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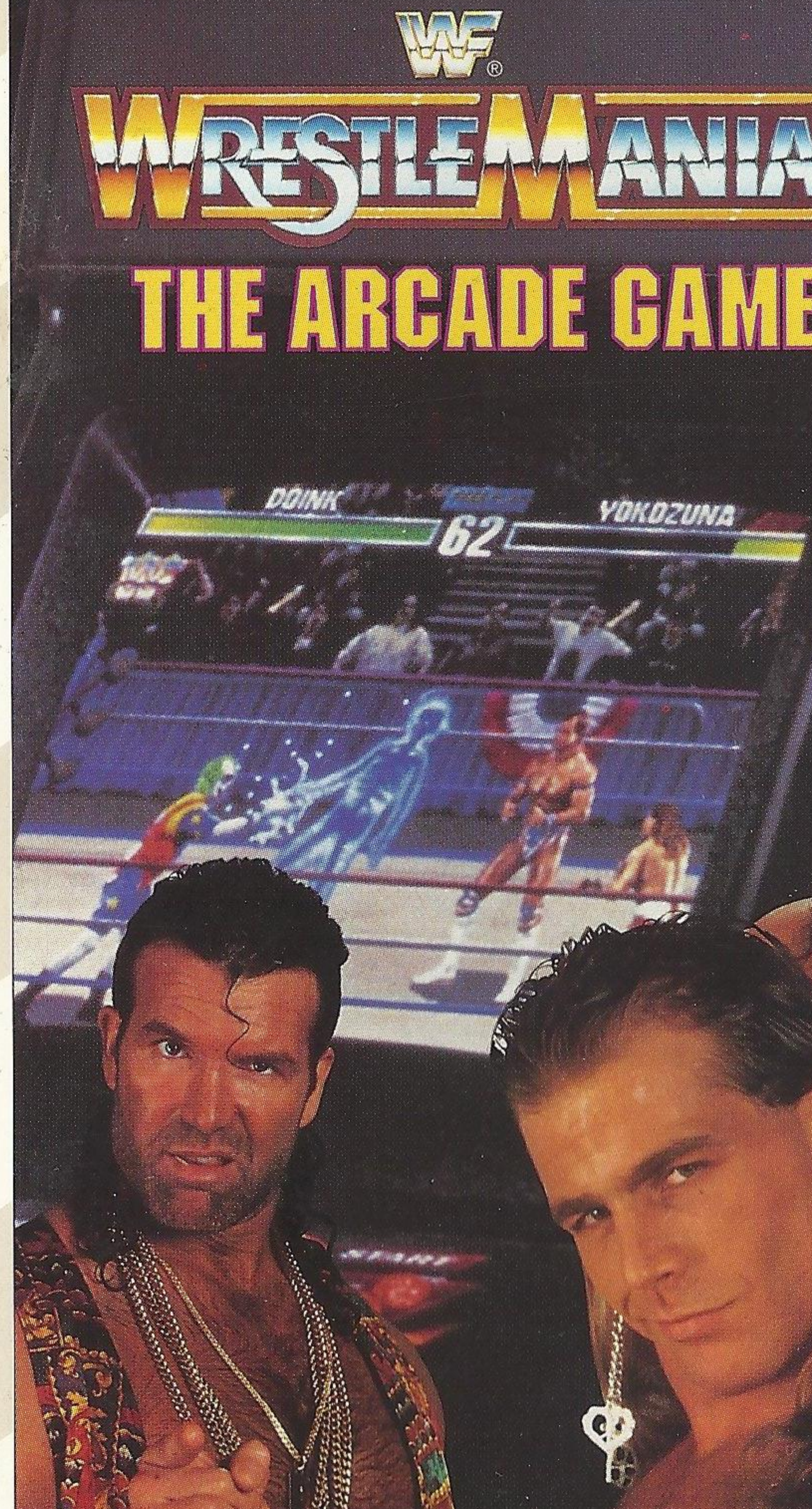
# WWF® WRESTLEMANIA®
## THE ARCADE GAME




OFFICIAL SEGA SEAL OF QUALITY

OFFICIAL WWF WORLD WRESTLING FEDERATION LICENSED PRODUCT

KIDS TO ADULTS
AGES 6+

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

T-8112H

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

## HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint–free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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# LADIES AND GENTLEMEN— WF® 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— WF® WrestleMania®!

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 WF® 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!

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

# PREPARING TO ENTER THE RING

## STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad(s).

**NOTE:** WrestleMania®: The Arcade Game is for one or two players.

2. Place the WrestleMania®: The Arcade Game disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on-screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

When you see the WrestleMania® Title Screen, press the START button. You will then come to the Wrestler Select Screen, where you can choose your wrestler and/or set game options.

# SETTING OPTIONS

WF WrestleMania® offers several ways to make your wrestling even more thrilling. To set options, highlight the Options box with the D-PAD, then press any action button. The Options Screen will pop up. Press UP or DOWN to highlight an option, and LEFT or RIGHT to toggle to the desired setting. When you're through, press any action button to return to the Wrestler Select Screen.

## Blocking

Choose to play with blocking ability On or Off.

## Difficulty

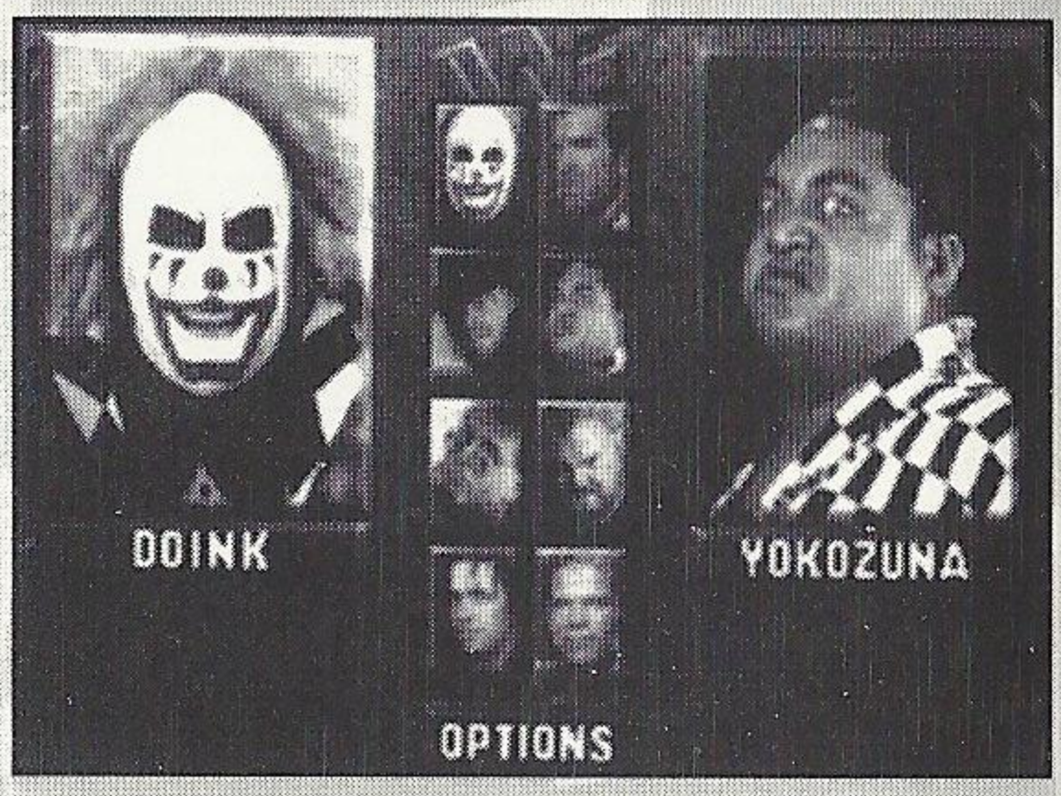
Set the play difficulty from Easy all the way to Get Real.

## Clock Speed

Select how fast the timer counts down, from Very Slow to Very Fast.

# CHOOSING WRESTLERS

Press UP and DOWN on the D-PAD to move the cursor to your favorite wrestler. Once you've selected a wrestler, press any button to join in the merry mayhem of 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!

## 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!

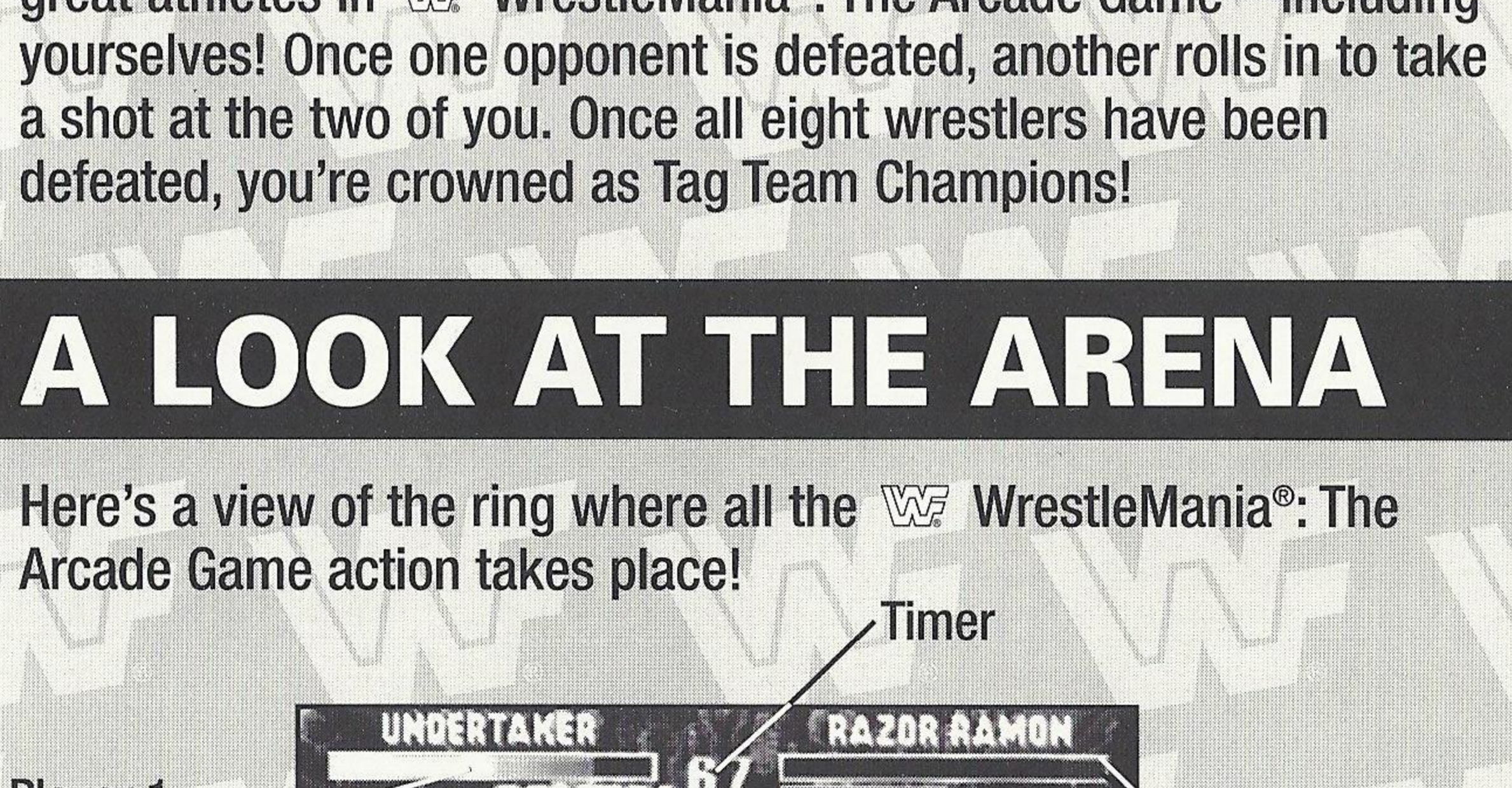
## TWO-PLAYER GAMES

**Head-to-Head:** You and an opponent battle it out in a best two out of three one-fall matches!

**Cooperative:** You and a partner wrestle two-on-two against all the great athletes in WF 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 WF WrestleMania®: The Arcade Game action takes place!



## PLAYER ONE ENERGY METER

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

## PLAYER TWO ENERGY METER

Same as player one.

## 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 on the ropes. Hasten your recovery by rapidly pressing any button.

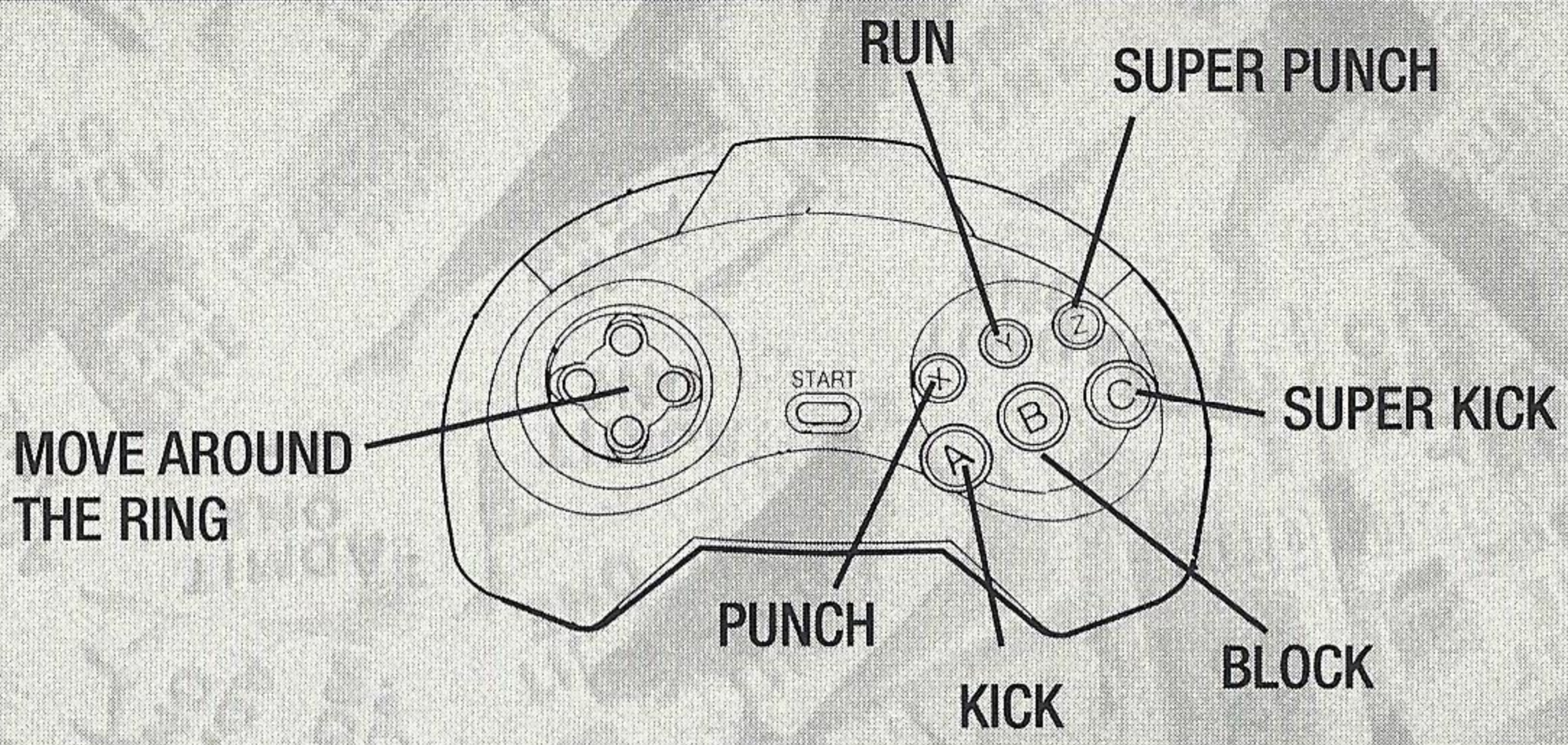
## COMBO MOVES ALERT

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 WF WrestleMania®: The Arcade Game ring unless you know the offensive and defensive basics!

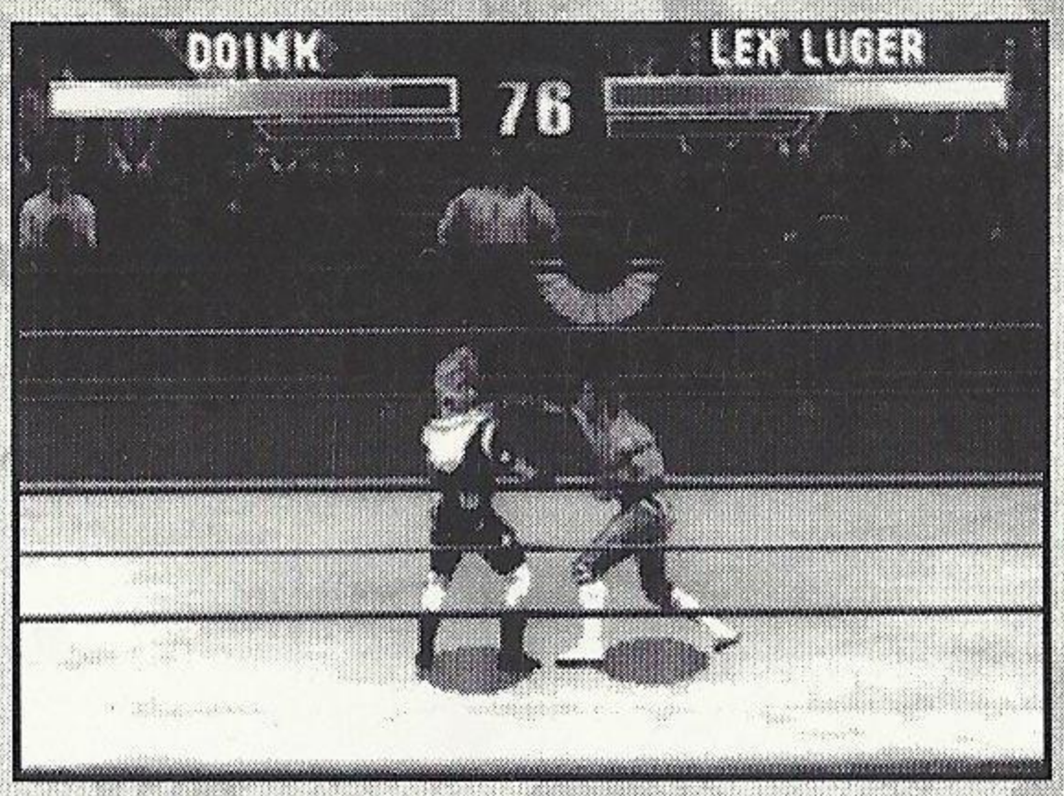
# OFFENSE:



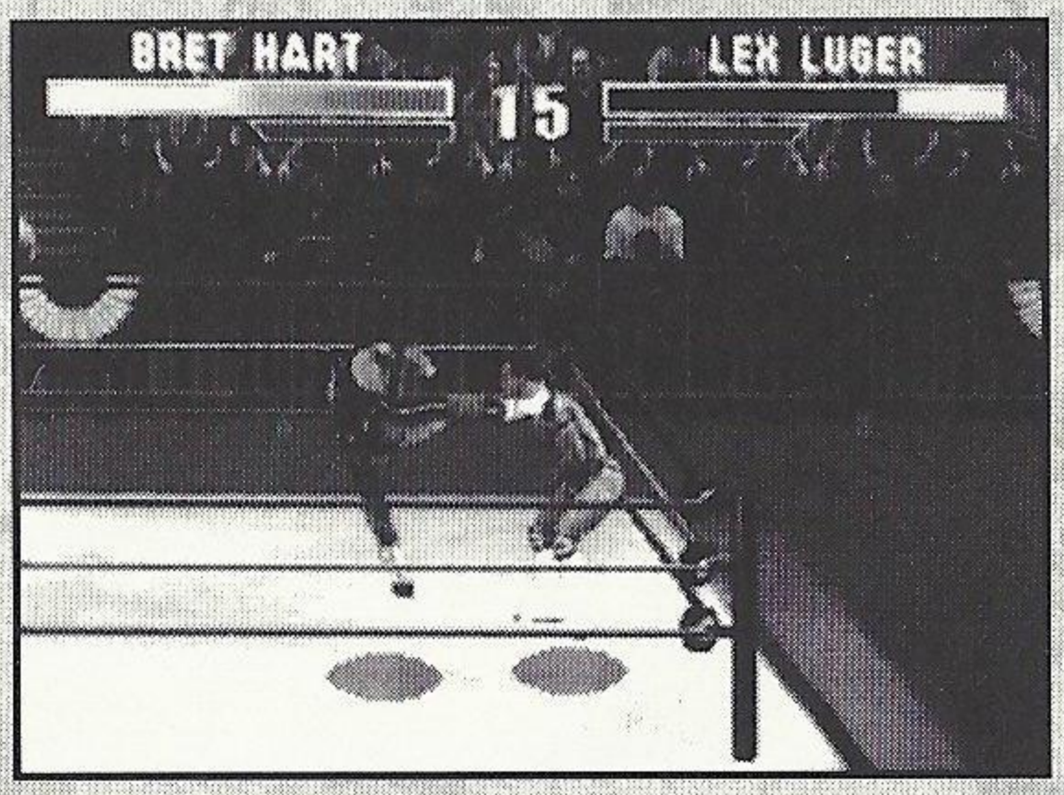

To **MOVE AROUND THE RING**, use the **D-PAD.**

To **RUN** from one side of the ring to the other and rebound off the ropes, press the Y BUTTON.

To **PUNCH** your opponent, press the X BUTTON.



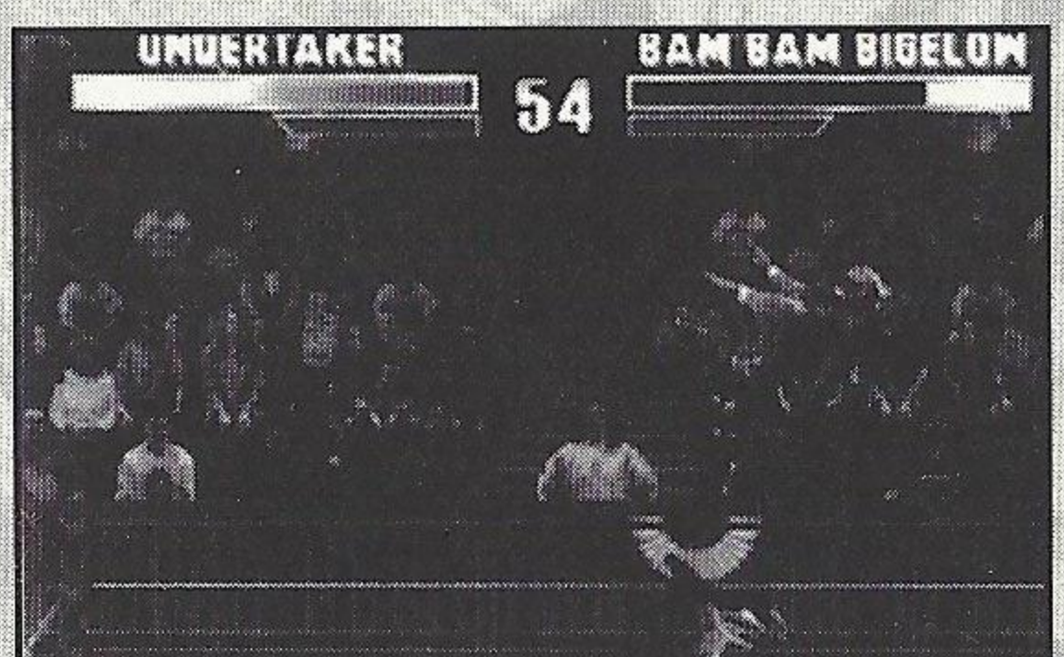

To throw a **SUPER PUNCH**, press the Z BUTTON.




To **KICK** your opponent, press the A BUTTON.

Unleash a **SUPER KICK** by pressing the C BUTTON.

Some wrestlers can **PICK UP** opponents by pressing the Z + C BUTTONS.




Some wrestlers can release an **UPPERCUT** by first doing a HEAD HOLD, then pressing DOWN + Z BUTTON.

To **THROW YOUR OPPONENT INTO THE ROPES**, move in close, then press AWAY, AWAY, Z BUTTON.

Get your foe in a **HEAD HOLD** by pressing TOWARD, TOWARD, Z BUTTON.

To **TAKE DOWN** your opponents, press AWAY, AWAY, X BUTTON.

# DEFENSE:

To **BLOCK** an opponent, press the **B BUTTON.**

To **PUSH AWAY A BLOCKED OPPONENT**, hold the B BUTTON and hit the X BUTTON.

To break your opponent's hold when he has you by the head, press the A BUTTON to kick him, or experiment with reversal moves by utilizing one of the following button combinations: (a) DOWN, DOWN, SUPER KICK, or (b) TOWARD, TOWARD AND 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!

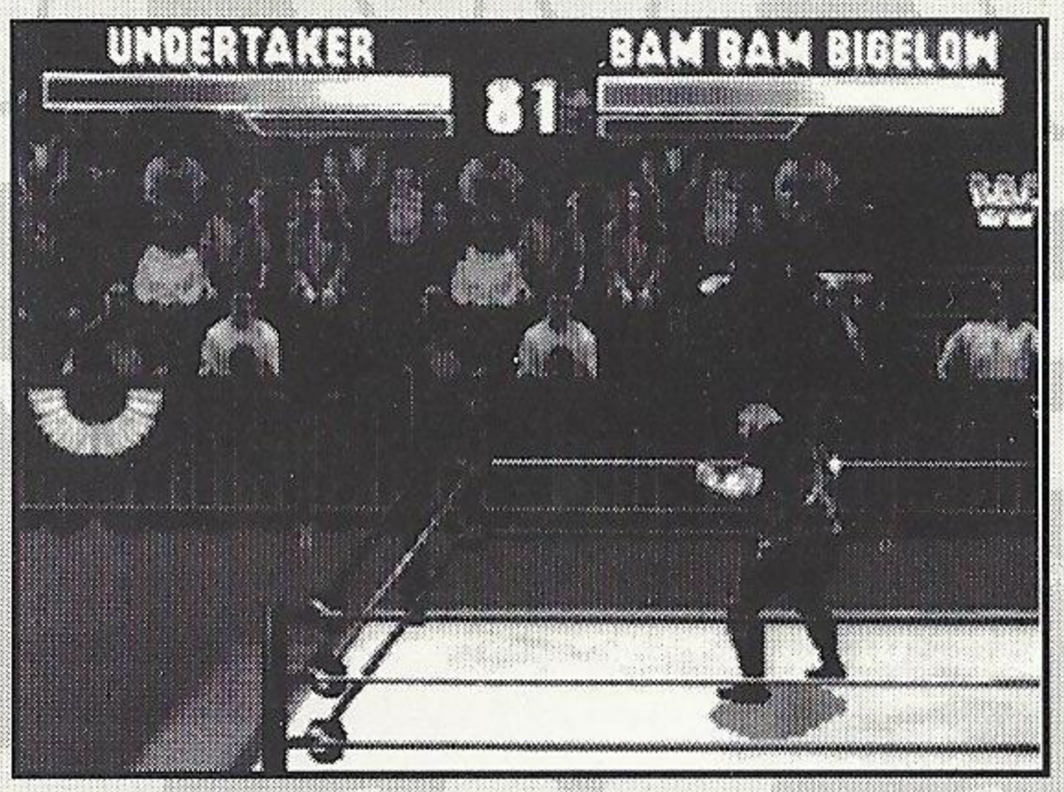
To ROLL OUT of the way when you've been dropped to the mat, press UP or DOWN on the D-PAD.

# STEPPING UP THE ATTACK!

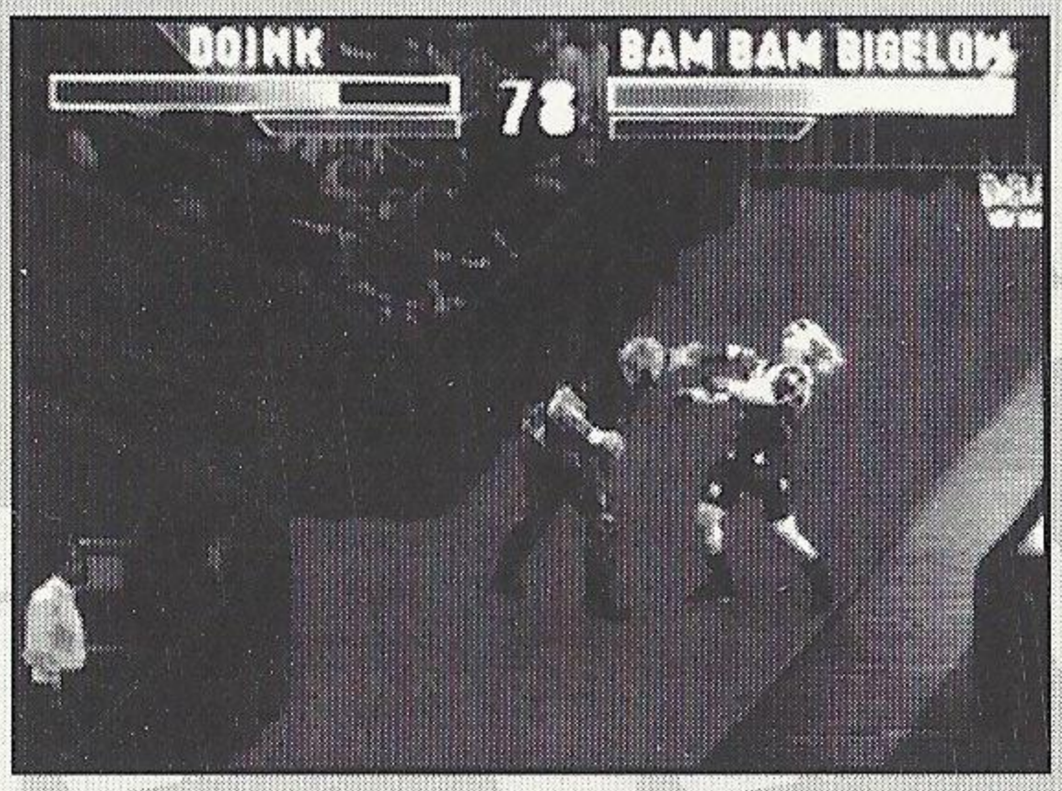
Now that you've mastered the basics, here are just some of the skills that will take you from fighting for survival to fighting for a victory!

## 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 D-PAD to climb to the top turnbuckle! Then press any moves button to soar above the ring!




## Get Out of the Ring!




There are plenty of cases where the action gets so wild that 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.

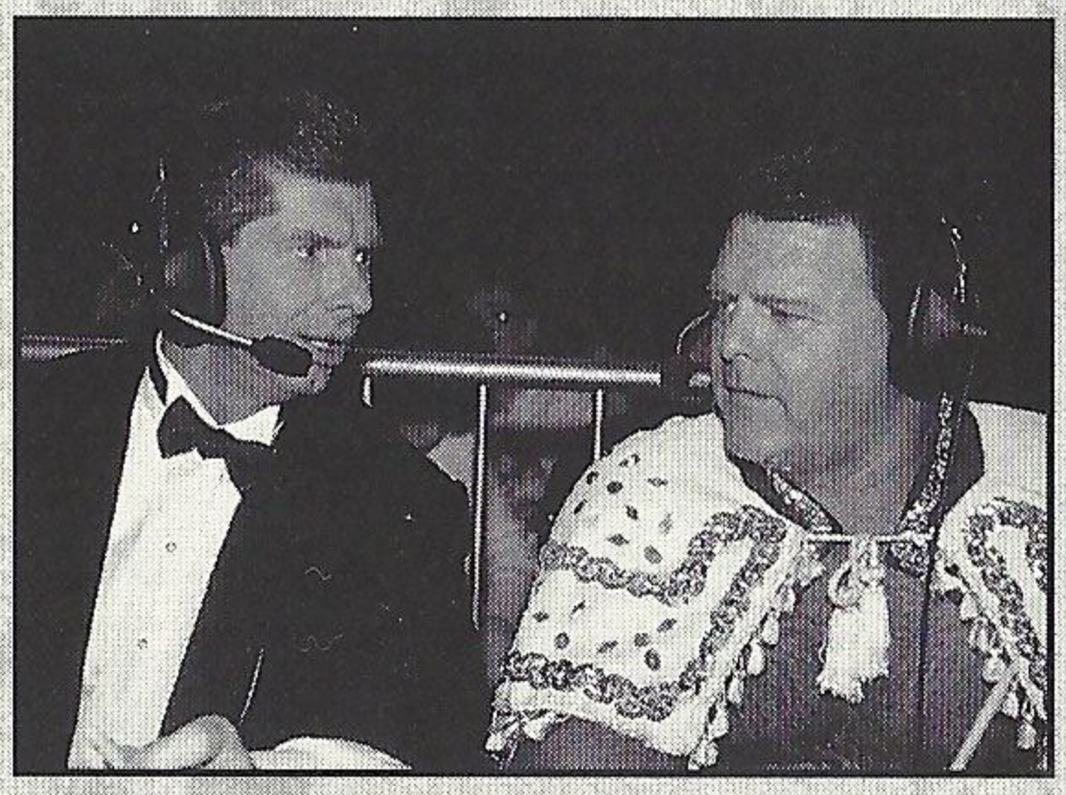
## But Wait...

## 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!"

# THE SUPERSTARS OF WWF 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 WWF 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 WWF WrestleMania® World Wrestling Federation Title!

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

(P) = Punch Button

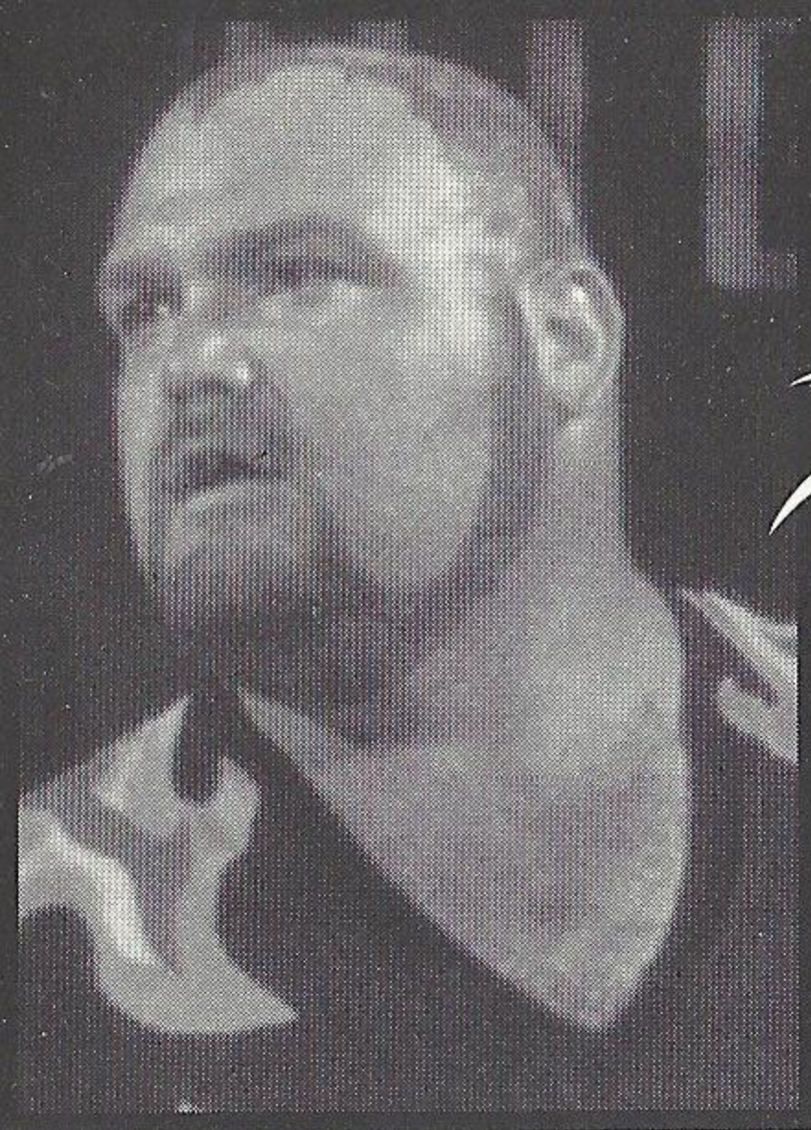
(K) = Kick

(SP) = Super Punch

(SK) = Super Kick

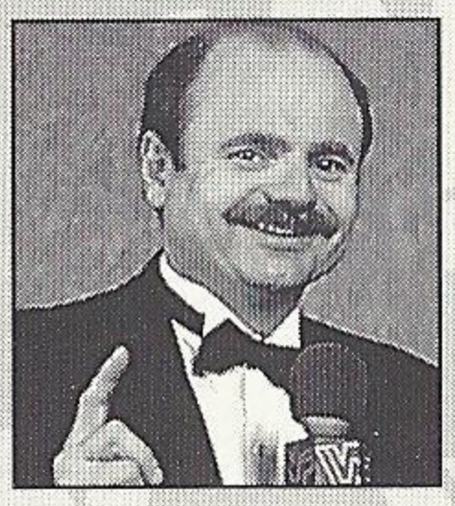
**MAYHEM MOVES!**

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



# BAM BAM BIGELOW™

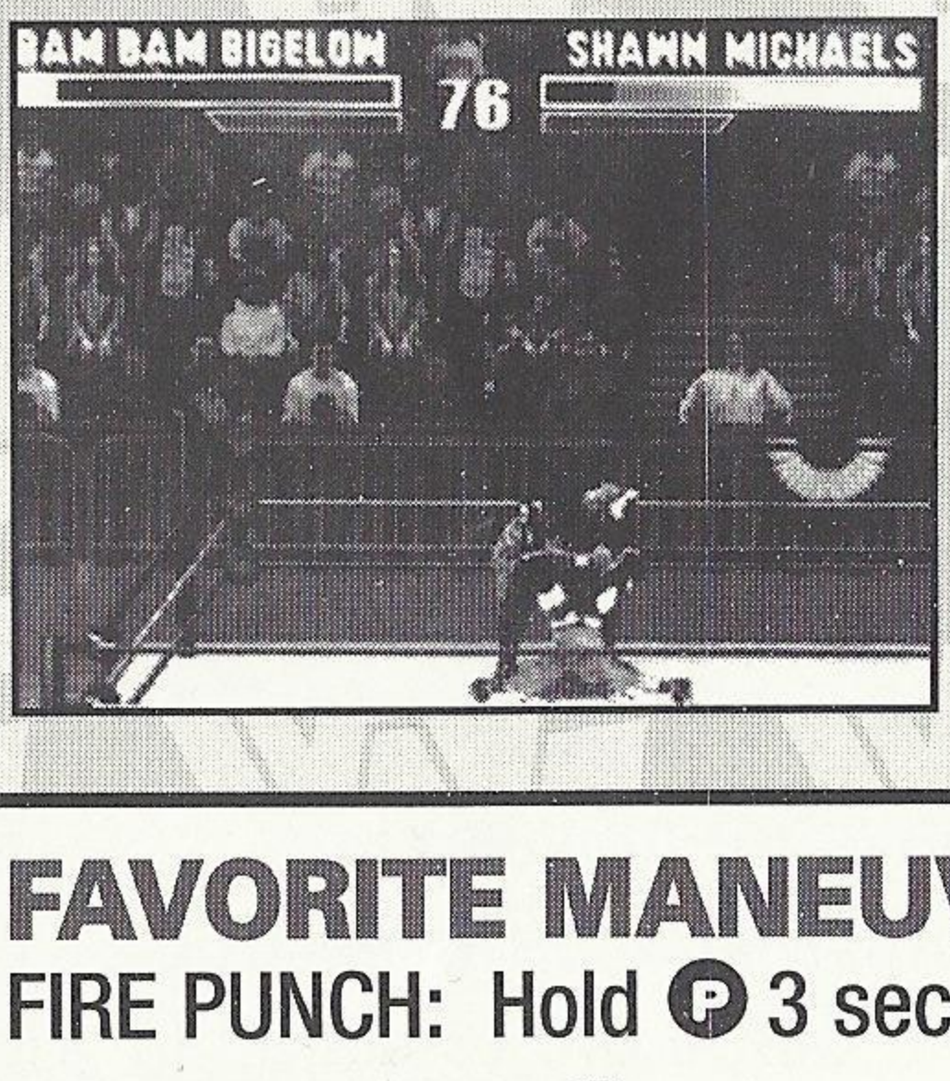
# "I'm ready to make things hot for my opponent tonight!"



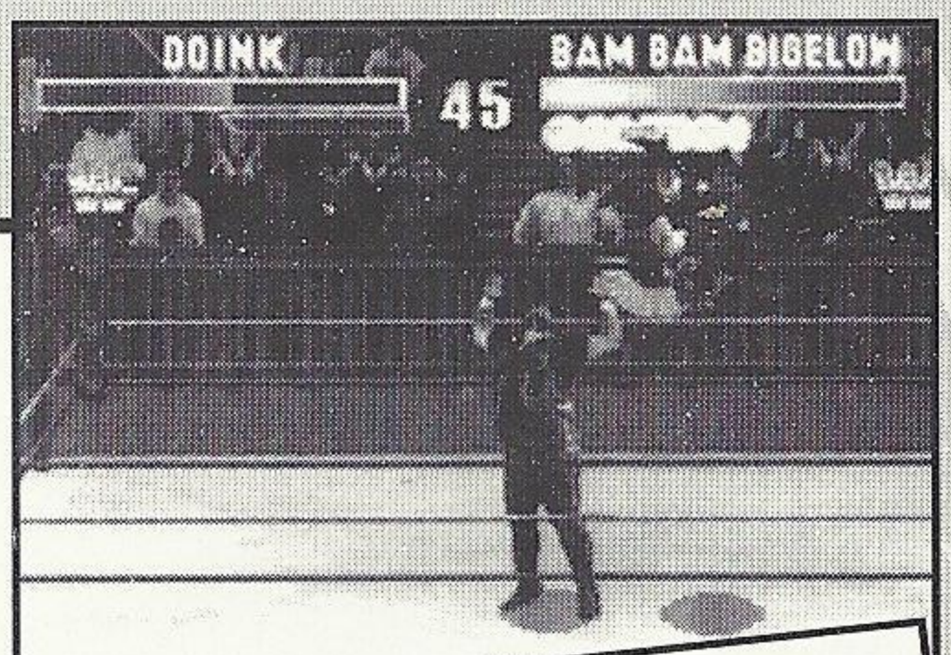
*"Hailing from Asbury Park, New Jersey, standing 6'4" and weighing 400 pounds..."*

*"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)

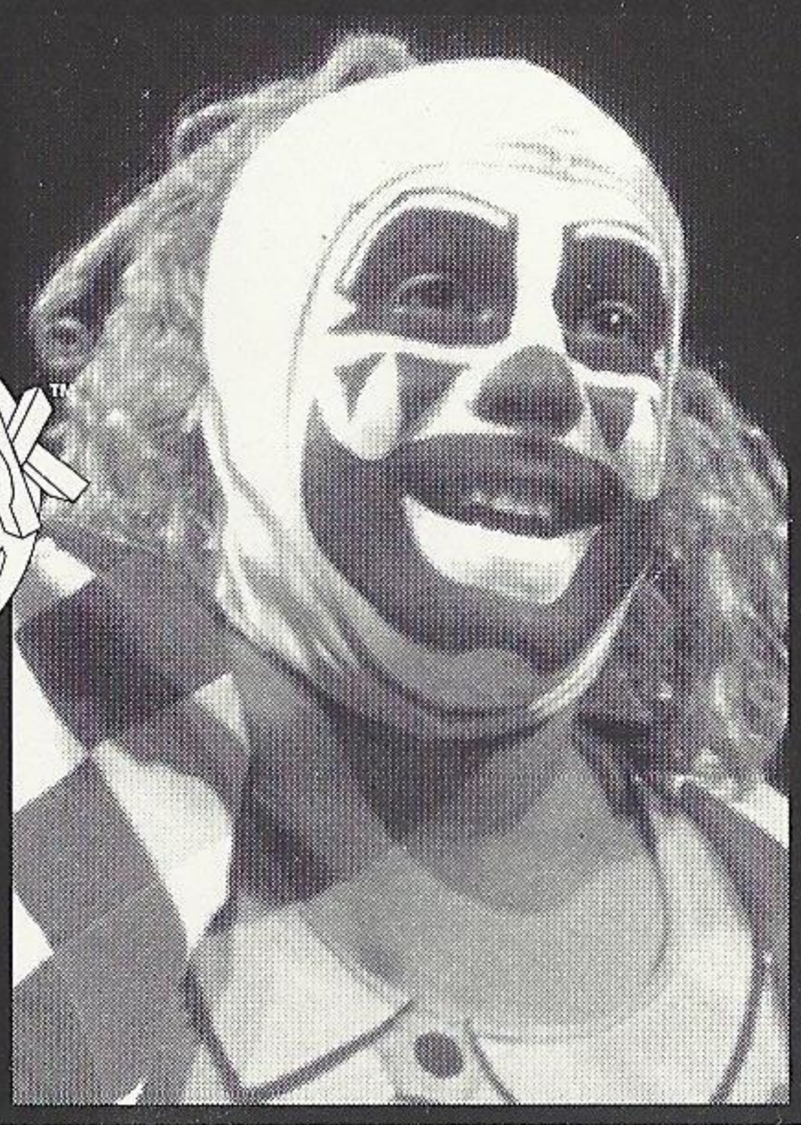
FLYING DROPKICK: Run, (K) or (SK)

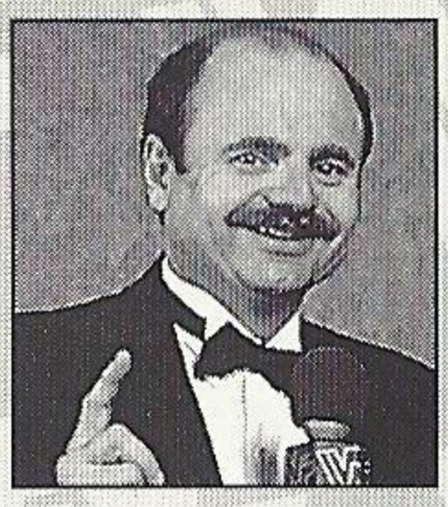
SUPER CLOTHESLINE: Run, (P) or (SP)

**WF SUPERSTAR FAST FACT!**

Bam Bam Bigelow wrestled football legend Lawrence Taylor at WF WrestleMania® XI!

# "Hey, put 'er there, pal! Let's shake! Hey, whatsa matter—you don't trust me?!"

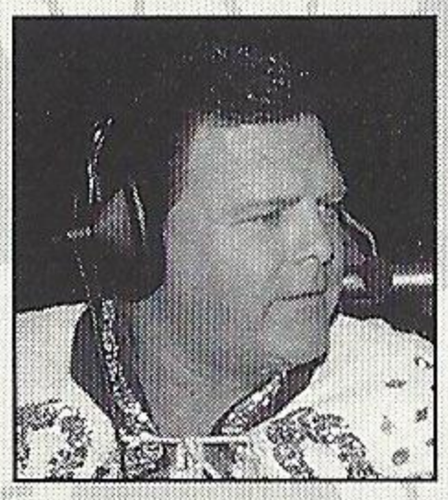




*"This clever clown comes straight from the circus. He stands 6' and weighs in at 243 pounds..."*

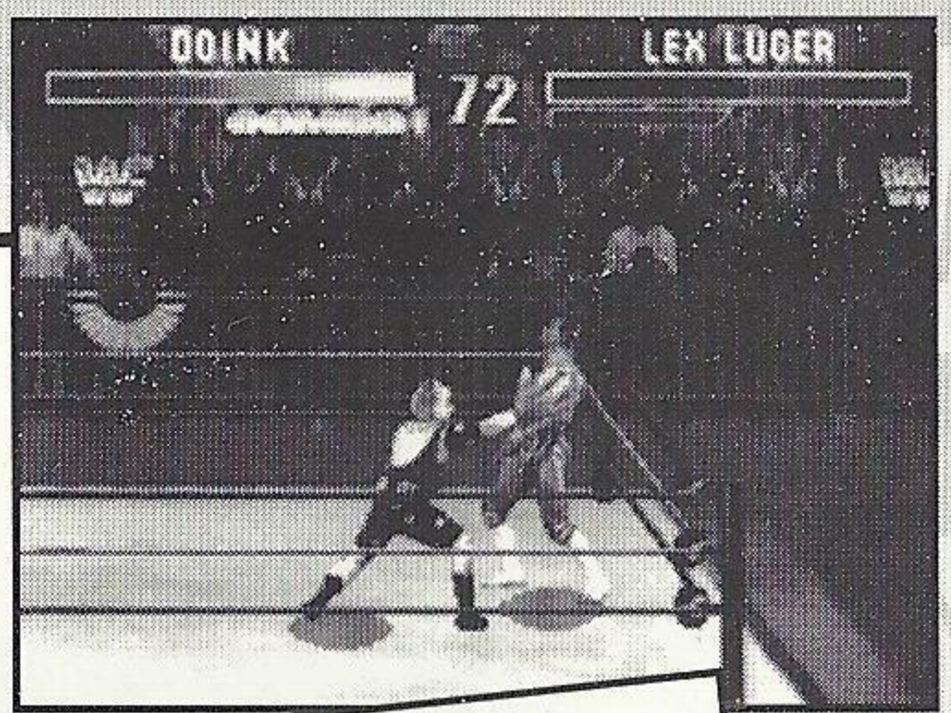
*"You never know what kinds of new tricks Doink has up his colorful sleeve!"*

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



## WWF 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)

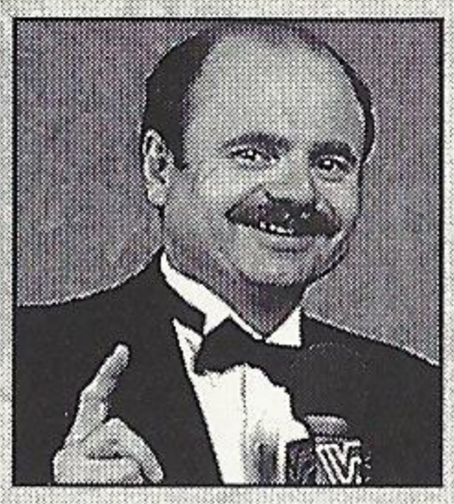
HEAD SLAM: Head Hold, ↓ ↓ (SK)

**WWF SUPERSTAR FAST FACT!**

Doink and his midget-clown counterpart Dink teamed up to battle Bam Bam Bigelow and Luna™ at WWF WrestleMania® X!

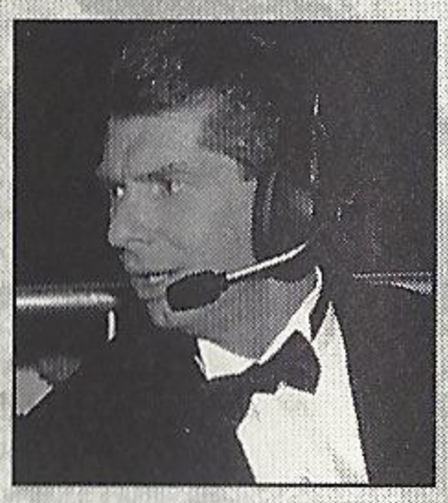
# BRET HIT MAN HART™

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

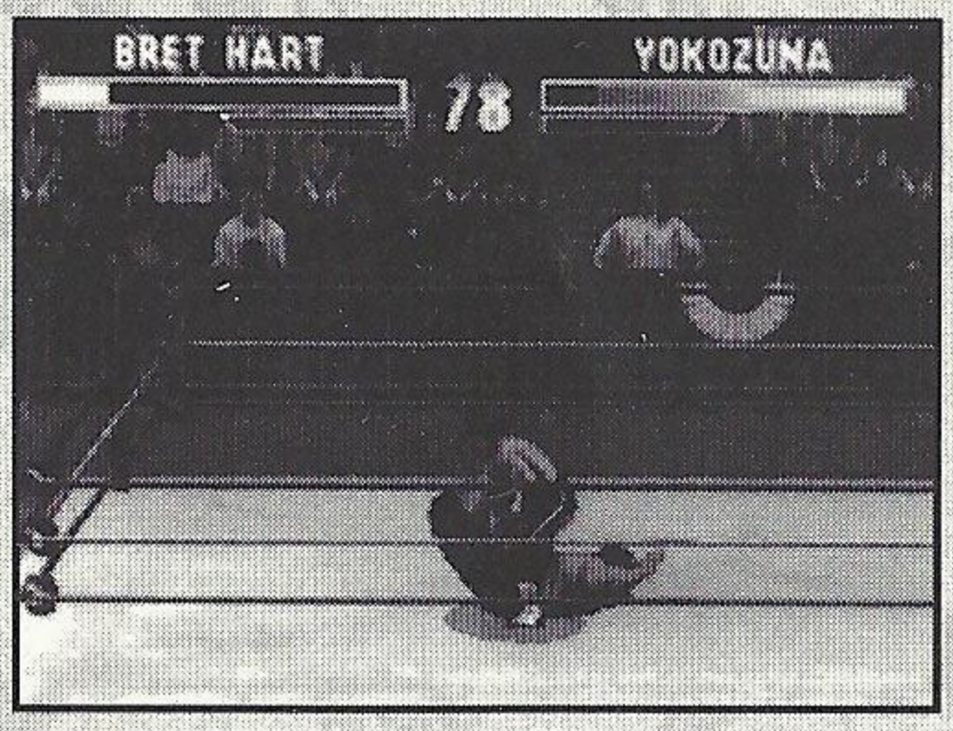


*"Hailing from Calgary, Alberta, he stands 6' 1" and weighs 234 pounds..."*

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

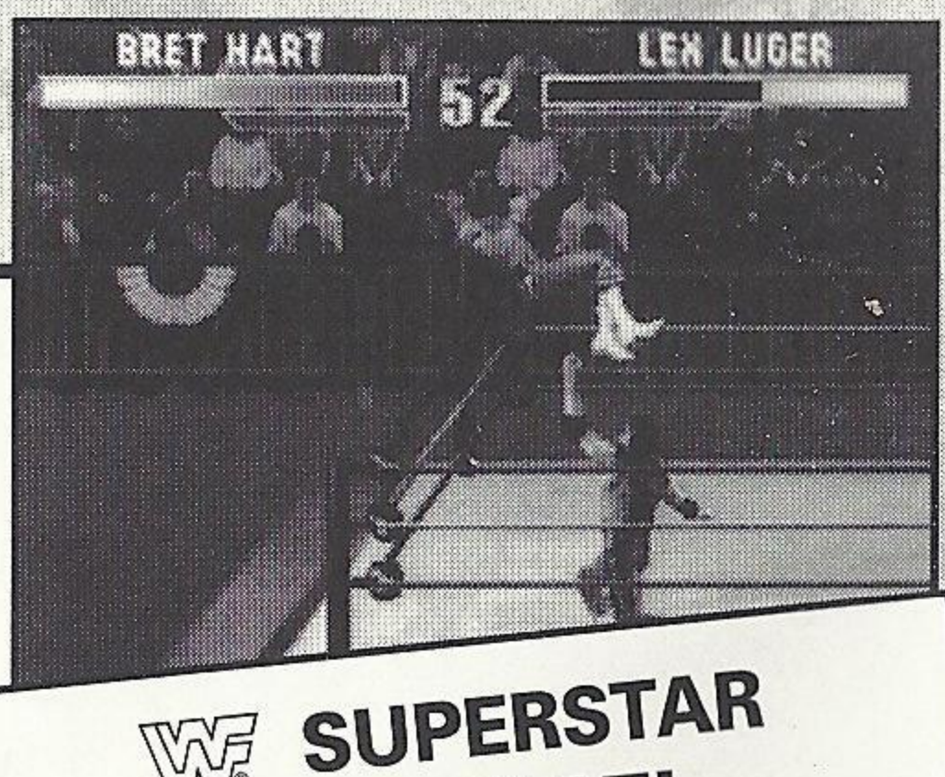


*"Are you kidding, McMahon? I wouldn't spit on him if he were on fire!"*




## WF® WRESTLEMANIA®: THE ARCADE GAME MAYHEM!

*Figure out how to make 'em cry "Uncle" with the Sharpshooter!*




## FAVORITE MANEUVERS:

EYE RAKE: ↓↘→ P

ROLLING UPPERCUT: ↓↘→ SP

ARM DRAG: ← ← P

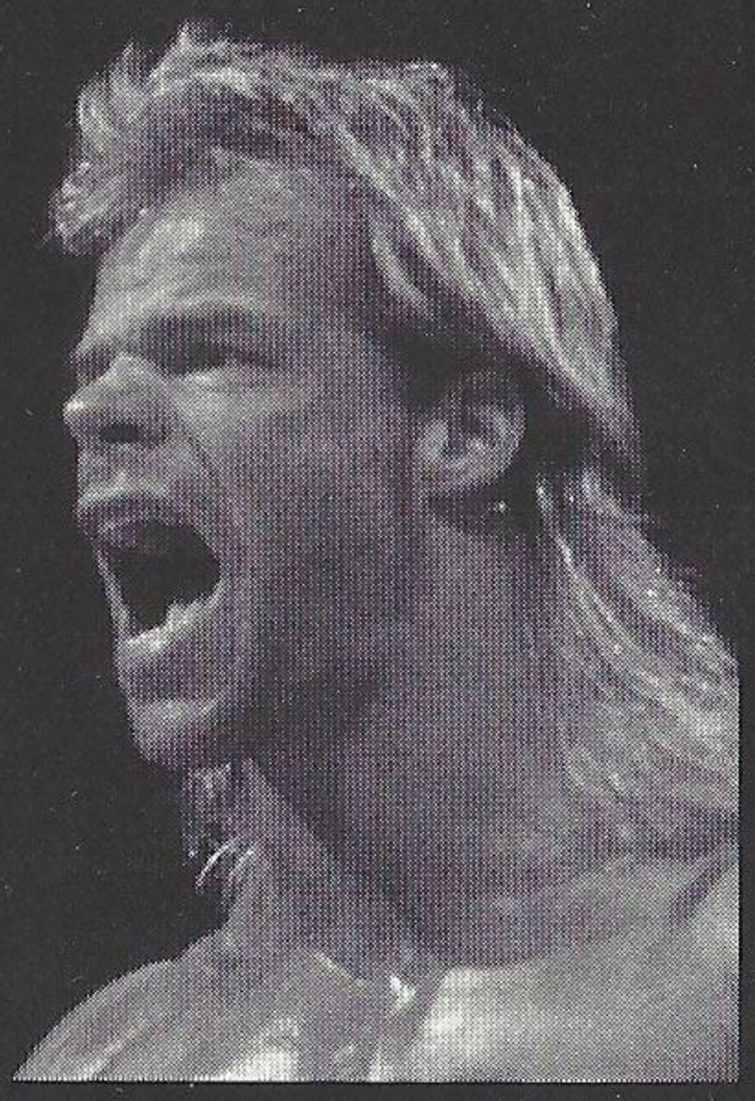
BULLDOG: Head Hold, ↓↓ SK

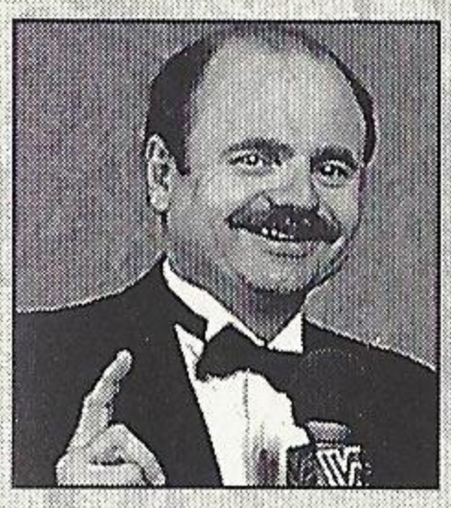
FLYING CLOTHESLINE: Run, P or SP

### 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!

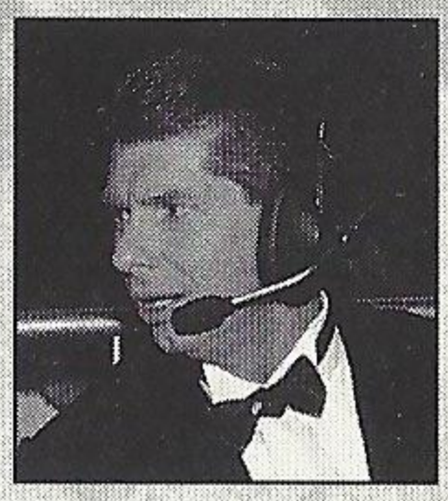
# "Nobody in the WF can match my LEX LUGER™ total package of brains and sheer power!"



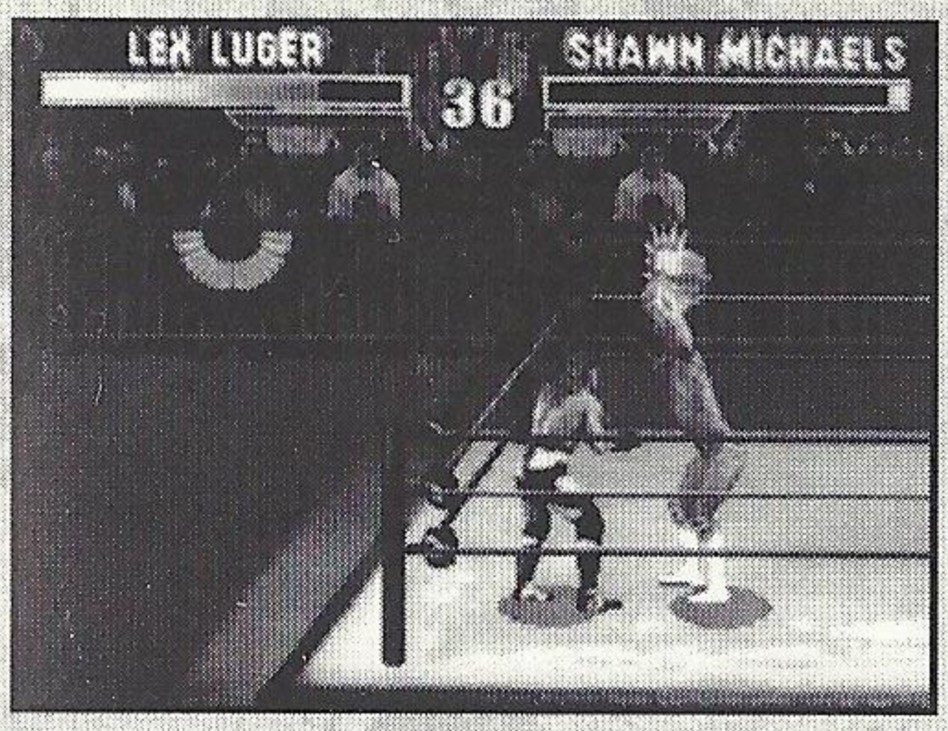


*"This powerful native of Atlanta, Georgia, stands 6'5" and weighs 275 pounds..."*

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

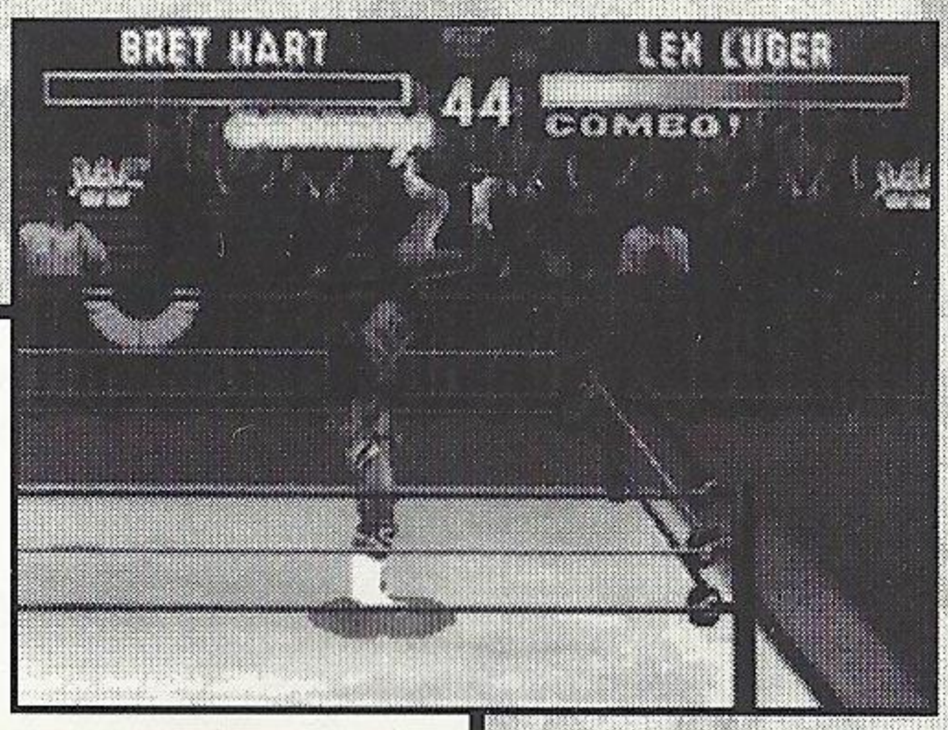


*"Hey, it's Vince McMoto: master of the obvious!"*




## WF WRESTLEMANIA®: THE ARCADE GAME!

MAYHEM: Figure out how to smash your opponent with a medieval mace!




## FAVORITE MANEUVERS:

SLIDING ELBOW: → → (P)

DOUBLE AXEHANDLE SMASH: When next to opponent, (SP)

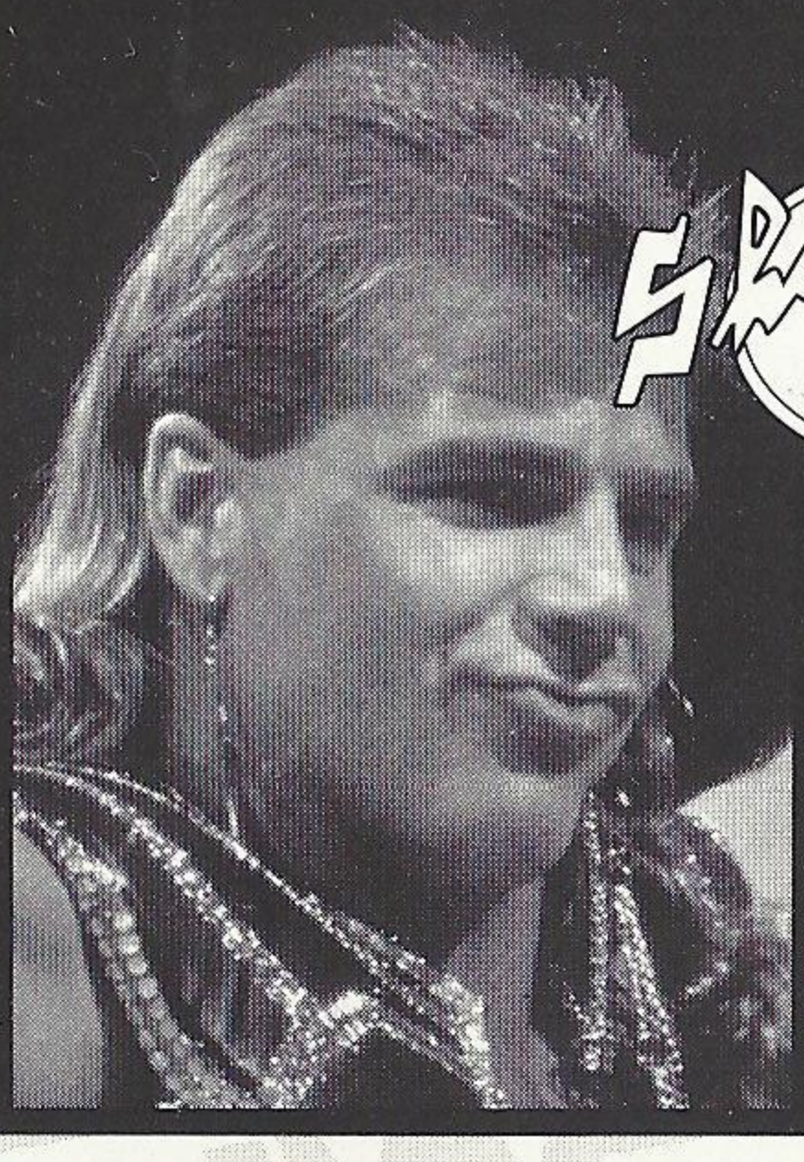
VERTICAL SUPLEX: Head Hold, → → (SP)

REBEL RACK: lift over head, ↑ (SK)

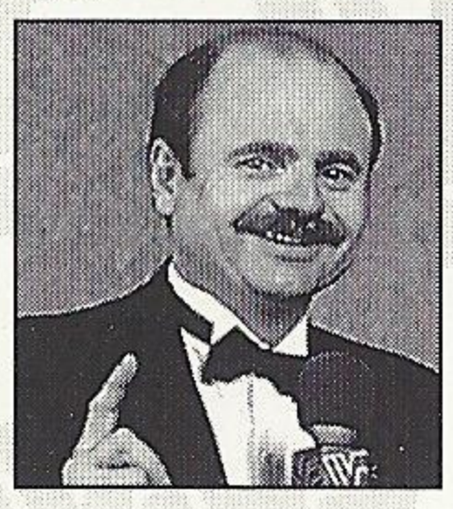
HIP TOSS: ← ← (P)

### WF SUPERSTAR FAST FACT!

Lex Luger is so strong, he once bodyslammed the then–505–pound Yokozuna on the deck of the aircraft carrier Intrepid!

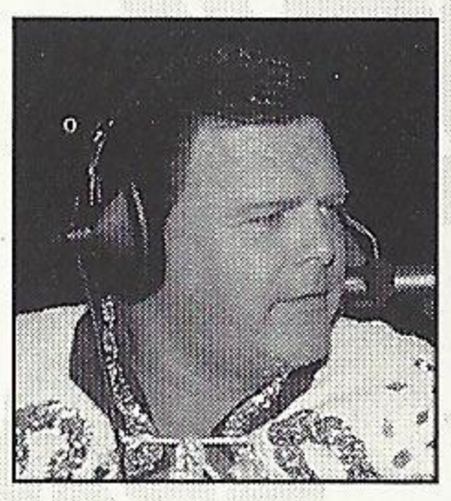


# Shawn Michaels™ "Take a look at the best, folks— it's your pleasure and privilege to watch me wrestle!"



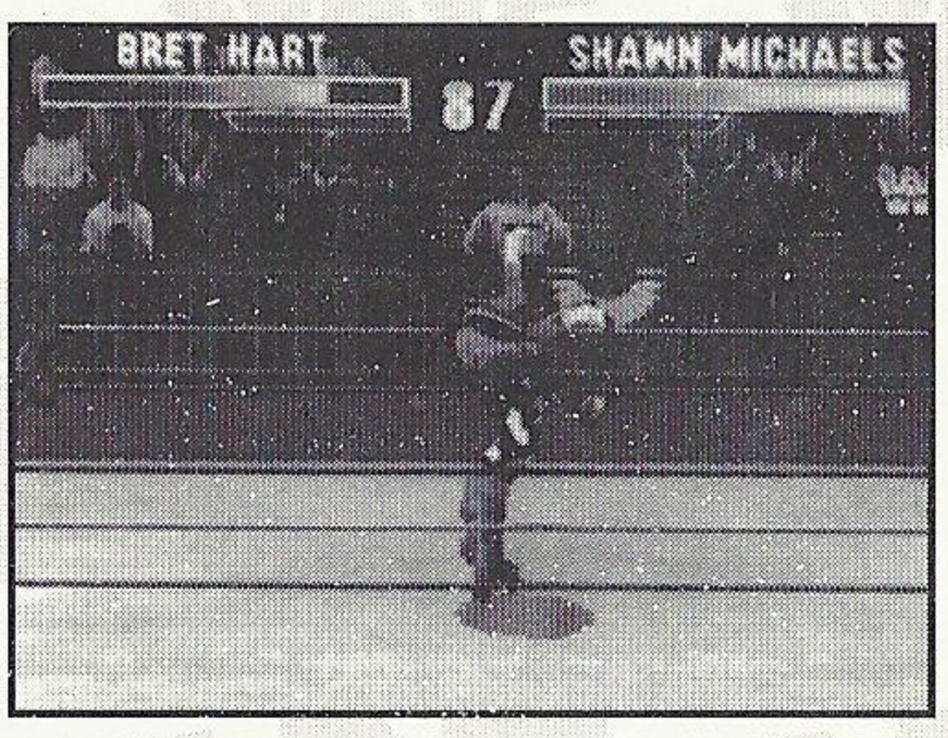
*"From San Antonio, Texas, he stands 6' 1" and weighs 235 pounds..."*

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



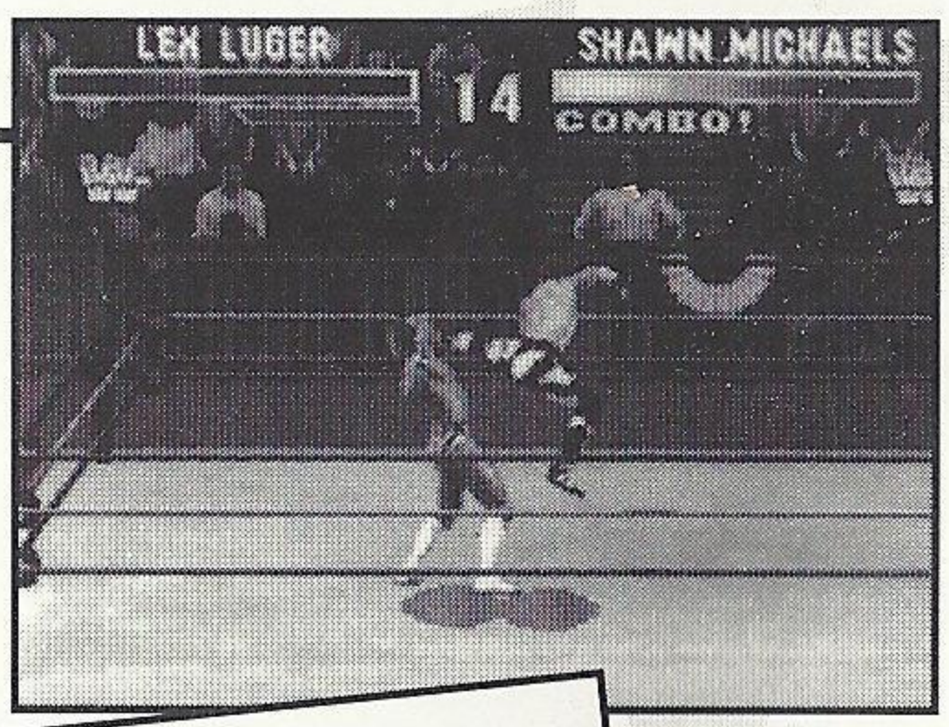
*"Now I know this truly is one of your favorite WWF competitors, 'King' Lawler!"*






## WWF WRESTLEMANIA® THE ARCADE GAME!

*MAYHEM: Figure out how to horrify your opponent with the Frankensteiner!*




## FAVORITE MANEUVERS:

FRONT LEG TRIP: → → (K)

SUNSET FLIP: Run, (SP)

BODYSLAM: ← ← (P)

SPEED KICK: ↓ ↘ → (K)

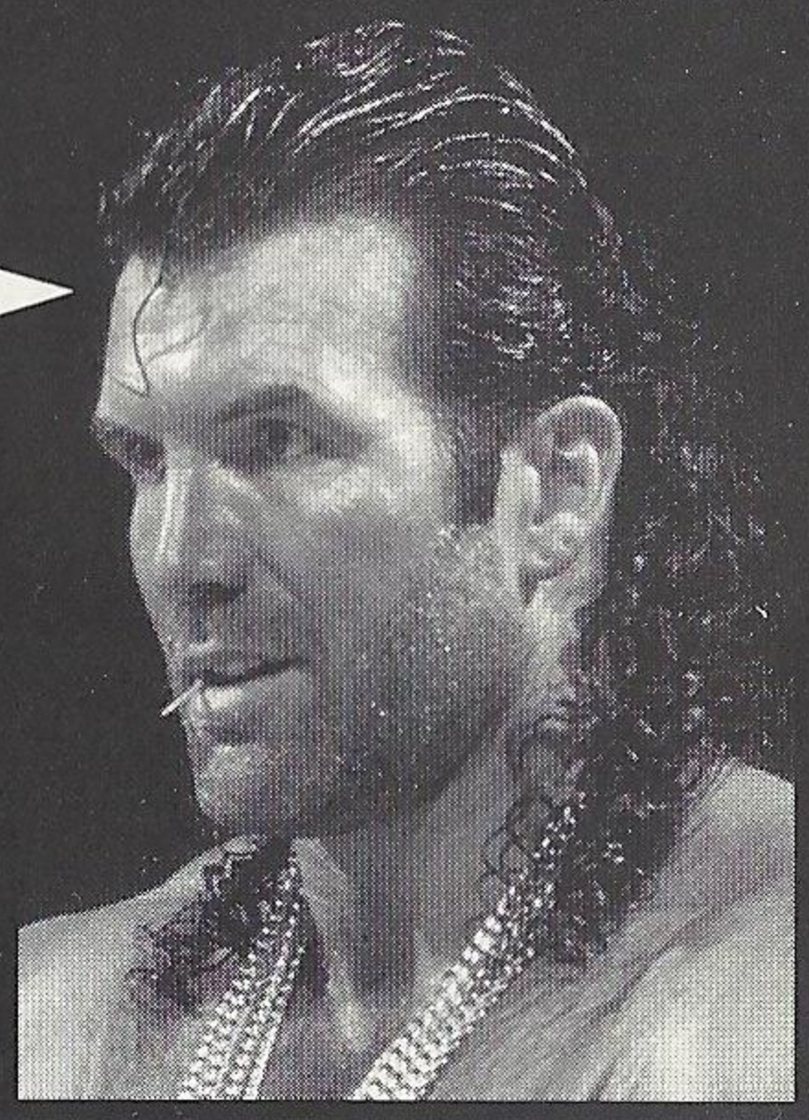
JUMP KICK: ← ← (SK)

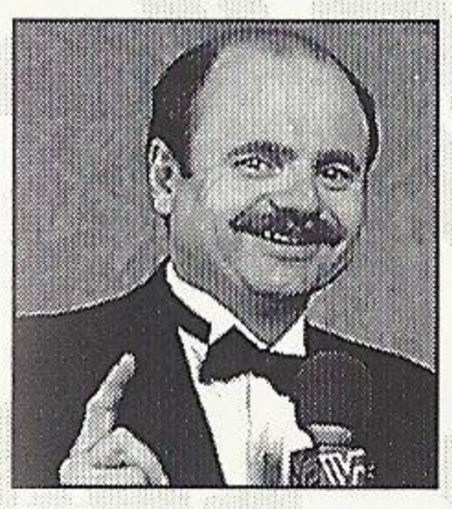
**WWF SUPERSTAR FAST FACT!**

Shawn Michaels has twice held the WWF Intercontinental Title!

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

RAZOR RAMON™

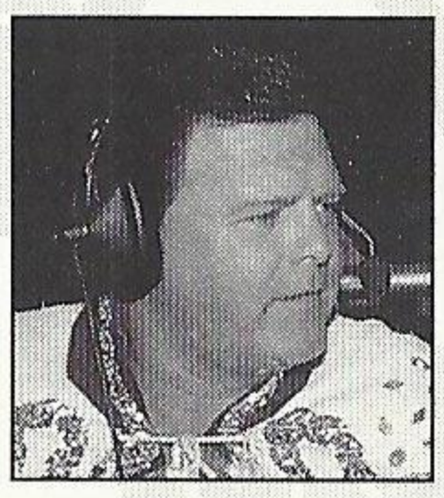


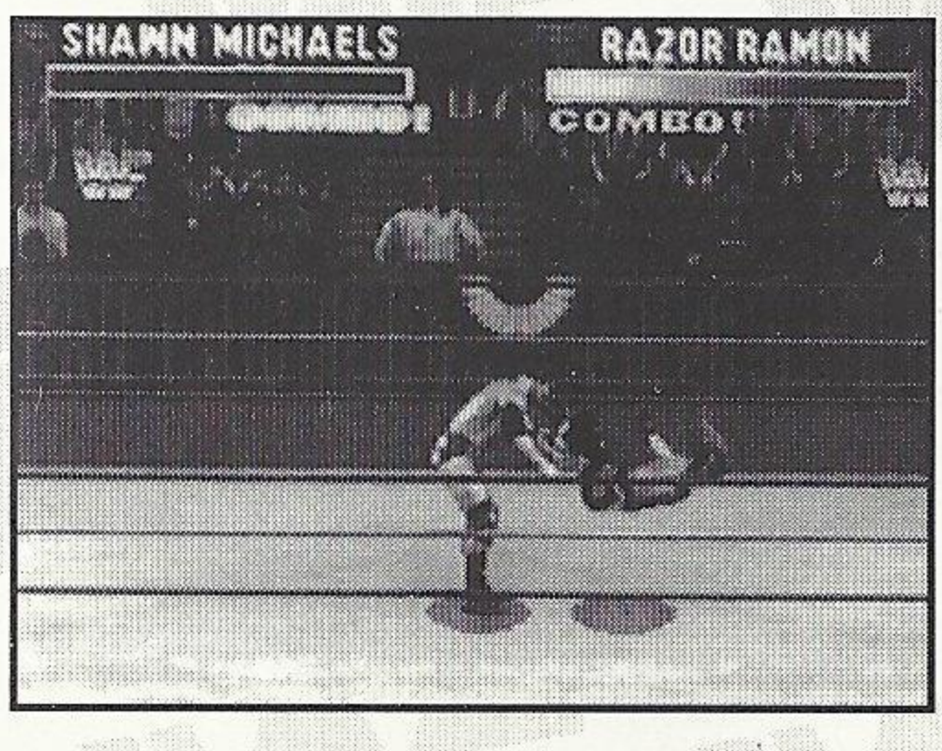


*"From Miami, Florida, standing 6'7" and weighing in at 262 pounds..."*

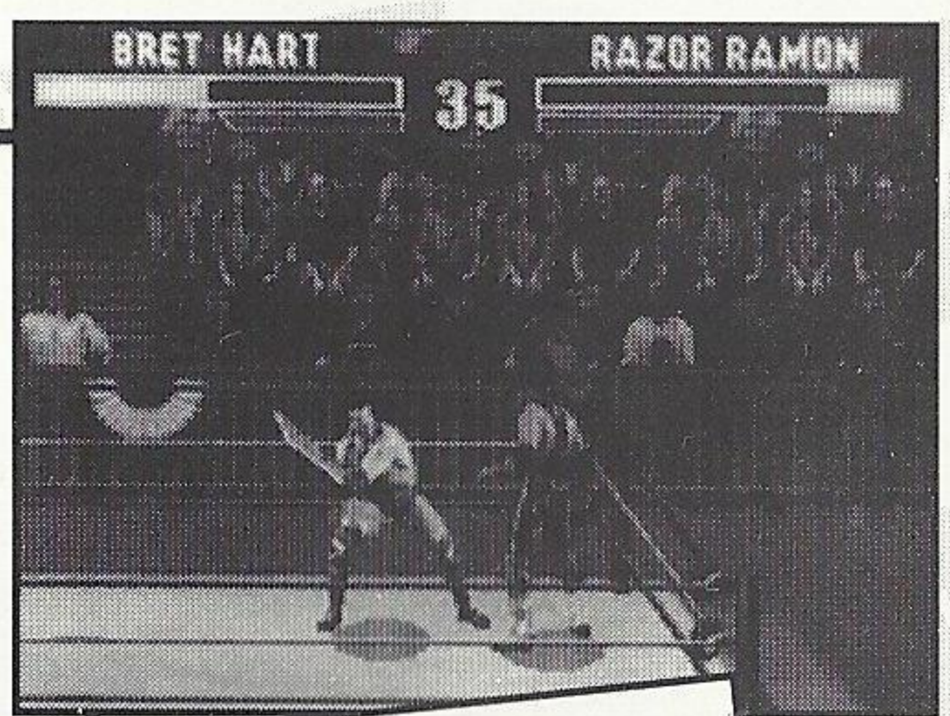
*"The Bad Guy looks particularly determined tonight, Jerry Lawler!"*

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






## WWF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to shake your opponent like a rug!




## FAVORITE MANEUVERS:

UPPERCUT: Head Hold, ↓ SP

RAZOR'S EDGE: Head Hold, → → SP

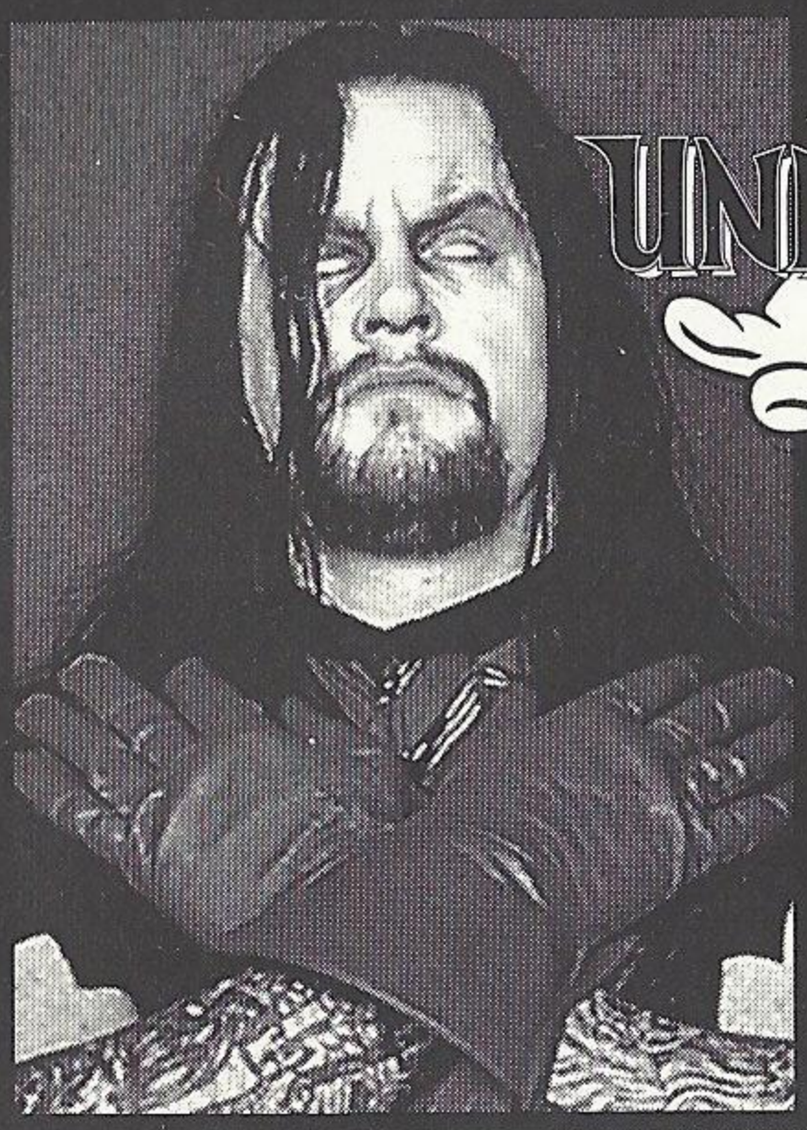
PILEDRIVER: Head Hold, ↓↓ SK

HIP TOSS: ← ← P

RAZOR SWIPE: Head Hold, ↑ or ↓ P

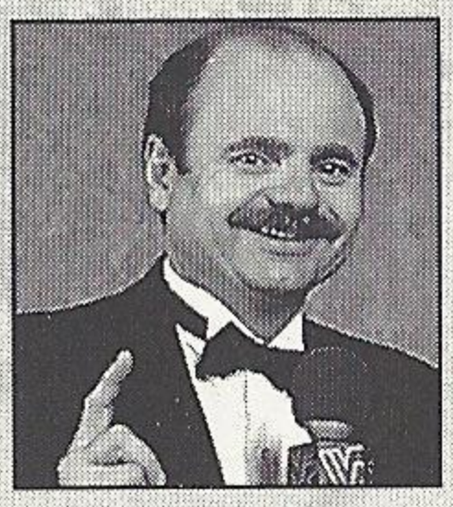
**WWF SUPERSTAR FAST FACT!**

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



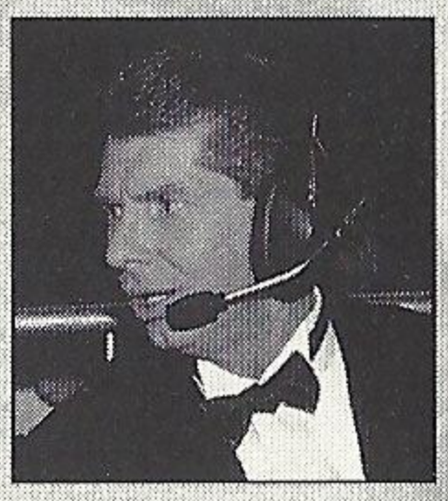
# UNDERTAKER™

## "My victory will be your funeral!"

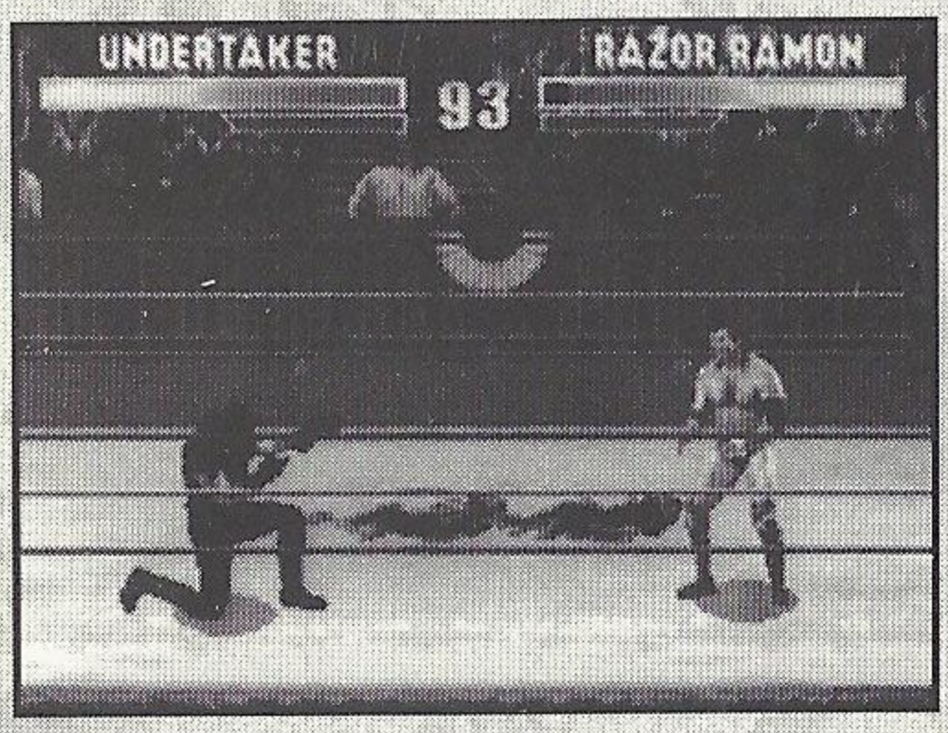


*"This 6'11" star hails from Death Valley and weighs in at 322 pounds..."*

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



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

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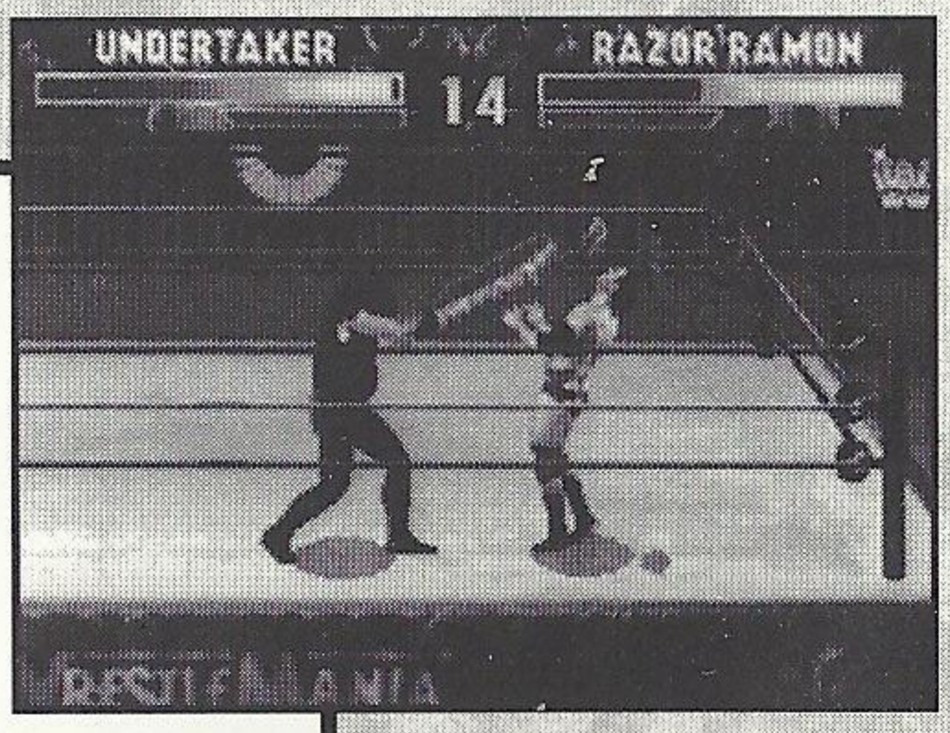



## FAVORITE MANEUVERS:

SNAP MARE: ← ← (P)

SUPER UPPERCUT: Head Hold, ↓ (SP)

TOMBSTONE SLAM: → → (SK)

NECK BENDER: Hold (P) for 3 seconds, release

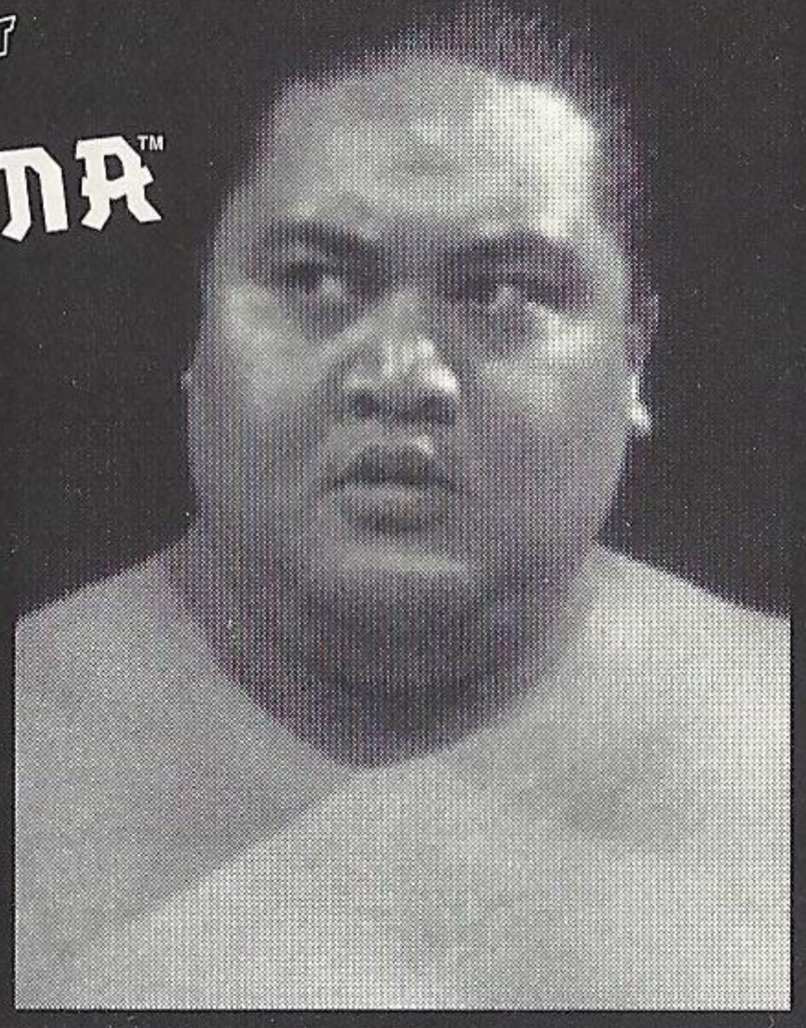
DROPKICK: Run, (K) or (SK)

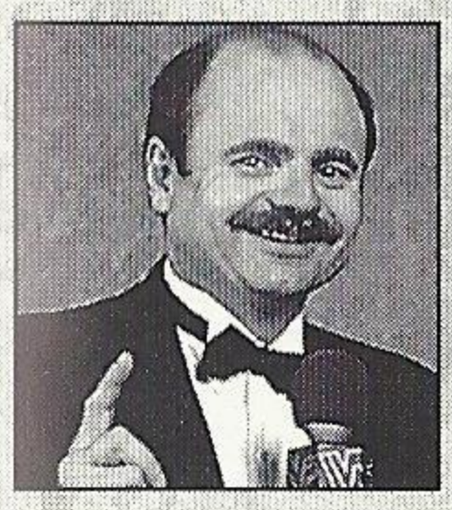
**WWF SUPERSTAR FAST FACT!**

The Undertaker is a former World Wrestling Federation® Champion!

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

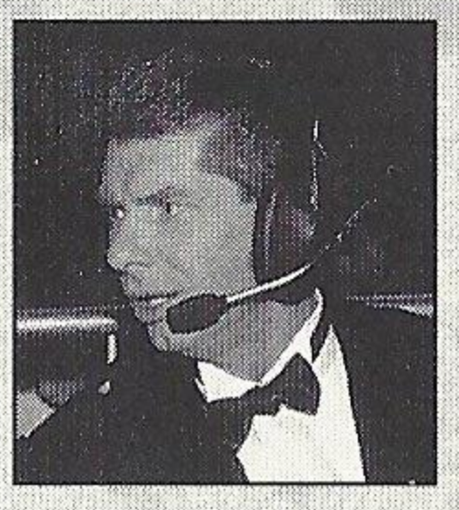
YOKOZUNA™



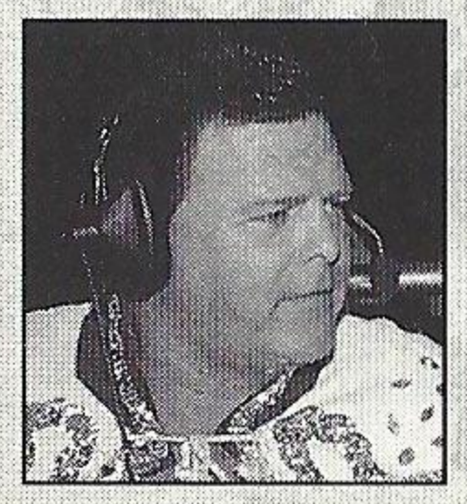


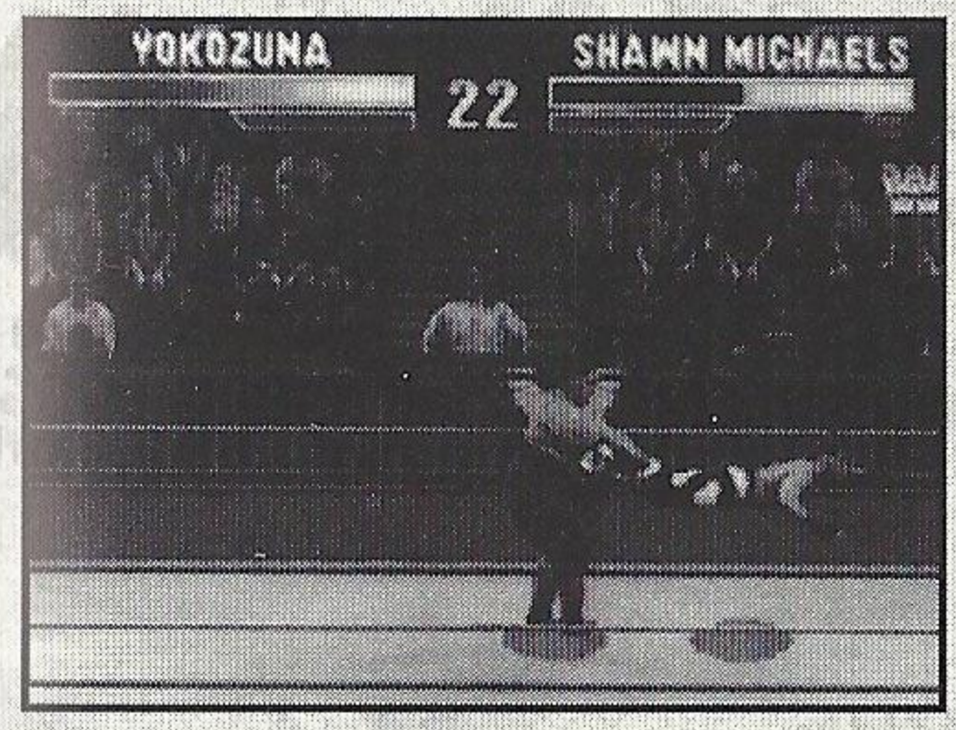
*"This former sumo champion from Japan stands 6'4" and weighs a massive 568 pounds..."*

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



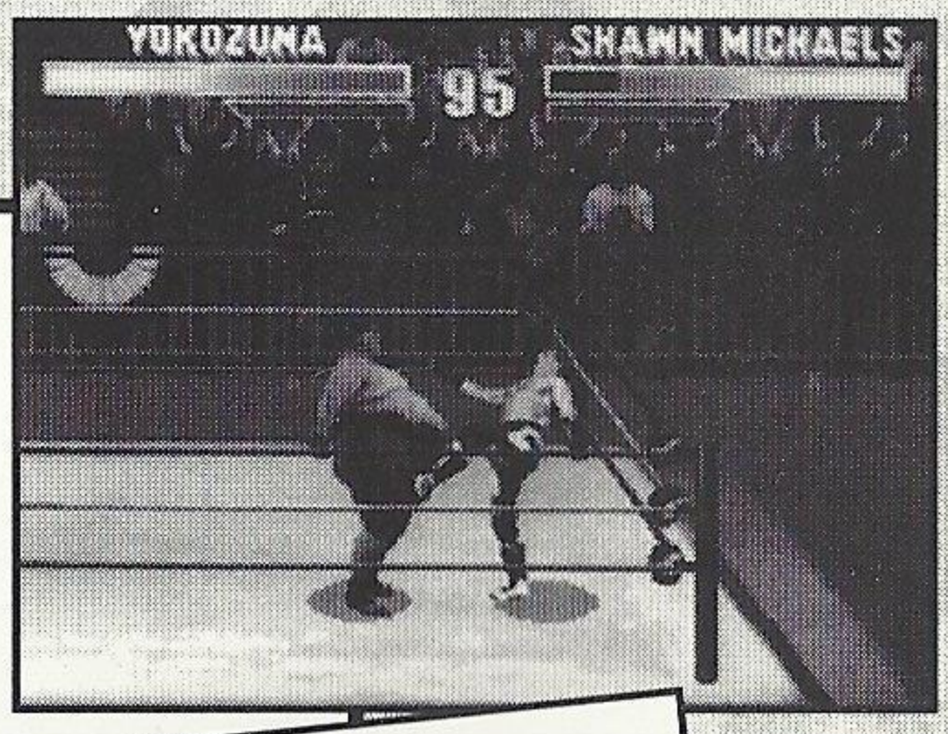
*"I'll bet just one of Yoko's thighs weighs more than all of Mr. Fuji!"*






## WWF WRESTLEMANIA®: THE ARCADE GAME

*MAYHEM! Figure out how to hurl your opponent like a rag doll!*




## FAVORITE MANEUVERS:

BUCKET SLAM: SP next to opponent

BELLY BOUNCE: → → P

SCISSOR SMASH: → → SK

SUPLEX: Head Hold, ↓ ↓ SK

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

**WWF SUPERSTAR FAST FACT!**

Yokozuna is a two-time former World Wrestling Federation® Champion!

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# NOTES

# NOTES

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