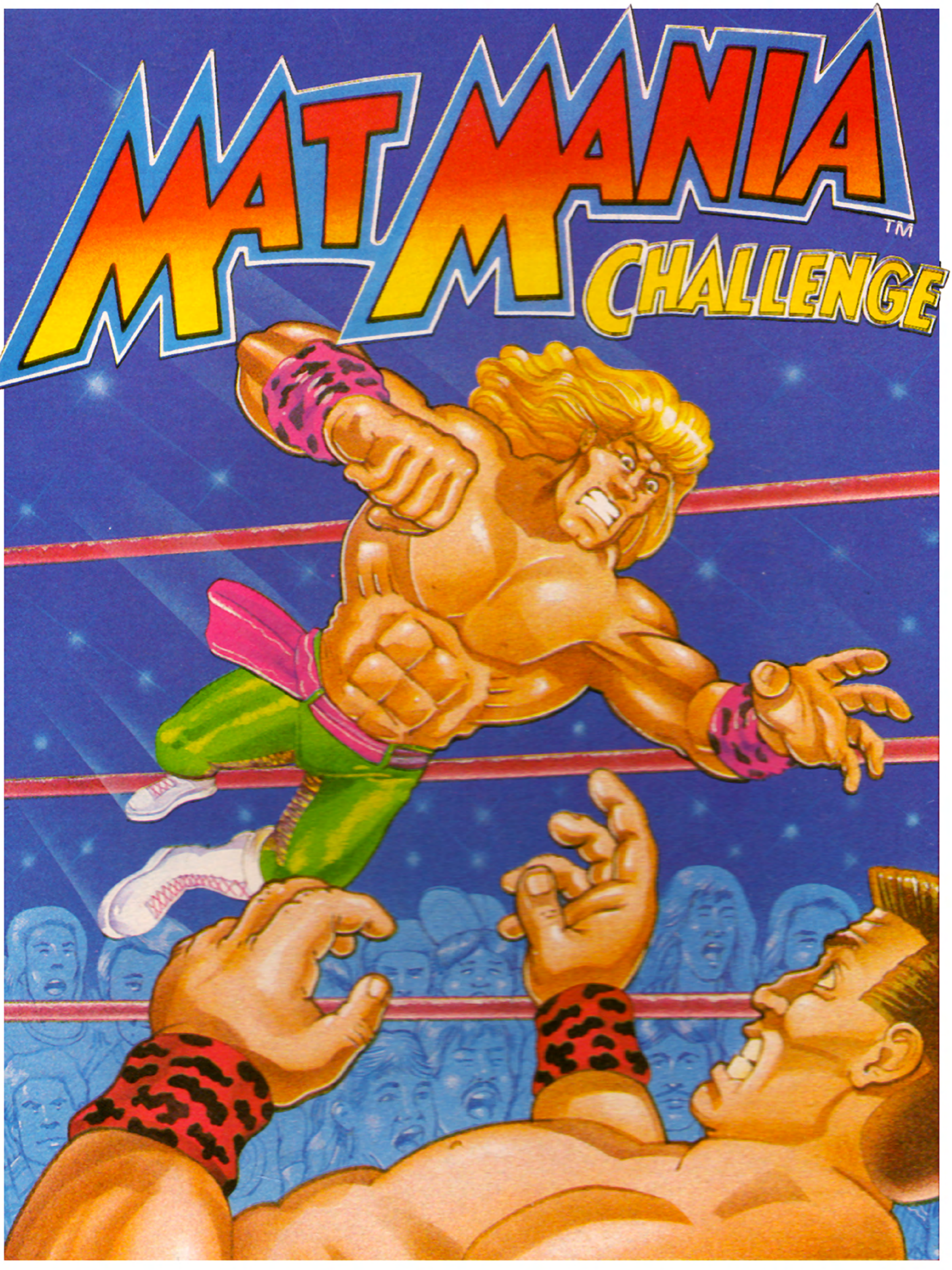
ATARI® **7800™ Game Manual**



After months of practice you made it to the final round of the Atari Wrestling Federation Championships. Now you stand gloriously in the ring, sure to make enough dough from this title bout to retire to a farm in Vermont. If you can survive.

The announcer, a little man with a voice like the muffler on a half-dead pickup truck, reaches for the overhead microphone. He announces the name of the champion, a 394-pound mountain who hasn't lost a match since Troy was sacked. The crowd roars. Then, between giggles and snickers, the announcer spits out your name. Your fan cheers as the undertaker edges his way toward your corner and pulls out his measuring tape.

But you know you can do it. After all, you've made a science of the Flying Body Press. So what if your opponent outweighs you by 286 pounds.

The opening bell clangs as the bout begins. The champion lumbers toward you like a freight train gone berserk. This is not going to be easy. Do you have the guts and the skill to defeat the mad man of the mats? Will you retire to that farm or spend the rest of your life in intensive care at the local hospital? It's too late to back out now, so give it your best shot. Good luck! You'll need it.

Getting Started

1. Insert the Mat Mania Challenge cartridge into your Atari 7800 system as explained in your owner's manual.

2. Plug a controller into the left port for a one-player game. Plug a second controller into the right port for a two-player game.

3. Switch on your television. Then press **Power** to switch on your system. The Mat Mania Challenge title screen appears.

4. To begin game option selections, press a fire button. The first play option displays along the bottom of the screen.

5. Move the controller in any direction (right, left, forward, or backward) to select a one or two-player game. After you've made your selection, press a fire button.

6. Depending upon whether you selected a one or two-player game, the following occurs:

   If you selected a one-player game, then the difficulty level selection option displays along the bottom of the screen. Move the controller in any direction to select the difficulty level (easy, medium, or hard), then

press a fire button again to begin the match.

OR

If you selected a two-player game, the match begins once you press the fire button.

Note: In a two-player game, you don't select the difficulty level. It's only when you play against the computer that you must select the computer's skill level.

7. If you want to return to the selection screen to change game options, press **Select**. To reset with the current game options, press **Reset**.

8. Press **Pause** to pause the game. Press **Pause** again to return to the game.

Playing the Game

Mat Mania Challenge simulates a series of wrestling matches between either two players or one player and the computer.

Wrestlers compete against challengers for a score. The top of the screen displays each wrestler's current score and the time remaining in the match.

The object of the match is to either pin your opponent for a count of three, keep him out of the ring for a twenty count, or outscore him.

Each match lasts three minutes. Your points accumulate throughout the match. If neither wrestler is pinned for the count by the end of the match, the player with the highest number of points wins.

Two-player games consist of up to three matches. If one player is pinned, the game ends and the title screen appears. If no one is pinned by the end of the third match, the player with the highest score wins.

In a one-player game, if you pin or outscore the computer opponent, you will move on to the next match If the computer wins, the game ends and the title screen appears.

Use the controller to maneuver the fighters. When the wrestlers are close to each other, they go into grapple position.

Wrestling Moves

Mat Mania Challenge offers several bone-crushing moves designed to drop your opponent for the count The available moves at any given time depend on the current situation. For example, if you have your opponent in a head lock, press the right button to perform a pile driver. Or, while running across the ring, move the controller any direction and press the right button to clothesline your opponent.

Below is a table listing the possible moves and how to make them.

	Move	Action
Basic Moves	Walk	Controller any direction
	Run	Both buttons
	Punch	Left button
	Kick	Right button
	Climb Post	Controller up
While Running	Shoulder Jab	Left button
	Flying Kick	Right button
	Sidekick	Controller left/left button
	Clothesline	Controller right/right button
In Grapple	Headlock	Right or left button
Opponent in Headlock	Hammer Throw	Left button
	Pile Driver	Right button
	Overhead Slam	Controller left/left button
You are in Headlock	Knee Drop	Left button
	Back Drop	Right button
After Opponent is Hammer Thrown Off Ropes	Flying Kick	Right button
	Crouch	Left button
	Elbow	Controller left/left button
	Clothesline	Controller right/right button
From Post	Knee Drop	Left button
	Back Drop	Right button
While Opponent is Down	Pick Up	Left button
	Pin	Right button

If your opponent throws you out of the ring, you have twenty seconds to get back in the ring. Move your wrestler in front of the ring and climb through the ropes by moving the controller up.

If one wrestler is thrown out of the ring, the other wrestler can jump over the left or right side of the ring. Wrestlers can fight outside the ring, but they must be back in the ring before the referee counts to twenty.

Strategy

It takes quick reactions and good timing to be a champion. Learn to anticipate your opponent's move and react accordingly.

Wear your opponent down with repeated punches.

Don't try to pin your opponent every time he hits the floor. Pick him up and destroy him. This increases your point total. Besides, it's more fun to bash heads than to gain a quick victory.

Learn to use the ropes and the post. Throw your opponent against the ropes. When he bounces back, give him a quick clothesline or similar move. If he hits the floor in the right place, climb the post and drop on him.

If your opponent has you up against the ropes and he's beating the tar out of you, press both buttons to run. Of course, your opponent will be in the way, but you may have a chance to escape and turn things around.

Remember, pain is good—when the other guy feels it. Don't go easy on your opponent. Mercy may be sportsmanlike, but who wants to be nice?

Scoring

Below is a list of the number of points awarded for each move.

Pick Up	50
Punch	50
Clothesline	100
Hammer Throw	100
Kick	100
Elbow	200
Flying Kick	300
Overhead Slam	300
Running Clothesline	300
Shoulder Jab	300
Sidekick	300
Crouch	400
Back Drop from Headlock	800
Knee Drop from Headlock	800
Pile Driver	800
Running Flying Kick	800
Back Drop from Post	1000
Knee Drop from Post	1000
Pin	4000

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