



NTSC U/C

PlayStation™



SLUS-00328



True 3D Fighting Environment!



PRECAUTIONS

WARNING: READ BEFORE USING YOUR PlayStation™ 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™ 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™ 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.

HANDLING YOUR PlayStation™ DISC

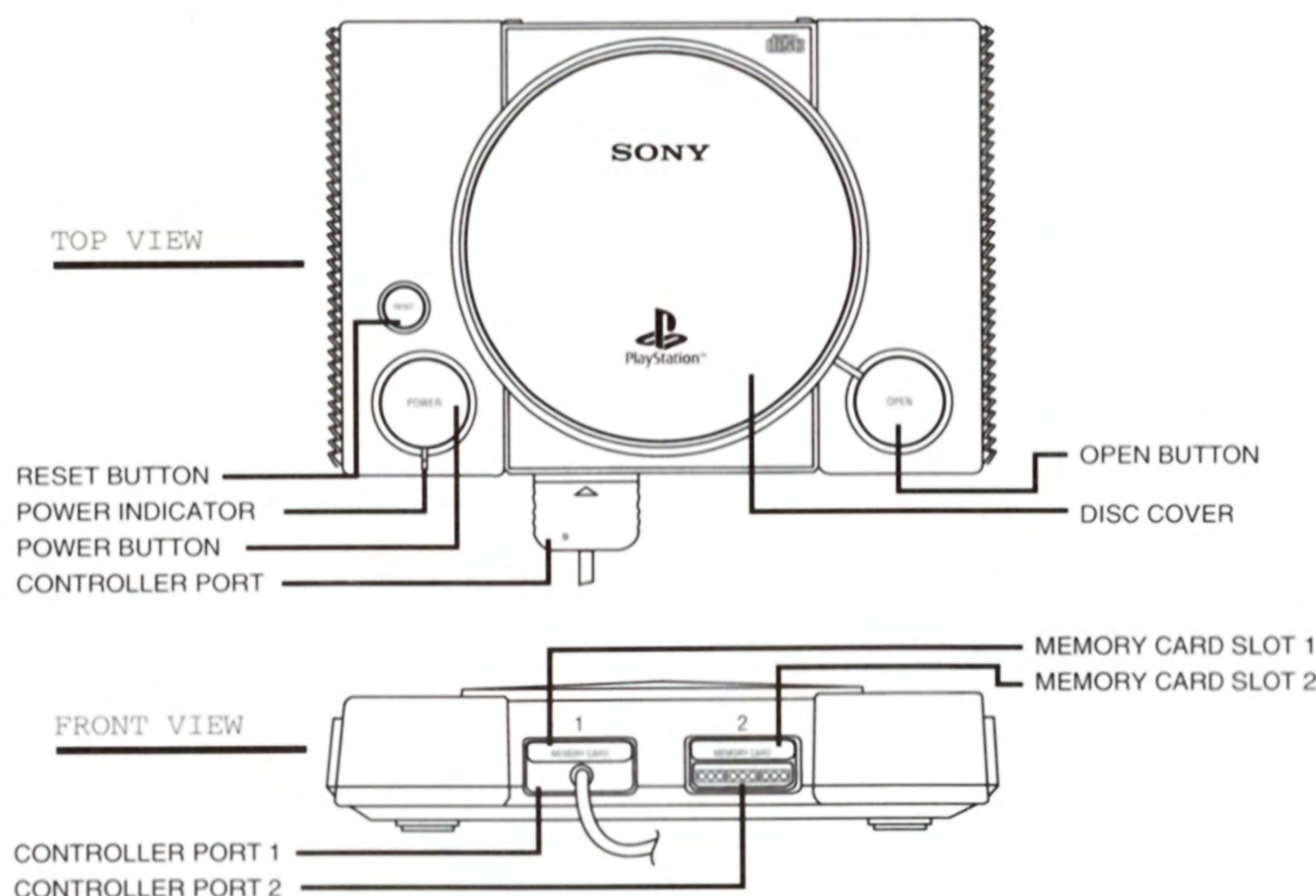
- This compact disc is intended for use only with the PlayStation™ console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

TABLE OF CONTENTS

Getting Started	.3
Default Controls	.4
Game Options	.5
Configure Controls	.6
Character Select	.7
The Arena	.8
WarGods: The Story	.9
The WarGods	.10
Standard Attack Moves	.20
Credits	.21
Warranty	.22

GETTING STARTED

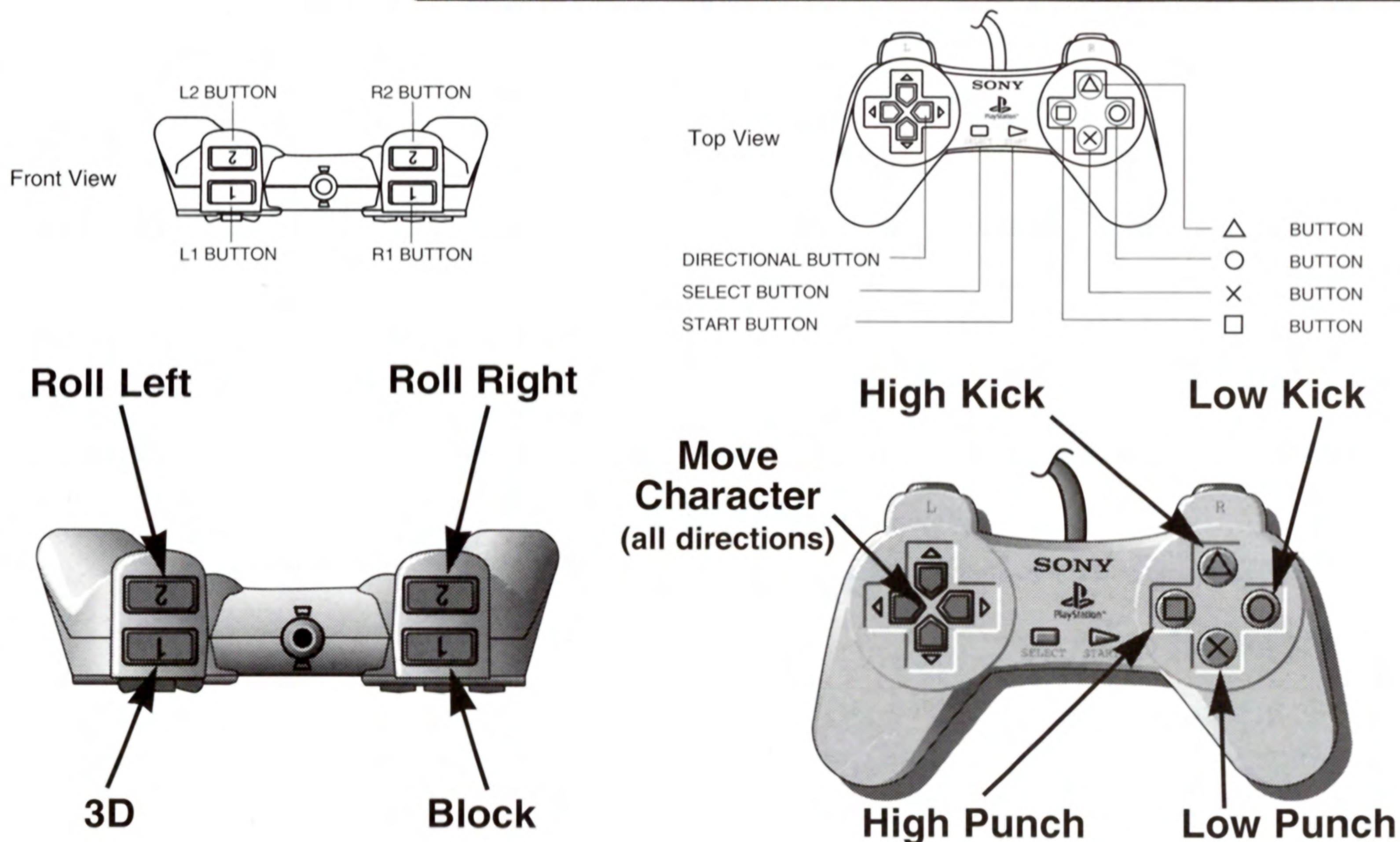
Set up your PlayStation™ console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the WarGods® disc and close the disc cover. Insert game controllers and turn on the PlayStation™ console. Follow on-screen instructions to start a game.



START OPTIONS

At the Demo or Title Screen, press the **START Button** to view the Start/Options Screen. Press your **Directional Button Up** or **Down**, then press the **X Button** to select **Start** and view the Character Select Screen (see **Character Select**, pg. 7). Select **Options** to go to the Game Options Screen (see **Game Options**, pg. 5).

DEFAULT CONTROLS



Press **START** to pause the game. To quit a game in progress, press **START**, then select **RESET**. The Reset Game menu will appear. Select “**Yes**” to exit the game, or select “**No**” to return to your game.

MENU SELECTIONS

- Directional Button Up, Down, Left or Right to highlight options
- Press the **X Button** to select options

GAME OPTIONS

Make modifications to your game's default options configuration. To make changes, press your **Directional Button Up** or **Down** to highlight the option you want to change, then press the **Directional Button Left** or **Right** to make changes. Here are the options:

DIFFICULTY

Set the game's difficulty to meet your level of expertise. Select settings ranging from **Very Easy** (easiest) to **Very Hard** (most difficult).

CONTINUES

The amount of Credits (Continues) you select determines how many times you can fight a rematch following your defeat.

MUSIC VOLUME / SFX VOLUME

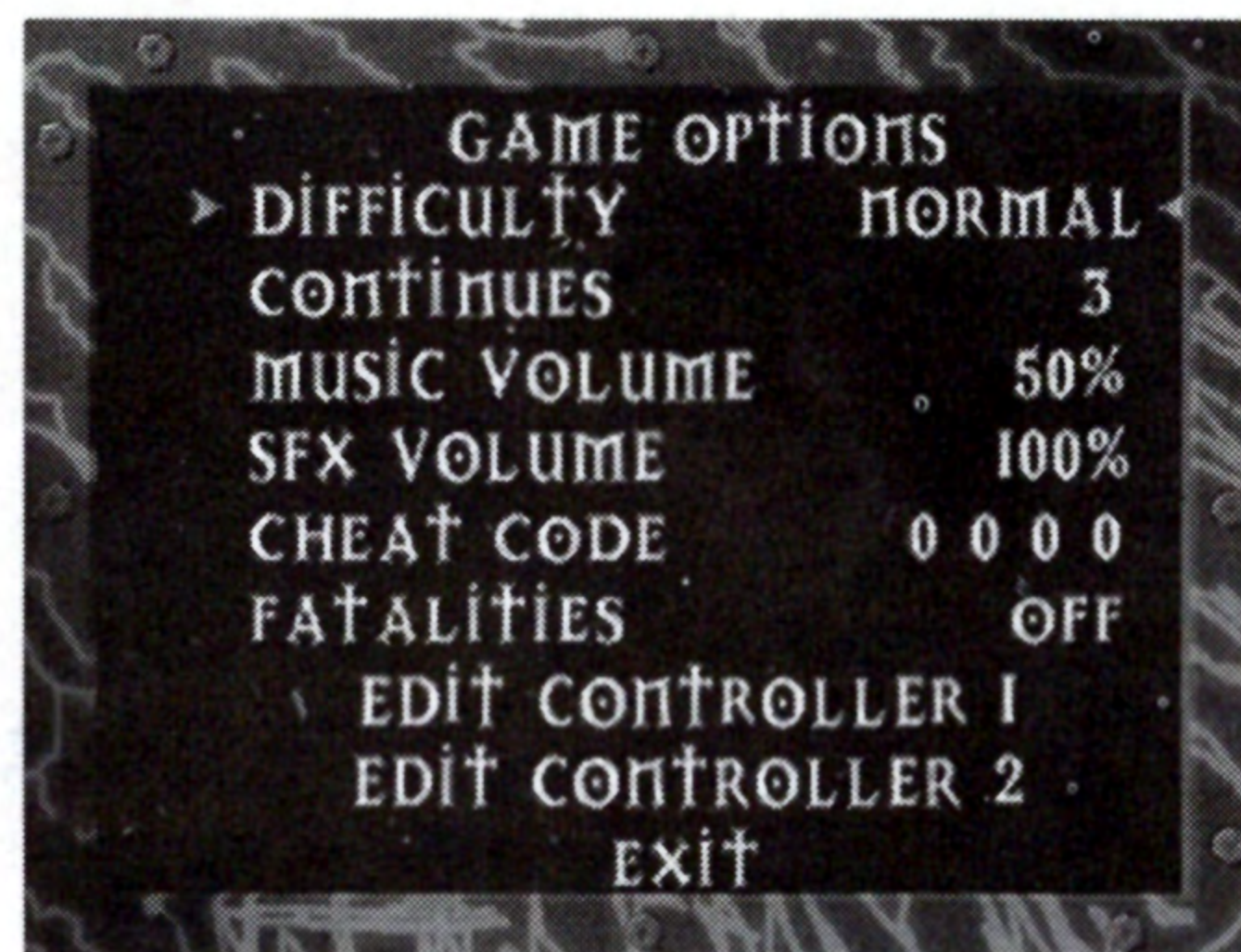
Mix the game's background Music and Sound Effects (SFX) volumes to the levels you want. Level amounts are displayed in percentages.

FATALITIES

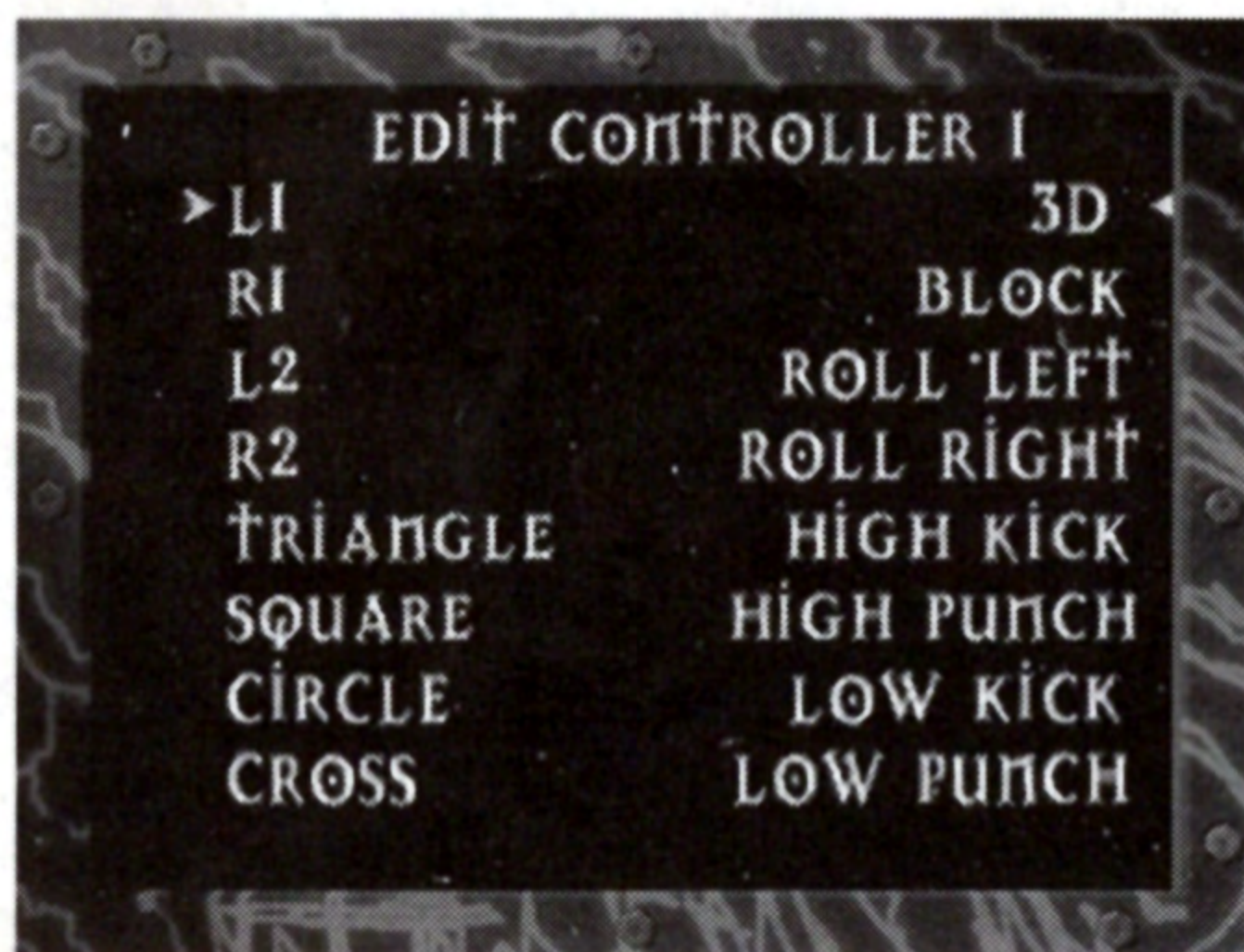
Turns **On** or **Off** the ability to inflict fatalities on your opponent.

CHEAT CODE

If or when you have a cheat code handy, enter it using this option.



CONFIGURE CONTROLS



EDIT CONTROLLER 1/2

Configure your controller any way you like. Here's how:

Press your **Directional Button Up** or **Down** to select the control you want to modify, then press **Directional Button Left** or **Right** to cycle through the available actions. When the action you

want for that button appears, repeat the process to make more changes, or press the **▲ Button** to accept the changes and return to the Game Options Menu.

EXIT

When you've finished making changes within the Game Options Menu, select Exit to accept the changes and return to the Start/Options Screen.

Note: Cheat Codes can be found in licensed strategy guides, magazine articles, the internet or a bit of experimentation on your part.

CHARACTER SELECT

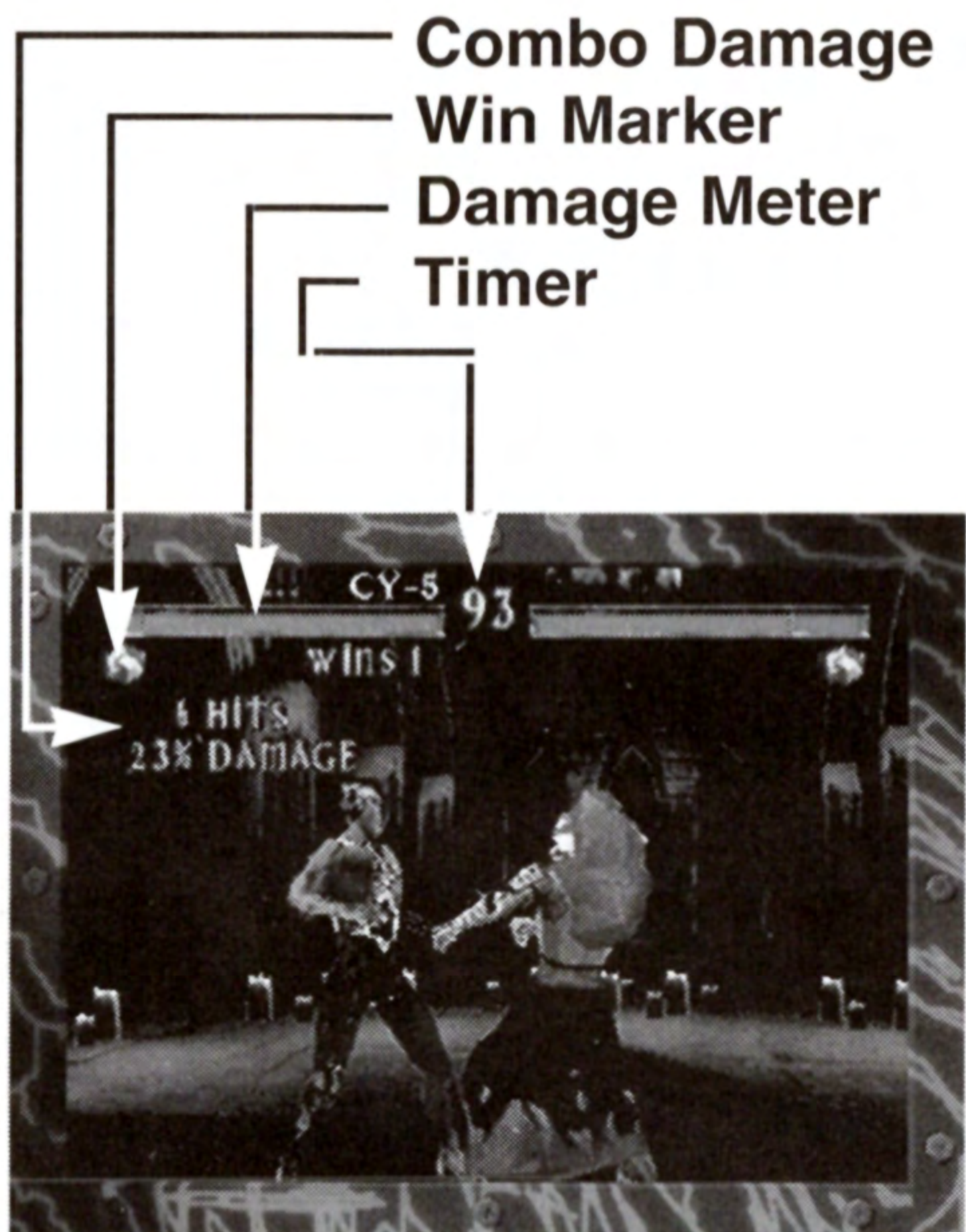


Press the **Directional Button Up, Down, Left or Right** to highlight one of the 10 selectable gods in the game. As you highlight characters, they appear to the left or right of the screen, depending on which controller you're using.

When you've found the character you want, press the **X Button** to make your selection.

After you've been defeated in the arena, the Continue Screen will appear again. If you use a **Credit**, repeat the above procedure to select any god and continue the fight.

THE ARENA



The main game screen displays each combatants name and Damage Meters, and a Timer is located in between. Read the following information to familiarize yourself with each item on-screen:

DAMAGE METERS - As the battle ensues, your green Damage Meter will diminish (turning red) as you take on damage. As your condition turns critical, a voice will prompt "Danger". This is the time to avoid your opponents punches and counter attack, or put away your opponent. When your meter is completely red, you're finished.

WIN MARKER - When you fight and win, a marker will appear, representing each win. The first player to achieve two markers wins the bout.

COMBO DAMAGE - Gods can inflict heavy damage with multiple punch combos. When you land a nice combo, the damage percentage will briefly appear on-screen. It displays the number of punches landed and the percentage of damage that was inflicted.

WARGODS: THE STORY

Billions of years ago, a being from a distant galaxy was transporting a precious cargo of life-giving Ore. The turbulent formation of our solar system caused his ship to crash, scattering Ore over the molten surface of Planet Earth.

Through the millennia, ten Humans came into contact with The Ore and were transformed into Super-Evolved Warriors.

These are the WarGods!

THE WARGODS

Ahau Kin

In a vision, AHAU KIN, an evil high priest, learned that untold power lay at the bottom of his tribe's sacrificial well.

One by one, he sent his slaves to their death, diving to reach The Ore.

Finally, overwhelmed with desire, he plunged to the well's depths and retrieved The Ore.

Mad with power, he will conquer anyone who would take it from him.



THE WARGODS



Anubis

While searching for lost treasure in the Valley of the Kings, a grave robber uncovered a hidden burial chamber.

The thief tried to steal its treasures, unaware that The Ore had been placed in the chamber to destroy anyone who entered.

His body was destroyed by The Ore, but his soul was cursed to return as ANUBIS.

THE WARGODS

Cy-5

The power of The Ore is timeless.

In the year 2096, scientists will implant The Ore into CY-5, an advanced cyborg, unaware that the Ore has life-giving power.

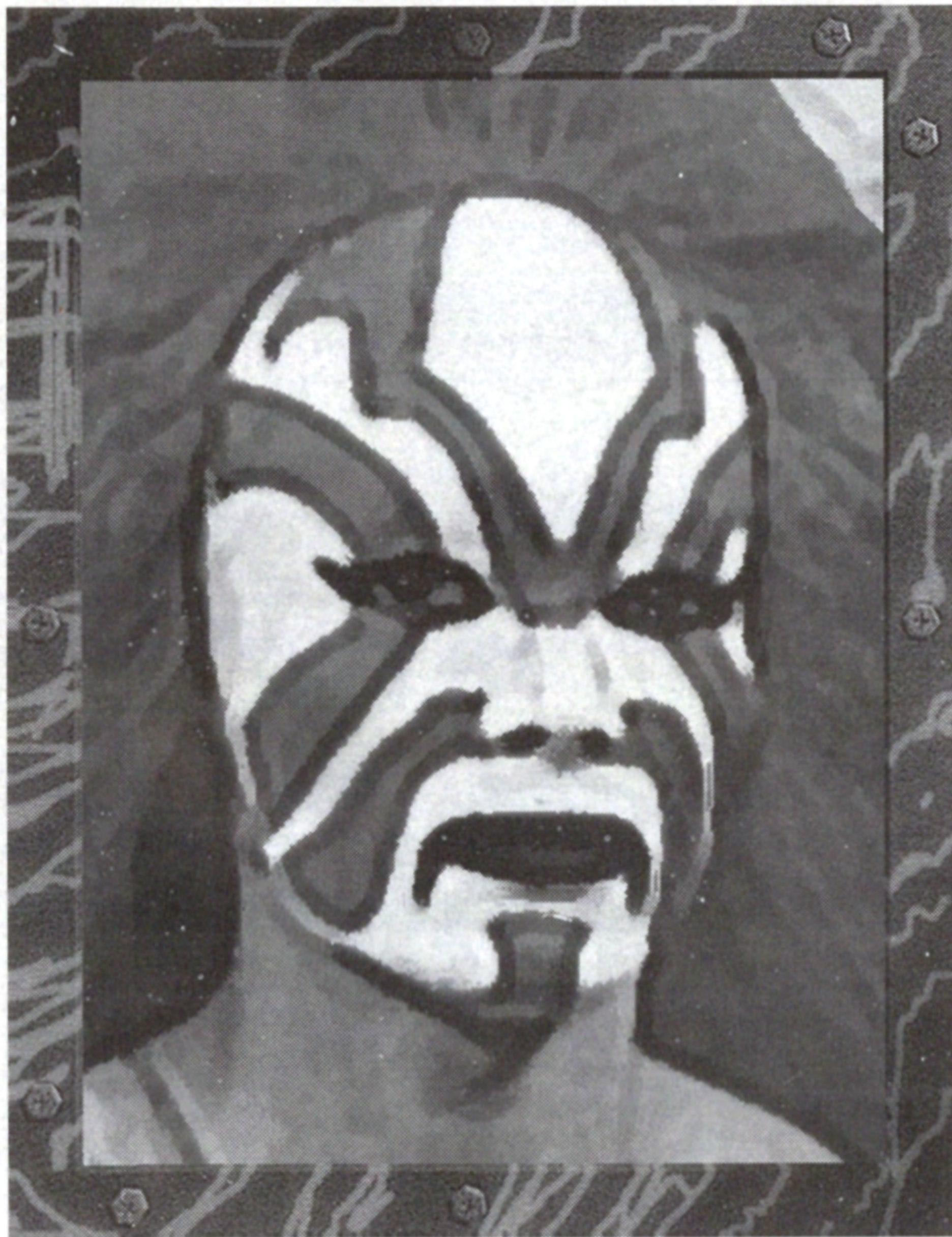
CY-5 will kill the scientists.

It will conclude that more Ore is needed for greater human consciousness.

CY-5 will fight in a ruthless, systematic manner to achieve its goal.



THE WARGODS



Kabuki Jo

A feared medieval samurai discovered The Ore on the eve of a great battle.

Overwhelmed by its power, he slaughtered his men in a rage of fire and fury.

Shamed by the destruction he had caused, he became Kabuki Jo, an outcast determined to master the power that consumes him.

THE WARGODS

Maximus

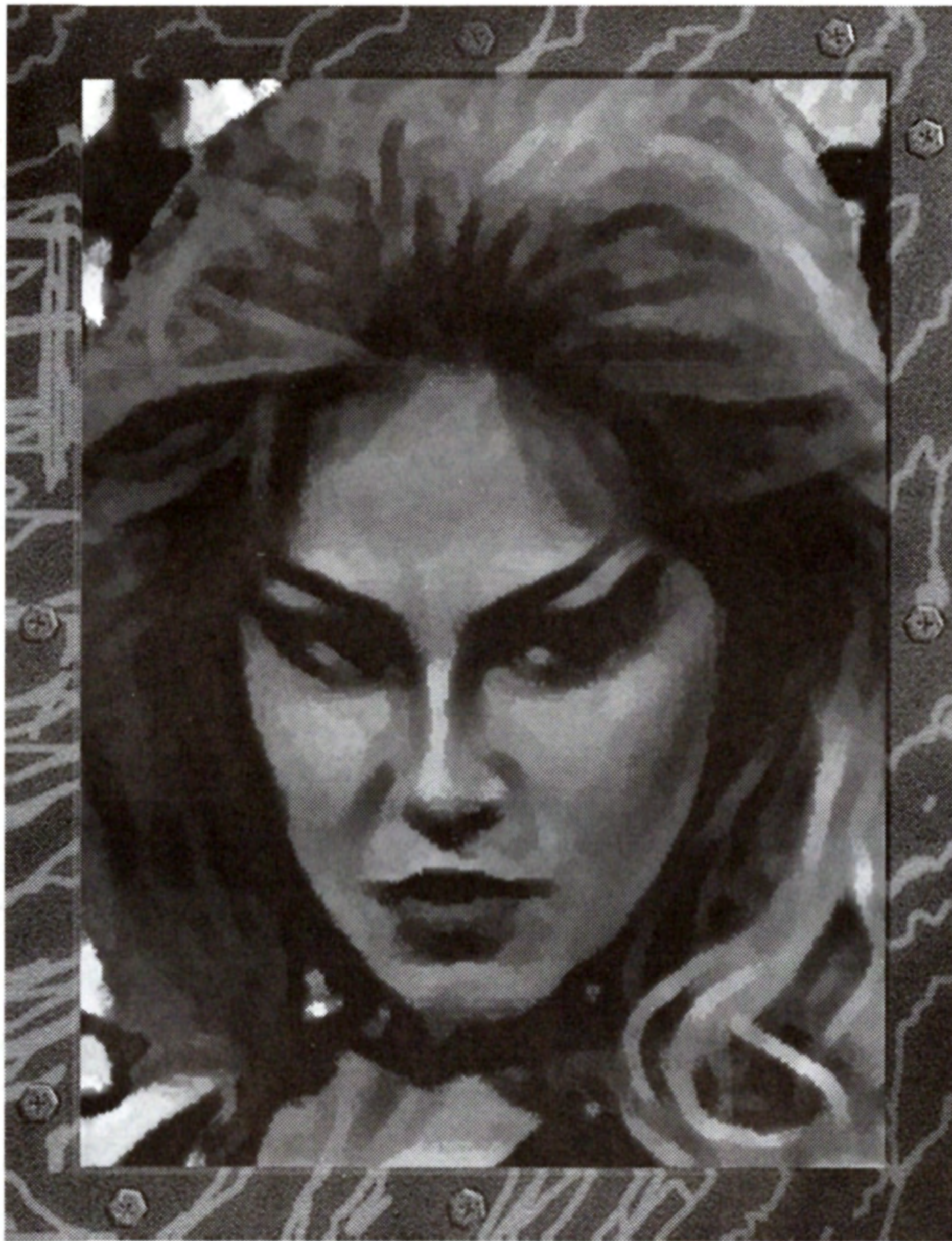
MAXIMUS, a mighty gladiator, fought for the entertainment of his masters. During a great festival that celebrated The Ore, he battled to determine which master would possess it.

He killed his opponent, but slaughtered his masters as well. He took The Ore and escaped.

Consumed by its power, he fights for all who have been enslaved.



THE WARGODS



Pagan

Ancient manuscripts revealed the location of The Ore to PAGAN, a mistress of the black arts.

She arrived at the ruins of a cathedral where the Ore was once worshipped. Pagan summoned forth the hidden Ore by reciting the manuscript's incantations.

The Ore increased her hunger for power and destruction. She will destroy anyone who stands in her way.

THE WARGODS

Tak

Thousands of years ago, a kingdom worshipped The Ore as a god.

A rival kingdom declared war to capture The Ore. In the face of defeat, the king hid The Ore in a stone idol.

The idol came to life as TAK, avenger of a lost civilization.



THE WARGODS



Voodoo

In a Caribbean village, a witch doctor enslaved his people with black magic and arcane spells.

One night in desperation, the villagers captured the witch doctor and burnt him to death. They threw his body into a forbidden swamp, unaware that it hid a deposit of The Ore.

The Ore's energy brought his corpse back to life as VOODOO, god of the undead.

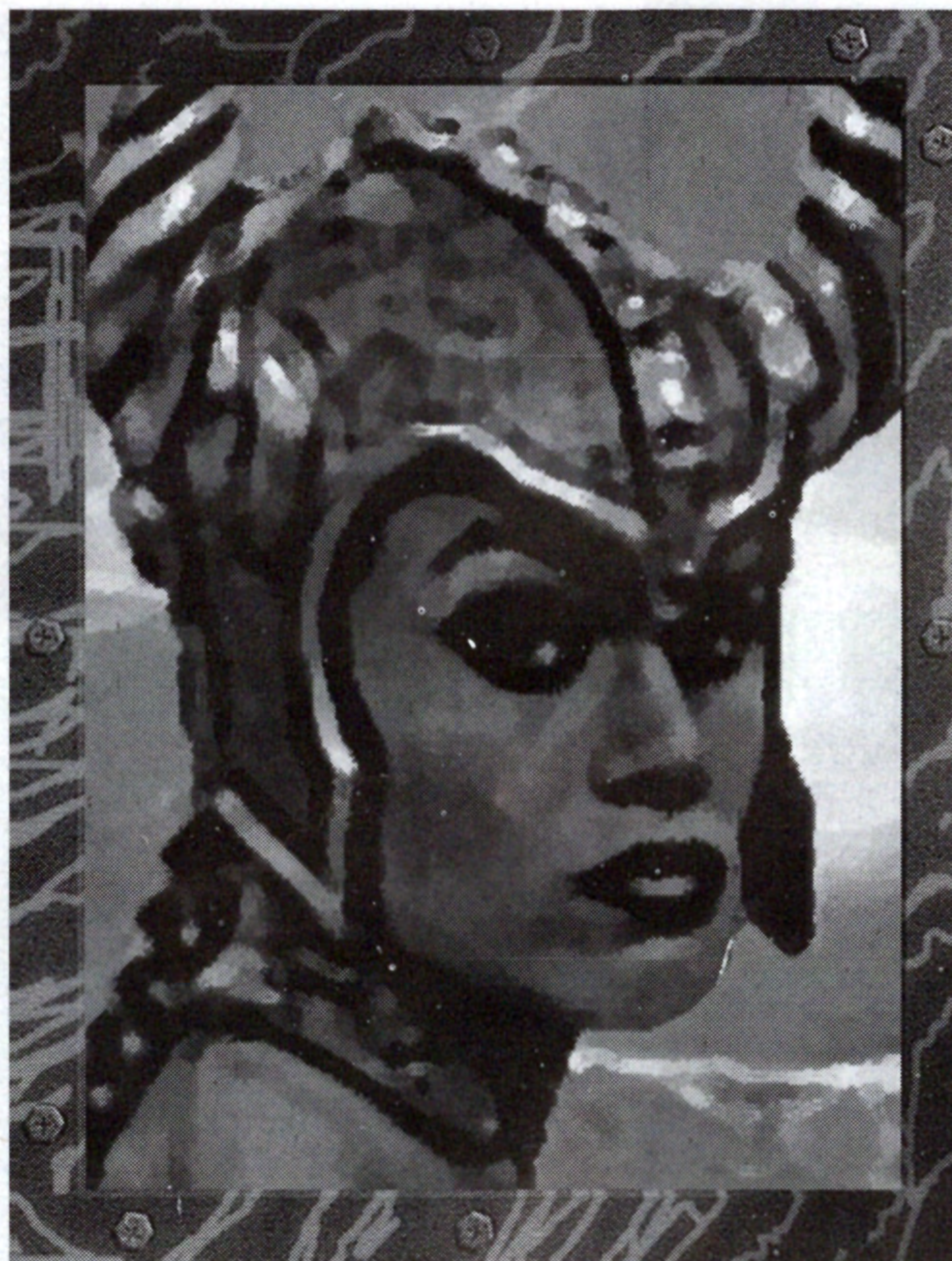
THE WARGODS

Vallah

VALLAH, a warrior princess, became separated from battle during a great ice storm.

Taking shelter in a nearby cave, she saw a glowing green light trapped inside a translucent wall of ice. Hacking away at the ice, her sword finally made contact with The Ore.

Vallah was transformed into a Viking goddess, and rules the realm of ice.



THE WARGODS



Warhead

Government officials were worried that an experiment to merge nuclear weapons with The Ore was in jeopardy. They sent their top operative to investigate.

When he arrived at the research center, the building exploded, covering his body with fragments of The Ore.

The soldier was transformed into WARHEAD, a super-human fighter.

STANDARD ATTACK MOVES

Uppercut	D + HP
Leg Sweep	B + LK
Fierce Kick (Roundhouse)	B + HK
Throw	F + LP
Shove	BL, BL
Evasive Get UP	B + BL (While on the ground)
Get Up Attack	F + HP + LP (While getting up)
Run	F, [F]
Unblockable Pounce Attack	U + HP (While opponent is down)
3D Jump	[3D + BL], Up or Down
3D Walk	[3D], Up or Down
3D Slide	[3D], Up, Up or Down, Down

Move Index

B = Back	HP = High Punch
D = Down	LP = Low Punch
F = Forward	BL = Block
U = Up	HK = High Kick
DB = Down, Back	LK = Low Kick
DF = Down, Forward	3D = 3D Button
UF = Up, Forward	[] = Hold Button(s)
UB = Up, Back	+ = and (hit at the same time)

See **Default Controls**, pg. 4, for the default controller configuration.
You can modify your controls, too (see **Configure Controls**, pg. 6).

CREDITS

MIDWAY GAMES TEAM

Programming

Project and Lead Design: Joe Linhoff **Co-Lead Game Play:** George Petro
Systems/DCS2: Matt Booty & Ed Keenan

Art/Animation

Art Direction/Character Design/Models: Jim Gentile
Lead Animator/Character Design: Jim Rohn
Background Designs/Models/Effects: Dave Zabloudil
Character Animation: Tom Brierton **Additional Art:** Eric Kinhead

Sounds

Music/Speech/Sound Effects: Vince Pontarelli **Voice of Exor:** Jeff Morrow
Additional Art:

David Simon, John Carlton, Nik Ehrlich & Jack Haeger

MIDWAY HOME ENTERTAINMENT TEAM

Executive Producer: Michael Rubinelli **Assistant Producer:** Curtis Cherrington

Print Design & Production: Debbie Austin, Jon Mongelluzzo,
Shawn Murphy, Erin Shems, Robert Shepherd & Dave Young

Lead Tester: Ross Deynata **Testers:** Erwin Gasmin, J.R. Salazar & Fred Pampo

Special Thanks: Michael Gottlieb, Brian Loke, George Petro, Joe Linhoff
Jim Gentile, Paul Dussault, Toan Ngo & Justin Heber

EUROCOM ENTERTAINMENT

Production: Hugh Binns & Tim Rogers

Lead Programming: Robert Watkins & Paul Bates

Programming: Kevin Stainwright, Tim Swann, Ashley Finney & Tim Rogers

Music & Sound Effects: Steve Duckworth & Neil Baldwin

Graphics: Nigel Bentley, Matt Else & Mat Sneap

Quality Assurance: Kevin Harvey, Andrew Collins, Kevin Holt & Aaron Jenkins

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY HOME ENTERTAINMENT INC.
1800 SOUTH BUSINESS HWY 45
CORSICANA, TX 75110

MIDWAY CUSTOMER SUPPORT
903 874-5092

10:00am - 6:30pm - Central Time
Monday - Friday



Midway Home Entertainment

1800 South Business Hwy 45

Corsicana, Texas 75110

www.midway.com

EUROCOM
ENTERTAINMENT SOFTWARE



Wargods® ©1996 Midway Games Inc. All rights reserved. Wargods, Midway® and all character names are trademarks of Midway Games Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc.
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.
Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.