WWF

WRESTLEMANIA

THE ARCADE GAME

DOINK   62   YOKOZUNA

CONTENTS

LADIES AND GENTLEMEN-- WWF WRESTLEMANIA®: THE ARCADE GAME!

Sure, you've wrestled before. Maybe you've tried competing in the Royal Rumble®. Maybe you've taken the Steel Cage Challenge®. Maybe you've even tried wrestling Raw®!

So?

None of that can possibly prepare you for the wildest, most incredibly action-packed wrestling ever-- WWF WrestleMania®: The Arcade Game!

You can be Shawn Michaels™--and stun your opponent with the spectacular acrobatics of the Frankensteiner™! You can be The Undertaker™--and bury your opponent's chances of victory with the tombstone slam! You can be Yokozuna™-- and crush your foe with 568 pounds of banzai splash!

But WWF WrestleMania®: The Arcade Game action goes far beyond even these sensational maneuvers! As Razor Ramon™, you can transform your arm into a razor swipe! As Doink™, you can literally stun your opponent with an electrified joy buzzer!

WWF WrestleMania®: The Arcade Game is all this--and much more! It's two-on-one and three-on-one bouts on the way to the Intercontinental or World Wrestling Federation® titles! It's senses-shattering action that spills out of the ring! It's a host of secret moves and maneuvers that you'll learn only through experience in-- and out of--the ring! It's the most amazing wrestling action on the mat or in the air you'll ever experience!

It's WWF WrestleMania®: The Arcade Game--and it's the most spectacularly sensational wrestling challenge the world has ever seen!

MINIMUM SYSTEM REQUIREMENTS

- •486 SX/25 MHz PC
- •8MB RAM, double speed CD-ROM drive
- •17MB hard disk space for full install (8MB for partial install)
- •DOS 5.0 or greater (Windows 95 compatible)
- •VGA graphics card
- •Gamepad and sound card recommended

Supports: 4-button gamepads, 2-button joysticks, Gravis GrIP Adapter; SoundBlaster, SoundBlaster Pro, SoundBlaster 16, and SoundBlaster AWE32 and 100% compatibles, Gravis Ultrasound, Media Vision Pro Audio Spectrum, New Media WaveJammer, Ensoniq SoundScape, ESS Technology ES688, General MIDI, Roland Rap-10/SCC1/LAPC-1/SCD-10/SCD-15, Ad Lib, WaveBlaster I & II, and generic Yamaha OPL3-based FM

PREPARING TO ENTER THE RING

INSTALLATION

Note: ⓌⓌ WRESTLEMANIA® The Arcade Game cannot be played directly from the CD-ROM, and so must be installed to your hard disk. You must have at least 17 MB free for a FULL installation (8MB for PARTIAL).

1. Turn on your computer. Insert the ⓌⓌ WRESTLEMANIA®: The Arcade Game CD-ROM disc (located in the jewel case in your package) into your CD-ROM drive (using a disc caddy if appropriate).

2. At the DOS prompt (C:\>), type the letter corresponding to the CD-ROM drive on your computer (most are either D:\> or E:\>) followed by a colon (:), then press the [Enter] key.

3. At the D:\> or E:\> prompt, type INSTALL [Enter].

4. The Installation Program will run. Follow the on-screen prompts to install ⓌⓌ WRESTLEMANIA®: The Arcade Game to your hard disk drive. NOTE: You can choose either a FULL or PARTIAL installation by highlighting FULL or PARTIAL with the UP or DOWN arrow key, then pressing [Enter].

• Choosing FULL installation will install the entire game directly onto your hard drive. This will give the best game performance, and is recommended. You must have at least 17MB of hard drive space free for a full installation.

• Choosing PARTIAL installation will install only a portion of the game (8 MB) directly onto your hard drive, and access the CD-ROM for the remainder of the program. This saves space on your hard drive, but results in slower loading time.

• To run ⓌⓌ WRESTLEMANIA®: The Arcade Game once it is installed on your hard disk, ensure that you are in the ⓌⓌ: WRESTLEMANIA®: The Arcade Game directory, then type 'WWF' [Enter] at the 'C:\ACCLAIM\WMANIA>' prompt.

If you experience any difficulty installing ⓌⓌ WrestleMania®: The Arcade Game, please refer to the Technical Supplement included with your game.

3 When you see the ⓌⓌ WrestleMania®: The Arcade Game title screen, you will see on-screen prompts to either start playing (Player 1 press [P1] to begin, Player 2 press [P2]) or to configure your game (press [P3]).

NOTE: You must configure your game to change keyboard and/ or joypad controls before game play. If using a joypad, you MUST choose this option in order to calibrate your joypad for proper game play. This does NOT apply to the Gravis GrIP Adapter, which calibrates your Gravis GrIP joypad automatically.

CONFIGURING YOUR GAME

A: Change Keyboard Map

This option allows you to change the default keys for Player 1 and Player 2. To do so, follow on-screen instructions.

B: Joypad

This option allows you to choose from a selection of pre-set button configurations for 2 Button, 4 Button or Gravis GrIP joypads. To do so, follow on-screen instructions.

C: Joypad Configuration

Your joypad should be configured in order to ensure that the direction controls work properly. To do so, follow on-screen instructions.

D: Set Music Volume

Set game music to the desired volume by using arrows to move the slider between Minimum and Maximum volume levels.

E: Configure Sound

You MUST configure your sound driver to suit your particular sound card. However, YOU MUST EXIT THE GAME TO DO SO. Follow on-screen instructions to configure your sound driver.

F: Default Hardware Setup

This option resets all settings to the defaults.

SETTING OPTIONS

ⓌⓌ WrestleMania®: The Arcade Game offers several ways to make your wrestling even more thrilling. To set options, press any button. The options screen will pop up. Press **UP** or **DOWN** to highlight an option, and **LEFT** or **RIGHT** to toggle the desired setting. When you're through, highlight **EXIT** to return to the wrestler select screen.

BLOCKING

When set to **ON**, your computer opponents can block blows. Or take the easy way to a victory by choosing **OFF**, disabling their blocking ability.

DIFFICULTY

Set the play difficulty, from Easy all the way to Get Real.

CLOCK SPEED

Set how fast the clock will run down, from Very Slow to Very Fast.

BUDDY MODE

In a two-player game, setting Buddy Mode ON will give each player a CPU-controlled "buddy" to help battle your opponent(s).

CHOOSING WRESTLERS

Press **UP** and **DOWN** direction arrows/ keys to move the cursor to your favorite wrestler. Once you've selected a wrestler, press any button/key and join in the merry mayhem of ᵂ WrestleMania®: The Arcade Game!

If you are playing a two-player game, the computer will, after you've chosen your wrestlers, ask you to choose between a head-to-head bout or a cooperative tag team contest.

If you are playing a one-player game, the computer will choose your opponents automatically. You will also be asked whether you want to compete for the Intercontinental or World Wrestling Federation® title. Make your decision wisely: There are serious challenges awaiting you in each case!

PLAYER CONTROLS AND INPUT DEVICES

WrestleMania® is for up to two players. Player 1 may choose to use either a six-button Gravis GrIP joypad, a four-button Gravis-type joypad, Keyboard 1, or a combination of Keyboard 1 and a two-button joypad. Unless using a second six-button Gravis GrIP joypad, Player 2 is ALWAYS Keyboard 2.

ONE PLAYER GAMES

Intercontinental Title: First, wrestle in four one-on-one bouts, then face a grueling series of vicious one-on-two matches, culminating in a savage one-on-three bout! Win them all, and you're the Intercontinental Champion!

> **World Wrestling Federation® Title:** You wrestle two-on-one handicap bouts against all the other wrestlers, then you compete in a series of three-on-one bouts against all eight wrestlers! Then triumph in the final Royal Rumble® match and become the World Wrestling Federation® Champion!
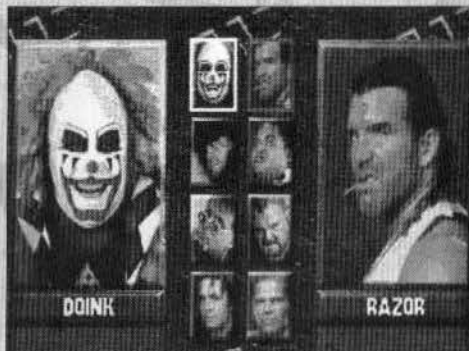
TWO PLAYER GAMES

Head to Head: You and an opponent battle it out in a best of three one-fall matches!
Cooperative: You and a partner wrestle two-on-two against all the great athletes in ᵂ WrestleMania®: The Arcade Game —including yourselves! Once one opponent is defeated, another rolls in to take a shot at the two of you. Once all eight wrestlers have been defeated, you're crowned as Tag Team Champions!

A LOOK AT THE ARENA

Here's a view of the ring where all the ᵂ WrestleMania®: The Arcade Game action takes place!
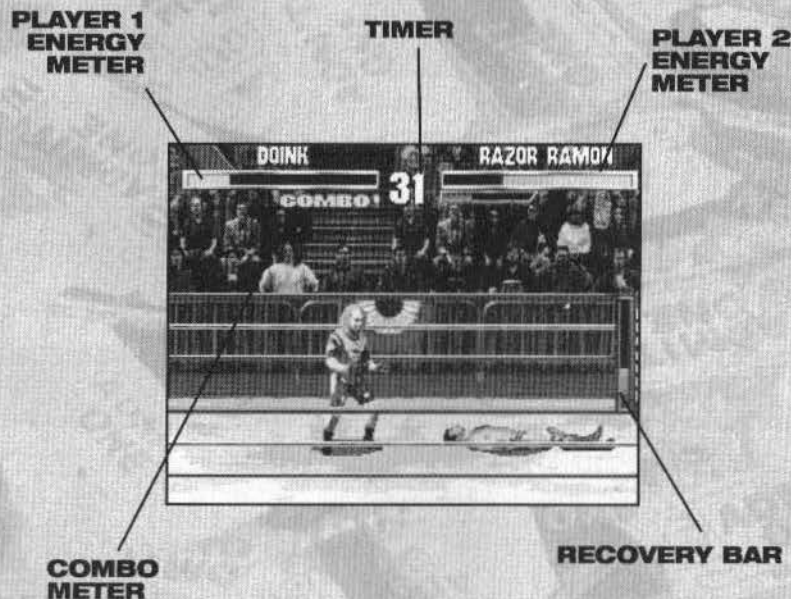
PLAYER 1 ENERGY METER

This displays Player 1's remaining energy. It goes down as hits are sustained. When it's empty, you'll be on the canvas.

PLAYER 2 ENERGY METER

Same as Player 2.

TIMER

Rounds consist of 99 seconds, after which the match is over. The winner at the end of the match is the one with the most energy.

RECOVERY BAR

This meter appears when you're really beaten down or thrown into the ropes. Hasten your recovery by rapidly pressing any button.

COMBO MOVES ALERT

Note: When the combo moves alert is activated (this happens after you successfully execute certain moves), you'll be able to unleash spectacular combo moves!
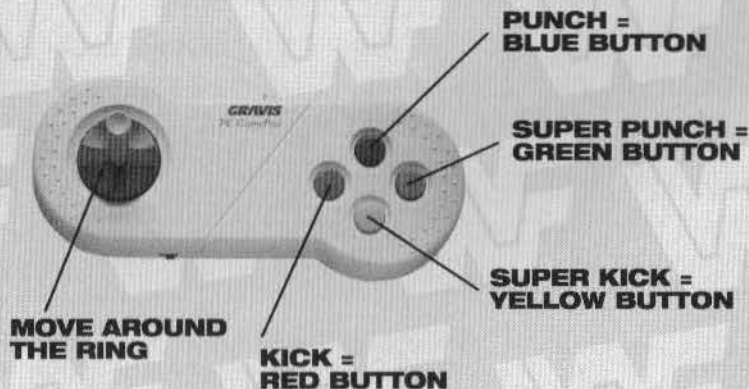
ESSENTIAL OFFENSE & DEFENSE

Don't even think of climbing into the WrestleMania® ring unless you know the offensive and defensive basics! Some wrestlers can pick up their opponents, while some can unleash punishing uppercuts. Experiment to find out who is capable of administering these outrages.

NOTE: These are **DEFAULT CONTROL SETTINGS.** You may change these settings on the pop-up Options screen.

OFFENSE:

4 BUTTON JOYPAD DEFAULT CONTROLS

PUNCH = BLUE BUTTON

SUPER PUNCH = GREEN BUTTON

SUPER KICK = YELLOW BUTTON

MOVE AROUND THE RING

KICK = RED BUTTON

| Run	PUNCH + KICK (RED+ BLUE BUTTONS TOGETHER)
Block	RED + GREEN BUTTONS TOGETHER
Pick Up Opponent	YELLOW + GREEN BUTTONS TOGETHER
Head Hold	TOWARD, TOWARD + SUPER PUNCH (GREEN BUTTON)
Uppercut	HEAD HOLD, DOWN + SUPER PUNCH (GREEN BUTTON)

PLAYER 1
DEFAULT CONTROLS

Move Up

Move Left

Move Right

Move Down

Punch

Block

Super Punch

Kick

Super Kick

Run
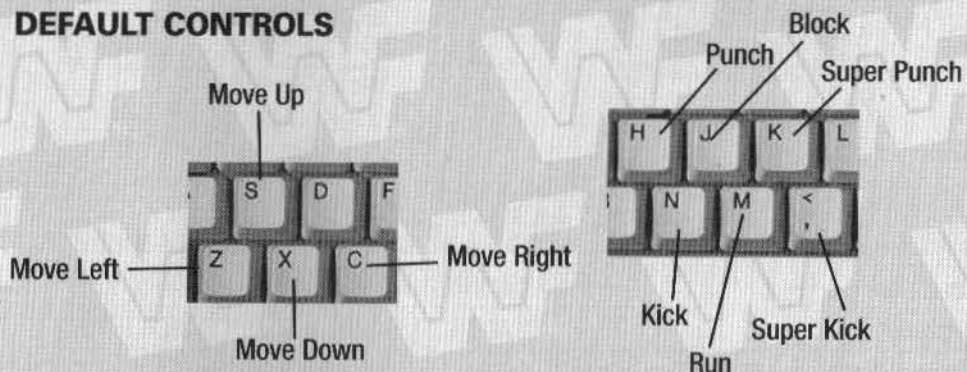
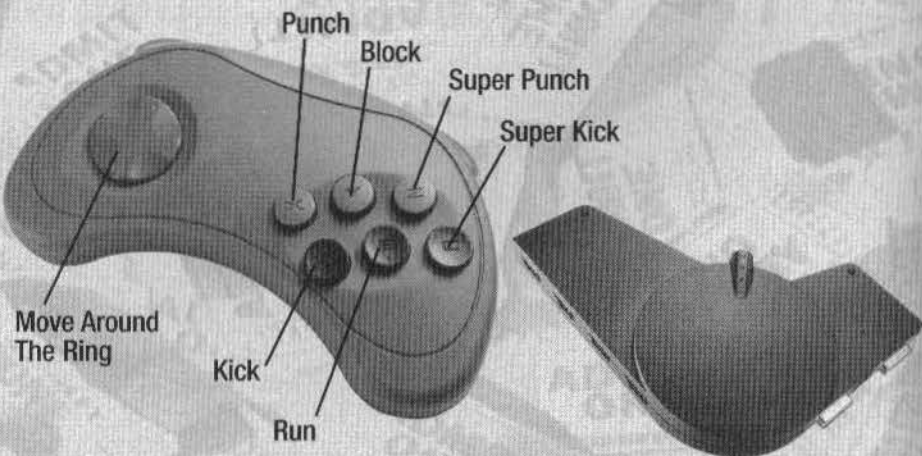| Run	M
Block	J
Pick Up Opponent	SUPER PUNCH + SUPER KICK (,+ K KEYS)
Head Hold	TOWARD,TOWARD + SUPER PUNCH (K KEY)
Uppercut	HEAD HOLD, DOWN + SUPER PUNCH (K KEY)

PLAYER 2
DEFAULT CONTROLS

Move Up

Move Left

Move Right

Move Down

Block

Punch

Super Punch

Kick

Run
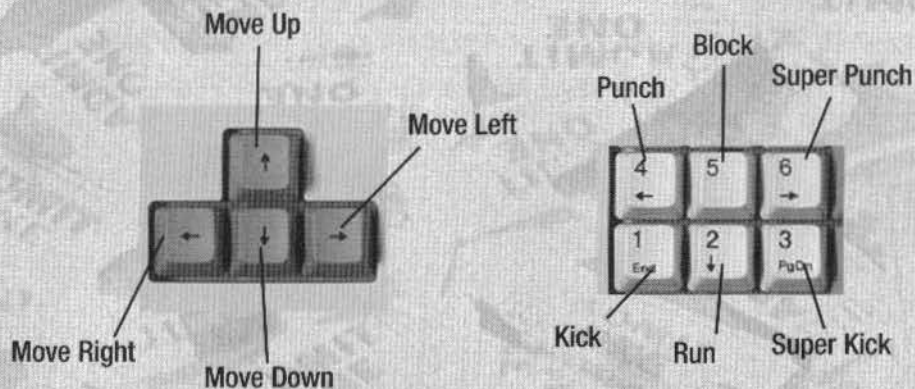
Super Kick

Pick Up Opponent	SUPER PUNCH + SUPER KICK (6 + 3 KEYS)
Head Hold	TOWARD,TOWARD + SUPER PUNCH (6 KEY)
Uppercut	HEAD HOLD, DOWN + SUPER PUNCH (6 KEY)
Throw Your Opponent Into The Ropes	move in close, then press AWAY, AWAY, SUPER PUNCH
Take Down	AWAY, AWAY, PUNCH

GRAVIS GrIP CONTROLLER AND ADAPTER

NOTE: In a 2-player game using the Gravis GrIP, BOTH players share the same button layout. The buttons cannot be configured separately.

Punch

Block

Super Punch

Super Kick

Move Around
The Ring

Kick

Run

GRAVIS GrIP CONTROLS CHART

Block	Y BUTTON
Run	B BUTTON
Pick Up Opponent	SUPER PUNCH + SUPER KICK (Z + C BUTTONS)
Head Hold	TOWARD, TOWARD + SUPER PUNCH (Z BUTTON)
Uppercut	HEAD HOLD, DOWN + SUPER PUNCH (Z BUTTON)

DEFENSE:

To **PUSH AWAY A BLOCKED OPPONENT**, hold the **BLOCK BUTTON** and hit the **PUNCH** key/ button.

To break your opponent's hold when he has you by the head, press **KICK**, or experiment with reversal moves by utilizing one of the following button combinations: (a) **DOWN, DOWN, SUPER KICK,** or (b) **TOWARD, TOWARD, SUPER PUNCH.** The resulting moves will be different for each wrestler--and these are not the only moves available! Experiment during competition to uncover all the available maneuvers!

To **ROLL OUT** of the way when you've been dropped to the mat, press **UP** or **DOWN direction buttons/keys.**

STEPPING UP THE ATTACK!

Now that you've mastered the basics, here are just some of the skills that will take you from fighting for survival to fighting for a victory!

TAKE TO THE AIR!

Want to launch an attack from the top turnbuckle? Go for it! Move toward the upper left or right corner of the ring, then use the **UP/RIGHT** or **UP/LEFT direction key/button** to climb to the top turnbuckle! Then press any moves button/ key to soar above the ring!

GET OUT OF THE RING!

There are plenty of cases where the action gets so wild the ring can't contain it all! Go ahead and battle your opponent on the arena floor ... but get back into the ring before your energy is depleted, or you'll be disqualified and lose the match!

COMBINATION MOVES

Nothing is more devastating to opponents than combination moves! Some players have managed 30-hit combinations— now THAT'S GOT TO HURT!

Experiment to see what YOUR wrestler's particular combinations are! When a combination hit is a made, the combo counter appears on screen, telling you that somebody just got a whipping!

SECOND WIND

There's life after sudden-death in WF WrestleMania®: The Arcade Game ! If you're pinned in the final round but your combo meter is lit, get a second wind by frantically pressing buttons.

BUT WAIT...THERE'S MORE!

McMAHON: "Now if you want to really launch an attack on your foe..."

LAWLER: "Keep quiet, McMahon!"

McMAHON: "...then experiment with various button combinations..."

LAWLER: "They don't need to know this, McMahon!"

McMAHON: "...like double-press the D-PAD in the direction of your opponent, then..."

LAWLER: "Oh, man, I can't believe this is happening!"

McMAHON: "...or press AWAY—"

LAWLER: "All right, that's enough! ENOUGH!"
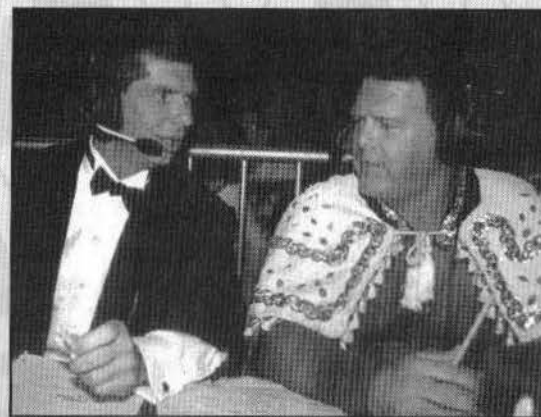
MAYHEM MOVES!

There are tons of special mayhem moves in WF WrestleMania®: The Arcade Game! Some are revealed in the wrestler bios, others have to be learned...

THE SUPERSTARS OF WF WRESTLEMANIA®: THE ARCADE GAME

The World Wrestling Federation® is home to the greatest athletes in the wrestling world today! On the pages that follow, you're provided with essential information that will help guide you through the unprecedented dangers of the WF WrestleMania®: The Arcade Game ring ... and, with a lot of skill and just a little bit of luck, take you all the way to the Intercontinental Championship-- or even the World Wrestling Federation® Title!

NOTE: The moves below assume that your opponent is to the right. To perform a move in the opposite direction, reverse the motion.

P = Punch Button

K = Kick

SP = Super Punch

SK = Super Kick

"I'm ready to make things hot for my opponent tonight!"

"Hailing from Asbury Park, New Jersey, standing 6'4" and weighing 400 pounds..."

"You've got to be impressed by those flaming tattoos on Bigelow's head!"

"Hey, McMahon, maybe you can have somebody tattoo you a personality!"
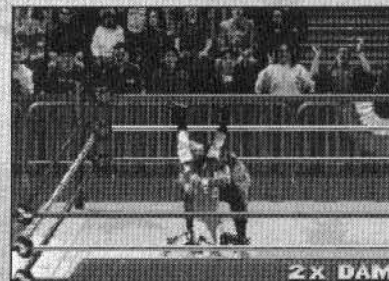
WF **WRESTLEMANIA®: THE ARCADE GAME MAYHEM!** Figure out how to do the pogo piledriver!
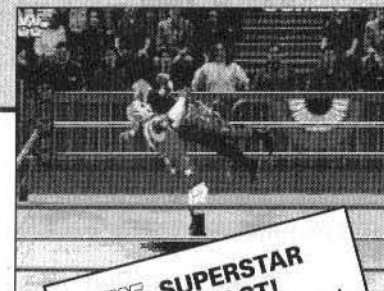
FAVORITE MANEUVERS:

FIRE PUNCH: Hold **P** 3 seconds, then release and tap **P**

JUMP KICK: ← ← **SK**

BACK DROP: ← ← **P**

FLYING DROPKICK: Run, **K** or **SK**

SUPER CLOTHESLINE: Run, **P** or **SP**

WF **SUPERSTAR FAST FACT!** Bam Bam Bigelow™ wrestled football legend Lawrence Taylor at WrestleMania® XI!

"In the WF, there is only one excellence of execution, and that's me, the 'Hit Man'!"

BRET HIT MAN HART

"This clever clown comes straight from the circus. He stands 6' and weighs in at 243 pounds..."

"You never know what kinds of new tricks Doink has up his colorful sleeve!"

"Tricks? It all seems like cunning strategy to me, McMahon!"

WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to jolt your opponent with the joy buzzer!

FAVORITE MANEUVERS:

EAR SLAP: ↓ ↘ → P

HAPPY HAMMER: → → SK

SUPER CLOTHESLINE: Run, P or SP

HIP TOSS: ← ← P

HEAD SLAM: Head hold, ↓ ↓ SK

WF **SUPERSTAR FAST FACT!**
Doink™ and his midget-clown counterpart Dink™ teamed up to battle Bam Bam Bigelow™ and Luna™ at WrestleMania® X!

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"Hailing from Calgary, Alberta, he stands 6' 1" and weighs 234 pounds..."

"Unquestionably one of your favorite wrestlers, Jerry Lawler! Ha, ha, ha!"

"Are you kidding McMahon. I wouldn't spit on him if he were on fire!"

WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to make 'em cry "Uncle" with the arm drag!

FAVORITE MANEUVERS:

EYE RAKE: ↓ ↘ → P

ROLLING UPPERCUT: ↓ ↘ → SP

ARM DRAG: ← ← P

BULLDOG: Head hold, ↓ ↓ SK

FLYING CLOTHESLINE: Run, P or SP

WF **SUPERSTAR FAST FACT!**
At WrestleMania® XI, Bret Hart™ beat two-time former World Federation Champion Bob Backlund™ in an "I Quit" match–using his own finishing move against him!

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LEX LUGER™

"Nobody in the WWF can match my total package of brains and sheer power!"

"This powerful native of Atlanta, Georgia, stands 6'5" and weighs 275 pounds..."

"Luger is unquestionably one of the most powerful athletes in the world today."

"Hey, it's Vince McMoto: master of the obvious!"

WWF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to smash your opponent with a medieval mace!

LEX LUGER   BAM BAM BIGELOW
COMBO 61

LEX LUGER   BAM BAM BIGELOW
COMBO 3

HIGH-RISK ATTACK!

FAVORITE MANEUVERS:

SLIDING ELBOW: → → ℗

DOUBLE AXEHANDLE SMASH: When next to opponent, ⓈⓅ

VERTICAL SUPLEX: Head hold, → → ⓈⓅ

REBEL RACK: lift over head, ↑ ⓈⓀ

HIP TOSS: ← ← ℗

WWF SUPERSTAR FAST FACT!
Lex Luger™ is so strong he once bodyslammed the then-505-pound Yokozuna™ on the deck of the aircraft carrier Intrepid!

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"Take a look at the best, folks–it's your pleasure and privilege to watch me wrestle!"

Shawn Michaels™

"From San Antonio, Texas, he stands 6'1" and weighs 235 pounds..."

"Now I know this truly is one of your favorite WWF competitors, 'King' Lawler!"

"That's right, McMahon: Pound for pound, Michaels is the best in the WWF – besides me, of course!"

WWF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to horrify your opponent with the Frankensteiner™!

UNDERTAKER   SHAWN MICHAELS
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UNDERTAKER   SHAWN MICHAELS
17

FAVORITE MANEUVERS:

FRONT LEG TRIP: → → Ⓚ

SUNSET FLIP: Run, ⓈⓅ

BODYSLAM: ← ← ℗

SPEED KICK: ↓ ↘ → Ⓚ

ARM BEND: Head hold, → → ℗

WWF SUPERSTAR FAST FACT!
Shawn Michaels™ has twice held the WWF Intercontinental Title!

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"You think you can handle this much machismo, man? Just give it a try, chico!"

"My victory will be your funeral!"

"From Miami, Florida, standing 6'7" and weighing in at 262 pounds..."

"The Bad Guy looks particularly determined tonight, Jerry Lawler!"

"I'll bet Ramon has more machismo in one finger than you have in your whole body, McMahon!"

"This 6'11" star hails from Death Valley and weighs in at 322 pounds..."

"My goodness, that pasty-white flesh of his!"

"Yeah, Undertaker doesn't seem to be getting much sun these days, McMahon!"

DOINK   RAZOR RAMON
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WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to shake your opponent like a rug!

YOKOZUNA   UNDERTAKER
29

WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to hurl punishing demons at your opponents!

DOINK   RAZOR RAMON
90

FAVORITE MANEUVERS:

UPPERCUT: Head hold, ↓ ⏺

RAZOR'S EDGE: Head hold, → → ⏺

PILEDRIVER: Head hold, ↓ ↓ ⏺

HIP TOSS: ← ← ⏺

RAZOR SWIPE: Head hold, ↑ or ↓ ⏺

SUPERSTAR FAST FACT! Razor Ramon™ battled Shawn Michaels™ in a spectacularly memorable ladder match at WrestleMania® X!

UNDERTAKER   SHAWN MICHAELS
68

FAVORITE MANEUVERS:

SNAP MARE: ← ← ⏺

SUPER UPPERCUT: Head hold, ↓ ⏺

TOMBSTONE SLAM: → → ⏺

NECK BENDER: Hold ⏺ for 3 seconds, release

DROPKICK: Run, ⏺ or ⏺

SUPERSTAR FAST FACT! Undertaker™ is a former World Wrestling Federation® Champion!

YOKOZUNA

"My man Yokozuna will crush anyone who gets in his way!"

"This former sumo champion from Japan stands 6'4" and weighs a massive 568 pounds..."

"I'll bet just one of Yoko's thighs weighs more than all of Mr. Fuji!"

"Unquestionably, that is a big, big man! You certainly don't want to be on the wrong end of his banzai drop!"

WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to hurl your opponent like a rag doll!

FAVORITE MANEUVERS:

BUCKET SLAM: 🆂🅿 next to opponent

BELLY BOUNCE: → → 🅿

SCISSOR SMASH: → → 🆂🅺

SUPLEX: Head hold, ↓ ↓ 🆂🅺

BANZAI DROP: Any button (except block) off the turnbuckle

WF SUPERSTAR FAST FACT!
Yokozuna™ is a two-time former World Wrestling Federation® Champion!

WF WRESTLEMANIA®: THE ARCADE GAME STRATEGIES FOR SURVIVAL!

Even if you've mastered everything in this manual, there's more to WF WrestleMania®:The Arcade Game than meets the eye! A few final tips will help take you beyond the squared circle into a new realm of WF WrestleMania®:The Arcade Game excitement!

***Explore various combinations of buttons. You never know when you'll discover a brand-new move for a unique offensive or defensive situation!

***In two-on-one and three-on-one handicap bouts, your opponents are likely to be so fired up they'll wind up battling each other! Use this advantage wisely!

***If you're going to go to the air, move quickly: Just because you're on the top turnbuckle doesn't mean your opponent won't attack you and send YOU crashing to the arena floor!

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Digital Translation by APFelon / Vendetta