PlayStation®

NTSC | U/C

PlayStation®

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CONTENT RATED BY ESRB

SLUS-01234GH
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WWF SMACKDOWN!2

TM

KNOW YOUR ROLE



THQ™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
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, including games played on the PlayStation game console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console 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.

USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- 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.

Know Your Role

Thank You!

The creators of WWF SMACKDOWN! 2™ would like to extend a special thanks to WWF New York.

CONTENTS

Getting Started 2
The Controls 3
The Moves 4
About the Moves 7
Options Menu 9
Exhibition 12
Playing a Game 16
Season Mode 19
Create Mode 21
Rankings 26
Saving and Loading ... 27
THQ Limited Warranty .. 29

GETTING STARTED



Set up your PlayStation®game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the WWF *SmackDown!™ 2* disc and close the disc cover. Insert one game controller and turn on the PlayStation®game console. To bypass the opening video, press START button. After the video finishes, the Title screen appears. Press START to advance to the Main Menu.

MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation®game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved WWF *SmackDown!™ 2* games. See page 27 for information on saving games and loading saved games.

THE CONTROLS

DUALSHOCK™ analog controller



MULTI TAP

Up to four players can compete at the same time using the Multi Tap. Make sure that a controller is connected to Controller Port 1-A of the Multi Tap before the power is turned on. You can use the Multi Tap in matches that consist of more than two Superstars in the ring at one time.

Note: When using the Multi Tap, at least one controller must be connected to Controller Port 1-A or 2-A.

THE MOVES

GENERAL CONTROLS

ACTION	CONTROL
Pause Game	START button
Move Superstar	directional button
Striking Attacks	X button
Grapple Attacks	directional button + ● button
Irish Whip	● button
Counter/Reverse	■ button
Run	▲ button
Grab Weapon/Drop Weapon	R1 button
Set up Table or Casket	R1 button
Finishing Moves	L1 button
Climb Turnbuckle	directional button + ▲ button
Climb Ladder	directional button + ▲ button
Grab Belt from Ladder	■ button
Climb out of Ring	directional button + R1 button
Slide into Ring	▲ button
Tag Partner	R1 button
Pin Opponent	↓ + ● button

ACTION	CONTROL
OPPONENT ON MAT	
Raise Opponent – Facing	● button
Raise Opponent – Behind	● + ● button
Pin Opponent	↓ + ● button
Upper and Lower Body Holds	↑, → or ← + ● button
ROPE ATTACKS	
Smack over/through Ropes	X button
Dive through Ropes	directional button + X button
Jump over Ropes	directional button + X button
TOP ROPE ATTACK	
Opponent on Mat or Standing	
Aerial Attacks	X button
	↑, ↓, → or ← + X button

ACTION	CONTROL
TURNBUCKLE MOVES	
Facing or Behind Opponent	
Turnbuckle Moves	↑, ↓, → or ← + ● button
Opponent in Lower Turnbuckle	
Turnbuckle Moves	● button
	↑, ↓, → or ← + ● button
RUNNING ATTACKS	
Facing or Behind Opponent	
Running Moves	▲ button + ● button
	↑, ↓, → or ← + ● button
COUNTER-ATTACKS - OPPONENT RUNNING	
Counter-Attacks	● button
	↑, ↓, → or ← + ● button
TAG MATCH	
Tag Partner into Ring	R1 button
Double Team Moves (opponent in turnbuckle)	↑, ↓, → or ← + ● button
SPECIAL REFEREE CONTROLS	
Count Out	L2 button (tap for every count)
Special Referee Taunts	directional button + L2 button

ABOUT THE MOVES

WWF SmackDown!™ 2 simulates all the in-ring action and backstage brawls of the WWF. To perform your favorite Superstar's moves, view "The Moves" section and read through the following information.

NORMAL MOVES

As in the WWF, each Superstar has an enormous amount of moves at his or her disposal for every situation.

Although every Superstar employs a different list of moves, the button commands remain the same. For example, ↑ + ● button might be a Fisherman's Suplex for one Superstar and a Sleeper Hold for another.



DOUBLE TEAM MOVES

Occasionally, a Tag Team duo will create a Double Team move so powerful, it leaves their opponents injured for weeks. Whether you're trying to perform the infamous Dudley 3D Death Drop or a Top Rope Bulldog, make sure you pull it off.

To complete a Double Team move, use the following basic steps:

1. Send the opponent into your teammate's turnbuckle.

2. Press either ↑, ↓, ← or → + ● button.

3. Your Tag Team partner will tag into the match and will perform the move with you.

4. The Tag Team partner is now the legal Superstar in the ring.

Note: The Double Team moves are only available in the Tag Team and One on Tag Team matches.

FINISHING MOVES

As you deal out the punishment in WWF *SmackDown!™ 2*, your Superstar's SmackDown!™ meter will fill up. When the meter is completely full, one of the empty slots to the right will fill up. You can perform one Finishing move for each full slot.



Make sure you have at least one full Finishing move slot. When you are ready to deliver the final blow, the word "SmackDown!™" will appear over the meter – press the L1 button to complete the Finisher.
You must know each specific situation for a Superstar's Finishing moves. For example, the People's Elbow would be performed with your opponent on the mat – approach his upper body and press the L1 button. Conversely, the opponent would have to be standing to complete The Pedigree – again, press the L1 button.

SmackDown!™ Meter



The People's Elbow

Finishing Move Slots



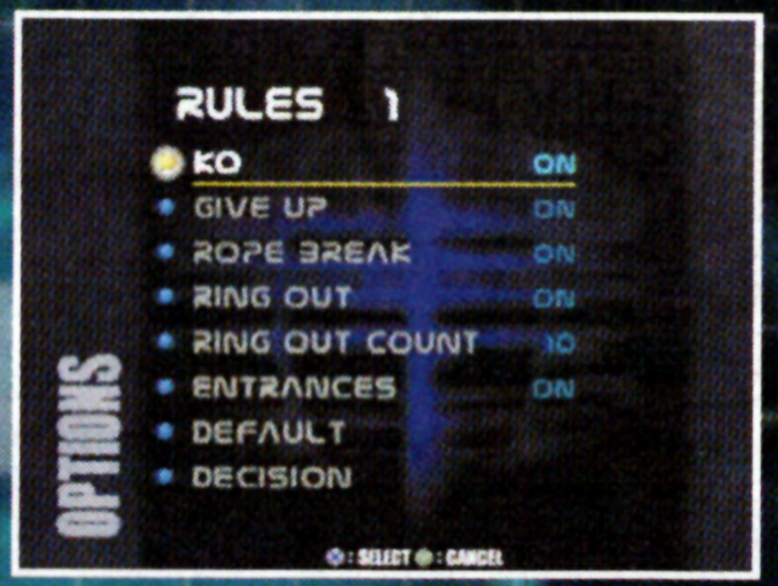
The Pedigree

OPTIONS MENU

Here, you can completely customize WWF *SmackDown!™ 2*. First, highlight a set of rules by pressing the directional buttons ↑/↓, then press the X button. These options can also be changed from the Pre-Game Menu.

RULES 1

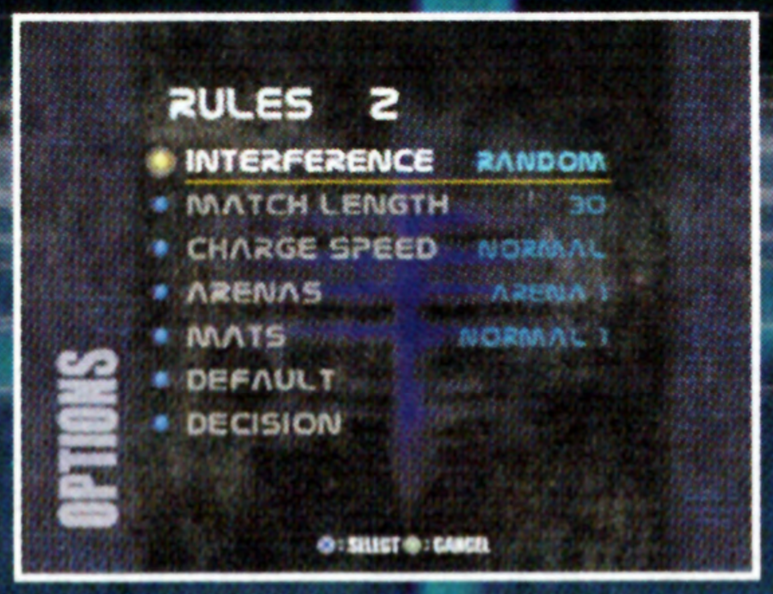
These are the primary rules that deal with match specifics. Highlight an option by pressing the directional buttons ↑/↓. Press the X button to select an option, then ↑/↓ to change it. Press the X button again to confirm the option change.



- *KO – ON allows a win by knockout.*
- *Give Up – Select ON to allow a win by submission.*
- *Rope Break – When ON: you can escape a pin attempt or submission hold by touching the ropes. When OFF: the ref will not stop a submission hold or pin for a rope break.*
- *Ring Out – Toggle ON/OFF. Decide whether or not the Superstars can leave the ring.*
- *Ring Out Count – While they are outside the ring, determine whether the Superstars can be counted out by 10 or can go anywhere without being disqualified.*
- *Entrances – Toggle the entrance videos ON or OFF.*
- *Default – Reset all Rule 1 options to their original settings.*
- *Decision – Confirm the settings and return to the Options Menu.*

RULES 2

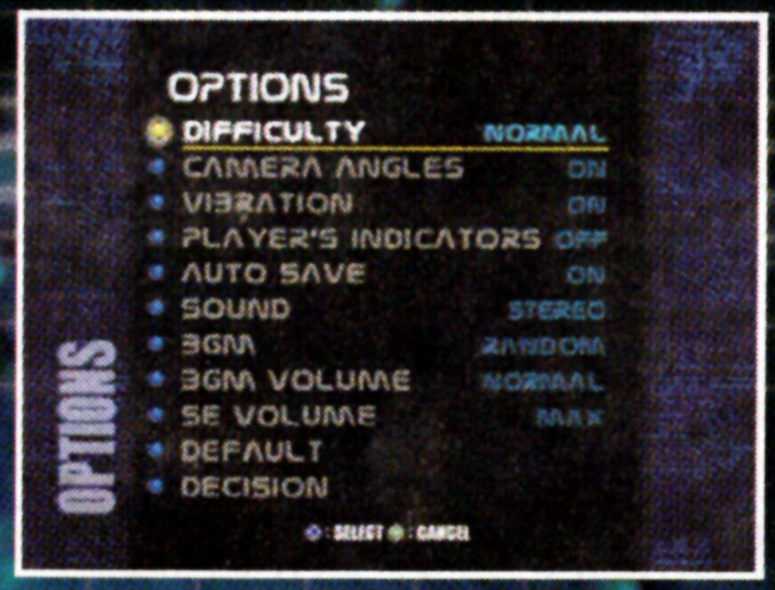
These are the secondary rules and settings to further customize your game. Highlight an option and press the X button to select it. Press the directional buttons ↑/↓ to change the setting, then press the X button again.



- ***Interference – Determine whether you will allow run-in characters or not. Select RANDOM to let the CPU decide on a per match basis.***
- ***Match Length – Toggle the time limit between 10, 15, 20 or 30 minutes, or select NO LIMIT.***
- ***Charge Speed – Toggle between NORMAL, FAST and FASTEST. The quicker the charge speed, the faster your SmackDown!™ meter will fill up, allowing you to perform a Superstar's Finishing move more quickly than usual.***
- ***Arenas – Determine which Arena or Backstage area will be the main stage for your brawl.***
- ***Mats – Decide which Ring will accompany the Arena.***
- ***Default – Reset all Rules 2 options to their original settings.***
- ***Decision – Confirm the settings and return to the Options Menu.***

OPTIONS

Aside from the Difficulty and Vibration function settings, you can also make the following selections in the Options Menu.



- Camera Angles – Toggle ON to view TV-style camera angles.
- Players' Indicators – A different colored icon will appear beneath each Superstar.
See page 18 for more information.
- Sound – Choose STEREO if you're listening through two or more speakers.
- BGM – Find the background music track of your choice.
- BGM Volume – Determine how loud the background music will be.
- SE Volume – Determine how loud the sound effects will be.

SYSTEM DATA

Save, Load and Copy your Season mode, created Taunts, and created Superstars.
For Saving and Loading features, see page 27.



- Copy Created Superstar – This will copy your created Superstars from one Memory Card to another.
- Copy Created Taunt – This will copy your created Taunts from one MEMORY CARD to another.

EXIT

Select EXIT and press the X button to return to the Main Menu.

EXHIBITION

The quickest way to jump into the ring, EXHIBITION allows you to play any style match with any of the options and created Superstars you want. Choose from the following game modes:

SINGLE

Compete, head-to-head, against a CPU or a friend. Select WITH MANAGER to allow one Valet to enter the ring with each Superstar.



TAG

Have two Tag Teams compete in a NORMAL TAG TEAM match with one legal member from each team in the ring at a time. Choose TORNADO TAG to allow each team member full access to the ring – and the opponents – at any time.



HARDCORE

Think you can take a chair to the head and still win a match? Each Hardcore match is a no-rules brawl, littered with weapons.

ANYWHERE FALL

Backstage brawls are the only matches you'll find here! Choose a MATCH STYLE, then head for the largest set of backstage areas to ever grace the PlayStation® game console. To head to a different backstage area, move near a door with a red arrow on the floor. Wait until the arrow turns to blue, then walk through the door.

HANDICAP

If the One-on-One matches aren't hard enough, try a Handicap match against two or three opponents. Eliminate one of the opponents to win the match.

KING OF THE RING®

Move through the tournament-style brackets to become the champion. Choose SINGLE TOURNAMENT for a normal King of the Ring® bracket, or choose SPECIAL TOURNAMENT for every match to include special circumstances. For example, one match could be a Cage match while the next could be a Table match.

While viewing the bracket, press the directional buttons ←/→ to choose either MATCH, SKIP or EXIT.

- *Match – Play your Superstar's current match.*
- *Skip – Skip the match, allowing the CPU to decide the outcome.*
- *Exit – Quit the game and return to the Main Menu.*

ROYAL RUMBLE®

Royal Rumble® mode pits you against a ring full of the toughest Superstars in sports-entertainment history. You cannot win or lose by knockout or by pin. The only way to lose is to be thrown out of the ring. The only way to win is to be the last man standing.

SURVIVOR

Survivor mode mixes the no-rules, hardcore-match style of game play with multiple opponents. Choose a Triple Threat (three opponents), Fatal Four-Way (four Superstars), or Battle Royal® (over 30 opponents) and defeat the others by pin or KO to be the sole survivor!

SPECIAL

Try your hand at any specialty match you've ever wanted to watch! Choose from the list of matches by pressing the directional buttons ↑/↓, and then press the X button.

- ***TLC – A Tables, Ladders and Chairs match, the TLC works like a ladder match with one exception: tables and chairs litter the ring and can be used any way you want!***
- ***Casket – Throw your opponent into the casket – and make sure it closes – for the Knockout.***
- ***Cage – There's no escaping an opponent in the cage. You need to be the first one to climb over the top of the cage for the victory. If your opponent is climbing over, shake the cage to send him falling back to the mat. When he's too tired to fight back, start climbing for the top yourself!***
- ***Hell in a Cell – Hell in a Cell puts a roof on the cage, eliminating the need to climb out of it! Now you can climb ON TOP of the cage and Powerslam your opponent through the roof and onto the mat for double damage.***
- ***I Quit – The only way to win is to make your opponent give up! Beat him into submission, then find a microphone and stuff it in his face. If he's unable to compete, he will give up – making you the victor!***

- ***Iron Man – Pin your opponent as many times as possible. The Superstar with the most amount of points at the end of the time limit wins.***
- ***Ladder – Set up a ladder in the middle of the ring, climb it and grab the belt (suspended in mid-air) for the win. Try knocking your opponent senseless first, or he might knock you off the ladder.***
- ***Special Referee – Turn your favorite Superstar into the guest referee for a match. Don't like one of the opponents? Count extra fast while he's pinned or out of the ring.***
- ***Table – The victory is yours by knocking out your opponent. A simple KO won't do, however. You'll have to set him up on a table then attack him so hard, you break him through the table. Try climbing the turnbuckle to finish him off!***
- ***Slobberknocker – Your goal is to eliminate as many opponents as you can by either a pin or KO. The catch – you need to do it before the time runs out, or before you're eliminated!***

PLAYING A GAME

To begin a quick game, choose a game mode from the Exhibition Menu. You will be able to fully customize your game before heading to the ring.

MATCH STYLE

After choosing a game mode, select a match style:

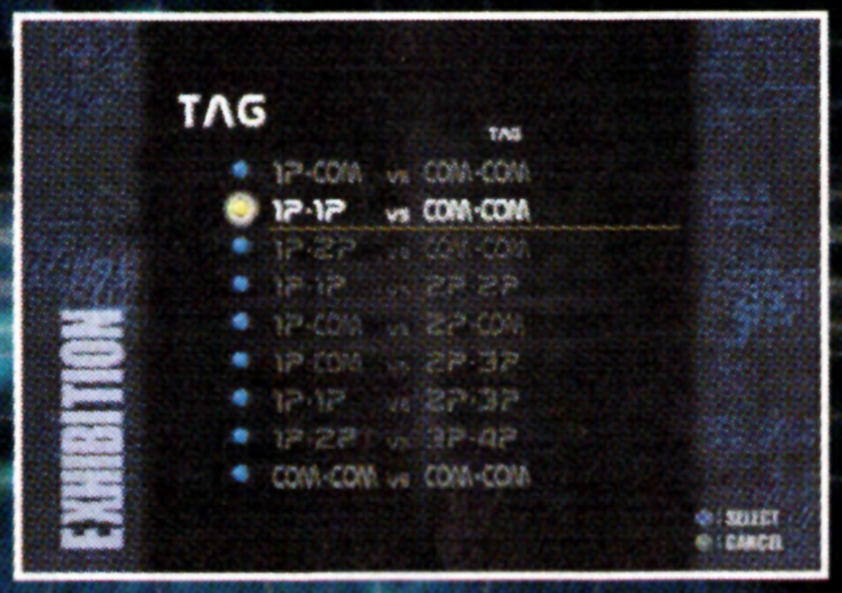


- *Single – A one-on-one match.*
- *Normal Tag – Two Tag Teams compete against each other.*
- *Tornado Tag – Tag Team members can enter the ring whenever they want.*
- *One on Two – A Handicap match.*
- *One on Tag – A form of Handicap match, only one member of the Tag Team is allowed in the ring at a time.*
- *One on Three – A more difficult Handicap match.*
- *Triple Threat – Three Superstars compete against each other, one-on-one-on-one.*
- *Fatal Four-Way – Four Superstars battle against each other, each trying to be the first one to disqualify an opponent.*
- *Special Referee – Two Superstars compete in a Single match with a twist – a third Superstar is the invited Guest Referee. You can choose whether or not to control the Ref.*
- *Time Limit Title – Four Superstars compete against each other – and the clock – with a Belt on the line!*
- *Battle Royal – Similar to a Royal Rumble®, the Battle Royal allows you to have an adjustable number of Superstars and no count.*

CONTROL SELECTION

Now select how many players will control the Superstars.

- ***1P, 2P – Represents the player-controlled characters, depending on how many controllers are connected to the PlayStation® game console.***
- ***3P, 4P – Represents additional player-controlled characters when a Multi Tap is connected to Controller Port 1 of the PlayStation® game console.***
- ***COM – Signifies a computer-controlled opponent.***



Note: To control both Superstars in a Tag Team match, select the 1P-1P option. Select the 1P-COM option to have the computer control your second Tag Team partner.

SUPERSTAR SELECTION

Finally, determine all of the Superstars for the match. When choosing a Tag Team or the Superstars for a Handicap match, be sure to note the players indicated by 1P, 2P, 3P, 4P or COM.

- ***Superstar – Press the directional buttons ↑/↓ to highlight a Superstar, then press the X button.***
- ***Start Meter – Press ←/→ to choose how many Finishing move slots will be full at the beginning of a match.***
- ***Max Meter – Press ←/→ to decide how many Finishing move slots each Superstar will be able to store during a match.***



Finishing Moves Indicator



GAME SCREEN

- **SmackDown!™ Meter – This displays how many Finishing moves you are able to perform. Each time you attack an opponent, the meter will increase until full. When full, you will be able to perform your Superstar's Finishing move.**
- **Match Length – The clock at the top shows how much time has elapsed in a match. Keep an eye on the Match Length if you set a low time limit for the match.**
- **Player's Indicator – With up to four Superstars in the ring at one time, the Player's Indicator uses a different color for each opponent. The arrow points to the Superstar you are currently attacking and is the same color as his indicator.**

SEASON MODE

Compete in a full WF season against the best Superstars in sports-entertainment. You can play through a season by yourself, or you can choose to play Multi-Player season mode with up to three of your friends.

- *Continue – Load a previously saved season from a MEMORY CARD. See page 27 for more information.*
- *New Game – Start a new WF Season from the beginning.*
- *Exit – Quit Season mode and return to the Main Menu.*



NEW GAME

After selecting NEW GAME from the Season mode menu, you will be able to choose how many people (1 to 4) will begin the season. Choose ALL COM if you want the computer to simulate all the matches.



SEASON MENU

While viewing the Season Menu, you can continue to the next week's event or can view the current rankings and titleholders for each belt.

- *Match – Advance to next week's event.*
- *Enter – Enter up to three more players into Season mode for a multi-player season.*
- *Status – View details about each Superstar's title quest.*
- *Belt Records – Records for each belt in the season are displayed.*

- *Rankings – Remove a Superstar from the title race completely or add as many competitors for a title as you want. See page 26.*
- *Save & Exit – Save your season to a MEMORY CARD, then quit and return to the Main Menu. See page 27 for details.*

MATCH MENU

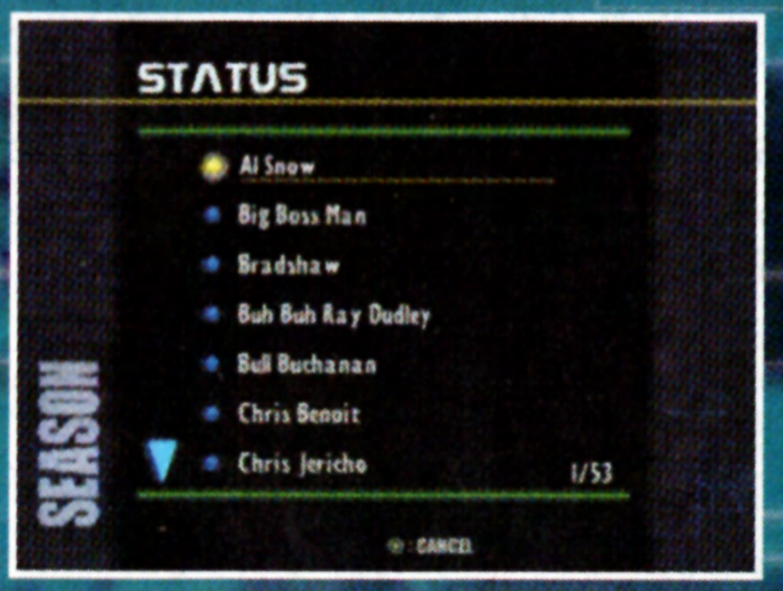
Select MATCH from the Season Menu to advance to the next week's event. The card will scroll by, showing all the matches for the event. Choose an option from the right side of the screen:



- *List – View the list of matches.*
- *Next Match – View options for the next match on the card.*
- *Match – Head to the ring to watch the full match.*
- *Skip – Skip the match to advance to the next one.*

STATUS MENU

Select STATUS from the Season Menu to view information on each Superstar. Press the directional buttons ↑/↓ to highlight a Superstar, then press the X button to select. You will be able to see if a Superstar holds a belt or is a contender for a title. If a Superstar is not high in the rankings, no information will be available.

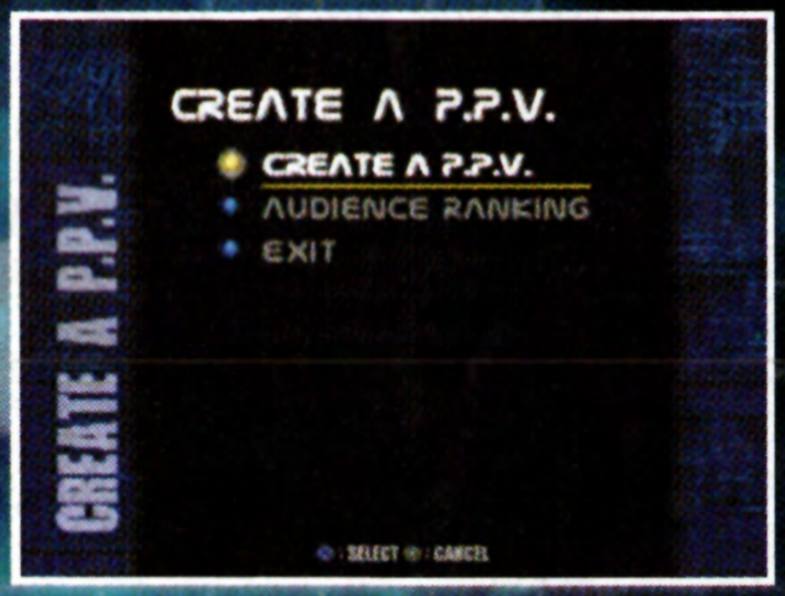


CREATE MODE

Use the Create mode features to fully customize every aspect of WWF *SmackDown!™ 2*. From building your own pay-per-view card to generating a new group of Superstars and Managers, everything is under your control.

CREATE A PAY-PER-VIEW

Before creating a card for your pay-per-view, you can see a list of the highest Audience Rankings ever. The better your matches, the higher the Audience Rankings will be. Select CREATE A PPV to begin, or select EXIT to return to the Main Menu.



Audience Ranking

- *PPV – This lists the greatest pay-per-view events in order of popularity.*
- *Matches – A list of the Top 10 greatest matches are listed in order.*

Create A PPV

When you choose CREATE A PPV, a list of 10 matches will scroll down, stopping on the first match. Use the options on the right to build the 10-match pay-per-view event:

- *Name – Give the pay-per-view event a name.*



- *Make Matches – Press ↑/↓ to choose a match to change, then press the X button to create the match. Build each match as if you're in Exhibition mode. Select a match style and the competing Superstars, then press the X button to return to the Create A PPV Menu. Repeat the process until all 10 matches are customized.*
- *Decision – Begin the pay-per-view action from the first match. Two Decision options become available:*

  – List – Press the X button to begin scrolling through the pay-per-view list of matches.

  – Next Match – Scroll back to the next pay-per-view match. From here, you can select MATCH to head to the ring, or SKIP to let the CPU decide the outcome of the match.
- *Exit – Quit the mode and return to the Main Menu.*

CREATE A SUPERSTAR

The CREATE A SUPERSTAR mode has been updated so completely, you won't know where to begin! Choose EDIT to change a created Superstar's features, moves and personality traits. You can remove a created Superstar from a MEMORY CARD by selecting DELETE. Choose NEW to build a new Superstar from head to toe; select an EMPTY file from the list and press the X button. Select DECISION to begin.

Base Model

Choose from the male Type A or the female Type B to begin.



Appearance

Press the L1, R1, L2 and R2 buttons to view your jobber from different angles. You can edit features for the Head, Upper Body, Lower Body, Skin Colors and overall Figure of the jobber.



Profile

Press the directional buttons to highlight a letter or number and press the X button. Choose the Symbol Icon at the bottom of the page to view numbers and symbols. The ABC option at the bottom will allow you to select more letters. Choose DECISION when you have entered the jobber's name.



- ***Gender – After giving your jobber a name, decide whether your jobber is a Male or a Female.***
- ***Entrance Music – Select music the Superstar-to-be will enter the ring with.***
- ***Enter Comments Yes – Decide what the jobber will say when replying "Yes" to a question in Season mode.***

Personality

- ***Classification – Determine whether the jobber will be a Heavyweight or Light-Heavyweight contender.***
- ***Character – Choose five Superstars to align with. This helps build the jobber's character. Is he a good guy or a heel?***

Ability

You begin with 100 points to assign to different ability techniques. The more points an ability contains, the better moves you can perform within that category. Choose from POWERFUL, SPEEDY, TECHNICAL and ROUGH NECK. Choose AUTO SETTING, then a technique, for the CPU to give you a balanced attack, weighted towards the chosen technique.



Moves

Finally, assign every move to perform in and out of the ring. The kinds of moves you will be able to choose from are determined in the ABILITY section. Without Ability Traits, you will not have any powerful moves to choose from.



- *Select a category of moves from the list.*
- *Press the directional buttons to highlight a move.*
- *Press the X button to add that move to your arsenal.*

Logic

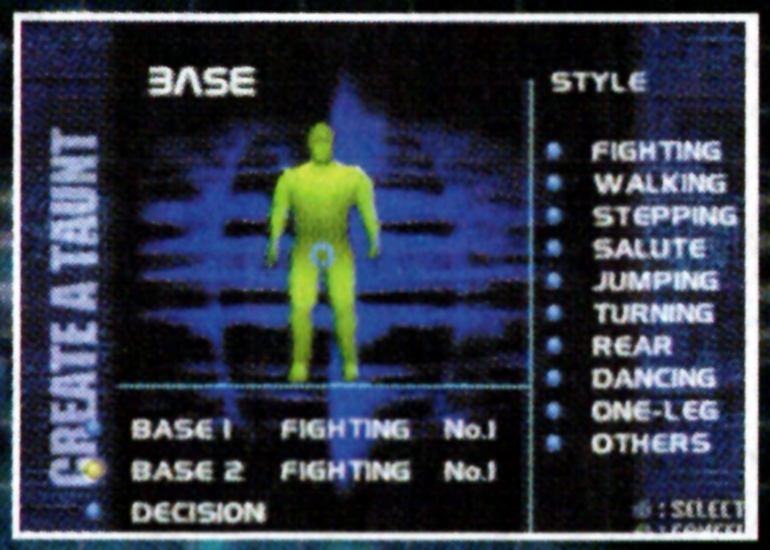
Choose from the six categories to determine the primary and secondary instincts for the created Superstar. LOGIC 1 is the primary instinct.

CREATE A TAUNT

As with the CREATE A SUPERSTAR feature, press the directional buttons to highlight an option and press the X button to confirm.

Base

Choose BASE from the options on the right to choose from the basic taunts. You can customize these later on. BASE 1 is the first part of the taunt and BASE 2 is the second part. These will join together to complete the taunt.



Modify

Now you can alter the taunts with the MODIFY option. The basic animation will remain for BASE 1 and BASE 2, but you can now change it slightly by using the categories on the right. A green character in the window shows the taunt.

CREATE A STABLE

Most of the Superstars in the WF align themselves with groups of other people who share a common dream or personality. Currently, there are 12 Stables, or groups of Superstars. You can alter these, or can create up to eight more Stables yourself!

- *Stables – Select STABLES and scroll through the groups by pressing the directional buttons.*

  – New – Create a new Stable using the options on the right side of the screen.

  – Name – Give the Stable a name.

  – Members – Find the four Superstars for your new Stable.

  – Entrance – Determine the entrance taunts and TitanTron™ movies for your Stable.

- *Edit – If your favorite group has split up, choose EDIT and then choose the Stable. Here you can add and remove Superstars from existing groups. Select BREAK UP to delete the group completely.*

RANKINGS

Check out the Top 5 contenders for each belt, as they're ranked in your current season. Choose an option from the right side of the screen and press the X button.

TITLES

View the rankings for each available belt in WWF *SmackDown!™* 2. Press the directional buttons ←/→ to toggle between the WWF title, Tag Team, Intercontinental, European, Hardcore, Light-Heavyweight and Women's titles. Press either the X or ▲ button when done.

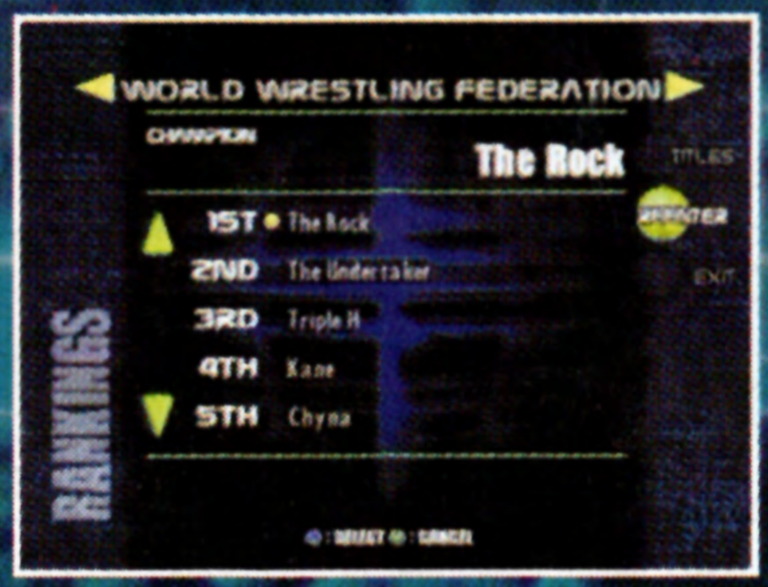


RE-ENTER

Alter the contenders for each title. All categories are represented, with an extra category called OTHER to hold the Superstars who are out of contention.

To move a Superstar from one title to another:

1. *Press the directional buttons ←/→ to find a title, then ↑/↓ to highlight a Superstar you would like to move.*
2. *Press the X button to move the Superstar's name to the bottom of the screen (beneath the rankings).*
3. *Now press ←/→ to find the Superstar's new category. Select the OTHER category to remove him or her from the rankings completely.*
4. *Press the X button to place him or her in the new title race.*
5. *Press the directional buttons ↑/↓ to view Superstars below the Top 5.*



Note: Use the OTHER category to remove a contending Superstar from any title race. To have a Superstar join a title quest, move him or her from OTHER into the proper group.

SAVING AND LOADING

Before turning on WWF *SmackDown!™ 2*, make sure a MEMORY CARD is inserted into MEMORY CARD slot 1.

SAVING

- *Select OPTIONS from the Main Menu.*
- *Choose SYSTEM DATA from the Options Menu.*
- *Finally, select SAVE and press the X button to save any updated information to your MEMORY CARD.*

While creating a Superstar, you will be able to save any of your changes. Be sure to select SAVE & EXIT in order to save the changes to the MEMORY CARD.



LOADING

- *Select OPTIONS from the Main Menu.*
- *Choose SYSTEM DATA from the Options Menu.*
- *Select LOAD and press the X button to load all of your previously saved information from a MEMORY CARD.*



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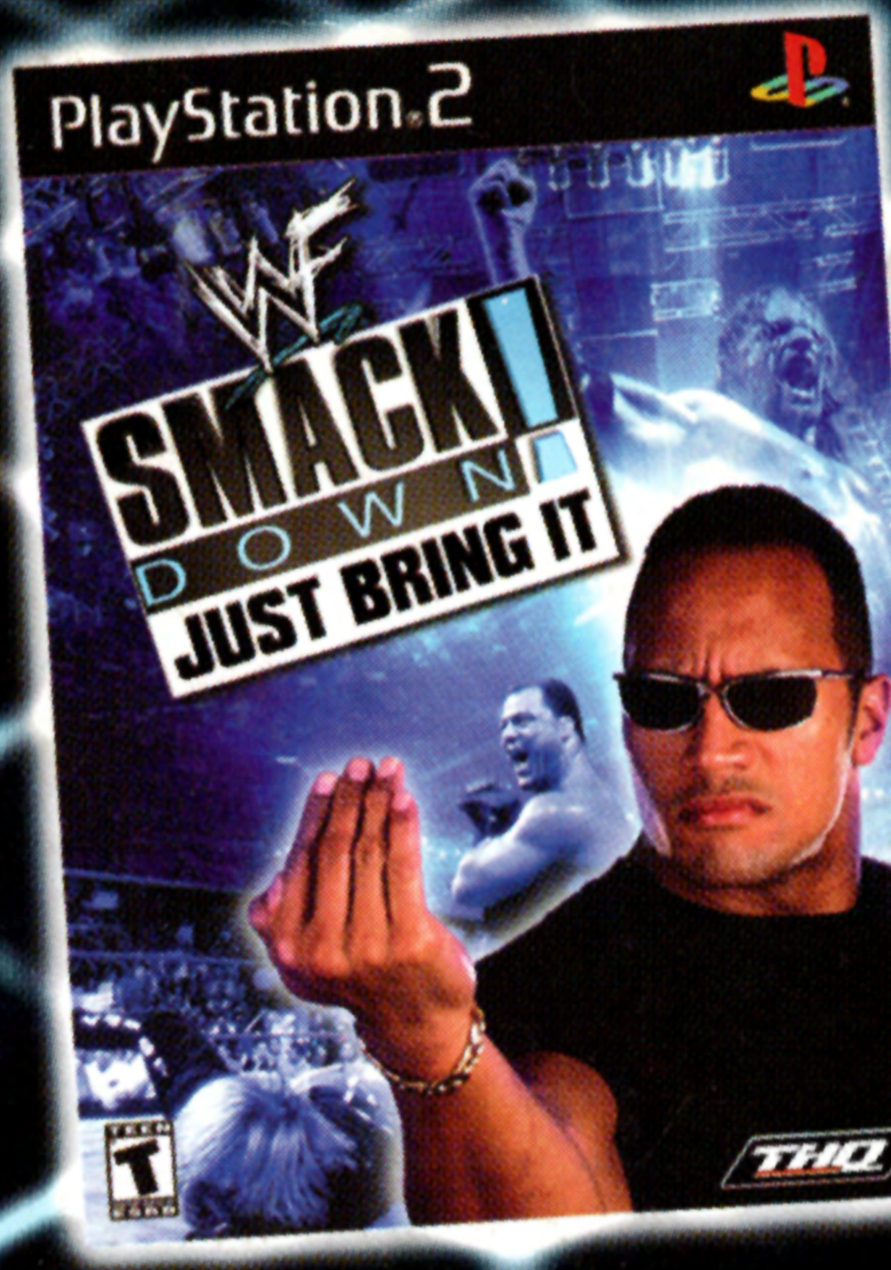
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