



## Introduction

It ain't easy livin' the life of a *Def Jam* thug. Between keeping up with the latest fashions and throwing on more platinum bling, you'll have to defend your rep by stepping into the fighting arena and proving that you're no low-rung chump. Unfortunately, the flood of challenges won't stop rushing until you've reached the top of this dog-eat-dog world.



Welcome to the harsh reality of *Def Jam FIGHT for NY*. Beneath the rough exterior of these gritty combatants lies a challenging and surprisingly deep combat system that's just begging to be opened. Chances are, it's this very combat system that's tearing you to pieces right now. If you want to up your fighting technique, check out our guide to *Def Jam FIGHT for NY*, complete with:

- **Basics:** Learn the basics of *Def Jam's* fighting engine, including grappling, defensive, and offensive techniques.
- **Advanced Systems:** Full details on how to KO your opponent no matter which fighting style you choose, and the specifics on dizzies and stunning your

opponents.

- **Fighting Styles:** Strategies and tactics on all five fighting styles—learn which styles are *the best*, and learn how to use them effectively.
- **Arenas:** Before you step onto new battlegrounds, learn their intricacies to best your opponents. Being unprepared is not an option in this deadly turf war.
- **Story Mode:** All the tips and strategies you need to blast through *FIGHT for NY's* in-depth story mode. Learn how to use your skill development points wisely, and how to get the crowd fighting for you.



The flashy life of a Def Jam thug is most definitely appealing, but not quite the life for me. So when I had to design a character with which to take over the Story Mode underworld, I was without inspiration...until I remember IGN Guides intern Colin Moriarty. That boy is so naturally thugged out that I couldn't resist mocking his bad-taste mohawk and signature sagging jeans. To be honest, seeing Moriarty's face being pounded made losing fights much, much easier.

Guide by: Mark Ryan Sallee

## Basics

Before you step into the ring of *Def Jam FIGHT for NY*, you better have a good understanding of the controls of the game. And though everything may seem simple on the surface, it'll take some digging to uncover all the intricacies of the game's nuanced control system. Luckily, we've done the digging for you.

<b>C O N T R O L S</b>	<b>punch</b>	<b>Y</b>
	<b>kick</b>	<b>X</b>
	<b>grapple</b>	<b>A</b>
	<b>run</b>	<b>B</b>
	<b>block</b>	<b>R</b>
	<b>power (modifier)</b>	<b>L</b>

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## GRAPPLING

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With hardcore wrestling roots, the fighting of *Def Jam FIGHT for NY* centers around advanced grappling techniques. Check out our tips below to learn the basics of grappling, and remember that it'll take actual in-the-ring practice before you gain a mastery of the art.

Regular grappling is a two-part effort. First, tap the **grapple** button near an opponent to get your arms up and around his neck. From that position, you have a few options to continue the attack.

- **GRAPPLE ATTACK**

Press either the **punch** or **kick** button to perform a regular grapple attack.

or

Press either **punch** or **kick** button *and* a direction on the **d-pad** or **left thumbstick** at the same time to perform a different grapple. Different directions on the **d-pad** or **left thumbstick** will result in different throws, depending on your character.



Use these grapple attacks when there are no environmental objects nearby. You can usually deal more damage with your other grappling options, though wrestlers and submission artists can benefit greatly from regular grappling attacks.

You can further add damage to regular grappling attacks by using the **power** modifier. Hold down the **power** button while you press the initial **grapple** button to start the grab attack. You'll put the opponent in a hold that looks different from the regular grapple. These power grapples have increased damage and, with kickboxers and wrestlers, are capable of getting KOs.

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- **SHOVE**

Press the **grapple** button *and* a direction on the **d-pad** or *left thumb stick* to shove your opponent in the direction you press.



Shoving opponents is one of the best forms of grappling. Using the shove, you can toss opponents into environmental objects that will give you the opportunity to score major damage. After tossing an opponent into an object, the opponent will be temporarily stunned, letting you approach them for another attack while they slump against the object. You can either attack with **punch** or **kick**, or press **grapple** again for an automated environmental attack. These automated environmental attacks are capable of getting KOs.

Other environmental conditions will lead to other options. If you shove an opponent into the ropes of a boxing ring, they'll bounce off the ropes and fly back towards you. Similarly, shoving opponents into crowds will send the opponent flying back towards you (if you don't attack right away). When an opponent is rushing towards you uncontrollably, press the **grapple** button again to use their momentum against them and perform an automated attack.

Another use for shoving is to put opponents into the nasty grasp of the crowd around you. Shove an opponent into the crowd, and the crowd members will grab the opponent, letting you follow up with a new attack. When an opponent is in the grasp of a crowd member, you can **punch** or **kick** them, or attack with a **grapple**. If you grapple them, you'll execute a tag-team throw attack with the help of the crowd member. If you see a crowd member that's brandishing a weapon, toss an opponent into them for the crowd member to attack your foe for you, using the nasty weapon they have.

You can also use the **power** modifier to enhance shove grapples. If you hold the **power** button while you initiate the grapple and follow up with a shove, you'll shove the opponent further than normal, letting you push them into objects and crowds that are further away.

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- **BLAZE**

- Move the **right analog stick** in any direction to perform a Blaze attack. To do this, you must have activated your Blazin' mode before initiating the grapple.



Blaze attacks are powerful grapples that can absolutely destroy your opponent, and have the ability to knock them out for good. To do them, you first have to build up your momentum meter, the yellow meter that appears below your health bar. When the meter is full, you'll be able to activate the Blaze attack by pressing any direction on the **right thumbstick**. With Blaze activated, press the **grapple** button to initiate the grapple, and simply hit any direction on the **right thumbstick** again.

In the story mode, you can earn and purchase extra Blaze moves and assign them to different directional inputs. To perform the different moves, just press a different direction on the **right thumbstick** when you have the opponent in the initial grapple. Again, Blaze moves are excellently capable of getting KOs.

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## DEFENSE

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Defense in *Def Jam FIGHT for NY* is a bit more complex than your average combat game. Just sitting on the **block** button will only get you pummeled—defense in *Def Jam* is a much more active technique that requires constant reading of your opponents.

- **BLOCK**

Hold the **block** button as an opponent attacks with punches or kicks.



Simply pressing the **block** button is only effective against regular punch and kick attacks. If your opponent is coming at you with a combo of punches and kicks, hold the **block** button to guard against the attacks. When the opponent ends his combo, he'll be open for a counter attack, giving you the chance to unleash a combo of your own or counter with a grapple attack.

- **GRAPPLE REVERSE**

Press either **punch** or **kick** when you see an opponent try to grapple you.



Again, simply holding the **block** button is only effective against punches and kicks. If an opponent goes to grapple you, you'll have to reverse the grapple, throwing their arms off of you and coming back with an attack of your own. To do so, press either the **punch** or **kick** button the moment that your opponent goes to grapple you. You'll shrug off their grab attempt, and knock them back with an attack of your own.

- **REVERSAL**

Press either **forward** or **backward** on the **left thumbstick** and **block** the moment an opponent's attack is about to land.



Reversals are effective against punches and kicks, and they are your only defense against weapon strikes. If you successfully execute a reversal, you'll take your opponent's attack and turn it into an attack of your own. If your opponent happens to have a weapon in hand, a reversal will end with the weapon in *your* hands.

You can use reversals to open up your opponent to an attack. If you successfully reverse an opponent's attack and send them into a wall, they'll be stunned, letting you follow up with an environmental grapple. Reversals also open up opponents to other forms of KO attacks—master the art to master the game.

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## OFFENSE

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While grappling is a huge part of your offensive strategy, it definitely can't be your only fallback. To win in *Def Jam FIGHT for NY*, you'll have to master every combat technique to be well-rounded and always keep your opponent guessing. If you don't vary up your strategy, you'll just make it easy for your rival to counter you—that's never a good thing.

- **WEAPONS**

To grab a weapon from a crowd member, simply walk near him. To grab a weapon from the ground, press the **grapple** button near a weapon.

*and*

To attack with a weapon, press either **punch** or **kick** for a horizontal or vertical attack (respectively).



Using weapons has multiple advantages. The main strength of using weapons is that they are completely unblockable, almost ensuring a direct hit. However, weapon attacks *can* be reversed—if an opponent reverses your weapon attack, they'll end up with the weapon in their hands, and put you on the defensive.

Weapon attacks cannot be comboed, and they're somewhat slow to come out. However, they are capable of getting KOs on opponents in danger, and can turn the tide in a battle.

- **RUNNING ATTACKS**

Hold the **run** button to run and, while running, press either **punch** or **kick**.



Running attacks aren't much more powerful than normal attacks, but they're a very fast way to come up on your opponent and take him by surprise, especially at the very beginning of a match. What property running attacks *do* have over regular attacks is that they are quite capable of sending opponents flying backwards, often stunning them against a wall or sending them into the dangerous grasp of the surrounding crowd.

- **POWER ATTACKS**

While holding the **power** modifier, press either **punch** or **kick**.



Regular attacks are fine and dandy for most instances, but landing a power attack can give you a distinctive edge in the fight. Power attacks are capable of sending opponents



stunned against walls or into crowds, though they're much slower to come out. And for street fighting specialists, power attacks are capable of getting KOs.

Because power attacks are so slow to come out, they're best used to surprise an opponent, and *not* during a combo. If you've knocked an opponent on the ground, wait for them to get up and time your attack so that it meets with their face the moment they're standing. Power attacks are also good follow ups to successful reversals, and against opponents stunned against a wall or held motionless by the crowd.

## Advanced Systems

There's more to the combat of *Def Jam FIGHT for NY* than meets the eye. Behind the bone-crushing animation and the in-your-face attitude lies a fighting engine filled with nuance. Even if you already have a mastery of the controls, it'll take yet more knowledge of the game's inner workings before you can take on the best. Here, before your very eyes, is that elusive knowledge.

### HOW TO KO

If one were so inclined to try, it is quite possible to smash on the punch and kick buttons for hours without ever knocking out an opponent. As important as it is to keep your character healthy during a fight, fact is that having a low life bar is *not* the end of the world in *Def Jam FIGHT for NY*. The health gauge doesn't operate in the same fashion of your typical fighting game—just because your health bar is at zero doesn't mean you're down for the count.



The way the health bar works in *FIGHT for NY* is quite a bit different. Basically, you want to get your opponent's health into the "danger" zone, turning it red—when and only when you get them into the danger zone, you can prepare for a KO attack. There are a number of KO attacks at your disposal, depending on your character's fighting styles.

- **WEAPON STRIKE**  
Nail an opponent with any weapon attack—from a pool stick to an empty beer bottle—while they are in the danger zone and they'll get knocked out.
- **BLAZE MOVE**  
Attack an opponent with your blaze attack while they're in the red and they'll eat a KO. To execute a blaze attack, wait for your momentum meter to fill (under your health bar). Then, activate blaze by tapping any direction on the **right**

**thumbstick.** Press **grapple** near an enemy and then tap any direction on the **right thumbstick** again to execute the attack.

- **ENVIRONMENTAL ATTACK**

Use a grapple toss to stun an opponent against a wall or other environmental object, and press **grapple** again to perform an environmental attack that will knock him out (if he's in the danger zone).

Another form of environmental attack that will KO red-bar opponents is jumping from the top of objects, such as the corners of the Stapleton Center. To get on top of the object, press the **run** button near it. Then, press either **punch** or **kick** from atop the object to leap off and deal a devastating blow. If your opponent is in the red the moment you land with your jumping attack, they'll take a hard KO.



The five core styles of fighting in *Def Jam FIGHT for NY* are more than just for looks. Each style has its own feature method of scoring KOs on opponents in the danger zone.

- **WRESLTERS**

Wrestlers can get KOs by using power grapple moves. Hold the **power** modifier and press the **grapple** button to initiate the power grapple. From there, press either **punch** or **kick** to execute a power grapple that will KO opponents in the red.



You can perform variations of the power grapples by pressing any direction on the **left thumbstick** and **punch** or **kick**.

- **KICKBOXERS**

Kickboxers get KOs through their own brand of power grapples. Hold the **power** modifier and press the **grapple** button to initiate the attack. Then, attack with varying knee strikes by pressing the **kick** button and any direction on the **left thumbstick**. It takes about six or seven knee strikes to initiate the final attack which is strong enough to KO your



opponent—to get to that last attack, your opponent must already be relatively low on health (1/3rd of a life bar or less).

If you try the move before the opponent is low on health, you'll only get in a few knee strikes before your opponent shrugs you off. What's good about the move, however, is that the opponent doesn't have to be in the danger zone when you start it. As long as one of the first six knee strikes puts your opponent into the red, the final devastating attack will count as a KO.

- **STREET FIGHTERS**

Street fighters get KOs very simply: they use a super powerful punch. To execute the attack, hold the **power** modifier and press **punch**. If you nail an opponent who's in the red with a power punch, they'll instantly KO.

Be careful not to get too predictable with this attack, as it's pretty easy to counter if your opponent sees it coming. The best way to land the attack is to wait for your opponent to go on the offensive—pull out a haymaker when they drop their guard and go for their own attack.



- **MARTIAL ARTISTS**

Scoring KOs with a martial artist's unique move is one of the hardest techniques in the game, which is why martial arts is the worst fighting style in the game. To execute their unique move, press the **run** button and rush towards a wall or environmental object. When you're near the object, press either **punch** or **kick** and your character will fly off the wall, coming at your opponent with a powerful attack. If this attack lands on an opponent who is in the danger zone, they will instantly KO.



Unfortunately, it is insanely difficult to pull off this move in an actual match, since the attack doesn't have very good range. Also, running depletes your momentum meter (the meter under your health), which means that you only have two or three shots at executing the move before you have to regain your stamina.

- **SUBMISSION ARTISTS**

Submission artists have a very unique method of winning fights. Instead of waiting for an opponent to get into the red to deal a knockout blow, submission artists can

win fights by forcing their opponents to give up by completely damaging either their arms, legs, or head. Regular punches and grabs won't help you in forcing a submission, though—you have to rely on specific grappling techniques to achieve their unique win strategy.

Hold the **power** modifier while pressing the **grapple** button and hit either **punch** or **kick** and any direction on the **left thumbstick** to execute one of many submission holds. The hold will deplete a certain amount of health from the specific limb that you attack, and each limb has its own health bar. For an opponent to submit, you must deplete an entire limb health bar.



Each limb health bar is completely independent from the other, and they'll deplete at varying speeds. Certain opponents have arms that are weaker than their legs, or heads that are weaker than both. Find which of your opponent's limbs is the weakest, and focus on that for the quickest win.

One thing that makes submission holds so powerful is that, unlike the normal health bar, the health bar of each limb doesn't rebuild itself, letting you take your time with forcing the submission.

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## STUN and DIZZY

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The best opportunities to land attacks without having to worry about being countered is when you either stun or dizzy your opponent. There are multiple ways to lead your opponents into a stun or dizzy, and you'll need to know not only how to get them there but also know what to do with your opponent when you've got them in a defenseless state.

### Stun

A stun will leave your opponent on his feet, but will render him unable to block, counter, or reverse any attack you throw. When your opponent stumbles backwards wildly, they are vulnerable to your attack, though since the stun lasts such a short time you'll have to be super quick to attack before your opponent recovers.



Stun attacks can also send opponents slumped against a wall if they stumble back into one, or get them entangled in the crowd if they step back too far. When an opponent is stunned mid-arena, they will fall down after one attack, making combos impossible. Strike with one fast and powerful attack (or throw) to ensure you capitalize on the opportunity.

- **REVERSAL**

Successfully reverse one of your opponent's punches or kicks and he'll be left in a temporary stun. If your reversal didn't send the opponent too far back, you can quickly nail them with an attack. The best attacks to use are long-range and fast attacks, such as running kicks.

- **GRAPPLE REVERSAL**

Grapple reversals will stun opponents just like a regular reversal will, and give you the same opportunities for attack. Strike back instantly and fast with something long-range, or hope to push your opponent back into a wall or the crowd.

- **WAKE-UP ATTACK**

When you're knocked down on the ground, you can get up while attacking by pressing either **punch** or **kick**. If this attack lands on your opponent, they'll be stunned, though he'll almost always stumble back too far for a follow-up attack. Luckily, the attack will still send opponents slumped against walls, and knock them into the grasp of the crowd.

- **RUNNING ATTACK**

If you nail an opponent with a running attack (performed by pressing **run** and hitting either **punch** or **kick** near your opponent) they'll stumble backwards, stunned. You won't likely be able to follow up with another attack *unless* they get knocked into a wall or the crowd. If they do, the wall or crowd will hold them up, allowing you a free shot at your stunned opponent.

- **WEAPON STRIKE**

Nail an opponent with any weapon and they'll be temporarily stunned, letting you run in for a quick follow-up attack. Since the weapon strike usually leaves your

opponent far away, it'll take a running attack to catch up with them...unless of course they bump into something as they stumble back.

- **GRAPPLE SHOVE**

When you grapple an opponent and shove them away (by pressing the **grapple** button *and* any direction on the **left thumbstick**) they will stumble away, temporarily stunned. It's hard to capitalize on the opportunity, though it is possible to immediately run and kick them in the back if you toss them behind you.

## Dizzy

A dizzy is completely different from a stun, but opens up similar possibilities. Opponents first show signs of a dizzy while on the ground, when their body temporarily convulses on the floor. The affect isn't long, so you'll have to be quick to press **grapple** and force the opponent to his feet. While standing, a dizzied opponent will sway in a circular, letting you do with them what you want. You'll have to be quick, though, as a dizzy is very temporary.



Unlike a stun, however, this temporarily drop in defenses makes them vulnerable to combos (whereas with a stun, the first hit will make the opponent fall). If an opponent is dizzied, you can quickly land a quick couple of punches before going into a grapple and tossing them into a wall or the crowd. Once they're slumped against a wall or crowd, you can then land a power attack, an environmental grapple attack, or any number of other strikes.

A dizzy occurs after a number of hard hits are dealt to your opponent, including combinations of power punches, power grapple attacks, and blaze attacks. If you nail your opponent with a couple of powerful attacks consecutively, check to see if they're dizzied—if they are, you'll have a good opportunity to lay out even more damage.

## Fighting Styles

*Def Jam FIGHT for NY* has five different fighting styles, and while each may not be wildly different from the others, they *do* have their own distinct advantages and disadvantages, as well as their own strategies for fighting. Because of these differences, some fighting styles are definitively better than others, though it's up to you to decide for yourself.

Here are some simple strategies for each of the five fighting styles, along with points on their strengths and weaknesses. We've also ranked the five different styles based on overall effectiveness and strength in the fighting arena. Starting off with the style we think is the best, we present...

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## #1 - STREET FIGHTING

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Except for martial artists, street fighters have the only KO power that does *not* require a close-in grapple. This allows a bit more flexibility in working to get that KO, though the haymaker punch isn't only useful for finishing off weakened opponents.

The haymaker punch (executed by holding the **power** modifier and hitting **punch**) has exceptionally long range, though it's pretty slow to come out. When you connect with the punch, you'll send opponents into stun and they'll stumble backwards. If they get caught in the crowd or slump against a wall, you'll be able to follow up with another powerful haymaker or a grapple of your choice.



The best uses for the punch are when your opponent is just getting up from a fall. Since opponents very often get up and attack at the same time, you can back up out range of their wake-up attack and fire a haymaker punch, timed perfectly to land the moment they're standing. Similarly, the haymaker can be used to punish any missed attack, as long as you time it right. If you suspect an opponent is stepping in for a grab, step back and initiate the haymaker. As their arms whiff the grapple, you'll reward their effort with a fist to the face.

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- **SPECIAL KO**

Street fighters get KOs very simply: they use a super powerful punch. To execute the attack, hold the **power** modifier and press **punch**. If you nail an opponent who's in the red with one of these haymaker punches, they'll instantly KO.

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## #2 - KICKBOXING

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What makes kickboxers so dangerous is their unique ability beat an opponent into the danger zone *and* get a KO with just one attack! Every other style of fighting requires that you hit your opponent with an attack that knocks them into the red danger zone, and then, before his health refills, hit him with another attack to achieve the knockout.

The move that gives kickboxers this distinct advantage is their KO attack, a power grapple that requires a series of knees to the face, followed by a powerful kick at the end. That powerful kick at the end is the only hit in the power grapple combo with the capability of causing a KO, as the preceding knee strikes only wear down the opponent's health. If you grapple an opponent who's health bar is green, you can use those first knee strikes to whittle their health into the red danger zone. As long as they're in that danger zone before your character executes the final kick, the powerful foot-to-face strike at the end of the grapple attack will KO them without ever ending the initial grapple.

The concept is a bit difficult to grasp, though once you see it in action it will make more sense. Essentially, this gives a kickboxer the ability to KO an opponent with one less necessary attack (though the advantage is bigger than that may sound). Furthermore, this power grapple with knee strikes can be used in other dangerous ways, wreaking even more havoc.

Certain style combinations (such as kickboxing + submission, kickboxing + street fighting, etc.) give kickboxers even more advantages. When you execute their power grapple (**power** modifier *and* **grapple**, then **kick**), you can execute a series of knee strikes which, at any time, can be interrupted with another grapple that the opponent cannot counter. With skills in submissions, a kickboxer can start the power grapple with knees, and then hit **punch** to stop the knee strikes and instead take the opponent to the ground for a submission hold. Kickboxers will skills in street fighting can start with knee strikes and interrupt the power grapple (again, by pressing **punch**) with a devastating punch attack (which also has KO power). You can also interrupt a power grapple with a toss, shoving opponents into environmental hazards after giving them a few knees to the dome, or even with a blaze attack if you activated your blaze before starting the power grapple.





Unfortunately, kickboxers aren't quite as versatile as street fighters (though they are arguably more dangerous). Because their KO capacity lies within a grapple, you're forced to get in close and have to hope that your opponent doesn't reverse your grapple attempt.

#### ○ **SPECIAL KO**

Kickboxers get KOs through their own brand of power grapples. Hold the **power** modifier and press the **grapple** button to initiate the attack. Then, attack with varying knee strikes by pressing the **kick** button and any direction on the left thumbstick. It takes about six or seven knee strikes to initiate the final attack which is strong enough to KO your opponent—to get to that last attack, your opponent must already be relatively low on health (1/3rd of a life bar or less).

If you try the move before the opponent is low on health, you'll only get in a few knee strikes before your opponent shrugs you off. What's good about the move, however, is that the opponent doesn't have to be in the danger zone when you start it. As long as one of the first six knee strikes puts your opponent into the red, the final devastating attack will count as a KO.

## #3 - WRESTLING

Wrestlers have just about the most straight-forward approach to getting KOs, but that doesn't make it less effective. The special KO is achieved through power grapples, though these power grapples are useful beyond just scoring KOs.

To perform a wrestler's power grapple, hold the **power** and press the **grapple** button. From the grapple position, press either **punch** or **kick** and direction on the **left thumbstick**. Power grapples cause massive amounts of damage and even have the potential to cause dizzies on your opponents, making it super easy to chain together grapple attacks that your opponent cannot counter.



A good tactic is to wear down your opponent with short punches and power grapples and, when they're dizzy, pick them up and toss them into a wall or into the crowd. After they've smashed into the wall, they'll be stunned again, letting you run up for a third grapple attack.

Like kickboxers, though, a wrestler's signature KO move isn't as versatile as a street fighter's, which can make you predictable. Either mix in some street fighting with your characters, or be sure to frequently use the environment to your advantage. The biggest problem a wrestler can face is becoming predictable.

- **SPECIAL KO**

Wrestlers can get KOs by using power grapple moves. Hold the **power** modifier and press the **grapple button** to initiate the power grapple. From there, press either **punch** or **kick** to execute a power grapple that will KO opponents in the red.

## #4 - SUBMISSION

Submission artists have the unique ability to force opponents to quit the fight well before their health bar is in the danger zone. Their unique way of ending the fight has some major advantages, though it also has disadvantages.

The way submission holds work is that they damage the health bar of the individual body part you target (there are three areas to target: head, arm, and leg). These body part health bars operate completely separately from the opponent's main health bar, and can wear out well before the main health bar reaches zero. When just one of these body part health bars is empty, the opponent is forced to submit, giving you the win.



Both advantages and disadvantages lie within the fact that the health bars of the body parts are separate from the main health bar. The main advantage is that, unlike the main health bar, these body part health bars *do not regenerate*. Because of this, submission artists benefit from forcing a fight to last a very long time—your health main health will regenerate, but your opponent's weakened limbs will not regain their vitality.

The disadvantage is that no matter how low your opponent's main health bar is, you won't be able to use your character's special KO ability unless one of their body part health bars is low. Using regular punches, kicks, grapples, and environmental attacks does not damage your opponent's body part health bars—if you want to win the match by forcing your opponent to submit, you'll have to successfully execute a *number of* submission holds on the same body part.

This makes fights with a submission artist a two-dimensional event. If you play your game right, you could force your opponent into a situation where they face a loss due to a regular KO *or* to a submission hold.

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- **SPECIAL KO**

Submission artists have a very unique method of winning fights. Instead of waiting for an opponent to get into the red to deal a knockout blow, submission artists can win fights by forcing their opponents to give up by completely damaging either their arms, legs, or head. Regular punches and grabs won't help you in forcing a submission, though—you have to rely on specific grappling techniques to achieve their unique win strategy.

Hold the **power** modifier while pressing the **grapple** button and hit either **punch** *or* **kick** and any direction on the **left thumbstick** to execute one of many submission holds. The hold will deplete a certain amount of health from the specific limb that you attack, and each limb has its own health bar. For an opponent to submit, you must deplete an entire limb health bar.

Each limb health bar is completely independent from the other, and they'll deplete

at varying speeds. Certain opponents have arms that are weaker than their legs, or heads that are weaker than both. Find which of your opponent's limbs is the weakest, and focus on that for the quickest win.

One thing that makes submission holds so powerful is that, unlike the normal health bar, the health bar of each limb doesn't rebuild itself, letting you take your time with forcing the submission.

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## #5 - MARTIAL ARTS

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Martial artists have—by far—the most useless KO technique in the game, which is why they rank a distant last in the hierarchy of fighting styles. This lack of a useful special KO technique sends negative ripples throughout a martial artist's fighting strategy, severely damaging their overall effectiveness.



Because their flying reflex KO attack is so worthless, martial artists do not have a reliable source of heavy damage at any point in the fight. Whereas the other fighting styles can use their special KO techniques to cause tons of damage before the opponent is even in the danger zone, martial artists have only the environment—they don't have a powerful punch or kick attack, and they don't have any heavily damaging grappling attacks. This makes martial artists incredibly impotent throughout the entire fight, a fact that's made worse when going for KOs.

- **SPECIAL KO**

Scoring KOs with a martial artist's unique move is one of the hardest techniques in the game, which is why martial arts is the worst fighting style in the game. To execute their unique move, press the **run** button and rush towards a wall or environmental object. When you're near the object, press either **punch** or **kick** and your character will fly off the wall, coming at your opponent with a powerful attack. If this attack lands on an opponent who is in the danger zone, they will

instantly KO.

Unfortunately, it is insanely difficult to pull off this move in an actual match, since the attack doesn't have very good range. Also, running depletes your momentum meter (the meter under your health), which means that you only have two or three shots at executing the move before you have to regain your stamina.

## Arenas

With twenty different fighting arenas, you'll have to master all the techniques of fighting in *Def Jam FIGHT for NY*. Each arena has its own characteristics, forcing adaptation and improvisation in your fighting style. To make matters easier on yourself, it's good to know what kind of strategies you can use before diving into an arena, and we're here to help.

### FOUNDATION



- Toss opponents into the pillars and large speakers for environmental grapples.
- The dense crowd acts as a cushion around the rest of the arena. Knock opponents into it and catch them as they bounce back towards you.
- The crowd gives out weapons sparingly, depending on how the fight is progressing. If you see a long-range weapon (such as a broom or bat), grab it!
- The only places for martial artists to jump from are the four corners—you can run up the pillars and leap off for the KO attack.

## GUN HILL GARAGE



- The cars provide some weird angles for slamming opponents into, but make for great environmental grapple attacks.
- After beating up on the back of a car, the muffler may fall off. You can pick up the muffler and use it as a nasty weapon.
- The bottom half of the arena is filled with the crowd, who'll give you plenty of weapons to work with.
- Press the **run** button when near the hood of a car to jump on top of it.
- Martial artists can perform flying attacks off of the sides of the cars.

## GAUNTLET



- Since the arena is so small, you can grapple toss an opponent into a wall from every part of the mat.
- There are no weapons to grab, forcing a reliance on environmental grapples. Slam opponents against the walls for max damage.
- Martial artists can use any wall to execute their flying KO attack.

## THE TERROR DOME



- The metal stumps in the center of the arena serve as excellent environmental hazards, and make it so that there is something to slam opponents into no matter *where* you grapple them.
- There are no weapons, making environmental attacks a must.
- Press **run** near one of the metal stumps to jump on top of it. From there you can perform a leaping attack.
- Martial artists can leap off of any of the four outer walls for a KO attack.

## HUNT'S POINT SCRAPYARD



- The first time someone gets slammed into the dumpster to the right, a pipe will fall down that can be used as a weapon.
- The crowd at the bottom of the arena deals out *plenty* of long-range weapons. Make use of them.
- Any of the surrounding objects that are *not* people can be used for environmental grapple attacks.

- Martial artists can use the tow truck and the bull dozer to execute their KO attack.

## CLUB MURDER



- Since the arena is so small, you can grapple toss an opponent into a wall from every part of the mat.
- There are no weapons to grab, forcing a reliance on environmental grapples. Slam opponents against the walls for max damage.
- Martial artists can use any wall to execute their flying KO attack.

## CROW'S OFFICE



- You can smash opponents into the windows at the top of the arena. The third time a window is smashed into will shatter the window, and the person being smashed will fly out, instantly losing the battle.
- There are no weapons to speak of, forcing reliance on environmental hazards.
- Martial artists can fly off of only the wall with the windows.



## THE HEIGHTS



- You cannot perform any environmental grapple attacks in this arena except on the two portions of the wall that do not have barbed wire above them (right next to the crowd).
- After tossing an opponent into the walls of the alcove to the left, they will bounce off and fall to the floor—there is no chance for any follow-up attack.
- The weapons the crowd hands out are mostly short-range, making them not quite as useful as others.
- Martial artists can perform their KO attack off of any of the three walls to the left.

## SYN ENERGY POWER PLANT



- The only areas for environmental grapple attacks is on the walls, on the left and right sides of the arena.
- You'll have to use the crowd to your advantage in this arena, or stick to straight-up fighting in the center.
- The crowd gives out weapons only sparingly.

- Martial artists can perform their KO attack off of either wall.

## 125 STREET STATION



- Knock opponents down onto the train tracks—if they're down there when the train comes, they'll instantly KO.
- The first train comes at about 55-60 seconds on the clock. The second comes around 2:00-2:20.
- If an opponent doesn't fall off the ledge just by shoving them, give them a light punch tap as they're off balance.
- Martial artists can perform their KO attack off any pillar, as well as the gates at the bottom of the arena.

## RED ROOM



- Throwing opponents against the ropes won't let you go for an environmental grapple—they'll just rebound off the ropes and come towards you. Tap **grapple** after throwing them against the ropes to catch them with an alternative attack.

- You can get environmental grapples by tossing opponents into the *corners* of the ring. They'll slump in the corners, letting you come up for the attack.
- Press the **run** button near a corner to jump on top of the ropes, where you can execute a flying attack.
- Martial artists can perform their KO attack off of any of the ropes.

## CHOPSHOP



- Press **run** near one of the four corners of the ring to jump on top of the fencing.
- This level is unique in that the walls that serve as environmental hazards are also sources of weapons from the crowd behind the walls.
- Martial artists can perform their KO attacks from any of the four sides of the fence in the arena.

## THE LIMIT



- The crowd dishes out pool sticks that serve as awesome weapons. Or you can shove an opponent into a crowd member that's standing next to another with a pool stick, and let the crowd do the damage for you.
- The environmental hazards are fairly sparse, and require some precise shoving. When trying to shove an opponent into an object, be prepared for them to land in the crowd instead.
- Martial artists can perform their KO attack off of either pillar (at the top of the arena) or off the pool table to the right.

## THE PIT



- If the boards on the wall to the left or right are broken, your opponent won't slump up against the wall when you throw them into it.
- Press **run** next to the sand bags in the lower right corner of the arena to jump on top.
- The crowd gives out some nasty weapons, including a sledgehammer—if your opponent grabs one, make sure to reverse his attack!
- Martial artists can perform their KO attack off of either the left or right wall, whether they're cracked or not.

## 7th HEAVEN



- The only weapons in the arena are the beer bottles placed atop the ring's outer fencing. As the fight goes on, the crowd will put more bottles up for grabs.
- You can get some special environmental throws by grappling near the bottles.
- The entire outer ring can be used for great environmental grapples.
- Martial artists can perform their KO attack from any corner of the ring's outer wall.

## CLUB-357



- The four corners of the ring are the only places where you can perform environmental grapple attacks.
- Press **run** near one of the four corners to jump on top of the ropes, where you can perform a leaping attack capable of KOs.
- If you shove an opponent into the ropes, they'll only bounce off—get ready for them as they helplessly stumble towards you.
- Martial artists can perform their KO attack off of any of the ropes, even in the corners.

## THE DRAGON HOUSE



- If you smash an opponent into one portion of the outer fencing three times, it will break away. The next time you toss them at that area, they'll lose balance—one punch will shove them off the edge for a ring out, and you'll win.
- There are no weapons, forcing the use of the walls for environmental grapple attacks.
- Martial artists can perform their KO attack off of any of the four walls in the arena.

## BABYLON



- Knock opponents into the walls on either side of the arena for environmental grapples.
- The first time you throw an opponent into one of the rear pillars with lights, they'll just slam into the lights and bounce off. When the lights are broken, you can then use the pillars for environmental grapples.
- Use the crowd to your advantage here, and grab their long-range weapons (such as pool sticks).

- Martial artists can perform their KO off of the pillars in the back, as well as the walls on either side of the arena.

## RED HOOK TIRE CO.



- The arena is completely encircled in fire—toss an opponent into the fire, and they'll bounce off the "wall" and fall down. You can not hit them before they fall.
- You can use the two pillars in the upper part of the arena for environmental grapples, which are significantly more damaging than throws into the fire.
- Even just standing close to the fire will drain your health slowly.
- The fire *can* KO an opponent that's in the red.
- There is no where for martial artists to perform their KO attack.

## STAPLETON ATHLETICS



- Tossing opponents into the ropes will force them to bounce off and back towards you—prepare yourself for a follow-up grapple or heavy strike.

- You can perform environmental grapples by tossing opponents into the corners of the ring.
- Press **run** near one of the four corners of the ring to jump onto the turnbuckle, from where you can perform a KO attack.
- Martial artists can perform their KO attack from any part of the outer ring.

## Story Mode

The story mode of *Def Jam FIGHT for NY* is the heart of the game, and it's a rough and constant battle to the top of the underground world. You'll have to exercise all of the strategies and tactics detailed in the earlier portions of this guide to make it through.

Of course, pure fighting talent won't pave the road to success without a bit more specific knowledge of the story mode. Below are all the tips you'll need to fight your way through this grueling nightmare, including strategies on competing in free-for-all battles, and helpful suggestions for spending your development points most wisely.

## YOUR FIGHTING STYLE

Immediately after picking your character's visual style, you're left to make a decision that will affect the rest of your thug life—you choose the fighting style that will be your core. Though four of the five styles definitely have their advantages (the fifth, martial arts, is just about worthless), not all are best to start out with.



To start out your underground fighting career, choosing the street fighter style will make your first fights easier than with any other style. The versatility and power in a street fighter's haymaker punch will make early fights a breeze, and will let you quickly build up enough dev points to power up your character and learn other styles.

If street fighting isn't your thing, the next best style to start with is wrestling. Wrestlers have the power early on to wear down opponents, though because they're not as



versatile as street fighters you'll have to hope that your opponents don't use too many reversals.

As you earn more dev points and want to expand your fighting styles, it's important to add a style that will increase your versatility. The best combination of styles is street fighting and kickboxing—if you can master those styles, you'll have the tools to beat any opponent in the game.

For more details on the strengths and weaknesses of each fighting style, check out the [Fighting Styles](#) portion of our guide.

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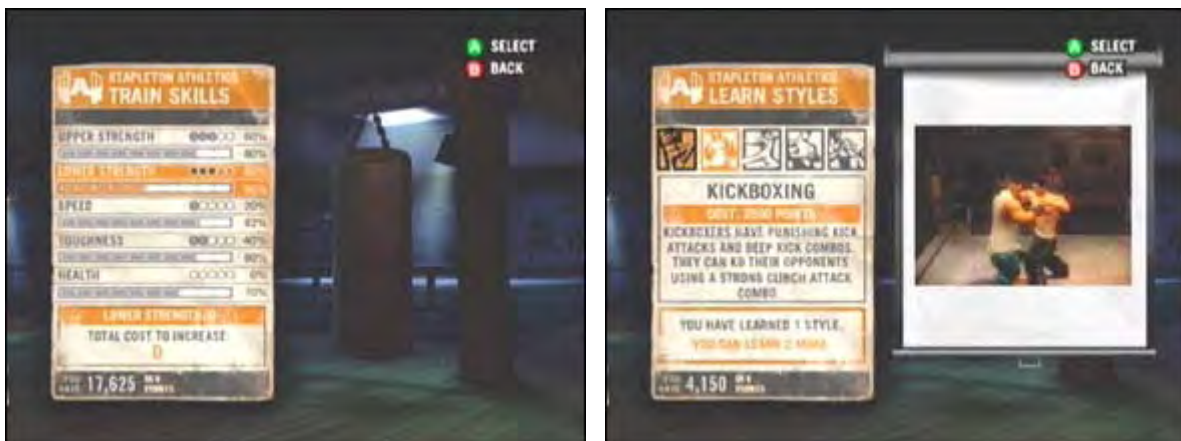
## SPENDING DEV POINTS

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As you fight your way through the story mode, you'll earn fighter development points that you can spend to increase the strength of your character. There are three basic ways you can spend your development points—to train your skills, learn new fighting styles, or learn new blaze moves—and it's important to know which will give you a better chance of dominating in the fighting ring.

### Train Your Skills

The absolute *best* way to spend your dev points is to train your skills, boosting your stats in areas such as speed, upper body strength (punch attacks), lower body strength (kicks), etc. As you progress through the game's story, your opponents become increasingly strong in all areas and the only way to match them is to boost your own stats.



Before bothering with other ways to spend your dev points, train your skills. When you've built up your stats so high that it starts costing a lot of dev points to go any further, *then* you can start worrying about the other, less-consequential things.

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## Learn New Styles

It's very important to diversify your fighting tactics in *Def Jam FIGHT for NY*—become too predictable, and your opponents will be able to reverse every attempt you make to go for KOs. Luckily, adding fighting styles to your repertoire doesn't cost a lot of dev points.

After you've boosted your stats with the first few thousand dev points you get, splurge and purchase a new fighting style. Depending on the style you chose at the beginning of the story mode, you should pick a complementary style to broaden your list of skills.

You can learn a total of three different styles (including the style you originally picked when creating your character), though it's really only important to learn two. Picking a third style can definitely help your fighting, but should be reserved for late in the story mode (50% complete or later) to maximize effectiveness. Check the table below for advice in picking new styles.

STARTING STYLE		SECOND STYLE		THIRD STYLE
Street Fighting	>	Kickboxing	>	Wrestling
Wrestling	>	Street Fighting	>	Kickboxing
Submission	>	Street Fighting	>	Kickboxing
Kickboxing	>	Street Fighting	>	Wrestling
Martial Arts	>	Street Fighting	>	Kickboxing

...In other words, don't pick martial arts for anything.

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## Learn New Moves

The third way to spend your development points is to buy new blaze attacks, and while it's definitely cool to have variety of attacks with which to pummel your foes, it doesn't actually help your chance at beating the game. Every blaze attack deals the same damage as the others, which makes having more than blaze attack, technically, useless.



Since you won't benefit from having more than one blaze attack, there's no reason to waste your dev points here unless you're not worried about the rest of your stats.

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## FIGHT STRATEGIES

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Throughout your fighting career, you'll participate in a number of different challenges that will test all of your skills. For some strategies on these different events, read below.

### One-on-One Battles

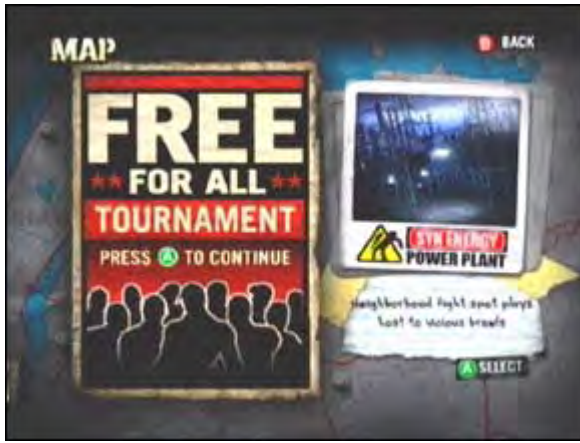
Roughly 80% of your battles will be one-on-one fights under normal conditions. These fights are obviously the most straight-forward, and will make the best test of your fighting skills.

The best mode of play is to fight hard and aggressively. Your opponents have no problem playing the waiting game with you, and will almost always wait for you to make the first moves. Stay on the offensive, and don't let up with your bombardment of attacks. It's easiest to get the upper hand early in the fight, which should also earn you a blaze attack. After nailing your opponent with the blaze attack, quickly rush up to them while they're dizzy on the floor, and execute your final KO attack to win the match.

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### Free for Alls

Occasionally, you'll be invited to participate in a free for all tournament. Each round pits four fighters against each other at the same time, and the last man standing wins the fight.



The best way to play these fights is to wait 'em out. In just about every fight, you can run to the corner, hang out, and watch the other three combatants pummel each other. Wait for them to KO each other, leaving only one already-beaten soldier left to challenge you. From there, just fight it like you would any normal one-on-one match—since your opponent should already be heavily wounded, you'll have an easy fight.

The one downfall to this strategy is that you won't earn as much money from performing cool moves. However, you'll have such a greater chance of winning that the lacking cash will be forgotten when you easily win the event.

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## Team Matches

When you get to fighting with a partner, taking on two opponents, the most important thing to ensure is that you *never* get left having to take on two opponents by yourself.

When the fight starts, pick an opponent to focus on and pound him! You can almost always leave your ally to himself without having to worry, letting you focus on the other. Be aggressive like you would with any one-on-one match and try to KO him before your teammate gets into trouble.

And even though your teammate is usually okay on his own, it's still important to pay attention to his health bar to make sure he doesn't get crushed. If you see your teammate in danger, *quickly* run to his rescue, grapple his opponent from behind, and work to give your teammate the upper hand. When your ally is back on his feet, resume your focus on one opponent, and try to keep your battle separate from your teammate's.

When you get down to just one opponent, team-up with your partner in a relentless beating. If your partner activates a blaze attack, lay off the opponent and let your teammate get in for the grapple.

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## Demolition Matches

On just one occasion, you'll battle against Magic in a parking lot featuring both of your expensive rides. And while the one-on-one battle will play out as usual for the most part, there is one interesting and new aspect at play: your cars! You can get your KO as per usual, *or* you can win the fight by completely demolishing your opponent's ride.



To damage your opponent's car, perform environmental grappling attacks that slam them into his vehicle (his is on the right, yours on the left). Mess up multiple parts of their car to total the car, and win the fight before forcing the KO. You'll have to watch out, though—he can win the fight the same way. Do your best to keep the fight on *his* side of the parking lot to make sure that your ride is safe. Your opponent is much less likely to perform any environmental grapple attacks if the only object is his own ride—and even if he does slam you against his car, he's only working himself closer to a loss.

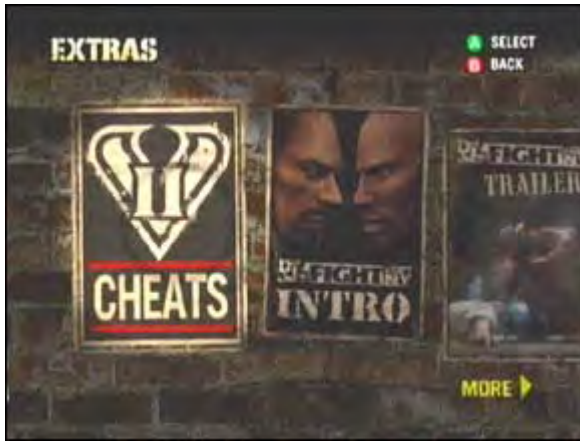
## Secrets

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### CHEATS

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To enter the following cheats, choose "EXTRAS" from the main menu and then "CHEATS"—just enter the cheat codes as they appear and hit "DONE" to get the desired effect.



CHEAT CODE	UNLOCKS
DUCKETS	100 reward points
CROOKLYN	100 reward points
THESOURCE	100 reward points
GETSTUFF	100 reward points
NEWJACK	100 reward points
LOYALTY	Song: "Afterhours" - Nyne
MILITAIN	Song: "Anything Goes" - C-N-N
BIGBOI	Song: "Bust" - Outkast
CHOPPER	Song: "Chopshop" - Baxter
CHOCOCITY	Song: "Comp" - Comp
AKIRA	Song: "Dragon House" - Chiang
PLATINUMB	Song: "Get it Now" - Bless
GHOSTSHELL	Song: "Koto" - Chiang
GONBETRUBL	Song: "Lil' Bro" - Ric-o-che
KIRKJONES	Song: "Man Up" - Sticky Fingaz
RESPECT	Song: "Move" - Public Enemy
POWER	Song: "Original Gangster" - Ice T
ULTRAMAG	Song: "Poppa Large" - Ultramagnetic MCs
SIEZE	Song: "Sieze the Day" - Bless
CARTAGENA	Song: "Take a Look at My Life" - Fat Joe
PUMP	Song: "Walk with Me" - Joe Budden

## STAGE FATALITIES

On certain stages, you can perform special stage fatality moves to end the fight. To perform these moves, you must first be in one of the stages that works with the trick

(Crow's Office or 125 Street Station). Then, you must perform a blaze attack on an opponent whose health bar is red. Instead of the normal blaze attack coming out, you'll perform the stage-specific KO to win the fight.

