream of jabs without throwing out your arm. Use jabs from outside to poke the opponent and interrupt any slower punches he attempts. You can also use a jab to keep distance, backing away from the opponent while sticking out jabs to keep the opponent from closing the gap.

Go to the body

While head punches will deal the most damage, you mustn't neglect body shots. Body shots are effective for a couple of reasons. 1) Body shots deplete the opponent's stamina which in turn will reduce the amount of damage the opponent deals with his punches. 2) It's easier to land body shots because the opponent can't duck them.

Play to your fighter's range

Got a shorter fighter with a lot of power? Make the fight a close-range fight, move in and use power punches to overwhelm the opponent. If your fighter is tall and has lots of reach, try to keep the opponent away, shove him outside and pepper him with jabs. The winner of a particular fight is usually the fighter that imposes his own will and gameplan. If you find yourself fighting the other guy's fight, you need to rethink your offensive strategy.



«	Offense	Defense & Footwork	Nine Tips	»
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Defense tips

Keep your guard up

When you're not busy throwing out myriad punches, keep your guard up. There is no cost to keeping up your block so there's no excuse for getting caught with your hands down unless you're trying to use your hands for punching.

Weave against flurries

Ducking and weaving will let you slip by a lot of punches your opponent throws, especially as you're further out. When the opponent gets crazy and starts throwing combinations, consider rapid weaving while keeping your guard up. Weaving does eat into your stamina, so don't weave unnecessarily if the opponent isn't poised to throw a blow. You can also work weaves into your own flurries. When you and your opponent start trading, throw in a weave (the inputs sort of buffer) and you'll frequently create a counter opportunity while simultaneously inching closer to the opponent, allowing for a power punch.

Make counter opportunities

The real benefit of blocking and weaving is that properly timed defensive actions will leave the opponent open for a counter punch. You'll know that you've properly timed your block or weave when the camera zooms in slightly on the opponent and the opponent momentarily pauses. When this happens, your next punch will be a counter punch and will deal extra damage. If your next punch whiffs or gets blocked, then the counter opportunity is wasted. Make it count. And be quick about it. The time window for your counter opportunity is only a second, after which your next punch will not register as a powerful counter.

Offense is a good defense

Keeping up a solid defense is hard in Fight Night as it's often difficult to read your opponent and adjust your defense accordingly. If the opponent gets to be too much to handle, fire back with your own offense. Sometimes pressuring the opponent with your own flurry is the only way to get him to let up.



Footwork & Positioning tips

Don't back into a corner

Do your best to leave yourself an escape route so that *you* can dictate the range of the fight. Avoid backing into a corner or your options for dealing with an aggressive opponent will be limited. In fact, do your best to move your opponent into a corner. If you get the opponent rocked, you can more easily capitalize because of your advantageous positioning, cutting off the opponent's escape routes to force them to deal with your punches. If you get stunned, you can more easily put distance between you and the opponent if you're not surrounded on all sides by ropes.

Circle away from the opponent's power punch

An effective technique for dealing with an opponent's power punch is to constantly circle away from it. If your opponent favors a big right hook, circle to your own right, away from his right hand. Circling away from a power punch not only makes it more difficult for the opponent to land it, but also reduces the sting of such a punch should it connect.

Weave to get in close, push to create distance

As we mentioned earlier, it's important to play to your fighter's range advantage. If you've got long arms, you can usually find an advantage in fighting from the outside. If you've got short, powerful punches, you're usually better off by moving in close to push the pace. If you need to create distance, make use of the shove button to push the opponent away and then toss out jabs to keep him at bay. If you need to get in close, perform quarter-circle inputs on the Left Analog Stick perform a quick ducking forward step. This ducking weave will let you slip under high punches (like a defensive jab) and close the distance, putting the fight back on your terms.

«	Offense	Defense & Footwork	Nine Tips	»
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nine tips

Getting up after going down

When you get knocked down, you have to complete a sort of mini-game in order to get back up. Start by pushing the slider toward the center of the meter until the arrow fits into the green portions. Usually you can get away with holding the Left Analog Stick while moving the arrow, though as you get near the center of the meter you're better off just tapping lightly to avoid overshooting the center. Once you get into the green arrows, hold UP on the Right Analog Stick and *don't let go of UP until you're done*. A lot of players get complacent and release UP too early and end up back on the canvas. Just hold it.

Capitalize on stun states

When you rock an opponent with a good shot, you frequently knock him into a stun state during which his health bar flashes red. During this state, the opponent's health does not naturally regenerate so it's your chance to drain the health meter to score a knockdown. Unload on the opponent, get aggressive, mix up your shots and try to keep the opponent from hugging you to waste time.

Stalling the fight

...On the flipside, if you're in a bad situation—either rocked into stun state or simply on the receiving end of a bad beatdown—do your best to stall the fight. You can stall by getting close to the opponent and clinching up, but this can often leave you open to a punch as you drop your hands to give the opponent a great big hug. Another option is to run away. Push off the opponent and start backing away with a long jab to keep the opponent at bay. Either option has its risks so don't be predictable with how you choose to stall.

A time for haymakers

While you've got a number of options for throwing super powerful haymaker bombs, these punches leave you open for a long time and are generally easier for an opponent to dodge, leaving you open to a nasty counter. You can't get away with constantly throwing haymakers and special punches, but there are times where they can definitely pay off. Against the computer AI, you can often catch the opponent with your fighter's special punch after you create some distance and lure the opponent into walking toward you. Haymakers are effective after you've battered your opponent into a defensive ball with a flurry of quicker punches. Throw in an occasional haymaker and you can often catch the opponent as he blocks improperly or tries to capitalize on the perceived slowing of your flurry.

Low blows are only illegal if you get caught...

This tip might not make you any friends, but if you're Will Tuttle you won't care and it might help you win a fight. Every fighter in the game can perform an illegal blow‐either a headbutt or a groin punch—which is more difficult to guard against than a normal punch. Not only are they quick, but they can also do some damage. Headbutts are good for causing cuts. Nine times out of ten, you'll get away with an illegal blow (or even two) during a fight but know that you run the risk of getting a point deduction. Generally, though, we think it's wise to work in a couple of illegal blows at opportune times (like when the opponent is in stun state) to take advantage of the game's leniency against them.

Play to the judges' favor

You'll find that a good percentage of your fights go to decision, especially if you fight in the lower weight classes. Winning a fight by decision is all about playing to the judges' scorecards. Each round is scored on a 10-point must system, where the winner of the round is awarded 10 points and the loser is awarded 9 or fewer. If you score a knockdown in a round where the opponent doesn't, you'll usually win the round with a 10-8 score. A decision victory is based on the totals of points from each and every round. You can usually win a round by simply scoring more punches than the other opponent, even if they're weak jabs. If you feel like you may be losing a round, try to close it out with a big barrage of jabs and body punches to pump up your landed punch count.

Counter quickly

When your block or dodge results in a slow-down counter opportunity, throw a fast punch! Slower punches are more likely to get blocked. Capitalize on the brief delay the opponent experiences with a quick punch, like a jab or straight to the head or body. You're more likely to land the punch and get the most of the counter opportunity.

Manage your stamina

Your stamina gauge might not be as obviously important as your health, but trust us: it is vital. Not only does stamina affect your speed and endurance, but it also affects your power. If you're low on stamina and land a nasty counter punch, it won't count for much if your stamina is depleted. Try to maintain a healthy reserve of stamina during a fight so that you don't get caught on empty. Likewise, between rounds you should dedicate a serious portion of your recovery points to stamina. In most situations, we'd rather be full of stamina than full of health.

The southpaw advantage

Most fighters are orthodox, right-handed punches. Because most fighters fight orthodox, most fighters are used to defending against a right-handed opponent. If you pick a southpaw fighter, you have a bit of an advantage as opponents try to adjust to your strong hand. When they should be circling away from your power punch, opponents will often fall right into the trap of your might left hook.

Fight Night Round 4 Legacy Walkthrough

«	Career Beginnings	Pro Career Calendar	Training Mini-Games	»
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Character Creator

Balance your stats

First, know that the stats you give your fighter when you create him don't carry over to the Legacy Mode. When dividing the stat points in Legacy Mode, be sure to keep your stats pretty balanced. Most stats are very important, even if they aren't obvious—foot speed will help you chase down runaway opponents, and swelling will keep your fighter from losing fights due to stoppage. Still, you can stack some stat points to your fighter's strengths. If you're right-handed, you need power in your right hand.

Mind your cuts and swelling

The cuts and swelling stats *cannot* be boosted once you've begun your Legacy career. In fact, they will slowly degrade as your fighter's career progresses. If you start with low cuts and swelling stats, you'll have to retire your fighter sooner as you lose fights to doctor stoppage.

Long vs. short arms

Lanky fighters have a significant advantage at distance fighting. If you've got long arms, build up your jab and foot speed so you can force the distance advantage. If you go with a shorter reach, build up a strong hook and uppercut and be ready to do lots of duck-weaving to get in close to the opponent. Shorter arms are usually better for throwing power punches in close-up flurries so they have their advantage.

Amateur Tournament

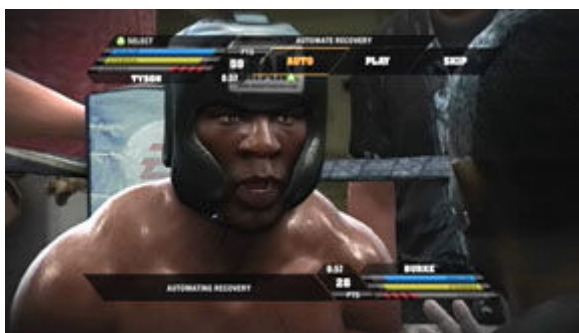
Your Legacy Mode career kicks off with an amateur fight tournament that puts you through a maximum of four fights en route to the tournament win. Win a fight and you continue in the tournament. Win the tournament and you'll earn a healthy boost to some of your fighter's stats that'll help kick off your professional career.



None of the fights is particularly difficult. Fight hard and attempt to out-work your opponent during the short four-round bouts. Since the fights are so short, you only have so many opportunities to earn the judges' favor. The plus side is that you don't need to worry about conserving your stamina for the long haul since the fights end so quickly.



Between rounds, make sure to spend the heck out of your recovery points. If you choose to auto-recover, the game frequently leaves points unspent, even heading into the fourth and final round. It's a waste. Spend your points, even if you don't really need it. Any small edge you can get will help in the abbreviated fights of your amateur tournament.



Legacy Calendar

After completing the amateur tournament, you're shoved straight into the pros. The first screen you see is Legacy Central which gives a quick overview of your career progress and the opportunity to schedule an upcoming fight on the calendar.



From the calendar view you can see anything you have scheduled—like recovery time—plus the days on which you can potentially schedule a fight. The day you select from this calendar view isn't terribly important—just choose to "schedule next fight" and you'll next be presented with a list of possible opponents.

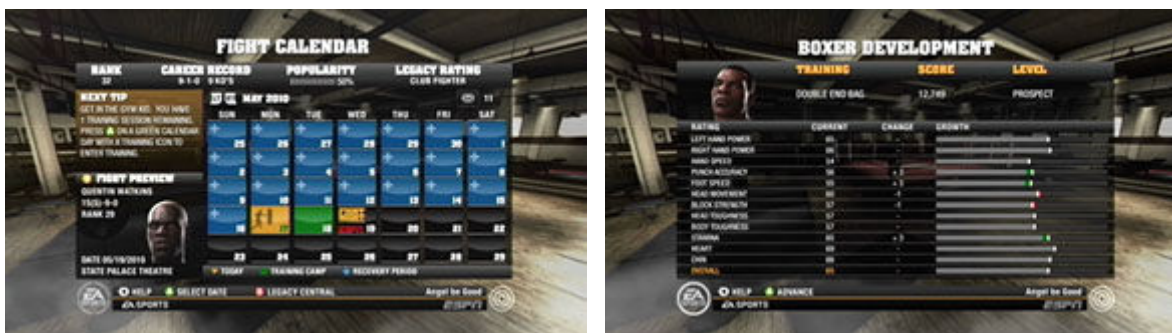


Opponents higher on the list are ranked higher—defeating them will boost you in the rankings more quickly, but the fights are harder. You can ascend the ranks more gradually by fighting the opponents just above you in the rankings, which will make for easier fights and let you more consistently climb the ranks. Always choose to compare fighters to see the rating of a potential opponent. If his rating is significantly higher than yours, you're going to have a real tough time winning the fight.

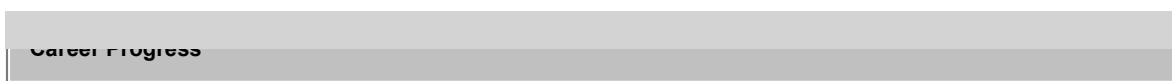


When you pick a fighter, you're given a list of potential fight dates. To the right of the fight dates is information to tell you how many training sessions you'll be allowed if you choose the highlighted date. Generally, you'll only be allowed one training session between fights, though if you pick a fight date that's far out enough you can sometimes work in two training sessions. If one of the given dates allows for two training sessions, we suggest taking it.

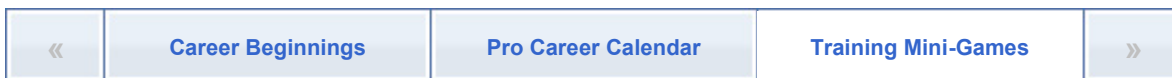
With the fight booked, you're booted back to the calendar view where you can see your upcoming training and upcoming fight on the calendar. Choose to take part in the training and you can pick your training routine, which gives stat bonuses to different aspects of your fighter, depending on the routine. After the training session, you go back to the calendar from which you can trigger the fight.



After a fight, you're booted back to the fight calendar which will no doubt now be covered in blue. The blue days represent your recovery period during which you can't do anything except wait. Use the shoulder triggers to scroll to the next month and find the next free day to plan your next fight.



Start building a winning record and you'll rise in your Legacy Mode Rating. Provided you won the amateur tournament, you'll start as a "Prospect" and all of your fights will be brief, six-round affairs. Get a nice winning record and you'll be promoted to "Club Fighter," a promotion which brings with it ten-round fights. Fights can get even longer as you rank up further, so don't neglect upgrading your fighter's stamina. It'll really matter if a fight goes twelve rounds.



Open Sparring	<p>Benefits Head Toughness, Body Toughness, Chin</p> <p>This is probably the simplest training mini-game because it's basically just a short, one-round boxing match. Earn points by landing punches on the opponent, blocking the opponent's punches, and otherwise just doing well in the sparring match. Since you've only got the one short round to deal with, you can let it all hang out—just don't whiff too many punches, as missed punches count against you. Aggressively attack the opponent to rack up the points. You should have no problem earning the maximum stat gain here.</p> <p>Auto- or Play Training? Play Training</p>
Stay on Your Feet	<p>Benefits Head Movement, Heart, Chin</p> <p>You start low on health and must literally stay on your feet to earn points. You can also earn points by blocking incoming punches, dodging and returning fire. Landing counter shots is especially good, and if you're aggressive enough you can turn the tables on the opponent. Of course, you're very vulnerable throughout. If you get knocked down, the bonus points you could potentially end get halved. If you can make it through the whole event without getting dropped, you'll earn 10,000 extra points.</p> <p>Auto- or Play Training? Play Training</p>

Heavy Bag Combos	<p>Benefits Left Hand Power, Punch Accuracy, Block Strength</p> <p>Just ignore the numbers being called out by your trainer and pay attention to the icons in the lower-left corner of the screen that show you the combinations you need to throw. The faster you pull off the combos, the more quickly you'll get the next set and the next chance to earn points. Problem is that it's very easy to trigger the wrong punch, even with a careful input. Missing punches brings the pace to a grinding halt which makes earning stats manually a pain in the butt.</p> <p>Auto- or Play Training? Auto-Train</p>
Heavy Bag Push	<p>Benefits Right Hand Power, Stamina, Heart</p> <p>A red ring around the heavy bag dictates whether you need to throw a high or a low punch in order to push the bag forward and gain ground. Keep your distance! Throw jabs up high and then modify the jab to a body jab in order to hit the low red ring. If the bag gets too close to you, your fighter gets sort of stuck to it and it's impossible to make any progress. Also a pain in the butt.</p> <p>Auto- or Play Training? Auto-Train</p>
Double End Bag	<p>Benefits Punch Accuracy, Foot Speed, Stamina</p> <p>Colored zones show up on the floor that you need to stand in while throwing punches at the bag for points. When one zone disappears, quickly stop punching and shimmy your way to the new zone. If you can successfully connect a punch in consecutive zones, you'll earn a multiplier to boost your score. Heavier punches count for more points but will also slow you down. Use them when the zones are close together, when you don't have to waste as much time by walking. You could probably get pretty good at this game and earn a lot of points, but it's also easy to do poorly.</p> <p>Auto- or Play Training? Auto-Train</p>
Maize Bag	<p>Benefits Hand Speed, Head Movement, Block Strength</p> <p>Hold the L Trigger and bob left and right to dodge the swinging bag. There's a number at the top of the screen that goes down with each successful bob, and when it reaches zero you need to throw a body punch into the air. You can get in two bobs easy with each pass of the bag, letting you quickly drop the number of required bobs to earn points as fast as possible. While this challenge is fairly easy, it's also easy to screw up, so unless you plan to practice it a lot, you're probably better off with auto-training...</p> <p>Auto- or Play Training? Auto-Train</p>

Fight Night Round 4 Accomplishments

«	Gameplay	Legacy Mode	Online	»
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Gameplay	
○	Assign a custom track to the boxer's ring entrance
○	Beat CPU Arturo Gatti in Fight Now on Pro
○	Beat CPU George Foreman in Fight Now on G.O.A.T.
○	Beat CPU Joe Frazier in Fight Now on Pro
○	Beat CPU Kelly Pavlik in Fight Now on G.O.A.T.
○	Beat CPU Ricky Hatton in Fight Now on Amateur
○	Beat CPU Sugar Ray Leonard in Fight Now on Amateur
○	Complete the fight tutorial
○	Create an ESPN Classic with a greatest score of 500 or better
○	Score 14,50900 points in the Maize Bag training game
○	Score 25,000 points in the Double End Bag training game
○	Score 27,500 points in the Stay on Your Feet training game
○	Score 8,000 points in the Heavy Bag Combos training game
○	Score 9,250 points in the Heavy Bag Push training game
○	Throw over 1000 power punches vs the CPU in a Fight Now match
○	Throw over 250 crosses in a Fight Now match vs the CPU
○	Throw over 250 jabs in a Fight Now match vs the CPU
○	Throw over 250 uppercuts in a Fight Now match vs the CPU
○	Throw over 500 jabs in a Fight Now match vs the CPU
○	Throw over 500 power punches in a Fight Now match vs the CPU
○	Upload a created boxer using Boxer Share
○	Upload a video to EA Sports World

○	Win 10 Fight Now matches against the CPU on Pro difficulty setting
○	Win 5 Fight Now matches against the CPU on Pro difficulty setting
○	Win by a decision in Fight Now against the CPU
○	Win by a knockout in Fight Now against the CPU
○	Win in Fight Now after getting knocked down twice against the CPU

«	Gameplay	Legacy Mode	Online	»
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Legacy mode

○	Win 15 consecutive Legacy Mode fights
○	Win 20 fights in Legacy Mode
○	Win 3 consecutive Legacy Mode fights
○	Win 5 consecutive Legacy Mode fights
○	Win 5 fights in Legacy Mode
○	Win the award for Fight of the Year
○	Win the award for Fighter of the Year
○	Win the award for Knockout of the Year
○	Win the award for Round of the Year
○	Win the award for Upset of the Year

«	Gameplay	Legacy Mode	Online	»
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Online

○	Win 10 ranked online matches
○	Win 10 unranked online matches
○	Win 25 ranked online matches
○	Win 25 unranked online matches

<input type="radio"/>	Win 3 ranked online matches
<input type="radio"/>	Win 3 unranked online matches
<input type="radio"/>	Win 35 unranked online matches
<input type="radio"/>	Win a ranked online match

Fight Night Round 4 Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

QUESTION | **How do I download a photo to create a boxer?**

ANSWER | When you create a new boxer, one of the first options you're given is the option to "download photo." If you haven't already done this, the message you get is pretty unclear as to what you need to do. Unfortunately, the process for downloading photos to create a custom boxer is a bit convoluted.

It starts by going to [EA Sports World](#), a website operated by EA. Log into the site with the EA login you have attached to your game account on the Xbox 360 or PS3 and then look for the "PHOTO Game Face" graphic on the main EA Sports World page. From there you can upload sets of pictures that will, once completed, be accessible through the in-game menu when you try to "download photo."

QUESTION | **I'm in the welterweight division. Does my head toughness determine how much damage control I have to do after the round? The ref keeps stopping my fights.**

ANSWER | The damage meter fills up according to your fighter's Cuts and Swelling stats, which you can view from the Legacy Central main screen by pressing START and selecting My Legacy Progress. Unfortunately, there appears to be no way to raise your stats, so whatever you get with your created character is what you're stuck with. Sort of. The stats for Cuts and Swelling can actually *degrade* through your career, presumably dependent on the type of damage you take in the fights of your career. We tried boosting our Head Toughness and Chin statistics in hopes of boosting our Cuts and Swelling but it had no effect. If you're constantly losing fights to damage stoppage, it might be time to retire your fighter.

Question submitted by Wayne

QUESTION | **Where're Oscar De La Hoya, Bernard Hopkins, Floyd Mayweather Jr., Juan Diaz, Juan Manuel Marquez etc.? Are they going to be unlockables or just great fighters left out?**

ANSWER | Sadly, there are no unlockable fighters in the game. I wouldn't be surprised if EA offers some popular fighters as DLC (downloadable content) in the future, but for the time being you'll have to make do with custom created fighters shared online that other users have made to look like real fighters.

Question submitted by Miguel

QUESTION	How do you put tattoos on your created fighter in Legacy Mode? I recall that it was able to be done in the previous edition of Fight Night but I can't find that option anywhere.
ANSWER	Doesn't seem to be an option for applying tattoos in the character creator.

Question submitted by My Fiction

QUESTION	How do I cancel out of a signature punch?
ANSWER	After triggering a signature punch, simply pull in the block trigger to cancel it. You can use the beginning of the signature punch animation to fake out opponents without leaving yourself too vulnerable.

Question submitted by Keith

IRATE FEEDBACK	Whoever wrote this guide did not play the game. Never auto-train. The mini-games are easy and you simply do not get enough stat points if you auto-train. The advice to give should be to practice the mini-games prior to trying the Legacy Mode. For example, in the Heavy Bag Push mini-game, just use haymakers. It's easy and moves the bag forward much more quickly than jabs.
ANSWER	I've posted some training game videos showing how to do the training mini-games well. Some of the training games are very easy to max out, but others are easy to mess up and ruin your run, which is why I suggest auto-training those. It's certainly possible to get good at them and max out your stats, but it's also easy to screw up and end with nothing.

Irate feedback submitted by Mike