

Nintendo®

GAME BOY®

DMG-WX-USA

WWF® SUPERSTARS™

INSTRUCTION BOOKLET



LICENSED BY



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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

ADVISORY

READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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JOIN THE WWF SUPERSTARS

Are you ready to face the ultimate test of your wrestling skills? Because six of the World Wrestling Federation's greatest stars are waiting for you: powerful Sid Justice, the mysterious Undertaker, Jake "The Snake" Roberts, The Mountie, "Macho Man" Randy Savage, and the Immortal Hulk Hogan!

Match these formidable athletes in singles or tag team competition, in a conventional wrestling ring or within the confines of the steel cage! Throw your opponent through the air and deliver a thundering elbow-drop, or send him sprawling to the mat with a flying dropkick! But watch out: the action could get so heated that the match will spill out of the ring onto the arena floor!

You need to think and move quickly, because these WWF SuperStars are after the same thing you are: victory! And they're willing to use every skill they have in order to attain it!

Get ready for action that's more than just a wrestling match. Get ready for **WWF SuperStars 2!**

BEFORE THE OPENING BELL

1. Make sure the Nintendo GAME BOY® power switch is OFF.
2. **Insert the WWF SuperStars 2™ Game Pak** cartridge as described in your GAME BOY® instruction manual.
3. Turn the power switch ON.

When you see the **WWF SuperStars 2** logo appear on the screen, press the **START BUTTON**.

PREPARING FOR YOUR MATCH

After you've pressed the START BUTTON, the computer will ask you whether you will be competing in a one-player or two-player match. Use the LEFT/RIGHT CONTROL PAD ARROWS to make your choice, then press any button.

(NOTE: A two-player match requires each player's Game Boy unit to be equipped with a **WWF SuperStars 2** cartridge, and for the units to be connected with the Game Link.)

The computer will then ask you to decide from among three playing modes: player vs. computer singles match, player vs. computer tag team match, or player vs. computer tournament competition. Use the LEFT/RIGHT CONTROL PAD ARROWS to make your choice, then press any button.

You then need to decide between a regular match or a cage match, and choose one of three skill levels (easy, medium, hard) for your match. Use the LEFT/RIGHT CONTROL PAD ARROWS to make your choices, then press any button.

(NOTE: Tag team matches may be contested inside a regulation ring only.)

Finally, you must choose which one of the six WWF SuperStars you want to be. To do this, use the UP/DOWN and LEFT/RIGHT CONTROL PAD ARROWS to highlight your choice, then press any button.

(NOTE: In tag team competition, player and computer (or player and second player) choose wrestlers alternately.)

Once you've chosen from among the WWF SuperStars, the ring introductions will appear. . . and the action is just moments away!

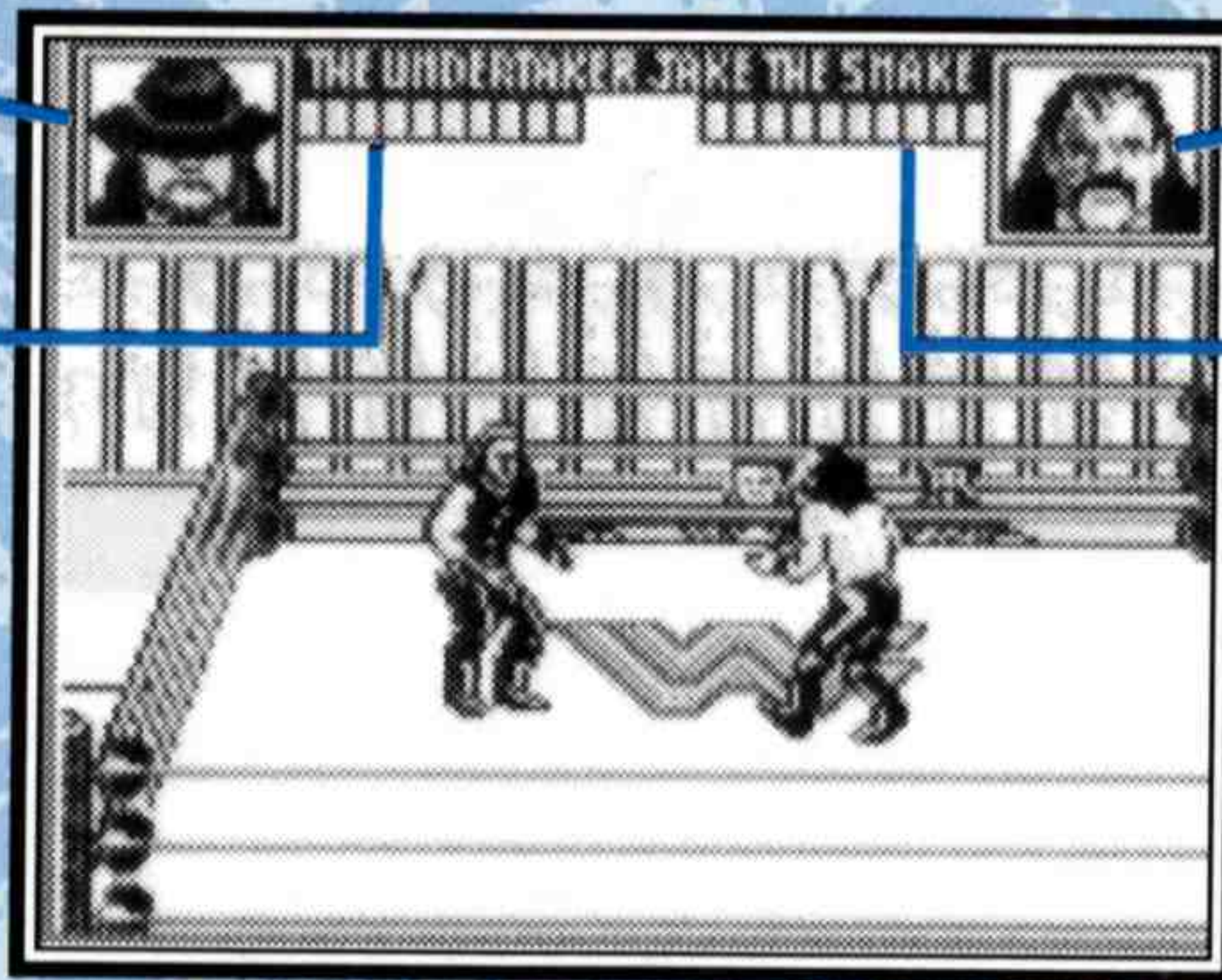


YOUR VIEW OF THE RING

Here's a close-up of the ring where your WWF SuperStars will battle:

YOU

YOUR
ENERGY
LEVEL



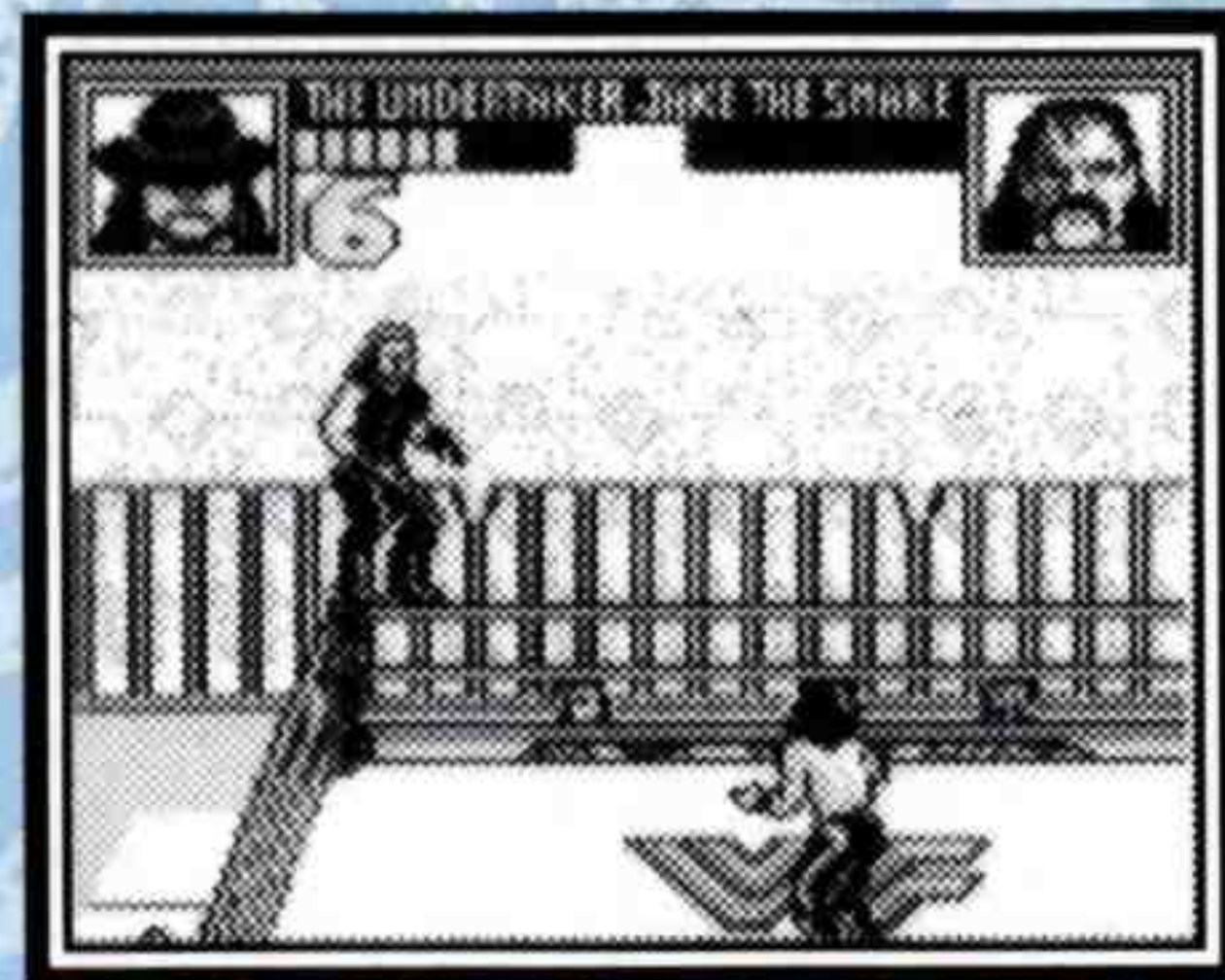
YOUR
OPPONENT

YOUR
OPPONENT'S
ENERGY LEVEL

MOVING AROUND THE RING

To move around the ring, use the UP/DOWN CONTROL PAD ARROWS to move toward the back or front of the ring, and the LEFT/RIGHT CONTROL PAD ARROWS to move to the left or right of the ring.

To run across the ring, press the LEFT or RIGHT CONTROL PAD ARROW and press the A and B BUTTONS simultaneously.



To climb to the top of a turnbuckle, move your wrestler to the top left or top right corner, then press the UP CONTROL PAD ARROW.

To climb out of the ring, use the LEFT or RIGHT CONTROL PAD ARROW to move your wrestler into the ropes. Keep the button pressed; your wrestler will automatically climb out of the ring.

(NOTE: Once out of the ring, you may move in front of the ring, but not behind it. However, you may only re-enter the ring from the left or right side.)

OFFENSIVE MANEUVERS

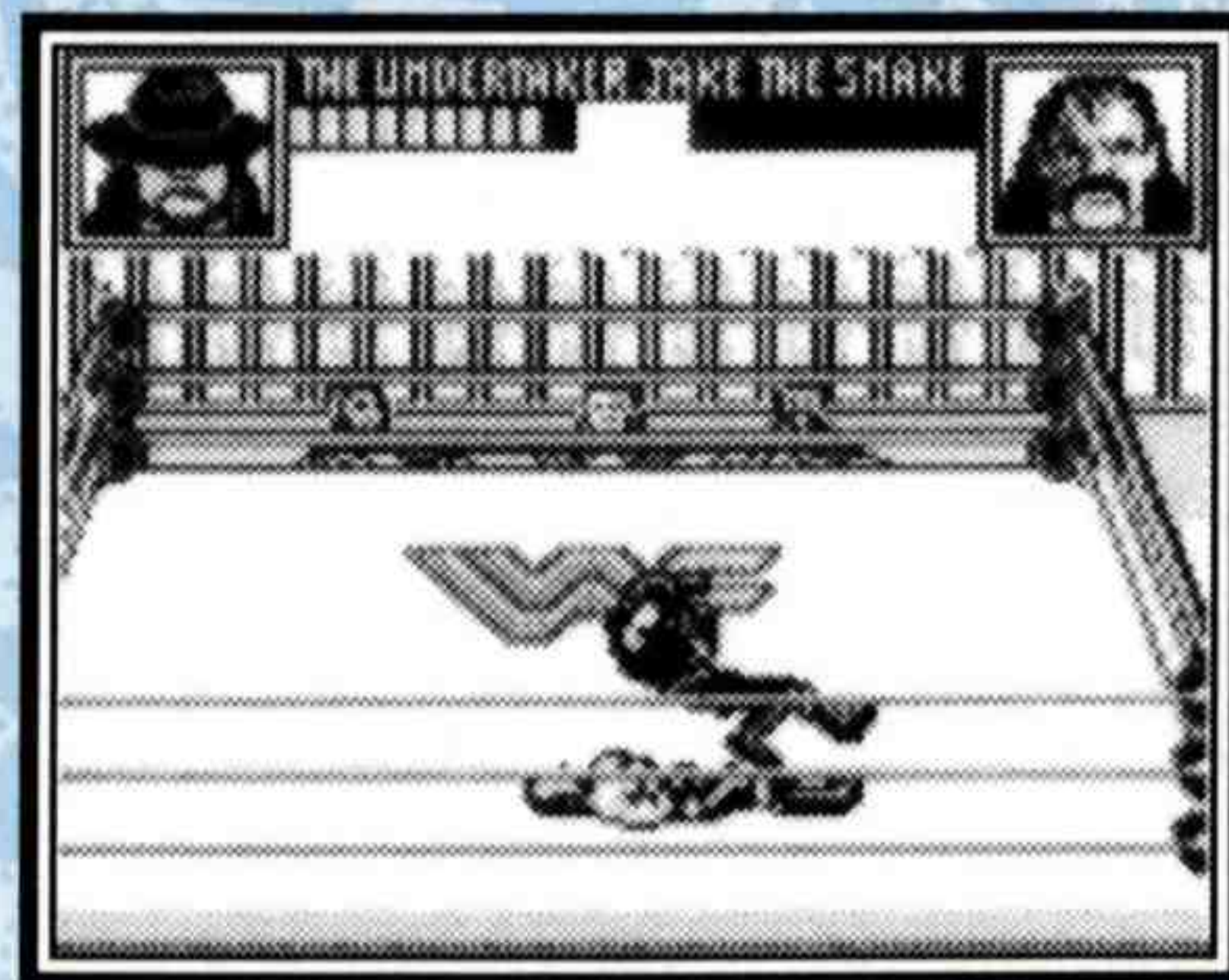
To punch your opponent, press the A BUTTON while your opponent is standing or walking.

To kick your opponent, press the B BUTTON while your opponent is standing or walking.

To stomp your opponent, press the B BUTTON while your opponent is lying on the mat.

To elbowdrop your opponent, press the A BUTTON while your opponent is lying on the mat.

To deliver a running elbow-drop, press the A BUTTON while you are running and your opponent is lying on the mat.

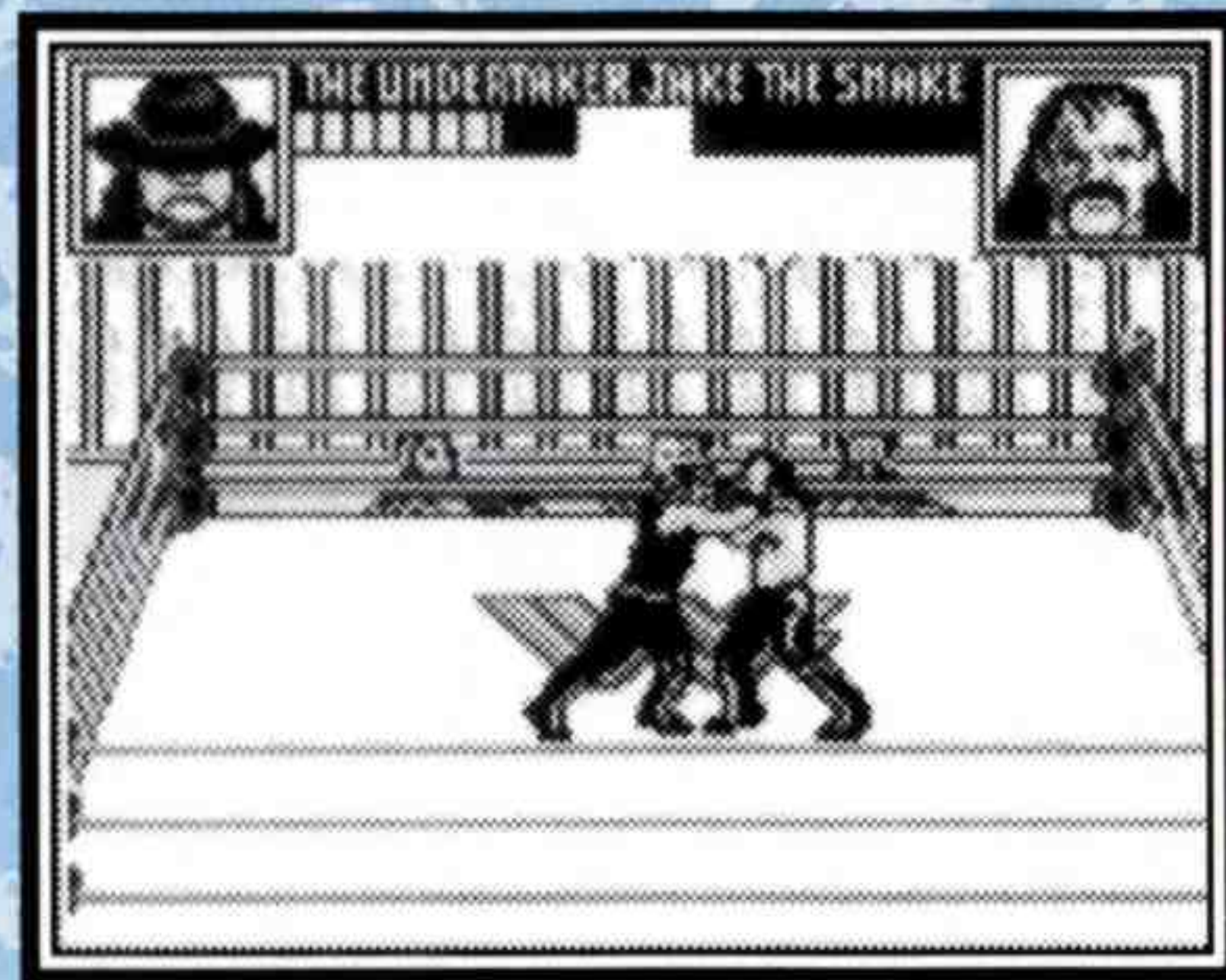


To deliver a running clothesline, press the A BUTTON while you are running and your opponent is on his feet.

To lock your opponent in a grapple, move into him using the LEFT/RIGHT CONTROL PAD ARROWS. When you have the advantage over your opponent in a grapple (you'll see your wrestler leaning forward), you have five options:

(1) **Headbutt your opponent** by pressing the A BUTTON.

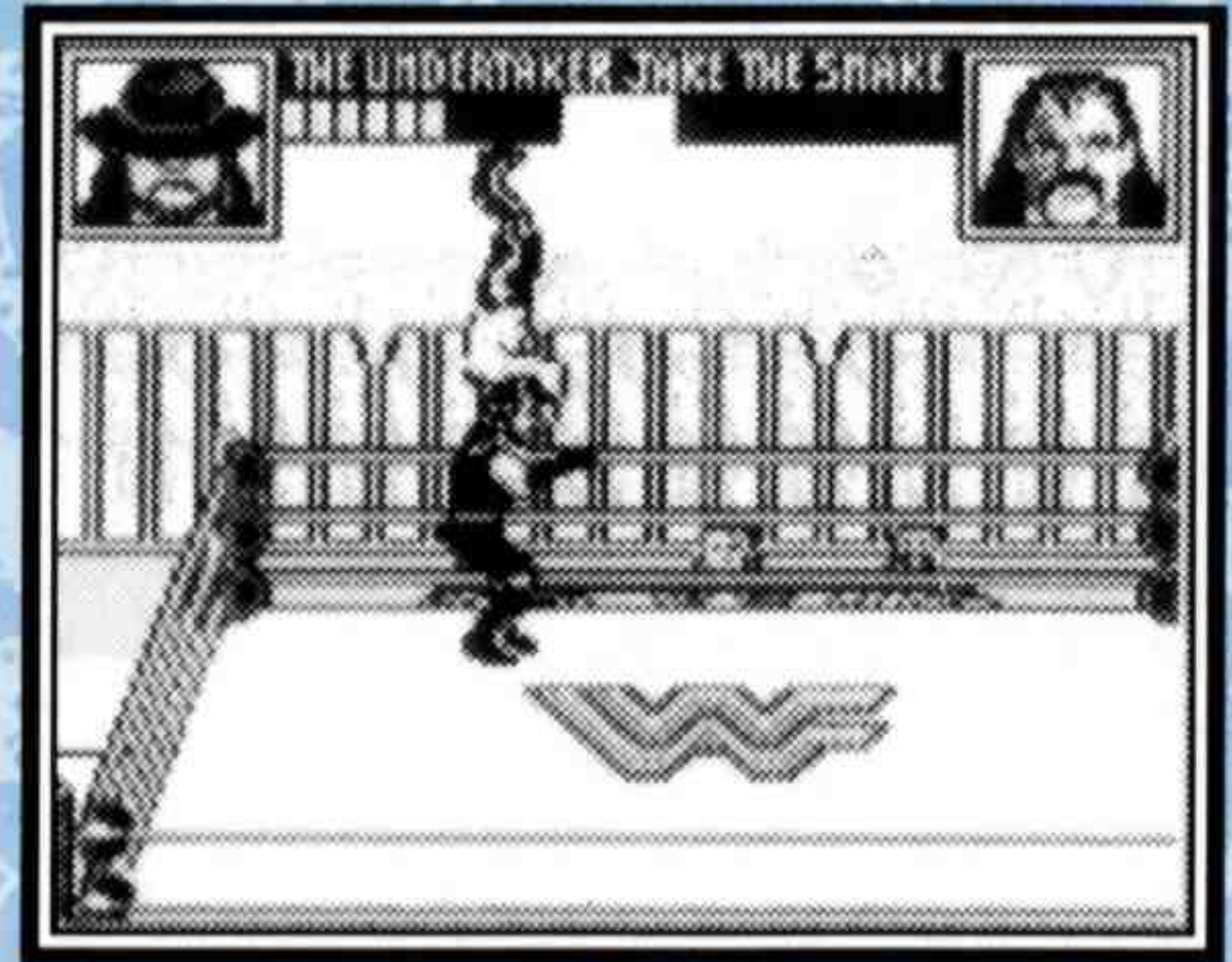
(2) **Bodyslam your opponent** by pressing the B BUTTON.



(3) Suplex your opponent by pressing the A BUTTON and the UP CONTROL PAD ARROW simultaneously.

(4) Throw your opponent to the mat by pressing the B BUTTON. (NOTE: If this move is executed near the ropes, and you simultaneously press the UP CONTROL PAD ARROW, the throw will send your opponent flying out of the ring.)

(5) Stun your opponent by throwing him into the ropes or the side of the cage. To do this, press the A BUTTON and the LEFT/RIGHT CONTROL PAD ARROW simultaneously.



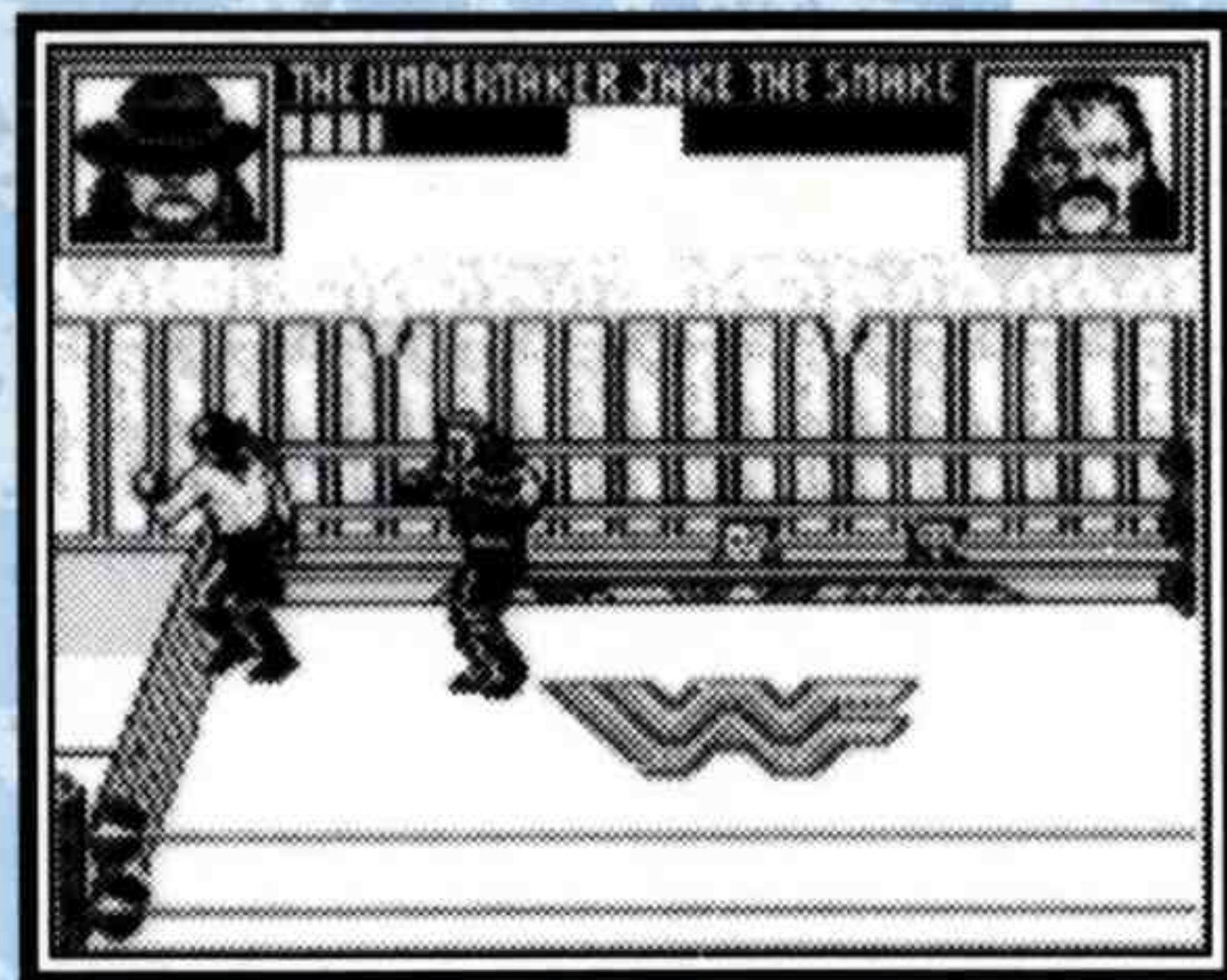
DEFENSIVE MANEUVERS

When your opponent is charging, you have two defensive options:

(1) **Deliver a clothesline** by pressing the A BUTTON.

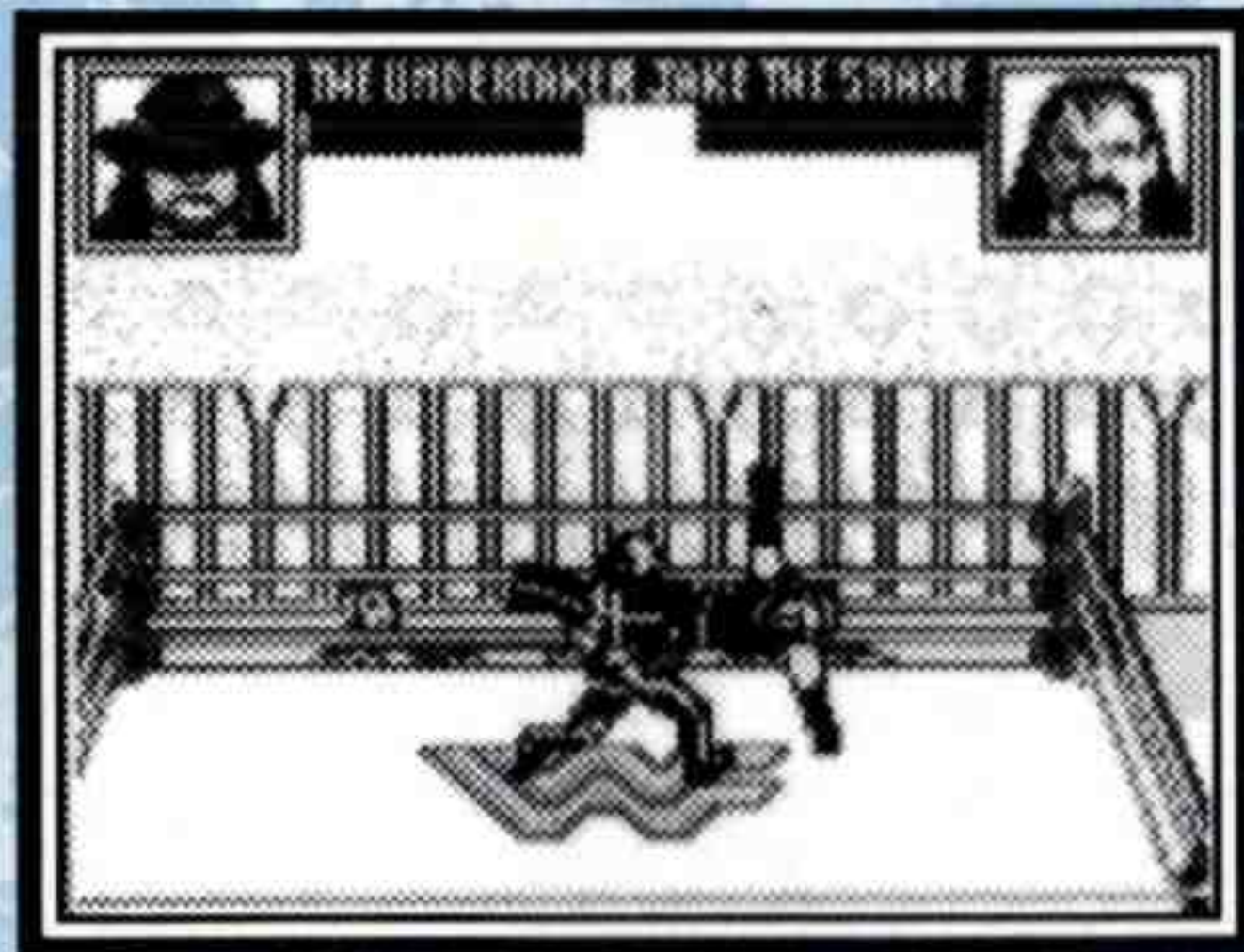
(2) **Throw your opponent to the mat** by pressing the B BUTTON. (NOTE: In many cases, this move will send your opponent flying out of the ring!)

When you're lying on the mat, use the UP/DOWN CONTROL PAD ARROWS to roll out of the way of your opponent's stomps and elbow smashes.



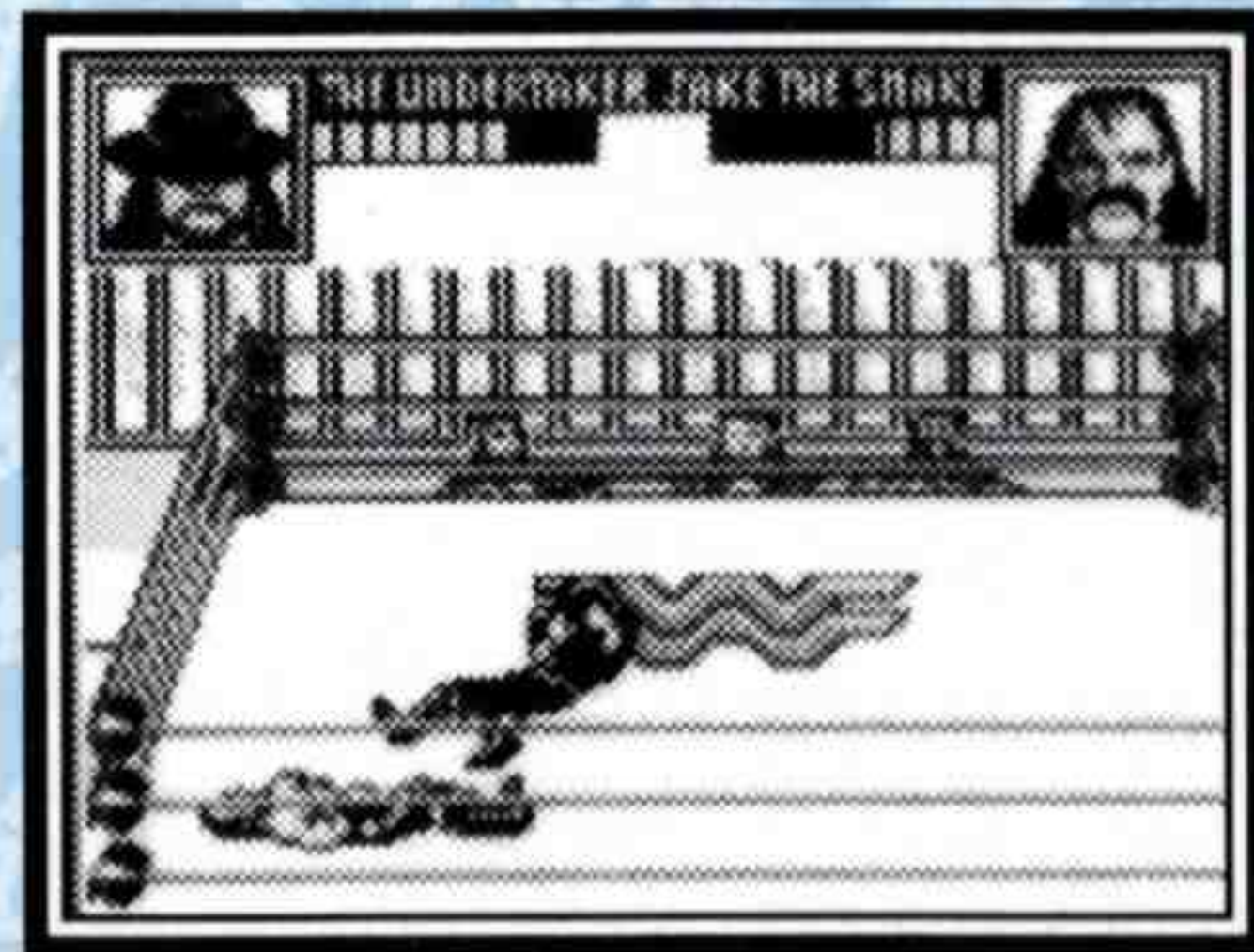
To return to your feet when you're lying on the mat, press the A BUTTON repeatedly as fast as possible.

AERIAL MANEUVERS



To throw a flying dropkick, press the B BUTTON while you are running.

To deliver a flying elbow from the top turnbuckle, first climb to the top left or right turnbuckle using the UP CONTROL PAD ARROW, then press the A BUTTON. (NOTE: The accuracy of this move can be affected by utilizing the LEFT/RIGHT and DOWN CONTROL PAD ARROWS while in midair.)



OUT-OF-THE-RING ACTION

WWF SuperStars 2 allows the action to spill out of the ring, where it can continue on the arena floor.

All offensive and defensive moves apply outside of the ring, but there are three important points to remember: (1) The action can only continue to the sides and in front of the ring, (2) You may only return to the ring through the side ropes, and (3) You must return to the ring before the 10-count is completed, or you will be counted out of the match!

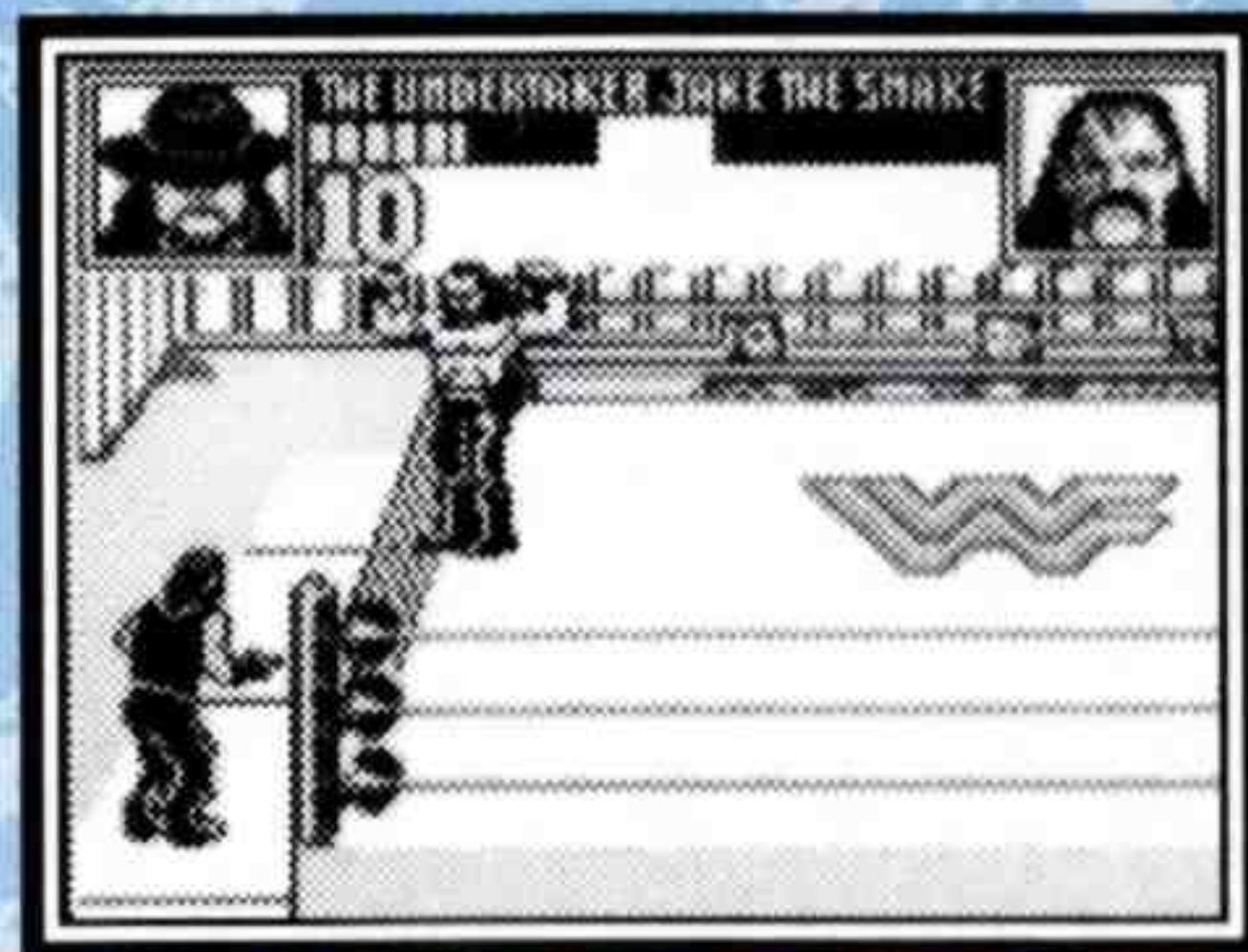


DIG DEEP FOR EXTRA STRENGTH!

If you find your energy level approaching zero, boost your power and gain a fast second wind by pressing the SELECT BUTTON. But be careful when and how you use this ability: it can only be done once per match!

SCORING THE VICTORY

There are three ways to win a WWF SuperStars 2 match: (1) **By pinfall** (regulation ring and cage matches). To attempt a pin on an opponent, press the A and B BUTTONS simultaneously while he is lying on the mat. You must hold your opponent's shoulders to the mat for a three-count to win. (2) **By count-out** (regulation ring only). If your opponent is outside the ring and fails to return to the ring before the 10-count is completed, you win. (3) **By climbing out of the steel cage** (see SPECIAL RULES FOR SPECIALTY MATCHES, next page.)



SPECIAL RULES FOR SPECIALTY MATCHES

In tag team matches, you control the actions of both wrestlers.

(NOTE: One exception to this is when you are playing a two-player vs. computer match utilizing the Game Link; in that case, each player controls one member of the tag team battling the computer's team.)

To tag out to your partner, move to the ropes on the side of the ring near your partner and press the **SELECT BUTTON**.

In cage matches, you win by either pinning your opponent or by escaping to the top of the cage while your opponent is down on the mat. Remember, too, that turnbuckle moves and tag team competition may not take place inside the steel cage.

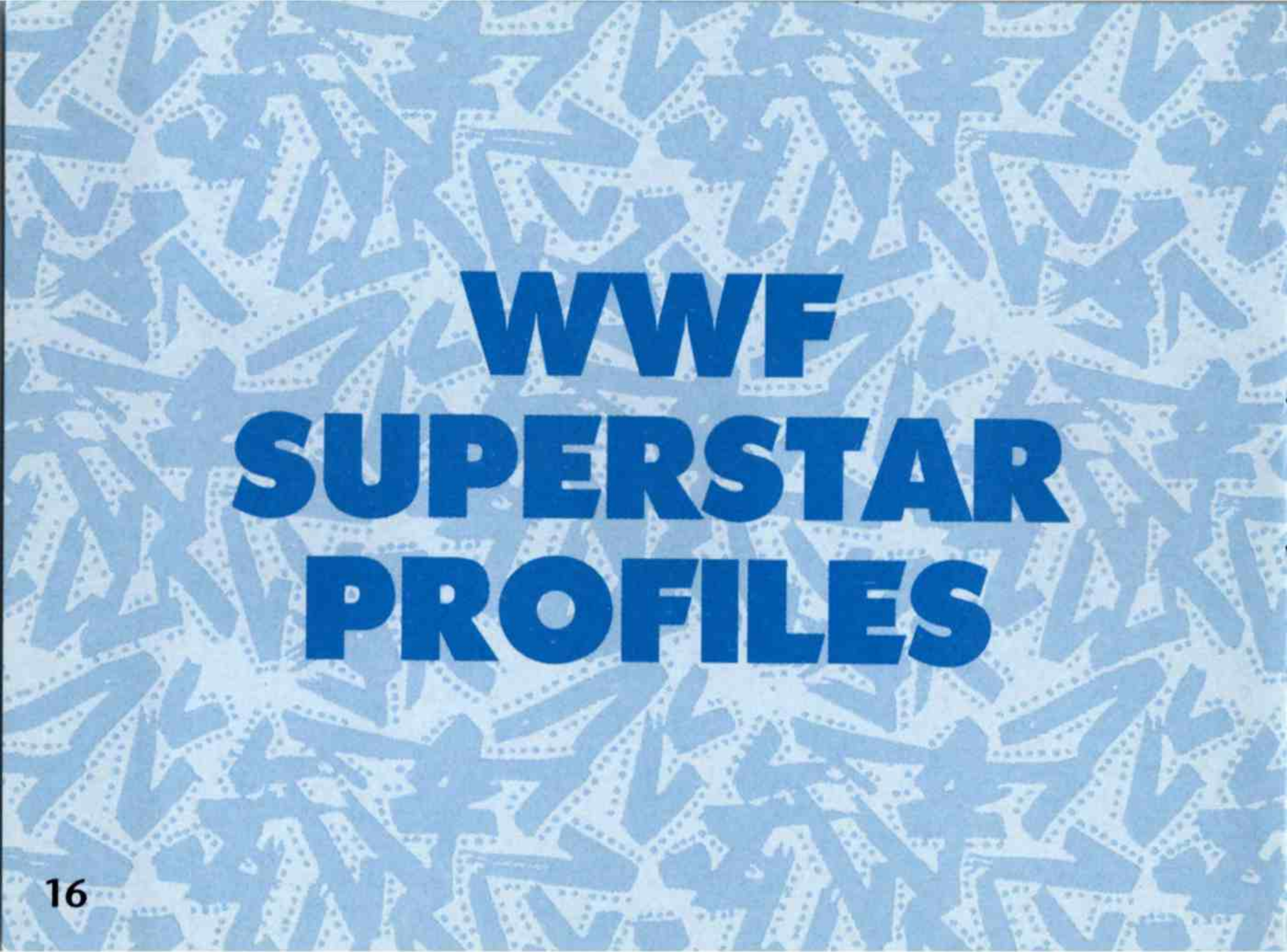
In tournament play, you must face and defeat the other five WWF SuperStars in the game. But pace yourself: the matches get tougher as the tournament progresses!

SOME STRATEGIES TO REMEMBER

When you have the advantage over your opponent, don't let up! String your moves together and don't give him a chance to catch his breath!

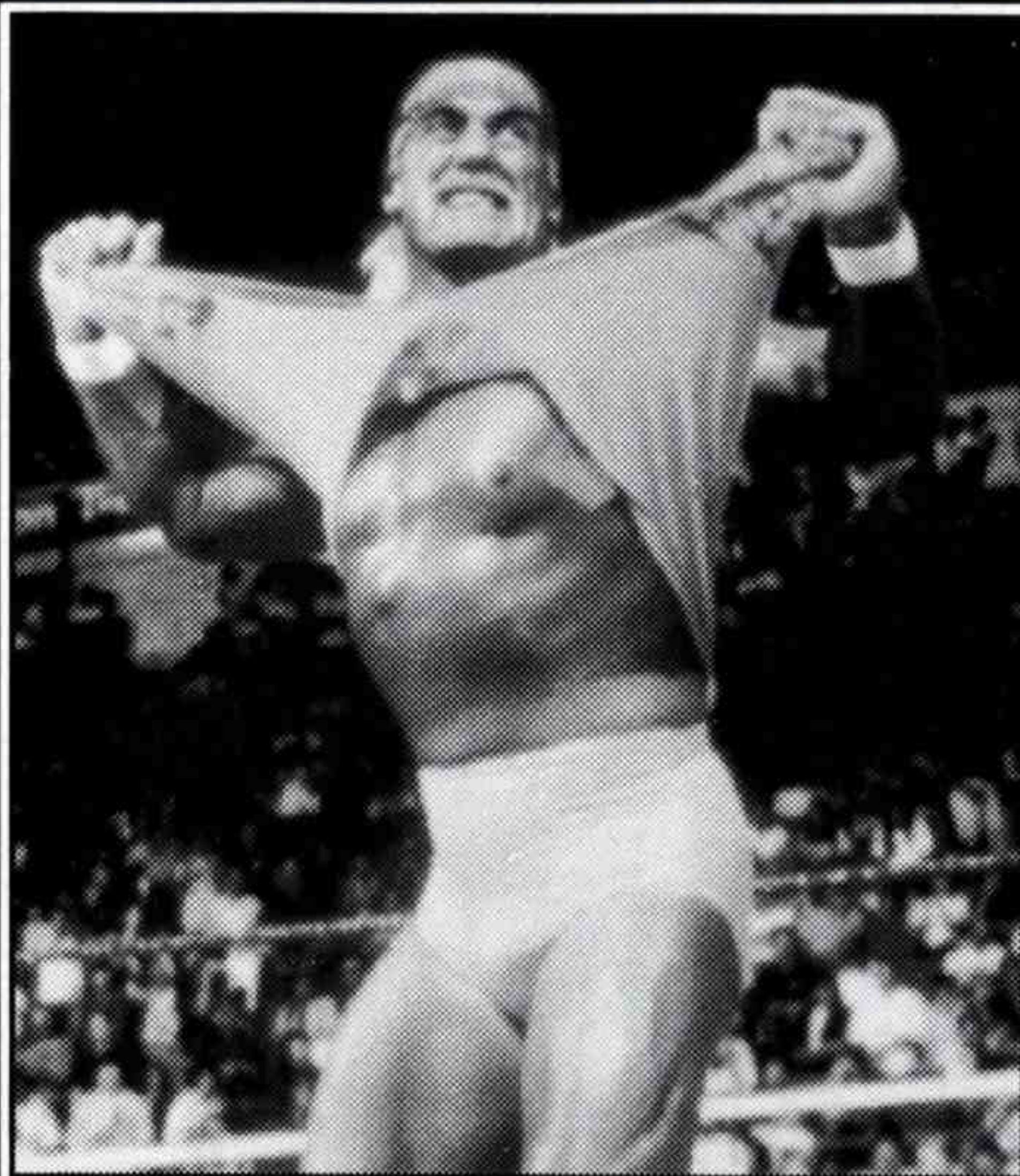
Try to keep the action in the center of the ring. Don't let your opponent corner you, or you may find yourself unable to battle your way back into the match!

Save your second wind for a point in the match when you absolutely need it. Don't waste it too early in the contest!



WWF SUPERSTAR PROFILES

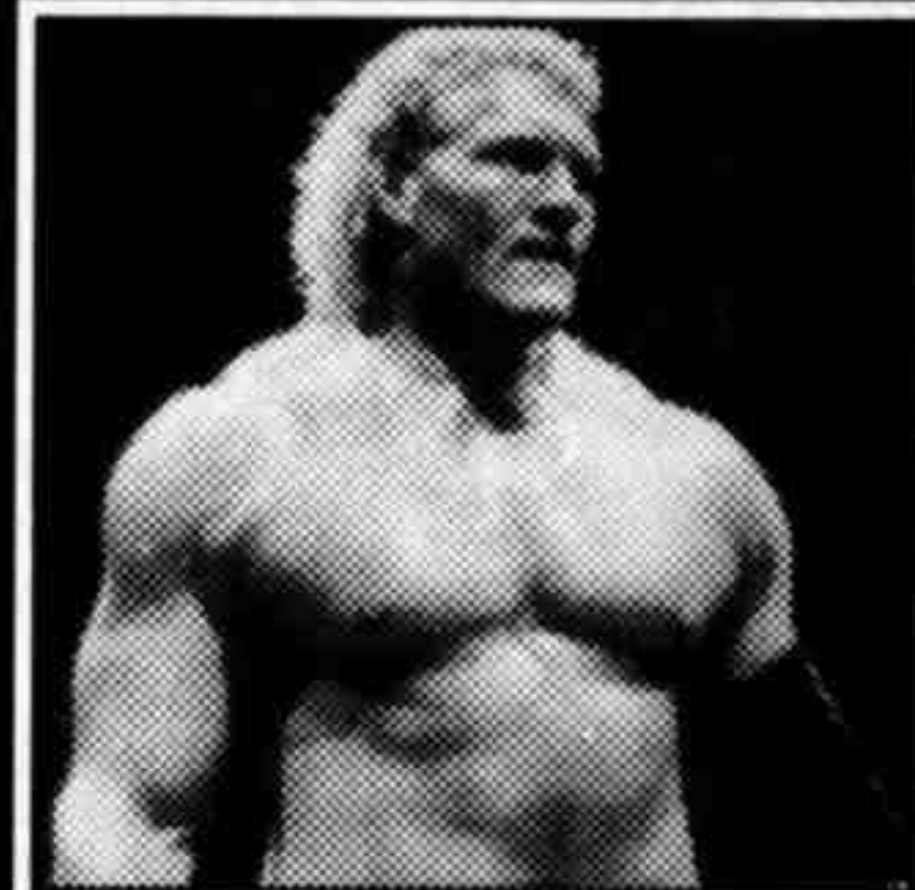
6'8", 303 lbs.



When the Immortal Hulk Hogan charges to the ring, flexes his massive biceps (his "24-inch pythons"), and salutes the crowd, his legions of fans — his Hulkamaniacs — go wild! **Hulkamania** has broken loose. . . and there's no stopping it now!

6'9", 318 lbs.

The steely look of determination in Sid's eyes matches the iron-like cast of the muscles on his massive frame. This is a competitor to be reckoned with, a man who knows that justice will be served every time he steps into the ring!



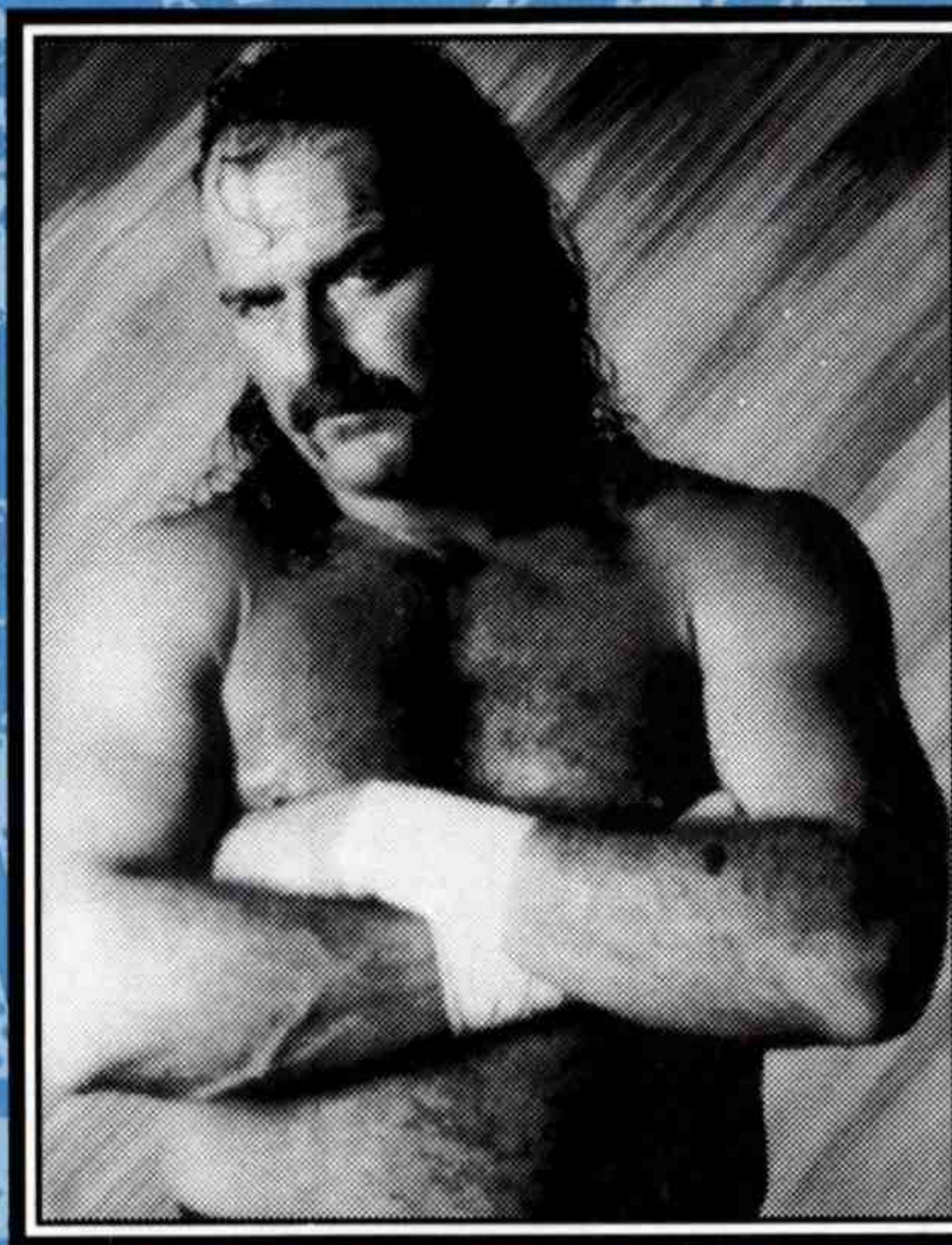
6'10 1/2", 328 lbs.



Quiet, methodical and dangerous, The Undertaker wrestles like a silent juggernaut. His almost inhuman ability to absorb punishment assures that he never takes a backward step on his inexorable journey toward inevitable victory.

6'5", 249 lbs.

As sneaky and slithery as the reptile for which he is named, Jake "The Snake" possesses a wrestling style as lethal as a cobra. This is not a man to be trusted in any sense of the word. Opponents who turn their backs on him usually pay the price.



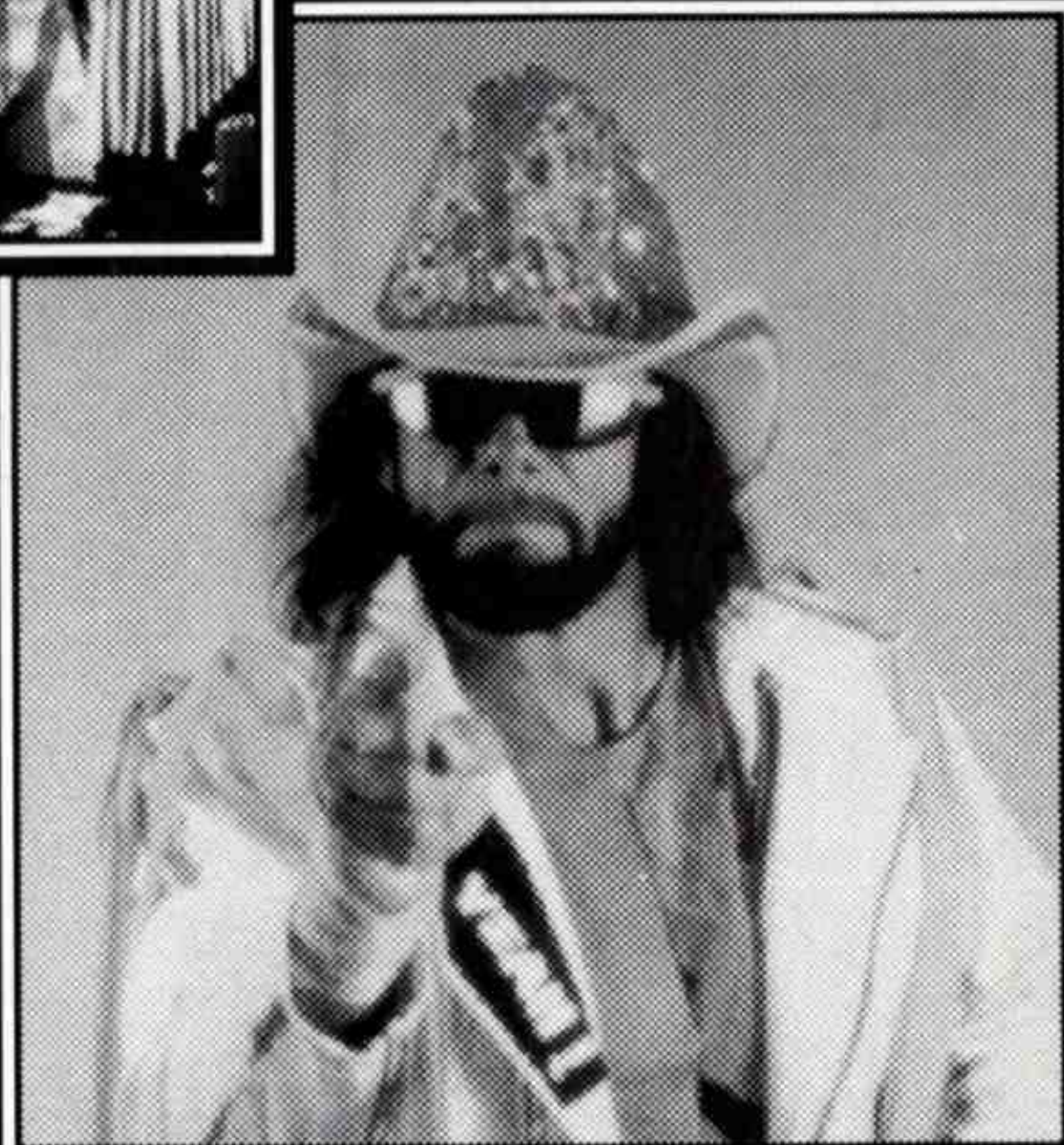
6'2", 245 lbs.



Few competitors in the WWF are as cocky as The Mountie. But his arrogant self-confidence is well-earned: this is a man who can wrestle and brawl with equal ease and is never satisfied until he gets his man and the victory is his!

6'2", 245 lbs.

One of the most flamboyant wrestlers the WWF has ever known, "Macho Man" Randy Savage is also one of the most formidable. His unique blend of strength, speed, stamina, agility and aerial ability makes him extremely dangerous in and out of the ring!



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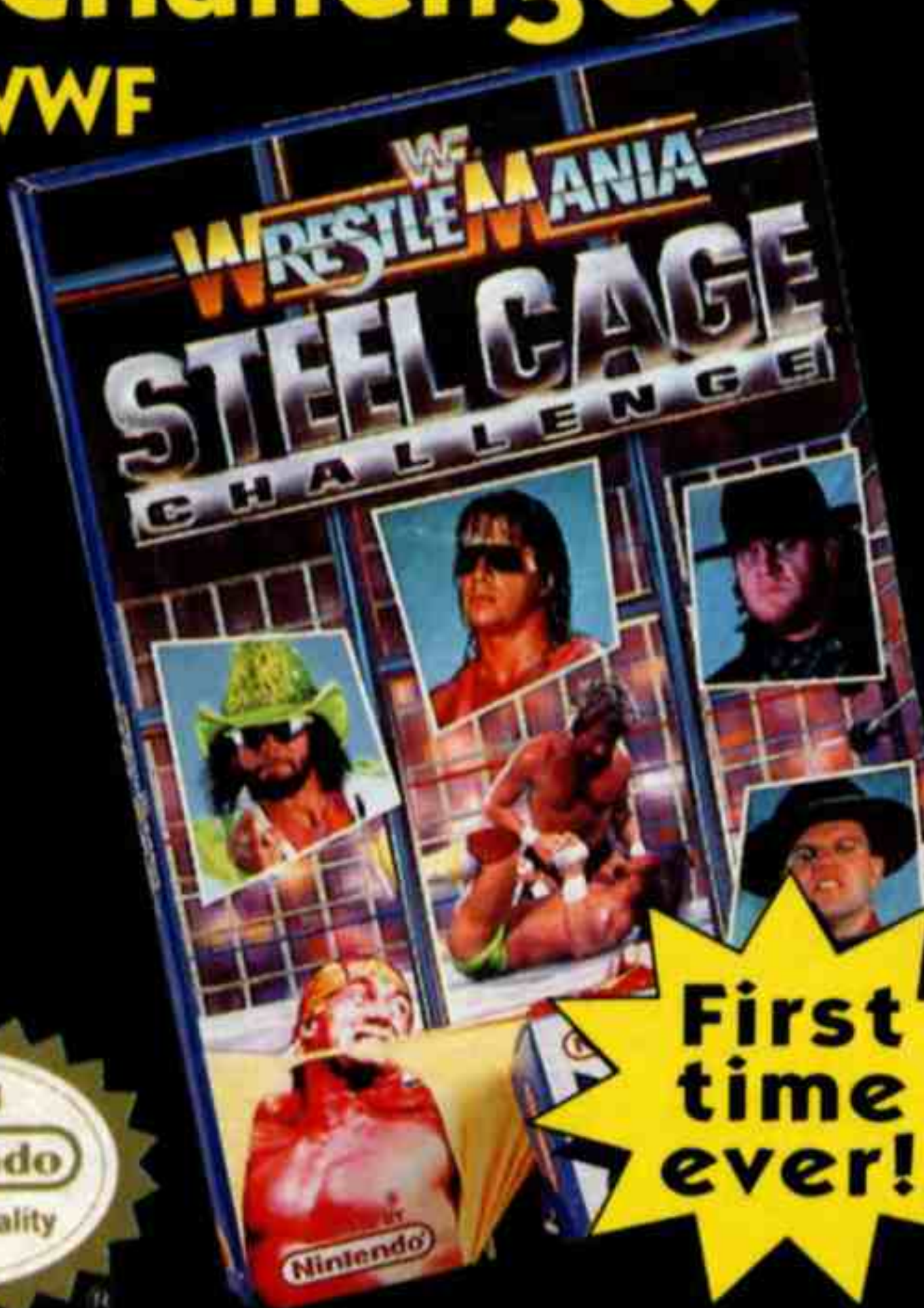
Steel Cage Challenge:

The **ULTIMATE** in WWF wrestling action for your NES.

- Ten WWF SuperStars
- Canvas-ripping Tag Team matches.
- Body slamming One-on-One action.
- Win the WWF Championship Belt!

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**First
time
ever!**



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