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CONTENT RATED BY
ESRB

THQ

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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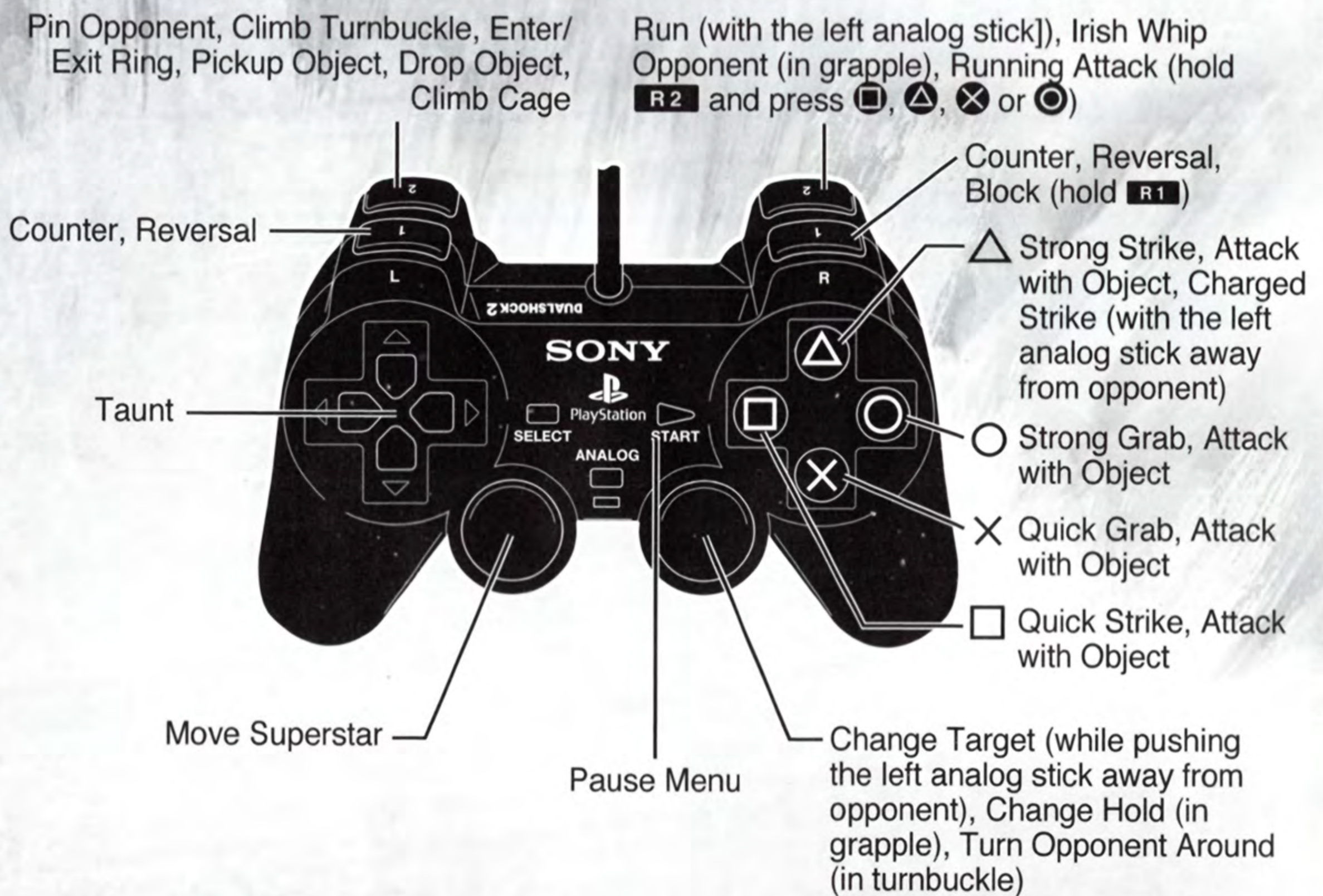
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Getting Started

Starting a game: Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **WWE All Stars** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2): To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Controls



□ + X: Signature Move (position varies based on Superstar selected and requires at least one energy bar)

△ + ○: Signature Move (position varies based on Superstar selected and requires at least one energy bar)

Hold **L1** + **R1**: Finisher (when Finisher meter full)

Tap **L1** + **R1**: Store Finisher (when Finisher meter full)

Tap **L1** + **R1**: Finisher (when Finisher meter full and stored)

Rapidly press □, △, X or ○ or rapidly shake or rotate the left analog stick or right analog stick: Kick out of pin.



Combo Attacks

Every Legend and Superstar is capable of performing a variety of combo attacks. Brawlers and Big Men tend to start their combos from strikes while Grapplers start their combos from grabs. Acrobats start their combos in a variety of ways. Start a combo by successfully landing a strike with **□** or **△** or a grab with the **×** or **○** and continue pressing the attack buttons to keep it going and to bring the pain.

Quick and Strong Strikes and Grapples

Quick strikes and grapples can be executed quickly and are difficult for an opponent to counter, but they don't inflict nearly as much damage on an opponent as strong strikes and grapples, which are slower but heavier attacks.

Charged Strike (Brawlers and Big Men only)

If you want to put the finishing touches on a weakened opponent, hold the left analog stick away from the opponent and hold down **△** to charge up a bone-crushing strike. Be careful when you use it, though—you're vulnerable to a counterattack while you're charging up your strike.

Charged Grab (Grapplers and Big Men only)

To perform a devastating slam, hold the left analog stick away from the opponent and hold down **○** to charge up a grab. A Charged Grab has a long range and does great damage, but you are vulnerable while charging it up and face a long recovery time if you miss.

Running Attacks

Dash across the ring by holding **R2** while moving with the left analog stick. While running, you can unleash powerful quick and strong strikes and grapples by pressing the attack buttons (**×**, **○**, **□**, **△**).

If your opponent is outside of the ring, you can attack him from inside the ring with a highlight reel-worthy aerial attack by running toward him and pressing any attack button when you are near the ropes.

NOTE: Big Men can't leap over the ropes to attack opponents outside the ring.

Using Superstar Class Acrobat, you can also perform a Rope Spring attack off of the ropes against an opponent inside of the ring by running toward the ropes and pressing an attack button.

CAUTION: Running drains your Superstar's Energy Meter, so be careful how often you do it, or you'll wind up exhausted and easy pickings for a fresher opponent.

Finishers and Signature Moves

Every attack, block and counter that you perform successfully fills your Superstar's Energy Meter. Once you have enough energy, you can spend some of it to execute one of your Superstar's Signature Moves by pressing $\square + \times$ or $\triangle + \odot$. Some Superstars have as many as four different Signature moves. Some of these Signature moves are based on your Superstar's position in the ring. Try pressing $\square + \times$ or $\triangle + \odot$ while pulling back on the left analog stick, standing on the turnbuckle, performing a running attack, attacking an opponent slumped in the corner and other methods.

Fill the Finisher Meter completely by performing Signature Moves and other big attacks, and you can unleash your Superstar's finisher by pressing and holding down **L1** + **R1** at the same time when you are in the correct position.

***NOTE:** Perform a variety of attacks to charge your Energy and Finisher Meters more quickly.*

Taunting

You can taunt an opponent by pressing the directional buttons in any direction. A successful taunt helps fill your Finisher Meter. Taunting leaves you vulnerable during the taunt. If a taunt is interrupted before it's finished, you gain no benefits.

Pinning an Opponent

When your opponent's Health Meter is low, knock him to the mat and press **L2** to go for the pin. Once the pin begins, a Pin Meter appears and the referee begins a three-count. If the referee counts three before your opponent kicks out, the match is over.

If you are the Superstar being pinned, rapidly press the attack buttons (\times , \odot , \square , \triangle) or move the left analog stick or right analog stick back and forth or rotate to attempt to fill the Pin Meter and kick out of the pin before the three-count.

A Superstar performing a pin can make things more difficult for his opponent by rapidly pressing the attack buttons (\times , \odot , \square , \triangle) or move the left analog stick or right analog stick back and forth or rotating to increase the size of the Pin Meter, making it harder for his opponent to fill.

While pinning an opponent, if you wish to abandon the pin attempt, press **L2** and **R2** at the same time to release the pin.

Knockout!

If you hit your opponent with your Finisher when his Health Meter is completely empty, you'll knock him out cold and be declared the winner. A successful knockout rewards you with a special victory animation.

Menu Controls

Use the left analog stick or directional buttons to navigate the in-game menus. Press \times to confirm your selection. Press \triangle to go back to the previous screen.

The Game Screen

Energy Meter



Reversal

Superstar Classes

Each Superstar and Legend is one of four classes of competitor. A Superstar's class gives them unique advantages and techniques that other classes don't have access to.

Acrobat

Acrobats can perform Rope Spring attacks off of the ropes and run up turnbuckles quickly. They have faster movement speed and extremely accurate aerial moves, but they are not as durable as Brawlers or Grapplers.

WWE All Stars Acrobats include Eddie Guerrero, Jimmy "Superfly" Snuka, John Morrison, Kofi Kingston, "Macho Man" Randy Savage, Rey Mysterio, Ricky "The Dragon" Steamboat and Shawn Michaels.

Big Man

Big Men can charge up strikes or grabs and save them for future use, juggle opponents in the air or off the ropes, push opponents away while blocking and are very difficult to knock down. Big Men are also slower than average and cannot dive out of the ring.

WWE All Stars Big Men include Andre the Giant, Big Show and Kane.

Brawler

Brawlers can unleash unblockable charged strikes, additional combo attacks and inflict greater damage with strong attacks. They do not have any particular limitations.

WWE All Stars Brawlers include CM Punk, Drew McIntyre, Hulk Hogan, John Cena, Randy Orton, "Rowdy" Roddy Piper, Sgt. Slaughter, Sheamus, Stone Cold Steve Austin, The Rock, Ultimate Warrior and Undertaker.

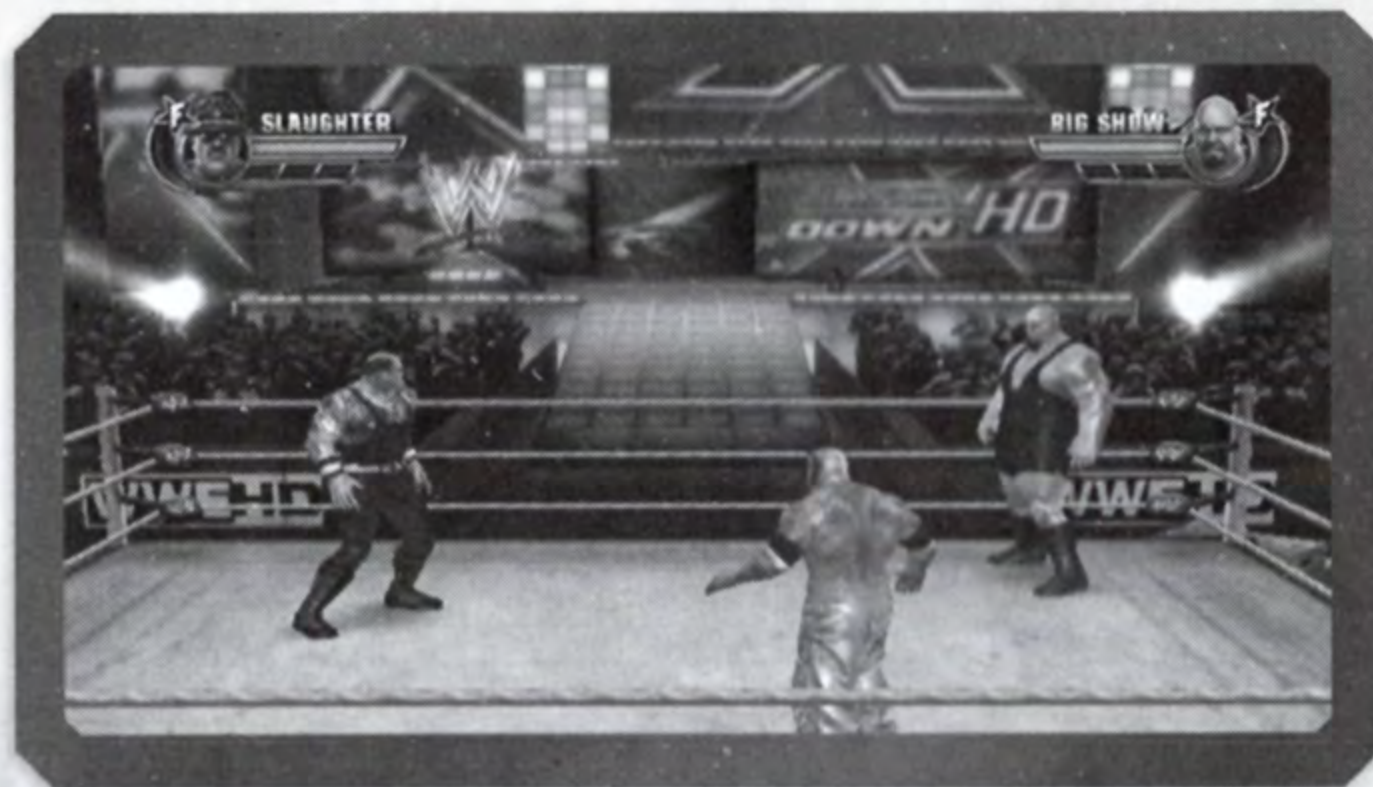
Grappler

Grapplers have hard-to-block grapple attacks, powerful charged grabs and can pin opponents from a variety of positions.

WWE All Stars Grapplers include Bret "Hit Man" Hart, Edge, Jack Swagger, Jake "The Snake" Roberts, Mr. Perfect, The Miz and Triple H.



Game Modes



Matches in **WWE All Stars** are wild, fast-paced competitions with over-the-top moves and relaxed rules.

- Falls count anywhere. You can pin your opponent inside or outside the ring.
- You can't be counted out for fighting outside the ring.
- All Tag Team matches are contested using Tornado Tag rules.

WWE All Stars features many of the WWE's most famous match types, all of which can be played in Exhibition Mode against friends or the CPU.

Standard

A classic matchup, with no special stipulations, where victory goes to the first Superstar to pin or submit an opponent.

Triple Threat

A three-Superstar free-for-all, where victory goes to the first competitor to secure a pinfall or submission. Allegiances can change in a matter of seconds in a Triple Threat match. An opponent might help you break out of a pin one moment, only to pin you himself the next.

Fatal 4-Way

Anything goes in this four-Superstar free-for-all, and the first competitor to score a pinfall is declared the winner. Wear down your opponents over time, then go for a knockout with a devastating finisher!

Handicap

For those looking for a real challenge, a Handicap match pits a single Superstar against two allied opponents. Surviving while outnumbered in the ring takes good defense, strong tactics and the ability to strike quickly when opportunity presents itself.

Tornado Tag Team

The name Tornado Tag Team can be deceiving. There's no actual tagging in this match, which features 2 vs. 2 team competition. All four competitors can fight inside and outside the ring simultaneously, with victory going to the first team to secure a pinfall. Protecting your teammate while they are attempting a pin is an essential element of Tornado Tag Team.

Steel Cage

Escape is the key to victory in a Steel Cage match. Two competitors are trapped within the four walls of the unforgiving Steel Cage. To escape, you must first wear down your opponent's health before attempting to climb up and over the cage walls. Competitors can battle while climbing the cage, use the cage to inflict punishment on their opponent or even climb to the top and perform a spectacular aerial attack to an opponent below.

Extreme Rules

Most match types can be contested under Extreme Rules. In an Extreme rules match, there are no disqualifications and additional objects, such as ring bells and chairs, can be found scattered around the ring for use during the match.

Elimination

Any match with more than two competitors can be contested under Elimination Rules. Unlike normal matches, Elimination matches do not end until all opponents have been pinned. In singles competition, this means being the last Superstar standing. In Tornado Tag Team, losing a teammate to elimination forces the remaining teammate to fight under Handicap conditions.

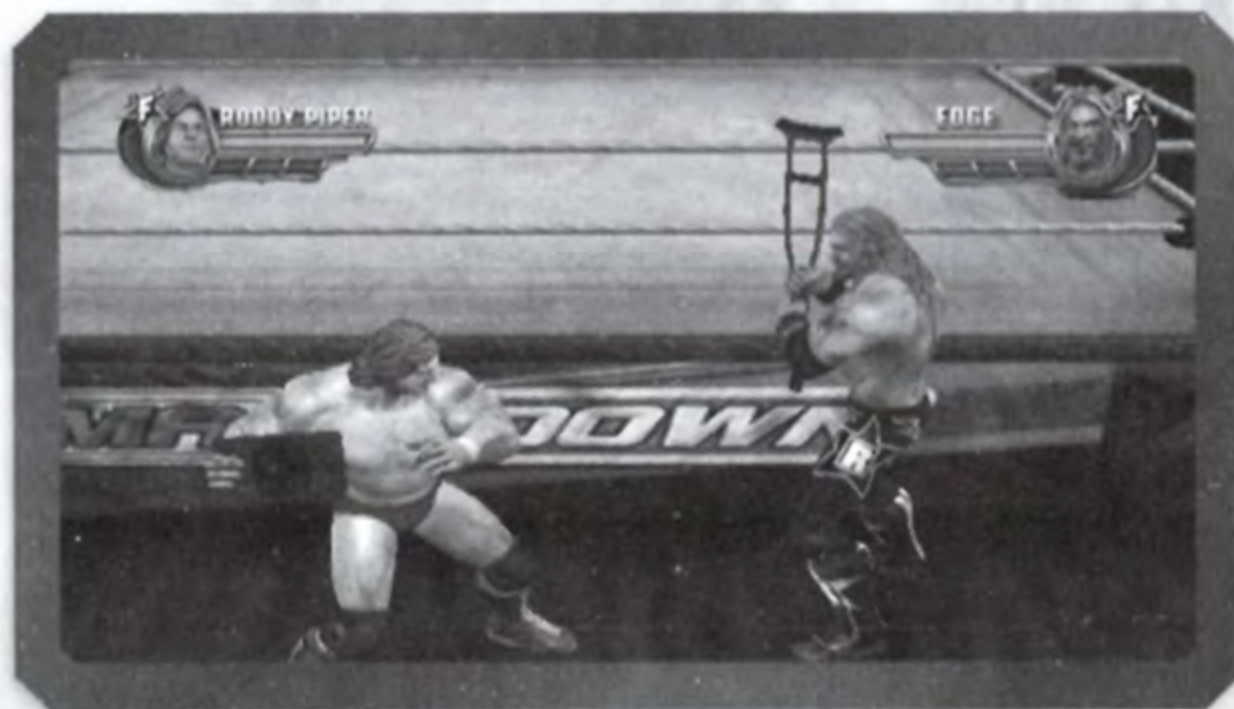
Path of Champions

Choose your favorite WWE Legend or WWE Superstar and compete against the biggest names in WWE's past and present in one of three stories. Fight for your right to face Undertaker at SummerSlam in the Legends Path, earn a title match against Randy Orton at *WrestleMania*, or pick a partner and prove that you—not D-Generation X—are the greatest tag team in WWE history. Complete Path of Champions with your favorite Legend or Superstar to unlock their alternate ring gear.

Fantasy Warfare

Who's the biggest Superstar - Hulk Hogan or John Cena? Is Andre the Giant or Big Show the greatest Big Man of all time? Fantasy Warfare mode gives you the choice of representing WWE Legends or WWE Superstars in a gauntlet of past vs. present fantasy matches for the right to be crowned the greatest of all time.

Extreme Rules Controls



Pick Up Object	L2
Drop Object	L2
Object Attack	□, △, × or ○

Steel Cage Controls



Climb Cage	L2 near cage wall
Attack Opponent Climbing Out of Cage	X , O , □ , △ near opponent
Attack From Cage Wall	X , O , □ , △ while climbing cage wall
Diving Attack From Top Of Cage	X , O , from top of cage
Escape Cage	Climb to top of cage and follow on-screen prompts
Toss Opponent Into Cage (must have at least one energy bar)	□ + X or △ + O after successful strong grapple (O)
Drop Into Ring From Cage	L2 + flick the left stick downward

Rack Up Screen



At the end of a match, you see the Rack Up screen that evaluates your performance in three categories. You can earn up to five stars in each category with the following tactics:

- **Offense:** Deal more damage than you take, use Extreme moves and finishers, use a variety of moves, execute a high percentage of your attacks successfully and win the match as quickly as possible.
- **Defense:** Win the match with a great deal of health remaining and counter or reverse as many of your opponent's moves as possible.
- **Style:** Execute Extreme Moves, Finishers, turnbuckle attacks and long combos.

Depending on the number of stars you earn, you will receive a Gold trophy (12-15 Stars), a Silver trophy (9-11 Stars), a Bronze trophy (6-8 Stars) or a Rusty trophy (3-5 Stars).

Create Mode

Create a Player allows you to create your own customized Superstar. Choose Create New from the Create a Player Menu to begin, and use **L1** and **R1** to switch between the following six categories of options:

- **Basic:** Select your Superstar's move set, Finishing Move, entrance, nickname and height.
- **Templates:** If you don't want to start designing your Superstar's look from scratch, choose from some Body, Head and Clothing Templates.
- **Head:** Fully customize the look of your Superstar from the neck up.
- **Body:** Options for your Superstar's Skin, Body Shape, Body Hair and Tattoos can be found here.
- **Costume:** Select the gear that your Superstar will wear into the ring.
- **Finished:** Here's where you go when you've got your Superstar just the way you want him.

If you want to modify any aspect of your created Superstars, choose Modify from the Create Mode Menu.

To delete a created Superstar, choose Delete from the Create Mode Menu.

Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your software product (the "Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46250**. Please use this code to identify your Product when contacting us.

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THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

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PS3™

PlayStation 3



PlayStation Network

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