



## Introduction

Ladies and gentlemen, let's get ready to rumble! EA Sports brings you the latest and possibly greatest boxing series to ever hit the consoles in Fight Night Round 3. While the PS2 version is similar in look and play to the previous game, the Xbox 360 version of Fight Night Round 3 features an unprecedented level of realism with stunning graphics and online play via Xbox Live! For X360 owners, this is the game that you'll need to purchase to show off to your friends how awesome your shiny new console really is!

In this guide, you'll find everything that you need to become the top prize fighter in the world. We've even included some tips when fighting online!



***In this Fight Night Round 3 strategy guide, you'll find:***

- **Basics:** Learn the basics of fighting, as well as some good strategies
- **Career Mode:** Work your way up the ladder and become king of the world!
- **Online Mode:** Read up on secrets and strategies to take on the rest of the universe!
- **Secrets:** Find out what treasures you can find in Fight Night Round 3!

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## Basics

Default Controls			
Action	PlayStation 2	Xbox	Xbox 360
Movement	Left Analog	Left Analog	Left Analog
Total Punch Control	Right Analog	Right Analog	Right Analog
Haymaker	X	A	A
Taunt	SQUARE	X	X
Clinch	TRIANGLE	Y	Y
Illegal Blow	CIRCLE	B	B
Block	R1	RT	RT
Lean	L1	LT	LT
Switch Stance	L2	WHITE	LB

### Total Punch Control

Fight Night Round 3 uses an innovative control scheme dubbed Total Punch Control (TPC). By using the Right Analog Stick, you can select from a variety of punches and fake-outs by using the TPC in conjunction with other buttons. Learning TPC is one of the most vital things to do in the game because while the other configurations that are available give you better punch speed, only TPC will allow you to use fakes, which will come in handy when you face off against human competition.

### Punch Types

There are three classes of regular punches in Fight Night Round 3: Jabs, Hooks, and Uppercuts. It should be obvious if you're a fan of boxing, but knowing the strengths and weaknesses of each punch is essential to success in this game. With every punch that you throw out, your stamina meter will quickly decrease and then build back up again. If you happen to throw out a flurry of punches all at once, your stamina meter will go to zero, and you won't be able to attack for a second or two. This becomes essential to keep in mind when you're in later rounds, as you might put yourself in a position where you can only throw out one or two punches at a time before tiring yourself out.



#### Jab

A quick, straight punch that can be used to attack the head or the body. It has the quickest speed and the longest reach, but it's not a very good punch to use if you're close to your opponent. Jabs make for great 'check' attacks to determine the range you have on an opponent and to prevent them from closing in on you. Aside from the piddling damage they dish out, jabs also have the uncanny knack of exposing you to hooks and uppercuts, both of which will simply blow through any jab to deliver a well-timed smack to the head of its target. While the jab is a necessary punch to use, don't overdo it.



### **Hook**

A sweeping punch that has moderate range, hooks are great for nailing people while they are moving from side to side, as well as after blocking a flurry of punches.

### **Uppercut**

These puppies are the most damaging basic punches in the game, and are great for close quarter combat. There are two downsides to uppercuts though. The first is the range, as any boxer could simply lean back to avoid an uppercut, and then counter with his own attack. The other is that it's a slower punch compared to the hook and the jab, so you can't throw it out there whenever you want to. Finally, it takes a boatload of stamina compared to the jab and the hook; yet another reason not to throw them all the time.

All three punch types can be directed to either the head or the body. While aiming for the head will result in better and more immediate damage, punching to the body wears down the other boxer significantly, and can play a huge role for you down the stretch during a long fight. Welterweight, lightweight and featherweight boxers will all have to use the strategy of wearing down a boxer with body shots, especially if you're facing anyone from a heavier weight division.

## **Hay, Flash and Stun!**

Aside from your basic punches, you also have three special attacks. These are divided into three other categories: Haymakers, Flash KO and Stun Punches. One thing to note about these punches are that they are only available via Total Punch Control. If you're one of those wussies who want to use buttons instead of the analog stick for your punches, you're not going to have access to these amazing weapons of mass destruction.



### **Haymakers**

Every fighter in the game has a different Haymaker, or a Signature Punch as the game likes to call them as well. These punches allow you to do a moderate amount of damage to your opponent, but are slower than uppercuts, and if blocked, leave you open for an uppercut, at the very most. If an opponent tries to hit you with a Flash KO or Stun Punch, you still have time to block.

### **Stun Punches**

Performed by rotating the analog stick 45 degrees down, and then performing a 180 degree turn in the opposite direction, these punches pack a wallop and true to their name, leave your opponent wide open for a limited time. The downside to using a Stun Punch is that they take up a considerable amount of stamina, and if blocked, an opponent can hit you with a punch that is on the same level or less powerful than a Stun Punch.

### **Flash KO**

These are the be-all, end-all of punches. Performed by rotating the analog stick 45 degrees down, and then 90 degrees in the opposite direction, when a Flash KO connects, your opponent will be vulnerable for a KO immediately, despite how little damage they may have taken in the fight. Like Stun Punches, if these punches are blocked, you'll leave yourself open to a heavy counterattack. Worst of all, if this punch is parried, you leave yourself open to a counter Flash KO. Be careful with this!

## Dodging and Blocking

Unless you want to end up on the canvas in less than a minute, it's important to balance your game between a healthy offensive flow and a solid defensive stance. Dodging and Blocking allow you certain benefits, but they also have their disadvantages. It'd be a wise choice to understand what both can bring to your game so that you aren't left at a disadvantage in a fight.



### Blocking

Weathering an opponent's attack with a block is the most basic of defenses. By holding the Block button and then using TPC, you can favour one side for incoming attacks. This allows you to decrease the amount of damage you take from a punch. If you aren't sure where the punch is going to land, you can also perform simple high and low blocks. Blocking also has one distinct advantage over dodging, which is the ability to parry attacks. By tapping Block and the proper direction, you can actually deflect an opponent's punch and counter immediately for some meaty damage. You'll find that 90% of your damage that you dish out after blocks will come after a successful parry.

### Dodging

The one advantage of dodging aside from blocking is that you can totally avoid block damage that you would normally receive if you block a punch. The downside is that you can't avoid jabs or hooks to the body, nor can you effectively counter-attack in many instances. This is because your momentum is different while you are dodging. Your jabs will be a little shorter, and your hooks and uppercuts will have decreased range and power. In general, you should use dodges sparingly, unless you know when a punch is coming, or if you can't afford to take the damage from a block.

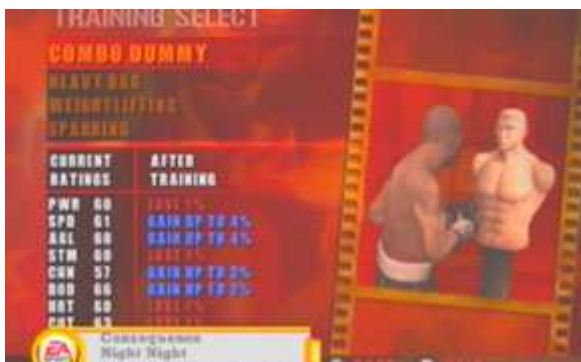


## Career Mode

It's time to climb your way up the ladder of success, but the road ahead of you is tough and—dare we say—next to impossible. Only a select few has what it takes to be the next champion of the world, and those who don't will simply fade into obscurity, or even worse – endorse gardening tools on the Home Life Network. There isn't much to Career Mode that you won't know if you've stepped into the ring a couple of times; your main goal is to fight boxers that are higher ranked than you so that you can move up the ranks. Take on lesser opponents and you'll stagnate.

Training	Career Mode Strategies
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Your boxer's abilities are separated into eight different categories, which are listed below.



<b>Power (PWR)</b>	Determines how hard you can punch your opponent.
<b>Speed (SPD)</b>	Dictates your punching speed.
<b>Agility (AGL)</b>	Determines how fast you can move on your feet.
<b>Stamina (STM)</b>	The higher this is, the more punches you can throw.
<b>Chin (CHIN)</b>	Dictates how glassy your jaw will be after three uppercuts.
<b>Body (BOD)</b>	Determines how much damage your ribs can take after all those body shots.
<b>Heart (HRT)</b>	This tells you how quickly you can recover from a KO, or a beatdown.
<b>Cut (CUT)</b>	This will tell you how easy it is for you to cut someone in a fight.

There are three different training modes in Fight Night, and the game cycles through all of them sequentially before each fight. Each training session allows you to build up your fighter in several different categories. There's an additional fourth option, which lets you spar with a training partner. While you can only choose one mode each time, you can always spar beforehand. Here are some tips to get you started so that you can maximize the amount of points you gain from each session.



### Combo Dummy

This is a relatively easy task. Simply follow the targets and memorize them as they become longer and faster. There isn't too much to this mini-game, so you should have no problem here if you can remember the sequences.

Raises	Lowes
Speed	Power
Agility	Stamina
Chin	Cut
Body	
Heart	

### Heavy Bag

Unlock the heavy bag in the first and second Fight Nights, this one is a simple exercise, where you simply have to hit the heavy bag high or low, depending on where the X marks are located. Hit it as many times as possible before they disappear, and you'll get points.

Raises	Lowes
Chin	Power
Body	Speed
Heart	Agility
Cut	Stamina

### Weightlifting

Out of the three mini-games, this one is the one that requires the most dexterity. You have to push one analog stick up, while the other one is pushed down. You cannot touch the very top of the weightlifting machine, or else your score and streak will be reset. When you start chaining together longer lifts, the zone where you can stop gets smaller and smaller.

Raises	Lowes
Power	Speed
Stamina	Agility
Heart	Chin
Cut	

### Building Your Prize Fighter

With eight categories to choose from, customizing your boxer may become a huge chore. When Career Mode first starts, the opponents that you'll face are rather easy to take care of, even if you're a novice. Because these opponents are mere fodder, it's best to start boosting stats that are related to your punching speed and ability to deal huge damage. Pour your points into power, speed and stamina, because these will be essential to your survival once you start fighting some of the legendary fighters in the game. Build up these three categories into the mid-70s, and then start working on some of the other abilities. Because you can't power up power, speed and stamina at the same time, you'll inherently build up the other abilities as well.



### Cutting Off the Ring

One of the most important aspects of boxing is to know your ring terrain. You'll never want to get caught near the ropes, because it restricts your movement, especially if you find yourself in a corner. In order to keep yourself from being painted into a corner, it's a good idea to continue moving around whenever you're not punching, and if you are just outside the range of your rival's punches. This allows you to use the terrain to your advantage. Against faster boxers, cutting off the ring is the soundest technique you can do. Lightweights love to float around the ring, and by cutting off access to the ring, you can land some heavy blows because they literally have nowhere else to go but straight into your fist.

### Spacing

While controlling the ring is an important aspect to boxing a good fight, it's even more important to learn the concept of spacing. In fighting games, spacing refers to keeping an opponent in your 'comfort zone' so that you can attack with your fullest potential, while they cannot. For boxers with long reach, this means peppering opponents with your straight jabs to keep them at arms length, or to keep your encounters up close and personal if your reach is shorter than your opponent. Spacing also refers to the ability to move in and out of your opponent's 'comfort zone' at will. By taking a step back to avoid a punch instead of dodging or leaning away from it, you can frustrate your foe into making a mistake. Many people that you'll face will automatically step in if you happen to step out. Take advantage of this habit by stepping in at the same time and then unleashing a flurry of jabs to get them scared.



### The Clinch

You'll know when you or your opponent is close to a knockdown when the crowd noise dies down, and heavy breathing commences. Usually, this is the start of some raunchy porno scene, but in Fight Night, it means someone is about to go down. Oh man, that sounded really bad, didn't it? Either way, when it comes to crunch time, the most logical thing to do is go for a clinch. While this is a tactic that will ensure that points will be lost, it's also a move that gives you stamina, which is perfect if you're about to lose.

### Punching Yourself Out

The yellow stamina bar underneath your vitality bar (if you turned it on in the options screen) indicates how many punches you can throw out at one time. Everytime you punch, that bar depletes a little bit before recharging itself. Eventually you'll find that the maximum stamina you have will decrease as a fight goes on. This means you won't be able to throw as many punches in a combo. Like any boxing match, it's important to pace yourself so you don't tire out too quickly in a match. When you're going eight rounds, it's easy to go all out with your punches, but if you're going through a 15 round marathon, the best thing to do is to keep your punches at a minimum by only punching when you have a clear opening. This allows you to keep your stamina up during the later rounds, when fatigue will start to set on both fighters.

### Comboing Your Punches

During the later fights you'll notice that your opponents will become more and more proficient at throwing out multi-punch combos for some major damage, and unless you can match them punch for punch, you're as good as dead. Stringing together a series of punches isn't hard, especially if you're using a non-TPC setup. But without TPC, you're left at a disadvantage because you're easier to read, due to the lack of fake punches. It's totally up to you what control scheme you wish to use, but we would recommend using TPC early on, and then a non-TPC control scheme later on if things get too hairy. Here are some combos to get you started. Please note that these combos are not true combos, in that all of the hits are guaranteed. Rather, they are good examples of how to create a good flow of punches which will allow you to do moderate damage to your opponent in the process.

### Novice Combos

The following combos are fairly easy to use because they all lead with the jab. A quick tap up and followed by a sweeping motion will get you some great results. Use these combos when you're about half a character width away from your foe for optimal results.

1. Right Jab, Left Jab, Left Jab
2. Right Jab, Left Hook
3. Right Jab, Right Jab, Left Hook

### Intermediate Combos

These bad boy combos are a little harder to use because they involve a combination of hooks and uppercuts, which can be a little difficult to pull off consistently with TPC. However, these combos are great for close quarter combat because of the punches used.

1. Right Body Jab, Left Body Hook, Right Uppercut
2. Left Head Hook, Right Body Hook
3. Right Body Jab, Left Body Hook, Right Head Hook, Left Head Hook
4. Right Body Jab, Left Uppercut, Right Jab Head, Left Head Hook

### Expert Combos

Starting off with a counterhit is where you can do some great damage before your opponent can cover up. The beginning of each combo requires you to score a hit that will knock your opponent slightly off balance, or after a parry. If you can do that, nail them with the rest of the combo for additional damage.

1. Left Head Hook, Right Uppercut, Left Jab
2. Left Uppercut, Left Head Jab, Right Head Jab, Left Head Hook
3. Right Uppercut, Left Jab, Left Jab, Right Uppercut

### Keep the judges on your side

Every bout in Fight Night is scored by three judges, just like in a real boxing event. Between each match, you'll see specific statistics on the current fight, which tells you how you're doing on the scorecards, albeit indirectly. The judges in Fight Night are looking primarily for knockdowns, punches that connect, and how many punches you actually throw. Additionally, if you clinch or throw too many illegal blows, you'll be docked marks. If you're the type of person who likes to play keep away with your opponent, keep in mind that this can also cost you the match if you can't knock your rival down.

## Online Mode

### Total Punch Control vs. Button Punching

This is a raging debate amongst Fight Night fans. Total Punch Control, as inventive as it is, cannot compare to the quickness of assigning punches to specific buttons on the controller. On the other hand, using buttons for punches denies you access to some of the best moves in the game, such as the Stun Punch and the Flash KO. The argument here is that using pre-assigned buttons takes away from the difficulty of the game and creates an unfair advantage over those who use TPC online.

A good compromise between the two is to use one of the optional configurations that allow you to use TPC and pre-assigned buttons at the same time. Newcomers to TPC should use this at first so that they can get their feet wet by trying to compete with TPC, and using the buttons to punch if things get too frantic.

### Hit Location

Unlike the CPU, human players cannot react quickly enough to guard against a lot of blows. Because of this, human players will tend to defend their head more often than their bodies, because shots to the head do more immediate damage, while body shots merely wear you down over time. Take advantage of this by burying body shot after body shot, until your opponent smartens up and starts covering his body.

The smartest tactic to use is to deliver a body punch or two and then go upstairs to the head. If your opponent starts favoring his body, go for a straight jab and follow that up with some body shots to keep him guessing.



## Secrets

Xbox 360 Achievements	
Achievement	How to Unlock
Burger King Achievement	Win The Burger King Invitational Fight.
Dodge Achievement	Win the Dodge sponsored fight.
EA SPORTS Achievement	Win any EA SPORTS sponsored fight.
ESPN FNF Achievement	Win any ESPN Friday Night Fight event.
ESPN PPV Achievement	Win any ESPN Pay Per View fight event.
ESPN WNF Achievement	Win any ESPN Wednesday Night Fight event.
Everlast Achievement	Win the Everlast sponsored fight
Under Armour Achievement	Win the Under Armour sponsored fight.

*\* Achievements are for the Xbox 360 version of Fight Night Round 3 only. You won't receive anything in other versions of the game.*

Unlocking Boxer Styles	
Style	How to Unlock
Judge Jab	Beat Joe Frazier with Ali in ESPN Classic Mode
Lethal Uppercuts	Beat a Classic fight with Roberto Duran in ESPN Classic Mode
Sinister Cross	Beat a Classic fight with Roy Jones Jr. in ESPN Classic Mode
Slickster	Beat a Classic fight with James Toney in ESPN Classic Mode
Textbook	Beat a Classic fight with De La Hoya in ESPN Classic Mode
Uptight, and Hard Straights	Beat a Classic fight with Winky Wright in ESPN Classic Mode

### Unlock Legend Packages

By defeating any of the legends in Fight Night Round 3, you'll be able to unlock their package, as well as their punching and base style. You can do this through Career Mode, but the easiest way to do it is through ESPN Classics mode, which lets you participate in both sides of the fight.

### Unlock Arenas

Any arenas that you first visit in Career Mode will be unlocked automatically after the fight, whether you win or lose.

### Unlock The King and Rey Mo

Defeat Rey Mo in Career Mode, and you'll unlock him, as well as his trainer, the Burger King. The Burger King can be selected as a trainer in Career Mode, and he can boost your Heart rating. Go figure! Luckily, he doesn't cost any money to hire! Alternatively, you can enter in YAXKUKMO as your name in Career Mode, and this will also have the same effect.