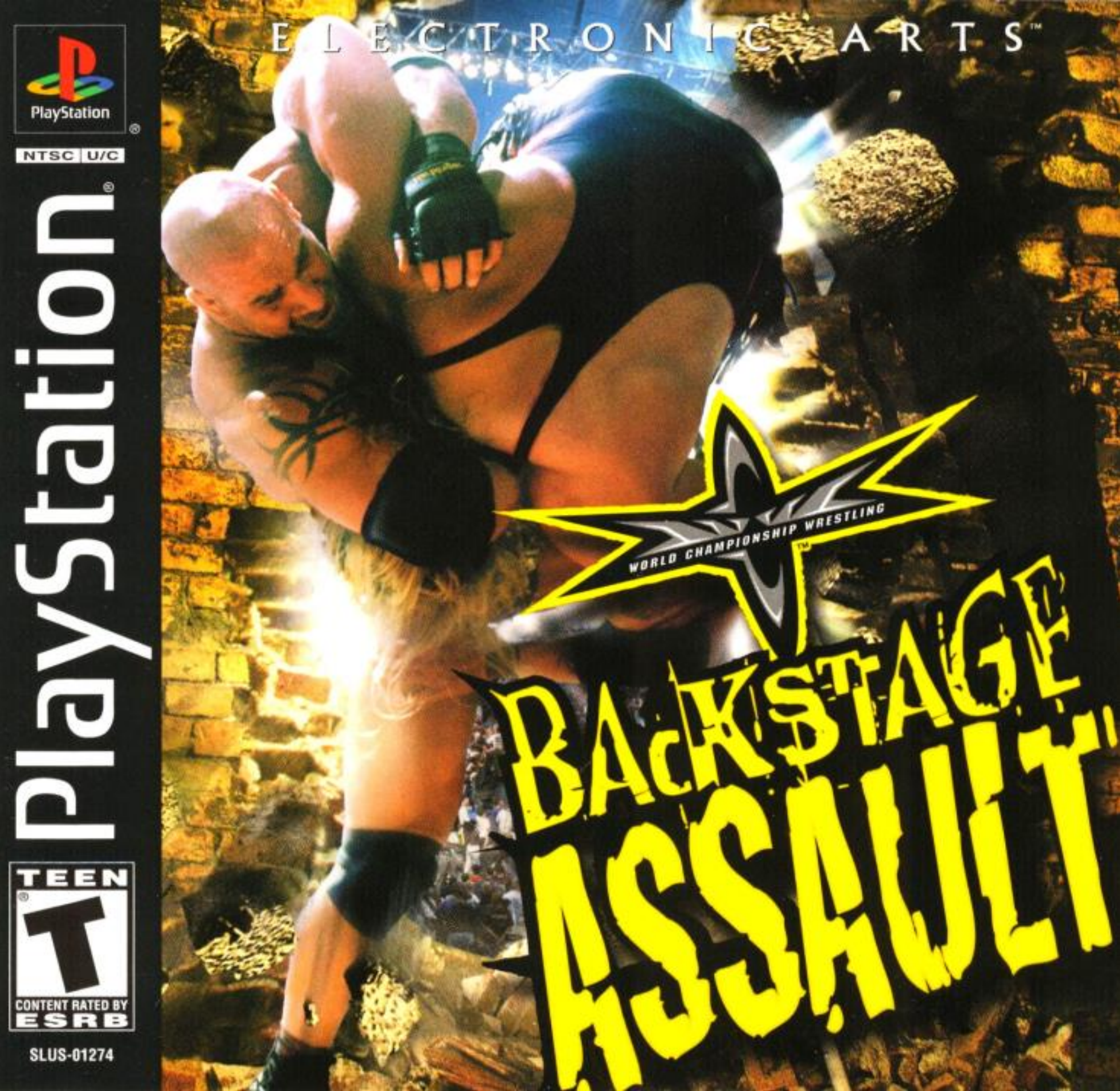

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ELECTRONIC ARTS™
WORLD CHAMPIONSHIP WRESTLING
BACKSTAGE
ASSAULT



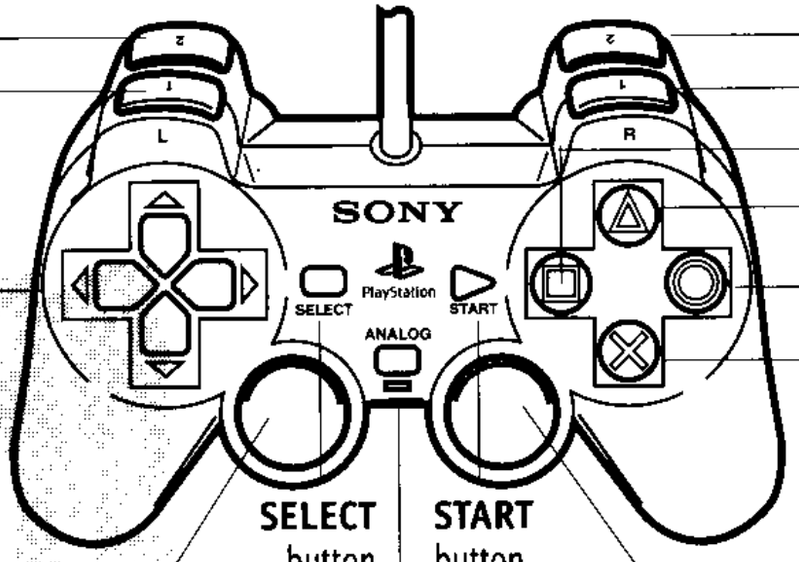
CONTENTS

STARTING THE GAME 2
COMMAND REFERENCE 3
BASIC CONTROLS 4
INTRODUCTION 4
COMPLETE GAME CONTROLS 5
GETTING STARTED 8
FIGHTING IN THE WCW™ 12
HARDCORE CHALLENGE MODE 14
BACKSTAGE BRAWLIN' 15
CREATING A SUPERSTAR 17
SAVING AND LOADING 19
WARRANTY 20

FOR MORE INFO about this and other titles, check out Electronic Arts™ on the web at **www.ea.com.**

COMMAND REFERENCE

DUALSHOCK™ analog controller



L2 button
L1 button
directional button (D-Button)
R2 button
R1 button
■ button
▲ button
● button
✖ button
SELECT button
START button
left analog stick/ **L3** button
ANALOG mode switch
right analog stick/ **R3** button

MENU CONTROLS

Highlight menu items	D-Button ↕
Cycle choices	D-Button ↔
Select/Go to next screen	✖
Return to previous screen	▲

BASIC CONTROLS

ACTION	CONTROL
Move Wrestler	D-Button
Quick Punch	●
Quick Kick	✖
Special Move	▲
Grapple	■
Grab Weapon	■ (when near the weapon)
Free Focus	**L2**

❒ For a complete list of fighting moves, ➤ *Complete Game Controls* on p. 5.

INTRODUCTION

Get ready for *WCW Backstage Assault*, packed with the most hardcore wrestling action ever. This time we've thrown out the ring and the rules in order to allow these WCW powerhouses to go at it without holding anything back! For everyone's protection, the wrestlers have taken their brutality backstage. Now, these makeshift matches can and will spill into places such as the locker rooms, parking lot, and the media center. Trust us when we tell you that no place backstage is safe from the assault!

With more than 50 WCW superstars to choose from, fight as, or against, some of professional wrestling's greatest grapplers, including Goldberg, Kevin Nash, and Brett Hart, or use the Create a Superstar option to build your own unique competitor. With tons of new weapons and moves, *WCW Backstage Assault* is nothing short of all-out grappling warfare.

FOR MORE INFO about this title, check out the official *WCW Backstage Assault* site on the web at **www.wcwbackstageassault.com**.

COMPLETE GAME CONTROLS

Master the following moves to become a dominant force in the WCW.

General Gameplay

ACTION	CONTROL
Pause Game	**START**
Move Wrestler	D-Button
Climb	D-Button + ■
Reversal	▲
Free Focus	**L2** Button

WITH BOTH CHARACTERS STANDING

Initialize a Grapple	■
Quick Punch	●
Quick Kick	✖
Power Punch	D-Button + ●
Power Kick	D-Button + ✖
Special Move 1	▲
Special Move 2	D-Button + ▲
Taunt	**R2** Button
Run	**R1** Button
Block	**L1** Button

WITH BOTH CHARACTERS GRAPPLING

Irish Whip	D-Button + **R1** Button
Grapple Move 1	▲
Grapple Move 2	D-Button ↑ or ← + ▲
Grapple Move 3	D-Button ↓ or → + ▲
Grapple Move 4	●
Grapple Move 5	D-Button ↑ or ← + ■ or ●

Grapple Move 6	D-Button ↓ or → + ■ or ●
Grapple Move 7	✖
Grapple Move 8	D-Button ↑ or ← + ✖
Grapple Move 9	D-Button ↓ or → + ✖
Finisher Move	■

IRISH WHIP: Use this move to bounce an opponent off items, such as tire stacks, and set him up for the next attack.

WITH YOUR CHARACTER STANDING AND AN OPPONENT RUNNING TOWARDS YOU AFTER AN IRISH WHIP

Post Irish Whip Attack 1	▲
Post Irish Whip Attack 2	■ or ●
Post Irish Whip Attack 3	✖

WITH YOUR CHARACTER RUNNING AND AN OPPONENT STANDING IN FRONT OF YOU

Running Attack Move 1-3	D-Button + ✖, ▲, or ■ / ●

WITH YOUR CHARACTER GRAPPLING AN OPPONENT FROM BEHIND

Rear Grapple Move 1	D-Button + ▲
Rear Grapple Move 2	D-Button + ●
Rear Grapple Move 3	D-Button + ✖

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING FACE DOWN ON THE GROUND

Pick Up Opponent	■
Roll Opponent Over	●
Face Down Move 1	▲
Face Down Move 2	D-Button ▲
Face Down Move 3	✖
Face Down Move 4	D-Button + ✖

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING ON HIS BACK

Pick Up Opponent	■
Roll Opponent Over	●
Face Up Move 1	▲
Face Up Move 2	D-Button + ▲
Face Up Move 3	✖
Face Up Move 4	D-Button + ✖
Pin	**L1** Button

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING IN A CORNER

Move Opponent to Sit on Corner Ledge	■
Corner Attack Move	▲, ●, or ✖

WITH YOUR CHARACTER STANDING AND AN OPPONENT SITTING ON AN ELEVATED CORNER

Elevated Corner Attack	✖, ■, ●, or ▲

WITH YOUR CHARACTER STANDING ON A LEDGE AND AN OPPONENT STANDING

Jump Down	■
Aerial Attack 1	✖, ●, or ▲

WITH YOUR CHARACTER STANDING ON A LEDGE AND AN OPPONENT LYING DOWN

Jump Down	■
Aerial Attack 2	✖, ●, or ▲

NOTE: When the text "AERIAL OPPORTUNITY" appears onscreen, your foe is vulnerable to an Aerial Attack.

WITH YOUR CHARACTER HOLDING A WEAPON AND AN OPPONENT STANDING

Pick Up /Drop Object	■
Hit Over the Head	✖
Swinging Attack	●
Stab Attack	▲
Throw Weapon	L1

WITH YOUR CHARACTER LYING DOWN AND YOUR OPPONENT STANDING

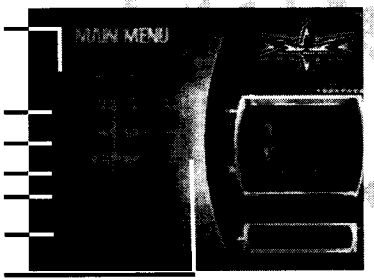
ACTION	CONTROL
Crouch Attack	L1 Button (when getting up) + ✖, ■, ●, or ▲

GETTING STARTED

Begin your wrestling career at the Main menu.

MAIN MENU

Compete in an exhibition bout, take part in a hardcore event, create a superstar, or access the Global Options screen.



CHALLENGE A FRIEND OR THE CPU IN A SINGLES MATCH WITH ANY TWO COMPETITORS

COMPETE IN A ONE-PLAYER TEST OF SKILLS

FOR THE ULTIMATE CHALLENGE, TRY THE HARDCORE GAUNTLET. ➤ P. 15

BUILD YOUR OWN WRESTLING SUPERSTAR. ➤ P. 17

VIEW A SUMMARY OF THE TOP HARDCORE CHALLENGE PERFORMANCES. ➤ P. 15

ACCESS THE GLOBAL OPTIONS MENU. ➤ P. 11

PRESS THE D-BUTTON ↕ TO HIGHLIGHT AN OPTION, THEN PRESS THE **A** BUTTON TO SELECT

NOTE: Default settings in this manual appear in **bold** type.

SETTINGS SCREEN

Select the number of players and match options on the Settings screen.

- Press the D-Button ↕ to highlight an option, then press the D-Button ↔ to change option settings.
- Press ▲ to return to the Main menu.

PLAYERS	Choose the number of players for the bout: **ONE PLAYER**, TWO PLAYERS.
DIFFICULTY	Select a skill level for your opponent: **EASY**, MEDIUM, or HARD.
SPECIAL RULES	Play with **REGULAR**, FIRST BLOOD (First player to bleed loses), or HUMAN TORCH rules. The HUMAN TORCH rules can only be used in two-player matches.

NOTE: Women wrestlers cannot be selected in FIRST BLOOD matches.

NOTE: With HUMAN TORCH rules, the first player set on fire loses.

BRAWL LENGTH	Set the time limit for your match: 10, 15, 20, 30 MINUTES, or **UNLIMITED**. When set to **UNLIMITED**, a match continues until one wrestler is defeated.
SUBMISSION	When **ON**, wrestlers can win a match with a submission hold.
KNOCKOUTS	When **ON**, wrestlers can win a match by knocking an opponent out.

After making your selections, press ✖ to advance to the Select Wrestler screen.

SELECT WRESTLER SCREEN

Choose the wrestlers you want to fight with and/or against.



PRESS THE D-BUTTON ↔ TO HIGHLIGHT A GROUP OF WRESTLERS

PRESS THE D-BUTTON ↕ TO HIGHLIGHT A WRESTLER, THEN PRESS ✖ TO SELECT

PRESS THE **L1** OR **R1** BUTTON TO CHANGE YOUR SELECTED CHARACTER'S COSTUME.

PRESS ● TO PREVIEW THE HIGHLIGHTED WRESTLER'S MOVE LIST

After both match competitors are selected, the Level Select screen appears.

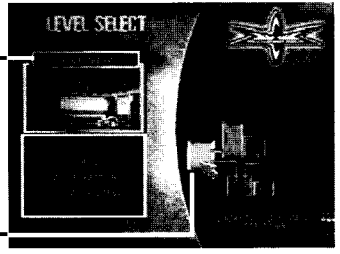
PREVIEW MOVES SCREEN

The Preview Moves screen provides a complete moves list for the selected wrestler.

- To preview a move, highlight the move then press ■. The wrestler performs the selected move.
- To return to the Preview Moves screen, press ▲.

LEVEL SELECT SCREEN

Choose a backstage setting in which to wage war.

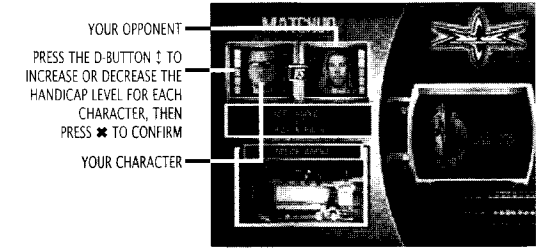


After selecting a backstage area, the Matchup screen appears.

For more information on the backstage levels, ➤ *Backstage Brawlin'* on p. 15.

MATCHUP SCREEN

Preview the specifics for the upcoming bout and set the Handicap Level for each wrestler. The Handicap Level is used to even out differences in skill level between two players, or between a single player and the CPU, by adjusting their stamina. Adjusting the meter up increases a wrestler's stamina, while adjusting it down decreases it.



After setting the Handicap Level for each wrestler, your match begins.

GLOBAL OPTIONS MENU

Set the game options you prefer.

- To access the Global Options menu, select GLOBAL OPTIONS from the Main menu.
- To highlight an option, press the D-Button ↕. To change an option, D-Button ↔.

MUSIC VOLUME	Adjust the game music volume level.
SPEECH VOLUME	Set the volume for voice effects.
SOUND FX	Modify the sound effects volume.
CROWD VOLUME	Alter the level of the crowd/ambient noise volume.
REALISM	When ON, injured wrestlers can bleed during a match. Wrestlers will always bleed during a First Blood match.

NOTE: With Realism ON, female wrestlers will not bleed.

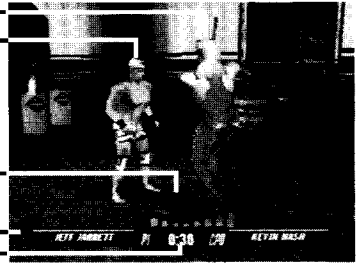
VIBRATION	Toggle **ON**/OFF to play with or without controller feedback.
CREDITS	View the game credits.

http://www.psxmanuals.com

FIGHTING IN THE WCW

Professional wrestling is not a sport for the faint of heart and WCW Backstage Assault has been designed to appease the most hardcore wrestling fans. Once a match begins, it's war and literally anything goes!

GAMEPLAY SCREEN



For a complete list of game controls, ➤ *Complete Game Controls* on p. 5.

PAUSE MENU

➲ To access the Pause menu, press the **START** Button during gameplay.

➲ Press the D-Button ↕ to select an option, then press the **A** Button to select.

CONTINUE	Resume your match.
OPTIONS	Access the game options.
MOVE NAMES	When ON, the names of moves you perform appear onscreen.
INTRO VIDEO	Turn **ON**/OFF the intro video for each wrestler.
EXIT	End your match and start over or return to the Main menu.

NOTE: If you lose a match in Hardcore Challenge mode, you are instantly given an option for a rematch. If you lose or decline the rematch, your game ends. The rematch option does not appear in the Hardcore Gauntlet.

MOMENTUM METER

Gauge how well you are doing in a fight by examining the Momentum Meter. It indicates how well a wrestler is doing through a combination of factors including remaining stamina, damage caused to the wrestler's opponent, crowd response, and successful foreign object use within the fight.

Once the match begins, the Momentum Meter moves back and forth between the two wrestlers depending upon what each wrestler is doing. The execution of moves and crowd response helps determine how much and how fast the meter swings in a wrestler's favor. Difficult moves like leaping attacks, very damaging holds, or weapon use cause the meter to move a great deal in a wrestler's favor, while inaction or an offense built around just punches and kicks will hardly move the Momentum Meter at all. The benefit of all this momentum is that whenever a wrestler is able to move the Momentum Meter into the red zone, they can then attempt a finishing move.

STAMINA METER

It is said that in wrestling, conditioning is the greatest hold. Therefore, it's important to know the stamina of your wrestler at all times. During a match, a character's remaining stamina can be measured by the color of their name. If a character's name is white, the character possesses maximum stamina. A yellow name indicates approximately 50% stamina, while a red name means a character's stamina is dangerously low.

FINISHING MOVES

Finishing moves are powerful signature maneuvers used by each fighter to inflict massive amounts of damage on an opponent. Once the Momentum Meter has completely swung to one character and the text "MAX MOMENTUM" appears over his or her name, you may execute your character's special finishing move. After applying the move, follow up with an attempt to pin your foe and end the match. Then again, you may want to forego the pin attempt and choose to dish out some more punishment.

WEAPONS

Each arena in *WCW Backstage Assault* is packed with an assortment of weapons that can be used to pummel your opponent. Weapons come in all shapes and sizes and include a variety of items including baseball bats, garbage cans, boxes, and more! In fact, just about anything you can get your hands on can be used to assault a foe. However, most weapons have a limited number of uses, and will be destroyed if smashed too often against an opposing wrestler.

EA TIP: Some of the game's best weapons are hidden within objects. Try smashing things by sending your opponent into them, courtesy of an Irish Whip.

HARDCORE CHALLENGE MODE

So you think you're ready to go toe-to-toe with the world's greatest wrestlers? Then test your skills in Hardcore Challenge mode, a single-player, multi-match competition allowing you to step into the shoes of your favorite wrestler. Hardcore Challenge mode contains the chance to compete for three WCW championships: Hardcore, U.S., and World. Battle your way through the competition to claim each title belt, while unlocking new venues, characters, and weapons along the way. Then, if you are good enough, claim your spot among the sport's best competitors in the Hall of Champions.

To enter the Hardcore Challenge:

1. On the Main menu, select HARDCORE CHALLENGE. The Existing/New Game menu appears.
2. Choose to continue an EXISTING game or to start a **NEW** one.

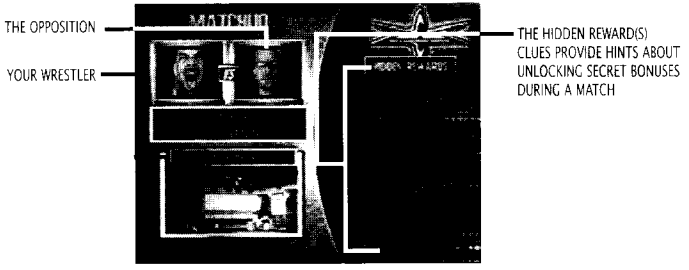
➲ If you choose EXISTING, your saved game automatically loads.

➲ If you choose NEW, the Difficulty menu appears.

3. On the Difficulty menu, choose a title to pursue: **HARDCORE** (Easy), U.S. (Medium), or WORLD (Hard). The Select Wrestler appears. (➤ p. 9.)
4. Select the wrestler you want to fight with. The Level Select screen appears. (➤ p. 10.)
5. Choose an available backstage area to brawl in. The Matchup screen appears. (➤ p. 11.)

MATCHUP SCREEN

Preview the upcoming match and gain some clues for unlocking hidden characters, costumes, and levels!



➲ To begin your assault on the title, press ✖.

NOTE: In Hardcore Challenge mode, you can only replay a match once.

BONUS ATTRIBUTE POINTS

If you successfully complete the Hardcore Challenge mode, you earn bonus Attribute Points. These points can then to be applied to your character to strengthen him or her for the battles ahead. (➤ *Edit Abilities Screen* on p. 18.)

❒ Two points are earned for winning the U.S. Championship and three points are earned for winning the World Championship.

HALL OF CHAMPIONS

When WCW Wrestlers have proven themselves in no-holds-barred wars like the ones contained within *WCW Backstage Assault*, they gain a reputation in the wrestling world. However, only the best fighters are admitted into the Hall of Champions. Here, you will find a complete list of the toughest performers in the game and the wrestlers who have performed the best in the Hardcore Challenge, as well as the current belt-holders of the three main championships.

➲ To access the Hall of Champions, select HALL OF CHAMPIONS from the Main menu.

To gain a ranking in the Hall of Champions, you must first complete the Hardcore Challenge. At this point, several factors are used to determine your ranking such as Number of Matches Won and Attack Style Points. Attack Style Points are based on the variety of attacks that you utilize through the course of a Hardcore Challenge. To earn more points, attack from different positions and use as many moves and weapons as you can. At the conclusion of a challenge, the Score Tabulation screen appears, displaying all of the points earned over the course of your game.

HARDCORE GAUNTLET

Wrestlers in search of the ultimate test of grappling skill, courage, and intestinal fortitude must undertake the most dangerous challenge in WCW history! This new event is known as the Hardcore Gauntlet, and foolhardy wrestlers who want to firmly establish themselves in the WCW history books can access it from the Main menu.

The Hardcore Gauntlet is truly the ultimate wrestling challenge. In this mode, you must face seven of some of the toughest customers in the WCW, one right after the next. Participants in the Hardcore Gauntlet quickly learn that there is no rest between fights (meaning your stamina is not replenished), no option to replay a match that you have lost, and no way to save your progress. If you can successfully run the gauntlet, you earn the right to access special, hidden stars of the WCW.

BACKSTAGE BRAWLIN'

In *WCW Backstage Assault*, the action takes place in a number of massive behind-the-scenes venues, packed with an array of potential weapons. And in the backrooms, anything goes!

Many of the backstage areas contain doors that allow you to move between rooms during the course of a bout. Wooden doors let you move between rooms in the same area, while metal doors allow you to move between the various areas themselves. However, to open the metal doors, you must unlock them during

gameplay by winning key matches in Hardcore Challenge mode.

- To move into a new room, face an open door and press the Run button to enter or throw an opponent into an open door with an Irish Whip.

Here's a brief description of each backstage area:

TRUCK ARENA

The Truck Arena is the largest single backstage area, consisting of several grimy semi-truck trailers backed end to end and side to side. The atmosphere here is dark, gritty, and harsh. Even the fire here can be used as a weapon. With an unforgiving asphalt surface, the Truck Arena is the perfect place to give your opponent a little road rash!

LOCKER ROOMS

The Locker Room level is split into two sections: the Exercise Room and the Locker Room itself. The Exercise Room is a large area full of gym equipment where the WCW superstars engage in grueling workouts — it takes a lot of hard work to attain physical perfection. The Locker Room contains lockers and benches and is where the wrestlers suit up before a match begins. For some unfortunate wrestlers, the match ends here as well.

LOADING BAY

The Loading Bay Level is a concrete space set aside for the loading and unloading of equipment. It is made up of two rooms: the Loading Bay and the Storage Room. The Loading Bay is filled with oil drums, boxes, and crates of all sizes. Large cargo doors facilitate the movement of goods, and a raised area on one end of the room acts as a temporary storage spot. The Storage Room is a small rectangular room, making it an ideal venue for close-range combat.

BATHROOMS

The Bathroom level is divided into three rooms: the Men's Bathroom, Women's Bathroom, and Janitor's Room. With the scrubbed ceramic tile and fixtures, the overall feel of the level is clean, sanitary, and tidy. Of course, this all changes once the wrestlers have their way...

THE BLOCK

The Block level is made up of two rooms (Boiler Room and Electrical Room) and is filled with a twisting coil of pipes and wiring. It is hot and humid here — definitely grungy! Unfinished and crumbling, the concrete walls form an unforgiving boundary to an arena populated with all manner of potential weapons. This harsh environment is the perfect place to turn the heat up on a hated foe.

PARKING GARAGE

The Parking Garage is an underground parking garage/storage area comprised of two rooms: the Garage and the Tool Room. The concrete gives it a cold, unforgiving feel. Boxes, oil drums and tires fill the Garage area, while the Tool Room is comprised of a soda machine, tool cases, tables, chairs and computer monitors.

MEDIA CENTER

The Media Center is an area dedicated to bringing the WCW to the world. It consists of two large rooms: the Broadcast Room and the Green Room. The Broadcast Room is full of computers and production equipment. One corner is devoted to an announcer set, while the other contains electronic equipment, giving the area a sleek, high-tech look. On the other hand, the Green Room is the place for WCW talent to relax before a match. In the Green Room, you will find a variety of items including a big screen TV, a soda machine, and a food table.

CREATING A SUPERSTAR

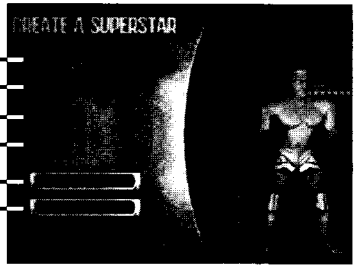
Think you're ready to enter the exhilarating world of sports entertainment? Then create an all-new wrestler, step into the proving grounds, and test your luck against the roughest customers in the business.

To build your own backstage brawler:

1. Select CREATE A SUPERSTAR from the Main menu. The Select Wrestler screen appears. (➤ p. 9.)
2. On the Select Wrestler screen, choose a character to use as a model or use a generic wrestler, then press the ✖ Button. The Create a Superstar screen appears.

CREATE A SUPERSTAR SCREEN

Customize your own unique wrestler on the Create a Superstar screen.



EDIT NAME SCREEN

Select a name, nickname, and video entrance for your wrestler.

To enter a new name for your wrestler:

1. Press ✖. The Name menu highlights.
2. Press the D-Button to highlight a letter, then press ✖ to select.
3. When the name is complete, highlight DONE, then press ✖.

EDIT APPEARANCE SCREEN

Choose the physical features and costume for your *Backstage Assault* warrior.

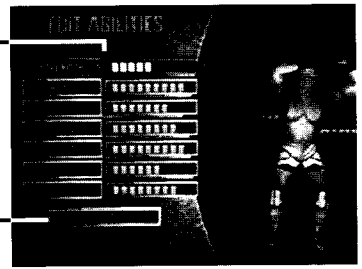
- Press the D-Button ↕ to highlight an item, then press the D-Button ↔ to select the desired option.
- On features that involve colors (such as Hair Style), press ● to access Hue and Intensity Color Sliders. Highlight a slider, then press the D-Button ↔ to adjust the setting.
- To save your changes and return to the Create a Superstar screen, press ✖.

NOTE: Depending on which options you select for your wrestler, certain options may be locked out. For example, if you create a wrestler without a shirt, you won't be able to select the Sleeve Length options.

- To discard changes and exit any Edit screen, press ▲. The Create a Superstar screen appears.

EDIT ABILITIES SCREEN

Define your wrestler's physical abilities such as strength, speed, and more.



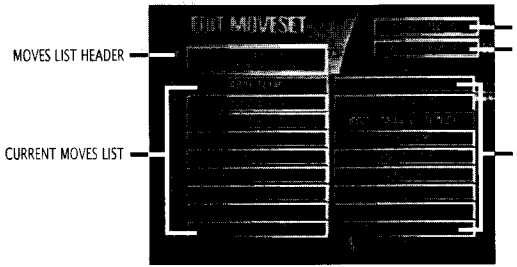
- To save your changes and return to the Create a Superstar screen, press ✖ Button.

EDIT MOVESET SCREEN

Customize a move list for your grappler. You begin with your generic wrestler's move list and a limited number of Move Points. The Move Points can be used to purchase new moves, allowing you to create a wrestler with all of your favorite holds and attacks.

To add a new move to your moves list:

1. Highlight the Moves List Header then press the D-Button ↔ to view the moves for a given position.
2. D-Button ↕ to highlight the move you want to replace, then press ✖. The Complete Moves List appears.
3. On the Complete Moves List, press the D-Button to highlight the move you want to add to your moves list, then press ✖. The new move is added to your list and your point total is adjusted.



- To save your changes and return to the Create a Superstar screen, press ✖.

NOTE: You cannot exit the Edit Moves screen with a negative Total Free amount.

SAVING AND LOADING

WCW Backstage Assault lets you save global options, unlocked characters, wrestlers you create, and Hardcore Challenge mode progress with the use of a MEMORY CARD.

At various points throughout the game, a Save menu appears asking if you want to save your current game data. Highlight the appropriate response and press ✖ to save your game data, or the ● to continue without saving.

NOTE: Never insert or remove a MEMORY CARD when loading or saving files.