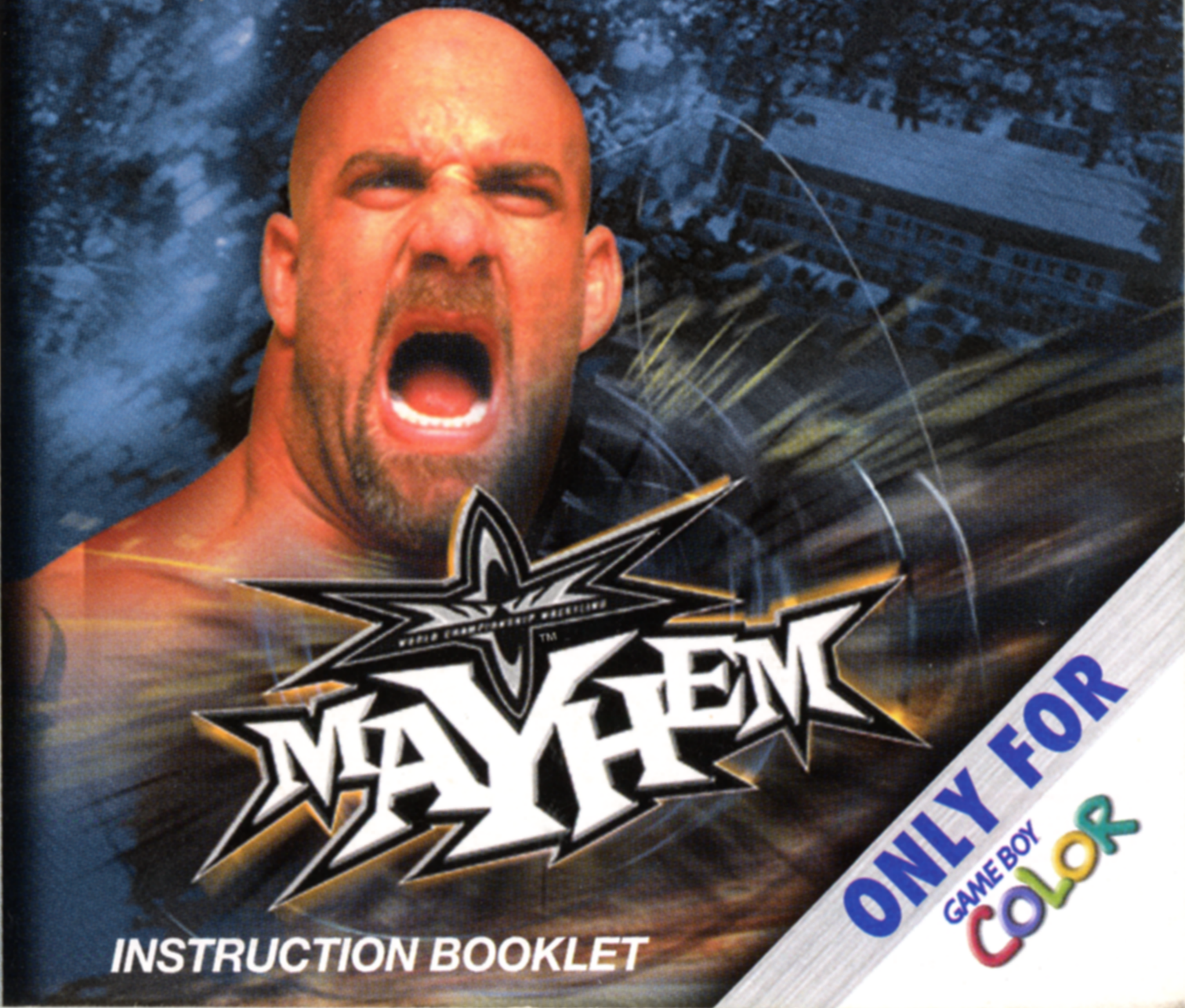


Nintendo

GAME BOY[®] color

ELECTRONIC ARTS

CGB-AYHE-USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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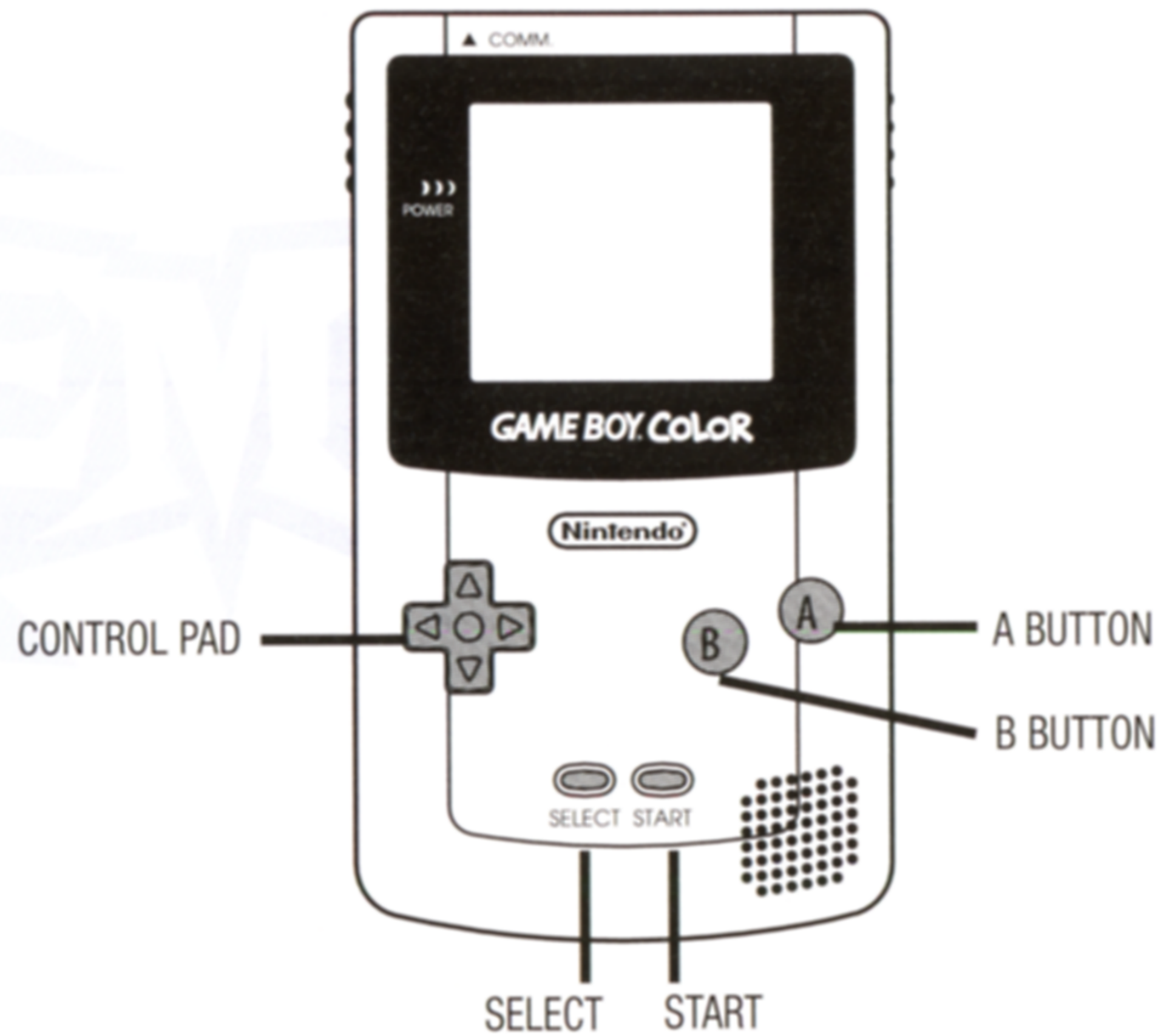


STARTING THE GAME

1. Turn OFF the power switch on your Nintendo® Game Boy®. Never insert or remove a Game Pak when the power is ON.
2. Insert the *WCW™ Mayhem* Game Pak into the slot on the Game Boy. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Legal screen appears.
4. Press **A** Button to advance to the Title screen.
5. When the Title screen appears, press **START** to advance to the Game Mode screen.
(➤ p. 8.)

GAME BOY
COLOR

COMPLETE GAME CONTROLS



MENU OPTIONS

ACTION

CONTROL

Highlight Option

Control Pad

Select Option

A Button

Previous Screen

B Button

BASIC GAME CONTROLS

ACTION

CONTROL

Move Wrestler

Control Pad

Run

Double-tap the Control Pad and hold

Punch

A Button

Kick

B Button

Grapple (when close)

Press **A** Button + **B** Button

Climb Turnbuckle

Hold **A** Button + Control Pad in the direction of the turnbuckle

Climb In/Out of the Ring	Hold Control Pad in the direction of the ropes, then press A Button
Get Up	When down, press A Button or B Button rapidly
Pin	A Button + Control Pad ↓
Pin Break	A Button or B Button rapidly
To Pick Up a Weapon	Press and hold A Button
To Throw a Weapon	Release A Button
Taunt	START
Pause	SELECT
Unpause	B Button

MOVES FROM THE TURNBUCKLE, TRUCK, OR LOCKER

Leap	B Button
------	-----------------

MOVES WHILE RUNNING

Flying Kick	A Button
Barge	B Button

MOVES FROM GRAPPLE

Irish Whip

A Button + Control Pad opposite the opponent

Pile Driver

B Button + Control Pad ↓

Atomic Drop

START + Control Pad ↓

Clothesline

After performing Irish Whip, press and hold **A** Button

Suplex

A Button + Control Pad ↑

Pin

A Button + Control Pad ↓

Punch

A Button + Control Pad towards the opponent

Kick

B Button + Control Pad towards the opponent

Grapple Break

B Button+ Control Pad opposite the opponent

INTRODUCTION

Welcome to *WCW Mayhem*, the game that puts you in control of sports entertainment's biggest stars. So, step into the squared-circle and battle your way up the ranks towards a chance at becoming the WCW World Heavyweight Champion.

- Grapple as or against 12 of the toughest wrestlers of all time, including Goldberg, Sting, Hollywood Hogan, or Kevin Nash.
- Use the Link Cable to play head-to-head against a second player.

FOR MORE INFO about this and other titles, check out EA's official *WCW Mayhem* site on the web at www.wcwmayhem.com.

GETTING STARTED

GAME MODE SCREEN

The Game Mode screen appears following the *WCW Mayhem* Title screen. Here, you can choose the type of game you want to play.



NOTE: Default settings in this manual appear in **bold** type.

OPTIONS SCREEN

Set the options you want to play with.

◆ Control Pad ↑ to highlight an option, then Control Pad ↔ to change settings.

WEAPONS

Toggle **ON**/OFF to play with or without weapons.

TIME LIMIT

Toggle the disqualification clock **ON**/OFF.

MUSIC

Toggle background music **ON**/OFF.

SFX

Toggle sound effects **ON**/OFF.

CREDITS

View the game credits.

PLAYER SELECT SCREEN

Choose a WCW superstar to fight with.



After selecting characters, the Match-Up Screen appears.

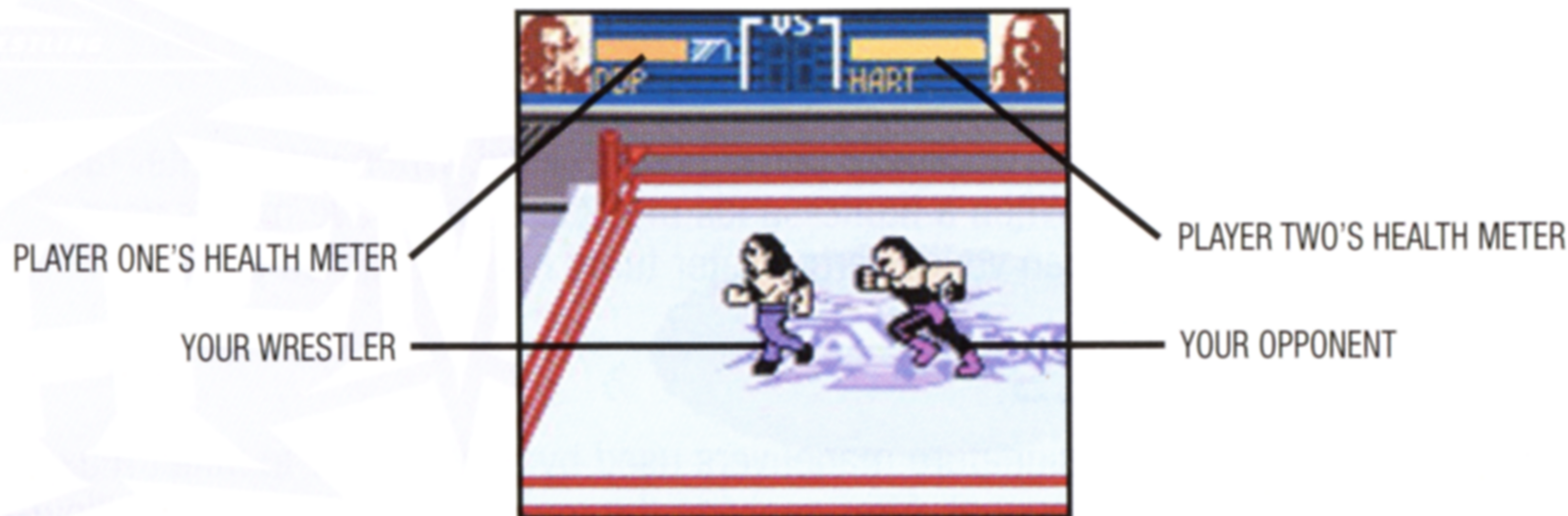
MATCH-UP SCREEN

The Match-Up screen provides a preview of the two wrestlers who will compete in the next bout.

- ◆ To advance to the Gameplay screen, press **A** Button. The wrestlers make their way to the ring.
- ◆ To skip the entrance animation and begin your match, press **A** Button.

IN THE RING

GAMEPLAY SCREEN



For a complete list of game controls, ➤ *Complete Game Controls* on p. 3.

PAUSE MENU

- ◆ To pause the game, press **SELECT**.
- ◆ To resume your game, press **B** Button.
- ◆ Control Pad $\updownarrow$ to highlight an option, then Control Pad $\leftrightarrow$ to change settings.

MUSIC

Toggle background music **ON/OFF**.

SFX

Toggle sound effects **ON/OFF**.

QUIT

Access the Quit menu. On the Quit menu, Control Pad $\updownarrow$ to highlight YES, then press **A** Button to end your match.

ENERGY METER

The Energy Meter displays your wrestler's current health level. When your fighter takes damage, the meter depletes. When a fighter lands multiple consecutive moves your opponent can be stunned. When your Energy Meter turns red you can be pinned.

FINISHER MOVES

Finisher moves are powerful signature maneuvers used by each fighter to inflict massive amounts of damage on an opponent. After applying the move, your wrestler will follow-up with a pin attempt to end the match.

- ◆ To apply a finisher move, an opponent must have their Energy Meter in the red and standing approximately one body-length away when you attempt the move.
- A finisher move can only occur inside the ring.

WRESTLER**CONTROL**

Bam Bam Bigelow

START, B, B

Ric Flair

B, A, B

Hollywood Hogan

B, B, A

Lex Luger

A, B, A

Kevin Nash

B, A, START

Sting

A, START, A

Bret Hart

B, START, B

Randy Savage

B, B, START

Booker T

B, A, A

Goldberg

A, A, B

Buff Bagwell

A, B, B

Diamond Dallas Page

A, B, START

PINS

To win a match, you must score a pin by holding an opponent to the mat for a count of three seconds. If one player attempts a pin, the pinned player must press the **A** or **B** Buttons as quickly as possible to break out. The more energy the pinned player has in their Energy Meter, the easier it is to break the pin. A pin can only occur inside the ring.

FIGHTING BACKSTAGE

In *WCW Mayhem*, no part of the arena is off-limits when it comes to fighting. To fight in a backstage area, simply walk through the doors outside the arena and the action will continue.



DISQUALIFICATION CLOCK

Once a wrestler leaves the ring and fights along the ringside area, the Disqualification Clock begins to count down from 20. If a wrestler stands outside the ring for twenty seconds and the clock reaches "0", he loses the match by disqualification. If both wrestlers stand outside the ring the clock resets until one person gets back into the ring.

QUEST FOR THE BEST MODE

So you think you're ready to step into the ring with the world's greatest wrestlers? Then Quest For the Best mode is just the ticket. Quest For the Best mode is a single-player, multi-match competition allowing you to step into the shoes of your favorite wrestler. In Quest For the Best mode, you must guide your favorite wrestler through the ranks to become the WCW Heavyweight champion.

TO BEGIN THE QUEST TO BE THE BEST:

1. Select QUEST FOR THE BEST from the Game Mode screen. The Player Select screen appears. (➤ p. 10)
2. Choose your character. The Ladder screen appears. (➤ p. 16)

LADDER SCREEN

The Ladder screen displays the current fighter rankings. You begin at the bottom of the ladder and must win matches to move up through the rankings.



Once you defeat an opponent, you move up to face the next competitor on the Ladder screen.

2 PLAYER LINK MODE

In 2 Player Link mode, use a Game Boy Link Cable to hook together two Game Boys and challenge a friend.

TO BEGIN A 2 PLAYER LINK MODE MATCH:

1. Select 2 PLAYER LINK from the Main menu. The Waiting For Other Player screen appears.
 - ◆ To return to the Main menu, press **B** Button.
2. At this point, the second player must also select 2 PLAYER LINK from their Main menu. The Player Select screen appears.
3. After each player selects their characters, the match begins.

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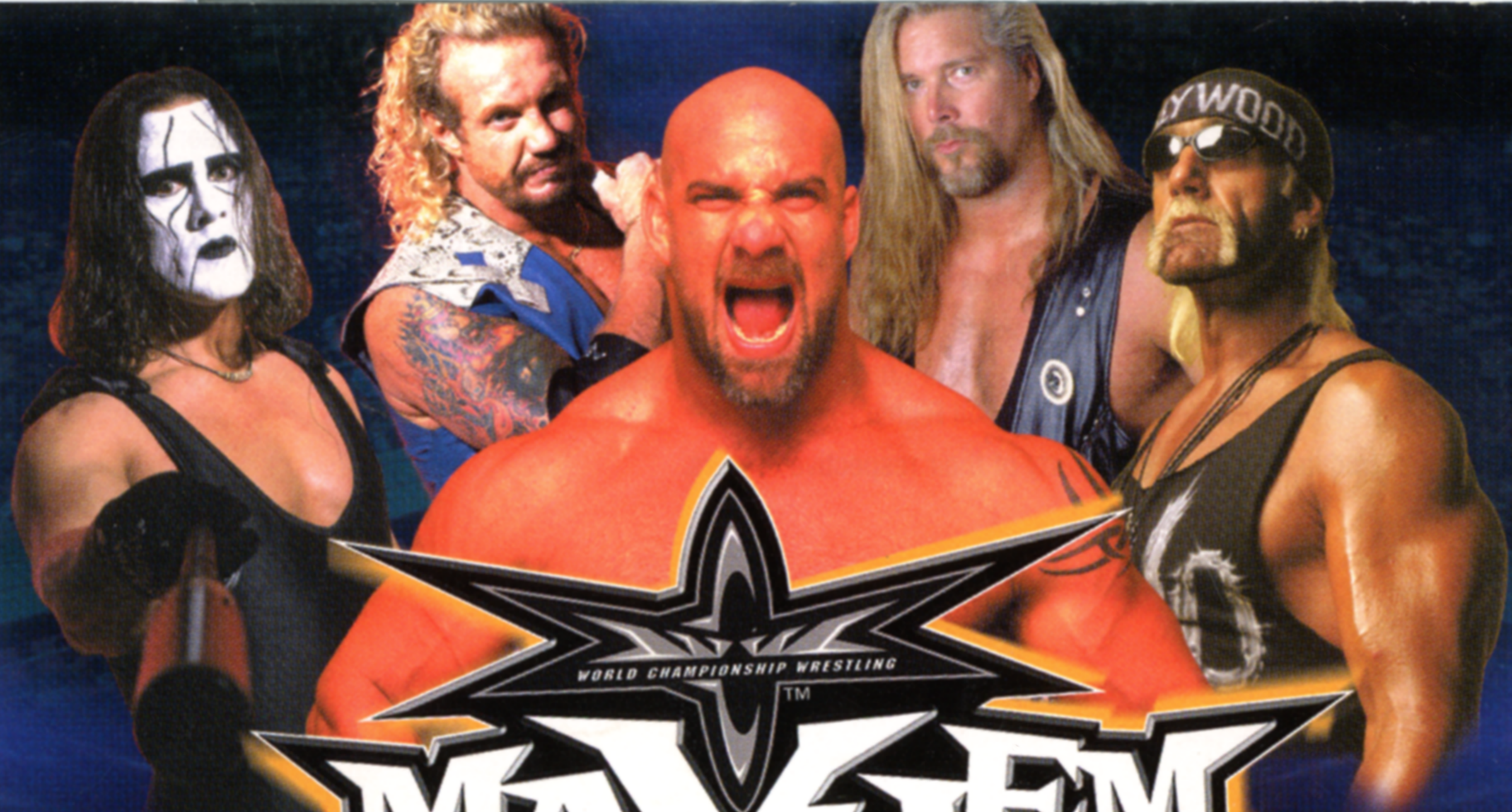
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