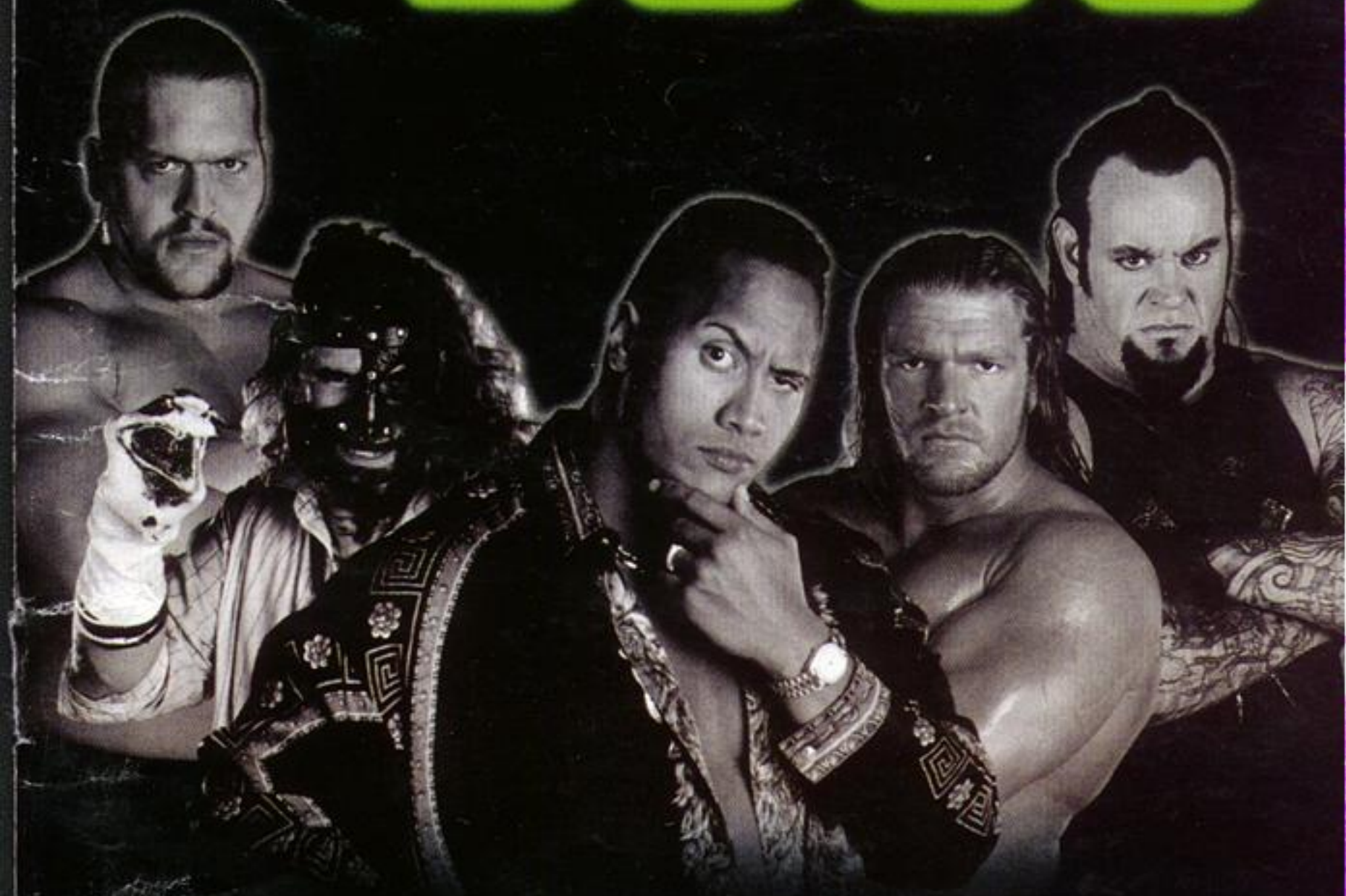
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# WRESTLEMANIA 2000



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Instruction Booklet

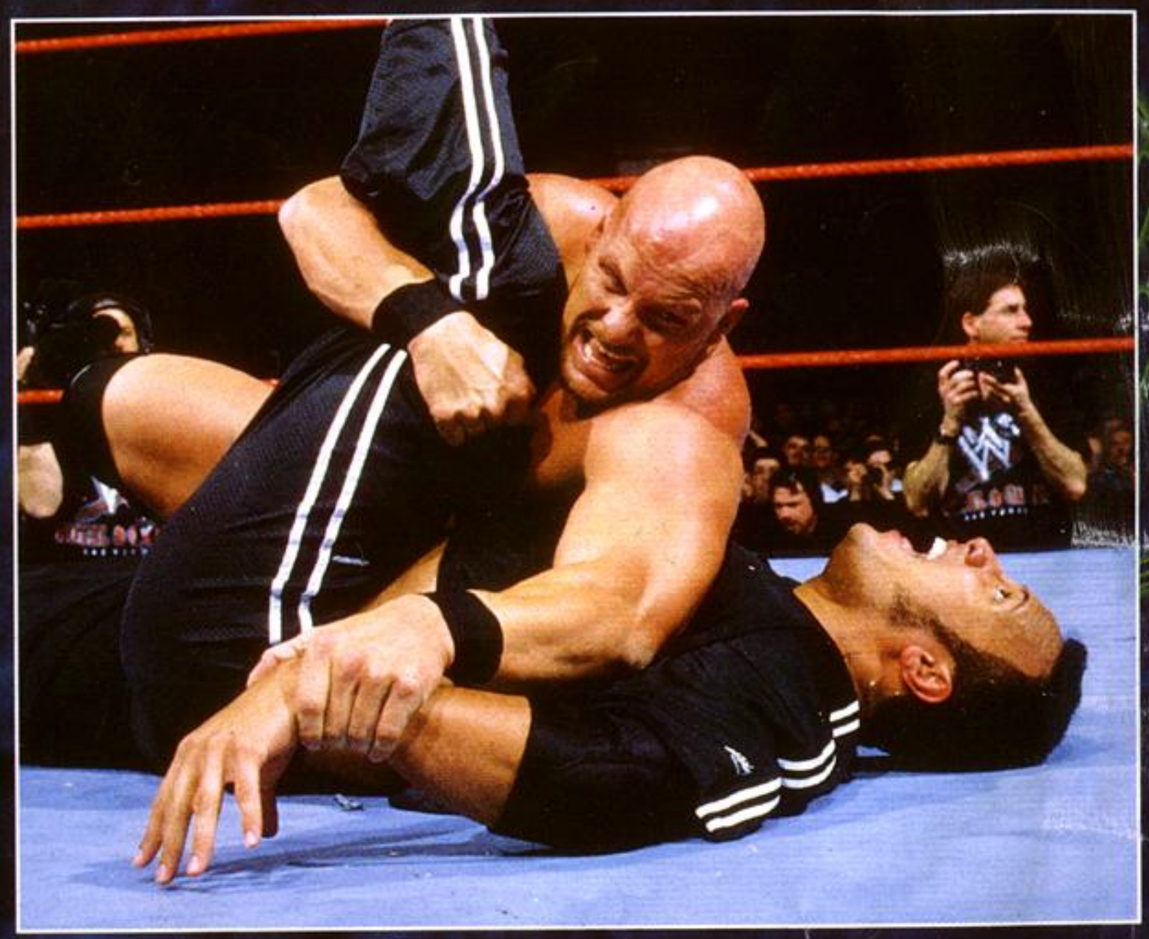
NINTENDO 64

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## WWF™ WRESTLEMANIA® 2000

Listen up 'cause we're sick of repeating ourselves. WWF WrestleMania® 2000 packs everything it can from the World Wrestling Federation® into the palm of your hand. When it comes to taking on the WWF Superstars, you better know your role or shut your mouth, 'cause these bad boys don't take smack from anybody!









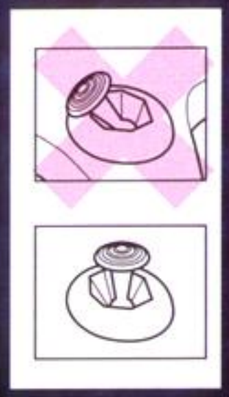

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# THE NINTENDO® 64 CONTROLLER

### CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.

When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the top diagram, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom diagram, left); then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

### HOLDING THE NINTENDO 64 CONTROLLER

We recommend that you use the hand positions shown at right. by holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.



### CONNECTING THE NINTENDO 64 CONTROLLER

WWF™ **WrestleMania® 2000** is a **4**-player game. Insert all four controllers before turning the Control Deck Power on.





# CONTROLS

**L Button**
- Reverse/Avoid a grapple
- Flip standing opponent (grapple/dazed)
- Pin opponent
- Hold opponent from behind (Royal Rumble®, Tag Team, Handicap modes)
- Change stables (Wrestler Select menu)

**+Control Pad**
- Highlight options
- Control wrestler in the ring
- Select stable (Wrestler Select menu)

**START**
- Bypass entrances
- Pause the game

**Z Button**
- Toggle between CPU and Manual control (Royal Rumble mode)

**Control Stick**
- Taunt opponents (↑/↓/←/→ for different taunts)
- Perform Finishing Moves – when the Attitude Meter flashes SPECIAL, perform a Strong Grapple and tap the Control Stick
- Zoom and Turn wrestler (Wrestler Select, Edit and Moves)




**R Button**
- Block/Counter striking attacks
- Release grapple
- Force downed opponent up – Tap from half position, Hold to stand up
- Change stables (Wrestler Select menu)

**C ▲ Button**
- Climb through/over ropes
- Grab weapon from crowd
- Tag partner into match (Tag Team Mode)
- Randomly select wrestler (Wrestler Select menu)

**C ▼ Button**
- Run
- Climb turnbuckle
- Hop over downed opponent
- Quickly enter ring from outside
- Randomly select wrestler (Wrestler Select menu)

**C ◄ Button**
- Flip opponent on mat
- Drag opponent on mat
- Change outfit (Wrestler Select menu)
- Preview moves, Titantron and entrance music (Edit mode)

**C ► Button**
- Focus on different opponent – Tag Team, Royal Rumble, Handicap matches
- Change outfit (Wrestler Select menu)

**A Button**
- Select options
- Grapple opponent – Tap for weak grapple, Hold for strong grapple

**B Button**
- Cancel options
- Striking attacks – tap for weak attack, Hold for strong attack
- Weapon attack



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# MOVES

Just like in the World Wrestling Federation®, different situations in the ring influence how a wrestler will perform a move. Below is a list of situations that happen in the ring along with the Button Commands you need to perform the different moves. Each WF™ Superstar will perform his/her own moves using this unique Button Command system. It is not possible to list every single button command in the manual, although they are all listed in the EDIT game mode. With thousands of moves in WF **WrestleMania® 2000**, learn to use these commands to your advantage!

| Situation | Button Command |
|---|---|
| **Striking Moves (Front/Behind opponent)** | |
| • Near Opponent (arm) | • Tap B |
| • Away from Opponent (leg) | • +Control Pad + Tap B |
| • Strong Attack | • Hold B |
| • Stronger Attack | • +Control Pad + Hold B |
| • Strongest Attack | • A + B |
| **Running Attacks** | |
| • Weak Attack | • C▼ + B |
| • Medium Attack | • C▼ + A +B |
| • Stronger Attack | • +Control Pad C▼ + B |
| • Strongest Attack | • +Control Pad C▼ + A + B |
| **Facing Opponent using either:** | |
| • Strong Grapple | • A |
| • Weak Grapple | • ← or → + A<br>• ↓ + A<br>• B<br>• ↑ + B<br>• ↓ + B<br>• ← or → + B |
| **Behind Opponent using either:** | |
| • Strong Grapple | • A<br>• ↑ + A |
| • Weak Grapple | • B<br>• ↑ + B |
| **Irish Whip to Ropes using either:** | |
| • From Weak Grapple | • Tap A<br>• Hold A |
| • From Strong Grapple | • Tap B<br>• Hold B |



# MOVES (CONT'D)

| Situation | Button Command |
|---|---|
| **Opponent on Mat – Face Up/Face Down** | |
| • Submission near Head/Feet | • A (near head/feet) |
| • Striking Attack | • B |
| • Running Attack | • Run + B |
| • Pin (face up) | • L Button |
| **Opponent on Mat – Sitting/Squatting** | |
| • Submission Holds | • A |
| • Striking Attacks | • B |
| **On Apron – Opponent in Ring** | |
| • Enter/Leave Ring | • +Control Pad + C▲ |
| • Run on Apron | • C▼ |
| • Climb Turnbuckle | • +Control Pad + C▼ |
| • Kick/Punch | • B |
| • Attack | • A |
| • Suplex | • Hold A + A |
| • Ram Opponent into Turnbuckle | • Hold A + C▼ |
| • Avoid Attack | • R Button |
| **On Apron – Opponent out of Ring** | |
| • Running Attack | • C▼ + A |
| • Kick Opponent | • B |
| • Flying Attack | • +Control Pad + A |
| • Avoid attack | • R Button |
| **Climb Turnbuckle when:** | |
| • Opponent Standing (in/out of ring) | • C▼ (flying attack) |
| • Opponent on Mat (face up/face down) | • C▼ + R Button (hop down)<br>• C▼ + Control Stick (turnbuckle taunt)<br>• C▼ + A (crouch on turnbuckle)<br>• C▼ + B (crouch on turnbuckle) |
| **Opponent in Turnbuckle, use either:** | |
| • Weak Grapple (attacks) | • A |
| • Strong Grapple (top rope suplexes) | • ↑ + A<br>• B |
| **Finishers (Attitude Meter flashing), use:** | |
| • Strong Grapple facing Opponent<br>• Strong Grapple behind Opponent<br>• Strong Grapple + Irish Whip<br>• Climb Turnbuckle<br>• Opponent in Turnbuckle | • Control Stick |



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## MOVES (CONT'D)

| Situation | Button Command |
|---|---|
| **Tag Team/Handicap/Royal Rumble** | |
| • Toggle CPU/Manual control | • Z Button |
| • Tag Up | • C▲ |
| • Climb into Ring to Make Save | • C▲ |
| **Partner Moves** | |
| • Double Team | • A (same time as partner) |
| • Top Rope Bulldog | 1. Behind opponent, press C▲ to put on shoulders<br>2. Partner climbs turnbuckle to finish the move |
| **Outside Ring** | |
| • Grab Weapon from Crowd | • +Control Pad + C▲ |
| • Slide into Ring | • +Control Pad + C▼ |
| • Climb onto Apron | • +Control Pad + C▲ |
| **Weapon Attacks** | |
| • Swing Weapon | • Tap B |
| • Overhead Attack | • Hold B |
| • Running Attack | • C▼ + B |
| **Flying Attacks (opponent out of ring)** | |
| • Over Ropes (standing at ropes) | • +Control Pad + A |
| • Under Ropes (running to ropes) | • C▼ + A |
| • Over Turnbuckle (running to turnbuckle) | • C▼ + A |
| **Other Moves** | |
| • Slide under Rope to Stand on Apron | • C▼ + ▲C |
| • Duck behind Opponent (running) | • C▼ + L Button |
| • Roll behind Opponent (running) | • C▼ + R Button |
| **Cage Match** | |
| • On Cage | |
| Striking Attack | • B |
| Elbow Drop | • A |
| • Oponent on Cage | |
| Pull Him Down | • A |
| Striking Attack | • B |
| • Slam opponent into Cage | • Hold A + C► |
| • Climb Cage | • +Control Pad + C▲ |
| • Shake Cage | • C► Repeatedly |
| • Climb Over Cage to win | • Tap B Repeatedly |



## MAIN MENU




As soon as you start WWF WrestleMania® 2000, you can access all of the options and game modes from the Main Menu. To highlight an option or game mode, use the +Control Pad, then press the A Button to confirm.

- **Exhibition** – Select the style of the match and the WWF Superstars to jump right into the ring! See page 11 for more details.
- **King of the Ring®** – Just like in the Federation, move through a Tournament style bracket of Superstars to become the King of the Ring. See page 14.
- **Edit** – Create your own jobber or Edit a pre-existing Wrestler. This mode includes so many details, check "Edit Menu" beginning on page 16 for more information.
- **Option** – Customize the game to your needs, including custom controller settings. See page 10.
- **Road to WrestleMania** – The main single player game. Compete night after night in every imaginable match to become the greatest superstar ever! See page 22.
- **Pay-Per-View** – Create your own Pay-Per-View, matching up every card for the night's event! See page 23.
- **Royal Rumble** – An all-out brawl, the Royal Rumble can be customized to include up to 40 superstars that you have to defeat! See page 24.
- **Data** – Track the records of every Created Belt and move Created Superstars to and from the Controller Pak. See page 25.



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## OPTIONS MENU




Want to lay the smack down on your terms? Customize all the following settings to your needs.

- **Difficulty** – Toggle between EASY, NORMAL or HARD.
- **Attitude Meter**– Toggle ON/OFF.
- **Referee** – Turn the Referee's animations ON/OFF.
- **Bloodshed** – With Bloodshed ON, the wrestlers will bleed if hit hard enough; turned OFF, they will not bleed at all. With FIRST BLOOD selected, the match will end when a wrestler starts to bleed.
- **Replay** – Toggle the quick camera replays ON/OFF.
- **Music** – Turn the music ON/OFF.
- **Sound** – Choose STEREO if you have more than one speaker, or MONO if you have one speaker.
- **Controller** – Customize the Buttons to your preference. To change the Buttons, use the +Control Pad to highlight a button, then press the new button. To confirm the button changes, highlight DECISION and press the A Button. To return the buttons to their original settings, choose DEFAULT.



## EXHIBITION




The fastest way to jump into the action, Exhibition offers all the options of the other modes in a one-match battle to the finish.

1. Select a Match
   - **Single Match** – Two Superstars go head to head!
   - **Tag Match** – Grab a partner and take the grudge to the ring. Two pairs of Superstars square off against each other, with one grappler from each team in the ring at a time.
   - **3 Way Match** – Think you can handle it? Three Superstars match up head-to-head-to-head in a small version of the Royal Rumble®.
   - **Cage Match** – The only way to win is to be the first Superstar to climb over the cage.
2. Select an Arena
   All the big ones are here! Choose between Raw Is War™, Sunday Night Heat™, Royal Rumble®, King of the Ring®, Survivor Series®, WrestleMania or SummerSlam.
3. Determine how many CPU-controlled or Human-controlled players will wrestle. Select WATCH to view the match without breaking a sweat!
4. Decide whether you want a Title match or not. By selecting NEW BELT, you can create your own belt to defend in a Title match (see page 25).
5. Select the WWF™ superstars for the match. Player 1 selects first, then Player 2, and so on. You must select your own opponent if battling against the CPU.
6. Customize options for the match before heading to the ring. Use the +Control Pad ↑/↓ to highlight an option and press the A Button to change the setting.
   - **Decision** – Confirm the options are correct and advance to the Match-up Screen.
   - **Time Limit** – Choose a time limit for the match, from 5 to 60 minutes, or have No Limit at all!



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## EXHIBITION (CONT'D)

- **Pin** – Select YES to allow a victory by Pinning the opponent.
- **TKO** – Select YES to win by a knockout.
- **Interference** – With YES selected, enemies will run in and interfere with the match.
- **Ring Out** – Determine whether or not the wrestlers are allowed out of the ring.
  - **10 Counts** – If out of the ring for a count of 10, the wrestler is disqualified.
  - **20 Counts** – If out of the ring for a count of 20, the wrestler is disqualified.
  - **Lumberjack** – The wrestler automatically enters the ring if thrown out without a disqualification.
  - **No DQ** – No Disqualification for a ring out.
- **No** – You are allowed outside the ring as long as you want.
- **Submission** – Toggle between YES, QUICK MATCH and NO. Win a match by making the opponent give up with either YES or QUICK MATCH selected.
- **Rope Break** – Toggle YES/NO. If YES is selected, the referee will stop a submission hold when the opponent touches the ropes.
- **Bloodshed** – With Bloodshed ON, the wrestlers will bleed if hit hard enough. Turned OFF, they will not bleed. With FIRST BLOOD selected, the match will end when a wrestler starts to bleed.
- **Options** – Customize game settings. See page 10.

7. Match-up Screen

   Finally, view the upcoming match on the TV-style Match-up Screen. Each player must press the A Button to confirm the match before heading to the Squared Circle. If you do not like the Card, or need to change the options, press the B Button to return to the previous selection screens.



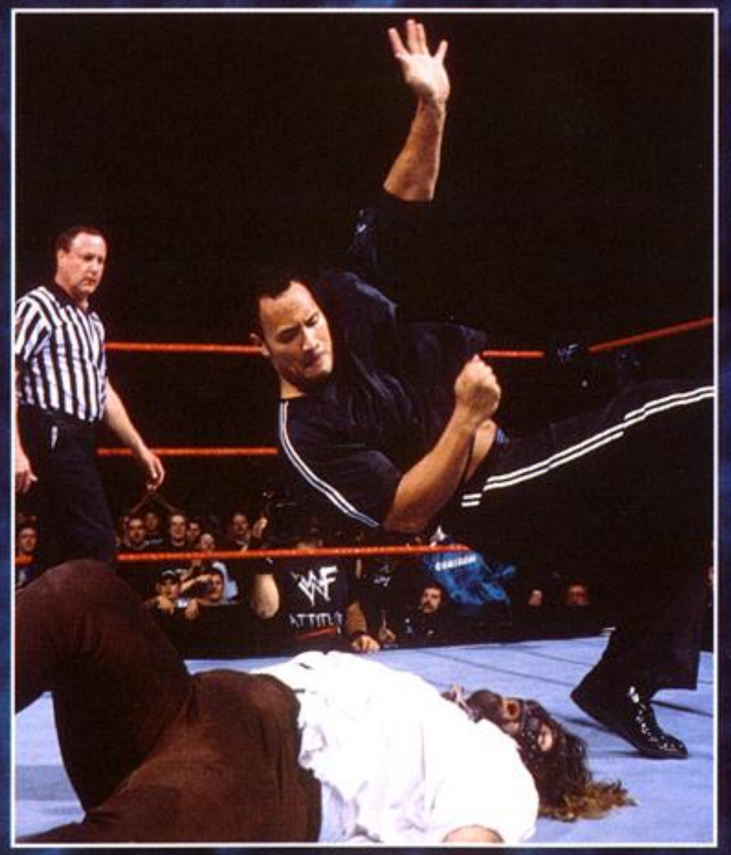



## PAUSE GAME MENU

Press START during a match to Pause the game. You can alter the following options while the game is Paused. Press the +Control Pad ↑/↓ to highlight an option. Press the A Button to confirm, or the B Button to cancel and un-pause the game.




- **Continue Match** – Un-pause the game and get back to the action!
- **Rematch** – Start the match over again.
- **Quit Match** – Stop the game and return to the Main Menu.
- **Attitude** – Toggle the Attitude Meter ON/OFF.
- **Referee** – Toggle the referee animations ON/OFF.
- **Replay** – Toggle the TV style instant replay ON/OFF.





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## KING OF THE RING®

The King of the Ring tournament is a playoff style bracket, unique to the World Wrestling Federation®. Set up the match like you would in Exhibition mode. In King of the Ring, you can compete in SINGLES or TAG TEAM matches. You can also choose the arena and decide which belt (if any) will be put on the line for the champion of the tournament to wear.

Select the number of wrestlers, between 3 and 16, by pressing the +Control Pad ↑/↓, and then press the A Button to confirm. Finally, select all of the wrestlers to advance to the King the Ring bracket.





## KING OF THE RING (CONT'D)

### THE BRACKET SETUP

You can only make the following changes before a King of the Ring tournament has begun. Once started, you will not be able to access these options:




1. Select Human or CPU wrestlers:

   At the bottom of the Bracket Screen, select ALL PLAYER to change all of the wrestlers in the tournament to Manual (Human) controlled. Select ALL CPU to change all of the superstars in the tournament to Computer controlled.

   To toggle each wrestler between Manual and Computer controlled, press the +Control Pad ↑/↓ to highlight a wrestler, then press ←/→.

2. Rearrange the Bracket:

   To rearrange the order of the bracket, highlight a wrestler you would like to move by using the +Control Pad, then press the A Button to confirm. Next, highlight another wrestler and press the A Button. The two wrestlers will swap places.

   Continue the process until the King of the Ring tournament is evenly balanced, then highlight DECISION to advance to the tournament.

You can choose to WATCH or SKIP any of the matches by highlighting the option and pressing the A Button.



# EDIT MENU

Watching the World Wrestling Federation®, it seems that at any given moment, alliances could be tested. Long time enemies can quickly become allies and vice versa seemingly at the drop of a hat.

In order to keep WF™ WrestleMania® 2000 up-to-date, you can alter appearances and change alliances, as well as switch entrance, Titantron and theme music, update Finishing Moves, and change stables from one group to another within the Federation. You can even create your own wrestlers to look and act like brand new superstars in the World Wrestling Federation. You can create your own stables and form new alliances that are sure to unfold in the months ahead.

### TRADE SUPERSTARS

You can move one WF Superstar from one stable to another, or trade superstars by selecting the TRADE option at the top of each group. Once an option is selected, highlight the wrestler you would like to move, and then press the A Button. Press the +Control Pad ←/→ to find the new group for the selected wrestler.

Once a new group has been found, either select an empty slot to move the wrestler to, or highlight another wrestler and press the A Button to "trade" the two wrestlers to each other's groups. To change the enemies and allies of the wrestler, see page 20, "Fighting Style."



# EDIT MENU (CONT'D)

### CREATE WRESTLER MENU

You can create and save up to 16 unique wrestlers in WF™ WrestleMania® 2000. Press the +Control Pad ←/→ until you find the stable Original 1 or Original 2. Now select a free space (Original A – Original P) and press the A Button. The Create Wrestler Menu will appear.




After making any of the following adjustments, highlight DECISION and press the A Button to automatically save your wrestler to the Game Pak's battery backup.

- **Profile/Music** – Change the name of your wrestler, adjust the Height and Weight, and determine his entrance music and Titantron video.
- **Appearance Edit** – Customize the new Jobber's appearance.
- **Moves** – Choose from thousands of Taunts, Reversals, Striking Attacks, High Flying Attacks, and more!
- **Fighting Style** – Fine-tune all of the personality traits, including how your wrestler reacts to blood, in the Fighting Style menu.
- **Clone** – Make an exact replica of a created or edited wrestler to fine-tune even further. First select a free space (Original A – Original P), then select CLONE and press the A Button. Now find a superstar to edit and press the A Button. Select DECISION to copy the superstar into a free space. Now you can edit every aspect of your favorite superstar!
- **Default** – Return the edited wrestler to his original default settings.

### PROFILE/MUSIC

Even a new Jobber needs a name and entrance! Give your wrestler a nickname, adjust his Height and Weight, and determine which Titantron video and theme music will be played when he finally appears for his first match.




- **Name** – To enter a name, move the cursor around the alphabet with the +Control Pad, and then press the A Button to confirm. Select DECISION to return to the Profile/Music screen.



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## EDIT MENU (CONT'D)

- **Short Name** – Give the jobber a nickname! The Short Name will be used within the game when the real name is too long to fit on the screen.
- **Height** – Press the +Control Pad ←/→ to choose between a short 5' 0" wrestler and a gigantic 7' 11" Superstar! Changing the Height will alter the wrestler's physical appearance.
- **Weight** – Press the +Control Pad ←/→ to adjust the Jobber's weight, from 100 pounds to 600 pounds. Altering the Weight will not change the wrestler's physical appearance. To give your wrestler a body to fit his weight, enter the Appearance Edit menu.
- **Music** – Select an entrance theme song from one of the existing music tracks. Press the +Control Pad to toggle the music. Press the C◀ Button to preview the song. If a video is selected, it will play with the music.
- **Video** – Select a Titantron video for your wrestler's entrance. Press the +Control Pad to select a pre-existing Titantron video. To preview the video, press the C◀ Button. If a music track is selected, it will play with the video.

### APPEARANCE EDIT

Fully customize the look of your Jobber, from head to toe, by using the Appearance Edit feature.




- First, alter the ATTIRE options including Body Size, Ring Attire, Tattoos and Entrance Attire.
- Next, find the perfect Hair/Face/Makeup combination in the HEAD option.
- Finally, add the finishing touches by giving your wrestler the accessories he needs to look like an old pro in the EQUIPMENT menu, including Knee and Elbow Pads.



## EDIT MENU (CONT'D)

### MOVES

Now that your Jobber has his "look" and entrance music, he needs to learn a few moves. Without making any adjustments, you can already use your wrestler in a match using his Default moves. But to truly set him apart from the rest of the superstars, take some time and assign his own unique "style" by choosing from the thousands of moves at your disposal.




First, select a category to begin with by pressing the +Control Pad ↑/↓, then press either the A Button or START. If the category has sub-categories, select one using the same method.




Each category of moves has its own set of situations, and each situation needs a move assigned to it. TECHNIQUE contains all the moves in the game. By changing a move in the other categories, it will automatically change in TECHNIQUE.

1. Select a situation (for example "weak arm striking") by pressing the A Button, then press the C◀ Button to Preview the moves.
2. Press the +Control Pad ↑/↓ until you see a move you like, then press the A Button.
3. Finally, press the A Button again to save the command to your Jobber's list of moves.
4. Each move has a power rating. E signifies a weaker move, while A is the strongest move. If an X is under KO, then you can knockout an opponent. With a red X under B, the move will draw blood. Finally, an S in the right column means the move is a submission hold, while a P means the move will pin the opponent.






## EDIT MENU (CONT'D)

When a move has been selected for a situation, the situation changes colors, letting you know that you've already made a selection there. Press the C ▶ Button to make that move a Favorite of the grappler. When he is CPU Controlled, he will use that move more often than the other moves.

As the process of assigning moves to a newly created wrestler can take a lot of time, you can save the wrestler at any time by highlighting DECISION and pressing the A Button.

### FIGHTING STYLE

Aside from the moves and the taunts, Fighting Style is where a wrestler's true personality emerges. Taking care of every detail, down to how he reacts to blood, gives you control over whether your created wrestler will be a Jobber for life or a superstar in his own right.




- **Weight Class** – Choose either HEAVY or LIGHT-HEAVY.
- **Counters/Reversals** – Select the style of reversals – HEAVY, LIGHT-HEAVY, MARTIAL ARTS.
- **Ring Entry** – Decide how your wrestler enters the ring through the ropes – NORMAL, JUMP, OVER THE TOP ROPE, LEAP FROG, FLIP OVER, WOMEN.
- **Recovery Rate** – How fast does your wrestler recover from a beating? SLOW, NORMAL, FAST.
- **Reaction to Blood** – While bleeding, does your Jobber PANIC, use AGGRESSION, or is he NORMAL?
- **Turnbuckle Climbing** – Decide how your wrestler gets to the top of the turnbuckle – CLIMBING or JUMP.
- **Jumping Distance** – Choose how far the Jobber can jump – SHORTEST, SHORT, NORMAL, LONG, LONGEST.



## EDIT MENU (CONT'D)

- **Specific Weapon** – When he's reaching into the crowd, decide if the created wrestler will always grab the same weapon or not – NONE, GUITAR, TONGFAR, HEAD, LUMBER
- **Stance** – How does the new Jobber stand when in the ready position? WRESTLING, MARTIAL ARTS, SHOOT WRESTLING NORMAL, WOMEN.
- **Speed** – SLOW, NORMAL, FAST
- **Submission Skills** – EXPERT, NORMAL, NOVICE
- **Bleeding** – Does the wrestler bleed RARELY, NORMAL or OFTEN?
- **Endurance** – How long can your wrestler last in the ring? WEAK, NORMAL, STRONG
- **Weapons Use** – Decide how often the wrestler can find a weapon in the crowd – NEVER, RARE, NORMAL, OFTEN

At the bottom of the screen are a few more options to finish your wrestler.

- **Offensive Strength** – With a total of 15 points, assign how much strength each body part has to damage an opponent with.
- **Defensive Strength** – Again using 15 points, decide how much defensive strength goes to each body part. Keep in mind, the more damage his legs take, the slower your wrestler will move!
- **Ally/Enemy** – Assign enemies for your wrestler, as well as a Valet or Manager to enter the ring with him or her.

When your wrestler is complete, don't forget to save him by highlighting DECISION and pressing the A Button.



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## ROAD TO WRESTLEMANIA®




Within the Road to WrestleMania game mode, you will be able to unlock the majority of the hidden wrestlers to use in the other game modes. Be prepared to go through an entire season of Cage matches, Tag Team events, Singles matches and more as you make your way through the ranks of the top superstars of the World Wrestling Federation®. As enemies try to interfere with your matches, you will need to compile a staggering Win/Loss ratio and be the keeper of a few belts to become the number one contender.

Select an empty block to begin a NEW GAME. Only three Road to WrestleMania games can be saved at one time.

Next, select a wrestler and choose a Tag Team partner. You will not always be involved in Tag Team events, but just in case any arise on the Road to WrestleMania, you will have a partner to lay the smack down with.

As you progress through the season, **WrestleMania 2000** will compile stats for your wrestler based on Singles and Tag Team winning percentages. Also, each belt you've won will be shown, along with how many times you've had to defend that title. By selecting CHAMPION from the Statistics screen, you can keep track of the current title holders.






## PAY-PER-VIEW




Set up your own Pay-Per-View events, complete with a full card of matches from Royal Rumble® to 3 Way and Cage matches, with as many WWF Superstars as you can!

First, give your Pay-Per-View a name and date and set the stage by giving it a Hall (Arena). Next, select DECISION to advance to the Pay-Per-View setup screen. Now, select NEW PROGRAM to plan the first match of the evening.

Choose the type of match, decide if a Belt is on the line, choose the opponents, set the rules and finally give the match a name. Once complete, select DECISION and repeat the process to build the second match on the card.

Determine up to 15 matches for the Pay-Per-View, and then select START and press the A Button to head to the Arena.

Note: Your created Pay-Per-View cannot be saved to a Controller Pak. If you use any created Belt while in the Pay-Per-View mode, the Belt cannot be moved to a Controller Pak until the Pay-Per-View has been erased. Select the saved Pay-Per-View, highlight ERASE and press the A button. Now your created Belt will be available to move to a Controller Pak.







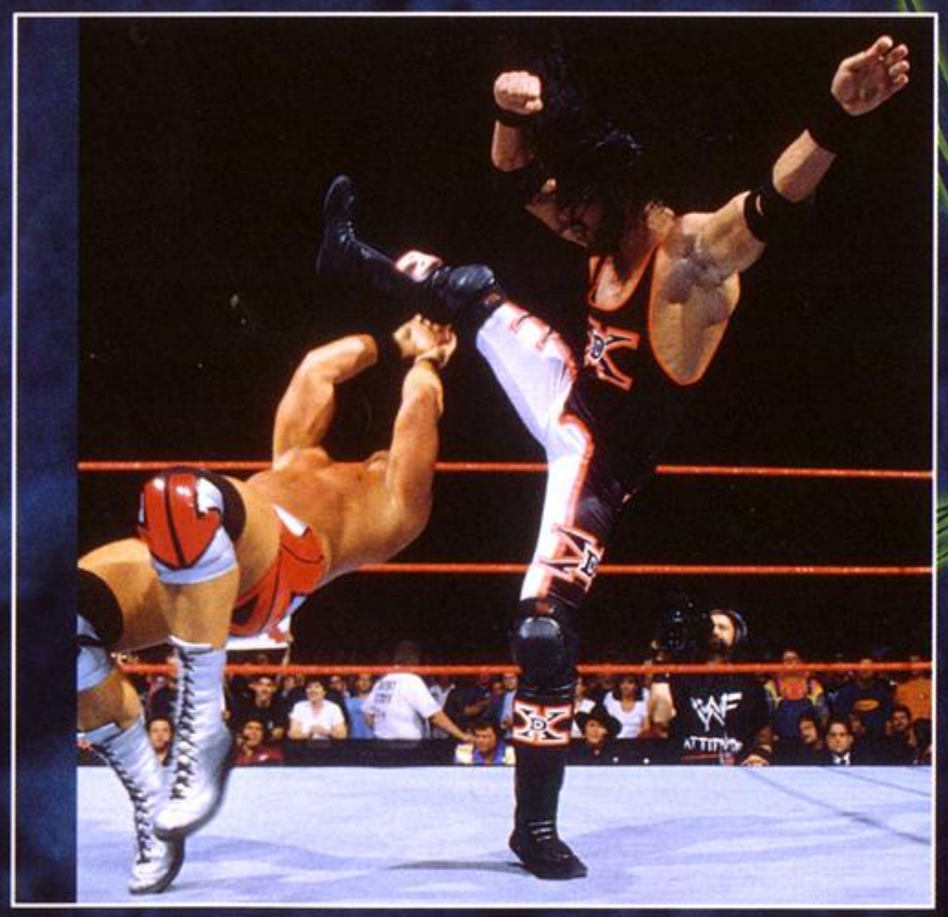

Vimm's Lair

## ROYAL RUMBLE®




The ultimate match for any wrestling fan, the Royal Rumble®, consists of up to 40 WF™ Superstars running into the ring one after the other each time an opponent is defeated. Do you have what it takes to go the distance against 39 superstars?

To set up a Royal Rumble, first decide which arena the Rumble will be held in; then how many Human-controlled or CPU-controlled players will be involved. Decide if a belt will be on the line, and then figure out how many superstars will participate in the event. Finally, select the wrestlers, customize the rules and head to the ring for some hard-hitting action.





## CREATE A BELT




You can create your own belt to fight for, and defend, in Exhibition, King of the Ring™, and Royal Rumble®. Also, you can put a different belt on the line for each match in your own Pay-Per-View event!

To create a Belt, select NEW BELT at the top of the screen. Give the belt a name and select DECISION. Now use the Control Pad ↑/↓ to decide what the belt will look like, then press the A Button to confirm. Once a belt is created, you can put it on the line in any game mode – except Road to WrestleMania®, which features the actual belts of the World Wrestling Federation®.

To wrestle through a match without any belts on the line, select NON-TITLE MATCH at the bottom of the screen. Select CONTROLLER PAK to find a created belt that has been saved to the portable Controller Pak. See DATA below for more information.

### DATA

From the DATA option, you can swap Created Superstars and Created Belts from the Game Pak to the Controller Pak. Before doing so, you can view the information for each superstar or belt, and Clone the Created information as well.

- **Belt Data** – Search the Controller Paks for saved belts, or search the Controller Paks for each individual controller. Select CHECK to view information on each belt. Simply highlight a belt and press the A Button to view the Name of the belt, the Champion, the last date the belt was won, and the name of the player who owns the belt. A created belt cannot be on the line until it is moved from the Controller Pak to the Game Pak. Select MOVE to swap a belt from a Controller Pak to the Cartridge, and vice versa. Next, highlight the belt to



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## DATA (CONT'D)

move and press the A Button. Finally, choose an empty slot to move it to, and press the A Button to confirm. Select ERASE to completely delete the belt data from either the Game Pak or the Controller Pak. Highlight the belt to erase, then press the A Button to confirm.

- Superstar Data – As with the Belt Data, created and edited wrestlers can be moved from the Game Pak to the Controller Pak, and vice versa.




Select CHECK, highlight a created grappler, and then press the A Button to view all the created information for that superstar. You will not be able to make any changes to the created superstar while in the DATA menu.

Select MOVE to put a created superstar onto a Controller Pak from the Game Pak. Now, you can create some high-profile Talent, carry the superstars with you on a Controller Pak, and challenge anyone on their own turf. In order to use a created superstar, you need to move him from the Controller Pak to the Game Pak before heading to the squared circle.

CLONE copies a created wrestler into any empty slot. If you've created the biggest, baddest Superstar known to man and want to make a copy, select CLONE and highlight the grappler; then press the A Button. Now, use the Control Pad to find an empty slot, on either the Game Pak or Controller Pak, and press the A Button to copy the superstar to the free spot.

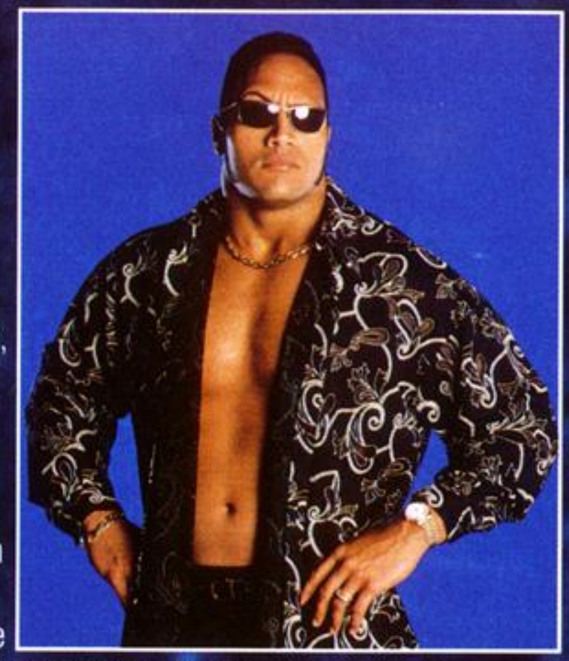
When the changes have been made successfully, highlight DECISION and press the A Button to confirm. If you have made a mistake and don't want the changes to be in effect, highlight CANCEL and press the A Button.

Note: While in Belt Data, you will be unable to erase or move a belt that is currently in use by a saved Pay-Per-View event. See page 23 for more information.



## THE SUPERSTARS

**THE ROCK™**

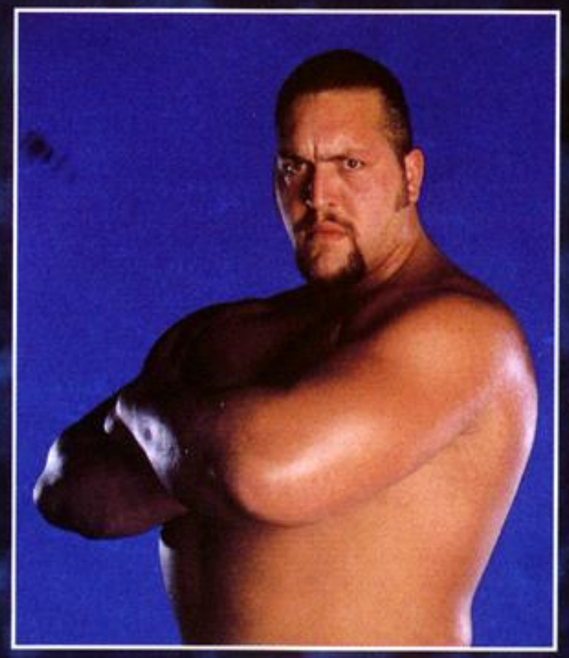


Height: 6'5"
Weight: 275 lbs.
From: Miami, FL
Finishing Move: The People's Elbow

**BIOGRAPHY:**

After graduating as an All-American football star from the University of Miami, Rocky Maivia entered the World Wrestling Federation® and quickly became the Intercontinental Champion. Under controversial circumstances, The Rock won the World Wrestling Federation Championship at the 1998 Survivor Series®. The Rock went on to win the title two more times, making the "Great One" a three-time Federation Champion. Whether he's a champion or a contender, a fan favorite or the most hated superstar on the roster, The Rock is a 27-year-old phenom and is already the "Most Electrifying Man in Sports-Entertainment."

**THE BIG SHOW™**



Height: 7'2"
Weight: 500 lbs.
From: Tampa, FL
Finishing Move: Show Stopper

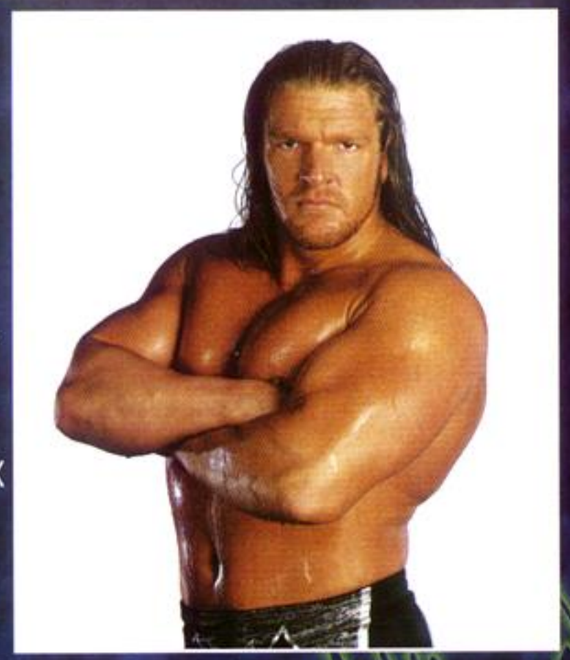
**BIOGRAPHY:**

At 7'2" and 500 pounds, the Big Show Paul Wight easily ranks as the biggest hombre in sports-entertainment today. Recently joining the World Wrestling Federation, the Big Show has finally hit the big time.

## THE SUPERSTARS (CONT'D)

### TRIPLE H™

Height: 6'4"
Weight: 246 lbs.
From: Greenwich, CT
Finishing Move: The Pedigree



**BIOGRAPHY:**

Luck has nothing to do with the rise of Triple H. One of the most calculating athletes in the history of the sport, Triple H rode the rise of D-Generation X to the top of the World Wrestling Federation®. In quest of the WF™ Championship, he left the group to align himself with Vince McMahon and the Corporation. Unafraid of making enemies en route to the top, HHH takes no prisoners and refuses no challenges.

### UNDERTAKER®

Height: 6'10"
Weight: 328 lbs.
From: The Dark Side
Finishing Move: Tombstone Piledriver



**BIOGRAPHY:**

Undertaker is not only the most intimidating presence in sports-entertainment today, he's nearly invincible. Possessing almost inhuman agility for a man of his strength and 7-foot frame, Undertaker has beaten every WF™ superstar of consequence over the course of his career. Blond, bald, big, small – All have felt the wrath of this multi-time World Wrestling Federation Champion.



## CONTROLLER PAK® & RUMBLE PAK®

### MANKIND™

Height: 6'2"
Weight: 287 lbs.
From: The Boiler Room
Finishing Move: The Mandible Claw



**BIOGRAPHY:**

Known as the "King of Hardcore," this superstar constantly puts his career – and his body – on the line to accomplish his goals! Since his debut in the World Wrestling Federation® in 1996, Mankind has engaged in aggressive and bloody feuds with the Undertaker, Kane and The Rock. With three championship reigns to his credit, this alter ego of Mick Foley has finally reached the top of the Federation. There's no telling just how far he will push himself from there!

### CONTROLLER PAK

WF™ **WrestleMania® 2000** is compatible with the Controller Pak accessory. Before using the Controller Pak, read its instruction booklet carefully. WF **WrestleMania 2000** supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please turn the Control Deck OFF before doing so.



### RUMBLE PAK

WF **WrestleMania 2000** is compatible with the Rumble Pak accessory. Before using the Rumble Pak, read its instruction booklet carefully. WF **WrestleMania 2000** supports "hot" insertion of the Rumble Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Rumble Pak at any other time, please turn the Control Deck OFF before doing so.

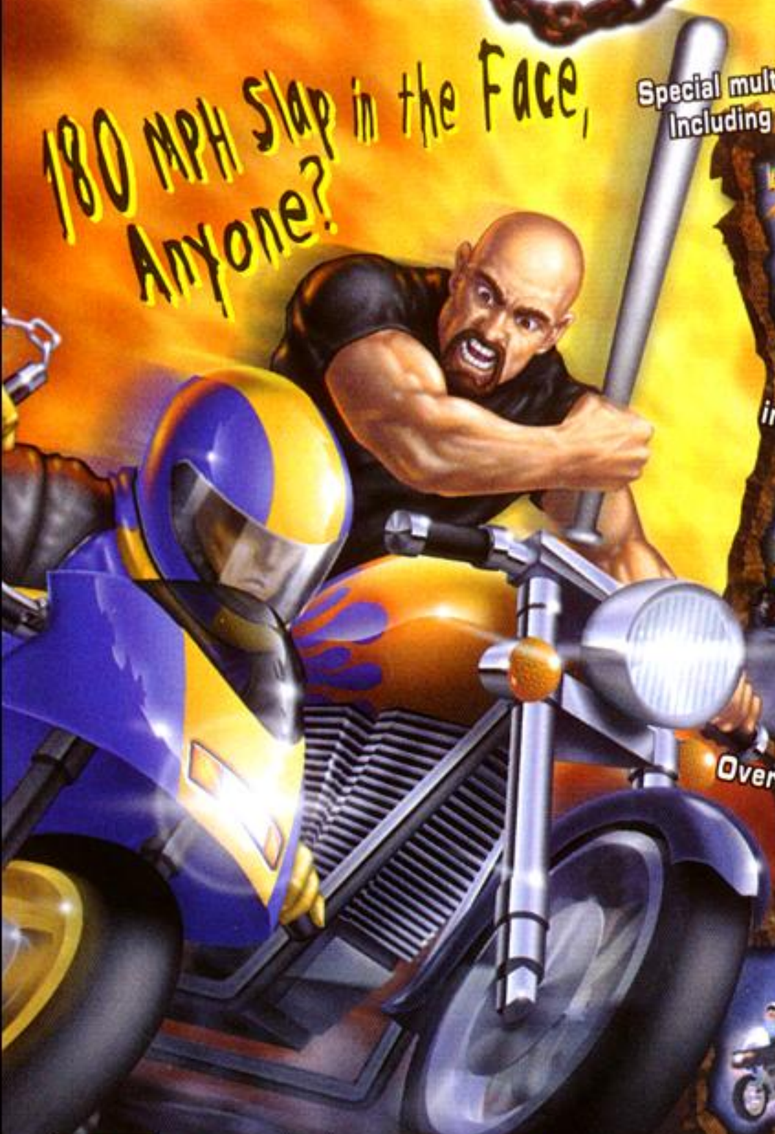




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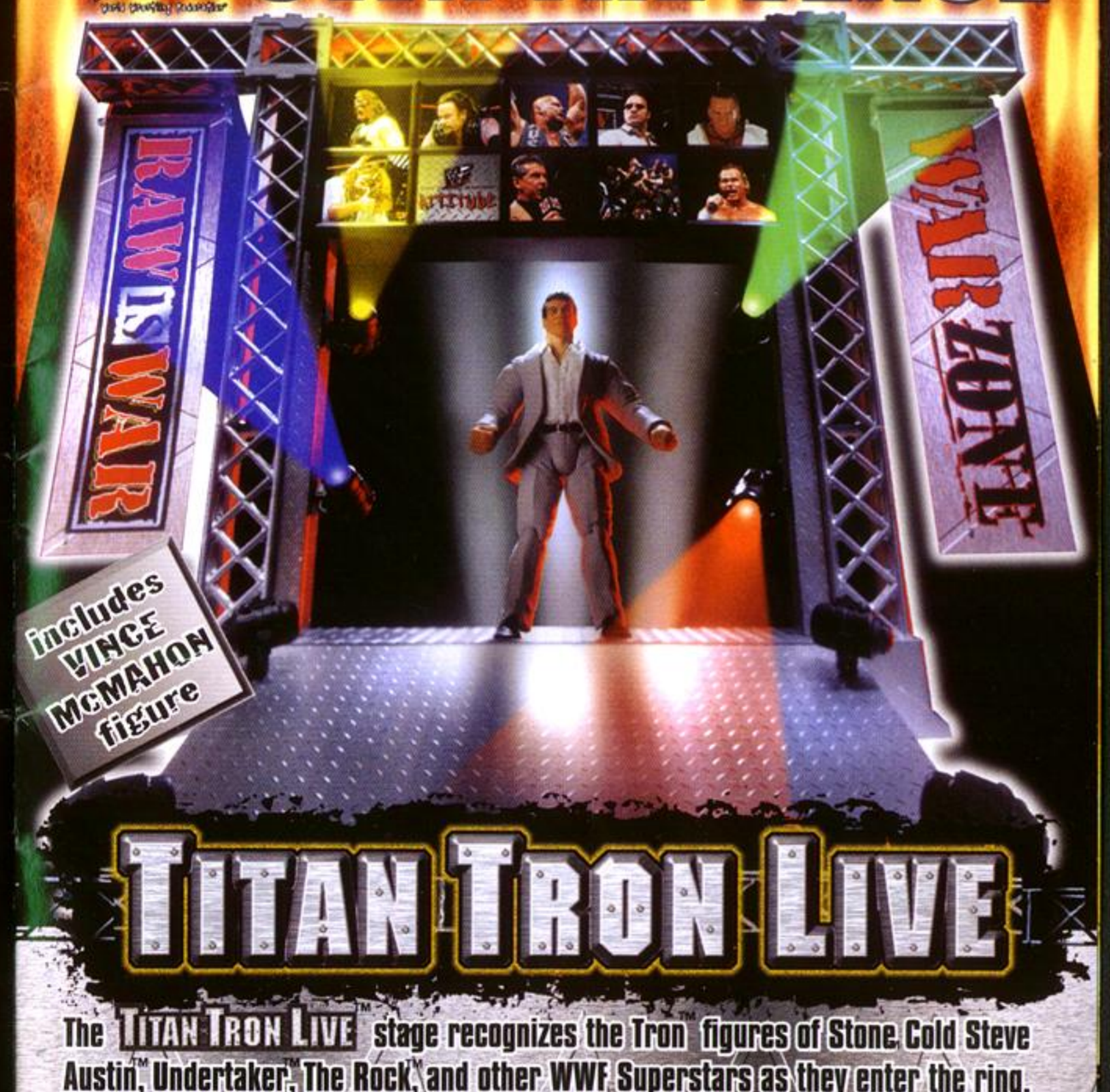
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