

Nintendo®

GAME BOY[®] COLOR

CGB-AWTE-USA

WRESTLING
ATTITUDE

Get It!

ACCLAIM[®]
SPORTS

INSTRUCTION
BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE
ANIMATED VIOLENCE

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

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LOADING

1. Make sure the POWER switch is OFF.
2. Insert the  Game Pak as described in your NINTENDO GAME BOY® instruction manual.
3. Turn the POWER switch ON.

When the  title screen appears, press **START**.

Note:  is for 1 player.

Do you have an Attitude?

When it comes to competing against the elite athletes of the World Wrestling Federation, you had better have an attitude! Because these boys don't back down from any challenge. They don't fear any fight. If you want to challenge the best, you had better bring something extra to the ring. It takes more than all the skills you must master in Training mode. It takes more than knowing powerful special moves and humiliating finishing moves. It takes more than a willingness to take on the crushing blows of a  Challenge or the mad melee known as the Steel Cage Match. You need a certain pride, a certain arrogance, a deep feeling in your guts that you're the best grappler in the ring. You gotta be rude, crude and in the mood to feud—you need an Attitude!


Get It!™

Menus

- Press **↑** or **↓** on the **CONTROL PAD** to highlight an item.
- Press **←** or **→** to scroll.
- Press **START** or the **A BUTTON** to confirm/advance.
- Press the **B BUTTON** to cancel/go back.

Loading: Start Screen

At the title screen, press **START** and you'll come to the **START SCREEN**. Press **↑** or **↓** on the **CONTROL PAD** to highlight your choice, then press the **A BUTTON** to confirm.

Start Game Begin a game (see Game Modes for details).

Password In **WF** Challenge mode, enter a password to continue your quest for the big belt. Passwords are granted at certain key points in your career. To enter a password, press the **CONTROL PAD** to highlight a character, then press the **A BUTTON** to enter the character. When your password is complete, press **START** to confirm it. Highlight **END** to cancel (to leave the screen without activating the password.)

Training Mode Learn what it takes to take down the best! See page 13 for details.



Game Options Set up your game to suit your style.

Difficulty Choose from Easy, Medium or Hard skill settings.

Music Choose to play with Music On or Off.

Sound F/X Choose to play with realistic sound effects On or Off.

Play Mode Lets you adjust Bouts or Time settings.

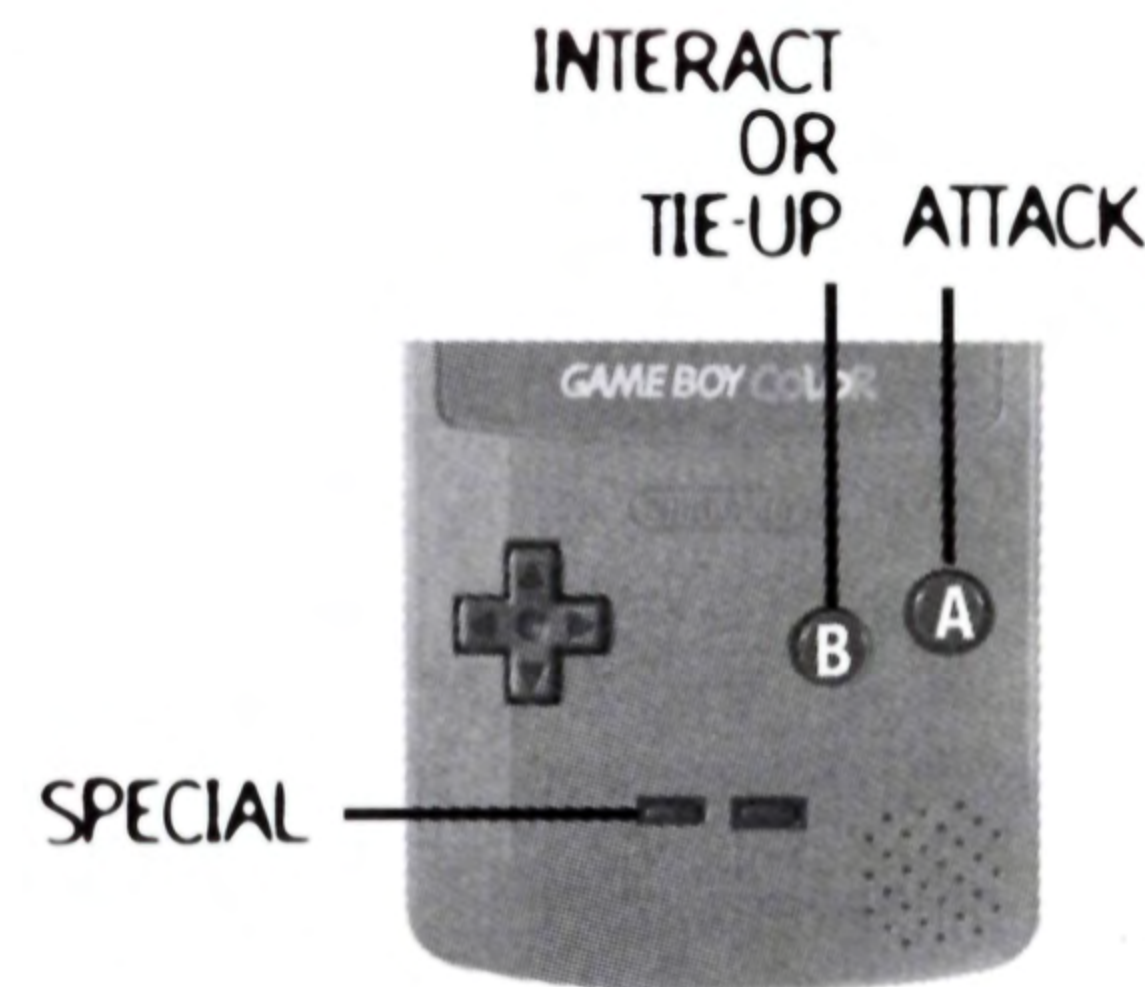
Number of Bouts Choose the number of rounds (1, 3 or 5).

Time Limit 5, 10, 15 minutes.

Controller Configuration Scroll through 6 pre-set controller configurations.
Here are the default settings:

A Button	Attack
B Button	Interact
Select	Special

Biographies Learn important details about the gifted grapplers who compete in  Attitude.



CONTROLS

ATTACK MOVES

	MODE	BUTTON
Jolt	WALK	ATTACK
Punch	STAND	ATTACK
Haymaker	WALK	ATTACK
Tie Up	WALK/STAND	INTERACT
Clothesline	RUN	ATTACK
Dropkick	RUN	INTERACT

FINISHING MOVES

Finishing moves can be performed using **ATTACK** + **SPECIAL** or **SELECT** when the indicator next to your wrestler's portrait flashes. Once you perform a finishing move, you will not be able to unleash one again for a brief period.

COMBINATION MOVES

If you manage to land a few attacks in a short period without being hit back, your next blow will do extra damage. For example, a few unanswered punches followed by a head butt will give that head butt extra oomph.

	MODE	BUTTON
WHEN YOUR OPPONENT IS ON THE GROUND		
Elbow Drop	STAND/WALK	ATTACK
Foot Stomp	STAND	INTERACT/ATTACK
Leg Drop	STAND/WALK	INTERACT ↓
Running Body Splash	RUN	INTERACT/ATTACK
Pin	STAND/WALK	SPECIAL + ↓

WHILE CLIMBING THE CAGE (IF THE OPPONENT IS IN RANGE)

Elbow Jolt	ON CAGE	ATTACK
Elbow Drop	ON CAGE	INTERACT

FROM THE TURNBUCKLE

Body Splash	TURNBUCKLE	INTERACT + ↑
Flying Elbow Drop	TURNBUCKLE	INTERACT + ←
Flying Leg Drop	TURNBUCKLE	INTERACT + →

When doing these moves the **INTERACT** key is used for ground attacks and the **ATTACK** key for attacks on standing opponents. Use the **CONTROL PAD** to aim your attacks.

Note: The user can direct all turnbuckle attacks while in the air

OUTSIDE THE RING

When the wrestlers are outside the ring, a wrestler standing on the apron can perform these moves against a wrestler standing on the concrete below the apron.

Elbow Drop	DOWN + ATTACK
-------------------	---------------

Elbow Jolt	DOWN + INTERACT
-------------------	-----------------

(If no wrestlers are on the concrete below, the jolt will simply be a jump down to the concrete.)

Grappling and Tie Up

When walking or standing, press the **INTERACT BUTTON** + **CONTROL PAD** (in the direction of the other wrestler) to grapple with the other wrestler in order to try to tie him up. When one player has control of the opponent, this is called the tieup. The wrestler stays in the tieup position until the **INTERACT KEY** is released. The longer you stay in the tieup position, the more chances the other wrestler has of breaking the tieup. A player whose wrestler has been tied up can toggle **←/→** on the **CONTROL PAD** to try to break the tieup. Once the **INTERACT BUTTON** is released, you can perform a number of moves by:

- Moving in any direction (without pressing any other button).
- Moving in any direction and pressing the **ATTACK BUTTON**.
- Moving **←/→** and pressing the **INTERACT BUTTON**.

Who's in control? The wrestler who steps backward during grappling indicates that he has control of the tieup. The wrestler will indicate this by moving the foot that is closest to the screen backwards. The opposite indicates that the other wrestler has control in the tieup.

Knee Lift	↑
Head Butt	←
Eye Rake	→
Suplex	ATTACK + ↑
Throw Slam	ATTACK + ←
Power Slam	ATTACK + →
Irish Whip	INTERACT + ← / →
Break Tieup	← / → TOGGLE

When a wrestler is fortunate enough to grapple and tie up the other wrestler from behind he has the following two moves available to him:

Atomic Drop	← / → / ↑
Reverse Suplex	ATTACK + ← / → / ↑

A wrestler who has been tied up from behind cannot break the tieup with the ← / → TOGGLE.

NON-CONTACT MOVES

Walk	ANY DIRECTION
Run	DOUBLE PRESS ← / → + HOLD

BOUNCE OFF ROPES

The wrestler will continue running as long as the **CONTROL PAD** is depressed. When the wrestler gets to the side of the ring he will bounce off the ropes automatically, during which time if the player switches directions the wrestler will continue to run in the new direction.

SHUNT CAGE

In a cage match when the wrestler runs into the side of the cage he will "shunt" (shake) the cage. If the opposing wrestler is trying to climb the cage it will cause him to drop to the floor.

CLIMB TURNBUCKLE

The wrestler must be in the corner and pressing in the direction of the turnbuckle and also the **INTERACT BUTTON**. For example, if the wrestler wants to climb the back left turnbuckle he should move into the corner, hold the **CONTROL PAD** diagonally **↑** and **←**, and hit the **INTERACT BUTTON**. Pressing **↓** while the wrestler is standing on the turnbuckle will cause him to climb back down the turnbuckle.

CLIMB CAGE

This is similar to the turnbuckle. Walk toward the cage and press the **INTERACT BUTTON** to start the climb. Once climbing has begun, **↑** will continue the climb up and **↓** will make the wrestler climb down.

TAG PARTNER

To tag the partner during a tag team match, the player must move the wrestler toward the edge of the ring where the partner is standing, and then press the **INTERACT BUTTON** when close enough. The current wrestler will climb out of the ring, and then the new wrestler will climb in the ring.

ON GROUND MOVES

KICK OUT

To try to kick out of a pin press the **CONTROL PAD** ← and → during the pin. The less strength the player has left the more times he will need to press the **CONTROL PAD** to break the pin.

BREAKING THE PIN

If the pinning wrestler wants to break the pin, press **INTERACT** + ↑. This will cause the wrestler to stand back up.

Roll Up	↑
Roll Down	↓
Stand Up	B+ ↑



OUTSIDE RING

CLIMB IN AND OUT OF RING

Press ↑ + **INTERACT** while the wrestler is standing as close to the ropes as possible to climb up into the ring. Likewise, press **INTERACT** + ↓ to climb out of the ring.

While on the concrete, stand next to the apron and press ↑ + **INTERACT** to climb up onto the apron.

THE SCREEN

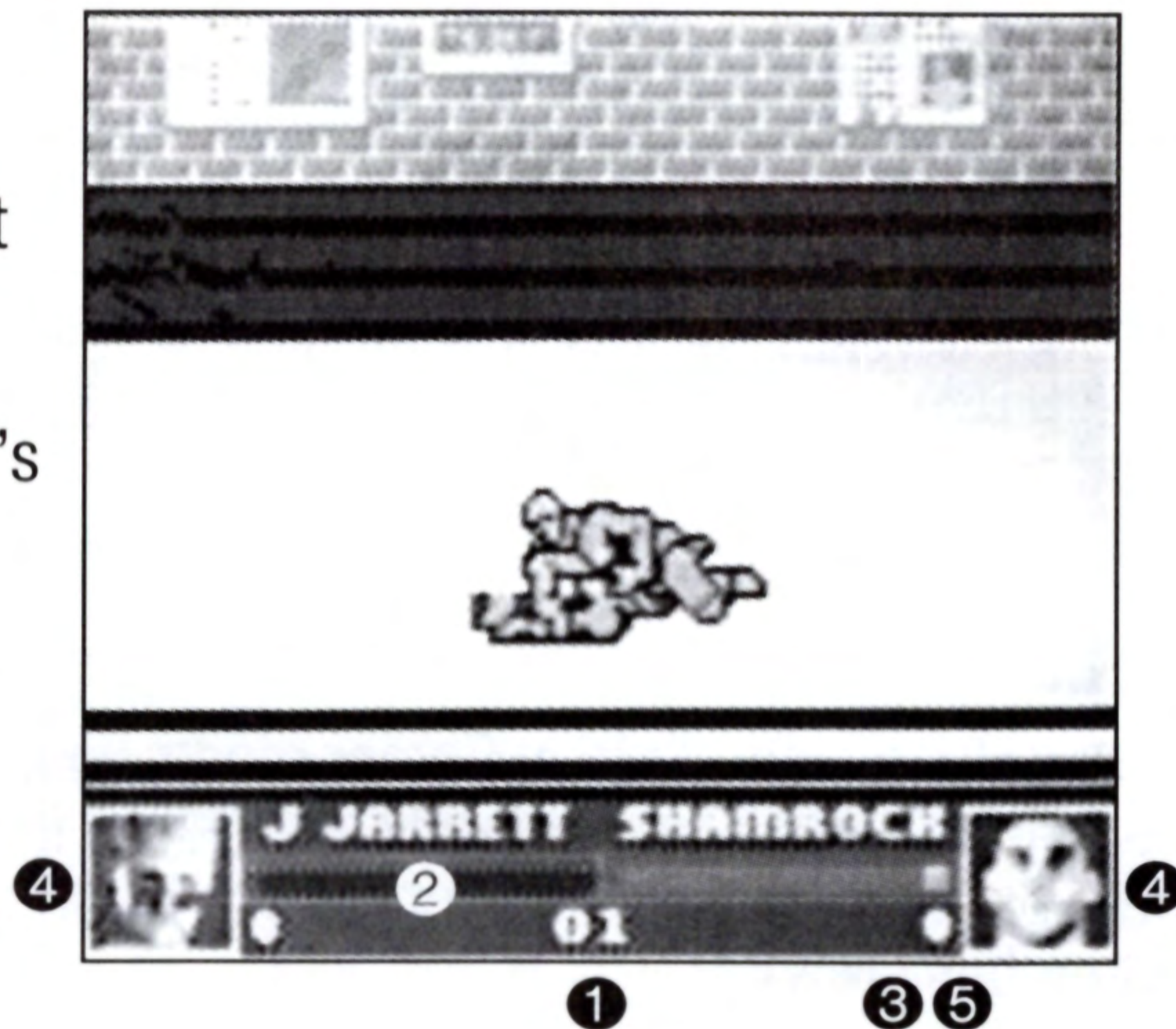
- ① **Time remaining** How much time is left in the match. Countdowns appear in the center of the screen.
- ② **Strength/Health Meter** The wrestler's strength is shown by the length of the meter, which gets shorter as your grappler's strength declines. When the meter reaches 0, the player will become stunned.

Health is indicated by color:

Green	Full health
Yellow	Partial damage
Orange	Significant damage
Red	Pin him!
Blue	Stunned

When stunned the meter will become blue and the wrestler will not be able to move for a moment. It is possible to recover from being stunned and to regain lost strength.

- ③ **Grapple Meter** This circle starts red. When it's white you can pull off finishing moves. When you are holding someone in a grapple, the meter will flash.
- ④ **Wrestler Portrait** Icons of current competitors.
- ⑤ **Finishing Move Indicator** When this flashes, it's time to put the final hurt on!



LET THE BATTLES BEGIN!

CHALLENGE MODE

In this brutal career-style mode, your goal is to meet and subdue every opponent who's thrown at you. You begin at the bottom and work your way up to title matches. If you have the extra edge that makes a champion, you'll eventually be battling for the World Wrestling Federation Championship. Your opponents get tougher as you climb higher, so be ready for anything!

CAREER MODE

It ain't work for a clerk, jerk. In Career mode, you must defeat every other wrestler—now that's a full-time job! If you're ready to work for it, you might get to the top without getting stomped. But be prepared. Few temps can touch the top. You better have full-time attitude to conquer this crew!

KING OF THE RING

In this mode, eight wrestlers compete for the title of King of The Ring. You're in the running until you lose a match. If that happens, it's all over—you'd better get ready to put on your apron and cook up some excuses!

VS.

A one-match merry-go-round, Vs. Mode gives you a chance to choose who you wish to battle against in a test of ring skill and stamina. Try out all the moves you mastered in Training mode against the best the  has to offer—the very best wrestlers in the world! If you enjoy some success, you may be ready to take on the ultimate test of skill—a complete  Challenge!

TAG TEAM

In Tag Team play, you and a fellow wrestler team up to take on an opposing twosome. Tag Team action pits one wrestler against another while an eager teammate waits to be called into the brawl. When the pounding gets to be too much, tag your teammate waiting outside the ring (WALK up to him and press the **B BUTTON**) to have him come in and carry on where you left off. Play continues until one team prevails over BOTH tag team opponents.

CAGE MATCH

What if you were locked in a cage with a fierce beast and your only hope of survival was to fight your way out? You'll find out when you take on the Steel Cage Match! In a Cage Match, the wrestlers are shut in a giant cage and must battle until one and only one wrestler climbs out to emerge the winner! Make sure you've beaten your opponent soundly before attempting to climb out—it's a long fall to the bottom!

TRAINING MODE

Training mode is essential to success. If there's one place where you earn your Attitude, it's Training mode. All the hype and hot air in the world don't matter if you haven't taken the time to learn all the skills that go into a complete fighting package. This I promise—if you haven't done your homework, someone's going to go to school on you!

Selecting a Wrestler

You'll have your hands full deciding which of the great  Superstars you want to control and to compete against. Luckily, these are the among the elite athletes in wrestling today, so you can't make a wrong decision. Wrestler selection varies with the game mode you select. In Vs. Mode, Tag Team and Cage Match, you can choose the wrestlers you control and the wrestlers you compete against. In Challenge and Career modes, the computer selects your opponents.

SUPERSTARS WITH ATTITUDE

STONE COLD STEVE AUSTIN™



HEIGHT:

6'2"

WEIGHT:

252 pounds

FROM:

Victoria, TX

TITLES HELD:

World Wrestling Federation
Championship, Intercontinental
Championship, Tag Team
Championship

FINISHING MOVE:

Stone Cold Stunner



When the era of Austin 3:16 came to pass at WrestleMania XIV, "it was the culmination of years of effort it took" it took Stone Cold Steve Austin to become the top superstar in sports-entertainment. By downing Shawn Michaels for the gold, the Texas Rattlesnake became an instant phenomenon—ushering in a new brand of "Attitude" in the World Wrestling Federation. Thanks to Mr. McMahon, Austin's reign as champion was a constant hell. After ultimately losing the gold in late

1998, Stone Cold was forced to go through several unenviable Team Corporate obstacles in order to reclaim the title—leading to a "ragin' climax" between Austin and The Rock at WrestleMania XV, where he reclaimed the title! With the Texan set to lead the Federation into the next millennium, the book of Austin 3:16 "still has several more chapters of triumph left to be told!"



UNDERTAKER®



HEIGHT:

6'10"

WEIGHT:

328 pounds

FROM:

The Dark Side-Death Valley

TITLES HELD:

World Wrestling Federation
Championship, Tag Team
Championship

FINISHING MOVE:

Tombstone Piledriver



As the leader of the Ministry of Darkness, the Undertaker is more macabre than ever! Some say we have yet to see the true evil that lurks within the black heart of this superstar. Over the course of his eight-plus- year career in the World Wrestling Federation, the Phenom has become one of the most feared competitors in the ranks. With two World Wrestling Federation Championship reigns already to his credit, the formation of the Ministry signals that the Undertaker is poised to take the world of sports-entertainment into his demonic possession! With the Acolytes, the Brood, Midian and Viscera doing his dark bidding, an apocalyptic battle between the forces of good and evil could be set into motion by the Undertaker.

TRIPLE H™



HEIGHT:

6'4"

WEIGHT:

246 pounds

FROM:

Greenwich, CT

TITLES HELD:

Intercontinental Championship,
European Championship

FINISHING MOVE:

The Pedigree

As the leader of the most controversial group in sports-entertainment—D-Generation X—Triple H has elevated his career to new heights in the World Wrestling Federation. A former King of the Ring and Intercontinental Champion, this superstar is one of the most talented athletes to ever compete in the sport! As a founding member of DX, Hunter was responsible for the genesis of the group following WrestleMania XIV—ushering in a new era with X-Pac and the New Age Outlaws. In recent months, Hunter and his troops have engaged in a series of brutal matches with Mr. McMahon's Team Corporate—and The Rock in particular. Poised to attain the next--and greatest--plateau of his career, Triple H has made it abundantly clear that his destiny lies in claiming the World Wrestling Federation Championship!



SHAMROCK™



HEIGHT:

6'1"

WEIGHT:

235 pounds

FROM:

Sacramento, CA

TITLES HELD:

Intercontinental
Championship,
Tag Team Championship
The Ankle-Lock
Submission

FINISHING MOVE:

As a former champion in the Ultimate Fighting realm, Ken Shamrock is a master of submission holds. Dubbed the "World's Most Dangerous Man" by ABC television, this superstar can punish opponents in a variety of ways. After attaining the top spot in the UFC, Shamrock introduced his dominating skills to the World Wrestling Federation in 1997, and has risen up through the ranks to become a top contender for the World Wrestling Federation Championship. He solidified his amazing transition to the squared circle in June of 1998, when he became the King of the Ring—and has since claimed the Intercontinental and Tag Team gold as a member of Mr. McMahon's Team Corporate. Thanks to the owner, Shamrock's destructive temper has only gotten more out of control!



X-PAC™



HEIGHT:

6'

WEIGHT:

222 pounds

FROM:

Minneapolis, MN

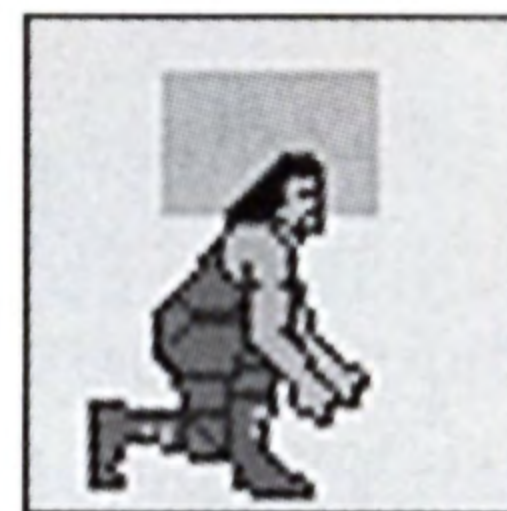
TITLES HELD:

European Championship,
Tag Team Championship

FINISHING MOVE:

X-Factor

X-Pac is loud, obnoxious and not afraid to rip into someone at a moment's notice. To back up his brashness, he is also one of the top aerial athletes in sports-entertainment. Together with the rest of DX, the superstar has revolutionized the World Wrestling Federation, becoming one of its most popular stars in the process. During his first run in the Federation in the early '90s, Pac—then known as the 1-2-3 Kid—disregarded his own well-being in his aerial attack, upsetting dozens of superstars in the process. However, this reckless abandon caught up with the youngster...nearly costing him his career in the process. After a brief period out of the Federation spotlight, 'Pac returned louder than ever the night after WrestleMania XIV—becoming a cornerstone of DX along with Triple H and the New Age Outlaws. With two European Championship reigns topping his list of accomplishments, there's no limit to how far X-Pac can push it!



ROAD DOGG™



HEIGHT:

6'2"

WEIGHT:

236 pounds.

FROM:

Nashville, Tennessee

TITLES HELD:

World Wrestling Federation

Tag Team Championship,

Hardcore Championship,

Intercontinental Championship

FINISHING MOVE:

Pump Handle Slam

Tougher than leather and harder than nails, Road Dogg Jesse James can take any punishment and give it back tenfold! A United States Marine Corps standout who served on the front lines of the Gulf War, the superstar knows what survival is all about! As a member of the most controversial group in World Wrestling Federation history, D-Generation X, the D-O-Double G and partner B.A. Billy Gunn combine to form three-time tag team champions the New Age Outlaws. In the singles ranks Road Dogg is one of the top hardcore athletes in the sport, a reputation that helped earn him the Hardcore Championship from the Big Boss Man in 1998. During his reign, Jesse competed against the likes of Mankind and Al Snow—contests that James helped establish as hardcore classics!



B. A. BILLY GUNN™



HEIGHT:

6'4"

WEIGHT:

270 pounds.

FROM:

Austin, Texas

TITLE HELD:

World Wrestling Federation Tag
Team Championship

Hardcore Championship

FINISHING MOVE:

The Butt Kisser

Billy Gunn, perhaps the best all-around athlete in the World Wrestling Federation, ranks as the only superstar to hold the Tag Team Championship on six different occasions. Debuting in 1994 alongside brother Bart as the Smoking Gunns, the tandem captured the gold three times before splitting in 1996. From there Billy found an unlikely partner in "Road Dogg" Jesse James, forming the team that would revolutionize the Federation tag team ranks—the New Age Outlaws! One night after WrestleMania XIV, the Outlaws found a home in the genesis of Triple H's D-Generation X, solidifying their stance as the top team in the sport. Since that time, B.A. has come into his own as a singles threat, rising up to top contender status for the Intercontinental Championship as a member of the most controversial group in sports-entertainment!



GOLDUST™



HEIGHT:	6'6"
WEIGHT:	260 pounds
FROM:	Hollywood, CA
TITLE HELD:	Intercontinental Championship
FINISHING MOVE:	Shattered Dreams

What twists and turns will the action/adventure epic known as "The Goldust Show" take next? Only Goldust knows for sure, as he is the one writing the script! His blockbuster career began in the World Wrestling Federation in 1995, where he portrayed the classic Hollywood villain. Since that time, he has shocked and amazed us...making us cry one minute and laugh the next. Simply put, the fans are his unwitting viewing audience, and he relishes in knowing he can pull their strings! A long list of co-stars have also made cameos in his longstanding trilogy—from Razor Ramon—from whom he claimed the Intercontinental Title at the 1996 Royal Rumble; to his estranged wife Terri Runnels; as well as Al Snow and the Blue Meanie. However, he claims his greatest performance has yet to be revealed, and many are left wondering how this bizarre saga will unfold!



VAL VENIS™



HEIGHT:

6'4"

WEIGHT:

250 pounds

FROM:

Las Vegas, NV

TITLE HELD:

Intercontinental Championship

FINISHING MOVE:

The Money Shot

Val Venis is one of the most talked about World Wrestling Federation Superstars today! Virtually ignored in all the talk about his controversial persona is the fact that after all the boasting and gyrating, he is a gifted athlete. In fact, when the superstar enraged Ken Shamrock, the World's Most Dangerous Man, it lead to an all-out war between the two in which Val captured the Intercontinental Championship from his foe. Using the same virility in the ring, there's no telling how far Venis can go.





HEIGHT: 7'
WEIGHT: 326 pounds
FROM: Nowhere
TITLES HELD: World Wrestling Federation Championship, Tag Team Championship
FINISHING MOVE: Tombstone Piledriver

Kane, the younger brother of the Undertaker, is a frightening superstar who at times is an uncontrollable weapon of destruction. Unveiled by Paul Bearer in October 1997 following 20-plus years of seclusion, the Big Red Machine and the Undertaker nearly annihilated each other in their hellish wars. After months of brutal aggression between the brothers, the Phenom finally revealed that he was the one responsible for disfiguring his sibling in a raging inferno! The highlight of Kane's career came at the 1998 King of the Ring when he defeated Stone Cold Steve Austin for the World Wrestling Federation Championship. Several months later, the monster came under the corporate control of Mr. McMahon, who only succeeded in making the superstar more dangerous!



MANKIND™



HEIGHT:

6'2"

WEIGHT:

287 pounds

FROM:

The Boiler Room

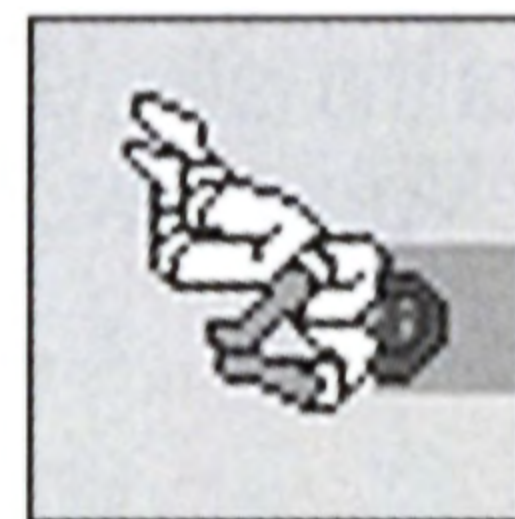
TITLES HELD:

World Wrestling
Federation Championship,
Tag Team Championship,
Hardcore Championship

FINISHING MOVE:

The Mandible Claw

Mick Foley, the alter ego of Mankind, is fast becoming a legend in sports-entertainment. Known as the "King of Hardcore," this superstar constantly puts his career—and his body—on the line to accomplish his goals! Since his debut in the World Wrestling Federation in 1996, Mankind has engaged in aggressive and bloody feuds with the Undertaker, Kane and The Rock. One of his greatest performances came at the 1998 King of the Ring, where he was thrown over the top and through the Hell in a Cell in his war with the Phenom! Later that year, Foley realized his childhood dream of becoming the World Wrestling Federation Champion by upending The Rock on two occasions—once on RAW and later in an empty arena bout during half-time of the 1999 Super Bowl. With two championship reigns to his credit, Mick Foley has finally reached the top of sports-entertainment mountain—and there's no telling just how far he will push himself from there!



THE ROCK™



HEIGHT:

6'5"

WEIGHT:

275 pounds

FROM:

Miami, FL

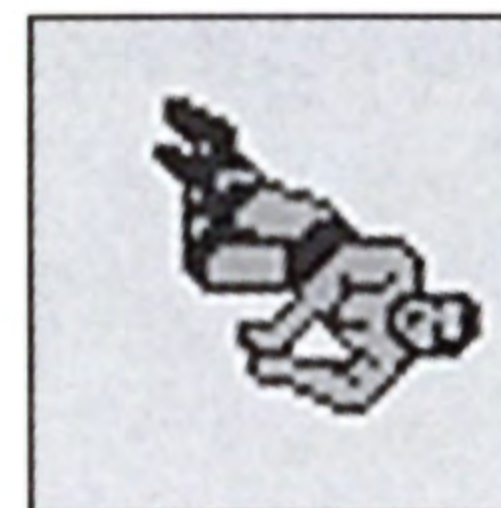
TITLES HELD:

World Wrestling Federation
Championship, Intercontinental
Championship

FINISHING MOVE:

The Rock Bottom

As the crown jewel of Mr. McMahon's Team Corporate, The Rock is one of the most electrifying superstars ever to compete in the World Wrestling Federation. Not only is this third-generation athlete brash and cocky, but he backs up his mouth with tremendous ability. After debuting in the Federation in 1996, the youngster riled some fans by attaining "too much, too soon." Still, he persevered and claimed two Intercontinental Title reigns. Just when it seemed the masses had finally accepted The Rock, he showed his true intentions by aligning himself with Mr. McMahon's Team Corporate. With The Rock's potential and Vince's vision, the superstar became the Federation Corporate Champion! Now, those who oppose The Rock risk getting checked into the Smack Down Hotel on the corner of Know Your Role Boulevard and Jabronie Drive!



EDGE™



HEIGHT:

6'4"

WEIGHT:

240 pounds

FROM:

Parts unknown

FINISHING MOVE:

Downward Spiral

When Edge aligned himself with Gangrel* and younger brother Christian he set in motion an unholy alliance, which would come to be known as the Brood. With his past still a question, many wonder why this superstar would choose to follow Gangrel, the superstar who once tried to end his career! Seemingly tormented by some kind of inner madness, Edge chooses to exist within the dark underworld of the goth lifestyle. Couple this with his devotion to the Undertaker's Ministry of Darkness, and Edge's downward spiral into a hellish fate grows deeper! With the Brood threatening to envelop the Federation in an all-out blood bath, can anyone stop these demonic menaces?

***Gangrel created by White Wolf, Inc. Gangrel is a trademark of White Wolf, Inc. All Rights Reserved.**





HEIGHT: 5'8"
WEIGHT: 206 pounds
FROM: Iwate, Japan
TITLE HELD: World Wrestling Federation Light Heavyweight Championship
FINISHING MOVE: The Michinoku Driver

When Taka Michinoku first entered the World Wrestling Federation in 1997, he was a virtual unknown to the fans. However, this youngster had a "never-say-die" attitude, and quickly became a wildly popular superstar among the American audience with his aerial acrobatics. The crowning moment of his career came at the "D-Generation X" Pay-Per-View, when he defeated "Too Sexy" Brian Christopher in the finals of a tournament to become the first-ever Light Heavyweight Champion. After months of success in his newfound land, Taka then turned his back on the fans—aligning himself with the faction known as Kaientai. Taka's cocky attitude would eventually get the best of him, as he lost the Light Heavyweight gold to Gillberg. Now, the greatest test begins for Michinoku...battle back to the top!



GANGREL*



HEIGHT:

6'2"

WEIGHT:

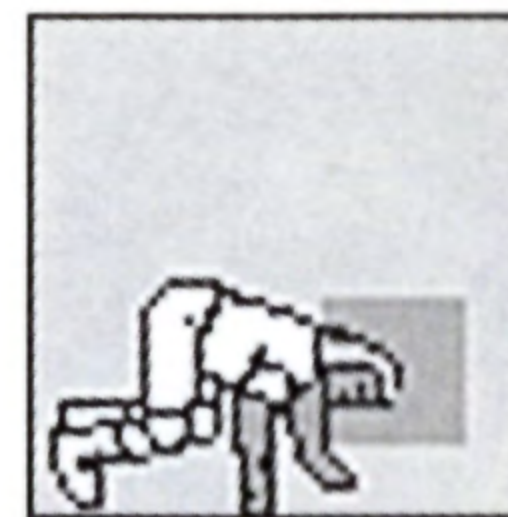
250 pounds

FROM:

Parts unknown

FINISHING MOVE:

Implant DDT



As the apparent leader of the Brood, Gangrel is one of the most macabre superstars in World Wrestling Federation history. Emerging from a ring of fire prior to each bout, his bizarre entrance culminates in a bizarre ceremony in which the superstar spits a red, viscous liquid into the air! His quest is driven by a force few can understand—a power that recently unleashed a blood bath in the ranks. Along with Edge and Christian, the trio's past is a mystery that has yet to unfold. As a follower in the Undertaker's Ministry of Darkness, Gangrel and his comrades are bent on shrouding the Federation in the eternal darkness of their gothic lifestyle!



***Gangrel created by White Wolf, Inc. Gangrel is a trademark of White Wolf, Inc. All Rights Reserved.**



THE BIG BOSS MAN™



HEIGHT:

6'6"

WEIGHT:

290 pounds

FROM:

Cobb County, GA

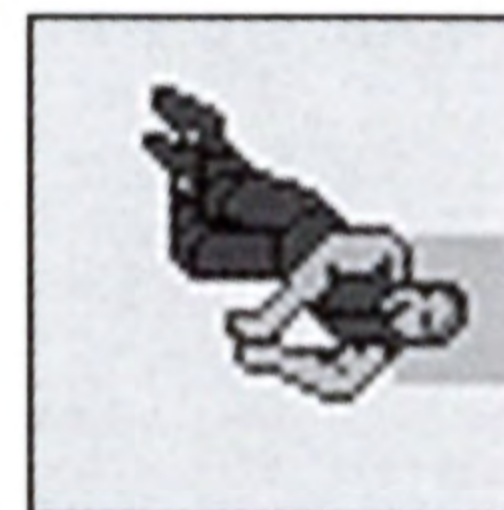
TITLES HELD:

Tag Team Championship,
Hardcore Championship

FINISHING MOVE:

The Big Boss Slam

As the head of security for Mr. McMahon's Team Corporate, the Big Boss Man is hell-bent on serving hard time to his enemies. The former Cobb County corrections officer is a brutal combatant, and enjoys beating foes into submission with his brand of martial law. During the late 1980s, the Boss Man nearly claimed the World Wrestling Federation Championship on several occasions before stepping away from the spotlight to pursue other interests. Upon his return this past year, he emerged as a leaner, meaner strongarm for the owner. This brand of brutality has earned the Boss Man the Hardcore Championship and a Tag Team Title reign with fellow Corporate member Ken Shamrock.



AL SNOW™



HEIGHT:

6'1"

WEIGHT:

234 pounds

FROM:

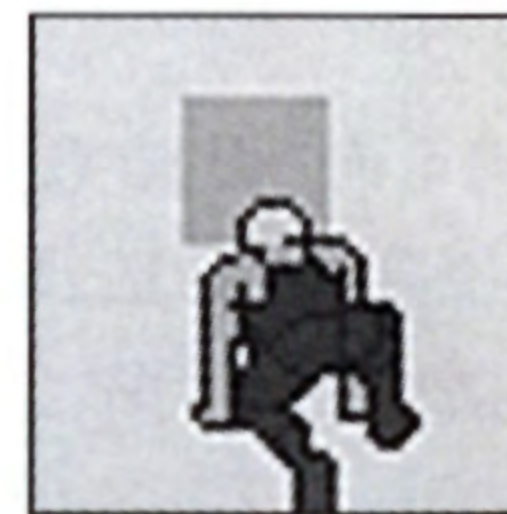
Lima, Ohio

TITLES HELD:

Hard Core Championship

FINISHING MOVE:

The Snow Plow



Claiming "they" speak to him through Head (his mannequin sidekick), Al Snow is one of the most disturbed superstars in the World Wrestling Federation ranks. After several missed opportunities drove Snow over the edge of lunacy and out of the Federation spotlight in 1997, the Ohio native emerged over a year later to fight the forces of P.U.S.H. with his band of outcasts known as the J.O.B. Squad! Since that time, Snow has focused his efforts on developing a hardcore style, becoming one of the top combatants in the aggressive division. As the self-proclaimed "Crowned Prince of Hardcore" Snow goes to great lengths to unleash a deluge of punishment against opponents—or if one isn't available, even himself for the hell of it!

THE GODFATHER™



HEIGHT:

6'6"

WEIGHT:

320 pounds

FROM:

Las Vegas, Nevada

FINISHING MOVE:

The Drop



The Godfather is a highly-regarded No Holds Barred fighter. His love of hurting people has made him a fearsome force. His habit of parading his gorgeous girlfriends has made him a popular one in the Federation. The Godfather is always escorted to the ring by some of his fine female friends. Usually, he will offer his opponents a chance to get to know them better. If they refuse, the Godfather doesn't mind...he just takes off his jewelry and gives them a good beating. After all, being a Godfather isn't easy!



SABLE™



FINISHING MOVE:
TITLE HELD:

Sable Bomb
World Wrestling Federation
Women's Championship



Sable, the femme fatale of the World Wrestling Federation, is a beauty who packs both brains and brawn! A former model, her first year in the ranks saw a whirlwind romance with former Intercontinental Champion Marc Mero. However, after their relationship soured, the two went their separate ways—with Sable more than willing to defend herself! In November 1998, the beauty won the Federation Women's Championship from Jacqueline at the Survivor Series and went on to engage in a bitter feud with the maniacal Luna. As one of the hottest commodities in the Federation, Sable has not only attracted the attention of fans, but Playboy magazine as well! To her credit, the vixen recently appeared on the cover of the publication—a testament to her true influence in the world of sports-entertainment.

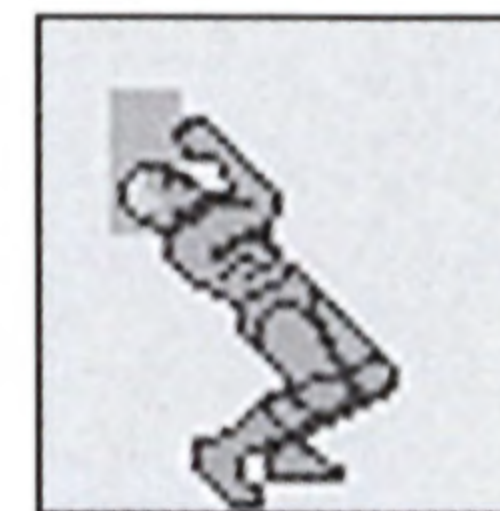
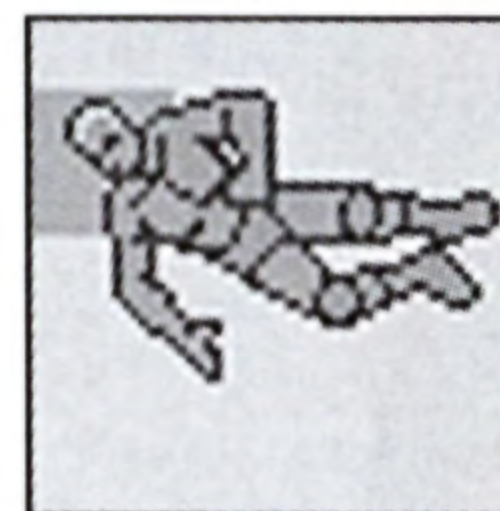


JEFF JARRETT™



HEIGHT: 6'1"
WEIGHT: 230 pounds
FROM: Nashville, Tennessee
TITLES HELD: Intercontinental Championship,
Tag Team Championship
FINISHING MOVE: Figure-Four Leglock

Casting aside his neon cowboy hat and country-western persona, Jeff Jarrett realized what kind of "Attitude" it took to succeed in the World Wrestling Federation. Following his return to the Federation in 1997 this former Intercontinental Champion reunited with longtime associate Debra, adding yet another weapon to his in-ring arsenal. Thanks to Debra, no opponent can keep his eyes off the blonde beauty! In 1998, Jarrett found a tag team partner in Owen Hart after the two were revealed to be under the guise of the Blue Blazer—and quickly rose up the tag team ranks to defeat the Big Boss Man and Ken Shamrock for the Tag Team Championship! Opponents who make the mistake of angering the Nashville native could face vengeance in the form of his guitar, which Jeff often smashes over his foe's head!



HINTS and TIPS

- Make sure to clean your ears frequently so you can hear your opponent's whimpers more clearly.
- Make use of Combinations and Finishing moves if you want to hold that belt high!
- Become familiar with ALL the wrestlers, looking for strengths and weaknesses. Spend time in Training mode or you'll be spending time in training pants, crybaby!
- Use the whole arena: the turnbuckle, the ropes, even outside the ring must be your playground if you hope to conquer the competition in WF ATTITUDE !

notes

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notes

This image shows a single page of white paper with horizontal 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.

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