

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

Important Health Warning About Playing Video Games

Photosensitive seizures

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

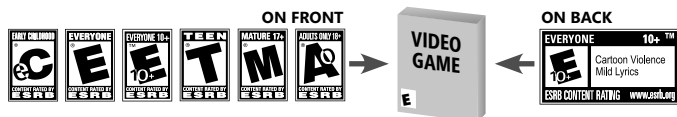
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

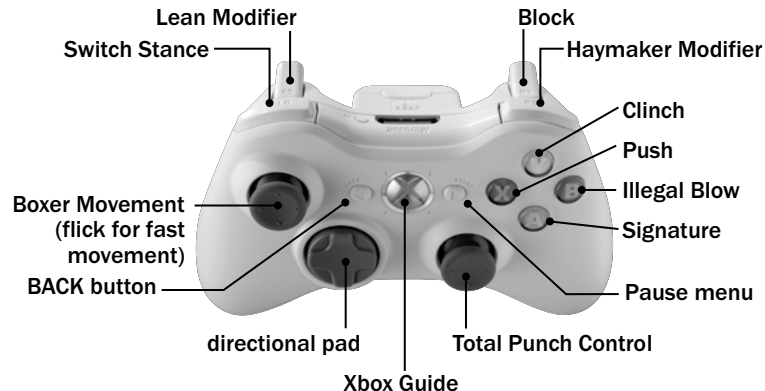


For more information, visit www.ESRB.org

COMPLETE CONTROLS

These are the default controller settings. To change your controller configuration, select Settings under the My Corner menu.

GENERAL GAMEPLAY



TOTAL PUNCH CONTROL

Move **LB** to throw all your punches. Pull and hold **RT** to lean and weave, opening up a different set of body punches that can sneak around a block.

HAYMAKERS

When it's time to put somebody to bed, nothing says good night like a haymaker punch. Press and hold **RB** to put all your weight behind any hook or uppercut and do some real damage. A good haymaker drains your stamina and leaves you wide open, but it's a thing of beauty when they connect.

BOXER MOVEMENT

Stinging like a bee is only half the equation. You've also got to float like a butterfly to rule the ring. Move **LT** for all boxer movements, and quickly move **RT** in the direction you want for an even faster lunge.

Pull and hold **RT** to lean, dodging incoming swings while opening up new avenues for throwing body punches. You can't move around the ring while holding **RT**.



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PLAYING THE GAME

Re-create the biggest fights in boxing history or create your own legacy, one hook at a time. Tape up and put on a legend's gloves, or build a boxer who fights the way you want, right down to their signature moves. Then take them into the ring ... and to glory.

The HUD display on the game screen displays your boxer's health. You can switch it off from the Visual Settings tab.

Even without the HUD, you can easily gauge your and your opponent's status. A boxer sporting cuts and bruises is feeling that pain, while facial expressions and body language show how fatigued they are.

RING LEGENDS

Play as one of the sport's legendary boxers in any game mode, from Sugar Ray to Iron Mike. Move **⬅** to scroll through the Boxer Gallery and press **A** to select your fighter.

CREATE A BOXER

Create your own legend from scratch, whether you want to build a better brawler, or go light and in-fight. In addition to customizing their appearance and accessories, you select your boxer's fighting style, blocking methods, stance, their best punch and a signature punch to sign your knockouts with. Up to 40 custom boxers can be saved at one time.

When creating your boxer, use the following controls:

Change edit menus	RT LT	Back	B
Make changes	LB	Finished	Start
Undo changes	Y	Confirm changes	A

LEAD WITH YOUR CHIN: Put your own mug on your fighter using Xbox LIVE Vision. Go to Create Boxer for step-by-step instructions.

WEIGHT CLASSES

Choose a weight class that complements the style you want to box in. Heavyweights tend to be bruisers who trade heavy punches, while flyweights and bantams pour on the speed.

A champion fighter can jump up as many as two weight classes (Legacy mode only) and attempt the ultimate challenge: winning champion titles in multiple classes. Your trainer will give you the option when (and if) you're ready.

BOXER A.I.

A champion has to know where his head is at. Pick an A.I. to govern your fighter's approach to ring science during simulated fights, when you aren't directing the action personally.

Boxer	A good all-rounder, a Jack-of-All-Trades, with a balance between attack and defense. Those are the hallmarks of a conventional boxer.
Boxer/Puncher	Close to the conventional, but punchers leverage their above-average power, sacrificing a little defense to land bigger hits.
Brawler	Trading finesse for sheer brutality, brawlers are strongmen who drop the hammer on the other guy with one perfect punch.
Inside Fighter	Perfect for shorter boxers with stamina, insiders get in close and stay there, sneaking past guards with a flurry of hooks and uppercuts.
Unconventional	Always unpredictable, unconventional fighters throw punches from angles their opponents don't expect, faster than expected.
Counter Puncher	Good counter-punchers wait for opportunities or bait opponents into attacking, then use their speed to apply the punishment.
Outside Fighter	Outsiders use jabs and crosses to rough a guy up from a distance. Favored by tall fighters with reach and stamina.

BOXER STYLES

Every fighter has their own style of fighting. Picking a style won't lock you out of certain tactics, but it does give you a stat bonus when fighting to those strengths.

STYLE	STAT BOOST
Upright	General defense, head and body toughness, and block strength
Balanced	All-around defense and offense
Textbook	Block strength, stamina, and chin
Peek-A-Boo	Power and hand speed
Power	Power rating
Wild	Heart, chin, and head toughness
Mummy	Head and body toughness
Speed	Hand speed and head movement
Slickster	Foot speed, stamina, and head movement
Smooth	Head movement, foot and hand speed
Hyper	Hand speed, head movement, and stamina
Crazy	Head movement and punch accuracy

BOXER RATINGS AND POINTS

Your brand new boxer's stats start out pretty common, but you get a certain number of points to allocate to those stat ratings any way you want. Go to the Boxer Rating screen and move **⬅** to adjust your fighter's speed, toughness, and power. Make up for deficiencies or buff out your top attributes ... it's up to you.

SAVING AND LOADING

Fight Night Round 4 automatically saves your Legacy mode progress to your Xbox 360 Hard Drive or Xbox 360 Memory Unit after each fight. To continue a saved game, select the fighter whose career you want to resume.

IN THE RING

Everybody has a plan until they get hit. That's where technique can save you.

Keep moving, block when you see the haymaker coming, and strike when and where your opponent's open. Mix up your punches, and never fall into a pattern. The boxers of *Fight Night Round 4* are no slouches; they learn and adapt to your fighting style fast. Keep repeating yourself, and you'll make it easy for them to put you away.

Boxers have three primary stats:

Health	The bar for how much punishment you can take. When your health is depleted, you're going down.
Stamina	A gauge of how fatigued you are. Stamina affects how hard you hit, how fast you move, and how quickly you recover.
Damage	How much of a physical beating you've taken. More damage leads to more cut stoppages and less getting up.

Health and Stamina also have temporary values that accumulate during a fight. When either is low, they're both more susceptible to taking damage.

BLOCKING

You don't have to take all the punishment your opponent dishes out. Pull **⏏** to block incoming punches, and move **⬆** up or down to clam up high or low. But every hit you absorb chips away at your block strength; release **⏏** to recharge it.

CLINCHING

Clinching is a last resort defensive tactic used to break your opponent's momentum and give you a breather when you really need one. Get in close and press **⏏** to grapple the other boxer; he won't be able to hit you, and you'll regain a little stamina to boot. If somebody clinches you, rapidly press **X** to push him off.

STUN STATES

Leading with your chin can get your bell rung. Give or take a big hit and the camera zooms on the victim while he just stands there for a few seconds, wondering what happened ... and that's an invitation if ever there were.

KNOCKDOWNS

Sooner or later, everybody eats a little canvas. Champions are the guys who climb out of that hole more than anyone else.

When you're knocked down, you regain focus with your face on the mat and the ref standing over you. You've got to the count of ten to pick yourself up moving **⬅** **↔** and get to your feet by moving **⬆** **⬇**. Keep the ref center-screen, follow the on-screen cues to correct if you drop or keel over. Hold it together long enough, and the fight resumes.

If you can't recover, you're down for the count. Recovering gets harder and harder every time you get your bell rung.

PENALTIES AND STOPPAGES

Not every bout ends in a KO. Fights can be stopped if either boxer takes too much damage to the face, or if one fighter has kissed the canvas three times in a single round (if the three-knockout rule is enabled). In those cases, a TKO is awarded. A fight is also called if one boxer is caught fighting dirty.

ILLEGAL BLOWS

The ref wants a clean fight, but you want to win. Wait until the ref's not looking, then press **ⓑ** to nail your opponent with an illegal move, or pull **ⓓ** while pressing **ⓐ** to hit a boxer below the belt and mess him up. If you're caught, the ref issues a warning. Keep getting caught, and you'll be penalized ... or disqualified altogether.

THE CUTMAN

Great boxers have great cutmen in their corner to clean them up between rounds.

Earn points by doing well during each round, then spend them towards restoring health, damage, or stamina. You have sixty seconds to allocate your points. Select PLAY to allocate them manually, then pick which stats you want to beef up (and by how much) pressing **ⓐ** to confirm your choices and pressing **ⓑ** to back out.

You can also select SKIP to skip your cut session and bank those points for a future round, or AUTO to automatically spend those points as your cutman sees fit.

END OF FIGHT

If the fight goes the distance without a knockout, the decision goes to the judges' scorecards. All fight stats are displayed at the end of every match.



If you want to be a contender, you've got to learn some technique. The best place to pick up the basics is at the gym, where you'll learn everything from basic punches to all-important combos and weaves.

Fight Tutorial A basic tutorial where you'll learn the ropes, find out how to throw and take a few punches, and build up your repertoire.

Training Games Actual bouts that won't affect your career stats, but do give you real experience against real opponents.



Jump in and start slugging away, using either your own custom boxer or a Ring Legend in his prime. Fight Now doesn't affect any fighter's career or stats, and allows you to re-create the most famous bouts in boxing history ... or fantasy matches that could never be.

Choose the red or blue corner, and move **Ⓛ** to first select your fighter, then to choose your opponent; press **ⓐ** to confirm or press **ⓑ** to go back. Change the fight settings by pressing **Ⓜ**. Once you select your arena, press **ⓐ** to start the match.

Win or lose, you can always have a rematch at the end of every bout.

LEGACY MODE

Everybody starts at the bottom. But if you've got heart, you can work your way up from a bum to a prospect to a real contender with a title shot. It takes a true champion to fight his way to the top, and maybe—just maybe—you can even become the Greatest of All-Time.

Launch your career by either creating a new boxer, choosing a boxer you've already created, or picking a Ring Legend from the Boxer Gallery.

LEGACY CENTRAL

Your one-stop shop for your career in professional boxing. Check your boxer's rank, popularity, stats, and trainer advice at a glance, then challenge opponents to advance your skills and fame. Only second-stringers will accept your challenges at first, but racking up wins opens doors to better fighters, until you can approach the reigning champion and get your shot at his title.

Press **ⓐ** to head to your Fight Calendar, where you can schedule a match, set up a pre-fight training session or head right for the ring.

LEGACY MENU

Press **Ⓜ** for the Legacy menu, and you'll have everything you need to manage your boxer's career at your fingertips. Go to your Fight Calendar, see where you stand in the stats, change settings, view yearly award contenders, check your Legacy progress, exit Legacy mode, start a new Legacy, and more. It's all there.

LEGACY GOALS

Find out what you need to do to make a lasting impression on the Legacy Goals screen. Press the **ⓑ** and **Ⓛ** for help and advice on how to steer your career and insure you go down in history as the best there ever was.

FIGHT CALENDAR

Boxing doesn't just happen; you've got to pick your fights. Get to your Fight Calendar from the Legacy menu or press **ⓐ** from Legacy Central to schedule a fight (if no fights are scheduled). Select a day on the calendar, select the fighter you want to call out, and book the match. You can only schedule one fight at a time.

When you're ready to get down to business, highlight the day with the event you want to launch and press **ⓐ**. Review details of your scheduled fight and check out stats and ratings of either boxer and see how you stack up against your opponent by pressing **Ⓜ**. Don't like how you compare? Use your training days to give yourself an edge.

GIVE 'EM WHAT THEY WANT: A professional boxer only has a good fifty or sixty fights in them, and fighting too often can turn a rising star into a dead stop. On the other hand, if you're not in the ring often enough, your Popularity dips.

TRAINING

Once you're on the card, you can have up to three training sessions on the days leading up to a fight. Training warms you up and boosts your stats going into a tough bout. Any day on the Calendar marked with a green training icon is good for a training session; start training by highlighting the day and pressing **ⓐ**.

RECOVERY PERIODS

There's a mandatory recovery period after every fight to lick your wounds. No fights or training can be scheduled during a recovery period, and they get longer if you took the beating instead of dishing it out. Recovery days are marked on your Calendar in blue.

REMATCHES

Sometimes, the crowd wants more. You might get an option to schedule a rematch after a really good fight, and accepting the offer allows you to book the fight on the day you choose. You don't have to accept, but rematches can boost your Popularity, Legacy Rating, and P4P Rank.

SIMULATING FIGHTS

Don't want to slug it out yourself? Let the ESPN Fight Cast do your fighting for you. Simply choose to simulate the fight from the Fight Day menu options, and the A.I. takes over. You can watch a play-by-play on the Fight Cast, or a stat tally (pressing **ⓑ** and **Ⓛ** toggles between the two). You can also control the speed of the simulation by pulling **Ⓜ** and **Ⓜ**.

LEGACY RATING

The measure for career success is your Legacy Rating. While the rating does include a boxer's fight record, it also takes into account his popularity, their individual ranking and a pound-for-pound assessment across all weight classes, and more. Your legacy is a culmination of all these factors combined.

Check the Legacy Goals screen for tips on increasing your standing.


RANKINGS

All fighters have a rank that shows how good they are; ranks go up and down as fighters win and lose bouts. A boxer's rank determines how often they can fight, who they can fight, where they can fight, and when they can issue a challenge for a championship belt.

POPULARITY

The public likes a clean, successful fighter who doesn't vanish for months at a time. Stay in the public eye, earn and defend your championship titles, and win your fights without resorting to illegal punches to keep your popularity high.

MESSAGES

Stay connected by checking your messages often. You'll get vital information from your trainer and managers to help you in your career, including when you can change weight classes and challenge a reigning champion for his title. Just click  to go into your message box.

BUILDING YOUR LEGACY

Buff up your stats with a low-card Amateur Tournament, then start challenging real fighters for real stakes. When you prove you're a serious enough threat, top-ranked boxers start accepting your challenges. The more guys you bust up, the greater your rank, the more popular you are, the bigger and badder your opponents get. Nobody said it was easy. You have to beat the best to become the best.

CHALLENGES

You know you're getting somewhere when everybody wants a piece of you. Once you've made a name for yourself challenging other fighters, up-and-comers start challenging you to build their rep off your humiliation. It won't be long before you get invites from boxers closer to your rank. And remember: once you win a title, *everybody's* gunning for you.

You can decline a challenge, but your popularity might suffer. Nobody roots for a coward.

RETIREMENT

When you've done all you can with a particular fighter, it's time to hang up their gloves. You can retire any fighter at any time, for any reason. When their full potential's been realized, give them a dignified sendoff before they start damaging their Legacy Rating ... or before some palooka wastes too much of your time.

To retire a fighter, simply go to your Legacy menu and select RETIRE BOXER from My Corner. Once you confirm the retirement, that boxer's day is done; you cannot use them again. Ring Legends can be used again after being retired, but they start back at square one.

You can look back on a retired boxer's glory days by selecting Retired Boxers from the Legacy menu and reviewing all his stats.

MY CORNER

Manage all your media content, settings and data from the My Corner menus.

Training	Man up with a little gym time, and pick up the moves you need to survive the big bouts.
Training Videos	See where you slipped up and where you nailed it home, and learn from your experience.
My Media	Watch your highlight reel, manage your EA SPORTS Trax list and change your ring entrance music.
ESPN Classic Fights	Your ten best, most memorable fights.
Settings	Change and save your in-game settings, from audio/visual arrangements to controls.
File Management	Load, save and delete boxer profiles and media files.
EA Extras	Game credits and Dr. Atlas Foundation information.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. EA ONLINE TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Step into the squared circle and trade punches with players from around the world. Jump into an uncomplicated punch-up, host your own specialty bout, or compete in a steady campaign against the entire online community to become The Greatest.

LET'S HAVE A FAIR FIGHT: Whether you use a Ring Legend or your own custom boxer, all your fighter's stats are leveled during online play to prevent unfair advantages.


MY CORNER

View the Player Hub to find yourself a fight. You can also plug you into the latest news and FAQs, and change your online settings.

BOXER SHARE

Roll with somebody else's definition of The Greatest, or share your own with the world. To upload your custom boxers to the EA servers or download someone else's, go to the Boxer Share section under Xbox LIVE. Downloaded boxers take up one of your profile save slots, and automatically appear in your Select Boxer galleries. A maximum of 25 boxers can be uploaded.

SHARE FILES

Go to the Settings menu to make things interesting by altering the fight speed, punch power, and so on. When you find a setup you like, share your game with the world by uploading your settings to the EA server. Simply go to Boxer Share under the Xbox LIVE menu and press  to show everybody how you like your challenges.

Search and download other players' shared settings by Most Recent, Most Downloaded, or simply bookmark them for later. Highlight and select BOXER or SETTINGS, then select DOWNLOAD. Downloading someone else's settings automatically overwrites your own.

GAME MODES

Quick Match	No need to be picky. Put up your dukes and fight to win against whoever, wherever, in a Ranked or Unranked match.
Custom Match	Find a match that plays to the settings you want, from round length to number of rounds to knockdown rules to venue.
Create a Session	Make your own rules, then try to survive them when a friendly opponent accepts your challenge.
ESPN Zone	Stream ESPN audio feeds and videos, read text articles, or set up an ESPN Ticker to keep you up to day on all your favorite sports in real time.

ONLINE WORLD CHAMPIONSHIP

Take your custom fighter online and pit your ring skills against the world in a no-region fight to see who's the best of the best of the best. Fighters are ranked both by region and against every *Fight Night Round 4* player in the world, until one is declared the World Champion.

LINKING YOUR GAMERTAG TO AN EA ACCOUNT

Once you're connected to Xbox LIVE your gamertag acts as your gamer profile, a unique on-screen player identifier separating you from the rest of the field. Your gamertag can also be linked to your EA Account enabling you to participate in message board discussions, seek technical support, view game stats, and much more.

- ▶ **If you don't have an EA Account** and have not gone online with an EA title using your gamertag, you must create an EA Account from the EA Online Account Creation screen. The information entered will link your gamertag to an EA Account (which can then be used to access any supported game features on the web (e.g., www.easportsworld.com). Once these details have been accepted it can't be changed, so be sure to make a note of it.
- ▶ **If you already have an EA Account** created from www.ea.com but have yet to link your gamertag or gone online using your gamer profile with an EA title, you will be prompted to enter your EA Account details on the EA Online Account Creation screen. Entering your EA Account details links your gamertag to this account. Please make sure that you use the same email address used to create your online entitlement (i.e., your gamertag).
- ▶ **To link your Xbox LIVE gamertag to an EA Account or manage your EA Account on the web visit www.ea.com.** From here you can login to your EA Account or create an account if one does not exist. After you've logged in, select PERSONAS, then click LINK AN EXISTING PERSONA. Choose XBOX LIVE GAMERTAG, type your gamertag in the box provided, click SUBMIT, and then click CONTINUE. Your gamertag is now linked to your EA Account. You can also visit profile.ea.com to update your account information, retrieve lost passwords, and view currently linked Personas from the My Account screen.

NOTE: If you've already created an EA Account, your login is normally your email address.

EA SPORTS™ WORLD

In addition to the competitive challenges offered online, *Fight Night Round 4* delivers an all-new and exciting interactive experience with EA SPORTS World, a web-based feature that allows you to collect career stats across multiple EA SPORTS titles, create an EA SPORTS Avatar, participate in one of the many online communities, view videos, and much more.

- ▶ Creating an EA SPORTS World account is easy. Simply visit www.easportsworld.com and log in using your EA Account information (email address and password).
- ▶ If you have not linked a gamertag to your EA Account you will be prompted to do so upon logging into EA SPORTS World for the first time.

NOTE: Once an email address and password have been accepted they can't be changed, so be sure to make a note of these details so you can use them to access game specific features on EA web sites.



**YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES
AVAILABLE AT WWW.EA.COM/EATRAX/**