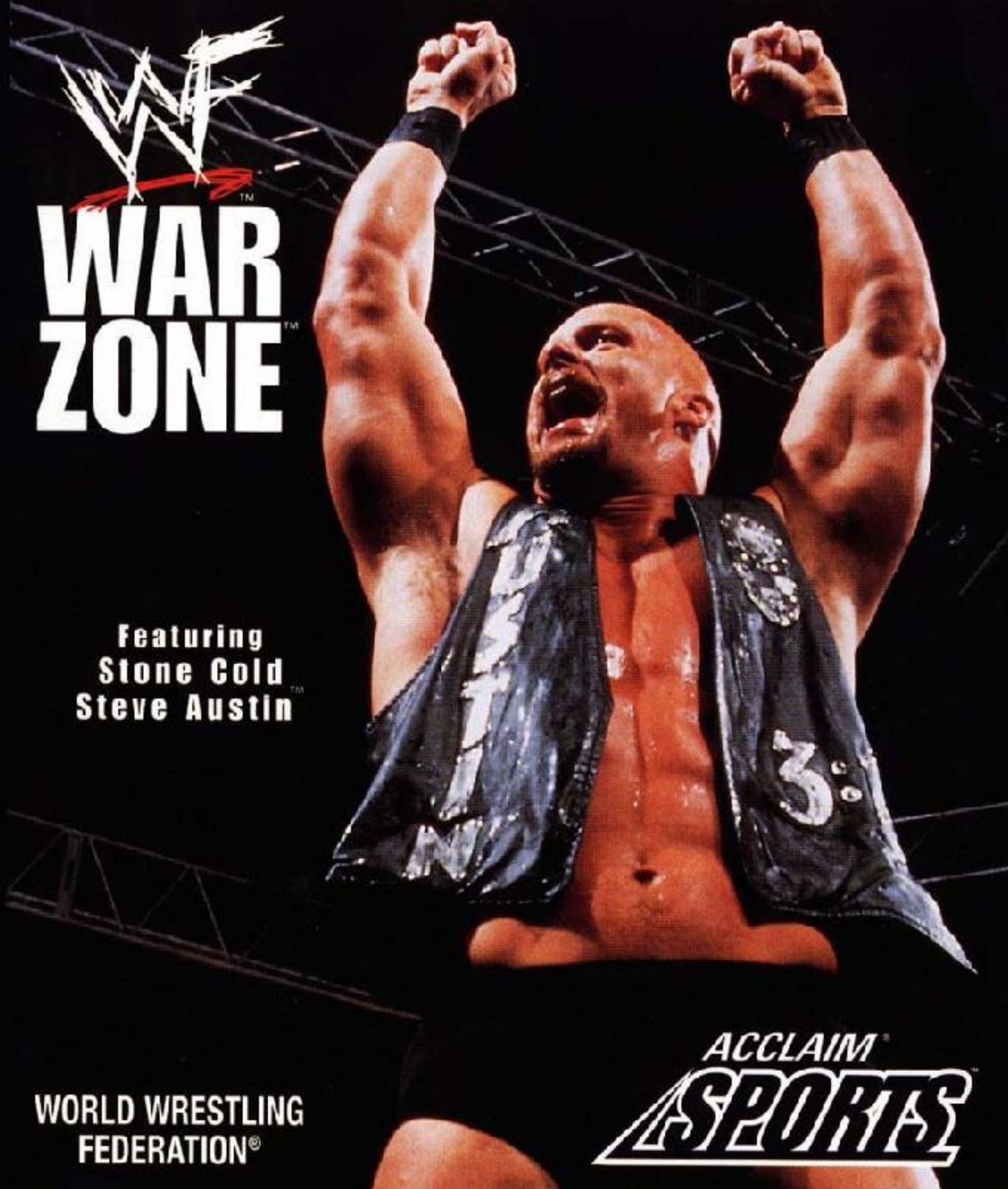
PlayStation

NTSC U/C

PlayStation

# WWF WAR ZONE™



Featuring Stone Cold Steve Austin™

WORLD WRESTLING FEDERATION®

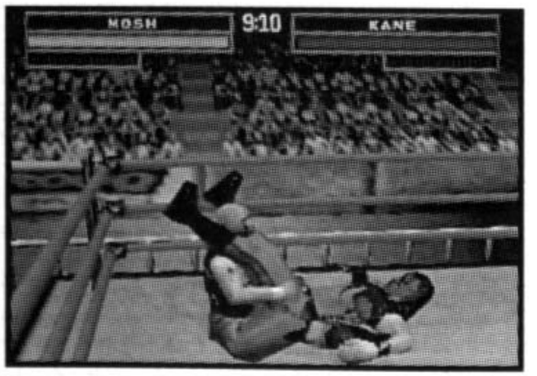
ACCLAIM SPORTS

TEEN T CONTENT RATED BY ESRB

SLUS-00495
#21158

# LOADING

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a disc. Insert the WWF™ WAR ZONE™ disc and close the disc cover. If you wish to save your game, insert a Memory Card (sold separately) into Memory Card Slot 1.
3. Insert game controllers and turn on the PlayStation® game console.
   *Note: War Zone is for up to 4 players. A Multitap (sold separately) is required for more than 2 players.*
4. Follow on-screen instructions to start a game.
5. It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on. Make sure there are enough free blocks on your Memory card before commencing play.




# 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, tag teams, even 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 going to be the rag doll they mop the floor with!

It takes a lot of guts to gain the glory of a Cage 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 Tag Team match. 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 haven'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

| | |
|---|---|
| **▲ BUTTON** | Cancel/Previous Screen |
| **✖ BUTTON** | Confirm/Next Screen |
| **START BUTTON** | Pause Game |
| **DIRECTIONAL PAD 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 5 different game types.

**Training:** Practice specific moves before taking on an opponent!

**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 'cause you want to set up before you start playing, right? Right.




# OPTIONS

There are four options to chose from to begin with. Press the ✖ button to select your choice. Here's how they work.

To load the extra options available from "The Basement", you must, either boot up with your Memory card present, or (if the Memory card was inserted after boot up) enter any previous part of the game where the Memory card will be read, eg ; coming out of the Options menu. While the Memory card is being read the game will load in the extra options.




## SETTINGS

To adjust your settings, press ⬆ or ⬇ on the Directional Buttons to highlight a setting, then press ⬅ or ➡ on the Directional Buttons to toggle settings. When you're done, press the ▲ **BUTTON** to return to the Main Menu.

**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 Low, High and Top camera angles. Hollywood swinging!

**Auto Save:** (On/Off) 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.

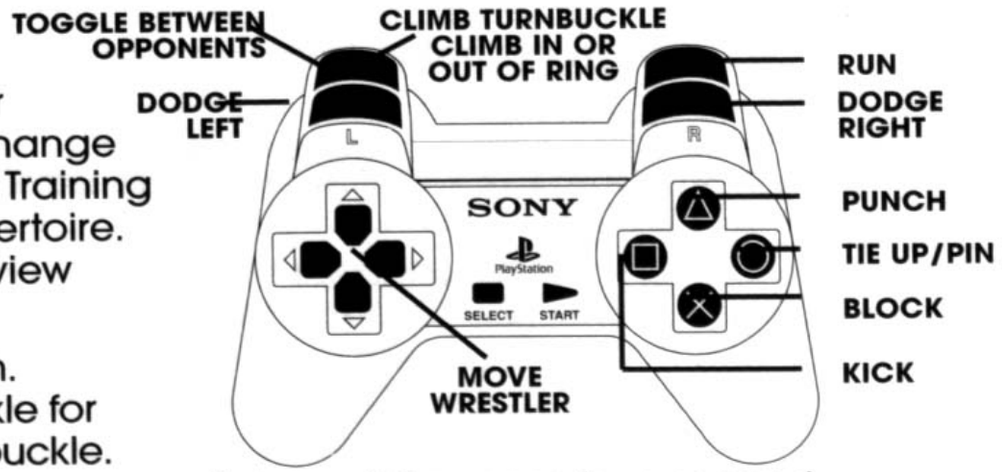
**CONTROLLER CONFIG:** Highlight Change and press the ✖ **BUTTON**. Use the Directional Buttons to toggle the highlight to an action, then press the button you wish to perform that action. When you're through, highlight Done and press the ✖ **BUTTON**.

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

**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:** Walk toward turnbuckle for 2 seconds, or press **L2** when next to turnbuckle.
**Exit/Return to Ring:** Press **L2** when near ropes or walk toward the ropes for a second.
**Tag Teammate:** Move to teammate and press the L2 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 ✖ **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 Directional Buttons to toggle the game menus for 1 to 4 players.
**To Select a Game Type:** Press ▲ or ▼ to highlight a game, then press the ✖ **BUTTON** to select it.

## SELECTING WRESTLERS

After selecting the number of players and the game type, select your wrestler by pressing ◀ or ▶ on Directional Pad. Press the ✖ **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 Memory Card in, the Memory Card will list all your saves for that wrestler—it's possible to have a different Shawn Michaels saved!*

**Choosing a Created Wrestler:** If you choose Created Wrestler, you will go to the roster of saved wrestlers on your Memory Card where you can select which one you want to

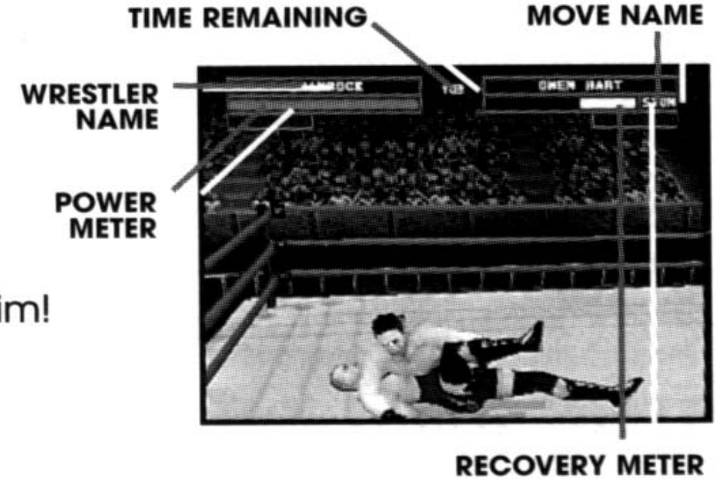
bring into battle. If no Memory Card is present or you haven't saved a custom wrestler yet, you automatically get the default Created wrestler.

**Fan Favorite or Rule Breaker:** In WWF 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 Create Player 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! Watch out for finishing moves!

### 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.

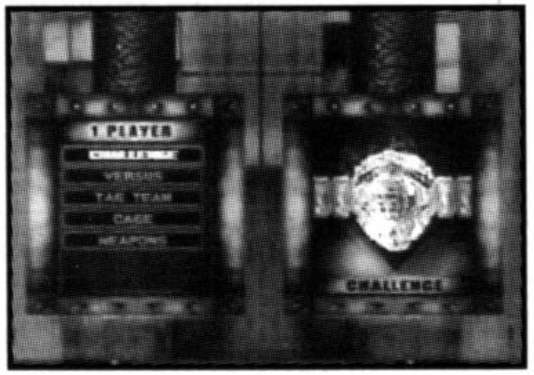
**Pin Meter:** When a wrestler is being pinned, the Power meter will say Pin. The meter turns red and empties as the pin time counts down. The player being pinned can mash buttons to try to escape the pin. If the referee counts to 3 before the Pin meter is empty, the player loses the match. The more 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 ✖ button to select a highlighted option, and use the Directional buttons 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 the ✖ **BUTTON** to enter a world of wonders—WAR ZONE™! Here you can choose which of 5 game types you want to play. Let's talk a little about the choices.



### WWF™ 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 match by match toward the upper rungs of the WWF rosters until you stand alone at the summit, the World Wrestling Federation Championship! Of course, you'll 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 WWF Challenge consists of four stages. At the beginning, you're a pathetic wannabe with stars in his 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 honor 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 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'll 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 Versus 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 **L2**) 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 holding the **L1** and **R1** BUTTONS.

## 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 does not 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: no time limits, no disqualifications—you can even pin your opponent outside the ring!

### 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:** Each player controls a wrestler on one of two teams.

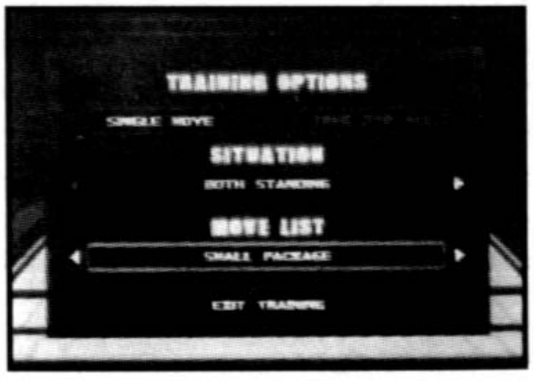
**Cage Match:** All together now: "Let me outta here!"

**Weapons Match:** The more mayhem, the merrier!

## TRAINING



If you think you are too tough to need training, please, go straight into a WF Challenge! When you're 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 ✖ **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!

**Move List:** Toggle to any move, then let it rage!

Once you have set your training options, press the ✖ **BUTTON**. Your training session will begin, and you'll be on your way to ring mastery.

# CREATE PLAYER



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. When creating a wrestler, you can only have 3 of the 5 head options on your wrestler at any one time. The options are Mask, Hair, Beard, Accessories and Tattoos.

## CONTROLS

| | |
|---|---|
| **■/● Buttons** | Turn wrestler left and right in view window |
| **🡅 or 🡇 on the Directional Buttons** | Highlight Option |
| **🡄 or 🡆 on the Directional Buttons** | Increase/decrease sliders |
| **R1** | Move color picker right |
| **L1** | Move color picker left |
| **R2** | Move brightness right (darker) |
| **L2** | Move brightness left (lighter) |

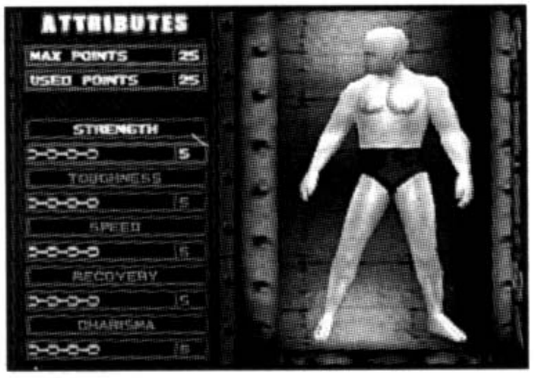
## ENTERING A NAME:

Press 🡄 or 🡆 DIRECTIONAL BUTTONS to move the cursor in the edit box. Press **L1** or **R1** to toggle through the character set. Press 🡅 or 🡇 DIRECTIONAL BUTTONS to move among First Name, Last Name and Alias input areas. When you are done, press the ✖ **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*–Makes you less vulnerable to low damage attacks like punches and kicks.
- *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 28 created wrestlers. You must have a Memory Card (sold separately) to save a Custom wrestler. To save your curious clone, highlight Memory Card and press the ✖ button. Next, you will come to the Load/Save/Delete screen. Select Save and press the ✖ button, then choose an empty slot to save to. If no slots are empty, you can erase or overwrite an existing one (boo hoo!). 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 Custom on the wrestler selection screen. If you do not have a memory card you can create a wrestler and that will be your default wrestler until you turn off the machine.

## HIGH SCORES

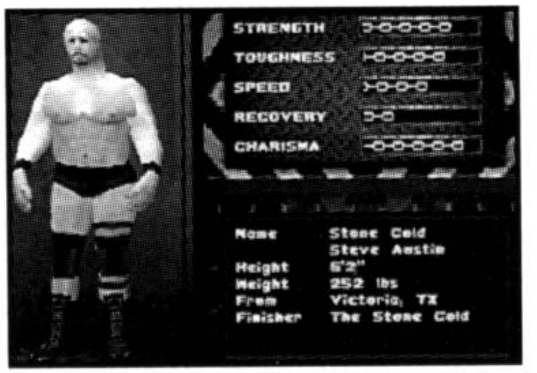



WWF™ WAR ZONE™ keeps impressive statistics on all the wrestlers, including any saved Custom ones you create. You can track each wrestler's points, wins and loses vs. the CPU, wins and losses vs. humans, current win streak, fastest win, blowouts, biggest hit and the belts you are currently holding. If 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 Memory Card. You must turn Auto Save OFF to access the Memory Card.*

# 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. Take a look at each wrestler's attributes, wrestling style and background. This information is important in planning your ring strategy and tactics.




# STRATEGY

## TIEUP CONTENTION

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

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

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

| NAME COLOR | TIEUP 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 tieup. However, if you have a tieup 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 tieup adjust )
< (is less than)
(opponent's move damage) - (opponent's tieup adjust)

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

Tieups 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 WWF™ WAR ZONE™ Official Strategy Guide, available online at **http://www.acclaim.net**

# FINISHING MOVES

Each wreslter 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 Tieup position | Up, Up, Tieup |
| 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. Want to know more? Talk your friend into buying the official Strategy Guide!