

SNS-WF-USA



WF
SUPER
WRESTLEMANIA



**INSTRUCTION
BOOKLET**

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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PAC.**



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GET IN THE THICK OF THE ACTION

Have you ever dreamed of what it must be like to be Hulk Hogan, drawing your inspiration from the cheers of tens of thousands of fans as you struggle against the brawny might of the massive Undertaker?

Did you ever wonder how it might feel to be a member of the Legion of Doom, leveling an opponent like Earthquake or Typhoon of the Natural Disasters, with a thundering clothesline or a precision dropkick?

Have you ever imagined possessing the awesome power of Sid Justice or Randy "Macho Man" Savage, the cold and calculating mind of Jake "the Snake" Roberts or the "Million Dollar Man" Ted DiBiase?

Now, with **WWF Super WrestleMania**, you don't have to dream, wonder or imagine any longer. All of the power and abilities of 10 of the greatest wrestlers ever to set foot in the WWF squared circle are in the palm of your hand. You can be whoever you want to be and test your grappling skills against the best athletes in the world today!

As "Macho Man" Randy Savage, you can hurl your opponent from the ring to the floor of the arena, climb to the top turnbuckle and deliver a punishing flying leg-drop. As the immortal "Hulkster," you can be in control

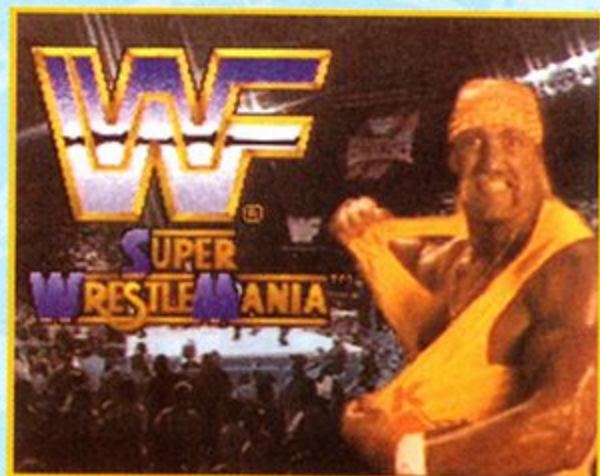
of Hulkamania...the greatest force in all of wrestling. You can wrestle in one-on-one competition against the computer or a friend. You can control two wrestlers in a tag team competition. Or you can face the ultimate challenge of a four-on-four Survivor Series!

No matter which way you decide to play, you will experience all of the sights, sounds and sensations of the ring wars like you never have before. Get ready to enter a new dimension in mat action. Get ready for **WWF Super WrestleMania**.

BEFORE THE OPENING BELL

LOADING

- 1) Make sure the Power Switch is OFF.
- 2) Insert your **WWF Super WrestleMania** Game Pak as described in your Super Nintendo Entertainment System manual.
- 3) Turn the Power Switch ON. When you see the **WWF Super WrestleMania** title screen, press the START BUTTON on your controller.



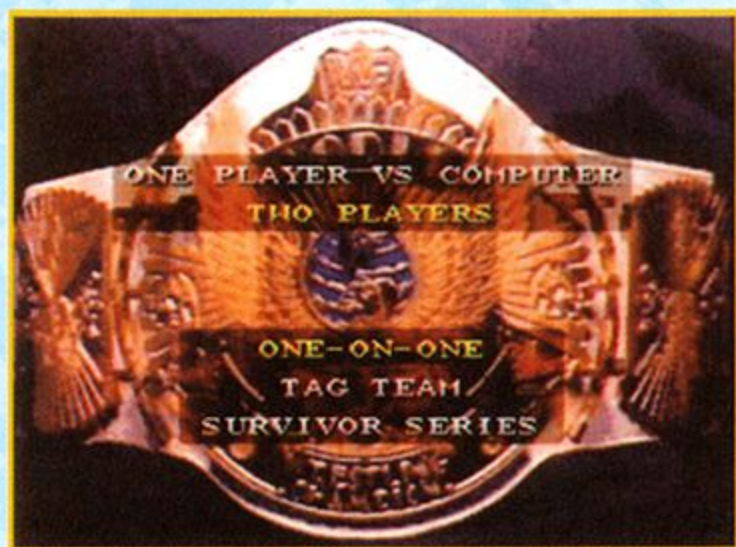
WWF Super WrestleMania gives you over a dozen different ways to play: One or two players can compete in one of three match formats at any one of three levels of difficulty.

After loading your game cartridge and pressing the **START BUTTON**, you will see the first of three selection screens. Use the **UP** and **DOWN CONTROL PAD ARROWS** to make your choice on each screen.

FIRST SELECTION SCREEN - choose between one and two player mode.

SECOND SELECTION SCREEN - choose one of three match types:

- a) One-on-One
- b) Tag Team
(Two-on-Two)
- c) Survivor Series
(Four-on-Four)



THIRD SELECTION SCREEN - choose one of three levels of difficulty (only in One Player Mode):

- a) Easy
- b) Medium
- c) Hard

Once you have completed all three selection screens, it is time to decide which wrestler (or wrestlers) you want to be.

CHOOSING YOUR WRESTLERS

The computer will now ask you to choose your wrestler or wrestlers (or, in the case of a Survivor Series bout, a captain). Use the CONTROL PAD ARROWS to scroll through the 10 different wrestlers. When you are ready to select a wrestler, press the X, Y, A or B BUTTON.



The number of wrestlers you must select will be determined by the type of game you are playing:

ONE PLAYER MODE - you select your wrestler, the computer will select your opponent.

TAG TEAM MATCH - you select your two wrestlers, the computer will select your opponents.

SURVIVOR SERIES - you select your four wrestlers, the computer will select your opponents.

THE MATCH

The following screen shot shows you the standard Ring Screen. The callouts tell you what to look for. Use the **CONTROL PAD ARROWS** to move your wrestler around the ring and combine this with some of the other controls to have your wrestler perform up to his true WWF Superstar potential.

Energy Bar

Energy Bar



Referee

MOVES AND MANEUVERS

WHEN BOTH WRESTLERS ARE STANDING:

B BUTTON

punch



A BUTTON

kick



X BUTTON

*lock up with
your opponent*



Y BUTTON

run



Y BUTTON
followed by

A BUTTON

*run, flying
dropkick*



WHEN YOU ARE LOCKED UP:

(and you have the advantage ...your man is leaning forward)

NOTE: To gain the advantage, continuously press the button of the move you want to perform.

B BUTTON

bodyslam



A BUTTON

headbutt



X BUTTON

suplex



Y BUTTON

*push your
opponent into
the ropes*



NOTE: If you have your opponent locked up near the ropes and you gain the advantage, press the **Y** BUTTON and you will throw him out of the ring. See THE ACTION SPILLS OUT OF THE RING, page 7.

PRESSING YOUR ADVANTAGE ...TRYING FOR THE PIN

WHEN YOUR OPPONENT IS DOWN:

B BUTTON
elbowdrop



A BUTTON
stomp



X BUTTON
trying for the pin
(position your
wrestler near
your opponent's
midsection while
pressing the X BUTTON.)



X BUTTON
Pull your oppo-
nent to his feet
(position your
wrestler near
your opponent's
head while pressing the X BUTTON.)



Y BUTTON
followed by
B BUTTON

flyng elbowdrop
(press the Y
BUTTON to run
across the ring, then, as you return
to where your opponent is laying on
the mat, press the B BUTTON. This
move can also be performed off the
ropes.)



NOTE: Once you have your opponent pinned, repeatedly press ANY BUTTON on your controller to hold him to the mat.

THE ACTION SPILLS OUT OF THE RING

WHEN ONE WRESTLER HAS BEEN THROWN OUT OF THE RING:

LEFT or RIGHT
CONTROL PAD
ARROW
followed by
Y BUTTON
walk to the
ropes, exit the ring



LEFT or RIGHT
CONTROL PAD
ARROWS
walk to the ropes,
enter the ring
automatically



NOTE: You may only leave and enter the ring from the sides, not the front.

WRESTLING DEFENSIVELY

WHEN YOUR OPPONENT IS RUNNING TOWARDS YOU :

B BUTTON
hiptoss



A BUTTON
flying dropkick



X BUTTON
clothesline



Y BUTTON
run



NOTE: If you hiptoss your opponent near the ropes, you will throw him out of the ring. See **THE ACTION SPILLS OUT OF THE RING**, pg. 7.

WHEN YOUR WRESTLER IS DOWN ON THE MAT:

UP or DOWN
CONTROL
PAD ARROW
roll



ANY OTHER
BUTTON
stand up



WHEN YOUR WRESTLER IS BEING PINNED:

Press ANY
BUTTON
repeatedly
*kick out (if you
have enough
energy)*



NOTE: In a Tag Team or Survivor Series match, your teammate may come into the ring to help you out. If this happens, you control your teammate, not the wrestler being pinned.

TAKING THE MATCH TO THE AIR

WHEN YOUR OPPONENT IS DOWN ON THE MAT:

UP, LEFT or RIGHT CONTROL PAD ARROWS
walk to the top half of the ring and into a corner, climb to the top turnbuckle automatically

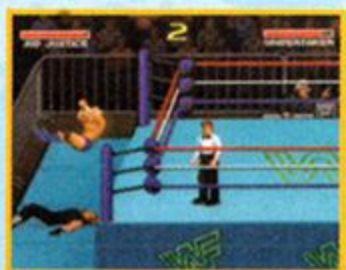


WHEN YOUR WRESTLER IS ON THE TOP TURNBUCKLE:

DOWN
CONTROL PAD
ARROW
climb down



ANY OTHER
BUTTON
*flying elbowdrop
(even if your
opponent is out-
side the ring)*



NOTE: You may only climb the cornerposts at the top of the ring, not the bottom.

MAKING THE TAG

WHEN YOUR WRESTLER IS IN YOUR CORNER:

A BUTTON
or
B BUTTON
tag



NOTE: In a Survivor Series match, use the SELECT BUTTON to pick the wrestler you will tag next.

QUICK REFERENCE CHART

| | B | A | X | Y |
|--|------------------|----------------------------|--|--|
| BOTH WRESTLERS STANDING | <i>punch</i> | <i>kick</i> | <i>lock up with your opponent</i> | <i>run</i> |
| | | | | Y followed by A: <i>run, flying dropkick</i> |
| WHEN YOU ARE LOCKED UP | <i>bodyslam</i> | <i>headbutt</i> | <i>suplex</i> | <i>push your opponent into the ropes</i> |
| YOUR OPPONENT IS DOWN | <i>elbowdrop</i> | <i>stomp</i> | <i>Trying for the pin</i> <i>Pull your opponent to his feet</i> | Y followed by B: <i>flying elbowdrop</i> |
| YOUR OPPONENT IS RUNNING TOWARDS YOU | <i>hiptoss</i> | <i>flying dropkick</i> | <i>clothesline</i> | <i>run</i> |
| YOUR WRESTLER IS IN YOUR CORNER | <i>tag</i> | <i>tag</i> | | |

| | UP or DOWN | Any Other BUTTON | Press Any BUTTON Repeatedly |
|--|---------------|---------------------|--------------------------------|
| YOUR WRESTLER IS DOWN ON THE MAT | <i>roll</i> | <i>stand up</i> | |
| YOUR WRESTLER IS BEING PINNED | | | <i>kick out</i> |

Leaving the Ring-
LEFT or RIGHT CONTROL
PAD ARROW followed by
Y BUTTON

Entering the Ring-
LEFT or RIGHT CONTROL
PAD ARROWS

| | | |
|--|---|--|
| WHEN ONE WRESTLER HAS BEEN THROWN OUT OF THE RING | <i>walk to the ropes, exit the ring</i> | <i>walk to the ropes, enter the ring automatically</i> |
|--|---|--|

**UP, LEFT or RIGHT
CONTROL PAD ARROWS**

| | |
|---|--|
| YOUR OPPONENT IS DOWN ON THE MAT | <i>walk to the top half of the ring and into a corner, climb to the top turnbuckle automatically</i> |
|---|--|

**DOWN CONTROL PAD
ARROW**

Any Other BUTTON

| | | |
|---|-------------------|-------------------------|
| YOUR WRESTLER IS ON THE TOP TURNBUCKLE | <i>climb down</i> | <i>flying elbowdrop</i> |
|---|-------------------|-------------------------|

STRATEGIES FOR THE SQUARED CIRCLE

- 1)** Keep an eye on the Energy Meters. If your level is too low, wrestle defensively. When your opponent's level is low, move in for the pin.
- 2)** Keep your opponent off-guard by stringing your moves and maneuvers together. Follow up a suplex with a stomp or two or slam your opponent and then pull him back up on his feet and slam him again. Don't give him time to mount any kind of offense.
- 3)** Before launching an aerial attack, remember two things: Your opponent must be lying on the mat and he must be within range of your jump. Land short and you could be in big trouble.
- 4)** In Tag Team and Survivor Series matches, always keep a fresh man in the ring.

THE CROWD AWAITS

A standing-room-only crowd in the arena and millions of fans watching at home on television await the opening bell. The spotlight shines on the center of the ring where, in just a few moments, you and your opponent will be engaged in the most grueling competition in the sporting world. You are one of 10 awesome grapplers, the cream of the crop of the World Wrestling Federation. You will be wrestling not only to achieve victory, but to maintain personal pride. You know you have the skills to overcome your opponent and you have the determination to do whatever is necessary to get the job done.

There's the bell! The crowd is roaring! Your adrenalin is pumping! Match time is here! Charge into that ring and prove to the world what you already know in your heart...that you ARE the very best in the WWF!



SUPER STAR PROFILES

6'8", 303 lbs.

Few sights in wrestling are as impressive as when the "Hulkster" makes his way into the ring.

The most popular wrestler in wrestling history, Hogan has held the WWF Championship title four times. His legions of fans... "Hulkamaniacs"...

have spurred him on to unprecedented success not only in the ring, but also on the silver screen, where he has starred in such hits as NO HOLDS BARRED, ROCKY III and SUBURBAN COMMANDO.



6'6", 294 lbs.



Managed by the macabre and bizarre

Paul Bearer, The Undertaker has a

strange fascination

(some would call it an

obsession) with death.

He has actually been

known to ambush

opponents and lock

them into coffins or

place them in body

bags. Despite such

shocking activities and

his distasteful pen-

chant for graveyards

and funeral parlors,

The Undertaker

remains a forceful,

formidable and deter-

mined opponent in

the ring.

6'6", 279 lbs.

When Sid claims
before a match that

"justice will be
served," you should

thank your lucky stars
that you are not the

man standing across
the ring from him!

Justice boasts a
remarkably chiseled

physique, the result of
a daily workout regi-

men that has cata-

pulted him into the
top ranks of the most

powerful men in the
WWF. His awesome

musculature enables
him to launch a

power attack that is as
impressive as his
body.



6'3", 260 lbs.



The Million Dollar Man is unquestionably the wealthiest competitor in the WWF, and he frequently uses that wealth to further his own career (to the point, some say, of bribing referees and officials). This is just in keeping with his favorite saying, "Everybody has a price." DiBiase finds that price and pays it. He is a peerless ring tactician who often takes shortcuts to victory. Obnoxious and arrogant, he has been featured on LIFE-STYLES of the RICH and FAMOUS.

6'2", 262 lbs.

Like his Legion of Doom partner, Hawk, Animal grew up on the mean streets of Chicago. His incredible upper-body strength enables him to wage a power-based attack that few opponents can withstand. Despite such power, Animal's greatest strength may be his relentless ferocity: Once he begins his attack on his opponent, there is no letup until that opponent has been pummeled into submission.



6'10 1/2", 328 lbs.



One-half of the Legion of Doom (with Animal), Hawk is a powerful brawler who favors using the clothesline, a maneuver that has the power to break a man's neck as his body is sent spinning wildly to the canvas. Uncontrolled destruction is what Hawk's ring style is all about and he executes all of his moves with that little "extra." As he hears an opponent cry out in pain, Hawk is likely to respond, "Ooooh, what a rush!" Few would doubt that this big man is enjoying himself.

6'2", 468 lbs.

One of the Natural Disasters (teamed with Typhoon), Earthquake is a mountain of a man, whose very physical presence is enough to intimidate many opponents. His "Earthquake Splash," in which he brings the full brunt of his 468 pounds to bare on his opponent's chest, is an awesomely destructive move: it once sidelined none other than Hulk Hogan for six months! Wrestling Earthquake is like wrestling two men at a time.



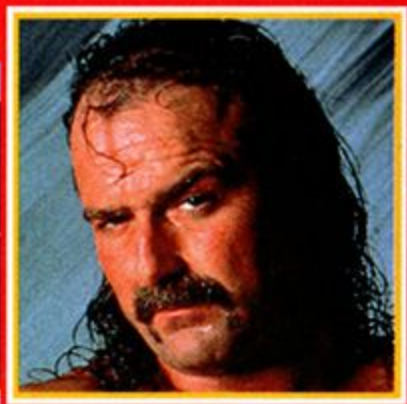
6'1", 358 lbs.



This big man, who comprises one half of the Natural Disasters, takes his name very seriously. Every time he steps through the ropes, it is indeed a disaster...for his opponent! Typhoon is as relentless in his attack as the storm for which he is named...and often causes as much damage. "There are no emergency precautions to protect you from Typhoon," he says. Wise men heed that warning.

6'3", 247 lbs.

"The Snake" is aptly named. Quiet and mysterious, Roberts slithers his way through the WWF ranks like the venomous cobra he drapes over his fallen opponents. One never knows when he will strike, but when he does, he does so with poisonous precision. He boasts a remarkable ability to absorb punishment and to inflict it as well. His favorite move, the DDT, is one of the most punishing in the WWF. Attack the Snake and you will find you have not done much more than make him angry and determined to sink his fangs into you.



6'5", 302 lbs.



The Macho Man may be one of the most colorful individuals in the WWF, but he is also one of the most dangerous. Often accompanied by his lovely manager and wife, Elizabeth, Savage boasts a ring style that is a straight-ahead blend of science, street brawling and aerial tactics. His daring leaps from the top turnbuckle have impressed millions of fans—and led to the defeat of hundreds of frustrated opponents.

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- Reorient the receiving antenna
- Relocate the Super NES with respect to the receiver
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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Printed in Japan