NUS-NW4E-USA

INSTRUCTION BOOKLET.

WWF no mercy

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THQ

NINTENDO.64

NINTENDO64

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WWF no mercy ™

OCTOBER 17, 1999 · CLEVELAND, OHIO

Edge™ & Christian™ took on the Hardy Boyz™ in perhaps the greatest Ladder Match of all time – The Terri Invitational Tournament. Two ladders were set up ringside for this tag team match, helping the four Superstars pull off countless high-impact maneuvers and incredible moves off the ladders. After a monster melée consisting of hardcore, high-flying action, Jeff Hardy™ walked away with the cash – and the services of Terri Runnels™!

NOW IT'S YOUR TURN!

For the first time ever, grab a ladder and head to the ring. Not only can you climb a ladder to grab the belt (and the championship); you can also smack an opponent over the head with it!

IT'S TIME TO GET NASTY!

THE NINTENDO 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

HOLDING THE NINTENDO 64 CONTROLLER

We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

STARTING THE GAME

Warning: Never insert or remove a Game Pak® when the power is on!

1. Make sure the power is OFF on your N64®.

2. Insert the Game Pak into the slot on your N64. Press firmly to lock the Game Pak into place.

3. Confirm that a controller is connected.
   WF NO MERCY™ is a one to four player game. Controller Sockets 1 through 4 correspond to players 1 through 4. For a 1P game, please connect the controller to Controller Socket 1.

4. Turn the POWER switch ON. (Do not touch the Control Stick while powering-on.) Game data is loaded automatically when a Controller Pak® is connected to the 1P Controller.

5. At the Title screen, press START when prompted to begin the game.

Note: To save games, insert the N64 Controller Pak into the controller before starting play.

SAVING AND LOADING

While saving onto your Game Pak, do not turn off your Nintendo 64, remove the Game Pak or disconnect the controller. To play a previously saved game, insert the WF NO MERCY™ Game Pak into your Nintendo 64. All stored data is immediately available as soon as you turn the power on.

THE CONTROLS

CONTROL	ACTION
Control Pad	Highlight options Control Superstar in ring
Control Stick	Taunt (↑/↓/←/→ for different taunts) Finishing Moves (Full Attitude Meter) Zoom and Turn Superstar (Superstar Select menus)
A Button	Select options Grapple opponent • Weak grapple = Tap A Button • Strong grapple = Hold A Button
B Button	Cancel options Striking attacks • Weak attack = Tap B Button • Strong attack = Hold B Button Weapon attack

CONTROL	ACTION
▲ C Button	Climb through/over ropes
	Grab weapon from the crowd
	Pick-up ladder/Position ladder
	Drag opponent on mat
	Tag partner into match (Tag Team mode)
	Randomly select Superstar (Superstar Select menu)
▼ C Button	Run
	Climb turnbuckle
	Hop over downed opponent
	Slide into ring
	Randomly select Superstar (Superstar Select menu)
◄ C Button	Flip opponent on mat
	Change outfit (Superstar Select menu)
	Preview moves and entrance music (Edit mode)
► C Button	Focus on different opponent
	Change outfit (Superstar Select menu)
L Button	Reverse/Avoid a grapple
	Flip standing opponent (grapple/dazed)
	Pin opponent
	Hold opponent from behind
	Change stables (Superstar Select menu)
R Button	Block/Counter striking attacks
	Release grapple
	Pick up opponent from mat
	• Half position – Tap R Button
	• Stand up – Hold R Button
	Change stables (Superstar Select menu)
START	Bypass Entrances
	Pause game
Z Button	Toggle CPU – Manual control

THE MOVES

As in the WF, every situation calls for a different attack, move, submission hold, or reversal. Almost always, a signature move or finisher is required to end the match and prove your dominance in the squared circle. This section contains a list of button commands that are available in every type of situation – both in and out of the ring.

It is not possible to list every single move of every Superstar in this manual. However, all this information is listed in the EDIT A SUPERSTAR mode. With thousands of moves in WF NO MERCY™, learn to use these button commands to your advantage!

ACTION	CONTROL

Facing Opponent

Striking Moves (Near and Far Attacks)

Tap B Button
Control Pad + Tap B Button
Hold B Button
Control Pad + Hold B Button
A Button + B Button

Grapple Moves (Tap or Hold the A Button to begin a grapple)

A Button
← or → + A Button
↑ + A Button
↓ + A Button
B Button
← or → + B Button
↑ + B Button
↓ + B Button

Irish Whip Moves (These moves can be performed after Irish Whipping your opponent)

Tap A Button
Hold A Button
Tap B Button
Hold B Button

Behind Opponent

Striking Moves (Near and Far Attacks)

Tap B Button
Control Pad + Tap B Button
Hold B Button
Control Pad + Hold B Button
A Button + B Button

Grapple Moves (Tap or Hold the A Button to begin a grapple)

A Button
↑ + A Button
B Button
↑ + B Button

ACTION	CONTROL
Opponent on Mat – Face Up/Face Down	
Submission near head/feet	A Button
Striking Attack	B Button
Running Attack	Run + B Button
Pin	L Button
Opponent on Mat – Sitting/Squatting	
Submission Holds	A Button
Striking Attacks	B Button
Apron Moves – Opponent in Ring	
Enter/Leave ring	Control Pad + ▲C Button
Run on apron	▼C Button
Climb turnbuckle	Control Pad + ▼C Button
Grapple	A Button
Kick/Punch	B Button
Suplex	Strong Grapple + A Button
Ram opponent into turnbuckle	Strong Grapple + ▼C Button
Avoid attack	R Button
Apron Moves – Opponent out of Ring	
Running Attack	▼C Button + A Button
Kick opponent	B Button
Flying Attack	Control Pad + A Button
Avoid attack	R Button
Turnbuckle Attacks	
Flying Attack	▼C Button
Hop down	▼C Button + R Button
Turnbuckle taunt	▼C Button + Control Stick
Crouch on turnbuckle	▼C Button + A Button
	▼C Button + B Button
Opponent in Turnbuckle	
Grapple Moves (From Strong or Weak Grapples)	
	A Button
	↑ + A Button
	B Button

ACTION	CONTROL
Tag Team/Handicap/Royal Rumble®	
Toggle CPU/Manual control	Z Button
Tag up	▲C Button
Climb into ring to make save	▲C Button
Double Team moves	A Button (same time as partner)
Top Rope Bulldog	Step 1 - ▲C Button (behind opponent)
	Step 2 - Partner climbs turnbuckle
Outside Ring	
Grab weapon from crowd	Control Pad + ▲C Button
Slide into ring	Control Pad + ▼C Button
Climb onto apron	Control Pad + ▲C Button
Weapon Attacks	
Swing weapon	Tap B Button
Overhead Attack	Hold B Button
Running Attack	▼C Button + B Button
Flying Attacks (opponent out of ring)	
Over ropes (standing at ropes)	Control Pad + A Button
Over ropes (running to ropes)	▼C Button + A Button
Over turnbuckle (running)	▼C Button + A Button
Other Moves	
Slide under rope to stand on apron	▼C Button + ▲C Button
Duck behind opponent (running)	▼C Button + L Button
Roll behind opponent (running)	▼C Button + R Button
Finishing Moves (Attitude Meter flashing)	
Facing opponent	Strong Grapple + Control Stick
Behind opponent	Strong Grapple + Control Stick
Irish Whip (from Strong Grapple)	Control Stick
Climb turnbuckle	Control Stick
Opponent in turnbuckle	Strong Grapple + Control Stick

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SIGNATURE MOVES

To perform a Superstar's signature move, you will need to know how he or she performs the move in the WF. For example, Rikishi's™ Stink Face would be performed in the turnbuckle. Send a groggy opponent to the turnbuckle, then perform a Strong Grapple and press the Control Stick.

RIKISHI'S STINK FACE

Throw opponent to
turnbuckle ...

... perform a
Strong Grapple...

... tap the Control
Stick.

MAIN MENU

The Main Menu has three main areas from which you can access all the game modes, Superstar Edit features, and game options. Press the Control Pad ←/→, or the L and R Button, to switch between the three areas. Use the Control Pad to highlight an option, then press the A Button to confirm. To return to a previous menu, press the B Button.

- **Multi-Play** – Choose from a variety of exhibition style matches for 1 to 4 players.
- **Single Play** – Play through the main 1-player game modes to win belts and to reveal hidden Superstars.
- **Commissioner** – Access the SmackDown!™ Mall, game options, player records, and the Superstar Edit mode.

MULTI-PLAY

Whether you want a Ladder Match, a Triple Threat Match, or just a Guest Referee, 1-4 players can find all the action in Multi-Play.

EXHIBITION

Select a game mode, then select which controllers will be used or select WATCH to view a CPU vs. CPU match. Now choose from the 10 arenas to compete in and the rules for the match (see "Selecting the Rules" on page 32). Finally, determine which belt will be on the line and press the A Button.

Exhibition Modes	Single Match
	Tag Match
	Triple Threat Match
	Handicap Match
	Cage Match

Select a Superstar by pressing the Control Pad, then press the A Button to confirm. To select from a different stable of Superstars, press the L or R Button.

If you've made a mistake, you can press the B Button at any time to return to the previous menu.

ROYAL RUMBLE

An all-out brawl, the Royal Rumble® consists of up to 40 Superstars competing for one title. Select RANDOM for the game to decide your fate, or SELECT to determine which Superstars will enter the ring as your opponents.

Royal Rumble® Modes	Random
	Team Battle

Press the Control Pad ↑/↓ to select the number of Superstars, from 4 to 40, then press the A Button. Next, choose which controllers will be used and the arena for your Royal Rumble®. Adjust the rules (see page 32), then select the Superstars to compete in the event.

Choose TEAM BATTLE for up to four teams to compete in a Royal Rumble®. Decide how many Superstars each player will control, then determine the roster for each team to head to the ring.

One member for each team will be in the ring at a time. The number next to each player's health bar shows how many Superstars are left backstage. When you are disqualified from the match, your next team member will enter the ring. When all of your team members are disqualified, you lose the match.

PAY-PER-VIEW

Create your own Pay-Per-View with variations of any match available. From a Triple Threat Ladder Match or Handicap Iron Man Match to an all-out Royal Rumble®, you build the card match by match, Superstar by Superstar!

First, give your Pay-Per-View a name and date, then set the stage by selecting a Place. Decide how many players will compete, then highlight DECISION to advance to the Pay-Per-View setup screen.

The Pay-Per-View card will be shown, but you haven't selected any matches yet! Highlight the card (where it says NO DATA) and press the A Button to determine the first match of the card.

Now, choose the type of match, set the rules, decide if a belt is on the line, and finally choose the opponents. Once complete, you will view the card again (this time with one match showing). Highlight the card and press the A Button to repeat the process, building the second match on the card. Once your Pay-Per-View event has as many matches as you want, select COMPLETE and press the A Button to move to the in-ring action.

Pay-Per-View Modes	
	Single Match
	Tag Match
	Triple Threat Match
	Handicap Match
	Cage Match
	Royal Rumble
	Ladder Match
	Guest Referee
	Iron Man Match

KING OF THE RING

The King of the Ring® tournament is a playoff style bracket, unique to the WF. Set up the match like you would in Exhibition mode.

King of the Ring® Modes	Single Match
	Tag Match
	Cage Match
	Royal Rumble
	Ladder Match – Single
	Ladder Match – Tag Team

Select the number of Superstars to compete, between three and 16, by pressing the Control Pad ↑/↓, then press the A Button to confirm. Choose an arena, set the rules, and decide if a belt is on the line. Finally, select all of the Superstars to advance to the playoff bracket. To create a bracket see page 18.

THE BRACKET SETUP

You can only make the following changes before a King of the Ring® tournament has begun. Once a tournament starts, you will not be able to access these options:

1. Select Human or CPU Superstars:

At the bottom of the Bracket screen, select ALL PLAYER to change all the Superstars in the tournament to Manual (Player) controlled. Select ALL CPU to change all the Superstars to Computer controlled.

To change individual Superstars to Manual and Computer controlled, press the Control Pad ↑/↓ to highlight a Superstar, then press ←/→.

2. Rearrange the Bracket:

To rearrange the order of the bracket, highlight a Superstar you would like to move by using the Control Pad, then press the A Button to confirm. Next, highlight another Superstar and press the A Button. The two will swap places.
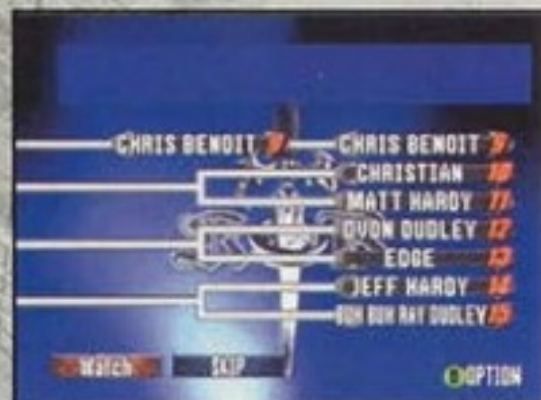
Continue the process until the bracket is evenly balanced, then highlight DECISION to advance to the tournament.

You can choose to WATCH or SKIP any of the CPU matches by highlighting the option and pressing the A Button. You must play your own matches.

GUEST REFEREE

You call all the shots in a Guest Referee Match! Set up the match like you would in Exhibition mode, choosing the arena, players, rules, and belt information, then head for the squared circle.

Guest Referee Modes	
	Single Match
	Triple Threat Match
	Handicap Match

LADDER MATCH

The most unique game mode to make its way to the Nintendo 64, the Ladder Match forces you to take the belt – as it hangs 15 feet above the ring! To win, you need to set up the ladder in the center of the ring, climb it and grab the belt. Sound easy? Guess again! With the ladder standing at ringside, and up to three other Superstars going for the belt, you'll need to muster all the strength and skill you can find to put that belt around your waist.

Ladder Match Modes	
	Single Match
	Tag Match
	Triple Threat Match
	Handicap Match

Note: Tap the A Button quickly, when at the top of the ladder, to grab the belt.

IRON MAN MATCH

The object of the Iron Man Match is to pin your opponent as many times as you can in the time limit. Gain more pins than your opponent does before the time runs out for the victory.

Iron Man Match Modes	
	Single Match
	Tag Match
	Triple Threat Match
	Handicap Match

WF SINGLE PLAY

In Single Play mode, you will be able to unlock hidden Superstars to use in other game modes. Go for the belt in each Championship mode, fighting through seven entire seasons of Cage Matches, Tag Team events, Singles matches, and more. For some serious action, challenge the best of the best in Survival mode.

SURVIVAL

Based on one of the greatest spectacles ever created, the Survival mode mirrors the Royal Rumble® with one main difference — unlimited opponents! That's right — as you throw 'em out of the ring, they will keep coming back for more. The object of the match? Try to eliminate as many as you can before you're thrown over the ropes!

Other than winning by throwing your opponents over the top rope, you can eliminate opponents by pinning them or by making them submit. Victory by TKO is not allowed.

CHAMPIONSHIP

Play through Championship mode to find a number of hidden Superstars, Managers, and Valets. To unlock each one, you have to climb through the ranks and win each Title Match. The difficulty for each belt varies, depending on the opponents and the status of each Title.

- WF – This is the title the top Superstars are always scrambling for. Fame, money, and bragging rights accompany the WF titleholder!

- WF Tag Team – Grab a partner and take on the best tag teams of the WF.

- Intercontinental – With past champions the likes of Chris Benoit™, Ken Shamrock™ and Chris Jericho™, this will not be an easy belt to grab!

- European – The European title is vital to an up-and-coming Superstar's success.

- Hardcore – Throw in weapons and take away the rules for one of the most painful titles to win. Anything goes in a Hardcore title match.

- Light Heavy Weight– Not big enough to contend for the WF Title? Go for the next best thing – the Light Heavy Weight belt!

- WF Women's – Take a woman through the ranks to earn the WF Women's title belt.

WF COMMISSIONER

SMACKDOWN!™ MALL
SUPERSTAR OPTIONS

As Commissioner, take the first steps into history by re-aligning each Stable and altering every Superstar's persona. Turn a heel into a beloved hero and drop the most decorated Superstar to the bottom of the Federation.

EDIT A SUPERSTAR

Has your favorite WF Superstar changed his or her appearance, Titantron™ entrance, moves, taunts, or mannerisms? If so, use the Edit a Superstar feature to update any of the character traits that make him or her so unique.

After you select a Superstar to edit, the Edit Superstar menu will appear. Press the L or R Button to scroll between the six different categories. Press the Control Pad ↑/↓ to highlight an option, and press the A Button to change it.

- **Profile/Music** – Change the name of the Superstar, adjust his or her height and weight, and determine the entrance music and Titantron video.

- **Appearance Edit** – Update the Superstar's appearance, including tattoos, masks, weapons and ring attire.

- **Moves** – Has your favorite Superstar changed his arsenal? Choose from thousands of Taunts, Reversals, Striking Attacks, High-Flying Attacks and more!

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- **Fighting Style** – Fine-tune all of the personality traits, including endurance, recovery rate and reaction to blood, in the Fighting Style menu.

- **Parameter** – Adjust the offensive and defensive strengths and weaknesses.

- **Ally/Enemy** – If a Superstar's alliances have changed, you can update them here. Determine the three top Rivals, as well as which Valet watches from ringside.

CREATE A SUPERSTAR

You can create and save up to 18 unique jobbers. In Edit mode, you can bypass any option by using the L or R Button. In Create a Superstar, you must make every decision for your new jobber before pressing START to advance to the next menu.

PROFILE/MUSIC

Even a new jobber needs a name and entrance!

- **Name** – To enter a name, move the cursor around the alphabet with the Control Pad, then press the A Button to confirm. Select DECISION to return to the Profile/Music screen.

- **Short Name** – Give the jobber a nickname! The Short Name will be used when the real name is too long to fit on the screen.

- **Alias** – Your Superstar can be 'also known as' this third name.

- **Height** – Press ↑/↓ to choose between a short 5'0" jobber and a gigantic 7'11" Superstar!

- **Weight** – Press the Control Pad ↑/↓ to adjust the Weight, from 100 pounds to 599 pounds. Altering the Weight will not change the jobber's physical appearance. To do this, enter the Appearance menu.

- **Music** – Select an entrance theme song from the existing music tracks. Press ↑/↓ to toggle the music. Press the ◀C Button to preview the song.
- **Titantron**™ – Select a video to play on the Titantron as your jobber enters the ring. To preview a video, press the ◀C Button.

APPEARANCE EDIT

Fully customize the look of your jobber by using the Appearance menu. Press the Control Pad ↑/↓ to highlight an option, then press the A Button to enter the edit screen.

After changing the physical attributes, add the finishing touches by giving your jobber the clothing and accessories he or she needs to look like a pro. Don't forget Entrance Attire and Weapons! Press START and advance to the Moves Edit menu.

MOVES EDIT

Now that you have a jobber who "looks" mean, it's time to give him an arsenal to back it up. Without making any adjustments, you can already use him in a match by selecting the default moves. But to truly set him apart from the rest of the Superstars, take some time and assign some "style" by choosing from the thousands of moves at your disposal.

First, select a category to begin with by pressing ↑/↓, then press the A Button. Now select a sub-category. Your Superstar will be in the ring to demonstrate the moves as you select them.

Each category has an entire list of moves that need to be assigned. Use the Control Pad to find a category or move and press the A Button to select it.

You will be able to assign 10 "Favorite" moves to your arsenal. These are the moves your jobber will perform more often when being controlled by the CPU.

Since the process of assigning moves to a newly created Superstar can take a lot of time, you can save him or her at any time. Press the B Button to return to the main Moves menu, then press START to advance to the Fighting Style menu.
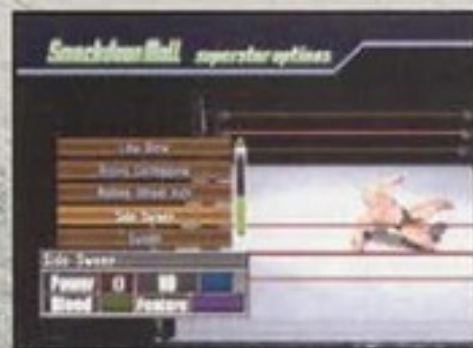
FIGHTING STYLE

Aside from the moves and the taunts, Fighting Style is where a Superstar's true ability lies. Taking care of every detail, down to how he reacts to blood, determines whether your created grappler will be a jobber for life, a hated heel, or a fan-favorite Superstar.

- **Speed** – Determine how fast your created jobber moves in and around the ring.
- **Submission** – This measures how much knowledge he has on submission holds.
- **Recovery Rate** – How quick will he recover from damage?
- **Bleeding** – This shows how often he will bleed.
- **Reaction to Blood** – Will your grappler freak out or be aggressive when he bleeds?
- **Endurance** – Determine how much pain he will be able to take.
- **Jumping Distance** – Select LONGEST to be able to jump far from the turnbuckle.

PARAMETER

Decide the offensive and defensive strengths of your created Superstar with the Parameter menu. You only have 20 points to use, so choose the strengths and weaknesses wisely.

- **Offensive Strength** – Will your grappler punish his opponents with his HEAD, BODY, ARMS, LEGS or in the air?
- **Defensive Strength** – By adding points to a body part, the future Superstar will take less damage in those areas. Beware – the more damage his legs take, the slower he will move!

ALLY/ENEMY

Assign up to three enemies for your Superstar-to-be, as well as a Valet or Manager to enter the ring with him or her.

The top Rival will be your worst enemy, interfering with your matches 50% of the time. The second Rival will attack you with a 30% ratio and the third Rival will run-in 20% of the time.

COMPLETING YOUR CREATED SUPERSTAR

When all of the physical options, moves, abilities, and enemies have been chosen, press START. Now select a Stable. This will be the group your jobber will be a part of. Use the L and R Buttons to select a Stable, then press the A Button to confirm.

CLONE A SUPERSTAR

Make an exact replica of a created or edited Superstar. This way, you can alter your favorite Superstar's appearance and moves without losing the default settings.

CHANGE STABLE

Move a Superstar from one group to another with the Change Stable option. First, select a Superstar, then press the A Button. Next, find a new Stable by pressing the Control Pad ←/→.

Once a new group has been found, either select an empty slot to move the Superstar to, or highlight another Superstar and press the A Button to "trade" them into each other's Stables. To change the enemies and allies of each Superstar, see "Edit a Superstar" on page 22.

STABLE'S NAME

Rename any of the stables as they change in the WF – or just give them a new name.

SHOP

Missing that vital piece of equipment? Want to compete in different arenas? Use the money earned in the Single Play modes to purchase anything from in-ring attire to more powerful moves and weapons.

Press the Control Pad ↑/↓ to highlight an item and press the A Button to buy it.
Press the L and R Buttons to switch between COSTUME, MOVES and ETC.

DATA

Transfer data to and from a Controller Pak with the Data option.

SUPERSTAR

Here you can swap created Superstars from the Game Pak to a Controller Pak and vice versa. You can also view information for each Superstar and clone the created information.

- **Check** – View all the created information for each created Superstar. You will not be able to make any changes to the Superstar while in Data mode.

- **Clone** – Copy a created Superstar to any empty slot on the cartridge. After selecting CLONE, highlight the created Superstar you want to copy and press the A Button. Now find an empty slot and press the A Button to copy the Superstar to the free slot.

- **Move** – Move a created Superstar back and forth, between the Game Pak and the Controller Pak. Now you can take your best creation to someone else's house and challenge a buddy for the Title! Before using a Superstar from a Controller Pak, move the Superstar to a free slot on the Game Pak.

- **Erase** – Completely delete the data from either the Game Pak or Controller Pak.

OPTIONS

Customize the game to lay down the smack – on your terms! Toggle the following settings to suit your needs.

- **Difficulty** – There are five settings to choose from – BEGINNER, EASY, NORMAL, HARD, or EXPERT.

- **Attitude Meter** – Turn the Attitude Meter ON or OFF.

- **Replay** – Toggle the quick camera replays ON or OFF.

- **Camera** – Turn the active camera ON or OFF.

- **Sound** – Choose STEREO if you have more than one speaker, or MONO if you have one speaker.

- **Music** – Turn the music ON or OFF.

- **BGM Volume** – Determine whether the Background Music should be set to MINIMUM, NORMAL, or MAXIMUM volume.

- **Controller** – Change the controller settings for every controller that's attached to the Nintendo 64. Use the Control Pad to highlight a button, then press the new button. To confirm the button changes, highlight DECISION and press the A Button. To return the buttons to their original settings, choose DEFAULT.

RECORDS

From the Records option, you can view Win/Loss statistics on every Superstar in WF NO MERCY™.

- **Superstar** – Press the Control Pad ↑/↓ to cycle through the Superstar list.

- **Use** – Highlight USE and press the A Button to sort the list by how many times a Superstar has been used.

- **Wins** – Select WINS and press the A Button to view the list in order of most wins.

- **Losses** – View the list in order of most losses.

W PLAYING A GAME

Jump into the action by choosing any of the listed Multi-Play Game Modes, from Exhibition Mode to the Iron Man Match.

SELECTING A MATCH

Each game mode offers at least one of the match types below. Choose one from the list by pressing the A Button to continue.

- **Single Match** – Two Superstars go head to head!

- **Tag Match** – Grab a partner and take the grudge to the ring. Two pairs of Superstars square off against each other, with one opponent from each team in the ring at a time.

- **Triple Threat Match** – Think you can handle it? Three Superstars match up head-to-head-to-head. When an opponent is pinned or knocked out, the match is over. The Superstar who landed the deciding blow wins the match.

- **Handicap Match** – Two opponents challenge one Superstar in this match. The Superstar can win by pinning or knocking out only one of the opponents.

- **Cage Match** – The only way to win is to be the first Superstar to climb out of the ring.

- **Ladder: Single** – Take a Single Match, add a suspended belt and a ladder, and you've got the Single Ladder Match. The only way to win is to climb the ladder and grab the belt!

- **Ladder: Tag** – A combination of the Tag Team and Ladder Match, the first team to grab the belt wins!

SELECTING THE PLAYERS

Next, decide how many Human Controlled or CPU Controlled Superstars will compete in the match. Choose WATCH to view a CPU controlled match.

SELECTING AN ARENA

All the big ones are here! From the weekly *Raw Is War* and *SmackDown!*™ shows to the huge pay-per-views of *WrestleMania* and *Royal Rumble*, choose from a total of 8 WF sanctioned arenas.
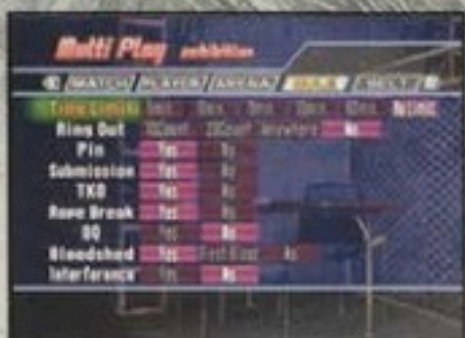
Note: Try to unlock hidden areas.

SELECTING THE RULES

Now you can customize options for the match before heading to the ring. Press the Control Pad ↑/↓ to highlight an option and ←/→ to change the setting.

- **Time Limit** – Choose a time limit for the match, from 5 to 60 minutes, or have NO LIMIT at all!

- **Ring Out** – Determine whether the Superstars are allowed out of the ring.

  - **10 Counts** – If out of the ring for a count of 10, the Superstar is disqualified.

  - **20 Counts** – If out of the ring for a count of 20, the Superstar is disqualified.

  - **Anywhere** – Each opponent may come and go as they please without being disqualified.

  - **No** – The action is limited to the ring. If you try to leave, you will be forced back into the squared circle.

- **Pin** – Select YES to allow a victory by pinning the opponent.

- **Submission** – Select YES to win a match by making the opponent give up.

- **TKO** – Choose YES to win by a technical knockout.

- **Rope Break** – If YES is selected, the referee will stop a submission hold or pin attempt when the opponent touches the ropes.

- **DQ** – Allow a victory by disqualification by selecting YES.
- **Bloodshed** – The Superstars will bleed if hit hard enough when YES is selected. Selecting NO means they will not bleed. FIRST BLOOD will end a match when a Superstar begins to bleed.
- **Interference** – When you select YES, enemies will run-in from backstage, interfering with the match.

SELECTING THE BELT

Decide if a belt will be on the line in the match. Press the Control Pad ↑/↓ to highlight a title. The belt for each title will be shown, along with a picture of the current champion for that belt.

SELECTING THE SUPERSTARS

Select the WF Superstars for your match. Use the Control Pad to highlight a Superstar, then press the A Button to confirm. To view a different stable, press the L or R Button. Player 1 selects first, then Player 2, and so on.

Press the ▲C Button to randomly select a Superstar, then press the A Button to confirm the selection. You must choose your own opponent if competing against the CPU.

MATCH-UP SCREEN

Finally, view the upcoming match on the TV style Match-Up Screen. Each player must press the A Button to confirm the match before heading to the ring. If you do not like the Card or you need to change the options, press the B Button to return to the previous selection screens.

PAUSE GAME MENU

Press START during a match to pause the game. You can alter the following options while the game is paused by pressing the A Button.

- **Continue Match** – Un-pause the game and get back to the action!
- **Rematch** – Start the match over again.
- **Quit Match** – Stop the game and return to the Main Menu.
- **Attitude** – Toggle the Attitude Meter ON/OFF.
- **Camera** – Toggle the animated camera ON/OFF.
- **Replay** – Toggle the TV-style instant replay ON/OFF.

SAVING AND LOADING

SAVING

You can save all the WF NO MERCY™ data directly onto the Game Pak itself. Simply choose SAVE when prompted. For example, after a Title Match or after creating a Superstar, you will be given an option to save the game.

LOADING

All stored data is immediately available as soon as you turn the power ON. To load a created Superstar from a Controller Pak, see "Data" on page 28.

CONTROLLER PAK® & RUMBLE PAK®

CONTROLLER PAK®

WF **NO MERCY**™ is compatible with the Controller Pak accessory. Before using the Controller Pak, read its instruction booklet carefully. WF **NO MERCY**™ supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please turn the Control Deck OFF before doing so.

RUMBLE PAK®

WF **NO MERCY**™ is compatible with the Rumble Pak accessory. Before using the Rumble Pak, read its instruction booklet carefully. WF **NO MERCY**™ supports "hot" insertion of the Rumble Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Rumble Pak at any other time, please turn the Control Deck OFF before doing so.

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