SEGA™

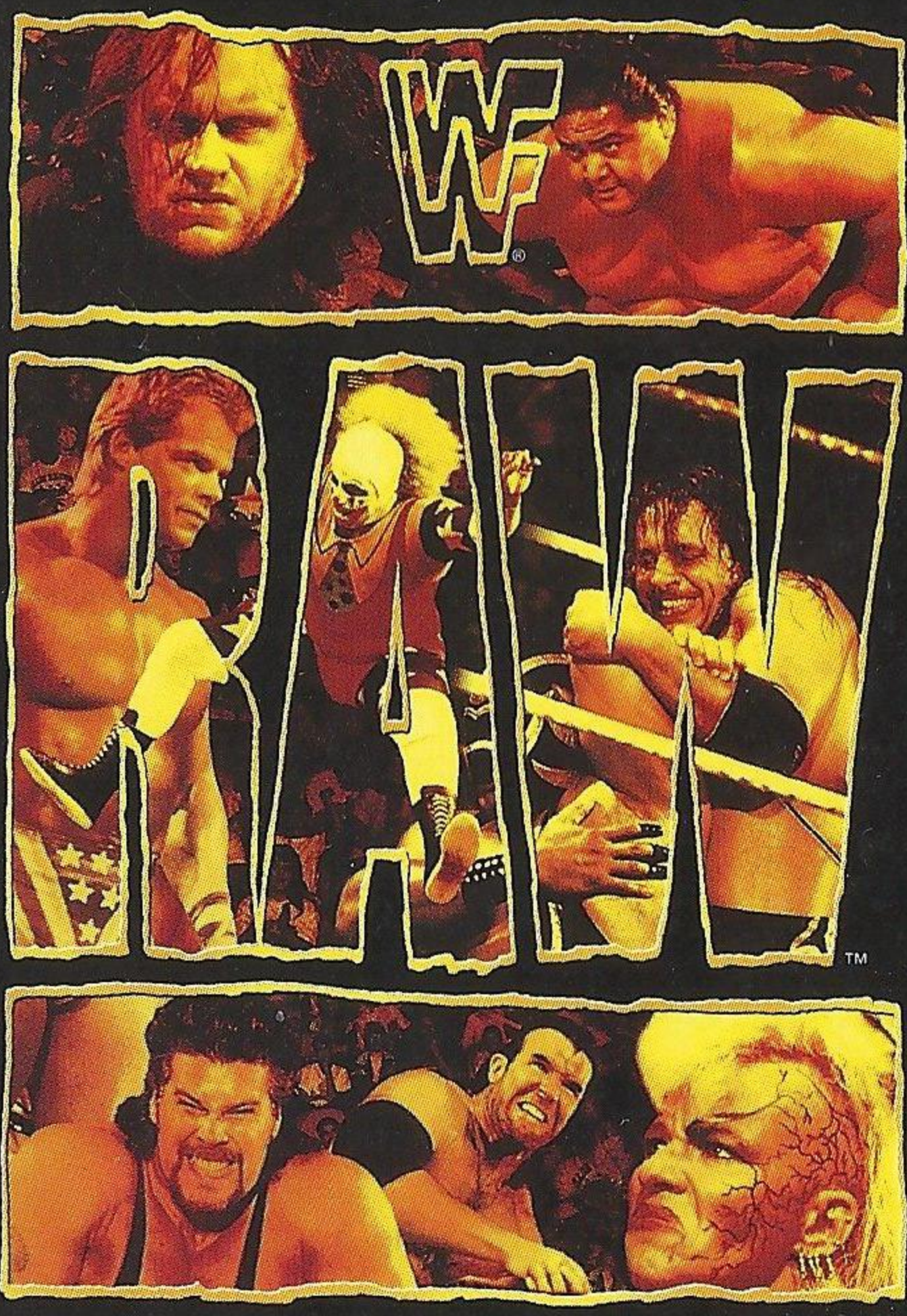
32X™

GENESIS™

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

WORLD WRESTLING FEDERATION®



™

INSTRUCTION MANUAL

OFFICIAL WF WORLD WRESTLING FEDERATION LICENSED PRODUCT

Acclaim® entertainment, inc.

KIDS TO ADULTS
AGES 6+
™

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS 32X™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM combined with GENESIS 32X™.

HANDLING YOUR CARTRIDGE

- The Sega Genesis 32X Cartridge is intended for use exclusively with the Sega™ Genesis™ and Genesis 32X™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

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DO YOU LIKE YOUR WRESTLING RAW™?

Do you like your wrestling wild and furious? Are you prepared to experience the most realistic mat action ever? Are you ready for the next generation in professional wrestling excitement? Then you're ready for WF RAW™ !

All the greatest superstars of the World Wrestling Federation®'s New Generation of wrestlers are here, from The Heartbreak Kid Shawn Michaels™ and the awesome 7-footer Big Daddy Cool Diesel™ to the Bad Guy Razor Ramon™ and the Excellence of Execution Bret the "Hit Man" Hart™!

You can battle in one-on-one or tag team action, wage war in a wild six-on-one handicap bout, take part in a brutal Royal Rumble®, engage in the four-on-four fury of the Survivor Series®, or play your own singles or tag team tournament action!

No matter how you play, WF RAW™ provides the grittiest action ever! Battle in and out of the ring! Unleash spectacular aerial maneuvers! And add a series of incredible MegaMoves to your repertoire!

It's the wildest wrestling action you've ever seen! It's a New Generation in pure wrestling excitement! It's all-new, all-action, all-raw! It's WF RAW™!

BEFORE THE OPENING BELL

LOADING:



1. Set up the SEGA™ GENESIS 32X™ as described in its instruction manual.
2. Plug a Sega™ controller into control port 1 on the Sega™ Genesis™. To play a two-player game, plug a second controller into port 2. If you'd like to play a team game, you will need a Team Player™ Multi-Player Adaptor (sold separately). Connect the left cable of the Team Player™ to Control Port 1 of your Sega™Genesis™. You may then connect up to four Sega™Genesis™ Control Pads to the Team Player™.
3. Make sure the power switch is OFF.

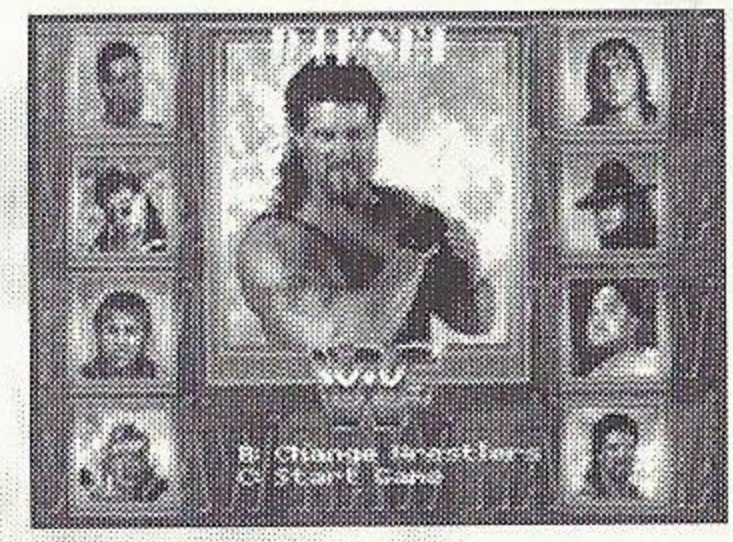
4. Insert your Sega™ Genesis 32X™ WF® RAW™ Game Cartridge into the cartridge slot and press it down firmly.
5. Turn the power switch ON. When you see the game title screen, press the START BUTTON.

SO MANY WAYS TO WRESTLE RAW™!

With WF® RAW™, you have dozens of ways to play! Compete in singles or tag team action, RAW™ Endurance matches, Royal Rumble® or Survivor Series® bouts, or tournament play! After loading your game cartridge and pressing the START BUTTON, you will see the first of several selection screens. Press the D-BUTTON to highlight your choice on each screen. Press the C BUTTON to select. You can go back to a screen by pressing the A BUTTON. WF® RAW™ senses how many controllers are plugged into your Sega™ Genesis™. If you wish to add more, do so, then press reset.

- **CHOOSE THE NUMBER OF PLAYERS YOU WANT**
  Choose from one to four players.

- **CHOOSE THE TYPE OF MATCH YOU WANT:**
  (a) ONE-ON-ONE (either one-fall, brawl, or tournament format)
  (b) TAG TEAM (either one-fall, brawl, or tournament format)
  (c) BEDLAM (either one-fall, brawl, or tournament format)
  (d) SURVIVOR SERIES®
  (e) ROYAL RUMBLE®
  (f) RAW ENDURANCE MATCH
  (g) REMATCH



- **CHOOSE THE DIFFICULTY LEVEL AT WHICH YOU WANT TO PLAY**
  (on a 1 to 10 scale, with 10 being the hardest)

- **CHOOSE WHETHER YOU WANT TO SELECT YOUR OPPONENTS OR HAVE THE COMPUTER CHOOSE THEM.**

- **CHOOSE WRESTLERS**

Press LEFT or RIGHT on the D-BUTTON to scroll through all 12 wrestlers. Press the A BUTTON to get to the attributes screen, which displays a given wrestler's Speed, Strength, Stamina and Weight.

Press the B BUTTON to return to the options screen, or the

C BUTTON to select a wrestler. Once you've selected your wrestler(s), you may change any wrestler by pressing the B BUTTON. Press the C BUTTON to start wrestling.

ATTRIBUTES

Just as every wrestler in the WWF is different, so is every wrestling game. Only WWF RAW™ brings each individual wrestler's true attributes to life, making this the rawest, most realistic wrestling around! RAW™ takes into account the most important aspects of a wrestler's ring abilities, so you can be sure that all the action is as close to real as can be!

While selecting a wrestler, press the A BUTTON to see his or her attributes screen. Each wrestler is rated on Speed, Strength, Stamina and Weight using a 1 to 10 scale, with 10 being the highest. A wrestler's unique combination of attributes reflects his or her degree of both mental and physical toughness, affecting his or her wrestling style and strategies.

SPEED determines how quickly the wrestler can maneuver.

STRENGTH measures a wrestler's overall might, an important indicator of a given grappler's power when punching, kicking or doing power moves.

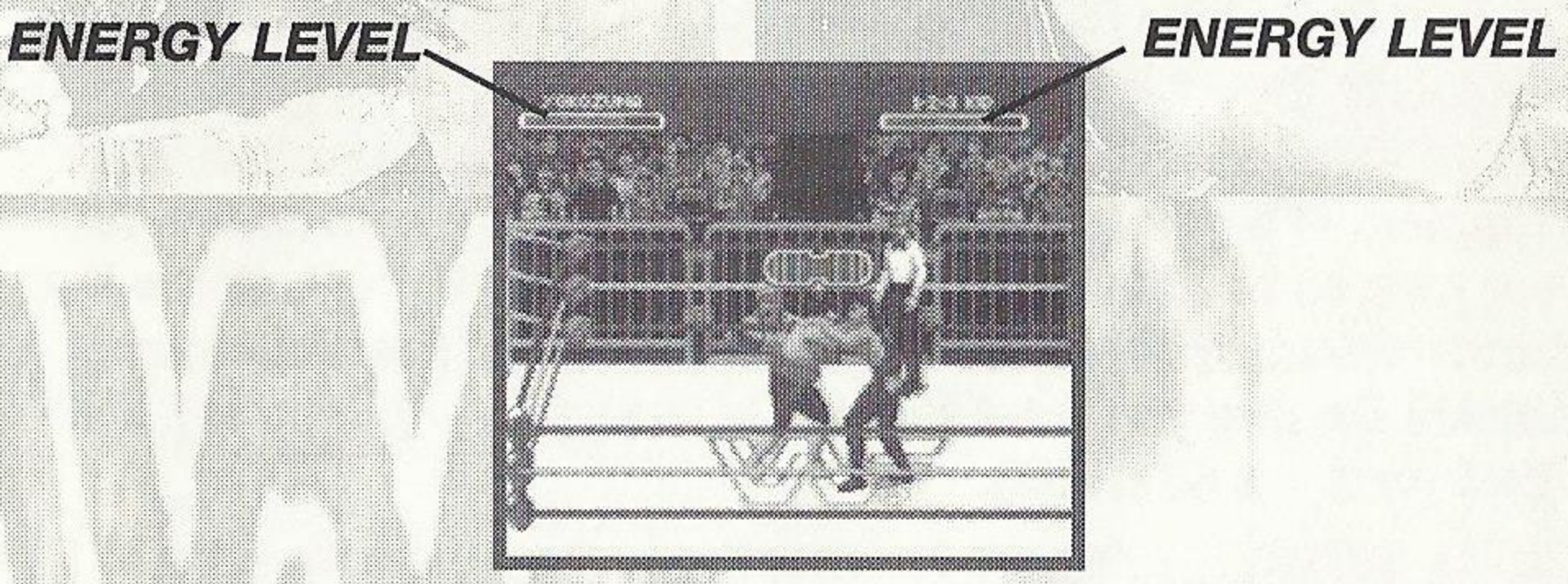
WEIGHT is a factor that can affect the damage done by landing on an opponent when executing moves such as the elbowdrop or splash. A high weight will also prevent some wrestlers from having certain strength-requiring moves done to them.

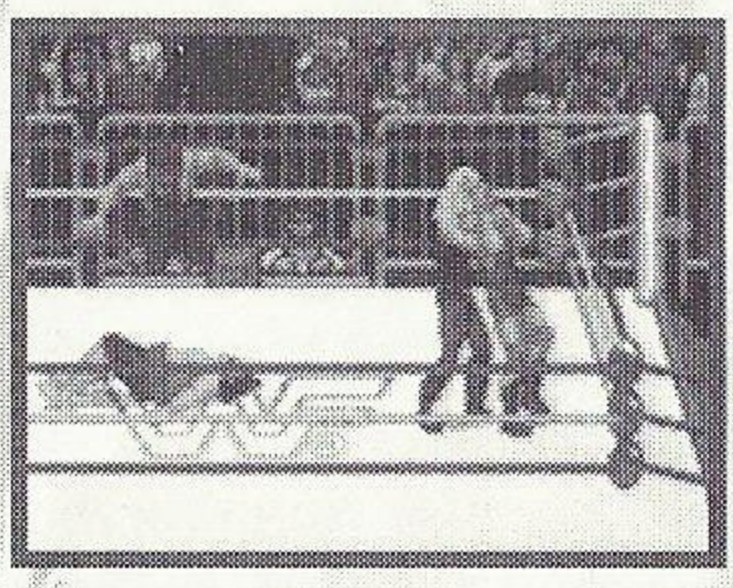
STAMINA lets you know how much juice this wrestler has. High stamina means a wrestler will recover energy quickly.

In WWF RAW,™ however, attributes are only part of the equation. Once the adrenalin starts flowing and a wrestler gains momentum, he's capable of moves that the numbers say shouldn't be possible. This means, for example, that although a given wrestler may start a match with inferior strength, he or she will become more able to administer brutal abuse if he or she has the agility to punish his opponent early and often. To view each wrestler's attributes see the individual profiles on pages 13-24.

RULES FOR WRESTLING RAW™!

A ONE-ON-ONE one-fall bout finds two grapplers competing to pin the other's shoulders to the canvas for a three-count by the referee. Before a wrestler can be pinned, though, he or she has to be worn down. Strength meters for each wrestler appear on screen depicting exactly how much strength he or she has left. The lower the energy level, the better your chances at pinning that opponent. Remember: These are the world's greatest athletes, so that's a job easier said than done! When wrestling outside the ring, all moves are legal. As soon as a wrestler leaves the ring, the referee begins a 10-count. A wrestler will be counted out if he or she fails to return to the ring before the count reaches 10. Wrestlers cannot be pinned outside the ring.





BRAWL matches, whether one-on-one, bedlam or tag team, are vicious matches without a referee. Anything goes, from eye gouges to chokeholds. There are no pins and no disqualifications, only the will to win and the wiles to do so! The match continues until one competitor loses the strength to carry on.

TOURNAMENT play pits one wrestler against all the others in your choice of one-fall or tag team tournaments. In a tag team tournament, your duo must triumph over five other teams. The

makeup of opposing teams and the order in which you face them is random.

TAG TEAM matches make for plenty of RAW™ action! In order for one team to win a match, one of the wrestlers of the opposing team must be pinned. When the strength of your wrestler is low, it's time to tag your teammate, who will come in to replace you. Pressing the B BUTTON will tag your "illegal" tag team member outside the ring, making him legal and allowing him to come in and fight the opposing wrestler. After your tag teammate enters the ring, you have until the ref counts 10 to leave. The player outside the ring is able to hit or grab an opponent inside the ring. If that wrestler returns to the ring illegally, he or she will be subject to a 10-count.

BEDLAM equals a thunderous thumping as you and a chosen teammate try to outwit and outwrestle two opposing wrestlers in a match that only ends when both of the opposing wrestlers have been pinned or counted out. When one wrestler is pinned, he or she leaves the ring, so for at least some of the match there will be a brutal two-on-one situation! Once a player is counted out or pinned, he or she leaves the ring and is now considered illegal.

SURVIVOR SERIES® matches pit four wrestlers against four other grapplers in a grueling contest of expanded tag team action. All four men on one team must be eliminated in order to become the Survivor Series® champion! To switch which of your teammates outside the ring you want to bring in next, press the A and C BUTTONS (or X + Z BUTTONS).

ROYAL RUMBLE® rules are for wrestlers who really like it RAW™! The match starts with two competitors in the ring. Wrestlers enter the ring at regular intervals until there are six wrestlers between the ropes! When one wrestler is eliminated from the match by being thrown out of the ring, a new wrestler enters until all 12 men have competed in the bout! If your wrestler is eliminated, you may elect to come in again as the next wrestler by pressing any button when you hear the bell ring. The match continues until only one grappler remains in the ring!

RAW™ ENDURANCE matches mean mayhem! You can use up to six wrestlers against as many as six determined opponents in a grueling series of one-on-one contests that are waged to a pinfall finish. When one wrestler is pinned, the next member of his team enters immediately, giving the winner no recovery time. The last warrior standing wins! Can you outlast this outrageous onslaught?

REMATCH

If you'd like another go at the opponent(s) you just faced, you're entitled to a rematch, regardless of the outcome of the previous bout. This is a handy way to study a particular wrestler's style of attack and to wreak sweet revenge for any disrespectful abuse!

PASS

When selecting wrestlers for a multi-player match, PASS is the option to choose if you're really ready to do it RAW™! Selecting Pass when it's time to choose your 2nd through 6th wrestlers forgoes all further choices, giving you the chance to prove your wrestling skill using a smaller team. Thus, using the Pass feature allows you to fight one-on-two, two-on-four, even six-on-one, pitting your brave grapplers against a larger, meaner squad.

BASIC MOVES AND MANEUVERS

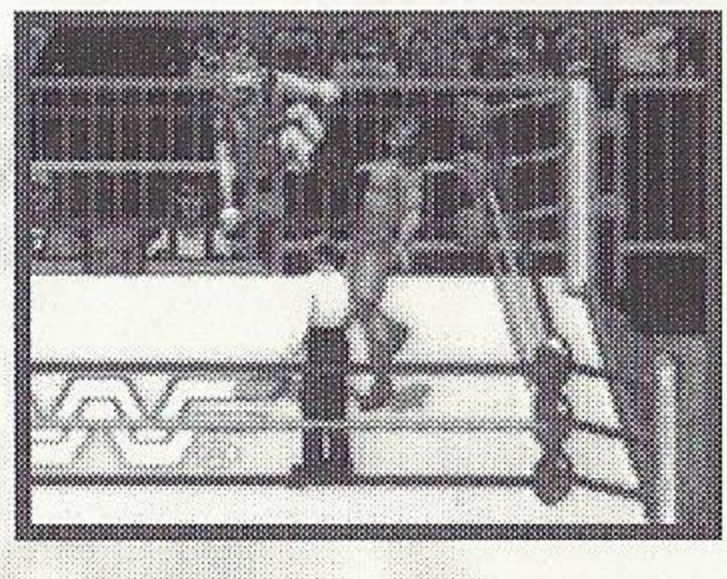
Here are the essential basics you need to get started:
(Controls for 6-button arcade pad appear in parentheses.)

To move around the ring, press UP, DOWN, LEFT or RIGHT on the D-BUTTON.

To RUN across the ring, press the A BUTTON.

To PUNCH your opponent, press the B BUTTON.

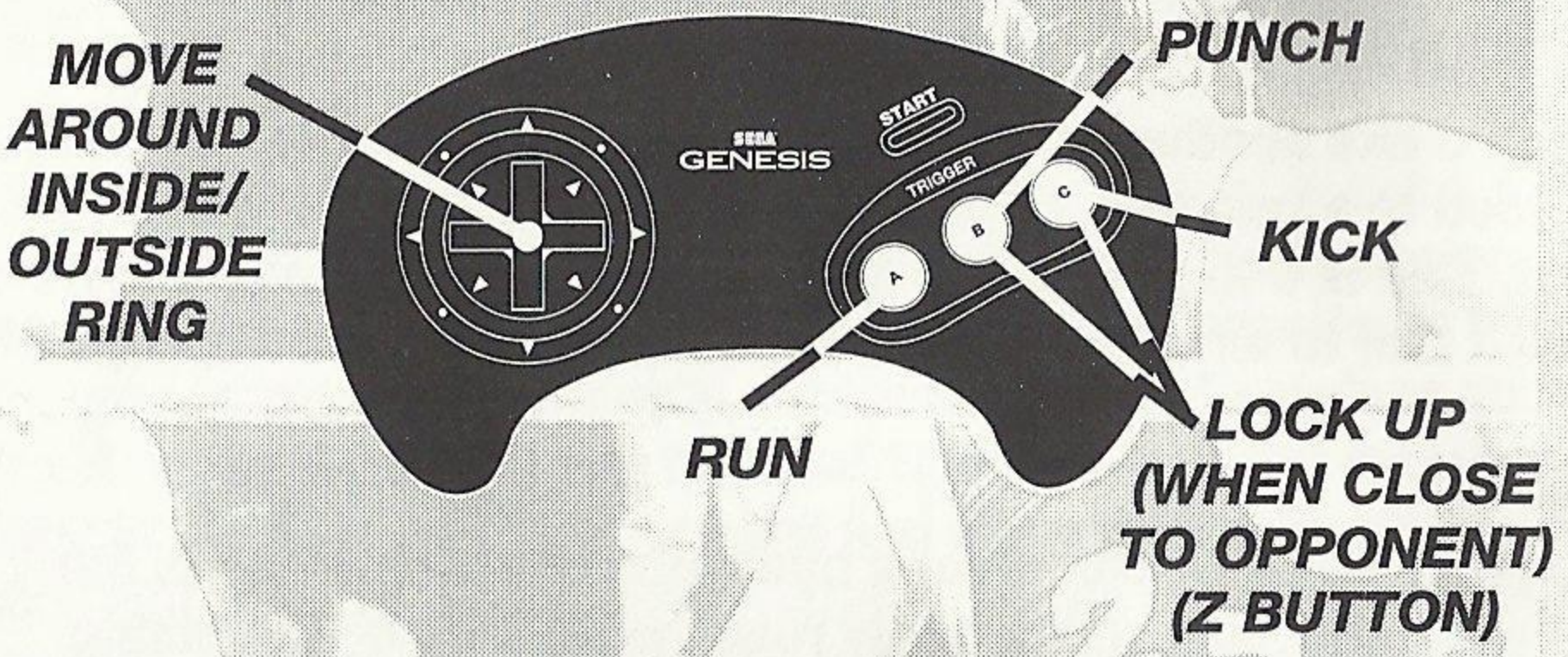
To KICK your opponent, press the C BUTTON.



To trap your opponent in a lock up, press BUTTONS B and C (Z BUTTON) while close to your opponent. While in a lock up, a meter displaying advantage will appear above your head. Pressing any button repeatedly will increase your advantage and, hence, your ability to execute offensive moves.

To TAG a teammate, move next to your teammate and press the B BUTTON.

To lock up your opponent in a SLEEPERHOLD, walk

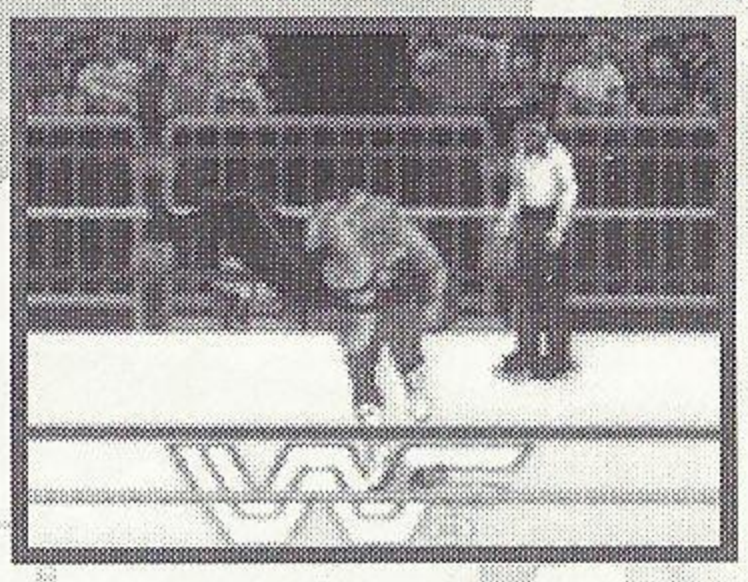


behind and slightly above your opponent and press the B and C BUTTONS (Z BUTTON).

You can DROPKICK your standing opponent by first running at him (press the A BUTTON), then pressing the B BUTTON.

If opponent is running at you, you can dropkick him by pressing the C BUTTON.

To POWERSLAM your opponent and win the lock up, press the B and C BUTTONS (Z BUTTON).



You can deliver a FLYING ELBOWDROP to your fallen opponent by first running at him (press the A BUTTON), then pressing the B BUTTON.

To PICK UP a fallen opponent, press the B and C BUTTONS (Z BUTTON) when standing near his or her head.

To exit the ring, use the D-BUTTON to move your man into the front or side ropes and press the A BUTTON.

To switch player control with your CPU controlled teammate, press the A, B and C BUTTONS together (C + Z BUTTONS together). When these are pressed, you will immediately control another member of your team and the computer will take control of your man. The ring bell will sound to indicate that the switch has been made.

To pause the action, press the START BUTTON.

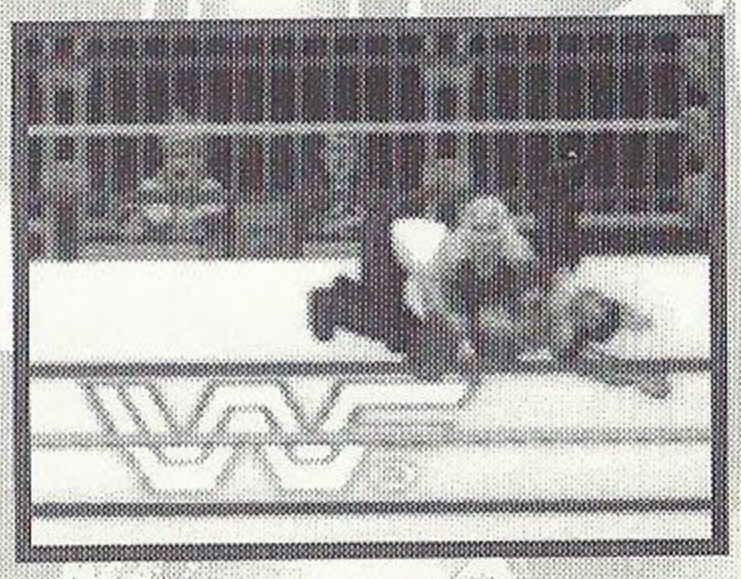
[NOTE: Pressing the START BUTTON again will resume the action. Pressing the A, B, and C BUTTONS will cause you to exit the match and return to the title screen.]

If opponent is running at you, pressing the B BUTTON will execute a HIP TOSS or BACK BODYDROP, depending on which wrestler you are.

When your opponent is lying on the mat and you're standing, you have five options:

1) STOMP your opponent by pressing the C BUTTON while you're in front of your opponent.

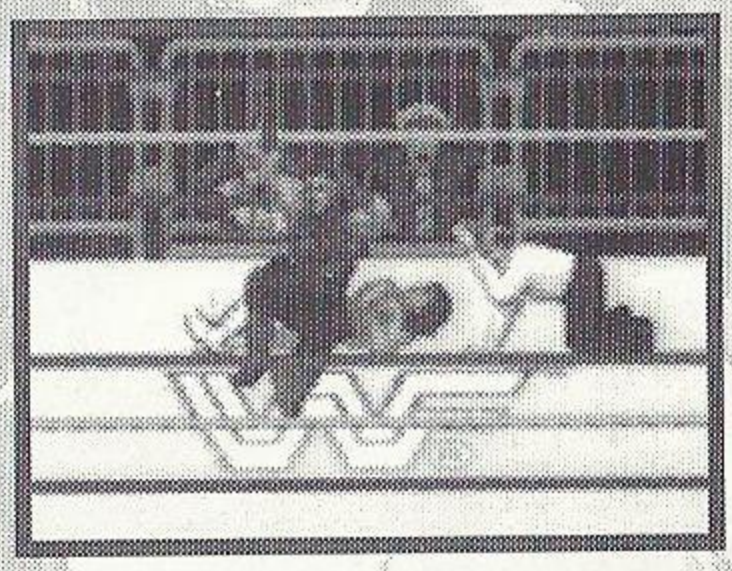
2) SPLASH your opponent by pressing the B BUTTON while you're behind your opponent.



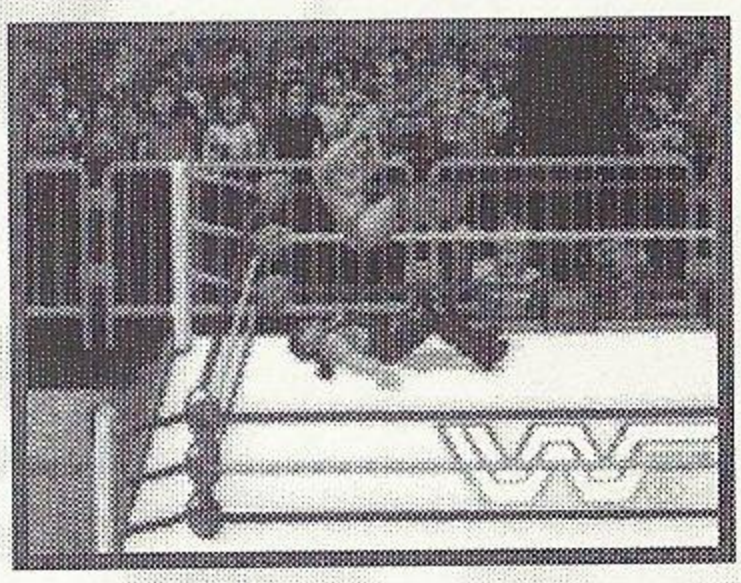
3) ELBOWDROP your opponent by pressing the B BUTTON while you're in front of your opponent.

4) KNEEDROP your opponent by pressing the C BUTTON while you're behind your opponent.

5) Try to PIN your opponent by pressing the B and C BUTTONS (Z BUTTON). When behind a staggered opponent, 1-2-3 Kid™, Doink™, Bret the "Hit Man" Hart™, Owen Hart™, and Luna Vachon™ may engage him or her in a SCHOOLBOY PIN by pressing the B and C BUTTONS (Z BUTTON). Larger wrestlers enjoy making their smaller foes cry "Uncle" with a SHOW-BOAT PIN by pressing the B AND C BUTTONS (Z BUTTON).



TURNING THE TURNBUCKLE TO YOUR ADVANTAGE



To deliver a FLYING SMASH from the turnbuckle, first move your man into a corner, then press UP on the D-BUTTON to climb to the top turnbuckle. Once you've climbed to the top, press the A, B or C BUTTONS (Z BUTTON) to unleash a FLYING SMASH! *[NOTE: To climb back down from the turnbuckle, press DOWN on the D-BUTTON.]*

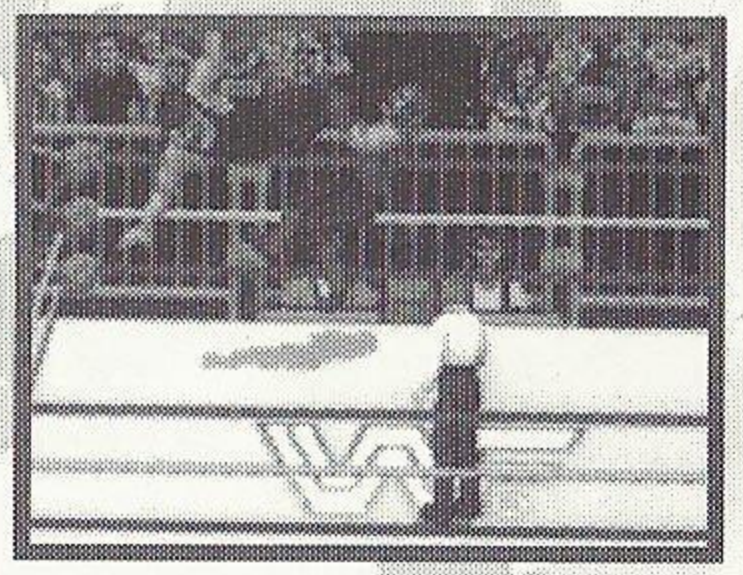
To throw your opponent into the turnbuckle, win the lock up using the A BUTTON near the top of the ring. Once they are on the turnbuckle, you can throw a running elbow into an opponent by pressing the A BUTTON and running into them. To pummel them mercilessly, climb the turnbuckle and press the B BUTTON to punch repeatedly.

WRESTLE DEFENSIVELY!

Sometimes, the best offense is a good defense:

If you find yourself losing a lock up, press the C BUTTON to try to break your way out of the lock up.

If your opponent is charging at you while you're simply standing in the ring, press the C BUTTON to throw a dropkick.



If your opponent has trapped you in a corner and is pounding on you, try to escape by pressing any button repeatedly.

If your opponent drops you to the mat with his offensive attack, press UP or DOWN on the D-BUTTON to roll out of the way.

If you're being pinned, press any button to try to kick out.

If stunned, press any button to regain your wits.

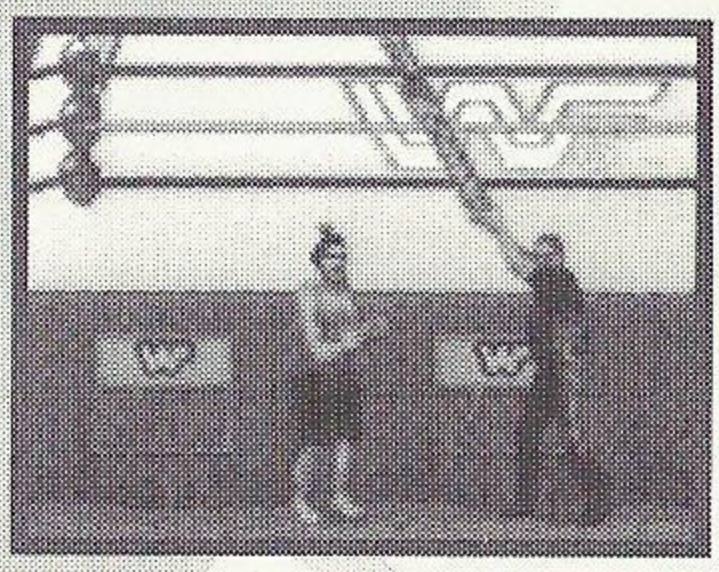
ILLEGAL MOVES

During a brawl, outside the ring, or when the referee is knocked out, anything goes! Eye gouges and chokeholds are routine, as well as smashing signs, chairs, buckets and first aid kits over your opponents' skulls.

To pick up or put down the WF RAW™ sign, the chair, the bucket or the first aid kit, press the B and C BUTTONS (Z BUTTON).

To execute an OVERHEAD SMASH with the sign or the chair, press the C BUTTON. To execute an OVERHEAD SMASH with the first aid kit or the bucket, press the A or C BUTTONS (X or Y BUTTONS).

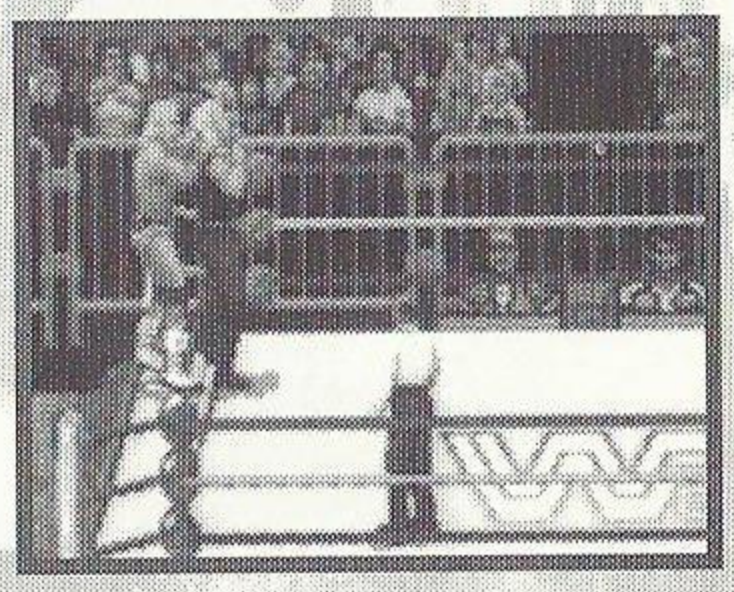
To do a JAB with the sign or the chair, press the A or B BUTTONS (X or Y BUTTONS). To do a SIDESWIPE with the first aid kit or the bucket, press the B BUTTON.



To ring the bell with your opponent's head, throw him into it by winning the lock up with the A BUTTON.

To EYE GOUGE your opponent, press the A and B BUTTONS (Y BUTTON).

To administer a TAG ROPE CHOKE to an opponent who is slumped in a corner, press UP on the D-BUTTON and the B BUTTON while you're still in the ring and the ref is knocked out.

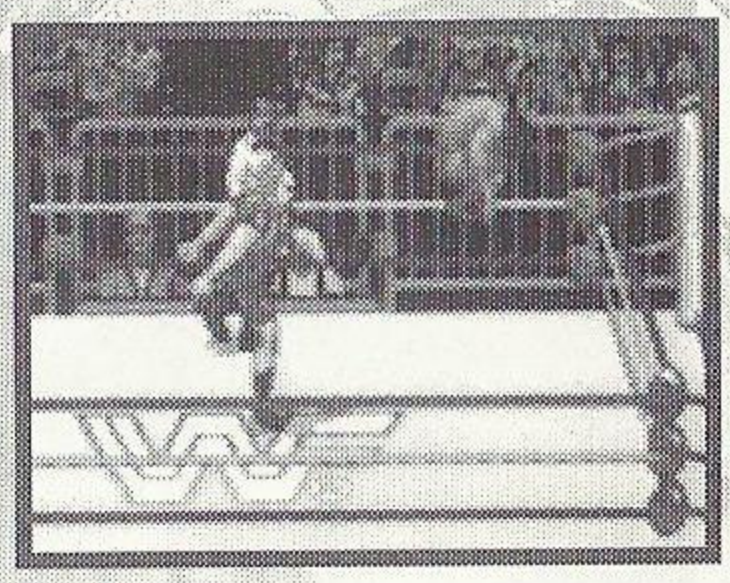


To grip your opponent in a chokehold, press the A and B BUTTONS (Y BUTTON).

MORE MOVES

SPECIAL MOVES

Each wrestler has individual signature moves that they use to stunning effect on their opponents. These are situational specialties that each wrestler has perfected. These are often used as finishing moves, the coup de grace they happily administer to their weakened prey. See page 25 to learn each wrestler's cruel maneuver!



MEGAMOVES!

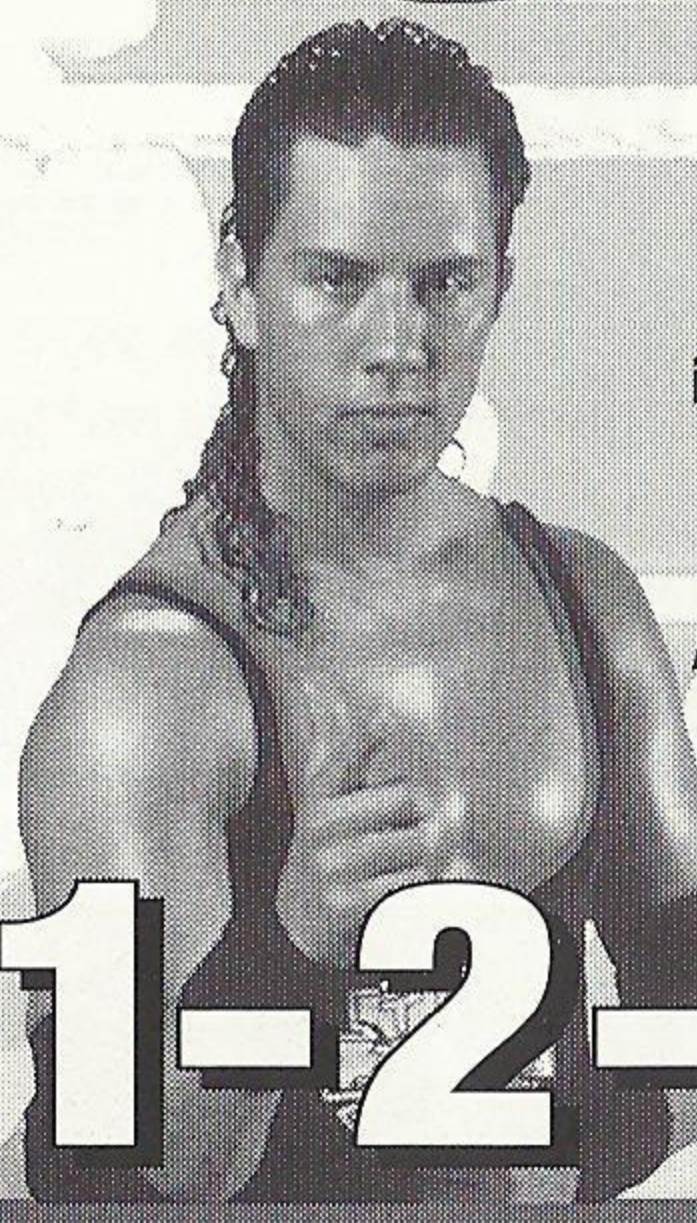
Wrestling action this raw requires a new generation of moves and maneuvers, so WF® RAW™ wrestlers have developed an all-new series of unique MegaMoves! To administer each wrestler's outrageous assault, turn to page 26.

STRATEGIES FOR THE SQUARED CIRCLE

- In tag team, Royal Rumble®, and Survivor Series® bouts, beware of being double-teamed by your opponents--and keep an extra-close eye on your power meter!
- Try mixing up your attack to confuse your opponent! Blend running maneuvers and sure-footed offensive moves! When he thinks you're going to keep it on the ground, go to the air! And when he least expects it, unleash your MegaMove!

WRESTLER MOVES & BIOGRAPHIES

Controls for 6-button controller appear in parentheses.



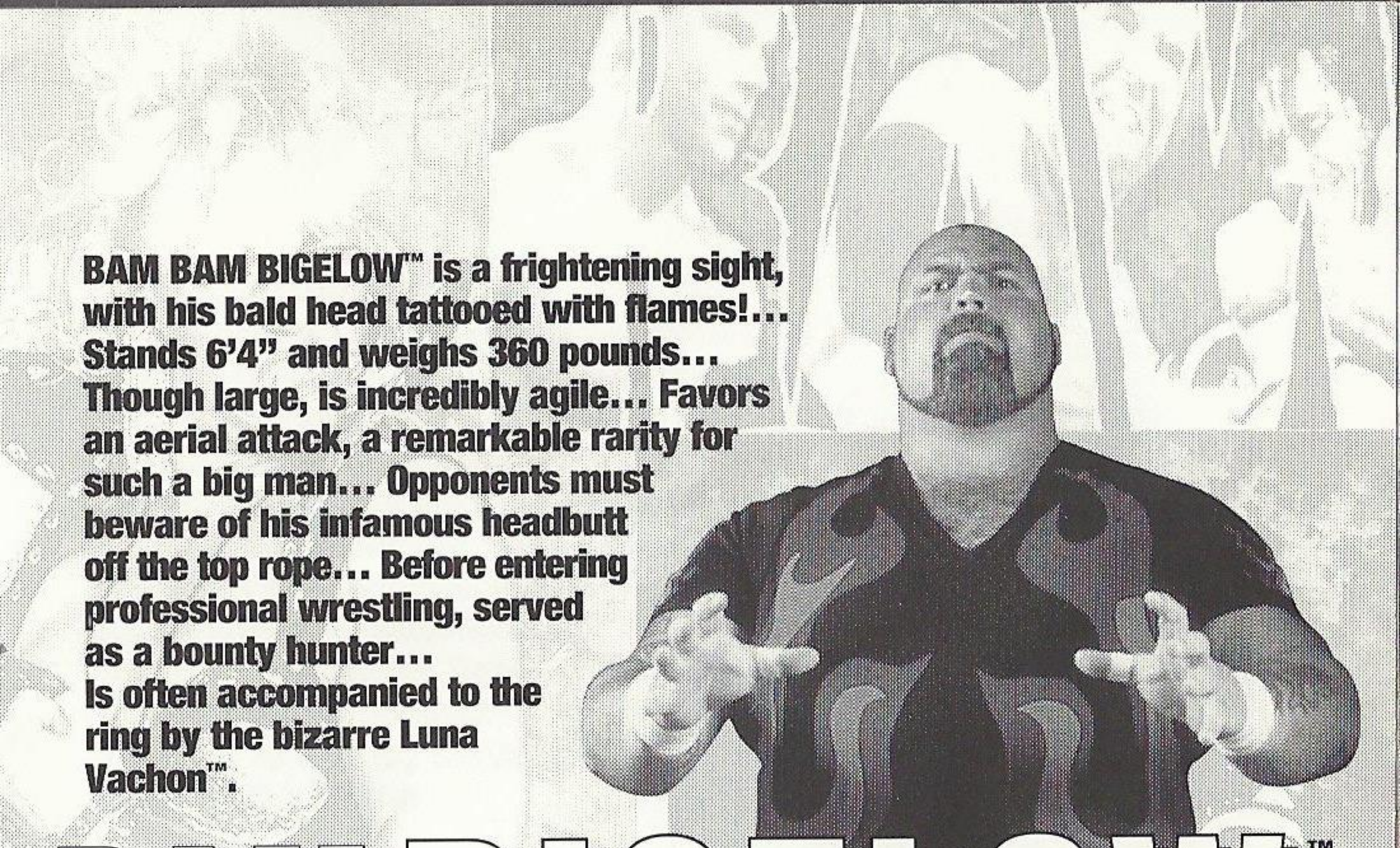
1-2-3 KID™ is the lightest competitor in the World Wrestling Federation®, but don't let that fool you…This 6', 212-pounder is incredibly agile and daring…Prides himself on having scored upset victories over many top opponents…Has repertoire which blends technical precision with blinding speed… A master of hundreds of unique maneuvers. His best known and most feared move is the Moonsault.

1-2-3 KID™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	CRUCIFIX	SUPLEX TO PILEDRIVER/ POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **10**
Strength **4**
Stamina **8**
Weight **4**



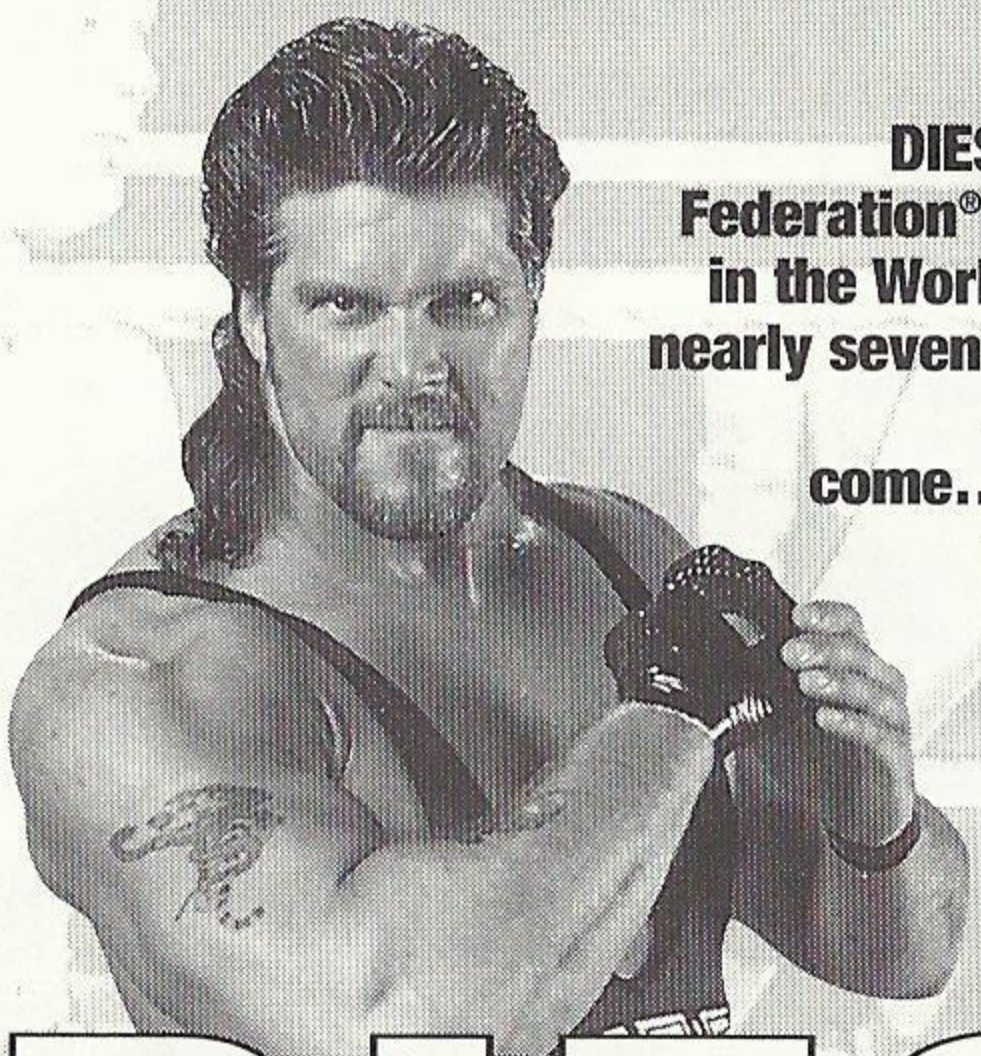
BAM BAM BIGELOW™ is a frightening sight, with his bald head tattooed with flames!... Stands 6'4" and weighs 360 pounds... Though large, is incredibly agile... Favors an aerial attack, a remarkable rarity for such a big man... Opponents must beware of his infamous headbutt off the top rope... Before entering professional wrestling, served as a bounty hunter... Is often accompanied to the ring by the bizarre Luna Vachon™.

BAM BAM BIGELOW™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	CRUCIFIX	BELLY TO BELLY SUPLEX/ POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **6**
Strength **6**
Stamina **6**
Weight **8**



DIESEL™, the reigning World Wrestling Federation® champion...The tallest competitor in the World Wrestling Federation®— stands nearly seven feet tall!...Quiet and intense, this mauler is as methodical as they come...Formerly served as a bodyguard to Shawn Michaels™... Is a former World Wrestling Federation® Intercontinental Champion and Tag Team Champion...His devastating Jacknife has derailed the careers of dozens of unfortunate victims.

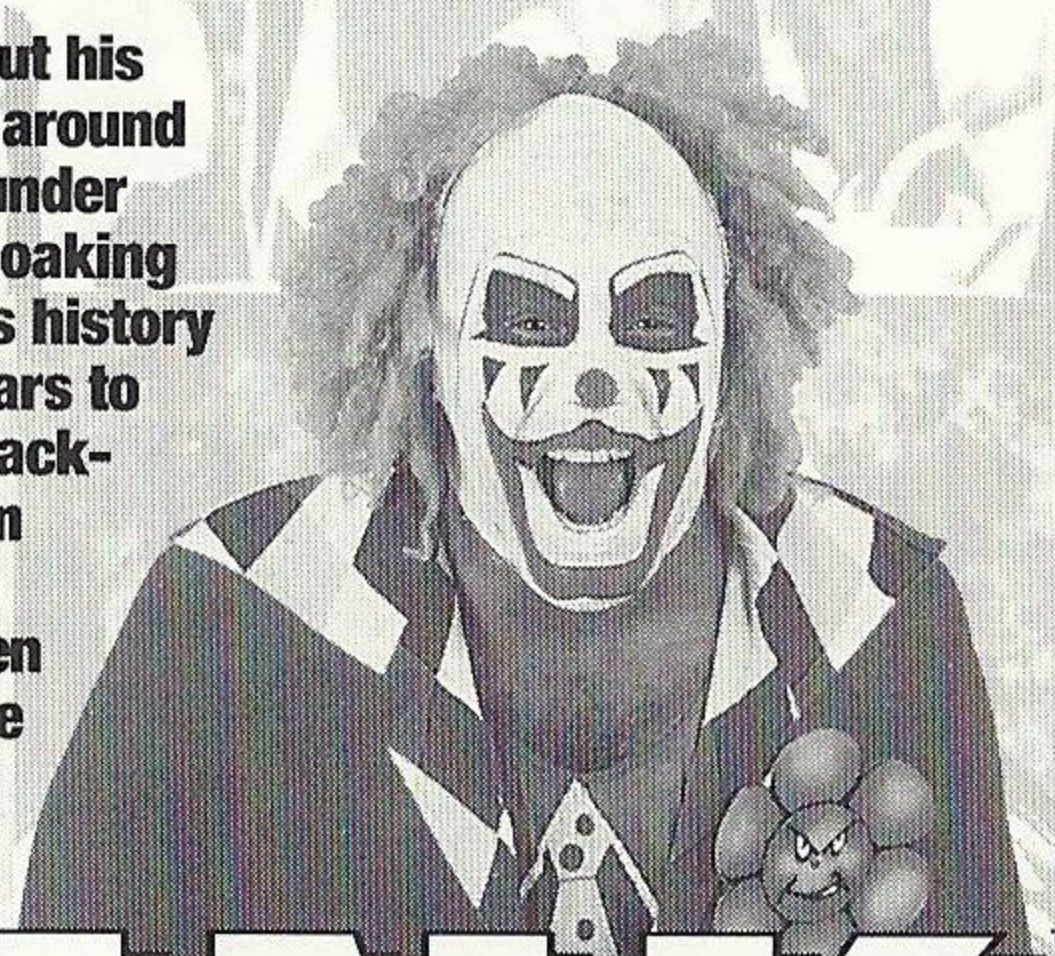
DIESEL™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUT-SIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	DDT	VERTICAL SUPLEX / POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **5**
Strength **6**
Stamina **6**
Weight **9**

DOINK™ may look like a clown, but his opponents know he doesn't fool around inside the ring…The 6', 243-pounder likes to taunt his opponents by soaking them with buckets of water…his history is largely unknown, but he appears to have an accomplished athletic background…Is often accompanied in the ring by Dink, a midget clown wearing similar face paint…When Doink treats his competition to the Whoopee Cushion, it's no laughing matter.

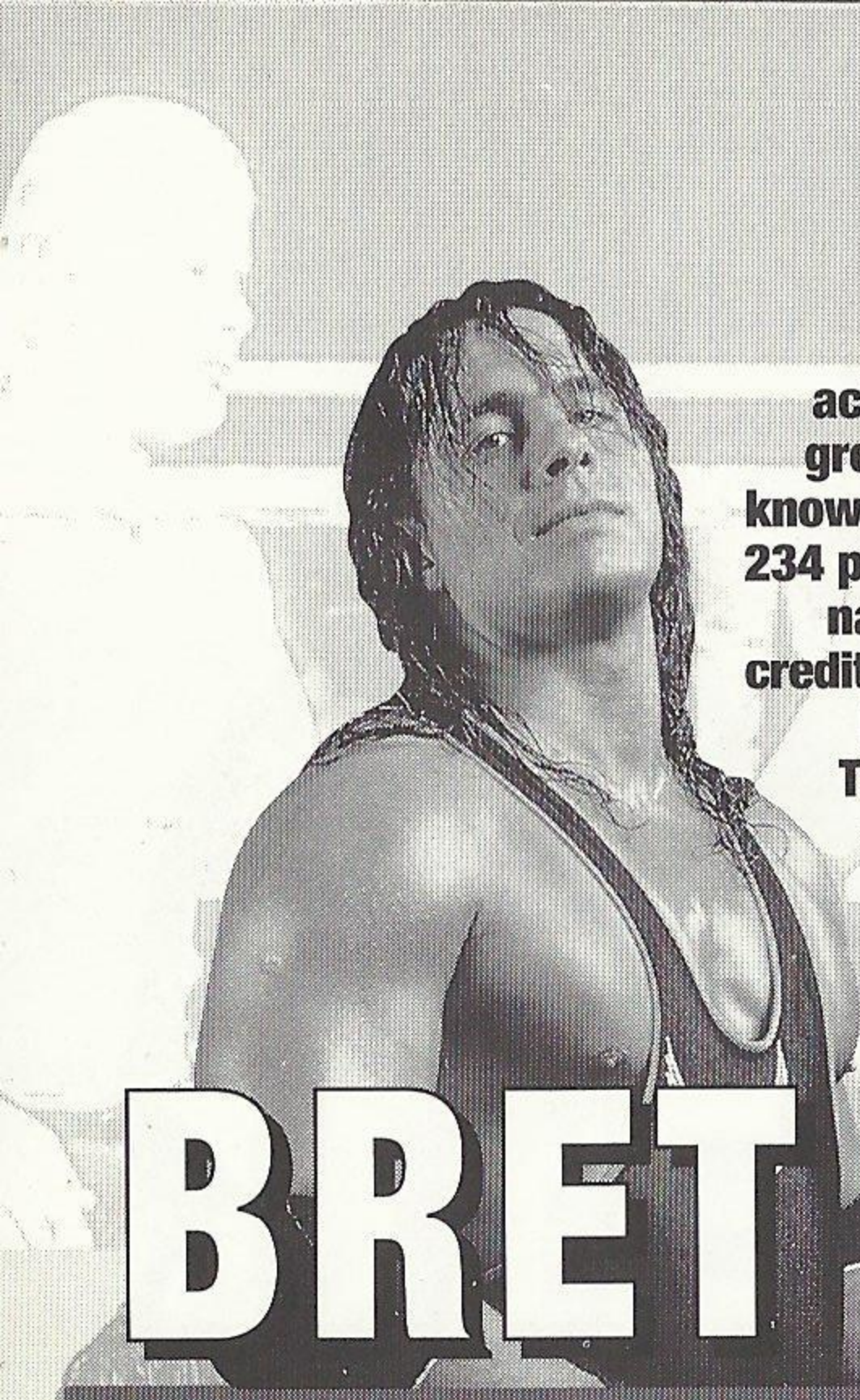


DOINK™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	CRUCIFIX	VERTICAL SUPLEX / POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **8**
Strength **5**
Stamina **7**
Weight **6**



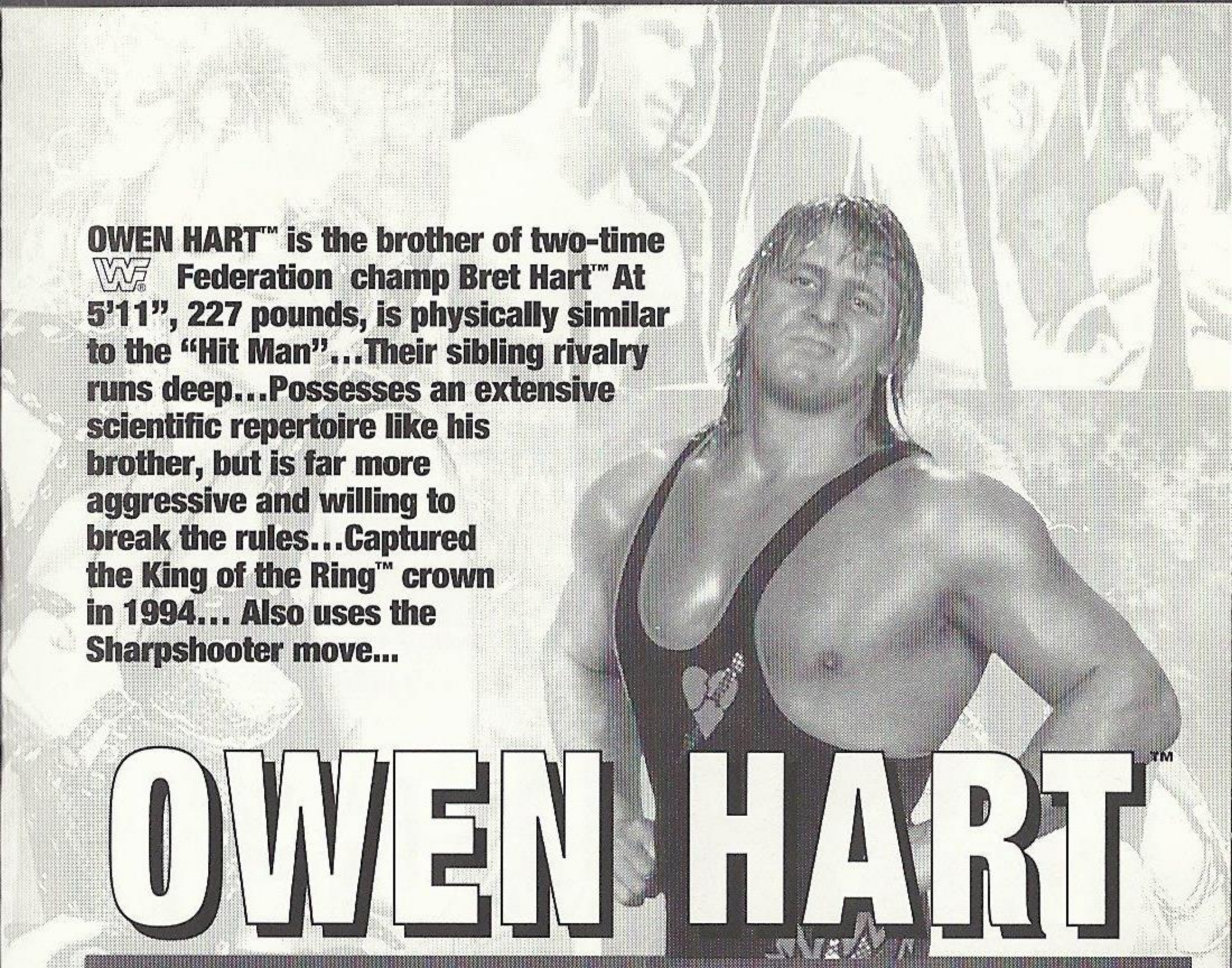
BRET the "Hit Man" HART™ is acknowedged worldwide as one of the greatest technicians the sport has ever known...Though relatively small at 6' and 234 pounds, this Calgary, Alberta, Canada native has two Federation Titles to his credit...Has also held the World Wrestling Federation® Intercontinental and Tag Team Titles... His "Sharpshooter" leg-lock highlights his "excellence of leg-lock execution" ring style.

BRET HART™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEADSLAM	CRUCIFIX	SUPLEX TO PILEDRIVER / POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **8**
Strength **5**
Stamina **8**
Weight **5**



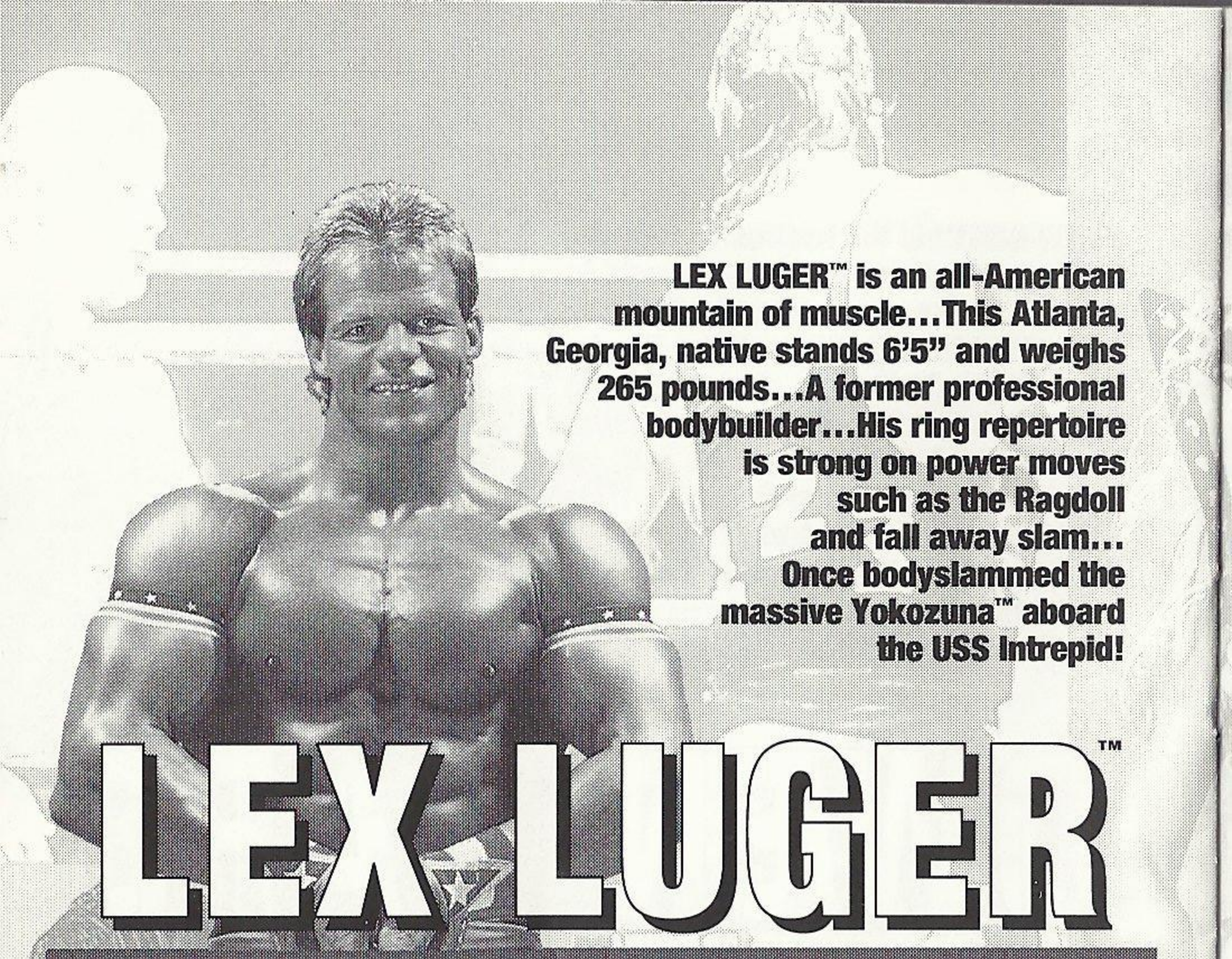
OWEN HART™ is the brother of two-time WF Federation champ Bret Hart™ At 5'11", 227 pounds, is physically similar to the "Hit Man"...Their sibling rivalry runs deep...Possesses an extensive scientific repertoire like his brother, but is far more aggressive and willing to break the rules...Captured the King of the Ring™ crown in 1994... Also uses the Sharpshooter move...

OWEN HART™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	FALL AWAY SLAM	SUPLEX TO PILEDRIVER / POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **6**
Strength **7**
Stamina **6**
Weight **7**



LEX LUGER™ is an all-American mountain of muscle…This Atlanta, Georgia, native stands 6'5" and weighs 265 pounds…A former professional bodybuilder…His ring repertoire is strong on power moves such as the Ragdoll and fall away slam… Once bodyslammed the massive Yokozuna™ aboard the USS Intrepid!

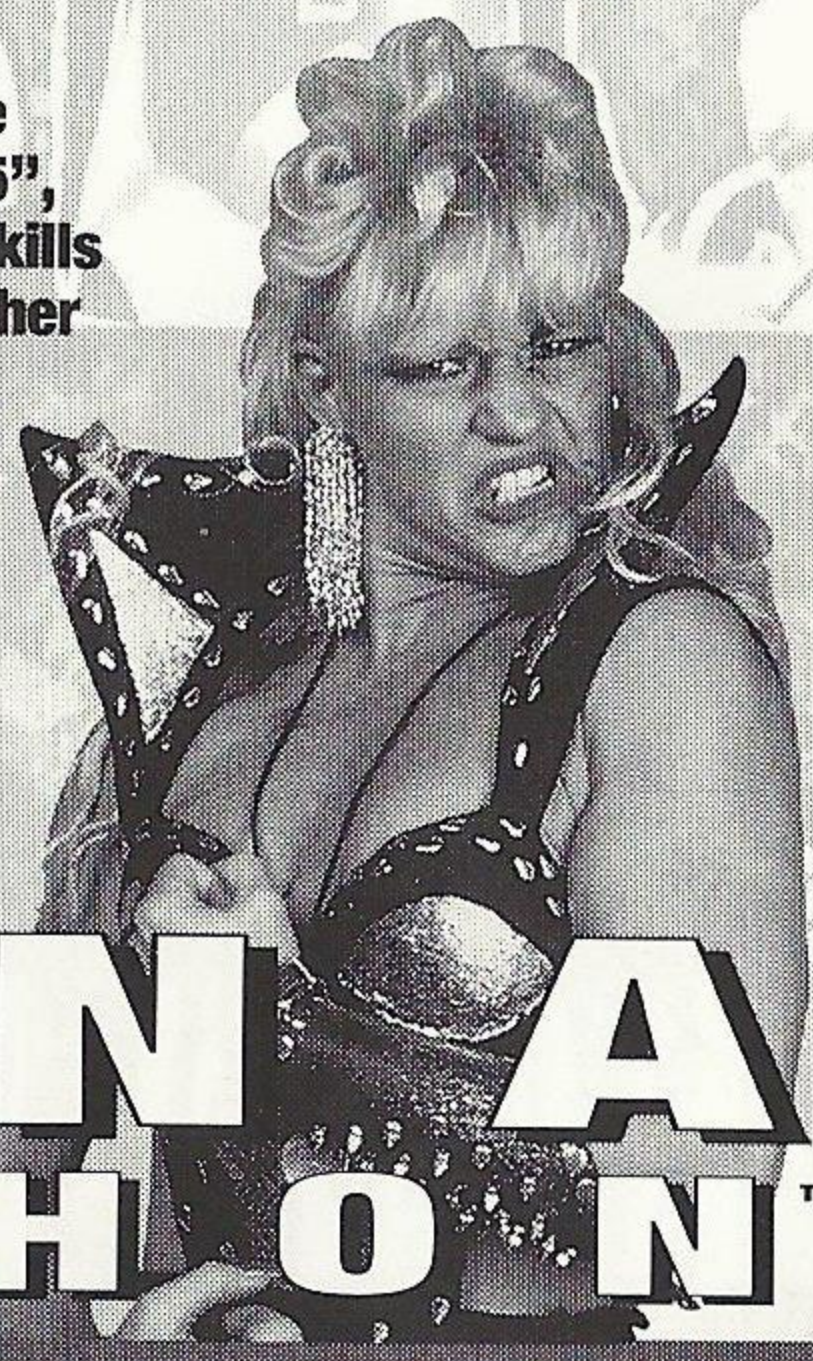
LEX LUGER™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	FALL AWAY SLAM	SUPLEX TO PILEDRIVER / POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed 7
Strength 7
Stamina 7
Weight 5

LUNA VACHON™ may be the most bizarre woman wrestler on the planet...This 5'5", 135-pound lass claims she can match skills with any man in the sport...One side of her shaved head is covered with tattoos—of human veins!...A high-energy perpetual-motion ring style confounds foes...Her hyperactive shrieking at ringside often lends moral support to Bam Bam Bigelow™... Opponents see nothing but darkness when she applies her famed Luna Eclipse.

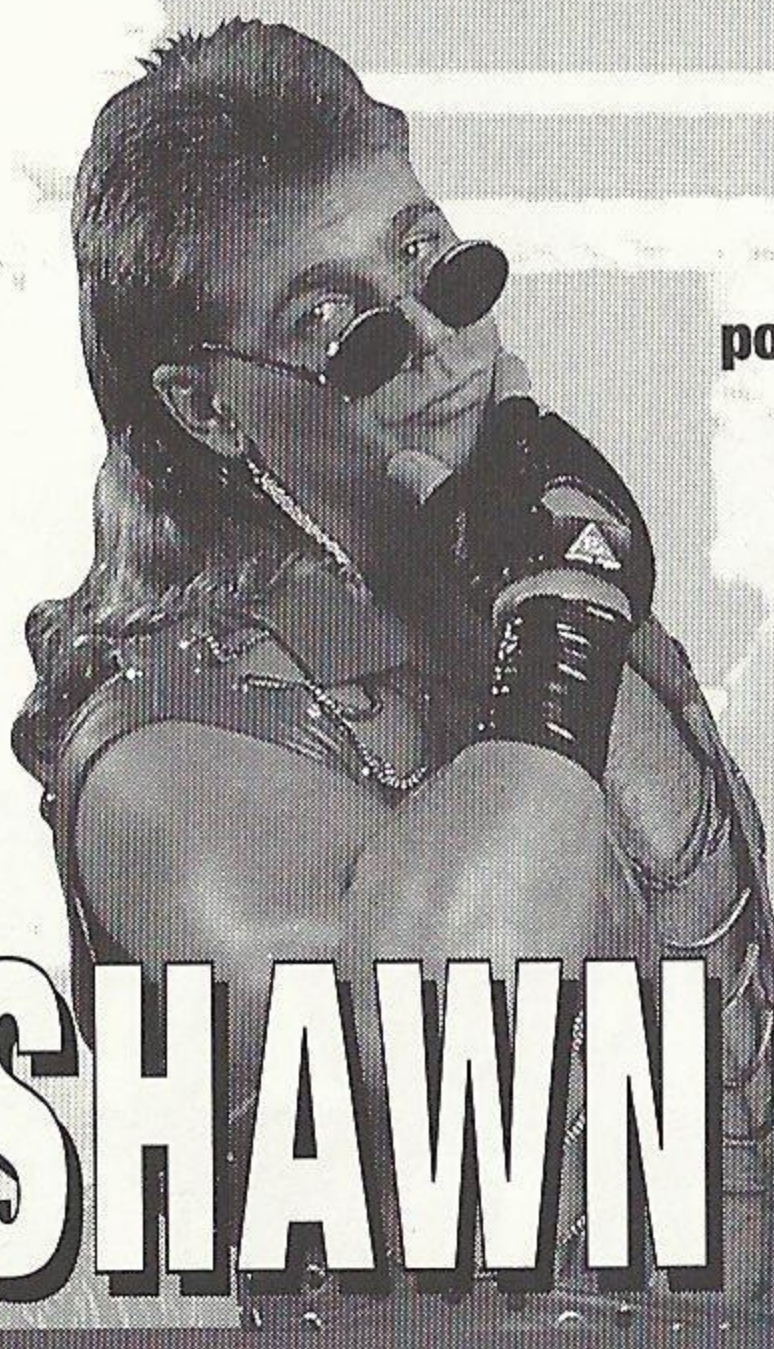


LUNA VACHON™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	DDT	BELLY TO BELLY SUPLEX / POWERSLAM	THROW INTO ROPES OR INTO / OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **8**
Strength **6**
Stamina **8**
Weight **4**



SHAWN MICHAELS™ calls himself "the custom-made wrestler of the '90s"...This egotistical mat technician stands 6'1" tall and weighs 234 pounds...Claims that he is "the sexiest man alive"...Incredibly fast, agile, and knowledgeable...A former World Wrestling Federation® Intercontinental and Tag Team Champion... A master of suplexes, his own Slingshot Suplex is rightly respected by all save the foolhardy.

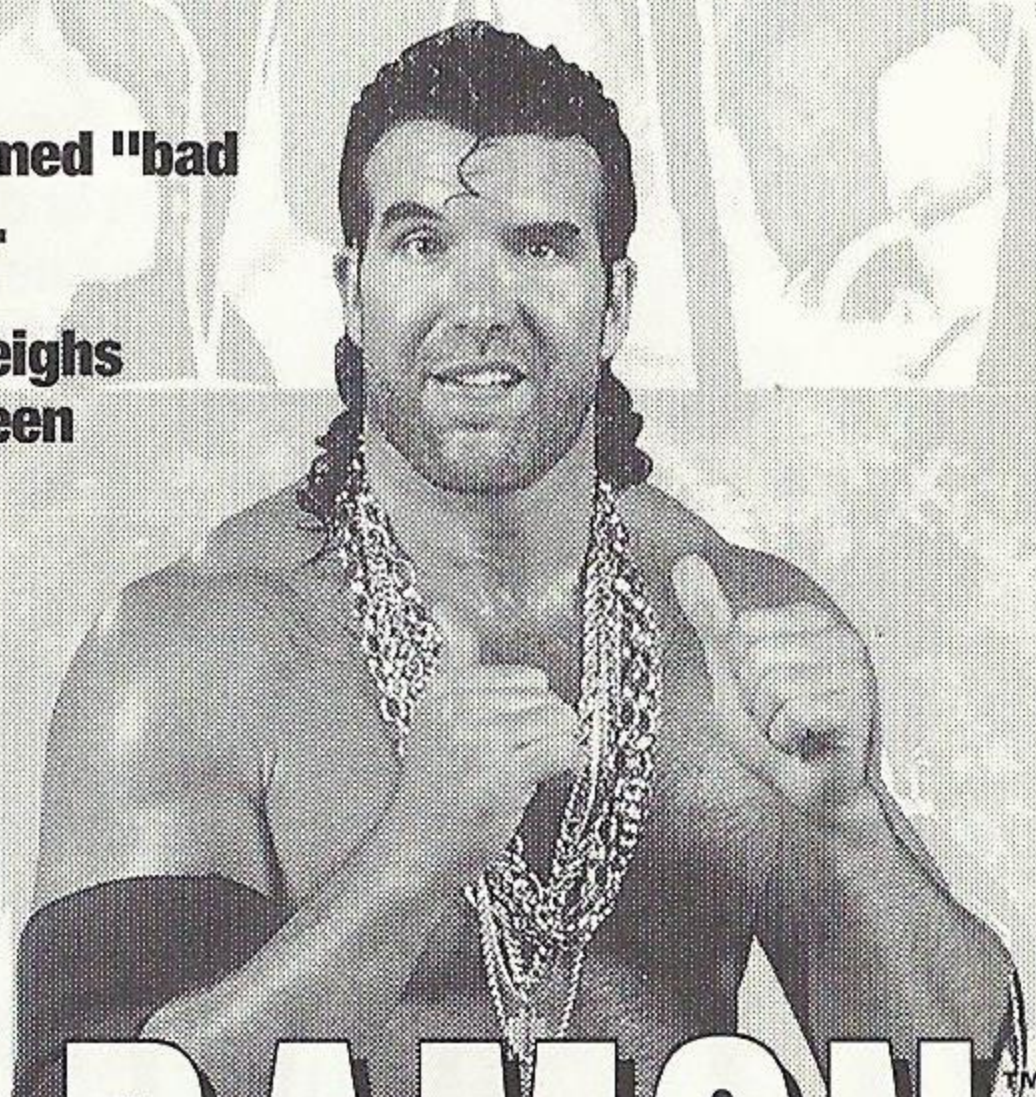
SHAWN MICHAELS™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	HEAD SLAM	FALL AWAY SLAM	VERTICAL SUPLEX / POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed 5
Strength 8
Stamina 6
Weight 7

RAZOR RAMON™ is the self-proclaimed "bad guy" and "master of machismo"... A native of Cuba by way of Miami, Florida, Ramon stands 6'7" and weighs in at 287 pounds...Almost never seen without a toothpick jutting from the side of his mouth...His brutal finishing maneuver is known as "The Razor's Edge"... As cocky and egotistical as he is talented.

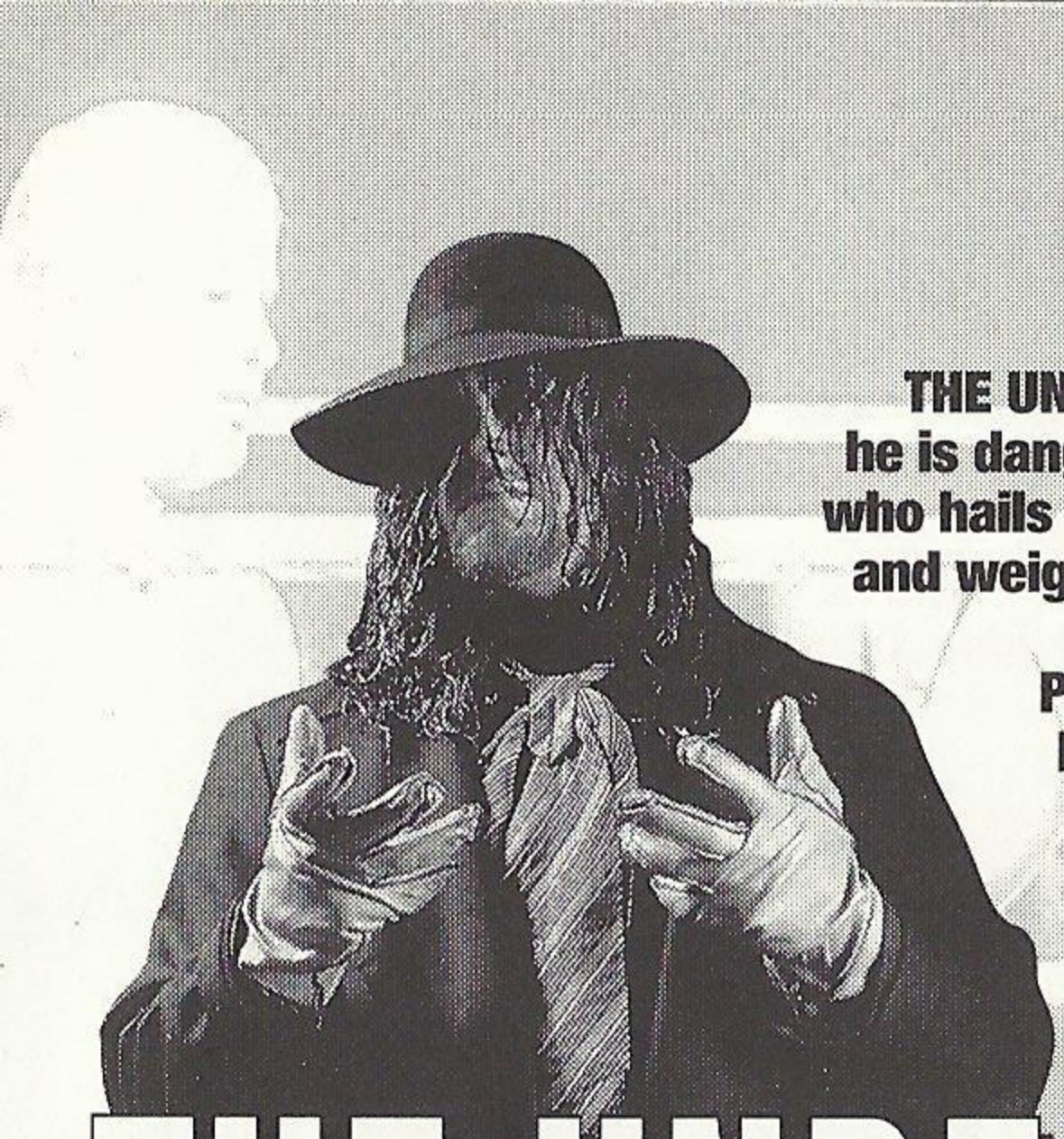


RAZOR RAMON™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUTSIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	FALL AWAY SLAM	BELLY TO BELLY SUPLEX/ POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **6**
Strength **7**
Stamina **7**
Weight **6**



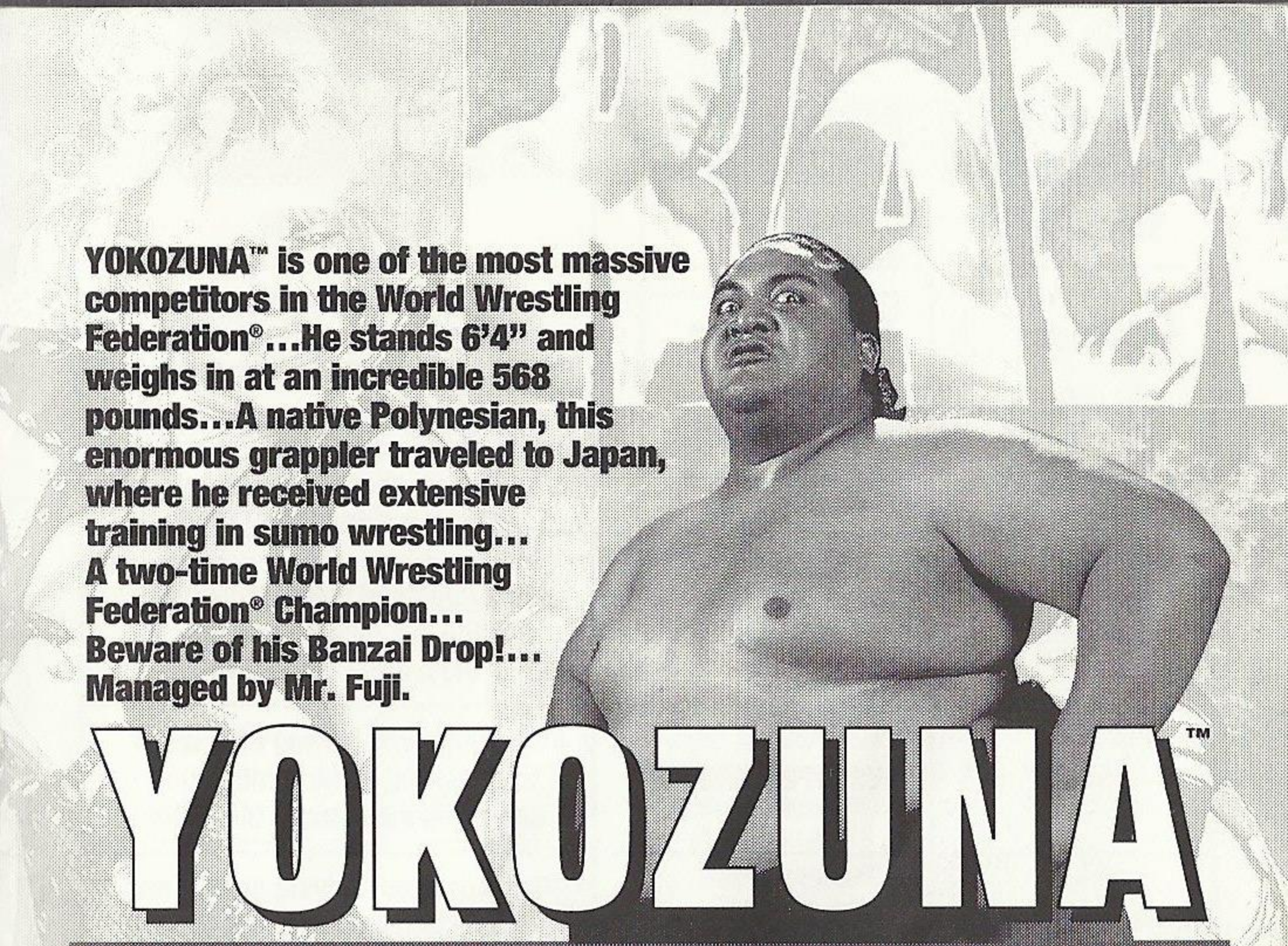
THE UNDERTAKER™ is as mysterious as he is dangerous…This bizarre individual, who hails from Death Valley, stands 6'10" and weighs 328 pounds…Is managed by the equally macabre Paul Bearer… The urn carried by Paul Bearer seems to hold some mysterious power over Undertaker…His finishing maneuver is appropriately known as the Tombstone Piledriver.

THE UNDERTAKER™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUT-SIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	CRUCIFIX	VERTICAL SUPLEX / POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	BACK BODYDROP	DROPKICK	BOOT TO FACE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed	3
Strength	7
Stamina	9
Weight	7



YOKOZUNA™ is one of the most massive competitors in the World Wrestling Federation®...He stands 6'4" and weighs in at an incredible 568 pounds...A native Polynesian, this enormous grappler traveled to Japan, where he received extensive training in sumo wrestling... A two-time World Wrestling Federation® Champion... Beware of his Banzai Drop!... Managed by Mr. Fuji.

YOKOZUNA™

	B	C	BC (Z Button)	A	AB (X Button)	AB (Y Button)
BOTH WRESTLERS STANDING	PUNCH/TAG TEAMMATE	KICK	LOCK UP/ PICK UP OR PUT DOWN RING CHAIR (OUT-SIDE RING ONLY)	RUN	EYE GOUGE (ILLEGAL)	CHOKEHOLD (ILLEGAL)
YOU CONTROL OPPONENT IN LOCK UP	RAGDOLL	DDT	BELLY TO BELLY SUPLEX / POWERSLAM	THROW INTO ROPES OR INTO/ OUT OF RING	ATOMIC DROP OR THROW OUT OF RING	DOUBLE ARM BACKBREAKER
OPPONENT CONTROLS YOU IN LOCK UP	TRY TO GAIN CONTROL	BUST OUT	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL	TRY TO GAIN CONTROL
YOU'RE STANDING, OPPONENT IS DOWN	ELBOWDROP/ SPLASH	STOMP/ KNEEDROP	PIN OR PULL UP OPPONENT	RUN	ROLL OFF (ONLY WHEN PINNING)	ROLL OFF (ONLY WHEN PINNING)
YOU'RE STANDING, OPPONENT IS RUNNING	HIP TOSS	DROPKICK	CLOTHESLINE	RUN		
YOU'RE RUNNING, OPPONENT IS STANDING/ DOWN	DROPKICK/ ELBOWDROP			RUN		

ATTRIBUTES:

Speed **4**
Strength **6**
Stamina **6**
Weight **10**

You know the names, you know the moves — what are you waiting for?! GET RAW!

SPECIAL MOVES

WRESTLER	MOVE	SITUATION
1-2-3 KID™	MOONSAULT	After staggering an opponent, climb ropes and press the A and B BUTTONS
BAM BAM BIGELOW™	HEAD-BUTT OFF TOP ROPE	When opponent is lying near upper turnbuckles, climb turnbuckles and press the A and B BUTTONS
DIESEL™	JACKKNIFE	When opponent is low on energy, engage in a lock up and press the A and B BUTTONS
DOINK™	WHOOPEE CUSHION	When opponent is lying near upper turnbuckles, climb turnbuckles and press the A and B BUTTONS
BRET"Hit Man"HART™	SHARPSHOOTER	When opponent is lying on mat and low on energy, walk to opponent's feet and press the A and B BUTTONS
OWEN HART™	SHARPSHOOTER	When opponent is lying on mat and low on energy, walk to opponent's feet and press the A and B BUTTONS
LEX LUGER™	RUNNING FOREARM	Out of a lock up, press the A and B BUTTONS
LUNA VACHON™	LUNA ECLIPSE	When opponent is lying near upper turnbuckles, climb turnbuckle while pressing the A and B BUTTONS
SHAWN MICHAELS™	SLINGSHOT SUPLEX	After staggering an opponent, move behind opponent, then press the A and B BUTTONS
RAZOR RAMON™	RAZOR'S EDGE	When opponent is low on energy, engage in a lock up and press the A and B BUTTONS
UNDERTAKER™	TOMBSTONE PILEDRIVER	When opponent is low on energy, engage in a lock up and press the A and B BUTTONS
YOKOZUNA™	BANZAI DROP	When opponent is lying near an upper turnbuckle, climb the turnbuckle while pressing the A and B BUTTONS

MEGA MOVES

		WHEN YOUR OPPONENT IS WEAKENED AND	
WRESTLER	**MOVE**	**SITUATION**	**CONTROLS**
1-2-3 KID™	Turnbuckle to Turnbuckle Jump	1-2-3 Kid is on turnbuckle, opponent is lying down in the ring within range	UP, UP, UP, then A, B or C
BAM BAM BIGELOW™	Torpedo	Opponent is standing in ring	UP, DOWN, AWAY, then A
DIESEL™	Caber Toss	Both wrestlers are in the ring, opponent is stunned facing large side of ring and Diesel is behind opponent	DOWN, DOWN, RIGHT, then B
DOINK™	Field Goal Kick	Both wrestlers are in the ring, opponent is stunned and Doink is behind opponent	LEFT, LEFT, LEFT, then C
BRET"Hit Man"HART™	Butt Flip off Turnbuckle	Bret is on turnbuckle, opponent is lying down in the ring within range	RIGHT, RIGHT, UP then B
OWEN HART™	Whirling Dervish	Weakened opponent is standing in in the ring	UP, RIGHT, DOWN, then A
LEX LUGER™	Super Punch	Both wrestlers in ring, opponent standing within punch range	UP, UP, DOWN, then B
LUNA VACHON™	Propeller Splash	Opponent is lying down in ring in range below Luna Vachon	LEFT, DOWN , DOWN , then B
SHAWN MICHAELS™	Super Dropkick	Both wrestlers in ring, opponent standing within kick range	DOWN, RIGHT, RIGHT, then C
RAZOR RAMON™	Back Flip Elbowdrop	Opponent is lying down in ring in range above Razor Ramon	LEFT, LEFT, RIGHT, then B
UNDERTAKER™	Running Clothesline	Opponent is standing in ring	LEFT, RIGHT, RIGHT, then A
YOKOZUNA™	Cannonball off Turnbuckle	Yokozuna is on the turnbuckle, opponent is in the ring	DOWN, DOWN, DOWN, then A, B or C

NOTES

NOTES

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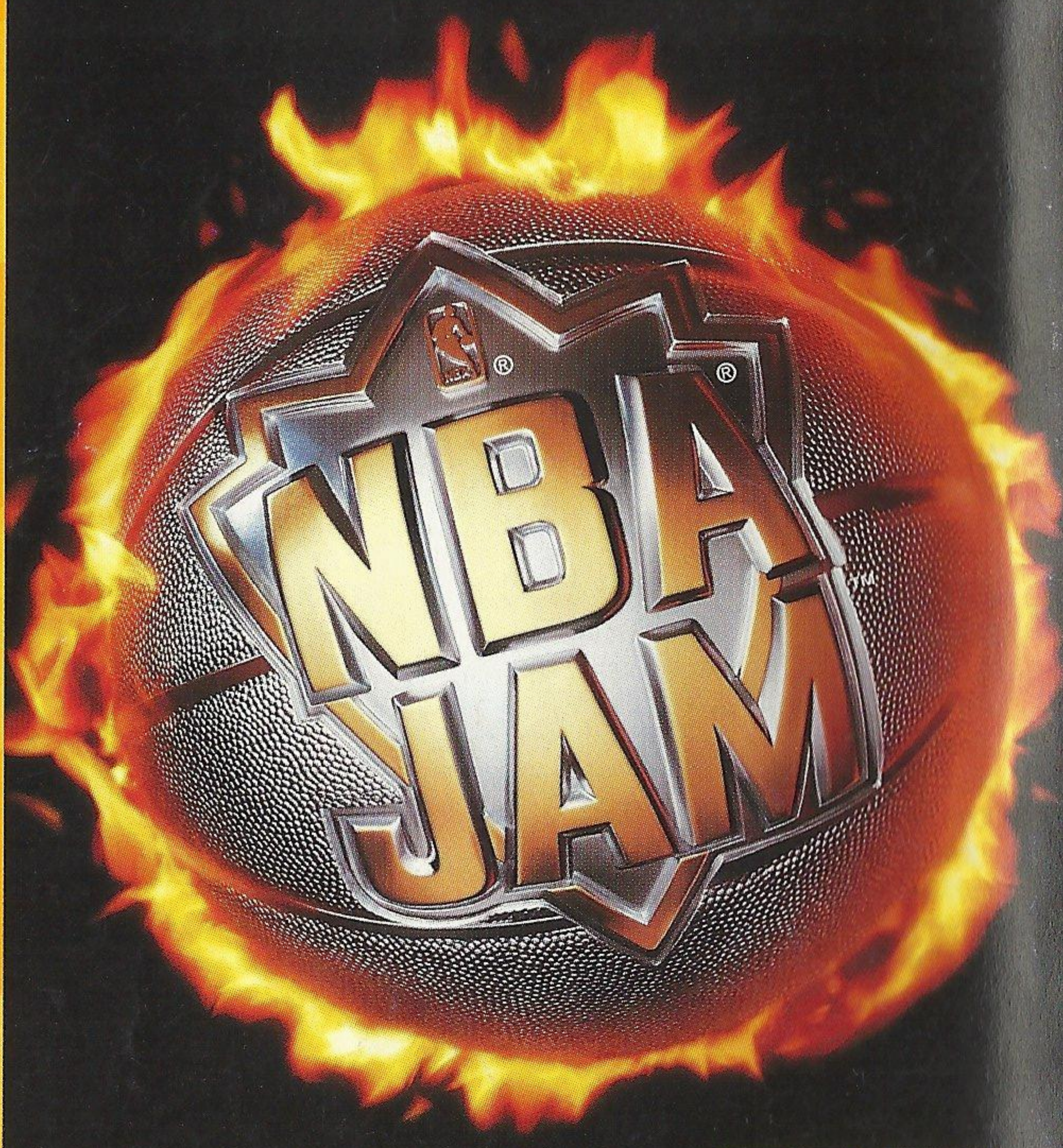
Acclaim Hotline/Consumer Service Dept.
(516) 656-2000

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