



SNS-AWVE-USA

# WRESTLEMANIA

## THE ARCADE GAME



**AKkaim**  
entertainment, inc.

INSTRUCTION BOOKLET

**SUPER NINTENDO**

ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**



LICENSED BY






NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE COMPLETE  
COMPATIBILITY. ALL NINTENDO  
PRODUCTS ARE LICENSED BY SALE  
FOR USE ONLY WITH OTHER AUTHO-  
RIZED PRODUCTS BEARING THE  
OFFICIAL NINTENDO SEAL OF QUALITY.



# CONTENTS


Ladies And Gentlemen--  WrestleMania®: The Arcade Game! . . . . .	3
Preparing To Enter The Ring . . . . .	4
Choosing Wrestlers . . . . .	5
A Look At The Arena . . . . .	6
Essential Offense & Defense . . . . .	7
Stepping Up The Attack . . . . .	9
The Superstars of  WrestleMania®: The Arcade Game!	
Doink™ . . . . .	11
Bret "Hit Man"™ Hart . . . . .	12
Lex Luger™ . . . . .	13
Shawn Michaels™ . . . . .	14
Razor Ramon™ . . . . .	15
The Undertaker™ . . . . .	16
 WrestleMania®: The Arcade Game Strategies For Survival! . . . . .	17




# LADIES AND GENTLEMEN- WRESTLEMANIA®: The Arcade Game!


Sure, you've wrestled before. Maybe you've tried competing in the Royal Rumble®. Maybe you've taken the Steel Cage Challenge™. Maybe you've even tried wrestling Raw™!


So?

None of that can possibly prepare you for the wildest, most incredibly action-packed wrestling ever--  WrestleMania®: The Arcade Game!

You can be Shawn Michaels™--and stun your opponent with the spectacular acrobatics of the Frankensteiner™! You can be the Undertaker™--and bury your opponent's chances of victory with the tombstone slam!

But  WrestleMania®: The Arcade Game action goes far beyond even these sensational maneuvers! As Razor Ramon™, you can transform your arm into a razor swipe! As Doink™, you can literally stun your opponent with an electrified joy buzzer!

 WrestleMania®: The Arcade Game is all this--and much more! It's two-on-one and three-on-one bouts on the way to the Intercontinental or World Wrestling Federation® titles! It's senses-shattering action that spills out of the ring! It's a host of secret moves and maneuvers that you'll learn only through experience in--and out of--the ring! It's the most amazing wrestling action on the mat or in the air you'll ever experience!

It's  WrestleMania®: The Arcade Game--and it's the most spectacularly sensational wrestling challenge the world has ever seen!



# PREPARING TO ENTER THE RING

## LOADING:

1. Make sure the power switch is OFF.
2. Insert the **W** WrestleMania® Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you wish to play a two-player game, make sure both controllers are inserted at this time.
3. Turn the power switch ON.

When you see the **W** WrestleMania®: The Arcade Game title screen, press the START button. You will then come to the Wrestler Select screen, where you can choose your wrestler and/or set game options.



## SETTING OPTIONS

**W** WrestleMania®: The Arcade Game offers several ways to make your wrestling even more thrilling. To set options, highlight the Options box with the CONTROL PAD, then press any symbol button. The options screen will pop up. Press UP or DOWN to highlight an option, and LEFT or RIGHT to toggle to the desired setting. When you're through, press any symbol button to return to the Wrestler Select screen.

### Difficulty

Set the play difficulty, from Very Easy all the way to Very Hard.

### Life


Give yourself a real challenge by setting the amount of life left in your energy meter, from 10% up to 100%.

### Music

Choose to play with the music ON or OFF.



# CHOOSING WRESTLERS

Press UP and DOWN on the CONTROL PAD to move the cursor to your favorite wrestler. Once you've selected a wrestler, press any button and join in the merry mayhem of  **WrestleMania®: The Arcade Game!**

If you are playing a two-player game, the computer will, after you've chosen your wrestlers, ask you to choose between a head-to-head bout or a cooperative tag team contest.

If you are playing a one-player game, the computer will choose your opponents automatically. You will also be asked whether you want to compete for the Intercontinental or World Wrestling Federation® title. Make your decision wisely: There are serious challenges awaiting you in each case!


## ONE-PLAYER GAMES

**Intercontinental Title:** First, wrestle in four one-on-one bouts, then face a grueling series of vicious one-on-two matches, culminating in a savage one-on-three bout! Win them all, and you're the Intercontinental Champion!

**World Wrestling Federation® Title:** You wrestle one-on-two handicap bouts against all the other wrestlers, then you compete in a series of one-on-three bouts against all six wrestlers! Then triumph in the final Royal Rumble® match and become the World Wrestling Federation® Champion!

## TWO-PLAYER GAMES

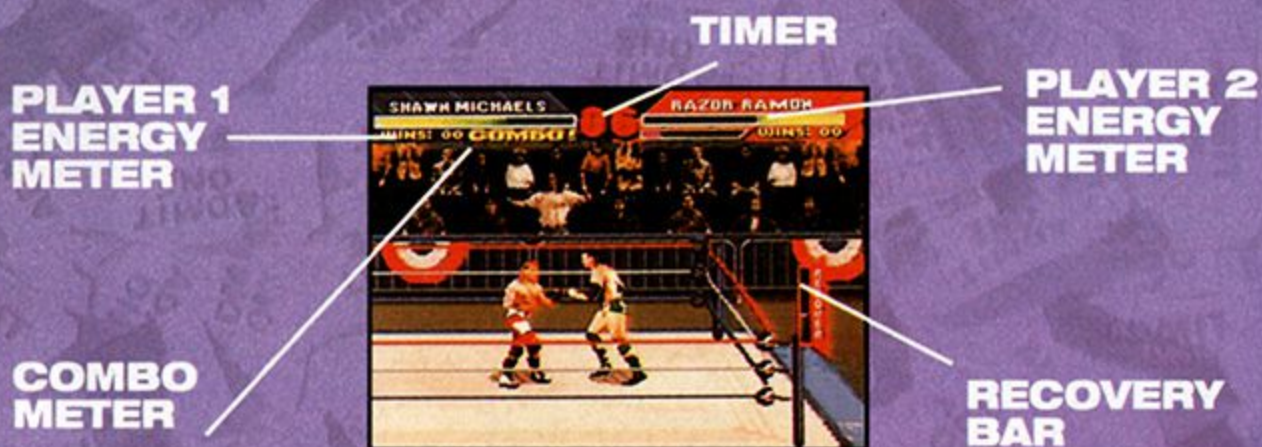
**Head to Head:** You and an opponent battle it out in the best of three one-fall matches!

**Cooperative:** You and a partner wrestle two-on-one against specially super-charged versions of all the great athletes in  **WrestleMania®: The Arcade Game!**—including yourselves! Once one opponent is defeated, another rolls in to take a shot at the two of you. Once all wrestlers have been defeated, you're crowned as Tag Team Champions!



# A LOOK AT THE ARENA

Here's a view of the ring where all the **W** WrestleMania® action takes place!



## PLAYER ONE ENERGY METER

This displays player one's remaining energy. It goes down as hits are sustained. When it's empty, you'll be on the canvas.

## PLAYER TWO ENERGY METER

Same as player one.

## TIMER

Rounds consist of 99 seconds, after which the match is over. The winner at the end of the match is the one with the most energy.

## RECOVERY BAR

This meter appears when you're really beaten down or on the ropes. Hasten your recovery by rapidly pressing any button.

## COMBO MOVES ALERT

**Note:** When the combo moves alert is activated (this happens after you successfully execute certain moves), you'll be able to unleash spectacular combo moves!



# ESSENTIAL OFFENSE & DEFENSE

Don't even think of climbing into the **W** WrestleMania®: The Arcade Game ring unless you know the offensive and defensive basics!



## OFFENSE:

**MOVE AROUND THE RING**

**SUPER PUNCH**

**SUPER KICK**



**PUNCH**

**KICK**

**RUN**

To **MOVE AROUND THE RING**, use the **CONTROL PAD**.

To **RUN** from one side of the ring to the other and rebound off the ropes, press the **Y + B BUTTONS**

To **PUNCH** your opponent, press the **Y BUTTON**

To throw a **SUPER PUNCH**, press the **X BUTTON**

To **KICK** your opponent, press the **B BUTTON**

Unleash a **SUPER KICK** by pressing the **A BUTTON**



Some wrestlers can **PICK UP** opponents by pressing the **X + A BUTTONS**

Some wrestlers can release an **UPPERCUT** by first doing a **HEAD HOLD**, then pressing **DOWN + X BUTTON**

To **THROW YOUR OPPONENT INTO THE ROPES**, move in close, then press **AWAY, AWAY, X BUTTON**

Get your foe in a **HEAD HOLD** by pressing **TOWARD, TOWARD, X BUTTON**

To **TAKE DOWN** your opponents, press **AWAY, AWAY, Y BUTTON**

## **DEFENSE:**

To **BLOCK** an opponent, press the **RIGHT TRIGGER**

To **PUSH AWAY A BLOCKED OPPONENT**, hold the **RIGHT TRIGGER** and hit the **Y BUTTON**.

To break your opponent's hold when he has you by the head, press the **B BUTTON** to kick him, or experiment with reversal moves by utilizing one of the following button combinations: (a) **DOWN, DOWN, SUPER KICK**, or (b) **TOWARD, TOWARD AND SUPER PUNCH**. The resulting moves will be different for each wrestler--and these are not the only moves available! Experiment during competition to uncover all the available maneuvers!

To **ROLL OUT** of the way when you've been dropped to the mat, press **UP** or **DOWN** on the **CONTROL PAD**.



# STEPPING UP THE ATTACK!

Now that you've mastered the basics, here are just some of the skills that will take you from fighting for survival to fighting for a victory!

## TAKE TO THE AIR!

Want to launch an attack from the top turnbuckle? Go for it! Move toward the upper left or right corner of the ring, then use the UP/RIGHT or UP/LEFT CONTROL PAD to climb to the top turnbuckle! Then press any moves button to soar above the ring!



## GET OUT OF THE RING!

There are plenty of cases where the action gets so wild the ring can't contain it all! Go ahead and battle your opponent on the arena floor ... but get back into the ring before your energy is depleted, or you'll be disqualified and lose the match!



## COMBINATION MOVES

Nothing is more devastating to opponents than combination moves! Some players have managed 30-hit combinations— now THAT'S GOT TO HURT! Experiment to see what YOUR wrestler's particular combinations are! When a combination hit is made, the combo counter appears on screen, telling you that somebody just got a whipping!

## SECOND WIND

There's life after sudden-death in **W** WrestleMania® The Arcade Game! If you're pinned in the final round but your combo meter is lit, get a second wind by frantically pressing buttons.



## BUT WAIT...THERE'S MORE!

McMAHON: "Now if you want to really launch an attack on your foe..."

LAWLER: "Keep quiet, McMahon!"

McMAHON: "...then experiment with various button combinations..."

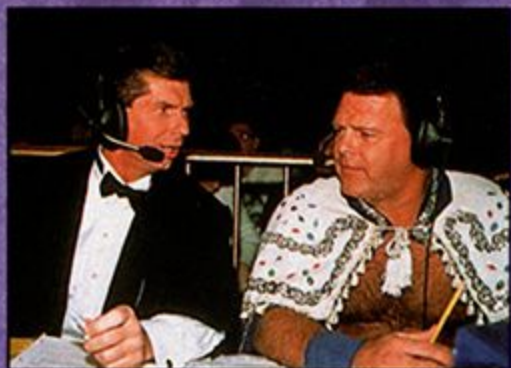
LAWLER: "They don't need to know this, McMahon!"

McMAHON: "...like double-press the CONTROL PAD in the direction of your opponent, then..."


LAWLER: "Oh, man, I can't believe this is happening!"

McMAHON: "...or press AWAY—"


LAWLER: "All right, that's enough! ENOUGH!"



### MAYHEM MOVES!

There are tons of special mayhem moves in  WrestleMania®: The Arcade Game! Some are revealed in the wrestler bios, others have to be learned...

# THE SUPERSTARS OF WRESTLEMANIA® THE ARCADE GAME!

The World Wrestling Federation® is home to the greatest athletes in the wrestling world today! On the pages that follow, you're provided with essential information that will help guide you through the unprecedented dangers of the  WrestleMania®: The Arcade Game ring ... and, with a lot of skill and just a little bit of luck, take you all the way to the Intercontinental Championship --or even the World Wrestling Federation® Title!

NOTE: The moves below assume that your opponent is to the right. To perform a move in the opposite direction, reverse the motion.

**P** = Punch Button

**SP** = Super Punch

**K** = Kick

**SK** = Super Kick





**"Hey, put 'er there, pal! Let's shake! Hey, whatsa matter—you don't trust me?!"**



*"This clever clown comes straight from the circus. He stands 6' and weighs in at 243 pounds..."*

*"Tricks? It all seems like cunning strategy to me, McMahon!"*



*"You never know what kinds of new tricks Doink™ has up his colorful sleeve!"*



**WF WRESTLEMANIA®:**  
**THE ARCADE GAME MAYHEM!** Figure out how to jolt your opponent with the joy buzzer!



### FAVORITE MANEUVERS:

EAR SLAP: ↓ ↘ → P

HAPPY HAMMER: → → SK

SUPER CLOTHESLINE: Run, P or SP

HIP TOSS: ← ← P

HEAD SLAM: Head hold, ↓ ↓ SK

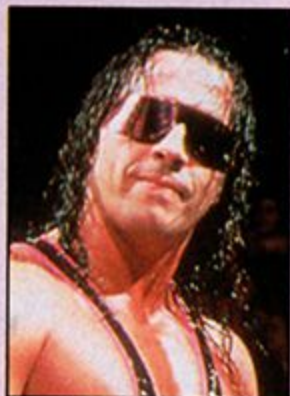
### WF SUPERSTAR FAST FACT!

Doink™ and his midget-clown counterpart Dink™ teamed up to battle Bam Bam Bigelow™ and Luna™ at WrestleMania® X!



**"In the *W*,  
there is only  
one excellence  
of execution,  
and that's me,  
the 'Hit Man'!"**

**BRET  
"HIT MAN"  
HART™**



*"Hailing from  
Calgary, Alberta,  
he stands 6' 1"  
and weighs  
234 pounds..."*

*"Unquestionably  
one of your  
favorite wrestlers,  
Jerry Lawler!  
Ha, ha, ha!"*



*"Are you kidding,  
McMahon? I  
wouldn't spit  
on him if he  
were on fire!"*



***W* WRESTLEMANIA®:  
THE ARCADE GAME  
MAYHEM!** Figure out how  
to make 'em cry "Uncle"  
with the Sharpshooter!



#### **FAVORITE MANEUVERS:**

**EYE RAKE:** ↓ ↘ → **P**

**ROLLING UPPERCUT:** ↓ ↘ → **SP**

**ARM DRAG:** ← ← **P**

**BULLDOG:** Head hold, ↓ ↓ **SK**

**FLYING CLOTHESLINE:** Run,  
**P** or **SP**

***W* SUPERSTAR  
FAST FACT!**  
At WrestleMania® XI, Bret  
Hart™ beat two-time former  
Federation Champion Bob  
Backlund™ in an "I Quit"  
match—using his own  
finishing move against him!





**LEX  
LUGER™**

**"Nobody in the  
WF can match  
my total  
package of  
brains and  
sheer power!"**



*"This powerful  
native of Atlanta,  
Georgia, stands  
6'5" and weighs  
275 pounds..."*

*"Luger is unquestionably one of  
the most powerful  
athletes in the  
world today."*



*"Hey, it's Vince  
McMoto: master  
of the obvious!"*



**WF WRESTLEMANIA®:**  
**THE ARCADE GAME**  
**MAYHEM!** Figure out how  
to smash your opponent  
with a medieval mace!

## FAVORITE MANEUVERS:

SLIDING ELBOW: → → P

DOUBLE AXHANDLE SMASH:  
When next to opponent, SP

VERTICAL SUPLEX: Head hold, → → SP

REBEL RACK: lift over head, ↑ SK

HIP TOSS: ← ← P



**WF SUPERSTAR  
FAST FACT!**

Lex Luger™ is so strong, he once  
bodyslammed the then-505-  
pound Yokozuna™ on the deck  
of the aircraft carrier Intrepid!



**"Take a look  
at the best,  
folks—it's your  
pleasure and  
privilege to  
watch me  
wrestle!"**

*Shawn Michaels*



*"From San Antonio,  
Texas, he stands  
6' 1" and weighs  
235 pounds..."*

*"Now I know this  
truly is one of  
your favorite **W**  
competitors,  
'King' Lawler!"*



*"That's right, McMahon:  
Pound for pound,  
Michaels is the best  
in the **W**—besides  
me, of course!"*



**W WRESTLEMANIA®:**  
**THE ARCADE GAME**  
**MAYHEM!** Figure out how  
to horrify your opponent  
with the **Frankensteiner™**!



# **FAVORITE MANEUVERS:**

**FRONT LEG TRIP:** → → **K**

**SUNSET FLIP:** Run, **SP**

**BODYSLAM:** ← ← **P**

**SPEED KICK:** ↓ ↘ → **K**

**BACK KICK:** ← ← **SK**

**W SUPERSTAR  
FAST FACT!**  
Shawn Michaels™  
has twice held the  
**W** Intercontinental Title!





**"You think you can handle this much machismo, man? Just give it a try, chico!"**



*"From Miami, Florida, standing 6'7" and weighing in at 262 pounds..."*

*"The Bad Guy looks particularly determined tonight, Jerry Lawler!"*



*"I'll bet Ramon has more machismo in one finger than you have in your whole body, McMahon!"*



**WRESTLEMANIA®: THE ARCADE GAME MAYHEM!** Figure out how to shake your opponent like a rug!



### FAVORITE MANEUVERS:

UPPERCUT: Head hold, ↓ **SP**

RAZOR'S EDGE: Head hold, → → **SP**

PILEDRIIVER: Head hold, ↓↓ **SK**

HIP TOSS: ← ← **P**

RAZOR SWIPE: Head hold, ↑ or ↓ **P**

**W SUPERSTAR FAST FACT!**  
Razor Ramon™ battled Shawn Michaels™ in a spectacularly memorable ladder match at WrestleMania® X!



**"My victory  
will be  
your  
funeral!"**



*"This 6'11" star  
hails from Death  
Valley and weighs  
in at 322 pounds..."*

*"My goodness,  
that pasty-white  
flesh of his!"*



*"Yeah, Undertaker  
doesn't seem to be  
getting much sun  
these days,  
McMahon!"*



**W WRESTLEMANIA®:  
THE ARCADE GAME  
MAYHEM!** Figure out how  
to hurl punishing demons  
at your opponents!

**FAVORITE MANEUVERS:**

SNAP MARE: ← ← P

SUPER UPPERCUT: Head hold,  
↓ SP

TOMBSTONE SLAM: → → SK

NECK BENDER: Hold P for  
3 seconds, release

DROPKICK: Run, K or SK



**W SUPERSTAR  
FAST FACT!**  
Undertaker™ is a former  
World Wrestling  
Federation® Champion!



# **W WRESTLEMANIA®: THE ARCADE GAME STRATEGIES FOR SURVIVAL!**

Even if you've mastered everything in this manual, there's more to **W** WrestleMania®: The Arcade Game than meets the eye! A few final tips will help take you beyond the squared circle into a new realm of **W** WrestleMania®: The Arcade Game excitement!

\*\*\*Explore various combinations of buttons. You never know when you'll discover a brand-new move for a unique offensive or defensive situation!

\*\*\*In two-on-one and three-on-one handicap bouts, your opponents are likely to be so fired up they'll wind up battling each other! Use this advantage wisely!

\*\*\*If you're going to go to the air, move quickly: Just because you're on the top turnbuckle doesn't mean your opponent won't attack you and send YOU crashing to the arena floor!



# WF<sup>®</sup> SUPERSTARS SHOW YOU HOW TO BEAT YOUR FRIENDS!



**THE ARCADE GAME**  
**EXCLUSIVE SECRET CODES**  
**AND STRATEGIES**  
**Revealed by the WWF<sup>®</sup> Superstars!**  
**Learn how to unlock the**  
**ultimate wrestling power**

To order by mail use coupon below and send to: **A & H VIDEO SALES**  
**P.O. Box 1311, West Caldwell, NJ 07007-1311** (Do not send cash) To Order by phone using Visa  
or Mastercard call: **(201)808-1818** (btwn. 9am & 5pm EST) or Fax us your order: **(201)575-1272**

**ASK ABOUT 2nd DAY DELIVERY! (VHS only! NTSC format only!)**

© World Wrestling Federation, WrestleMania and its logos are registered trademarks of TitanSports, Inc.™ Trademark of TitanSports, Inc. © 1995 TitanSports, Inc. All Rights Reserved.

**ORDER NOW!**

Please send \_\_\_\_\_ copies of **WWF WRESTLEMANIA STRATEGIES & SECRETS**  
**THE VIDEO GUIDE** (Cat.#WS934) **\$14.95 (U.S.) \$17.95 (CAN.)\***

☐ **Check or Money Order:** I've enclosed the total cost plus \$5.00 postage and  
handling per order. Make Checks payable to: **A & H VIDEO SALES**

☐ **Visa** ☐ **Mastercard** Acct.# \_\_\_\_\_ Exp. Date \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_ Apt.# \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Signature \_\_\_\_\_ Phone (\_\_\_\_) \_\_\_\_\_

\* Canada residents add 7% GST. Ontario residents must include an additional 8% provincial sales tax. NY residents please add applicable sales tax.



## This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



## This image shows a blank sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



[illegible]



## ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pack, free of charge to the original purchaser (except for the cost of returning the game pack) is the full extent of our liability.

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 ACCLAIM 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 ACCLAIM. 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 ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM 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.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

**Repairs/Service after Expiration of Warranty-** If your game pack requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

®World Wrestling Federation, WrestleMania and its logos are registered trademarks of TitanSports, Inc. All distinctive character names and likenesses are trademarks of TitanSports, Inc. © 1995 TitanSports, Inc. All rights reserved. Software developed by Sculptured Software, Inc. ® & © 1995 Acclaim Entertainment, Inc. All rights reserved. The NFL Quarterback Club is a trademark of the National Football League. © 1995 Players Inc. All Rights Reserved. Cover photography © Sam Stone/NFL Photos, Louis DeLuca/NFL Photos. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc.

ACCLAIM Hotline/Consumer Service Dept.(516) 759-7800

Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc.

One Acclaim Plaza, Glen Cove, New York 11542-2777



LOOK  
FOR

# QUARTERBACK CLUB 96



PLAYERS



GAME BOY

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**Acclaim**  
entertainment, inc.

Contact the ESRB at 1-800-771-3772 for more information on game ratings.  
Marketed by Acclaim. Distributed by Acclaim Distribution, Inc.,  
One Acclaim Plaza, Glen Cove, NY 11542-2777.

PRINTED IN JAPAN