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 XBOX 360

LIVE



INSTRUCTION BOOKLET

 MIDWAY

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

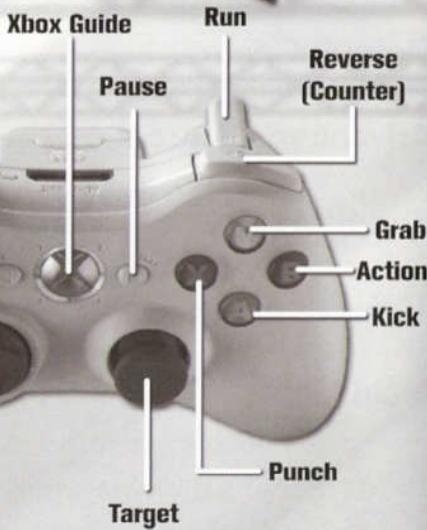
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Default Controls

Strong Modifier



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Note

Displayed above is the default controller configuration. This configuration, as well as some of the displayed controls (pgs. 3-5), can be viewed within the Options menu of the game (see pg. 10).

WEAPON

A	Swing Weapon Side
B + LB	Drop Weapon
B (Near Ropes)	Climb Out/In Ring
X	Swing Weapon Top
Y	Drop Weapon and Power Attack

ON THE GROUND

B	Get Up
B (Near Ropes)	Roll Out of Ring
Left Stick	Roll

Advanced Controls

WALKING

A + LB	Strong Kick
B (Near Ropes)	Climb Out/In Ring
B (Near Turnbuckle)	Climb Turnbuckle
B (Near Weapon)	Pick Up Weapon
B + LB (Near Ropes)	Climb onto Apron
B + LB (Tag Team)	Tag Partner
X + LB	Strong Punch
Y + LB	Standing Lockup
Y + Toward	Power Attack
Y + Away	Throw
Y + LB + Toward	Power Attack
Y + LB + Away	Irish Whip
RD + Away	Block
RD + LB	Taunt
B	Pin Opponent

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ULTIMATE X ON CABLES

A	Attack Hanging Opponent
A + LB	Attack Opponent in Ring
B (Near X)	Unhook the X
B + LB	Jump Down from Cables
B + LB (On Turnbuckle)	Jump to Cables
X	Attack Hanging Opponent
X + LB	Attack Opponent in Ring
Left Stick	Navigate Cables
Y	Grab and Throw Opponent to the Ground

Controls

RUNNING

A	Running Kick.
A +  (To Outside)	Attack Outside
A +  (Near Ropes)	Rope Spring Attack
B (Near Ropes)	Slide Out/In of Ring
B (Near Turnbuckle)	Climb Turnbuckle
X	Running Punch
X +  (To Outside)	Attack Outside
X +  (Near Ropes)	Rope Spring Attack
Y	Running Grab
Y +  (To Outside)	Attack Outside
Y +  (Near Ropes)	Rope Spring Attack

TOP OF TURNBUCKLE

A	Aerial Attack
A (Ultimate X)	Aerial Attack to Hanging Opponent
A + LB (Ultimate X)	
B	Jump Down from Turnbuckle
B + LB (Ultimate X)	Jump Up to Cables
X	Aerial Attack
X (Ultimate X)	Aerial Attack to Hanging Opponent
X + LB (Ultimate X)	
Y	Aerial Attack
Y (Ultimate X)	Aerial Attack to Hanging Opponent
Left Stick	Turn Around on Turnbuckle

The Story



Suicide is a feared and talented wrestler on the rise. Unbeaten and a fan favorite, his dream of becoming World Champion was at arms reach. But a non-negotiable threat by two thugs would alter that destiny.

Instead of bowing to the threat and throwing the title match, Suicide defiantly claims his victory. His triumph is short lived. Following his victorious match, he is brutally beaten and left for dead in the street.

Days later, Suicide awakes and finds himself in unfamiliar surroundings. Bandaged from head to toe and unable to remember his own name, he faces a long road to recovery.

After major reconstructive surgery and intensive rehabilitation, he is drawn to the wrestling circuit, where blindly battling his way back to the top he will find himself not welcome.

TNA Superstars

"THE INSTANT CLASSIC" CHRISTIAN CAGE

Height: 6' 1"

Weight: 240 lbs

Hometown: Tampa, Florida

Debut: 06/1993

Finishing Move: The Unprettier

Career Highlight: World Heavyweight Champion (2)



JEFF JARRETT

Height: 6' 0"

Weight: 230 lbs

Hometown: Nashville, Tennessee

Debut: 04/1986

Finishing Move: The Stroke

Career Highlight: World Heavyweight Champion (6)



"THE SAMOAN SUBMISSION MACHINE" SAMOA JOE

Height: 6' 2"

Weight: 290 lbs

Hometown: Los Angeles, California

Debut: 09/1999

Finishing Move: Muscle Buster

Career Highlight: X Division Champion (3)

World Tag Team Champion (1)

World Heavyweight Champion (1)



KURT ANGLE

Height: 6' 0"

Weight: 250 lbs

Hometown: Pittsburgh, Pennsylvania

Debut: 10/1998

Finishing Move: Angle Slam

Career Highlight: World Heavyweight Champion (2)

World Tag Team Champion (1)

X Division Champion (1)

1996 Olympic Gold Medalist



TNA Superstars

"THE MONSTER" ABYSS

Height: 6' 10"

Weight: 350 lbs

Hometown: Parts Unknown

Debut: 01/1995

Finishing Move: The Black Hole Slam

Career Highlight: World Heavyweight Champion (1),
World Tag Team Champion (1)



STING

Height: 6' 2"

Weight: 255 lbs

Hometown: Venice Beach, California

Debut: 11/1985

Finishing Move: Scorpion Death Drop

Career Highlight: World Heavyweight Champion (2)
World Tag Team Champion (1)



"THE PHENOMENAL" AJ STYLES

Height: 5' 10"

Weight: 215 lbs

Hometown: Gainesville, Georgia

Debut: 02/1999

Finishing Move: The Styles Clash

Career Highlight: World Heavyweight Champion (3)
World Tag Team Champion (5)
TNA X Division Champion (6)



"BIG POPPA PUMP" SCOTT STEINER

Height: 6' 1"

Weight: 285 lbs

Hometown: Detroit, Michigan

Debut: 1986

Finishing Move: The Steiner Recliner

Career Highlight: World Heavyweight Champion (6)
World Tag Team Champion (9)
World Television Title (1)



Main Menu



Exhibition STANDARD MATCH

1 vs 1 with victory achieved by pinfall or submission within the ring.

TAG TEAM

2 vs 2 with victory achieved by pinfall or submission within the ring.

FREE FOR ALL

Every man for himself with victory achieved by pinfall or submission within the ring.

ULTIMATE X

1 vs 1 with victory achieved by unlatching the "X" from above the ring.

ULTIMATE X FFA

1 vs 1 vs 1 Every man for himself with victory achieved by unlatching the "X" from above the ring.

SUBMISSION

1 vs 1 with victory achieved by submission within the ring.

HANDICAP

1 vs 2 with victory achieved by pinfall or submission within the ring.

FCA MATCH

Falls Count Anywhere - 1 vs 1 with victory achieved by pinfall or submission anywhere within the confines of the arena.

FCA MATCH TAG

Falls Count Anywhere - 2 vs 2 with victory achieved by pinfall or submission anywhere within the confines of the arena.

Main Menu



Xbox LIVE

See Xbox LIVE, pgs. 12-13.

Story

Help Suicide rise again. After you create your Profile, you can recreate Suicide using the game's Create a Player option (see **Create a Player**, next page).

Create a Player

See Create a Player, next page.

Options

CONTROLLER

TNA iMPACT! includes controller functions that will familiarize you with the game's controls. Press the directional buttons \uparrow , \downarrow , \leftarrow and \rightarrow to scroll through the configurations.



AUDIO

Highlight an option, then press the D-pad \leftarrow or \rightarrow to adjust volume levels for Music, Announcer, Crowd or Sound Effects.

GAME

Press the D-pad \leftarrow or \rightarrow to adjust game **Difficulty** or turn **Subtitles** On or Off.

Main Menu

TNA Extras

Achievements

Review the Achievements you've accumulated.



TNA Roster

View the list of TNA Wrestlers.

Highlight Reels

View videos of the most high risk live-action entertainment.

Demos and Trailers

Get a sneak peak at new game products from Midway.

Game Credits

View the names of those who have brought you TNA iMPACT!.

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Training

Learn to fight like a pro.

Create a Player

Create a Player you can use in Exhibition and Story Mode. Each option has several sub options, allowing you to customize your character the way you like. As you scroll through the various sub options, you'll see an on-screen preview. When you're finished with the first set of options, select Proceed to continue.



The next set of options allows you to customize the look of your wrestler. Work your way through each option, then press **X** to complete the process. In Story Mode, when you're finished, you'll have the option to **Continue**, view the **Options** menu or **Modify** your created wrestler.

Note: Choosing long shirts or pants may hide any elbow pads, gloves or knee pads. Further changes to these items are still stored, but may not be viewable until you choose shorter shirts or pants.

Xbox LIVE

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360™ to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Network Problems

If when attempting to host or join an Xbox LIVE match you receive a connection error, it is often caused by a home router or firewall. You can try the following to alleviate this problem:

1. In your router/firewall settings enable port triggering on port 3074 for both TCP/IP and UDP.
2. In your router/firewall settings setup port forwarding to forward port 3074 (both TCP/IP and UDP) to the IP of your Xbox 360. This works best if your Xbox 360 has a static IP address.

If you continue to have problems please contact your router/firewall manufacturer or your internet service provider for assistance.

SIGNING IN

To access Xbox LIVE, sign in with a LIVE-enabled gamer profile, and select Xbox LIVE from the Main Menu.

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Xbox LIVE

Quick Match

Choose a **Ranked Match** or **Player Match**. Xbox LIVE will look for the best game for you to join. When a game is found, you'll join the game. Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.



Custom Match

Custom Match allows you to search Xbox LIVE for game hosts that match your exact specifications. You can specify **Ranked Match** or **Player Match** options. You can also specify a **Location** or **Match Type**. Press the D-pad \leftarrow or \rightarrow to adjust the options.

Create Match

Create Match allows you to create and invite others for an Xbox LIVE game. You can specify **Ranked Match** or **Player Match** options. You can also choose a **Location** or **Match Type**. Press the D-pad \leftarrow or \rightarrow to adjust the options.

Friends List

View your Xbox LIVE Friends List.

Leaderboards

Take a look at the leaders to see where you stand. This is a list of your stats, as well as the people around you. Press the D-pad \uparrow or \downarrow to highlight names. Xbox 360 Controller buttons displayed below offer several other options for browsing the Leaderboard stats.

Note: Only Ranked Match stats are tracked and saved to the Leaderboards.

Achievements

View the Achievements you've accumulated.

Downloadable Content

Visit this option often to browse available downloadable content for TNA.

Pre-Match Setup

Choose a Team

Press the D-pad \leftarrow or \rightarrow to select the team you'd like. This screen changes based on the game type you choose, but in all cases, each player must select a color-coded team slot before you can move on to the Character Selection screen.



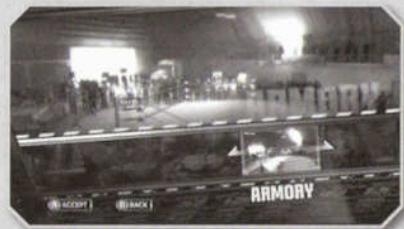
Choose a Character

Press the D-pad \uparrow or \downarrow to select a character. This screen also changes based on the game type you choose. Press **Y** to view a highlighted player's biography.



Choose an Arena

Press the D-pad \leftarrow or \rightarrow to scroll through the available arenas. A preview of each area is displayed as you scroll.



The HUD



1. iMPACT! Meter/Timer

The word "iMPACT!" is both the iMPACT! Meter and Timer. Once the iMPACT! Meter is fully illuminated, it will catch fire to indicate that you can activate the Finisher move. After it catches fire, it will begin to drain. You'll have to activate the Finisher before the iMPACT! Meter drains.

15 The finisher can only be executed from a Head Hold. Once in the Head Hold, press **B** to execute the finisher. Every character only has one Finisher.

2. Stun Meter/Timer

The Stun Meter bar fills up incrementally every time your character is hit. Once full, it will immediately begin to drain. From the moment the Stun Meter is filled to when it's finally emptied, the "shake stick icon" will be displayed to show that the wrestler is stunned. The player with the stunned wrestler must then move the stick quickly to recover from being stunned.

3. Health

Health is represented by a green silhouette. The silhouette's color changes to indicate the area of the body being damaged, as well as the degree of damage. There are four displayed colors for the silhouette: **Green** (Healthiest), **Yellow** (Healthy), **Orange** (Injured) and **Red** (Severely Injured).



The HUD

Total health is divided into two main categories: **Overall Health** and **Body Part Health**. Overall Health is represented by the torso's color and governs the difficulty of escaping a pin. The Body Part Health is divided into the three sections Head, Legs, and Arms. Damage to these body parts determine if a player can lose a match by submission.

Pinning an Opponent

KICKOUT METER

As you attempt to pin your opponent, the Kickout Meter will appear. To attempt to escape the pin, quickly move both Sticks left or right.



STYLE POINTS

Style Points can be earned for combinations and other special moves. Style points unlock CAP moves and unlockable characters.



SUBMISSION METER

When a Submission Hold is attempted, the Submission Buttons will appear for both players. To escape or complete a Submission hold, you'll need to press the displayed buttons in the correct order quicker than your opponent.



The player being submitted needs only to press the three displayed buttons correctly one time to escape the hold. The player performing the submission must correctly enter the three displayed buttons three times.



Note

To win by submission, the portion of the body in the hold must be colored red on the Health Meter.

Strategies

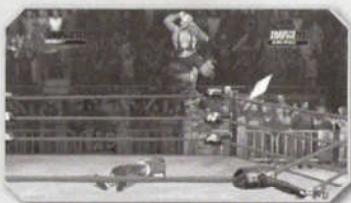
THE CHAIR

Take a journey outside the ring, and you may find one of these. Press **B** to pick it up, then use it to whack your opponent.



CLIMBING THE ROPES

Approach any corner of the ring, then press **B** to climb the ropes. Press **X** or **Y** along with the Left Stick to dive toward your opponent and crush him from above. That'll get his attention!



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FINISHERS

Once your iMPACT Meter is full, put your opponent into a Standing Lockup and use the Action button to execute your most powerful move.



RECOVERING HEALTH

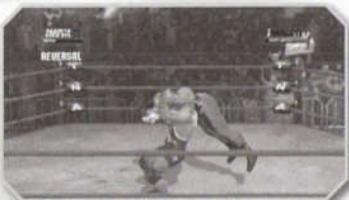
Use Taunt to recover some health to your damaged body zones after you've taken a beating. The more green your body zones are, the harder it will be to pin you.



Strategies

COUNTERING ATTACKS (REVERSALS)

Try to anticipate an opponent's move, then press **RB** to counter his attack and perform a Reversal. This can also be performed in the middle of some grabs and throws.



ROLLING AWAY

If you find yourself prone and reeling on the floor, try using the Left Stick to roll away from your opponent to buy some time until you can get up.



18

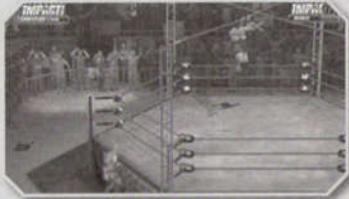
ROPE SPRING ATTACKS

At running speed, use the ropes to spring forward from inside the ring (or from the Apron on the edge of the ring) and launch toward an opponent to inflict bonus damage.



ULTIMATE X

Stun or toss your opponents from the ring to buy time, then climb up to the ropes suspended over the ring. Without this extra time, it will prove difficult to unlatch the X.



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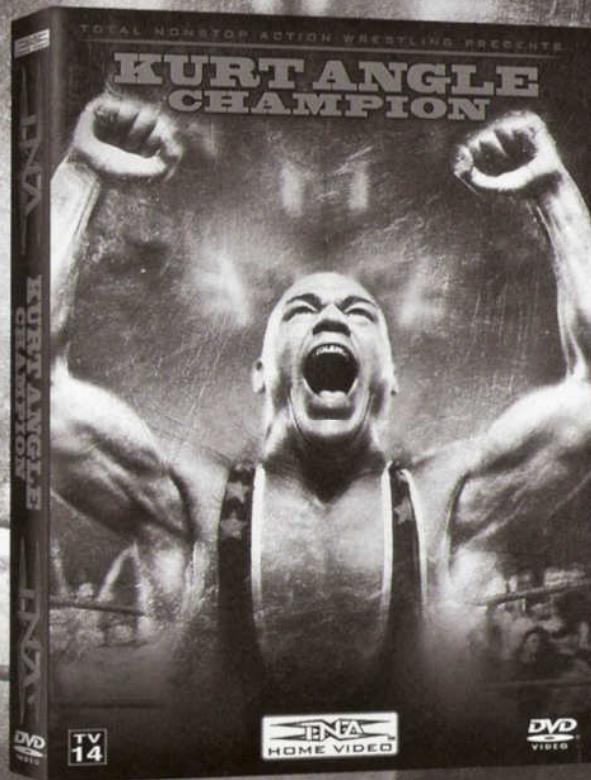
Wrestlers

Abyss, AJ Styles, Alex Shelley, Booker T, Brother Devon, Christopher Daniels, Brother Ray, Chris Sabin, Christian Cage, Christy Hemme, Eric Young, Hernandez, Homicide, James Storm, Jay Lethal, Jeff Jarrett, Kevin Nash, Kurt Angle, Rhino, Robert Roode, Samoa Joe, Scott Steiner, Senshi, Shark Boy, Sonjay Dutt, Sting & Tomko

Special Thanks

Midway would like to specially thank Samoa Joe and AJ Styles for their countless hours of contribution in the making and promotion of TNA iMPACT!

TNA WRESTLING HOME VIDEO PRESENTS



KURT ANGLE: CHAMPION

Two-time national collegiate champion, Olympic gold medalist, and over 20 time world champion. Kurt Angle has held world titles in every major professional wrestling organization in existence. He is the greatest professional wrestler in history. This new release contains over 3 hours of complete matches and special features that give a behind the scenes look at Kurt and his amazing career. Available Nov. 25th 2008.

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Strategies

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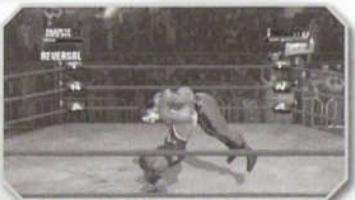
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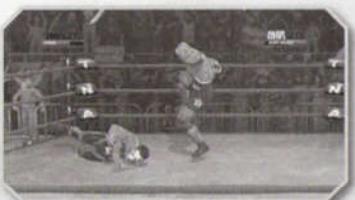
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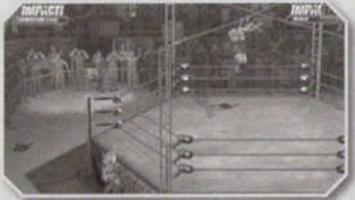
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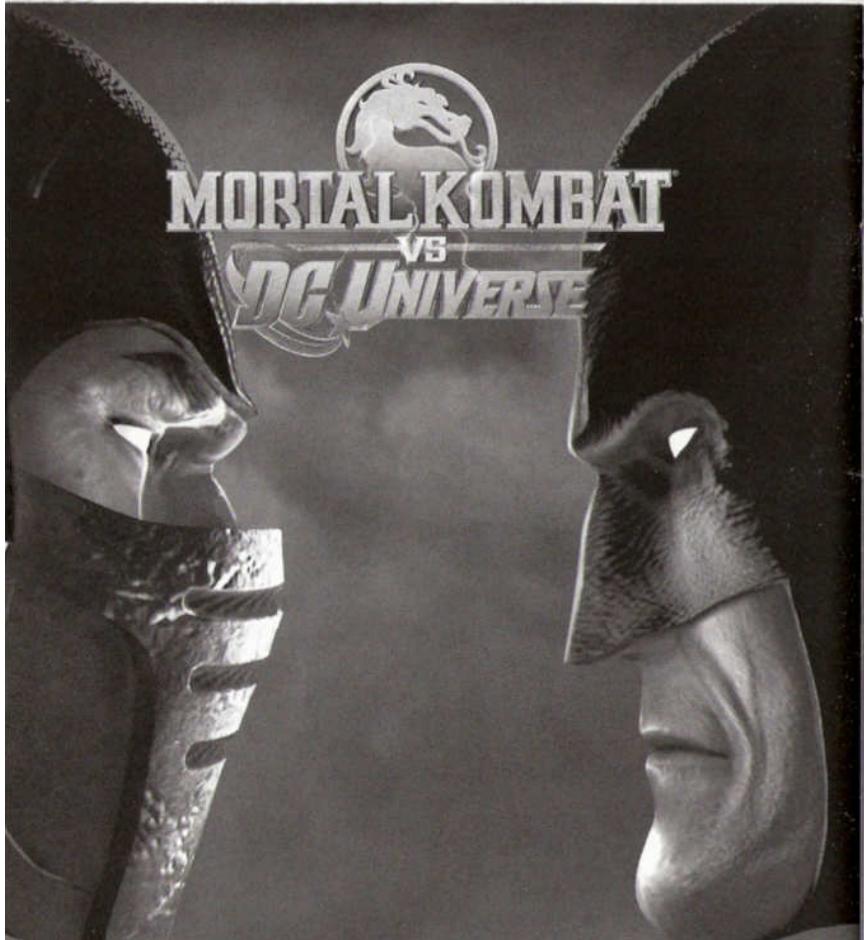
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Hints Line: 866-588-GAME (4263)

Web support: <http://support.midway.com>

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