LOOK FOR

ALL-STAR BASEBALL 99™

LARRY WALKER
1997 NATIONAL LEAGUE MVP

3-10 ✓ 11-14 ✓ 15-17 ✓ 18+ ✓

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INSTRUCTION BOOKLET

WAR ZONE™

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Stone Cold
Steve Austin™

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WORLD WRESTLING FEDERATION®

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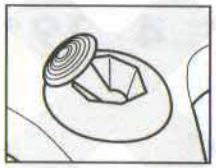
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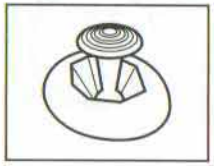
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle 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 picture on the 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 picture on the 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.

LOADING.

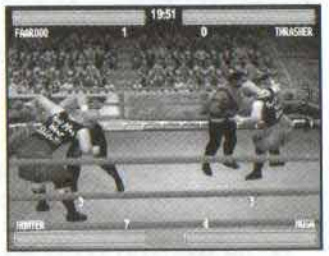
1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your WWF WAR ZONE™ Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Socket 1.

Note: War Zone is for up to 4 players. All players should insert their Controllers at this time.

4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately).
5. Slide the power switch to ON (important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

THIS AIN'T A REC ROOM, IT'S A WAR ZONE!



WWF WAR ZONE™, that is! When you take 16 of today's top wrestlers you're asking for action, and this is the game experience you've been waiting for. You got your grudge matches, your steel cage matches, your 1-on-1, your tag teams, and more! Action inside the ring, outside the ring, out of this world! Start your career at the bottom and battle to the top! You want to be a champ? Better try some training, bro, or you're gonna be the rag doll they mop the floor with!

It takes a lot of guts to gain the glory of a Gauntlet match victory, and plenty of stamina. If you can take more than they can dish out, treat yourself to a heaping helping of rigorous ring rage in a Royal Rumble. Now that's the way (uh-huh, uh-huh) I like it.

If you ever wanted to build your own action figure (and even if you didn't), jump into Create Player mode and build a better brawler! Give him just the look and skills you want, then bring him in to face the likes of Faarooq and his playmates!

But hey, let's quit the jawboning and get to the mat!

MENU CONTROLS

B	Cancel/Previous Screen
A	Confirm/Next Screen
START	Pause Game
CONTROL STICK	Toggle Functions/Features

STARTING IN...



At the title screen, press the **START BUTTON**. You will come to the main menu, where you can select among these fine features:

Start Game: Begin one of 8 different game types!

Training: Hone your skills, then take on ANYBODY!

Create Player: An unbelievable gallery of great looks and attributes allows you to build your own nightmare—then test him against the best!

Options: Set up the game to suit your play style!

High Scores: Up-to-the-minute stats on each wrestler's performance!

Biographies: An in-depth look at the wrestlers you love, and the wrestlers you love to hate!

We will get into all of these in detail. First, let's talk about the Options, because you want to set up before you start playing, right? Right.

OPTIONS



To set your options, press ↑ or ↓ on the Control Pad/Stick to highlight an option, then press ← or → on the Control Pad/Stick to toggle settings.

Music Volume: Move slider from Silent to Full Volume.

Sound F/X Volume: Move slider from Silent to Full Volume.

Time Limit: Select a game limit—anywhere from 5 to 30 minutes of ring rioting!

Stereo: Toggle between Stereo and Mono output. Real HiFi!

Difficulty: Choose among Easy, Medium and Hard skill settings.

Announcer: Turn the in-game announcer On or Off.

Camera Angle: Choose among Near, Far and Top camera angles. Hollywood swinging!

Auto Save: This feature is great! When set to ON, Auto Save automatically saves your progress and constantly updates statistics for all wrestlers in the game, so whenever you resume play, you are back where you left off, with a full screen of stats. Otherwise, you must manually save data on the Save Game screen.

Controller Configuration: Use the Control Stick/Pad to toggle the highlight to an action, then press the button you wish to perform that action.

Save Game: After any match you can save your shenanigans on the Save Game screen. Once a game is saved, you will be able to access it the next time you select the same wrestler. See Save Game on page 15.

Delete Game: Use this mode to erase old saved games and free up space for new saves.

DEFAULT CONTROLS

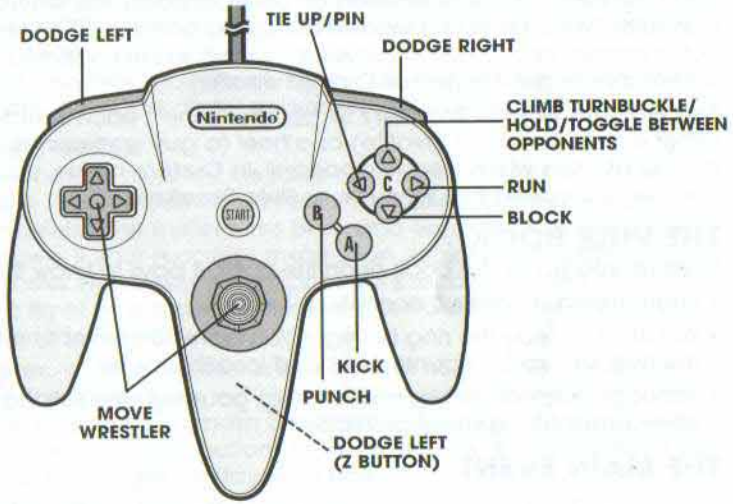
These are default controls. Use Controller Configuration on the options menu to change settings. Below are the basic moves; visit Training mode to really learn each wrestler's repertoire. Use Moves List on the pause menu to review moves during a game.

Kick Out: Rapidly press any action button

Climb Turnbuckle: **C ▲** or walking toward for a second

Exit/Return to Ring: Press **C ▲** or walk toward the ropes for a second

Tag Teammate: Move to teammate and press the **C ▲ BUTTON**



WAR ZONE™ BASICS

This section details the various screen elements, some basic rules and tells you how to get started. See Start Game for details on each game type.

SELECTING A GAME TYPE

When START GAME is highlighted, press the **A BUTTON**. You will come to the player select screen.

PLAYERS 1 - 4

Different games are available depending on how many human players are competing. Press ← or → on the Control Stick/Pad to toggle the game menus for 1 to 4 players.

To Select a Game Type: Press ↑ or ↓ to highlight a game, then press the **A BUTTON** to select it.

SELECTING WRESTLERS

After selecting the number of players and the game type, select your wrestler by pressing ← or → on Control Pad/Stick. Press the **A BUTTON** when your choice is on screen. Up to two players can select the same wrestler, but keep in mind that one will be considered an impostor. To learn more about each wrestler's attributes, moves and background, make sure to visit the Biography screen. *Note: If you select ANY wrestler and you have a Controller Pak in, the Controller Pak will list all your saves for that wrestler—it's possible to have a different Shawn Michaels saved!*

Choosing a Custom Wrestler: If you choose Custom Wrestler, you will go to the roster of saved wrestlers on your Controller Pak where you can select which one you want to bring in to battle. If no Controller Pak is present or you haven't saved a custom wrestler yet, you automatically get the default Custom wrestler.

Fan Favorite or Rule Breaker? In WCW War Zone™, each wrestler is either a face (a crowd favorite) or a heel (a guy who can expect a shower of boos whenever he appears). In Custom mode, you can choose to create a **Fan Favorite** or **Rule Breaker**.

THE RULE BOOK

Whether you go by the book or on the book, it pays to know the rules.

- Each match by default consists of 1 round.
- Wrestling outside the ring is illegal. You have 10 counts to return to the ring, or else be counted out and lose the round.
- Although surprisingly common, biting, gouging and striking with objects are all expressly prohibited.

THE MAIN EVENT



Wrestler Name: The name of each wrestler first appears white. As a wrestler scores hits, his name turns different shades of blue. When your wrestler's name is blue, you'll have the advantage in a tie up, so go get 'im! The darker the color, the greater your advantage is.

THE POWER METER

Green: You're in Great Shape—Try anything!

Orange: You're tired. You'll have to really start to mash the buttons to escape holds and submissions.

Red: You're in danger—you can be pinned!

The Power Meter measures each wrestler's energy. When green, the wrestler is healthy. Energy is depleted (meter turns red) as a wrestler takes damage.

This meter also tells you how close you are to getting stunned. The emptier the meter, the closer you are to getting stunned!

RECOVERY METER

When a wrestler is stunned, he loses control of himself for a short period. The Power Meter will say Stun, indicating that it's now a Recovery Meter. The meter turns blue, and empties as the stun time counts down. If your recovery meter is on, rapidly press buttons to recover faster. However, if your opponent's recovery meter is on, it's stomping time! As a player gets more worn out he stays stunned for longer periods of time.

Hold Meter: When a wrestler is in a normal hold, the Power meter will say Hold. The meter turns red and empties as the hold time counts down. The attacker can mash buttons to inflict more damage, while the defender can mash buttons to try to escape. The more worn out a player is, the longer he stays in a hold.

Pain Meter: When a wrestler is in a submission hold, the Power meter will say Pain. The Pain meter starts out empty and fills up as more and more pain is inflicted. The attacker can mash buttons to inflict more pain, while the defender can mash buttons to try to escape. If the Pain meter fills up, then the defender will submit and lose the match. The more worn out a player is, the longer the Pain meter stays up.

Pin Meter: When a wrestler is being pinned, the Power meter will say Pin. The meter turns red and empties as the pin time counts down. The player being pinned can mash buttons to try to escape the pin. If the referee counts to 3 before the Pin meter is empty, the player loses the match. The more worn out a player is, the fuller the Pin meter starts out.

Move Damage Meter: Below the Power meter is the Move Damage meter. This meter indicates how much damage each move deals to your opponent.

THE PAUSE SCREEN



Press the **START BUTTON** at any time during a game to bring up the Pause Menu. Press the **A BUTTON** to select a highlighted option, and to toggle settings for these options:

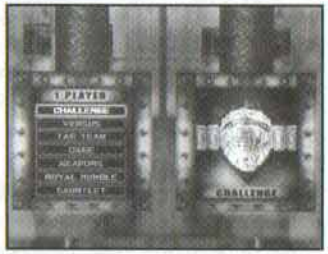
Resume: Back to the ring!

Moves List: View a list of all your wrestler's moves—and the controls!

Quit: Return to the elevator.

START GAME

1 PLAYER



Let's start with the 1 Player menu, since most of the games are for up to 4 Players. Press **A BUTTON** and enter a world of wonders—WAR ZONE!™ Here you can choose which of 8 game types you want to play. Let's talk a little about the choices.

WF™ CHALLENGE

This is the daddy of 'em all. The 1-Player wonder of the wrestling world. In this career-style game, you start at the bottom and wrestle your way to the top. Along the way, you will face disgruntled losers in grudge matches, you will claw your way match by match toward the upper rungs of the WF™ rosters until you stand alone at the summit, the World Wrestling Federation Championship! Of course, you will have to be a lot better than good to get there! And holding on to a belt takes more than opposable thumbs!

PLAYING A CHALLENGE:



The WF™ Challenge consists of four stages. At the beginning, you're a pathetic wannabe with stars in your eyes. If you can make your opponents see stars, you will start to move up in the rankings. The computer randomly assigns rankings at the beginning of the Challenge. After winning enough matches, you will move on to stage two, where you have a chance to go for the Intercontinental Championship belt.



Then it's on to stage three, the campaign for the championship. If you are good enough to reach the fourth stage, you just might be ready to defend the honors you fought so hard for.

The rankings screen appears before and after each bout, and shows how you and all the other ranked wrestlers are doing. Usually, you move up with each win and down with each loss, but some losses can send you back a whole stage! Of course, nothing can compare to a Grudge Match.

GRUDGE MATCHES

At different times throughout your journey to the top, you may be challenged to a Grudge Match by a worried wannabe or a sore loser. Grudge mode matches can be one of the special matches, such as Cage and Weapons matches. If you are challenged to a Grudge Match, you have no choice but to show your opponent what a mistake it is to pick an extra fight with you! Beat your Grudge Match opponent and you will enjoy a well-earned reputation as a fearless brawler who's ready for the big time! You get a total of 3 shots at winning the Challenge, including grudge matches. Losing is NOT an option! If you do, it's GAME OVER!

VERSUS MODE

In Vs. Mode, two opponents square off in a standard ring match. The winner is the first wrestler to pin his opponent. In a two-player game, this is the basic mode which allows two players to play against each other in a standard ring match.

TAG TEAM

Tag Team matches feature intense interaction. When your energy is low, tag your teammate outside the ring (move to him and press **C ▲**) and he'll come in to apply some fresh abuse to your opponent. If you're really in trouble and can't reach your partner, you can call him to come in (without tagging him) by pressing the **L or R BUTTON**.

CAGE

The most feared wrestling venue, a Steel Cage match is not for the faint hearted! In a Steel Cage match, two wrestlers go in and battle until one emerges—the victor! Steel Cage matches allow for spectacular aerial attacks and brutal no-holds-barred action as the cage itself becomes one of your weapons. You can run, but you can't hide! You'll take extra damage if you fall off the cage, so don't try to climb out until your opponent is properly subdued, dude!

WEAPONS

Yeah, strictly speaking, wrestling doesn't allow weapons, but just suppose for a minute it did. You would have something like Weapons mode, where a variety of unusual items are cruelly brought to bear on the noggins and midsections of your opponent—and on you if you aren't careful! In Weapons matches, there aren't many rules: there are no disqualifications, and you can even pin your opponent outside the ring!

ROYAL RUMBLE

There's a riot going on! Take a handful of wrestlers and put them in the ring at the same time—it's ulti-mat madness! In the Royal Rumble you and 3 other opponents try to throw each other out of the ring. Once a wrestler has been thrown out of the ring, a new wrestler will climb into the ring to continue the battle until there are no more wrestlers left. In the Royal Rumble the only way to win is to throw your opponent(s) over the top rope and to the floor. In the War Zone Royal Rumble you can throw your opponent out with a Press Slam*, an Over the Head Belly to Belly* and or a Back-body drop* (with your back to the ropes).
*- Only applies if your wrestler has that move in their Moves list.

GAUNTLET

No kid gloves here, brother! Just a horrific hazing that only the strongest can endure! To succeed, you have to outwit a random set of 6 of the wrestlers from the entire WAR ZONE™ roster. No sweat right? Only one problem: your health doesn't restore after beating a wrestler!

2 PLAYER

Similar to 1 Player games. No Challenge mode, but you do have Tornado match and the option of playing a Cooperative Tag Team Match. Two players can select between a normal tag team match and a cooperative tag team match. In the normal tag team match, each player is on a different team and controls both wrestlers. In a cooperative match the two players are on the same team while the computer controls the other tag team.

3-4 PLAYERS

These are the game types available for 3 or 4 players.

War: It's every man for himself as each player battles to be the last man standing.

Tornado: This team version of War mode lets your team fight to the finish.

Tag Team Match: Each player controls a wrestler on one of two teams.

Cage Match: All together now: "Let me outta here!" With 3 players, it's a furious Free - For All, and with 4 players, a chilling Co-Op Cage Match!

Weapons Match: The more mayhem, the merrier!

Royal Rumble: The hits keep coming as every wrestler tries to be Lord of the Ring!

TRAINING



If you think you're too tough to need training, please, go straight into a WF Challenge! When you are finished whimpering, come back so I can say, "I told you so, loser!" Training is where amateurs learn the lessons all the pros already know. Training mode has so many ways to train, you can perfect your attack against any opponent in any situation! You can even bring in your custom wrestler for a workout! Sound good? How does Intercontinental Champion sound?

After selecting Training mode, select the wrestler you wish to train. This is a good chance to become familiar with each wrestler's specific moves.

TRAINING OPTIONS

Once you select Training mode and choose your wrestler, you'll come to the Training Options menu, where you can tailor your training sessions to suit your goals.



Training Mode: Single Move or **Free For All**. Single Move lets you master any of the moves related to the Situation selected (see below) one at a time. After choosing **Single Move** and setting your Situation, a moves menu will appear with your wrestler's moves for that situation. Scroll to the desired move and press the **A BUTTON**. You will enter a training session. Controls for the selected move will appear on screen. The controls you input will also appear for comparison. To change moves during a session, press the **START BUTTON**. You will return to the training options menu. Select as before.

Free for All: Lets you wail at will on the defenseless stooge in the ring with you in the selected situation.

Situation: There is a wide variety of situations, and plenty of moves to match. For example, check out all the moves available in Both Standing!

CREATE



Drop into the custom shop and create your ideal wrestler, then save him and bring him into battle—in any game mode! This mode lets you assign all types of looks to your wrestler, from hair color to outfit, to body type. The possible combinations are endless. In many cases, you can even adjust the color and brightness of selected appearance options.

CONTROLS

L OR R BUTTONS	Turn wrestler left and right in view window
↓ OR ↑ ON THE CONTROL PAD/STICK	Highlight Option
LEFT OR RIGHT ON THE CONTROL PAD/STICK	Cycle through settings/ increase/decrease sliders
C ▲	Move color picker right
C ◀	Move color picker left
C ▶	Move brightness right (lighter)
C ▼	Move brightness left (darker)

ENTERING A NAME:

Press ← or → on Control Pad/Stick to move the cursor. Press any **C BUTTON** to toggle through the character set. Press ↑ or ↓ on the Control Pad/Stick to move among First Name, Alias and Last Name input areas. When you are done, press the **A BUTTON**.

ATTRIBUTES



You assign your Wrestler varying degrees of five attributes (from 1 to 10), with a starting total equal to 25. Winning the different game modes with your wrestler will improve his skills. As his skills improve, you get more points to distribute across your five attributes. The maximum number of points a custom character can have is 40. Common sense suggests you create a wrestler with balanced attributes, heavier in some areas, lighter in others, but have fun experimenting by creating creatures with, say, plenty of strength and no charisma, or lots of recovery, but no speed. You are sure to find their resulting performance entertaining!

The attributes are:

- *Strength*–Affects damage you deliver.
- *Toughness*–Minimizes damage you take.
- *Speed*–Impacts walks, blocks, dodges, climbing the Turnbuckle and Cage.
- *Recovery*–Initial recovery value is lower, plus it lowers your chance of getting stunned.
- *Charisma*–Increases your chance of getting the crowd on your side. A happy crowd pumps up your adrenaline so you do more damage!

SAVING YOUR CREATION

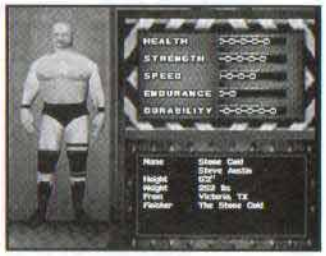
You can save up to 30 created wrestlers. **You must have a Controller Pak (sold separately) to save a Custom wrestler.** To save your curious clone, highlight Save and press the **A BUTTON**. If you have a Rumble Pak inserted, you will be asked to remove it and to insert a Controller Pak. Next, you will come to the Save/Load screen. Select an empty slot to save to. If no slots are empty, you can erase an existing one. You will be asked if you wish to do so (Select YES or NO). You can then bring your Custom wrestler into any game mode by selecting Load Custom on the Wrestler Select screen.

HIGH SCORES

WWF WAR ZONE™ keeps impressive statistics on all the wrestlers, including any saved Custom ones you create. You can track each wrestlers points, wins and loses vs. the CPU, wins and losses vs. humans, current win streak, fastest win, TKOs, biggest hit and the belts you are currently holding. If you set Auto Save to ON in the options menu, stats for every wrestler will be constantly updated to reflect current standings.

Note: If you have Auto Save set to ON, data will automatically be saved to the first available slot on your Controller Pak. You must turn Auto Save OFF to access the Controller Pak.

BIOGRAPHIES



So many wrestlers, so much detail! There's plenty to learn about all the great WWF talent in WWF WAR ZONE™. Press ← or → to scroll through wrestlers. Press ↑ or ↓ to see a gallery of that wrestler's costumes. Take a look at each wrestler's attributes, wrestling style and background. This information is important in planning your ring strategy and tactics.

SAVE GAME

This screen allows you to save different copies of the game in different slots on the Controller Pak, which means more than one player in a household can save game information on a Controller Pak. Selecting Save Game will save the game onto the Controller Pak in the specified memory slot. If Auto Save is ON, it will save game information to the first WF... slot it finds on the Controller Pak.

STRATEGY

TIE-UP CONTENTION

Each wrestler has 9 moves that can be performed from the tie-up. The following table shows the move breakdown:

DAMAGE	BUTTON COMBINATION
1	Kick
2	Punch
3	Tie-up
4	Any Direction + Kick
5	Any Direction + Punch
6	Any Direction + Tie-up
7	Two Directions + Kick
8	Two Directions + Punch
9	Two Directions + Tie-up

As we mentioned earlier, when your name color deepens in shade from white to dark blue, you gain the advantage in a tie-up. Here's the relative advantage for each shade:

NAME COLOR	TIE-UP ADVANTAGE
White	0
Light Blue	1 - 3
Medium Blue	4 - 6
Dark Blue	7+

The actual button combinations for the 7, 8 and 9 damage moves are unique for each wrestler. All things being equal, whoever performs the **least** damaging move will win the tie-up. However, if you have a tie-up advantage (indicated by name color), you can pull off a more damaging move! Here comes the tricky equation:

You will win the tie-up if:

(YOUR MOVE DAMAGE) - (YOUR TIE-UP ADJUST)
< (IS LESS THAN)
(OPPONENT'S MOVE DAMAGE) - (OPPONENT'S TIE-UP ADJUST)

For example, if you throw a punch (damage =2) and your name is light blue (tie-up advantage =2), your total number is 0 (damage minus advantage). Let's say your opponent uses a tie-up (damage =3) and his name is still white (tie-up advantage is 0), for a total of 3 (3-0=3). You should win the tie-up, since his 3 is greater than your 0.

To avoid the problem of "cheesy" players always trying the low damage moves:

6 AND 9 DAMAGE MOVES ALWAYS BEAT THE 1 DAMAGE MOVE
5 AND 8 DAMAGE MOVES ALWAYS BEAT THE 2 DAMAGE MOVE
4 AND 7 DAMAGE MOVES ALWAYS BEAT THE 3 DAMAGE MOVE

Tie-ups are an important part of wrestling strategy, but there's plenty more to learn about War Zone. Special secret moves, killer tactics and lots, lots more you won't find in any magazine or website can be found in the WF... WAR ZONE Official Strategy Guide, available online at **http://www.acclaim.net**.

FINISHING MOVES

Each wrestler has a special finishing move to devastate his opponent. We'll provide you with a few, but you'll have to experiment to discover the rest!

British Bulldog	"Running Powerslam"	from the Tie-up position	Up, Up, Tie-up
Ahmed Johnson	"Pearl River Plunge"	from the Ready position	Left, Left, Up, Kick + Block
Bret Hart	"Sharpshooter"	Ground hold at Opponent's feet	Left, Left, Up, Kick + Block

HINTS & TIPS

1. Eat your vegetables. There isn't a man alive who's made it to the WF... without a heaping helping of greens. Except maybe for the Undertaker. He doesn't look too healthy.

2. Vary your attacks—pounding the punch button won't get you far, and a lot of blocking and dodging won't thrill the audience. You need to master a range of moves, and know each wrestler's strengths and weaknesses. When the tide of battle turns against you, knowledge can turn it right back.

3. Learn to please the crowd. They paid good money to see you clean house. If you do enough high damage moves, the crowd will start cheering for you and you'll get the opportunity to bang on the other player.

4. Learn to attack while you're getting up to keep the other player away from you.

5. Working a guy with a few punches before grappling with him may just be the advantage you need to pull off the crowd pleasers.

6. Improve your wrestler's skills by having him beat all the game modes.

7. Pay attention to the bonus damage and learn to use it to your advantage.

8. It is possible to reverse certain moves by pressing block at the correct time, but timing is everything.

9. In a Royal Rumble, the Whip move will throw your opponent out of the ring (if he is close enough to the ropes).

10. Want to know more? Talk your friend into buying the official Strategy Guide!

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