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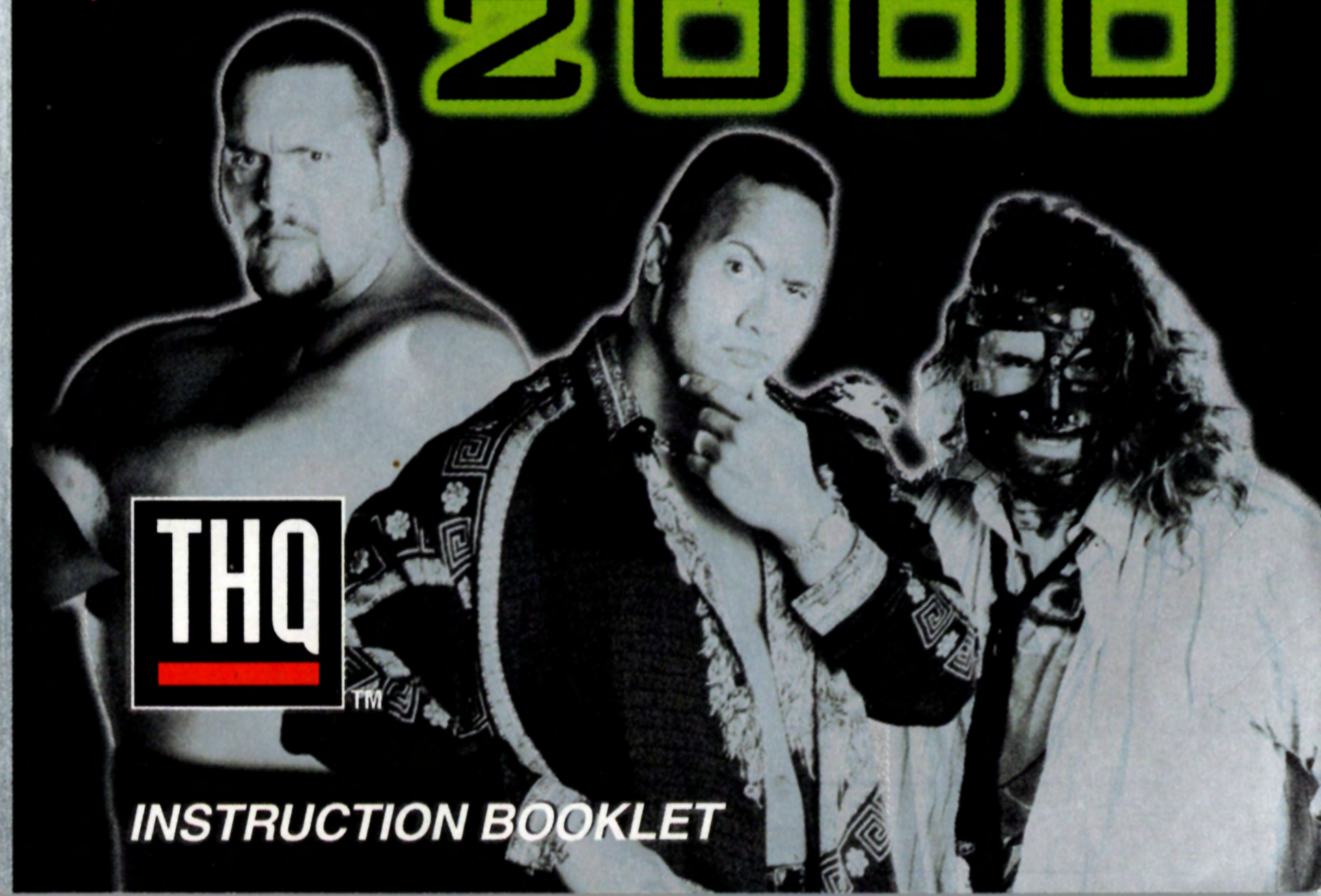
WWF WRESTLEMANIA 2000



THQ™

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EVERYONE

ANIMATED VIOLENCE

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WWF WRESTLEMANIA® 2000

Listen up 'cause we're sick of repeating ourselves. WWF **WRESTLEMANIA® 2000** packs everything it can from the World Wrestling Federation® into the palm of your hand. When it comes to taking on the WWF Superstars, you better know your role or shut your mouth, 'cause these bad boys don't take smack from anybody! Hone your skills in the Training Mode before trying your luck in the Gauntlet or Championship modes. It's going to take everything you've got, plus a working knowledge of the Bio Rhythm, before you can take down the biggest WWF Superstars in sports-entertainment !

MAIN MENU

Use the Control Pad to highlight a mode or option and press the A Button to select it.

- **Start Game** – Wrestle through Championship, VS, Tag Team, Survivor Series, or Gauntlet game modes. Either begin a new game by yourself or with a friend, or continue an existing game.
- **Training Mode** – Use the Superstar of your choice and practice all of his hard-hitting, no-holds-barred moves against a CPU opponent who is ready to take a beating.
- **Options** – Customize your game to be the Biggest, Baddest wrestling game on the Game Boy Color!
- **Biographies** – Don't know a Superstar's Finishing Move? See how your favorite WWF Superstars match up against each other.

OPTIONS MENU

Use the Control Pad ↑/↓ to highlight an option and press ←/→ to customize it. Default options are shown in **bold** type.

- **Difficulty** – Choose between EASY, **NORMAL** or HARD.
- **BGM** – Toggle the Background Music **ON** or OFF.
- **SE** – Toggle the Sound Effects **ON** or OFF.
- **Play Mode** – Choose between **SETS** and TIME.
- **No. Sets** – With SETS selected above, choose the number of matches between **1**, 3, or 5. When 3 or 5 is selected, the Superstar to win the best 2 out of 3 or 3 out of 5 sets wins the match. If 1 is selected, you only have to defeat the opponent 1 time to win the match.
- **Time Limit** – With TIME selected above, toggle the Time Limit of the match between **3**, 5 and 10 minutes.
- **Data Clear** – Erase all of the saved data from the memory. Highlight DATA CLEAR and press the A Button.

SELECT GAME MENU

By selecting START GAME from the Main Menu, you can choose any of the following game modes to wrestle through. Press the Control Pad ↑/↓ to highlight a mode, then press the A Button to select.

- **Championship** – The main One Player game. Compete against the most difficult Superstars on your way to the World Wrestling Federation title match.
- **VS** – Select VS for a quick Exhibition game, or for two player link mode.
- **Tag Team** – Pit two teams of wrestlers against each other in a brawl to the finish.
- **Survivor Series** – Choose a team of three WF Superstars and take on another team of top World Wrestling Federation talent.
- **Gauntlet** – Try to survive a series of matches, climbing from the bottom of the ladder to the top of the World Wrestling Federation.

CONTROLS

WrestleMania® 2000 uses a unique Grapple system. In order to pull off all of the Superstar's moves, you will need to master this fighting system.

B Button
- Weak Grapple
- Grapple Moves (with Control Pad)
- Tag Up to bring in a fresh Superstar (in Tag Team mode)

A Button
- Striking Attacks
- Grapple Moves (with Control Pad)

Control Pad
- Move Wrestler
- Strong Grapple – Move toward opponent
- Run – Double-tap ←/→

Start
- Pause the game

Select
- Special Attack – When Bio Rhythm Meter is up, press Select to perform a Superstar's finishing move

THE MOVES

Just like in the World Wrestling Federation®, different situations in the ring influence how a Superstar will perform a move. Below is a list of situations that happen in the ring along with the Button Commands you need to perform the different moves. If more than one move is listed for a Button Command, different Superstars will perform their own move using that Button Command.

Situation	Press	Moves
Weak/Strong Grapple(Front)	←/→ + A Button	Irish Whip to Ropes
	↑ + B Button	Suplex
	→ + B Button	Body Slam
	← + B Button	DDT
	↓ + B Button	Piledriver
Weak Grapple (Front)	↑ + A Button	Hammer Punch
	↓ + A Button	Knee Kick
	↑ + B Button	Suplex
Strong Grapple (Front)	↑ + A Button	Knee Lift
		Head Butt
	↓ + A Button	Eye Rake
		Upper-Cut
		Spinning Kick

THE MOVES CONT...

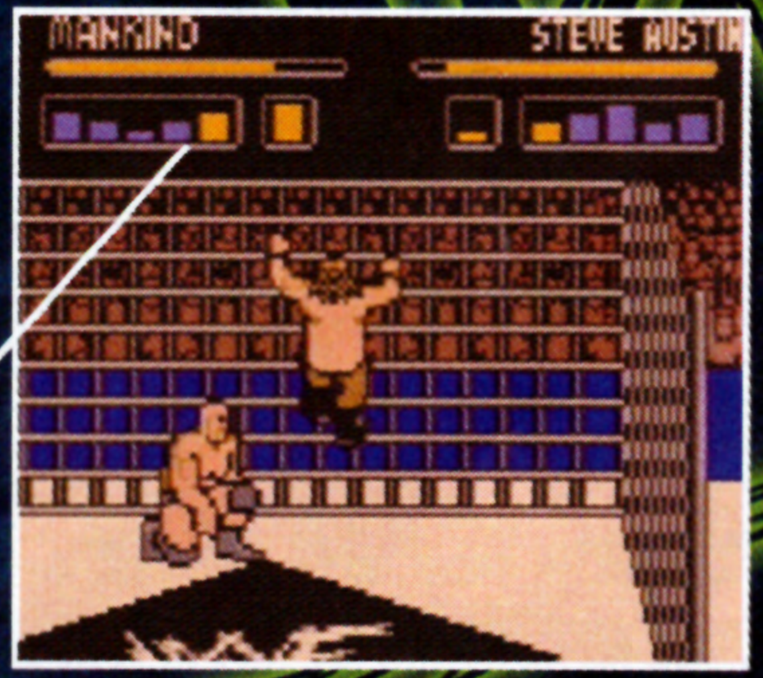
Grapple (Rear)	A Button	Atomic Drop
	B Button	Reverse Suplex
Run Toward Opponent	A Button	Clothesline
	B Button	Dropkick
Opponent Running	A Button	Big Boot
		Elbow Butt
		Spinning Kick
	B Button	Power Slam
		Flip Toss
Opponent on Mat (Head)	A Button	Kneedrop
		Foot Stomp
	B Button	Legdrop
		Riding Punches
Opponent on Mat (Leg)	A Button	Foot Stomp
		Kneedrop
	B Button	Half Crab
Opponent on Mat (Mid-section)	A Button	Stand-up Opponent
	B Button	Pin Opponent
On Turnbuckle	A Button	Flying Kneedrop
	B Button	Flying Legdrop
Finishing Move	Grapple + Select	See SUPERSTARS for info

BIO RHYTHM METER

The Bio Rhythm for each Superstar is different, and affects how quickly the Superstar will gain the ability to perform his Finishing Move. Each Bio Rhythm contains Peaks and Valleys, depending on the strengths and weaknesses of each wrestler.

As a match progresses, the Bio Rhythm Meter scrolls to the right, as shown in the Power Meter Bars. When the Gold Bar is completely full, your Superstar can perform his Finishing Move. If you do not perform the Finishing Move within a given amount of time, the Bio Rhythm Meter will start over and you will have to muster the strength to perform the Finisher again.

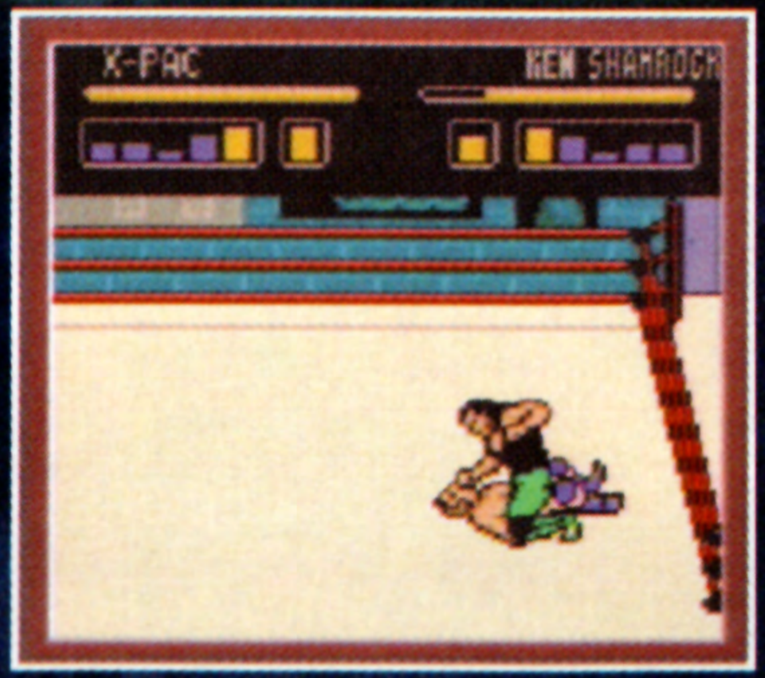
Bio Rhythm



Bio Rhythm Meter

TRAINING MODE

If you're reading this, you must already know how difficult the superstars of the World Wrestling Federation can be! In order to be successful, you need to have the know-how to take on all comers! Without a full command of the moves, you're gonna be on the bottom of the food chain, if you "smell what The Rock is cookin'." Select your favorite superstar by pressing the Control Pad ←/→, then press the A Button. Next, select the "dummy" opponent and head to the ring.



CHAMPIONSHIP

In Championship mode, defeat every opponent on your way to the World Wrestling Federation Championship. Sounds easy? Guess again! Every superstar you face is also looking for the title, and every match gets a little harder.

To begin a Championship series:

1. Choose between Easy, Normal or Hard (Control Pad ↑/↓, A Button to confirm).
2. Select your Superstar (Control Pad ←/→, A Button to confirm).
3. The first opponent will enter the ring beneath the Titantron™.
4. Defeat him to advance to the next opponent.

VS

For the fastest action, head straight to an Exhibition match in the VS mode. Select your talent by pressing the Control Pad ←/→, and then press the A Button to confirm. Next, select the WWF Superstar opponent of your choice, choose to wrestle in a Normal Ring or Cage Match, and head to the squared circle!

- **Normal Ring** – Everything goes in a Normal Ring, even brawls on the floor!
- **Cage Ring** – The only way to win in a Cage Match is by climbing out of the ring. Do everything you can to stop your opponent from climbing out, and go for the victory!

TWO PLAYER HEAD-TO-HEAD

In WF **WrestleMania ® 2000**, two players can compete head to head! Once in Link mode, the only way to return to the 1 player game is by a soft reset. Press START + SELECT + A+B at the same time, or turn the power switch OFF, then ON again. To set up a Two-Player VS match:

- While on the title screen, insert the Game Link cable into both Game Boy systems and press START.
- Now select 2 PLAYER to begin the game.
- One Game Boy will become the master and will control the Wrestler Select screens.
- Player 1 selects a WF Superstar, then Player 2 selects a WF Superstar from the same Game Boy.
- Once selected, the action goes to the ring. Do you have what it takes to defeat another player?
- On the 2 Players Mode screen, you can change the options or start a new game.

TAG TEAM

The Tag Team mode allows you to control two WWF Superstars against an opposing twosome. Each team is allowed one grappler in the ring at a time. When your Superstar is tired, head to the ropes to make a Tag, pressing the B Button to send the fresh talent into the ring. To jump right into a Tag Team match, select TAG TEAM from the Select Game Menu, then choose the two opposing teams. The first two Superstars selected form one Tag Team, while the last two selected represent the opposing duo.

SURVIVOR SERIES®

Survivor Series is composed of a series of Singles matches, with each team having three superstars ready to battle against the others. At the Talent Select screen, choose the first team of three Superstars, then select your opponent's team.

Once all six Superstars are selected (three for each team), the first Singles match begins. When the first match is over, the loser leaves the ring and the second grappler from his entourage enters the squared circle. The winner remains in the ring to take on this second WF Superstar. When all three members of a team are defeated, that team loses the Survivor Series.

GAUNTLET

The last man standing wins! Take a Superstar through the ranks and defeat everyone in your path to reign supreme! Do you have what it takes to Run the Gauntlet in one sitting?

After selecting a Superstar from the top talent, choose whether you would like to compete in a Normal Ring or a Cage Ring. In the Cage match, the winner is the first Superstar to climb out of the ring. Whatever your choice, you must defeat 14 WF Superstars in the same style ring so choose wisely!

STONE COLD STEVE AUSTIN™

Stone Cold Steve Austin's daily influence on the world of wrestling travels far beyond his own actions, and his ability to come out on top despite the odds makes him a fan favorite. From finding ways around a boss who hates him (Federation owner Vince McMahon) to fighting through the most dangerous enemies in wrestling today (the Ministry, led by Undertaker), Austin takes no prisoners with his "Bottom Line" approach to the sport. He continues to destroy the opposition with a style and success that is second to none.

- **Weight:** 252 lbs.
- **Height:** 6'2"
- **From:** Victoria, TX
- **Finishing Move:** Stone Cold Stunner

THE ROCK™

After graduating as an All-American football star from the University of Miami, Rocky Maivia entered the World Wrestling Federation® and quickly became the Intercontinental Champion. Under controversial circumstances, The Rock won the World Wrestling Federation Championship at the '98 Survivor Series®. The Rock went on to win the title two more times, making the "Great One" a three-time Federation Champion. Whether he's a champion or a contender, a fan favorite or the most hated superstar on the roster, The Rock is a 27-year-old phenom and is already the "Most Electrifying Man in Sports-Entertainment."

- **Weight:** 275 lbs.
- **Height:** 6'5"
- **From:** Miami, FL
- **Finishing Move:** The Rock Bottom

KEN SHAMROCK™

Long before he stepped into the squared circle, Ken Shamrock earned a living by trouncing the best fighters in the world in no-holds-barred shootfighting tournaments. After gaining recognition stateside in the octagon of the UFC, "The World's Most Dangerous Man" proved he was a quick learner by immediately leaping into the top heavyweight ranks of the World Wrestling Federation® soon after his pro wrestling debut.

- **Weight:** 235 lbs.
- **Height:** 6'1"
- **From:** Sacramento, CA
- **Finishing Move:** Ankle Lock Submission

VAL VENIS™

Gifted, virile and always hard at work, Val Venis' pre-match antics and out-of-ring exploits have only added to his status as one of the brightest young superstars in the world today. Venis combines a penchant for going all the way to get the job done with a deadly combination of technical strength and aerial skill. A consummate performer, Venis is set to rise above the competition as he heads toward the top of the Federation rankings.

- **Weight:** 245 lbs.
- **Height:** 6'4"
- **From:** Las Vegas, NV
- **Finishing Move:** The Money Shot

JEFF JARRETT™

A veteran whose best years may still lie ahead of him, Jeff Jarrett checks in as a second-generation athlete whose technical prowess makes him respected by all in the business. With a talent for getting under the skin of opponents and fans, his constant swagger is as much a trademark of his as the Figure-Four Leglock. A multi-time Intercontinental Champion, Jarrett also won the World Wrestling Federation Tag Team Championship while partnered with the late Owen Hart.

- **Weight:** 230 lbs.
- **Height:** 6'1"
- **From:** Nashville, TN
- **Finishing Move:** Figure-Four Leglock

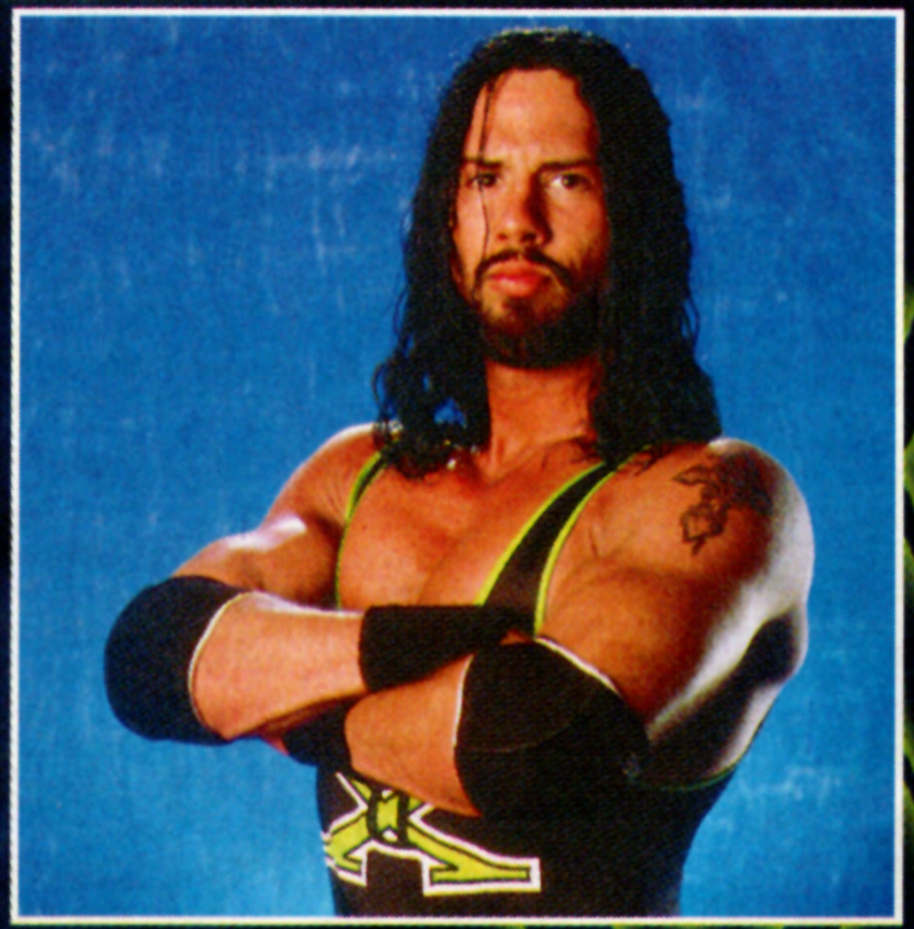
BILLY GUNN™

Raw to the core, Billy Gunn's phenomenal athletic ability is matched only by his shameless vulgarity. Since breaking away from D-Generation X and his former New Age Outlaw tag team partner, the Road Dogg Jesse James, Gunn has set his sights on singles championship gold in the World Wrestling Federation®. To that end, he already has both the 1999 King of the Ring® Tournament victory and a Federation Hardcore Title to his name.

- **Weight:** 268 lbs.
- **Height:** 6'4"
- **From:** Austin, TX
- **Finishing Move:** Fame-As-Er

X-PAC™

Fast, deadly, and with a spirit second to none, X-Pac's high-risk, high-impact attack makes him one of the World Wrestling Federation's most spectacular performers. Joining D-Generation X after rebounding from major back surgery, X-Pac now carries the DX mantle with pride along with the Road Dogg Jesse James.



- **Weight:** 202 lbs.
- **Height:** 6'
- **From:** Minneapolis, MN
- **Finishing Move:** X-Factor

THE BIG SHOW™

At 7'2" and 500 pounds, The Big Show Paul Wight easily ranks as the biggest hombre in sports-entertainment today. Recently joining the World Wrestling Federation, The Big Show has finally hit the big time.

- **Weight:** 500 lbs.
- **Height:** 7'2"
- **From:** Tampa, FL
- **Finishing Move:** Show Stopper

TRIPLE H

Luck has nothing to do with the rise of Triple H. One of the most calculating athletes in the history of the sport, Triple H rode the rise of DX to the top of the World Wrestling Federation®. In quest of the WF Championship, he left the group to align himself with Vince McMahon and the Corporation. Unafraid of making enemies en route to the top, HHH takes no prisoners and refuses no challenges.

- **Weight:** 246 lbs.
- **Height:** 6'4"
- **From:** Greenwich, CT
- **Finishing Move:** The Pedigree

SHAWN MICHAELS™

Perhaps the most exciting and charismatic superstar ever to grace a World Wrestling Federation® ring, Shawn Michaels, the founder of the controversial D-Generation X, is the self-proclaimed "ICON of sports-entertainment." Michaels holds the distinction of being the only competitor in history to capture the "Grand Slam" of the Federation (holding the Federation, Intercontinental, European and Tag Team Championships). Out of the ring, Michaels has been just as cocky and controversial–often rebelling against the authority of his employer, Mr. McMahon! Despite suffering a severe back injury in 1998, the Heartbreak Kid still serves as Commissioner of the World Wrestling Federation®.

- **Weight:** 227 lbs.
- **Height:** 6'1"
- **From:** San Antonio, TX
- **Finishing Move:** Sweet Chin Music

UNDERTAKER®

The Undertaker is not only the most intimidating presence in sports-entertainment today, he's also close to invincible. Possessing almost inhuman agility for a man of his strength and 7-foot frame, Undertaker has beaten every superstar of consequence over the course of his career. Blonds, bald, big, small–all have felt the wrath of this multi-time World Wrestling Federation® Champion.

- **Weight:** 328 lbs.
- **Height:** 6'10"
- **From:** Death Valley
- **Finishing Move:** Tombstone Piledriver

KANE™

While the full scope of his power remains a mystery, Kane's impact on the sport is anything but. At 7 feet tall, he weighs in as one of the few men in the world who can stand blow for blow against his brother, the Undertaker. Already a former World Wrestling Federation® Champion and multi-time Tag Team and one world title-holder, The "Big Red Machine's" momentum only seems to be growing as he moves toward what is only his third year in the sport.™

- **Weight:** 326 lbs.
- **Height:** 6'9"
- **From:** Parts Unknown
- **Finishing Move:** Chokeslam

BIG BOSS MAN™

Like Vince McMahon himself, the Big Boss Man blindly forces his own brand of right and wrong upon the World Wrestling Federation®. Nightstick in hand, this ornery veteran beats down the opposition, then finishes them off with his devastating Boss Man Slam. With the state of modern wrestling being what it is, the Boss Man's style of "lawless order" has worked to his advantage, making him both a Hardcore and Tag Team Champion during his latest tenure in the league.

- **Weight:** 355 lbs.
- **Height:** 6'6"
- **From:** Cobb County, GA
- **Finishing Move:** Boss Man Slam

ROAD DOGG™

One of sports-entertainment's most charismatic superstars, The Road Dogg's showboating plays as big a role in the ring as his hardcore attitude. While loudly pleasing fans with his trademark rock'n roll steppin', Road Dogg has quietly won the WF Hardcore, Intercontinental and Tag Team Championships. As a member of D-Generation X, Road Dogg gleefully "crotch-chopped" and pump handle slammed his way to victory after victory.

- **Weight:** 236 lbs.
- **Height:** 6'2"
- **From:** Nashville, TN
- **Finishing Move:** Shake Rattle and Roll

MANKIND™

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. With two championship reigns to his credit, this alter ego of Mick Foley has finally reached the top of the Federation. There's no telling just how far he will push himself from there!

- **Weight:** 287 lbs.
- **Height:** 6'2"
- **From:** Parts Unknown
- **Finishing Move:** The Mandible Claw

SAVING THE GAME

Wrestling through the Championship mode in WWF **WrestleMania® 2000**, you will be given a Password after every hard-fought victory. Be sure to write down this Password so you can continue the game at a later time. When you enter the Password correctly, you will return to the Championship Belt.

NOTE

OWN THE VENUE

World Wrestling Federation

includes VINCE McMAHON figure

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TITAN TRON LIVE™

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