

INSTRUCTION BOOKLET



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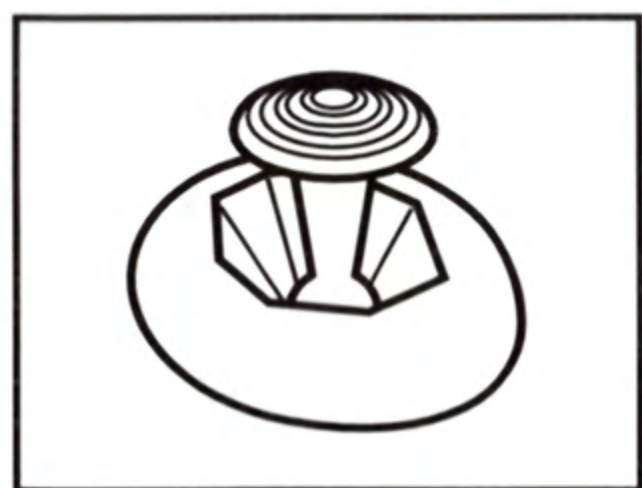


CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad. When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the Controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

1. Turn OFF the POWER switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock it in place.
5. Turn ON the POWER switch. The WCW Logo and Electronic Arts™ screens appear, followed by the Title screen. If you don't see them, begin again at step 1.
6. At the Title screen, press START. The Main menu appears (☛ p. 10).

BASIC COMMAND SUMMARY

ACTION	CONTROL
Move Wrestler	Control Pad
Quick Punch	C Down Button
Quick Kick	A Button
Special Move	C Left Button
Grapple	B Button
Grab/Drop Weapon	B Button (when near the weapon)
Block	L Button
Reversal	C Left Button
Free Focus	C Right Button

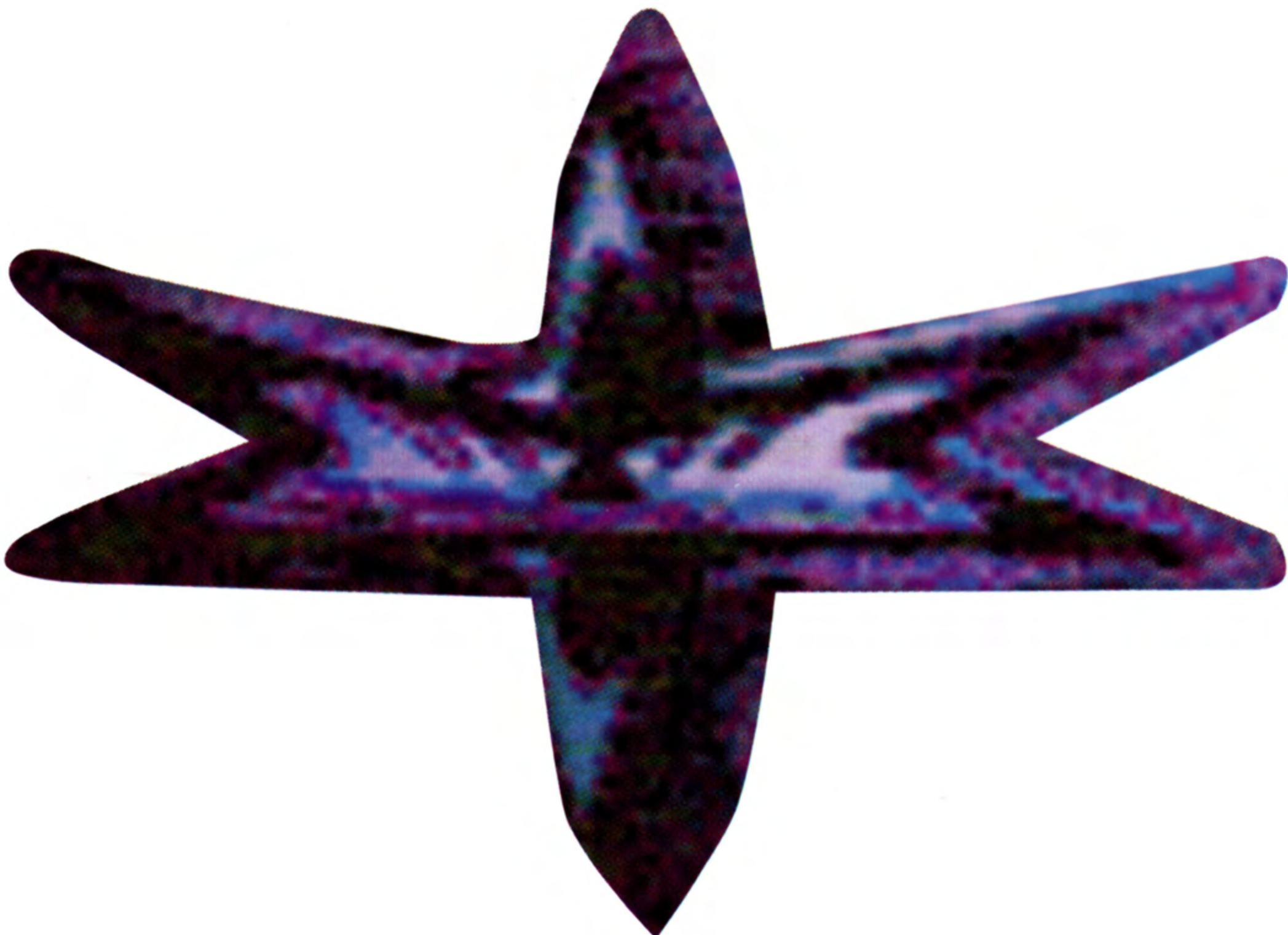
For a complete list of fighting moves, (☛ *Complete Game Controls* on p. 5).

INTRODUCTION

Get ready for *WCW Backstage Assault*, packed with the most hardcore wrestling action ever. This time we've thrown out the ring and the rules in order to allow these WCW powerhouses to go at it without holding anything back! For everyone's protection, the wrestlers have taken their brutality backstage. Now, these makeshift matches can and will spill into places such as the locker rooms, parking lot, and the broadcast center. Trust us when we tell you that no place backstage is safe from the assault!

With more than 50 WCW superstars to choose from, fight as, or against, some of professional wrestling's greatest grapplers, including Goldberg, "Big Sexy", and "The Franchise", or use the Create a Superstar option to build your own unique competitor. With tons of new weapons and moves, WCW Backstage Assault is nothing short of all-out grappling warfare.

For more info about this title, check out EA's official WCW Backstage Assault site on the web at www.wcwbackstageassault.com.



COMPLETE GAME CONTROLS

Master the following moves to become a dominant force in the WCW.

GENERAL GAMEPLAY

ACTION	CONTROL
Pause Game	START
Move Wrestler	Control Pad
Climb	Control Pad + B Button
Button Reversal	C Left Button
Free Focus	C Right Button

WITH BOTH CHARACTERS STANDING

ACTION	CONTROL
Initialize a Grapple	B Button
Quick Punch	C Down Button
Quick Kick	A Button
Power Punch	Control Pad + C Down Button
Power Kick	Control Pad + A Button
Special Move 1	C Left Button
Special Move 2	Control Pad + C Left Button
Taunt	C Up Button
Run	R Button
Block	L Button



WITH BOTH CHARACTERS GRAPPLING

ACTION	CONTROL
Irish Whip	Control Pad + R Button
Grapple Move 1	C Left Button
Grapple Move 2	Control Pad ↓ or ← + C Left Button
Grapple Move 3	Control Pad ↑ or → + C Left Button
Grapple Move 4	C Down Button
Grapple Move 5	Control Pad ↑ or ← B Button or C Down Button
Grapple Move 6	Control Pad ↓ or → + B Button or C Down Button
Grapple Move 7	A Button
Grapple Move 8	Control Pad ↑ or ← + A Button
Grapple Move 9	Control Pad ↓ or → + A Button
Finisher Move	Control Stick

NOTE Irish Whip: Use this move to bounce an opponent off items, such as tire stacks, and set him up for the next attack.

WITH YOUR CHARACTER STANDING AND AN OPPONENT RUNNING TOWARDS YOU AFTER AN IRISH WHIP

ACTION	CONTROL
Post Irish Whip Attack 1	C Left Button
Post Irish Whip Attack 2	B Button or C Down Button
Post Irish Whip Attack 3	A Button

WITH YOUR CHARACTER RUNNING AND AN OPPONENT STANDING IN FRONT OF YOU

ACTION	CONTROL
Running Attack Move 1-6	Control Pad + A Button, C Down Button, or C Up Button

WITH YOUR CHARACTER GRAPPLING AN OPPONENT FROM BEHIND

ACTION	CONTROL
Rear Grapple Move 1, 2, 3	Control Pad + C Left Button
Rear Grapple Move 4, 5, 6	Control Pad + B Button or C Down Button
Rear Grapple Move 7, 8, 9	Control Pad + A Button

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING FACE DOWN ON THE GROUND

ACTION	CONTROL
Pick Up Opponent	B Button
Roll Opponent Over	C Down Button
Face Down Move 1	C Left Button
Face Down Move 2	Control Pad + C Left Button
Face Down Move 3	A Button
Face Down Move 4	Control Pad + A Button



WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING ON HIS BACK

ACTION	CONTROL
Pick Up Opponent	B Button
Roll Opponent Over	C Down Button
Face Up Move 1	C Left Button
Face Up Move 2	Control Pad + C Left Button
Face Up Move 3	A Button
Face Up Move 4	Control Pad + A Button
Pin	L Button

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING IN A CORNER

ACTION	CONTROL
Move Opponent to Sit on Corner Ledge	B Button
Corner Attack Move 1	C Left Button
Corner Attack Move 2	C Down Button
Corner Attack Move 3	A Button

WITH YOUR CHARACTER STANDING AND AN OPPONENT SITTING ON AN ELEVATED CORNER

ACTION	CONTROL
Elevated Corner Attack	A Button, B Button, C Down Button, or C Left Button

WITH YOUR CHARACTER STANDING ON A LEDGE AND AN OPPONENT STANDING

ACTION	CONTROL
Jump Down	B Button
Aerial Attack 1	A Button, C Down Button, or C Left Button

WITH YOUR CHARACTER STANDING ON A LEDGE AND AN OPPONENT LYING DOWN

ACTION	CONTROL
Jump Down	B Button
Aerial Attack 2	A Button, C Down Button, or C Left Button



When the text "AERIAL OPPORTUNITY" appears onscreen, your foe is vulnerable to an Aerial Attack.

WITH YOUR CHARACTER HOLDING A WEAPON AND AN OPPONENT STANDING

ACTION	CONTROL
Pick Up /Drop Object	B Button
Hit Over the Head	A Button
Swinging Attack	C Down Button
Stab Attack	C Left Button
Throw Weapon	L Button

WITH YOUR CHARACTER LYING DOWN AND YOUR OPPONENT STANDING

ACTION	CONTROL
Crouch Attack	L Button (When getting up) + A Button, B Button, C Left Button, or C Down Button



GETTING STARTED

Begin your wrestling career at the Main menu.

MAIN MENU

Compete in an exhibition bout, take part in a hardcore event, create a wrestler, or access the Options screen.

Control Pad – to highlight an option, then press the A Button to select.

- Challenge a friend or the CPU in a singles match with any two competitors.
- Compete in a one-player test of skills.
- For the ultimate challenge, try the Hardcore Gauntlet. (☛ p. 19).
- Build your own grappling sensation. (☛ p. 24).
- View a summary of the top Hardcore Challenge performances. (☛ p. 19).



Access the Global Options menu.

NOTE Default settings in this manual appear in bold type.

NOTE WCW Backstage Assault supports the Rumble Pak™.

SETTINGS SCREEN

Select the number of players and match options on the Settings screen.

- ☛ Control Pad $\updownarrow$ to highlight an option, then Control Pad $\leftrightarrow$ to change option settings.
- ☛ Press the **B** Button to return to the Main menu.

PLAYERS	Choose the number of players for the bout: ONE PLAYER , TWO PLAYERS.
Difficulty	Select a skill level for your opponent: EASY , MEDIUM, or HARD.
Special Rules	Play with REGULAR , FIRST BLOOD (First player to bleed loses), or HUMAN TORCH rules. The HUMAN TORCH rules can only be used in two-player matches.

Women wrestlers cannot be selected in FIRST BLOOD matches.



With HUMAN TORCH rules, the first player set on fire loses.



Brawl Length Set the time limit for your match: 10, 15, 20, 30 MINUTES, or **UNLIMITED**. When set to **UNLIMITED**, a match continues until one wrestler is defeated.

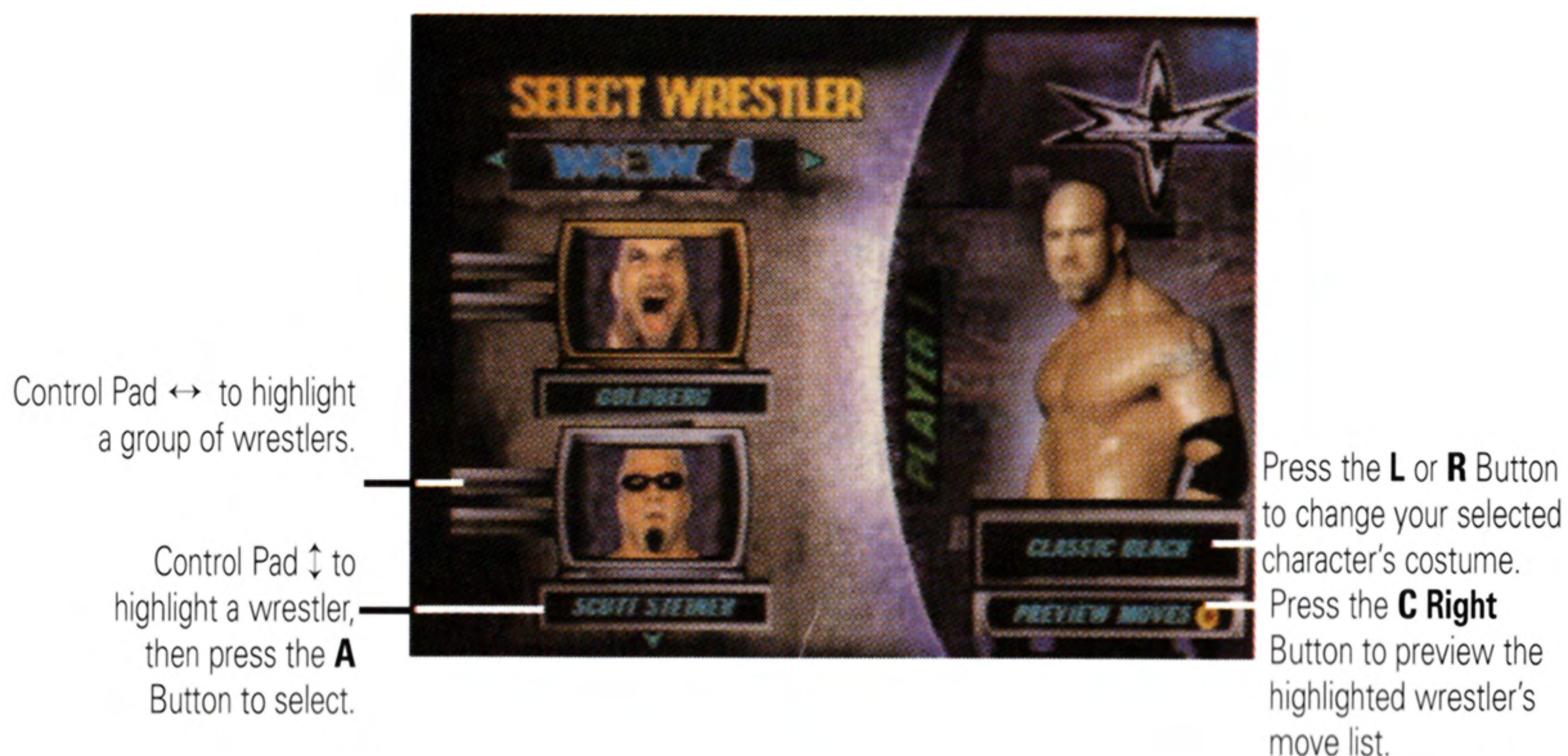
Submission	When ON, wrestlers can win a match with a submission hold.
Knockouts	When ON, wrestlers can win a match by knocking an opponent out.

After making your selections, press the **A** Button to advance to the Select Wrestler screen.

SELECT WRESTLER SCREEN

Choose the wrestlers you want to fight with and/or against.





After both match competitors are selected, the Level Select screen appears.

PREVIEW MOVES SCREEN

The Preview Moves screen provides a complete moves list for the selected wrestler.

- ☞ To preview a move, highlight the move then press the **C Left** Button. The wrestler performs the selected move.
- ☞ To return to the Preview Moves screen, press the **B** Button.

LEVEL SELECT SCREEN

Choose a backstage setting in which to wage war.

Control Pad to highlight a backstage area, then press the **A** Button to select.

Area description



After selecting a backstage area, the Matchup screen appears.

- ❑ For more information on the backstage levels, (👁 *Backstage Brawlin'* on p. 22).

MATCHUP SCREEN

Preview the specifics for the upcoming bout and set the Handicap Level for each wrestler.

The Handicap Level is used to even out differences in skill level between two players, or between a single player and the CPU, by adjusting their stamina. Adjusting the meter up increases a wrestler's stamina, while adjusting it down decreases it.



After setting the Handicap Level for each wrestler, your match begins.

GLOBAL OPTIONS MENU

Set the game options you prefer.

- ☛ To access the Global Options menu, select GLOBAL OPTIONS from the Main menu.
- ☛ To highlight an option, Control Pad $\leftarrow$. To change an option, Control Pad $\updownarrow$.

Music Volume	Adjust the game music volume level.
Speech Volume	Set the volume for voice effects.
Sound FX	Modify the sound effects volume.
Crowd Volume	Alter the level of the crowd/ambient noise volume.
Realism	When ON, injured wrestlers can bleed during a match. Wrestlers will always bleed during a First Blood match.
Credits	View the game credits.

NOTE With Realism ON, female wrestlers will not bleed.

FIGHTING IN THE WCW

Professional wrestling is not a sport for the faint of heart and *WCW Backstage Assault* has been designed to appease the most hardcore wrestling fans. Once a match begins, it's war and literally anything goes!

GAMEPLAY SCREEN



For a complete list of game controls, (🖱️ *Complete Game Controls* on p. 5).

PAUSE MENU

- 🖱️ To access the Pause menu, press **START** during gameplay.
- 🖱️ Control Pad to select an option, then press the **A** Button to select.

Continue	Resume your match.
Move Names	When ON , the names of moves you perform appear onscreen.
Exit	End your match and start over or return to the Main menu.

▶ **NOTE** If you lose a match in Hardcore Challenge mode, you are instantly given an option for a rematch. If you decline the rematch, your game ends. The rematch option does not appear in the Hardcore Gauntlet.

MOMENTUM METER

Gauge how well you are doing in a fight by examining the Momentum Meter. It indicates how well a wrestler is doing through a combination of factors including remaining stamina, damage caused to the wrestler's opponent, crowd response, and successful foreign object use within the fight.

Once the match begins, the Momentum Meter moves back and forth between the two wrestlers depending upon what each wrestler is doing. The execution of moves and crowd response helps determine how much and how fast the meter swings in a wrestler's favor. Difficult moves like leaping attacks, very damaging holds, or weapon use cause the meter to move a great deal in a wrestler's favor, while inaction or an offense built around just punches and kicks will hardly move the Momentum Meter at all. The benefit of all this momentum is that whenever a wrestler is able to move the Momentum Meter into the red zone, they can then attempt a finishing hold.

STAMINA METER

It is said that in wrestling, conditioning is the greatest hold. Therefore, it's important to know the stamina of your wrestler at all times. During a match, a character's remaining stamina can be measured by the color of their name. If a character's name is white, the character possesses maximum stamina. A yellow name indicates approximately 50% stamina, while a red name means a character's stamina is dangerously low.

FINISHING MOVES

Finishing moves are powerful signature maneuvers used by each fighter to inflict massive amounts of damage on an opponent. Once the Momentum Meter has completely swung to one character and the text "MAX MOMENTUM" appears over his or her name, you may execute your character's special finishing move. After applying the move, follow up with an attempt to pin your foe and end the match. Then again, you may want to forego the pin attempt and choose to dish out some more punishment.

WEAPONS

Each arena in *WCW Backstage Assault* is packed with an assortment of weapons that can be used to pummel your opponent. Weapons come in all shapes and sizes and include a variety of items including baseball bats, garbage cans, boxes, and more! In fact, just about anything you can get your hands on can be used to assault a foe. However, most weapons have

a limited number of uses, and will be destroyed if smashed too often against an opposing wrestler.



Some of the game's best weapons are hidden within objects. Try smashing things by sending your opponent into them, courtesy of an Irish Whip.

HARDCORE CHALLENGE MODE

So you think you're ready to go toe-to-toe with the world's greatest wrestlers? Then test your skills in Hardcore Challenge mode, a single-player, multi-match competition allowing you to step into the shoes of your favorite wrestler.

Hardcore Challenge mode contains the chance to compete for three WCW championships: Hardcore, U.S., and World. Battle your way through the competition to claim each title belt, while unlocking new venues, characters, and weapons along the way. Then, if you are good enough, claim your spot among the sport's best competitors in the Hall of Champions.

TO ENTER THE HARDCORE CHALLENGE:

1. On the Main menu, select **HARDCORE CHALLENGE**. The Existing/New Game menu appears.
2. Choose to continue an **EXISTING** game or to start a **NEW** one.
 - ☛ If you choose **EXISTING**, your saved game automatically loads.

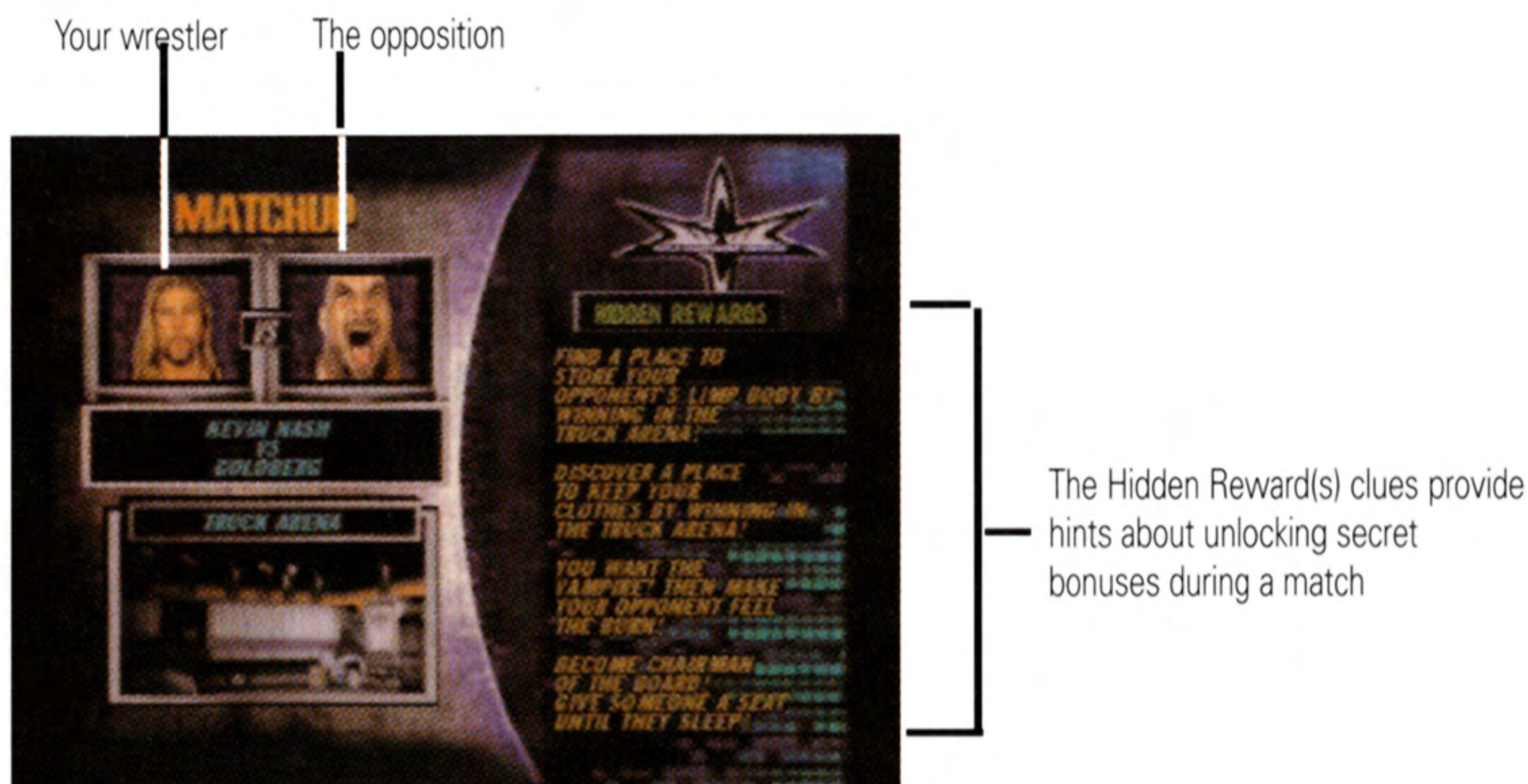


You can only choose EXISTING if you already have a saved game.

- ☛ If you choose **NEW**, the Difficulty menu appears.
3. On the Difficulty menu, choose a title to pursue: **HARDCORE** (Easy), **U.S.** (Medium), or **WORLD** (Hard). The Select Wrestler screen appears. (☛ p. 12.)
 4. Select the grappler you want to fight with. The Level Select screen appears. (☛ p. 13.)
 5. Choose an available backstage area to brawl in. The Matchup screen appears. (☛ p. 13.)

MATCHUP SCREEN

Preview the upcoming match and gain some clues for unlocking hidden characters, costumes, and levels!



☛ To begin your assault on the title, press the **A** Button.

NOTE In Hardcore Challenge mode, you can only replay a match once.

BONUS ATTRIBUTE POINTS

If you successfully complete the Hardcore Challenge mode, you earn bonus Attribute Points. These points can then be applied to your character to strengthen him or her for the battles ahead. (☛ *Edit Abilities Screen* on p. 25.)

- ☐ One point is earned for winning the U.S. Championship and two points are earned for winning the World Championship.

HALL OF CHAMPIONS

When WCW Wrestlers have proven themselves in no-holds-barred wars like the ones contained within *WCW Backstage Assault*, they gain a reputation in the wrestling world. However, only the best fighters are admitted into the Hall of Champions. Here, you will find a complete list of

the toughest performers in the game and the wrestlers who have performed the best in the Hardcore Challenge, as well as the current belt-holders of the three main championships.

☛ To access the Hall of Champions, select HALL OF CHAMPIONS from the Main menu.

To gain a ranking in the Hall of Champions, you must first complete the Hardcore Challenge. At this point, several factors are used to determine your ranking, such as Number of Matches Won and Attack Style Points. Attack Style Points are based on the variety of attacks that you utilize through the course of a Hardcore Challenge. To earn more points, attack from different positions and use as many moves and weapons as you can. At the conclusion of a challenge, the Hardcore Challenge Tabulation screen appears, displaying all of the points earned over the course of your game.

HARDCORE GAUNTLET

Wrestlers in search of the ultimate test of grappling skill, courage, and internal fortitude must undertake the most dangerous challenge in WCW history! This new event is known as the Hardcore Gauntlet, and foolhardy wrestlers who want to firmly establish themselves in the WCW history books can access it from the Main menu.

The Hardcore Gauntlet is truly the ultimate wrestling challenge. In this mode, you must face seven of some of the toughest customers in the WCW, one right after the next. Participants in the Hardcore Gauntlet quickly learn that there is no rest between fights (meaning your stamina is not replenished), no option to replay a match that you have lost, and no way to save your progress. If you can successfully run the gauntlet, you earn the right to access special, hidden stars of the WCW.

THE WRESTLERS

WCW Backstage Assault contains more than 50 of professional wrestling's greatest stars. Here's a look at some of the game's top competitors:

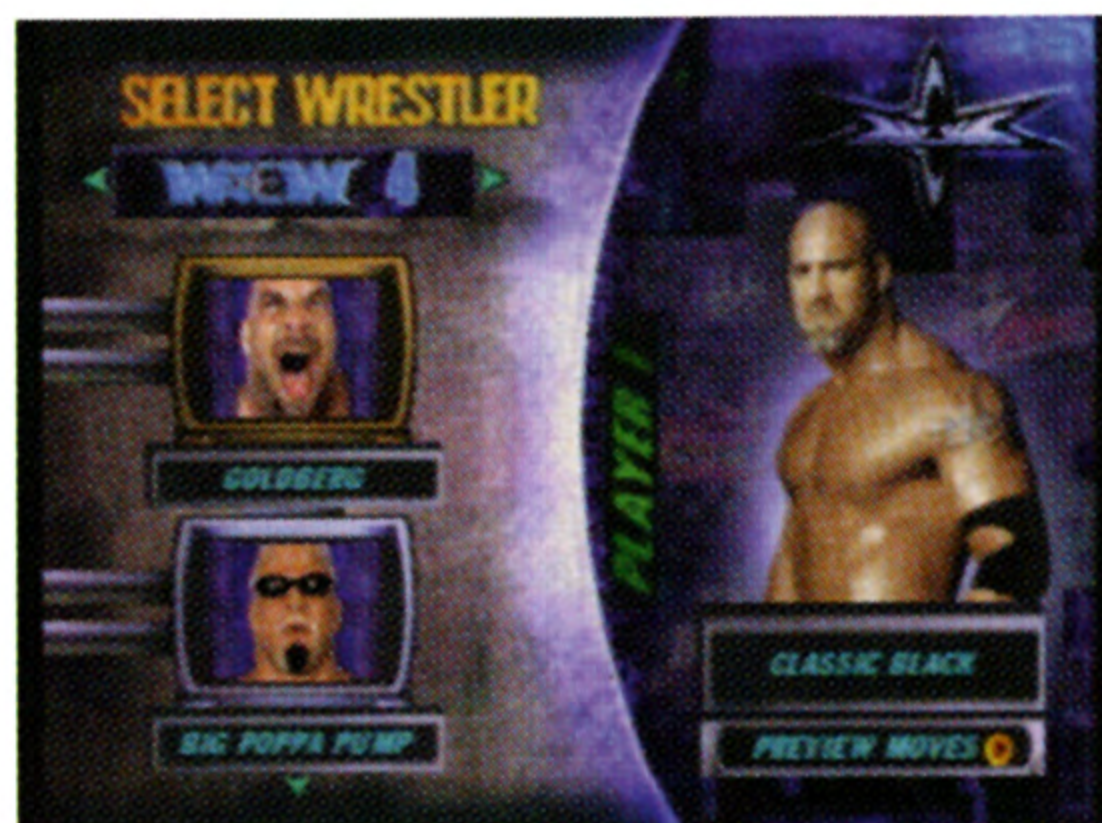
GOLDBERG

Height: 6' 3"

Weight: 285 lbs.

Hometown: Tulsa, Oklahoma

Finishing Move: Jackhammer



STING

Height: 6' 2"

Weight: 252 lbs.

Hometown: Venice Beach, CA

Finishing Move: Scorpion Deathlock



JEFF JARRETT – "THE CHOSEN ONE"

Height: 6' 1"

Weight: 230 lbs.

Hometown: Nashville, Tennessee

Finishing Move: The Stroke



KEVIN NASH – “BIG SEXY”

Height: 7' 1"

Weight: 370 lbs.

Hometown: Detroit, MI

Finishing Move: Jackknife Powerbomb



BOOKER T.

Height: 6'3"

Weight: 250 lbs.

Hometown: Houston, TX

Finishing Move: Harlem Hangover



DISCO INFERNO

Height: 6'1"

Weight: 240 lbs.

Hometown: Atlanta, GA

Finishing Move: Last Dance



BACKSTAGE BRAWLIN'

In *WCW Backstage Assault*, the action takes place in a number of massive behind-the-scenes venues, packed with an array of potential weapons. And in the backrooms, anything goes!

Many of the backstage areas contain doors that allow you to move between rooms during the course of a bout. Wooden doors let you move between rooms in the same area, while metal doors allow you to move between the various areas themselves. However, to open the metal doors, you must unlock them during gameplay by winning key matches in Hardcore Challenge mode.

☞ To move into a new room, face an open door and press the **Run** button to enter or throw an opponent into an open door with an Irish Whip.

Here's a brief description of each backstage area.

TRUCK ARENA

The Truck Arena is the largest single backstage area, consisting of several grimy semi-truck trailers backed end to end and side to side. The atmosphere here is dark, gritty, and harsh. Even the fire here can be used as a weapon. With an unforgiving asphalt surface, the Truck Arena is the perfect place to give your opponent a little road rash!

MEDIA CENTER

The Media Center is an area dedicated to bringing the WCW to the world. It consists of two large rooms: the Broadcast Room and the Green Room. The Broadcast Room is full of computers and production equipment. One corner is devoted to an announcer/interview set, while the other contains electronic equipment, giving the area a sleek, high-tech look. On the other hand, the Green Room is the place for WCW talent to relax before a match. In the Green Room, you will find a variety of items including a big screen TV, a soda machine, and a food table.

BATHROOMS

The Bathroom level is divided into three rooms: the Men's Bathroom, Women's Bathroom, and Janitor's Room. With the scrubbed ceramic tile and fixtures, the overall feel of the level is clean, sanitary, and tidy. Of course, this all changes once the wrestlers have their way...

LOCKER ROOMS

The Locker Room level is split into two sections: the Exercise Room and the Locker Room itself. The Exercise Room is a large area full of gym equipment where the WCW superstars engage in grueling workouts – it takes a lot of hard work to attain physical perfection. The Locker Room contains lockers and benches and is where the wrestlers suit up before a match begins. For some unfortunate grapplers, the match ends here as well.

LOADING BAY

The Loading Bay Level is a concrete space set aside for the loading and unloading of equipment. It is made up of two rooms: the Loading Bay and the Storage Room. The Loading Bay is filled with oil drums, boxes, and crates of all sizes. Large cargo doors facilitate the movement of goods, and a raised area on one end of the room acts as a temporary storage spot. The Storage Room is a small rectangular room used to stack boxes and oil drums, making it an ideal venue for close-range combat.

THE BLOCK

The Block level is made up of two rooms (Boiler Room and Electrical Room) and is filled with a twisting coil of pipes and wiring. It is hot and humid here – definitely grungy! Unfinished and crumbling, the concrete walls form an unforgiving boundary to an arena populated with all manner of potential weapons. This harsh environment is the perfect place to turn the heat up on a hated foe.

PARKING GARAGE

The Parking Garage is an underground parking garage/storage area comprised of two rooms: the Garage and the Tool Room. The concrete and chain-link fences, give it a cold, unforgiving feel. Boxes, oil drums and tires fill the Garage area, while the Tool Room is comprised of a soda machine, tool cases, tables, chairs and computer monitors.

CREATING A SUPERSTAR

Think you're ready to enter the exhilarating world of sports entertainment? Then create an all-new wrestler, step into the proving grounds, and test your luck against the roughest customers in the business.

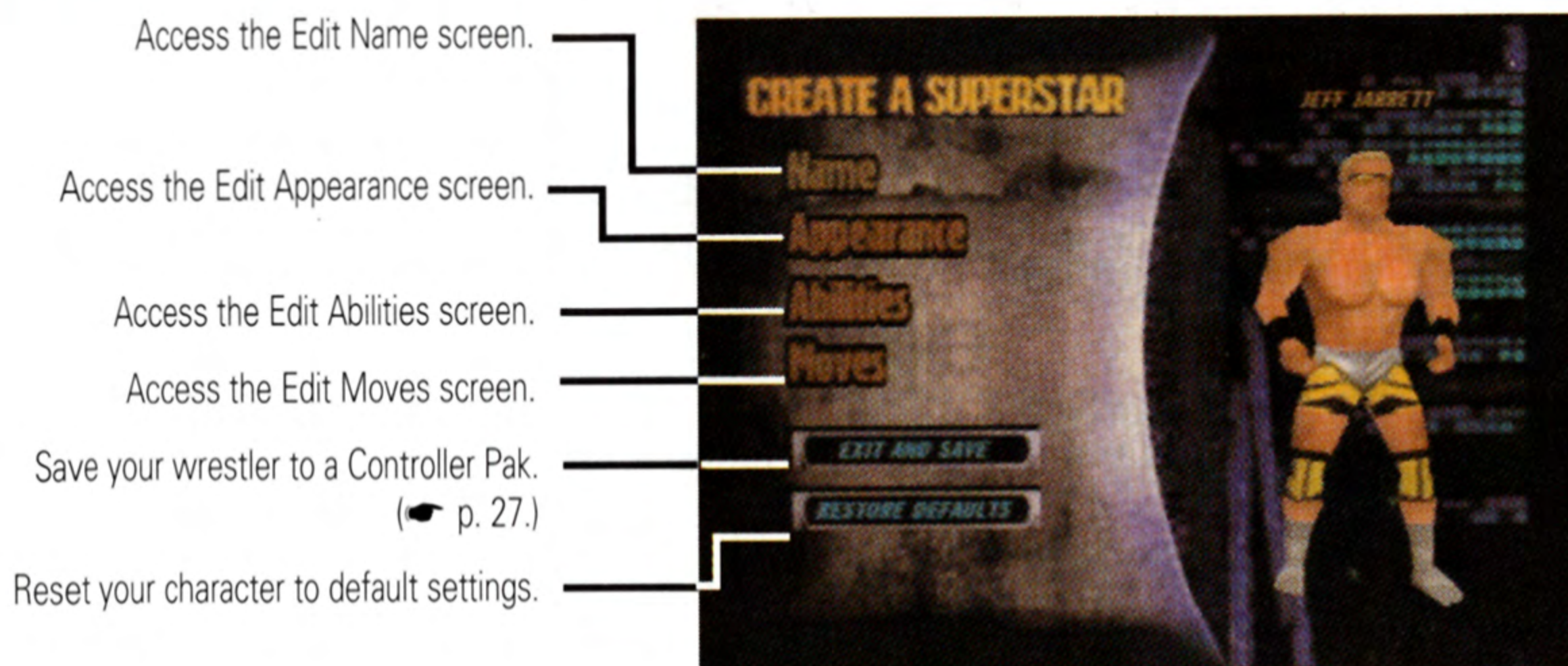
TO BUILD YOUR OWN BACKSTAGE BRAWLER:

Select CREATE A SUPERSTAR from the Main menu. The Select Wrestler screen appears. (👁 p. 12.)

On the Select Wrestler screen, choose a character to use as a model or use a generic wrestler, then press the **A** Button. The Create a Superstar screen appears.

CREATE A SUPERSTAR SCREEN

Customize your own unique wrestler on the Create a Superstar screen.



EDIT NAME SCREEN

Name your character.

To enter a new name for your wrestler:

1. Press the **A** Button. The Name menu highlights.
2. Control Pad to highlight a letter, then press the **A** Button to select.
3. When the name is complete, highlight DONE, then press the **A** Button.

EDIT APPEARANCE SCREEN

Choose the physical features and costume for your *Backstage Assault* warrior.

- ☛ Control Pad ↑ to highlight an item, then Control Pad ↔ to select the desired option.
- ☛ On features that involve colors (such as Hair Style), press the **C** Right Button to access Hue and Intensity Color Sliders. Highlight a slider, then Control Pad ↔ to adjust the setting.
- ☛ To save your changes and return to the Create a Superstar screen, press the **A** Button.

NOTE

Depending on which options you select for your grappler, certain options may be locked out. For example, if you create a wrestler without a shirt, you won't be able to select the Sleeve Length options.

To discard changes and exit any Edit screen:

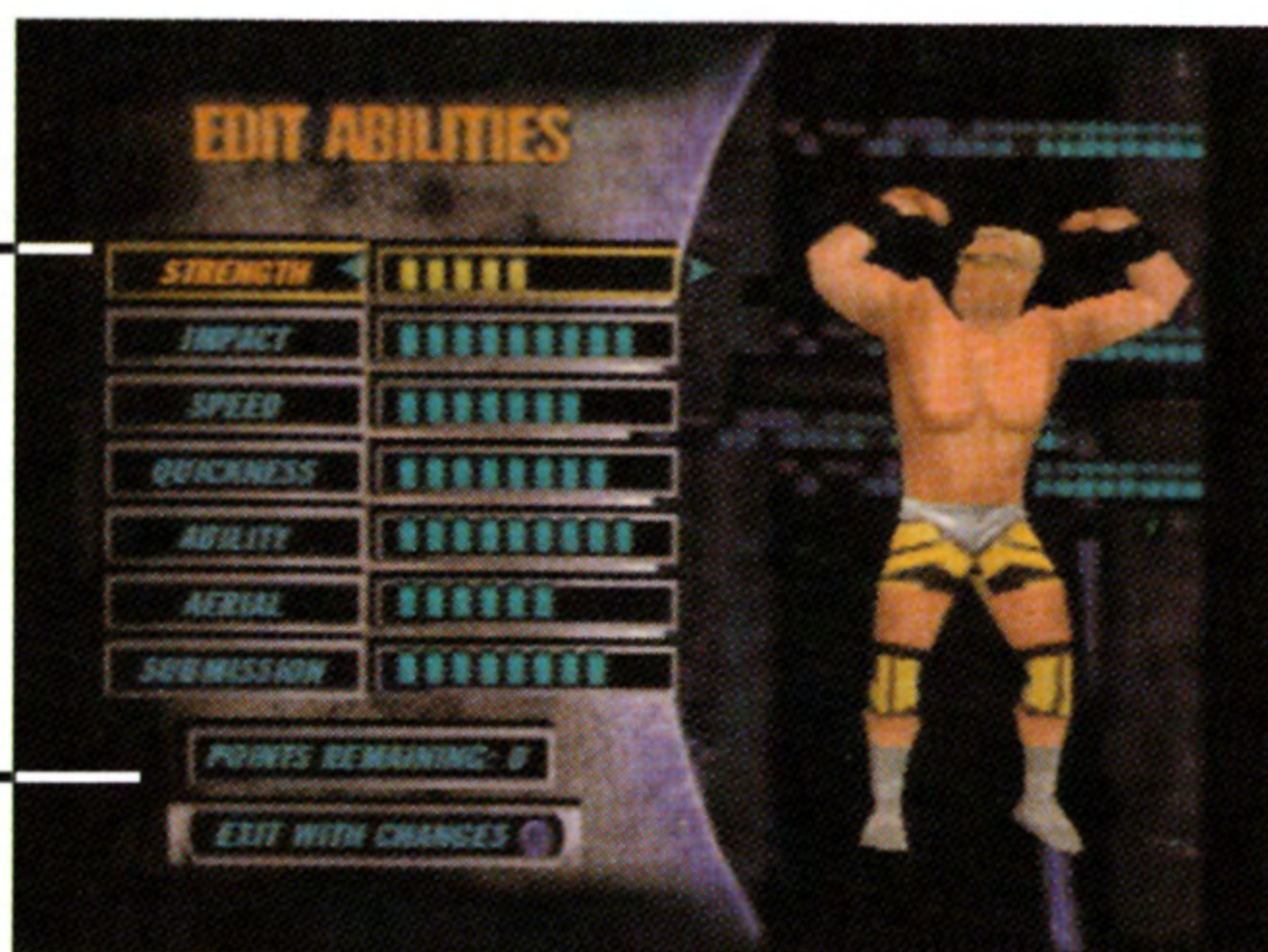
1. Press the **B** Button. The Exit menu appears.
2. Select YES to return to the Create a Superstar screen.

EDIT ABILITIES SCREEN

Define your wrestler's physical abilities such as strength, speed, and more.

Control Pad ↔ to adjust your wrestler's abilities

Points remaining



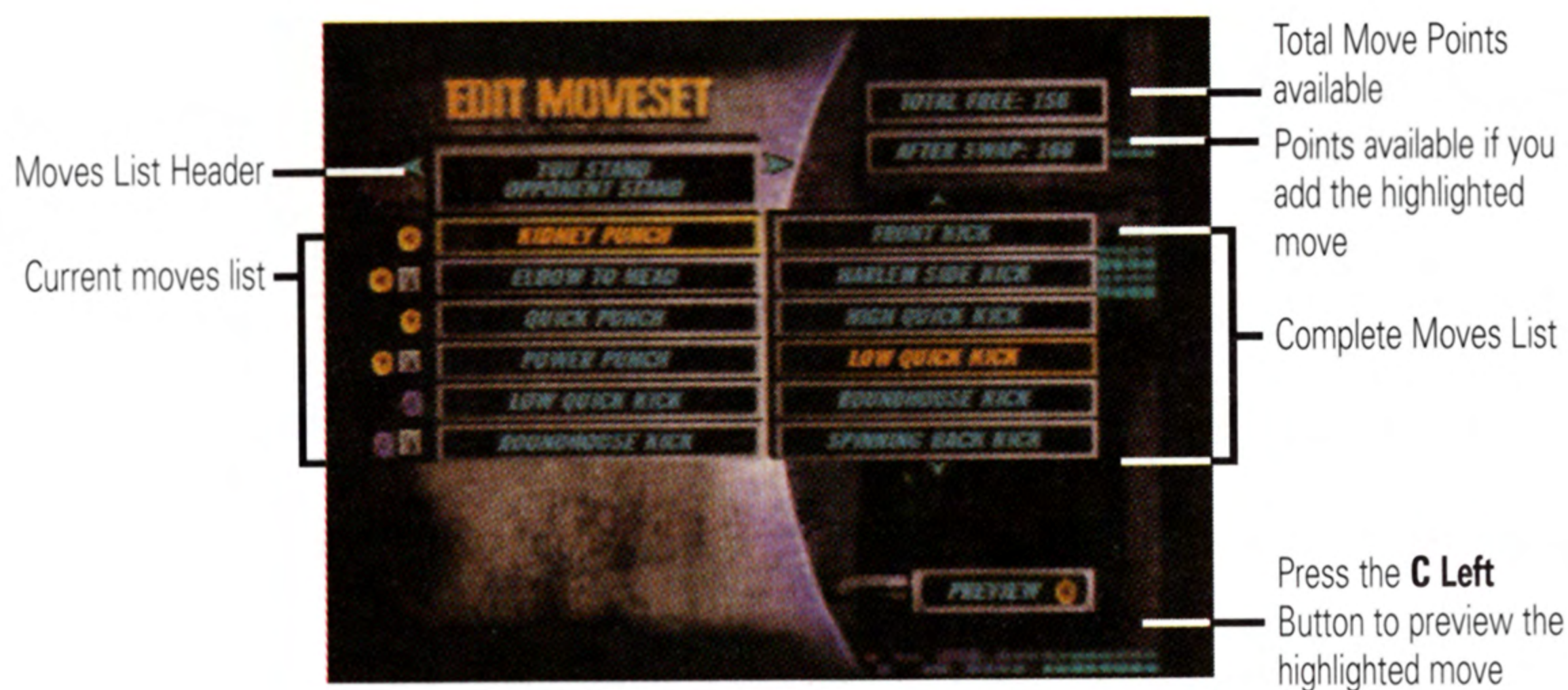
- ☛ To save your changes and return to the Create a Superstar screen, press the **A** Button.

EDIT MOVESET SCREEN

Customize a move list for your grappler. You begin with your wrestler's generic move list and a limited number of Move Points. The Move Points can be used to purchase new moves, allowing you to create a wrestler with all of your favorite holds and attacks.

To add a new move to your moves list:

1. Highlight the Moves List Header then Control Pad $\leftrightarrow$ to select the moves for a given position.
2. Control Pad $\updownarrow$ to highlight the move you want to replace, then press the **A** Button. The Complete Moves List appears.
3. On the Complete Moves List, Control Pad to highlight the move you want to add to your moves list, then press the **A** Button. The new move is added to your list and your point total is adjusted.



- ☞ To save your changes and return to the Create a Superstar screen, highlight the Moves List header, then press the **A** Button.



You cannot exit the Edit Moves screen with a negative Total Free amount.

To restore a wrestler's default settings:

1. Highlight the select RESTOR E DEFAULTS.
2. Press the B Button to return to the Select Wrestler screen.

SAVING AND LOADING

WCW Backstage Assault lets you save global options, unlocked characters, wrestlers you create, and Hardcore Challenge mode progress with the use of a Controller Pak.

At various points throughout the game, a Save menu appears asking if you want to save your current game data. Press the **A** Button to save your game data, or the **B** Button to continue without saving.

NOTE If you need to delete files on your Controller Pak in order to make room, please refer to the instructions that came with your N64™.

NOTE *WCW Backstage Assault* allows only one saved note name per Controller Pak.

CREDITS

ELECTRONIC ARTS

EAC PRODUCTION

Senior Producer: Pam Levins

Producer: Mark Madland

Associate Producer: Gary Lam

Assistant Producers: Wu Lee, Jason Leigh,
Kirby Leung

Senior Production Co-ordinator: Wendell Harlow

EAC AUDIO

Audio Lead: Omar Al-Khafaji

Audio Specialist: Tim McKenzie

IN-GAME VOICE TALENT

Tony Schiavone, Bobby "The Brain" Heenan,
"Mean" Gene Okerlund

EAC VIDEO

EAC Video Composer/Editor: Tom Raycove

Video Assistant: Rob Matheson

EAC MOTION CAPTURE

Production Manager: David Pierce

Studio Manager: Francesco Chiarini

Senior Motion Capture Specialist: Stefan Van Niekerk

Shoot Supervisor: Andrea Donnelly

Motion Capture Specialists: Jeff Martens, Ken Tsia

Operators: Gordon Waddington, Mark Tanner,
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Studio Operators: Robert Parent, Ryan Wall

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Mike Sanders, Sam "Kid Romeo" Roman, Mark Jindrak,
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Championship Wrestling

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Documentation Layout: Big Idea Group

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N64 Lead Programmer: Dave Lang

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Animators: John Butkus, Bonnie Chong,
John Lindemuth, Paul Mombourquette,

Fraser Sunderland, Nathan Walpole

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MUSIC CREDITS

"Psycho"

Performed by Mad-One

Written by Mad-One (Tomas Lopez)

Produced by Jesse Perez

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"Invasion"

Performed by Christian Poulet and Jean-Yves Rigo

Written by Christian Poulet and Jean-Yves Rigo

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"Rap Sheet"

Performed by Booker T

Written by Rene DeWael and Didier Leglise

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