

Nintendo
GAME BOY®

DMG-AWWE-USA


**WAR
ZONE**™



INSTRUCTION BOOKLET
WORLD WRESTLING FEDERATION®

ACCLAIM®
SPORTS™

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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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.

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LOADING:

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

When the  WAR ZONE™ title screen appears, press START.

THIS MEANS WAR!

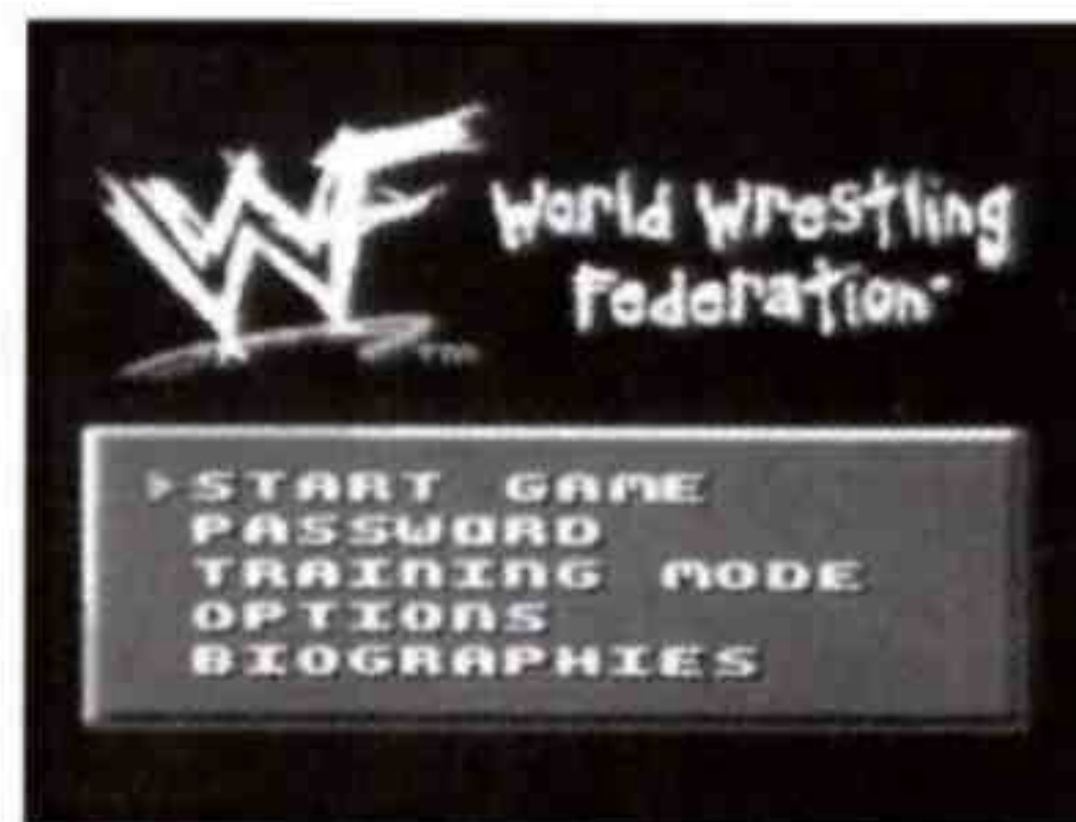
Welcome to  War Zone™, the newest and best ring riot yet!  War Zone™ has the stellar mayhem of the Steel Cage Match, all-too-real grudge matches, tandem tag team terror and the gutsy Challenge competition, where you climb from the bottom of the barrel to the pinnacle of success as World Wrestling Federation Champion—if you've got the heart and the wrestling know-how! You will get to know 13  wrestlers, classic tough guys like Stone Cold Steve Austin, Undertaker, Shawn Michaels and Ken Shamrock, and bright talents like Goldust. You say you know all about them? You don't know anything until you have battled against them—or AS them. You better take a little time in Training Mode, too, if you don't want to spend your playtime whimpering like a whipped dog!

MENUS

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

START SCREEN

At the Title screen, press the **START BUTTON** and you will come to the START SCREEN, your entryway to the wondrous world of  War Zone™. Press ↑ or ↓ on the Control Pad to highlight your choice, and then press the **A BUTTON** to confirm.



START GAME: Begin a game (see Game Modes for details).

PASSWORD: In  Challenge mode, enter a password to continue your quest for the big belt.

TRAINING MODE: Take your best shots at a dummy opponent until you have mastered those Finishing Moves!

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:

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

Time Limit: 5, 10, 15.

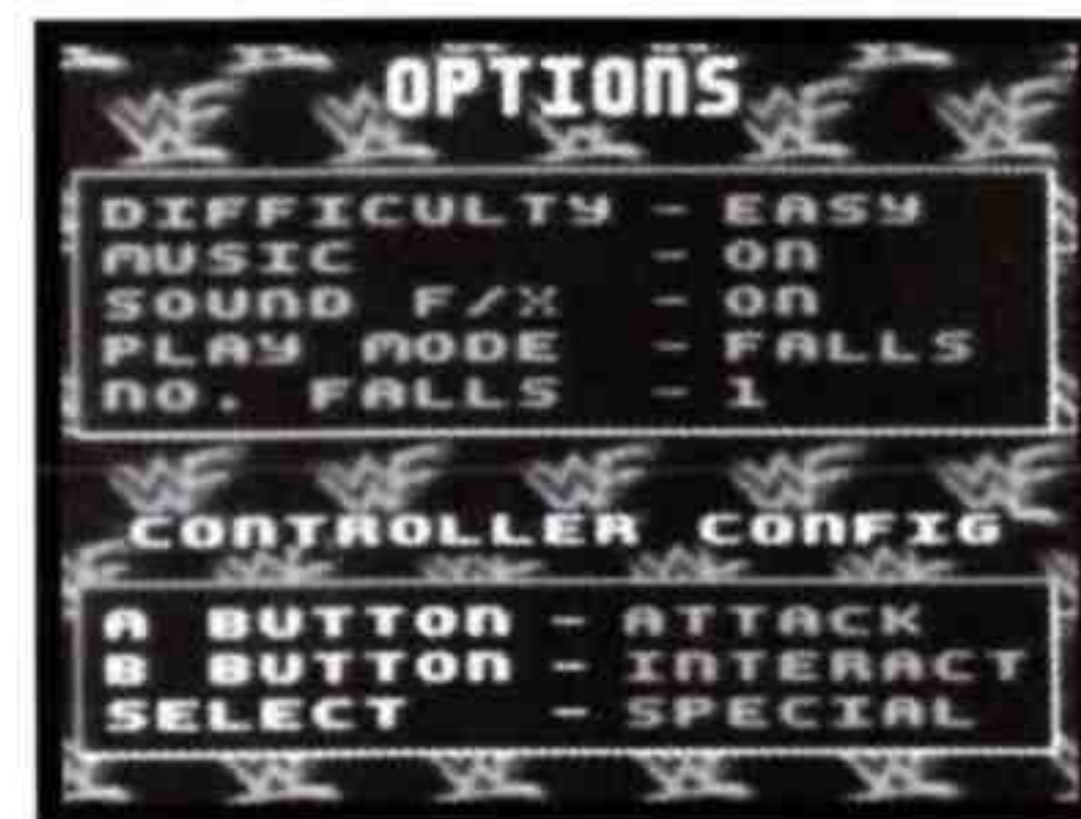
Controller Configuration: Scroll through 6 pre-set controller configurations. Here are the default settings:

A BUTTON-Attack

B BUTTON-Interact

SELECT-Special

BIOGRAPHIES: Learn more than you thought possible or desirable about the living legends of  War Zone™.



DEFAULT CONTROLS

Note: Controls are the defaults, where **A BUTTON** is ATTACK and the **B BUTTON** is INTERACT.

ATTACK MOVES

Opponent standing

MOVE	YOUR SITUATION	BUTTON
Punch	STANDING	ATTACK
Jolt	WALKING	ATTACK
Tie-Up	WALKING or STANDING	INTERACT
Clothesline	RUNNING	ATTACK
Dropkick	RUNNING	INTERACT

Opponent on the ground

MOVE	YOUR SITUATION	BUTTON
Elbow Drop	STANDING or WALKING	ATTACK
Leg Drop	STANDING or WALKING	INTERACT
Ground Slam	RUNNING	INTERACT or ATTACK
Pin	STANDING or WALKING	SPECIAL + ↓
Kick Out	PINNED	Toggle ← → repeatedly
Break Pin	PINNED	INTERACT + ↑

MOVEMENT
(DOUBLE TAP
DIRECTION
TO RUN)

SPECIAL

PAUSE/RESUME
GAME

INTERACT

ATTACK



CAGE MOVES

MOVE	YOUR SITUATION	BUTTON
Climb Cage	When next to cage wall	↑ + INTERACT

Opponent on ground

MOVE	YOUR SITUATION	BUTTON
Elbow Drop	ON CAGE	ATTACK

Opponent standing

MOVE	YOUR SITUATION	BUTTON
Elbow Jolt	ON CAGE	ATTACK

The computer will pick the appropriate move.

TURNBUCKLE MOVES

MOVE	YOUR SITUATION	BUTTON
Climb Turnbuckle	When next to turnbuckle	Turnbuckle Direction +INTERACT

Opponent on ground

MOVE	YOUR SITUATION	BUTTON
Body Slam	ON TURNBUCKLE	ATTACK + ↑
Flying Elbow Drop	ON TURNBUCKLE	ATTACK + ←
Flying Leg Drop	ON TURNBUCKLE	ATTACK + →

Opponent standing

MOVE	YOUR SITUATION	BUTTON
Flying Body Press	ON TURNBUCKLE	ATTACK + ↑
Flying Elbow Jolt	ON TURNBUCKLE	ATTACK + ←
Flying Dropkick	ON TURNBUCKLE	ATTACK + →

Again, the computer will pick the appropriate move

OUTSIDE THE RING

Climb Out of Ring (opponent in ring)

When next to the ropes, perform a dropkick (double tap DIRECTION + INTERACT)

Climb Out of Ring (opponent outside ring)

When next to ropes, press INTERACT + DOWN.

Climb Into Ring

When next to the apron, Press INTERACT + UP to return to the ring.

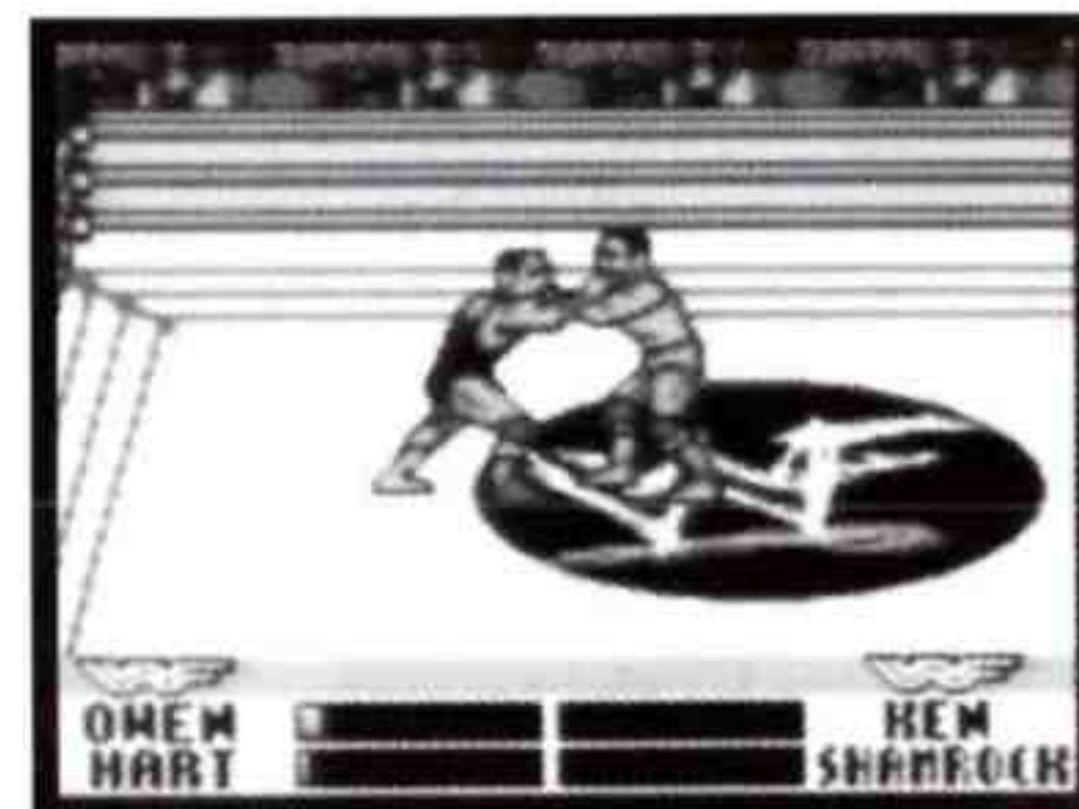
MOVE	YOUR SITUATION	BUTTON
Elbow Drop	OUTSIDE THE RING	↓ + ATTACK
Elbow Jolt	OUTSIDE THE RING	↓ + INTERACT

GRAPPLING AND TIE-UP

While walking or standing press the INTERACT BUTTON and your wrestler will grapple with the other wrestler in order to try to tie him up.

When the player has control of the opponent this is called the tie-up. The wrestler stays in the tie-up position until Interact is released. The

longer you stay in the tie-up position, the more chances the other wrestler has of breaking the tie-up. Once the Interact control is released, the player can perform a number of moves:



MOVE FROM TIE-UP	BUTTON
Break Tie-up	← / → toggle
Knee Lift	↑
Head Butt	←
Eye Rake	→
Suplex	ATTACK + ↑
Throw Slam	ATTACK + ←
Power Slam	ATTACK + →
Irish Whip	INTERACT + (← or →)

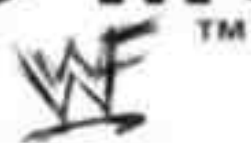
When a wrestler is fortunate enough to grapple and tie-up the other wrestler from behind, he has the following two moves available to him:

Atomic Drop	← or → or ↑
Reverse Suplex	ATTACK + (← or → or ↑)

TAG PARTNER

Move to tag team member and press INTERACT.

FINISHING MOVES

All the tough  contenders have brutal finishing moves, which you must experiment on your own to learn. But we'll tell you this much: **To perform a finishing move, press SPECIAL + 3 CONTROL PAD DIRECTIONS from a tie-up.** The lone exception is Mankind's Mandible Claw, which is performed when his opponent is on the mat.

WRESTLER	FINISHING MOVE
Stone Cold Steve Austin	Stone Cold Stunner
Kane	Tombstone Piledriver
Shawn Michaels	Sweet Chin Music
Undertaker	Tombstone Piledriver
Goldust	Curtain Call
Triple H	Pedigree
Ahmed Johnson	Pearl River Plunge

WRESTLER	FINISHING MOVE
Faarooq	Dominator
Owen Hart	Spinning Heel Kick
British Bulldog	Running Power Slam
Rocky Maivia	Rock Bottom
Mankind	Mandible Claw
Ken Shamrock	Ankle Lock

THE DISPLAY

Power Meter: Measures each wrestler's energy. Energy is depleted when a wrestler takes damage. This meter also tells you how close you are to getting stunned. The emptier the meter, the closer you are to getting stunned—and taking a whipping!

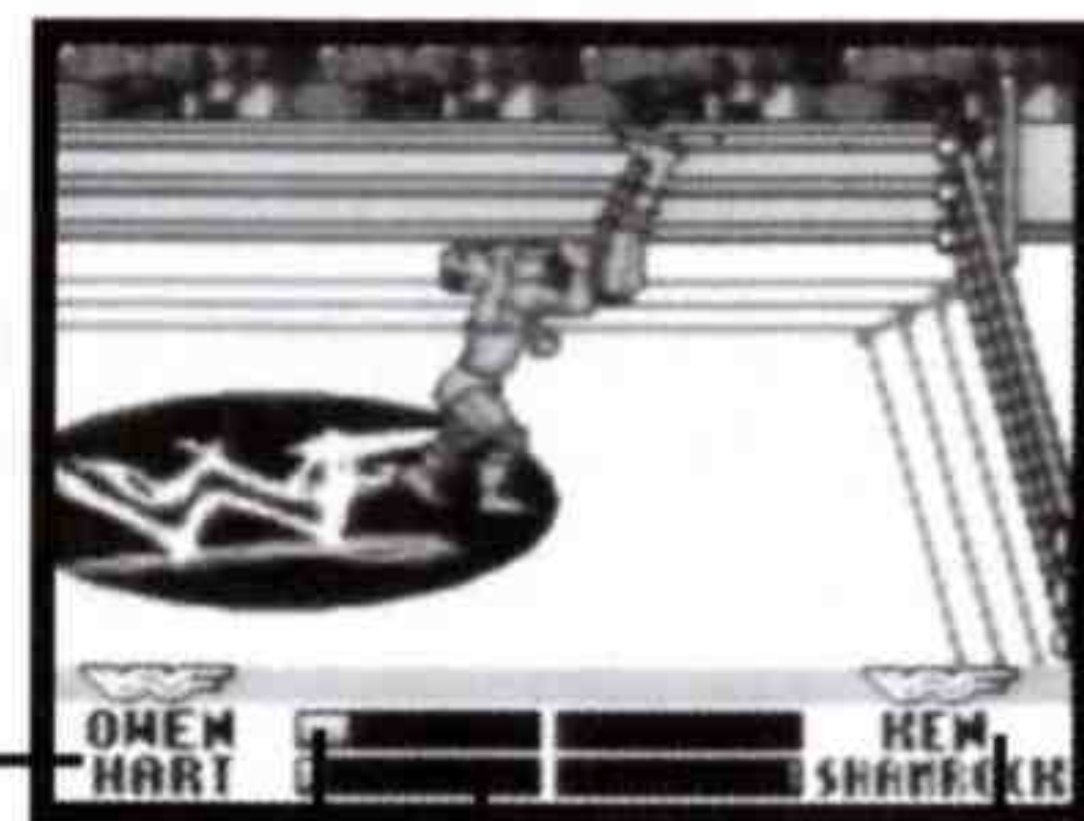
Recovery Meter: When a wrestler is stunned, a recovery meter appears and he loses control of himself for a short period of time. Rapidly press any button to regain control. If your opponent's recovery meter is on, it's stomping time! As a player gets more worn out he stays stunned for longer periods of time.

WRESTLER
NAME

POWER
METER

RECOVERY
METER

WRESTLER
NAME



LET THE BATTLES BEGIN!

WRESTLER SELECT

After selecting the type of game you are going to play, you will come to the wrestler select screen. Press **↑** or **↓** on the Control Pad to scroll through your awesome archive of ring rivals, and press the **A BUTTON** to confirm your choice. Press the **B BUTTON** to cancel your selection.



CHALLENGE

There are four stages in the  Challenge, mirroring a real career in the . You will need to beat the best to be the best. That includes defending your standings, beating your fiercely competitive foes in Grudge Matches, and finally ascending to the World Championship! It's a daunting challenge, with many pitfalls for a rookie. Bring your courage and your bandages—The  Challenge is not for the foolhardy!

Starting Out: Before each  Challenge game,

you will see the Standings screen, which shows your current  rank and the Password (if any) associated with your progress. You begin your battle to be the best in the  where everybody else did, at the bottom! Each win against your computer-picked opponents will advance you up the ladder. You advance through your wrestling career in stages. You must master each stage to be worthy of the next. There are four stages in all.

Grudge Matches: At different times throughout your journey to the top, you may be challenged to a Grudge Match by a worried wannabe or a sore loser. If you are challenged to a Grudge Match, you have no choice but to show your opponent what a mistake it is to pick an extra fight with you! Beat your Grudge Match opponent and you will take his place in the standings and enjoy a well-earned reputation as a fearless brawler who is ready for the big time! You get a total of three shots at winning your Grudge Match. Losing is NOT an option! If you do, it's GAME OVER!

Starting a Grudge Match: If you lose certain matches in the  Challenge, you will have a chance to challenge the opponent who bested you to a Grudge Match (remember what I said about sore losers?). Again, you will have three chances to give him a well-deserved beating, or it's back to the baby sitters for you.

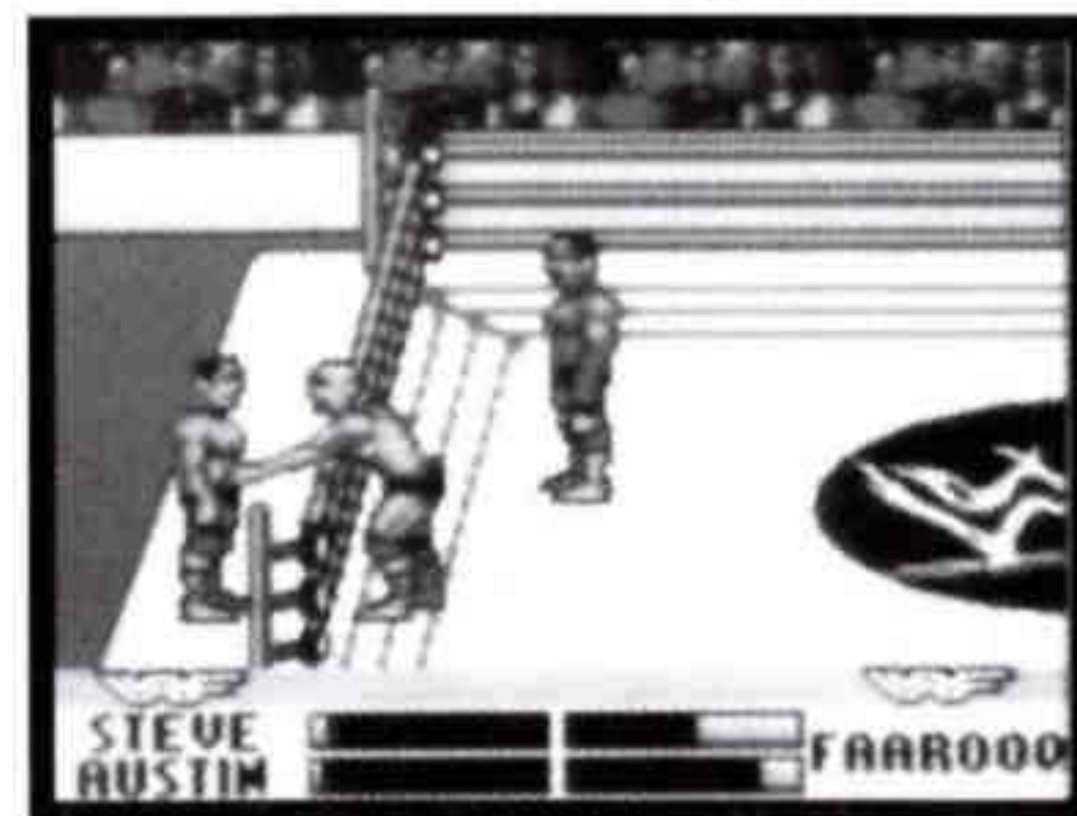
Resuming a  Challenge game: To resume your championship quest from where you left off, you must select Password from the Options menu. At the password screen, enter the password associated with the place in the championship you wish to return to.

To enter a password: Press the Control Pad to highlight a character, then press the **A BUTTON** to enter it. Highlight DEL to delete a character, and END to back out of the password screen. When you have entered your password correctly, press the START BUTTON. You will then go to the standings screen. After viewing your ranking, be ready to rumble!

TAG TEAM

In a tag team match, four wrestlers compete to see which pair will holler "uncle"! You select your wrestlers and an opposing tag team (or have the computer select your tag team opponents).

Rules: Only two opposing wrestlers can be in the ring at one time. To bring in your tag team partner, tag him by moving your wrestler to the edge of the ring where your partner is standing. **Press the INTERACT button to tag him.** Your wrestler will enter it. You always control the wrestler in the ring. The team that pins an opposing wrestler is the winner.



VS.

You select a wrestler, then select his opponent, or have the computer select a random opponent. Then, choose between a "normal" tooth and nail standard match, or a brazen brawl to the bitter end in a Cage Match.

Rules

Normal Match: The player who wins the majority of rounds (by pinning his opponent) wins. Set the number of rounds in the Options screen.

Cage Match: Players enter a steel cage and battle until one man emerges. There's no place to run, and no place to hide, just plenty of metal-framed mayhem. Not for the weak-willed or unskilled!

TRAINING MODE

Use this practice mode to gain invaluable insight into the whats, hows and whens of the squared circle without risking your hide. Opponents in Training Mode don't fight back, so you are free to deliver a pasting with impunity.



Match-up Screen: After selecting your wrestler, you will see the Match-up screen, which shows who will be battling next.

HINTS & TIPS

- A clean fight is seldom the route to reigning in the ring. Forget the Golden Rule if you hope to wear the golden ™ Intercontinental or ™ World Championship belts! This doesn't work well in real life, so don't get any big ideas.
- Even the best have to train relentlessly to maintain their edge in the ring! Don't make the mistake of thinking a few minutes in Training will give you an advantage. That barely qualifies you to lick the ref's boot! Get in there and sweat, until you can't stand anymore. Then do it some more! The payoff will be sweet when every opponent you encounter leaves with the bitter and slightly salty taste of defeat in his big mouth!
- Check out each wrestler's bio to learn what makes him tick. It can help you administer a thrashing!

NOTES

This image shows a blank sheet 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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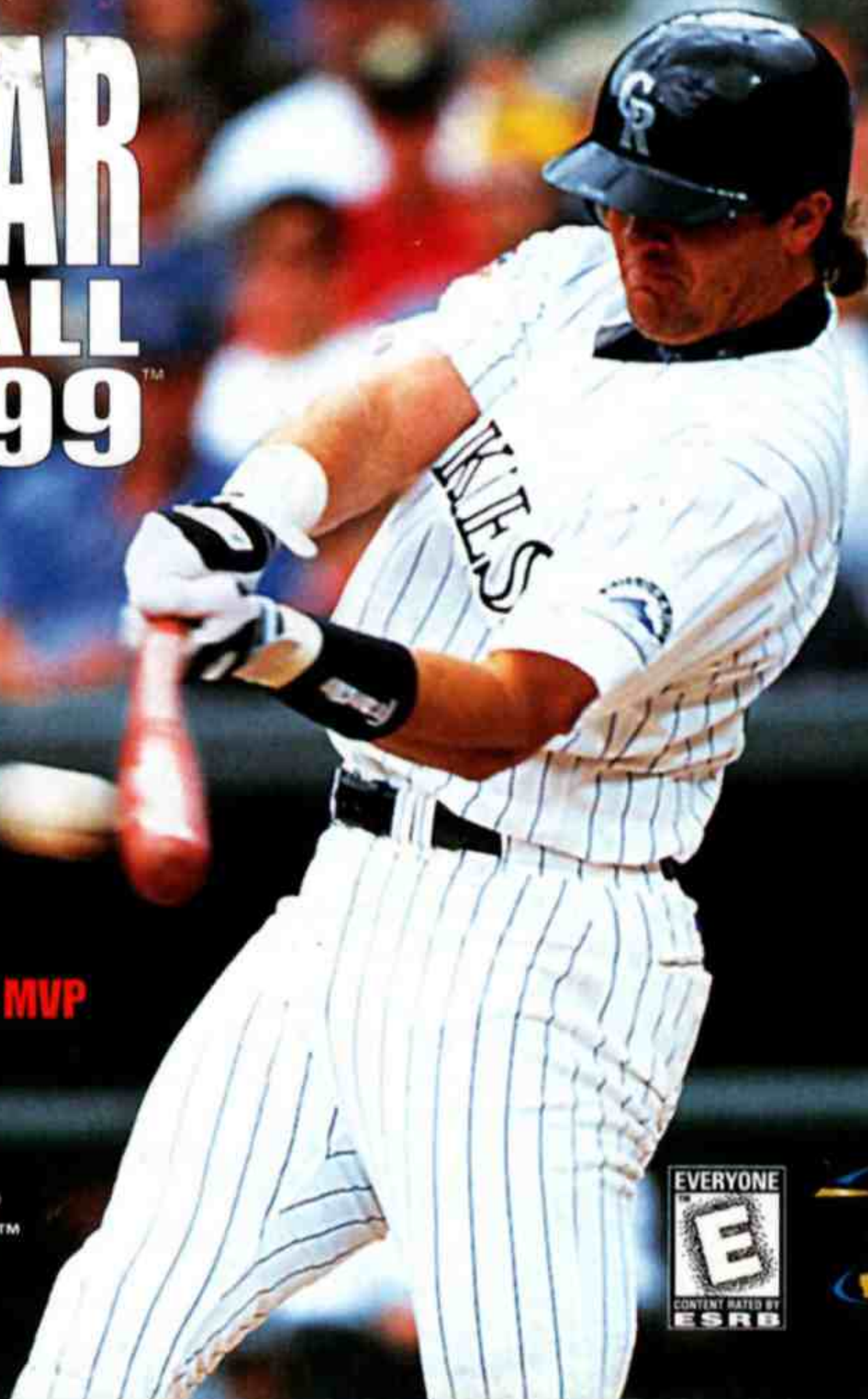
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ALL-STAR BASEBALL 99™

Larry Walker
1997 National League MVP

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