



As an up and comer in the hip hop and rap game, you will be required to beat some sense into rivals, cops, and anyone who crosses Carver and his label. However, talent management is also key for success, as that will determine how much money a playa can have while climbing to the top.

However, the fight to the top is a long one, and sometimes it can be a bit tough to get all the controls or fighting styles down just right. Some of the Venues boast extra hazards that are immediately obvious to the eye. Maybe it is just the Build A Label mode which is causing some problems. Whatever it may be, IGN has all the mad game to make any pretender into a contender, fighting all the way to the top!

Guide By: Brian "Spinnin'" Sulpher

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Controls

Striking Blows

Four types of these can be used, with both high and low version of weak and strong attacks. These are the typical starting point for any combo, as they can open a foe up to more powerful and more difficult to land blows.

Advanced Moves

These powerful attacks will stagger or knock down the unlucky recipient of them, but they do take a moment or two to deliver. To deliver a low shot start with the right stick down, rotating it left or right. To deliver a high shot start the right stick to the left/right and rotate upwards. Finally, a force back attack can be done by tapping the right stick down twice in succession (low) or by tapping the right stick down and then up (high).

Grab And Throw

Push up on the right stick to grab a hold of a foe, followed by pushing the right stick in whichever direction that is desired for throwing the foe.

Takedowns

After grabbing the foe (as described above), use the directional pad to send the opposition slamming into the ground with great speed.

Fight Countering

When an opponent tries to make a grab, throw a punch to block their attempts. If they grab your fighter, quickly rotate the right stick in a circle to try and break the hold. This move will also allow a downed fighter to recover quicker from the knockdown than if they do nothing.

Taunts

Tap the front shoulder buttons on either side to perform a taunt on an enemy.

Scratching

To perform a DJ Control (which will cause any hazards that an enemy is near to trigger), hold down the back left shoulder button while rotating the right stick. This is an excellent way to deliver damage to a downed foe.

Song Switching

Start this DJ Control by holding the back left shoulder button, followed by rotating the left stick until the character switches hands, at which point the right stick should be rotated. If successful, the music will switch and a strength bonus will be awarded to the successful fighter.

Fighting Styles

Each style boats strengths and weaknesses, so choose wisely as your character advances along the ICON chart in the Build A Label mode. Note that only Ghetto Blaster and Street Kwon Do are the only two available fighting styles at the beginning of the game.

Ghetto Blaster

Strengths

- Mix of street skills and finesse
- Balanced attacks
- Grabs and scratching capabilities

Weaknesses

- Song switching and countering
- Large attacks are difficult to recover from

Street Kwon Do

Strengths

- Scratching
- Grabs

Weaknesses

- Countering
- Song Switching
- Large attacks are difficult to recover from

Black Panther

Strengths

- Superior fighting technique
- Balanced skills

Weaknesses

- Grabs
- Scratching

Muay Fly

Strengths

- Song Switching
- Quick recovery
- Countering

Weaknesses

- Scratching
- Grabbing

Beatboxer

Strengths

- Scratching
- Grabbing

Weaknesses

- Song Switching
- Countering
- Large attacks are difficult to recover from

Jah Breaka

Strengths

- Song Switching
- Very quick recovery
- Countering

Weaknesses

- Grabs
- Scratching

The key is to learn what strengths and weaknesses you possess, as that will allow for selection of a fighting style that will best suit your character. Try to get as many of the requirements on the ICON chart (see the ICON chart on the computer in Build A Label mode) to advance your rank, enabling the use of more and more fighting styles.

Venues

The different venues for the wild brawls can help or hurt the combatants, as each one boasts unique hazards that can be triggered by a DJ Control or by simply bashing a foe into the right spot at the right time.

The Gas Station



As would be expected, the gas station boasts numerous flammable hazards, with both gas tanks as well as the gas caps on the ground emitting large volumes of flames. Added onto that is the shopkeeper who will use his fire extinguisher on any offending fighter who breaks his shop door as well as the brutal rolling brush at the car wash, and it is a fighting forum that has all sorts of possible dangers to deal with.

The Club



Although the first thing that jumps out at the eye are the go-go dancers (who can deliver brutal kicks if a combatant gets too close them during the beat), the true hazards lie to the left and right sides of the dance floor. On the left is a massive light wall that can be blown apart by a well timed DJ Control, while on the right the massive speakers can be used to deal out a sonic boom that will rock the world of any pretender.

The Block



Set in the south, this street does not lack any action whatsoever, with a lowrider that will peel out and fishtail into a brawler, a fire hydrant than shoot geysers of water high into the air, and a transformer that can be knocked of the electrical pole, sending out a massive explosion in time with the beat. The central area is devoid of serious hazards

though, so fight there to avoid any serious issues.

106 & Park



With two seriously malfunctioning pieces of equipment in the light rig on the left side of the stage and the boom mike on the right side of the stage, two very active hazards will always be looking to hurt the combatants. Add onto that the tv display that can be broken to reveal serious electrical issues and the pyrotechnics that can be set off on the far right, and the battlefield will quickly become hazardous no matter where the two fighters are locked into combat.

The Penthouse



Another great sound system hazard is found in this arena, though the fireplace on the left is completely unique as it spouts huge fiery pillars of pain. However, the most striking and lethal feature in this pad happens to be the massive window in the back of the office, as it can be the portal for a foe when thrown, sending them down to the street far below, just break the window before trying to send a foe out the window for the quick victory.

Executive Suite



The massive office houses the most insane sound system in the game, which can shake the entire building down around two combatants. On the left of the office is a trophy case which hides a massive, door swinging safe to use on a foe, and the private elevator begins the fight all sealed up, but if the doors are broken, then a header can be forced upon a hapless foe to end the fight in a hurry.

The Rooftop



The two major hazards on the roof is the helicopter that swings its tail rotor into play recklessly, which is joined by the unstable fusebox on the right side of the area. The air conditioning can also be smashed to reveal some hazardous materials to a combatant, as can steam from a broken pipe, making the roof one of the most hazardous places to fight in the entire game.

The Afterhours



Similar to The Club, the go-go dancers can deliver vicious pole kicks, but unlike The Club the light wall and the speakers are on opposite ends of the floor (ie light wall is on the right, speakers are on the left). Although it is similar to The Club, the extra floor space makes it a bit easier to stay further away from the truly scary hazards during a fight, if that is what a fighter wants to do.

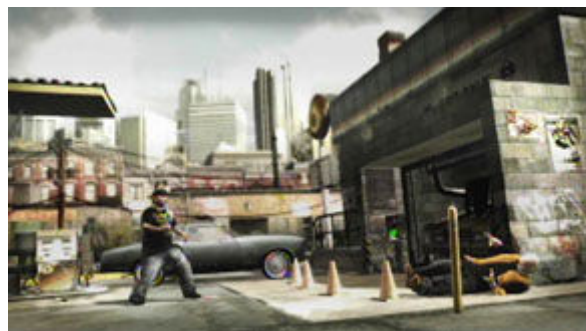
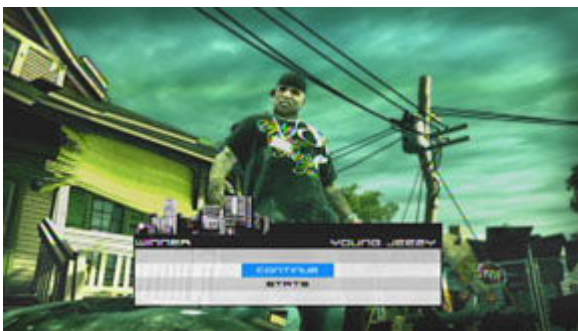
Build a Label



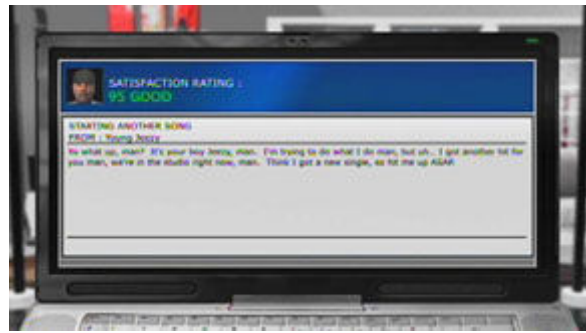
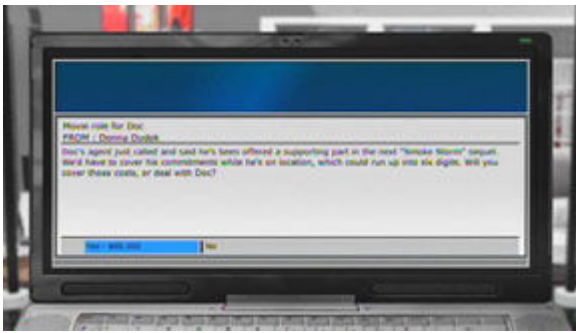
Start out by choosing looks and picking a Fighting Style to make a contender in the hip hop world. Fighting Styles will dictate what a player in the rap game excels at, and what they are poor at, so it is important to consider all aspects before locking your character into that mold. With each style boasting advantages and disadvantages, the different styles assure that each created character Build A Label run will not be the same like any other one.



Most fights will be the created character running errands for his boss and his rappers, beating down any who offend, stalk, steal, or otherwise annoy, dealing out one on one beatings that will result in player haters realizing that maybe they should have some respect. The trick is to learn which combos work great (three weak attacks and then a strong attack, or three weak grabs followed by an Advanced Move will both serve your character well), applying them in the specific circumstances where they are most valuable, quickly whipping most opponents before they know what hit them.



Sometimes the rappers themselves will be the ones doing the fighting, but once again it will be one on one battles. Use the same techniques that work well for the created character, just keeping in mind that their fighting style might differ from the created character, so be ready for some slightly different style of attacks.



- The rappers under your label must be well nurtured, starting by winning them over by spending the necessary cash to get them up to a 100 rating (say YES to their e-mailed requests, no matter how odd some of them are, paying whatever amount they request).
- With this step done, they will begin to record their music, so watch the e-mail for the new song being done, at which point the budget must be set for the new album to drop. The maximum amount that can be spent upon the new album is 1,000,000 for marketing, 150,00 for cost of goods, 1,500,000 for air play, and 350,000 for PR appearances, although these totals are not really accessible until later into the game, so budget wisely with the first few albums. Concentrate on marketing and air time, as they seem to yield the best results for the money that is spent to get the song the recognition and success that will generate large sums of money.
- With this confirmed, watch as the money begins to roll in, moving towards that platinum record sales, increasing the ICON level of your character. This will allow your character to grow in fighting style, prestige and strength, making him more respected and feared amongst his contemporaries.