

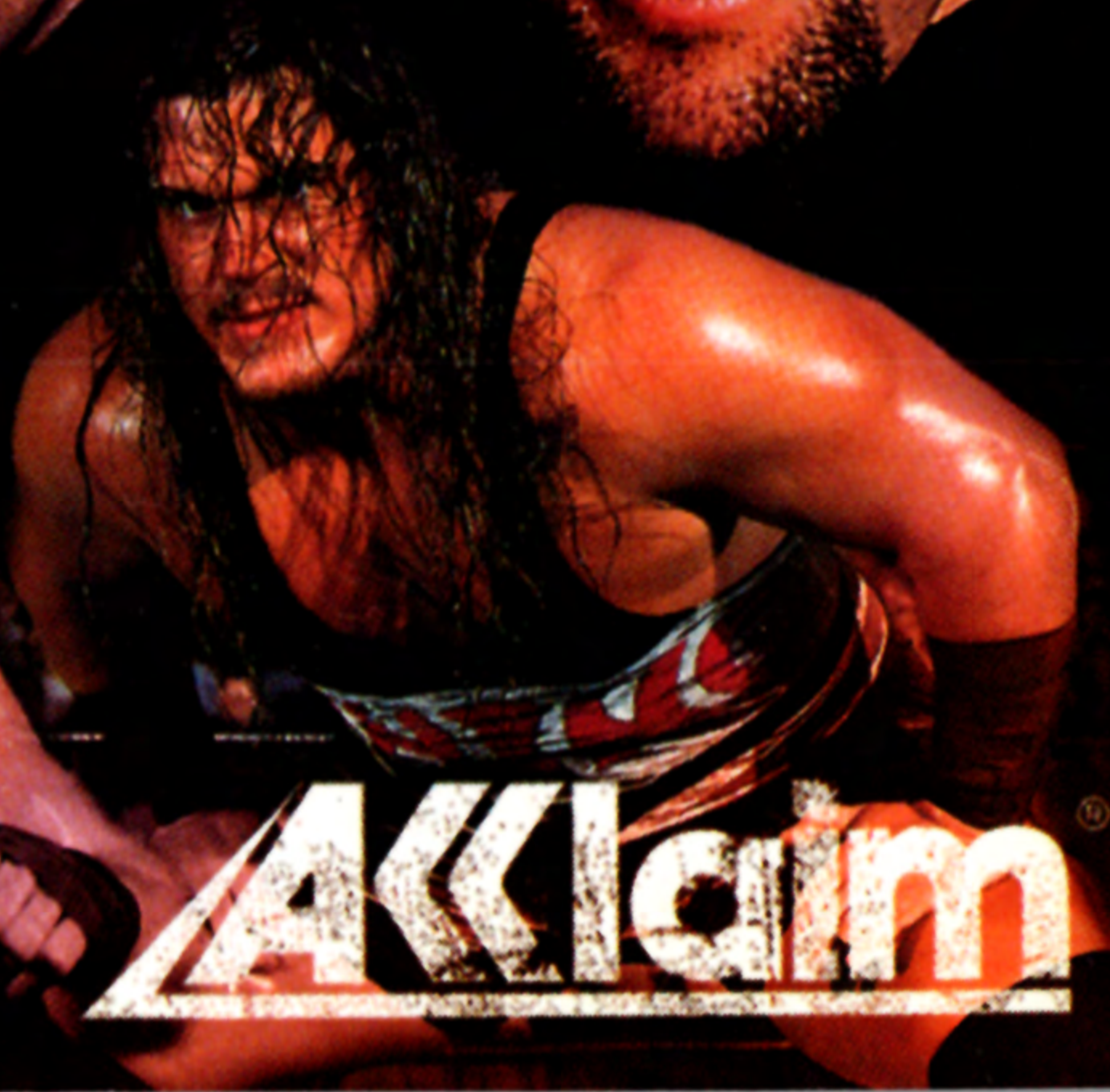


NTSC U/C

# FEAR

## ANARCHY RULZ™

# PlayStation



SLUS-01169  
#21204

# AKIclaim

## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## **HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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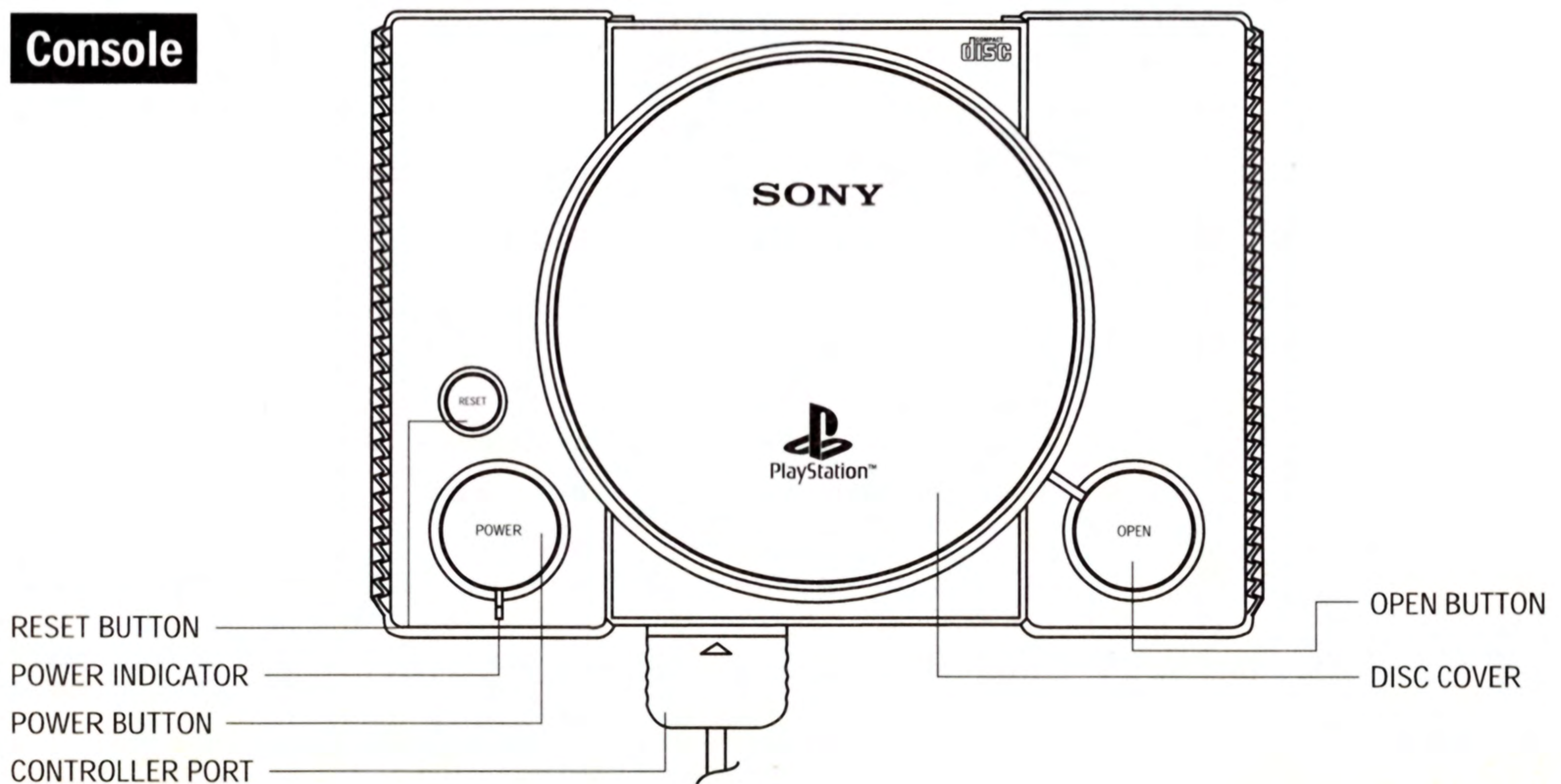
The cost of the call is \$.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.

# LOADING

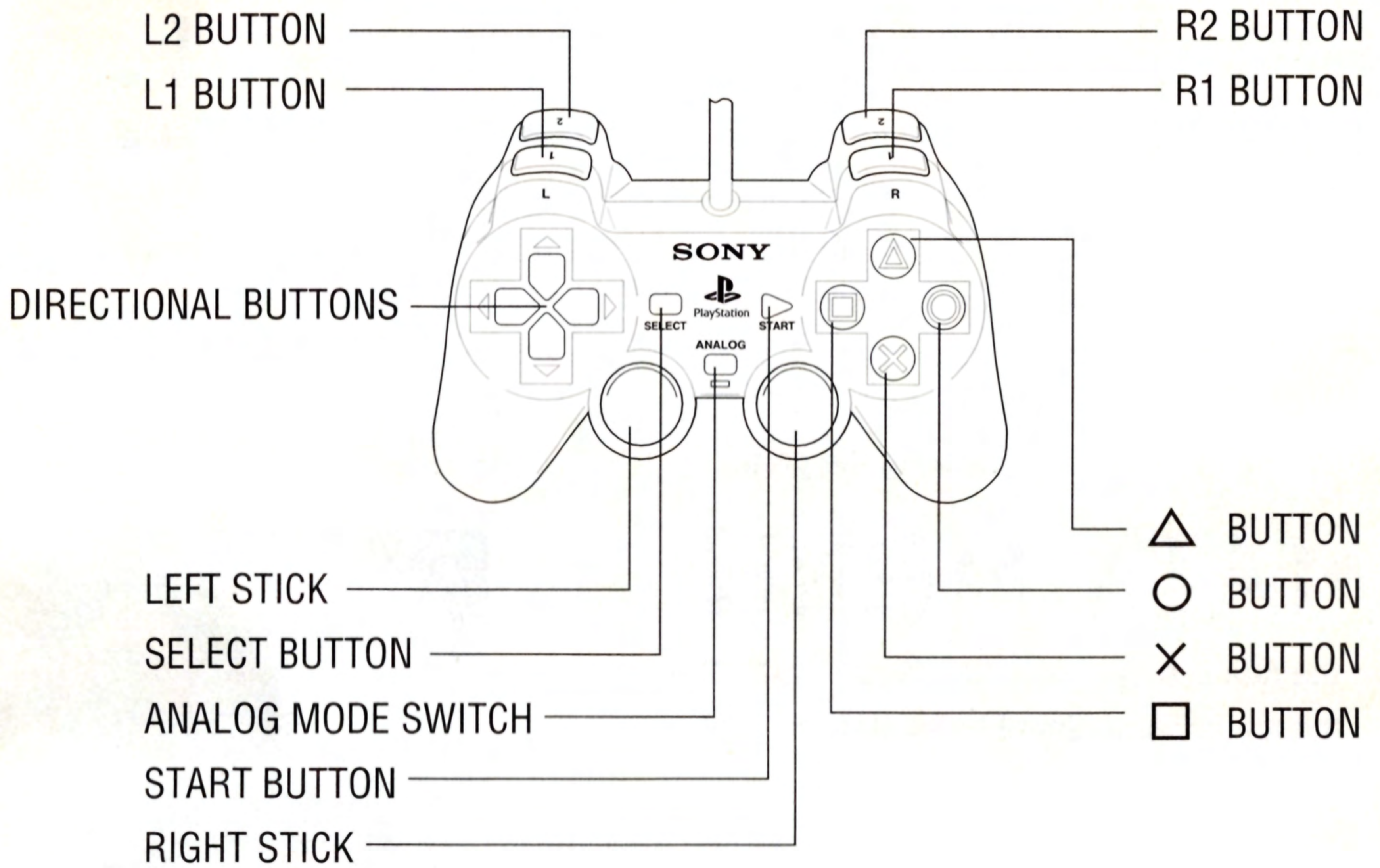
1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the ECW Anarchy Rulz™ disc and close the DISC COVER. If you wish to save your game, insert a MEMORY CARD (sold separately) into MEMORY CARD Slot 1.
3. Insert game controllers and turn on the PlayStation® game console.
4. Follow on-screen instructions to start a game.

**Note: ECW Anarchy Rulz is for up to 4 players. A Multi Tap (sold separately) is required for more than two players. To connect a Multi Tap, insert into CONTROLLER PORT 1. Insert controllers into slots 1A-D on the Multi Tap. When using the Multi Tap, at least one controller must be connected to CONTROLLER PORT 1-A.**

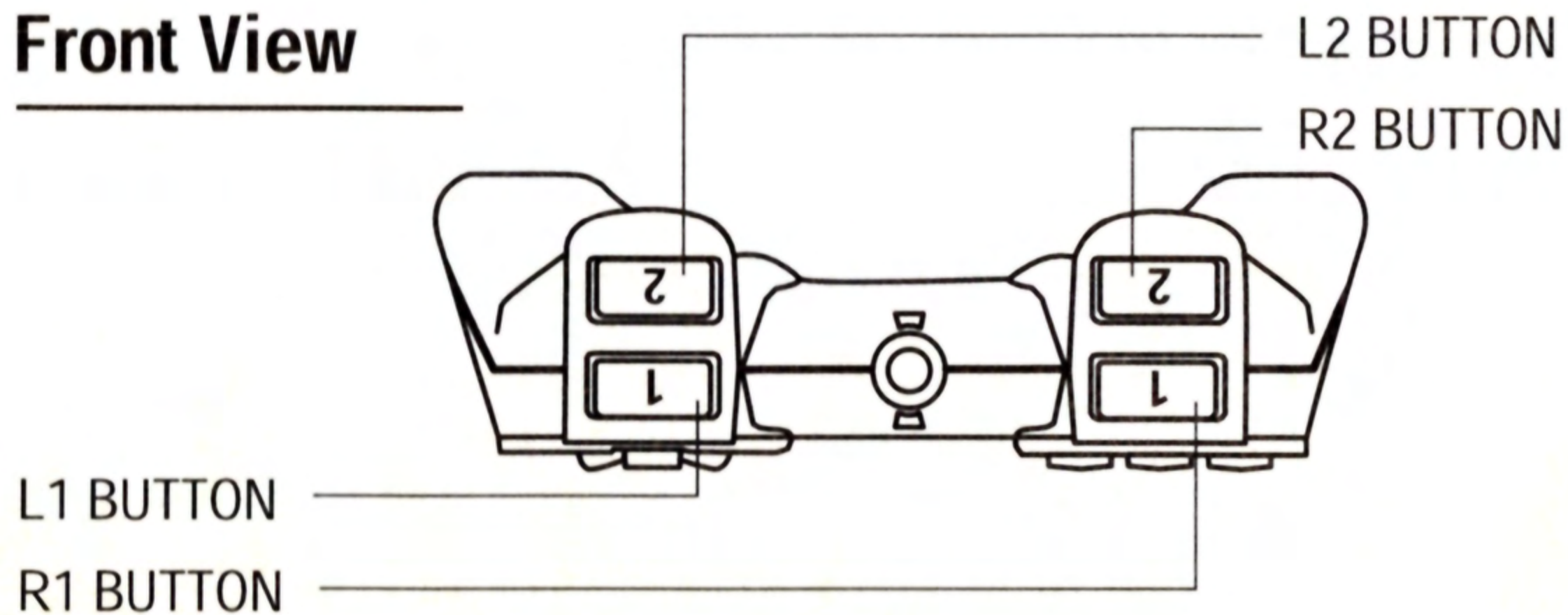
## Console



**DUALSHOCK™ analog controller**



**Front View**



# WHEN ONE REIGN OF TERROR ENDS, ANOTHER BEGINS!!!

The underground outlaws of Extreme Championship Wrestling have returned bigger and badder than ever. If you seek madness, if you savor savagery and relish revenge, then this game is calling you out. Extreme Championship Wrestling strikes again to show and prove why it's the top federation in the world. More deadly weapons, more devastating maneuvers, more out of the ring chaos—more of everything that makes you tick! Once the bell rings, **ANARCHY RULZ!** So put down your chess set, pick up a controller and get ready to bring the pain.

## MAIN MENU

At the title screen, press the **START BUTTON** to advance to the main menu. Scroll to the desired mode and press the **⊗ BUTTON** to select it.

**Exhibition:** There are plenty of Exhibition matches to choose from. Try 'em all!

**Career:** A lifetime's worth of glory in one intense season.

**Tournament:** Eight wrestlers compete in intense tournament play.

**Create:** Visit this loony laboratory and create your own wrestlers, pay-per-views and stables!

**4 Bio Room:** Stop into the bio room to view tons of fun facts about your favorite wrestlers.



**Utilities:** Set and save options, configure controls and save cheats.

# STARTING OUT

We'll begin by showing how the game works when you choose Exhibition mode. Other modes work in a similar fashion. See **Game Modes & Match Styles** on page 10 for details on the different modes. After selecting Exhibition from the main menu, you'll select the kind of match you want to thrash in.

## Number of Players

Choose how many human players will compete.

## Match Type

Choose which match you wish to maul in. See **Match Styles** for details on each type of match.

## Selecting Wrestlers

After choosing the number of players and the match type, you're ready to pick your grappler(s). Use the **DIRECTIONAL BUTTONS** to scroll to the desired wrestler and press the **X** **BUTTON** to select, or press the **R1 BUTTON** to have the computer randomly select a wrestler. Press the **L1, L2 or R2 BUTTONS** & the **X** **BUTTON** to choose additional costumes for the wrestlers. Depending on the type of match, you select the wrestler you want to control, those the computer will control, or have random ones assigned. In **Career Mode**, you pick one wrestler (two in **Tag Career**) to guide through an entire bloody season. In all other modes, **Player 1** selects **CPU** wrestlers. And don't forget, once you've created and saved a custom creature in **Create A Wrestler** mode (see page 14), you can load it for use in any game mode.

# OPTIONS

After selecting a match and wrestler(s), choose **Start Game** and let the begging begin at default settings, or set some options. The options available depend on the type of mode and match you select.

## MATCH OPTIONS

**None:** A regular match with no special settings or rules.

**Deathmatch:** Make weapons available during the selected match, and no count out!

**Cage Match:** Battle in a steel cage, and climb over the top to victory.

**Last Man Standing:** Once an opponent is knocked down, a counter counts down from 10. If the number reaches one before the wrestler stands back up, you win!

**Streetfight:** This allows players to be pinned inside or outside of the ring.

**Barbed Wire:** Replace ordinary ring ropes with barbed wire!

**Dumpster Match:** Looks like someone forgot to take out the trash! To win you must throw your opponent in the dumpster.

**Table Match:** There are tables around the ring; put your opponent through them for some extreme action. No table cloth tricks here, just brutal brawling. Check please!

**Brimstone Match:** In this hellish match you have to toss your opponent over the ropes to finish him off.

**Rage in the Cage:** Civilization continues to decline in this roaring cage fest.

**Backlot Brawl:** Behind the scenes havoc noy for the timid.



# WIN MODIFIERS

**Iron Man Match:** The winner is the player with the most pins within a given match length (time).

**I Quit Match:** A player can only win by forcing the opponent to submit.

**First Blood Match:** When ON (see Utilities, page 17), the winner is the player who causes the other to bleed first.

**Finisher Only:** You can only win by using your finishing move on your opponent.

**2 out of 3 Victories:** Meet the win conditions two out of three times to win the match.

# GAME OPTIONS

**Belt Challenge:** Choose to make this match a belt challenge (ON) or a regular match (OFF). This option is only available between human opponents and at least one of them has to have a belt.

**Simulation:** Let the computer play the match for you!

**Arena Type:** Choose the type of arena you wish to wrestle in.

**Time Limit:** Play with no time limit, or set the match length anywhere from one minute all the way up to an hour!

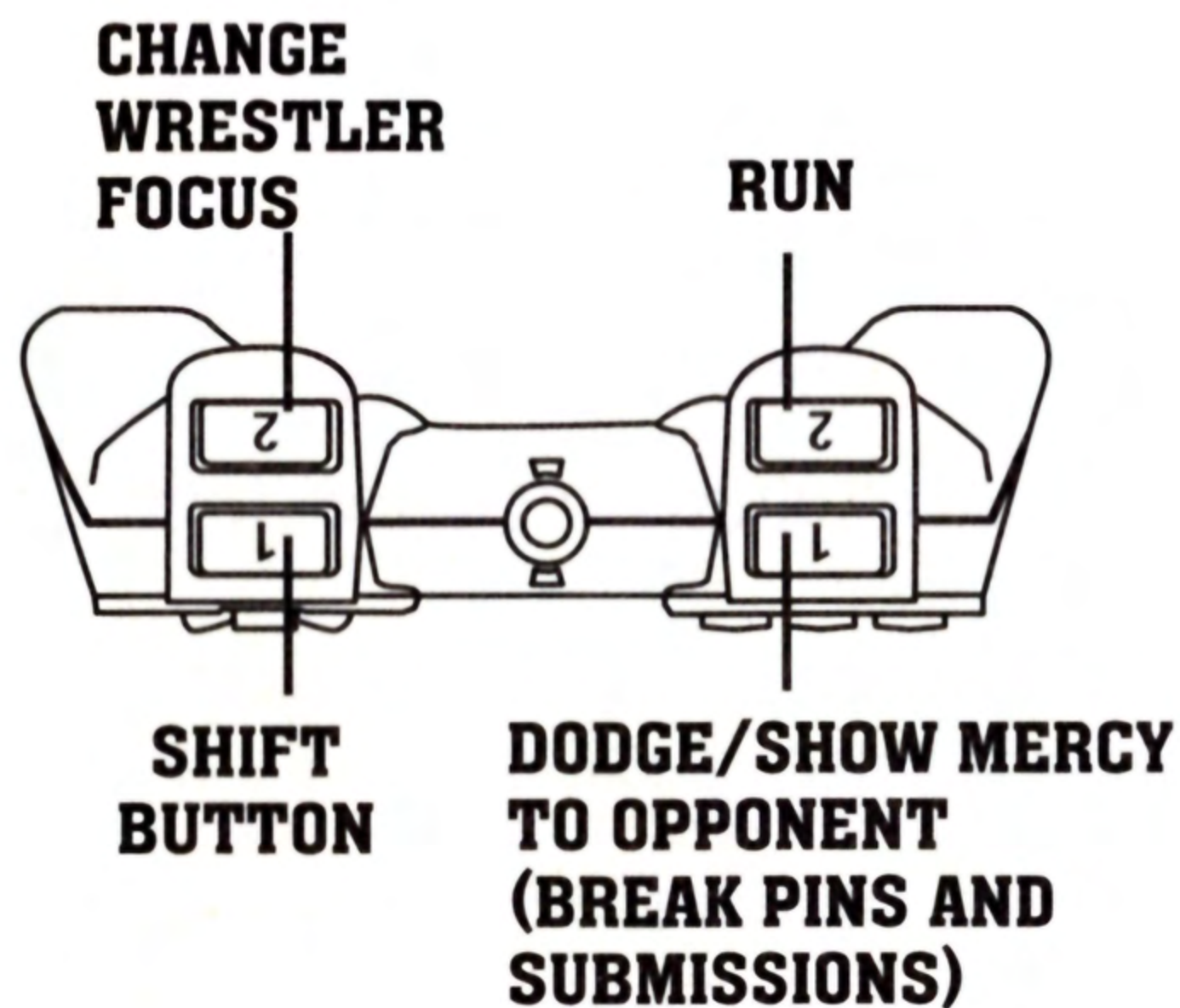
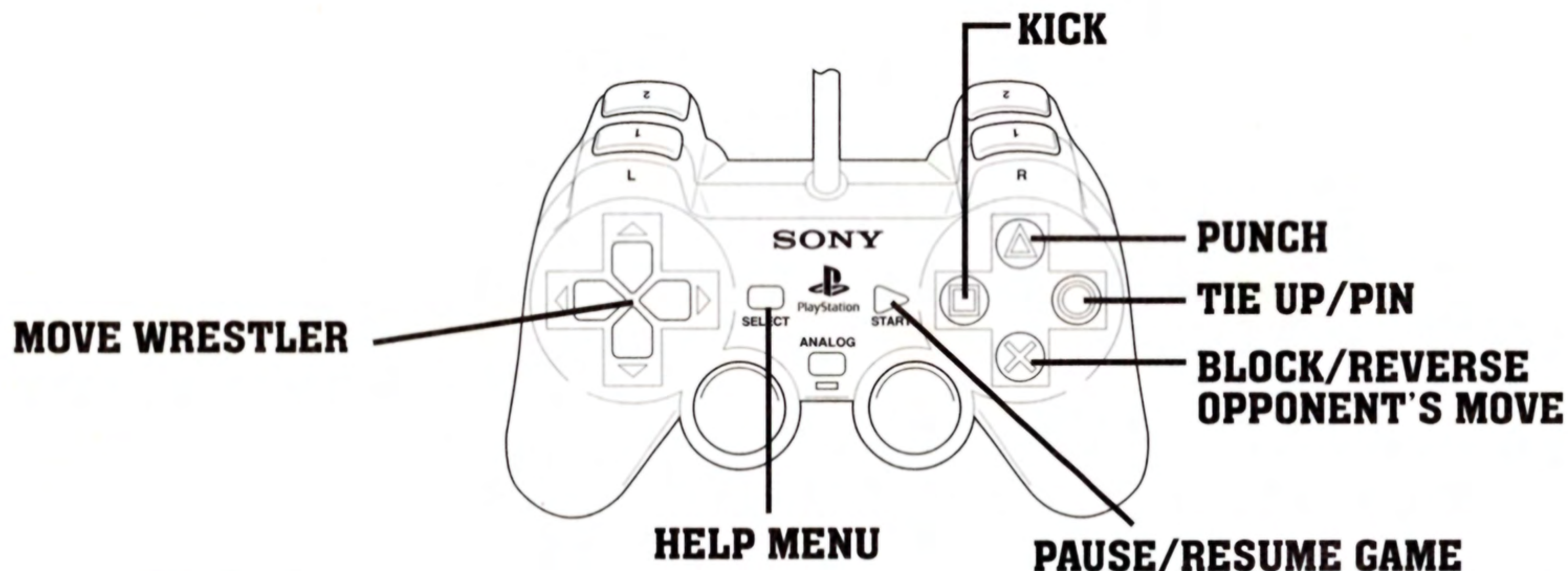
**TKO:** When ON, the match ends after any player has taken a specific amount of damage.

**Announcer:** Play with or without the announcer's commentary.

**Handicapping:** Set the degree of handicapping to be from 10 to 100% of a wrestler's health. When set to 10%, your opponent's health will already be in the red when the match begins! Available only in Exhibition matches.

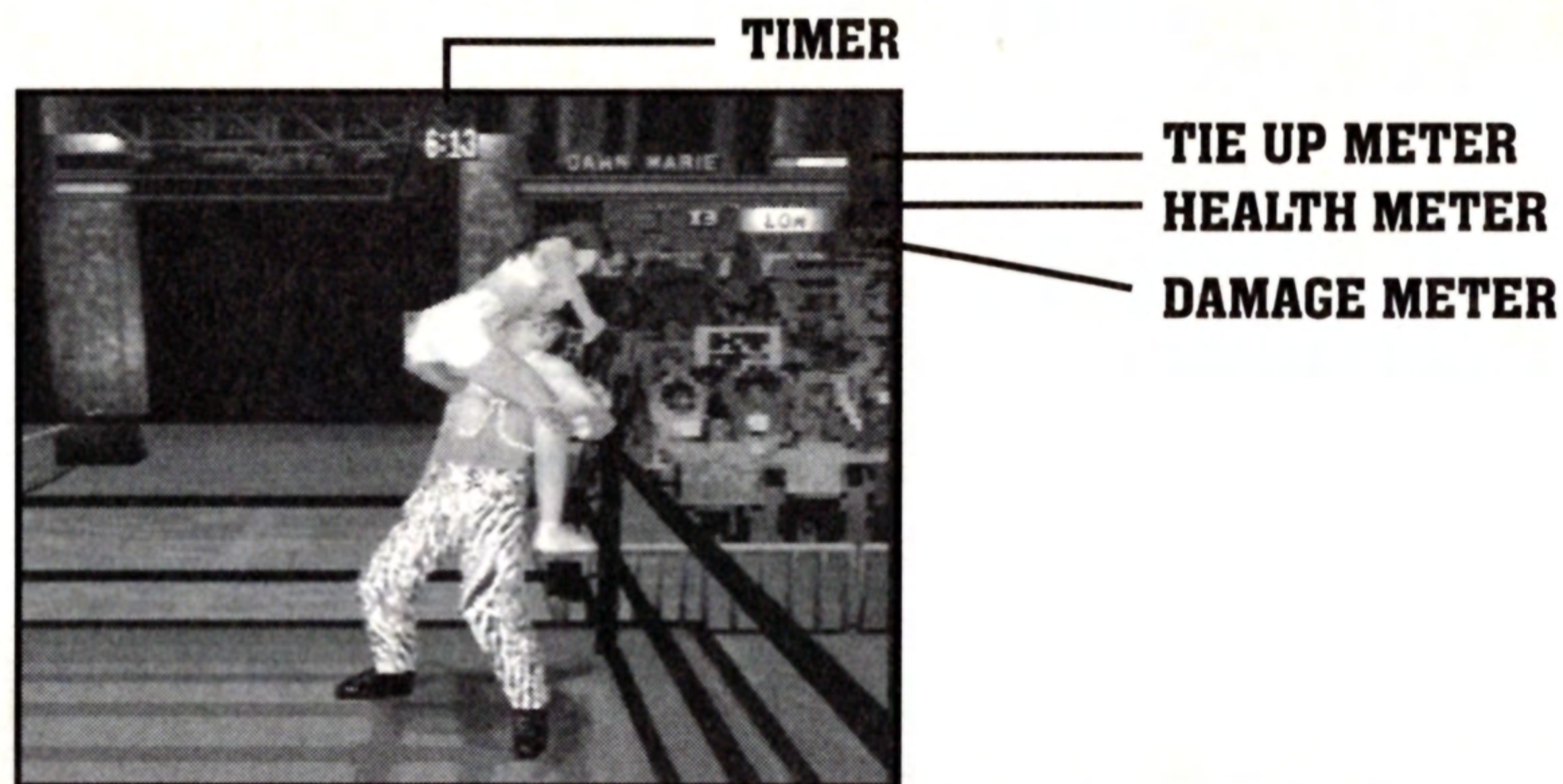
# DEFAULT CONTROLS

These are default controls. Each player can change controls by selecting Control Config on the Utilities menu.



- L1 + X PICK UP/DROP WEAPON
- L1 + □ CALL IN TAG PARTNER (1 PLAYER TAG MATCH ONLY)
- L1 + ○ TAG PARTNER
- L1 + △ SWAP CONTROL WITH TAG PARTNER IN OR OUT OF RING (1 PLAYER TAG MATCH ONLY)
- L1 + R1 CLIMB (TURNBUCKLE/CAGE/ IN OR OUT OF RING)

# RING DISPLAYS + METERS



**Timer:** Look here to see how much time is left in the match, or, in a Battle Royal Elimination match, how many seconds left in the countdown.

**Tie Up Meter:** This meter measures your advantage in a tie up. Start off with ready moves like punches and kicks until the tie up meter appears. As a wrestler scores hits, the box beside the wrestler name changes from green to yellow to red. Green means you can get off low damage tie up moves, yellow equals medium and red equals high damage moves. The **DIRECTIONAL BUTTONS** plus the Kick **BUTTON** performs low damage Tie-up moves. The **DIRECTIONAL BUTTONS** plus the Punch **BUTTON** performs medium damage Tie-up moves, and the **DIRECTIONAL BUTTONS** plus the Tie-up **BUTTON** performs High damage tie-up moves. **Warning:** Trying to perform moves that are higher damage than you have the advantage for will perform weak, easily reversible moves.

**Health Meter:** The health meter shows each wrestler's condition, and ranges from green (top condition) to orange (beginning to weaken) to red (danger—look out for pins and finishing moves).

**Damage Meter:** The damage meter shows the type of damage inflicted on your opponent. The meter range is Low, Medium, High and Extreme.

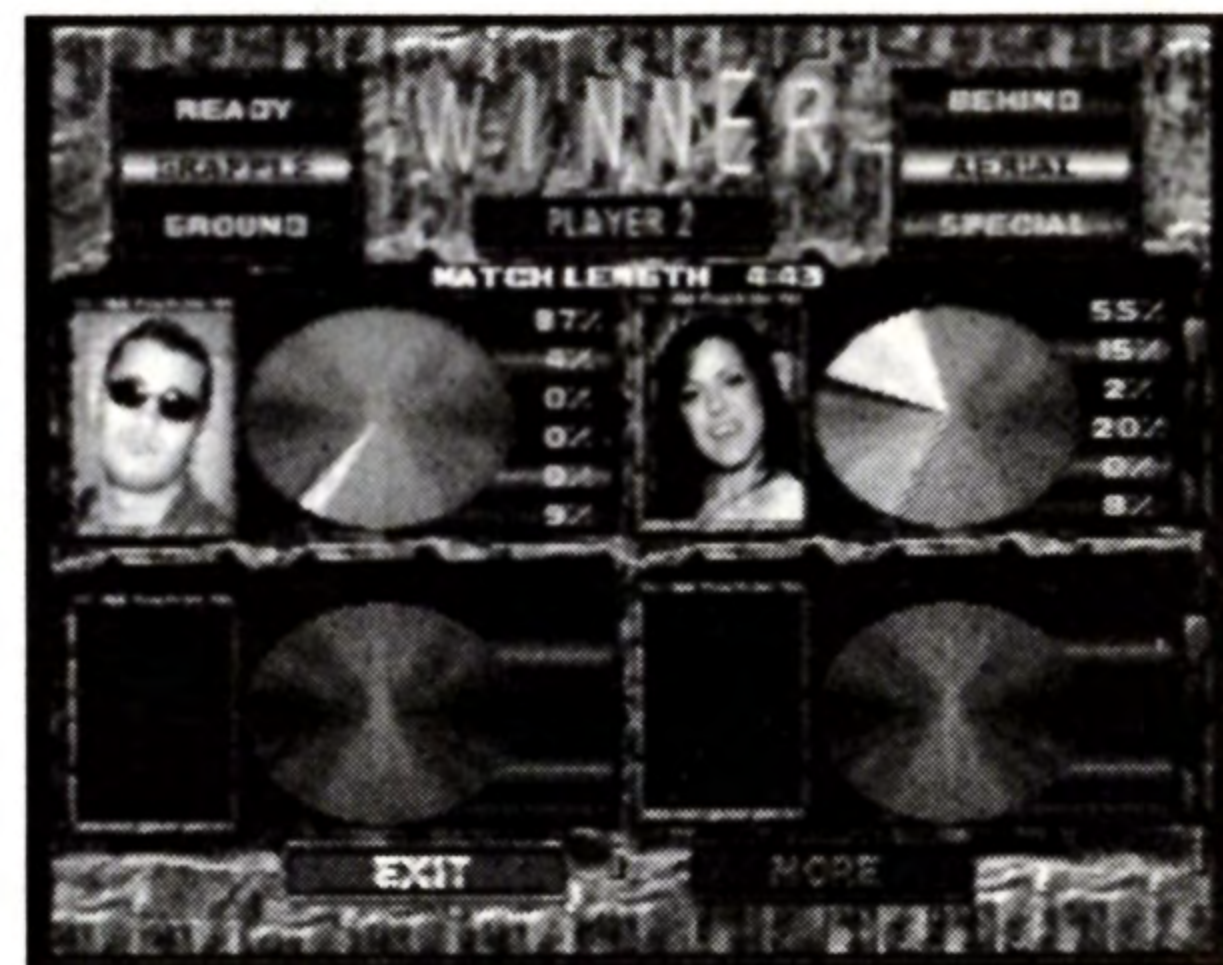
## PAUSE SCREEN

Press the **START BUTTON** at any time during a game to bring up the Pause menu. This screen allows you to view the current match type, win modifier (if any) and win location. You can also Resume play, view your Move List to see all the moves and controls for your wrestler's current situation, or Quit the current match and return to the main menu.

**Moves List:** All moves in the move list are color coded by the damage they do. Red = high damage, Yellow = medium damage, Green = low. For example: Each red move in the move list is a high damage move, yellow does medium damage, and green does low damage. High damage (red) ready moves can only be performed when the opponent is dizzy and high damage tieup moves can only be performed when using the red tieup advantage. All other situations for high, medium, and low damage can be performed at anytime.

## Match Statistics

At the end of each match, the computer helpfully totes up a wide array of useful statistics; so many that it takes two screens to view all of them. Check out how often you use which moves, your submission attempts, how long the match was—we tell you everything but what you ate!



# GAME MODES

## EXHIBITION

An exhibition match is a single match of any type. Exhibition mode is great for trying different wrestlers, different moves, different matches, even different hair styles (using a created wrestler)! This is a great place to practice before taking it on the road in Career mode. Exhibition matches don't count in the standings.

## CAREER MODE

Once you've got some skills, you'll be eager to test them for an entire season in Career mode. This is the road to the championship, and it's paved with the pitiful wailing of wilted wannabes who thought they had what it takes. Only the elite few make it all the way to the top. Are you ready for the ultimate test?

You begin at the bottom and battle up the ladder to the pinnacle of the profession, the ECW World Heavyweight Championship. There are several levels of titles; success at one only gives you the right to fight for another while you defend your current title, and there's always some ambitious @\$% trying to knock you down and take your crown. It's a long road from rags to riches. You'll need all the luck, skill and cold-blooded determination you can muster to avoid riding the wuss-wagon home while someone better waves from the express to success. There are three ways to play in career mode:

**Standard:** You guide one wrestler through an entire season of gouging, grappling and getting even.

**Tag Team:** Take two tag team partners to the Tag Team Championship—if you can!

**Stable:** There's more madness when you guide a gang to the top of the heap.

## **Career Matches**

You have a schedule of matches each week as you tour the country. Friday's matches are televised on TNN, and there are special Pay-Per-View matches too. There are three championship levels: World Television Championship, World Heavyweight Championship, and World Tag Team Championship.

## **TOURNAMENT**

Why not start at the top? The Tournament is a series of regular one on one Vs. matches. Each time you win, you advance to the next tier. When there's no one left to beat, you're the winner! Up to eight human players can compete in a tournament. Player 1 selects the wrestlers, then all players take turns, using controllers 1 and 2. If you like, you can simulate tournament games, choosing to view the simulation or just view the winners.

## **MATCH STYLES**

Most matches can be played in two ways: normal and elimination. In normal matches, you win when you beat your first opponent. An elimination match requires you to beat all your opponents. Elimination matches are indicated by an asterisk (\*) on the match select menu.

### **Normal matches**

**Vs.:** A one on one battle. Each player selects a wrestler. The match continues until the rules set up by the player are satisfied.

**Tag Team:** In tag team wrestling, two teams of two wrestlers each compete one on one, with only two "legal" wrestlers in the ring at a time. A wrestler in the ring tags his teammate to come in and take his place. An illegal

wrestler can enter the ring for a five second count, but then must exit and return to his team corner.

**Tornado:** Tornado matches feature four wrestlers in the ring at once in bracing two on two action. The match ends when both wrestlers on a team have been eliminated. When a single wrestler is eliminated, it's two on one inside the ring, but beware: The eliminated wrestler can continue to wrestle outside the ring.

**One on Two:** It's not fair, but it's plenty of fun. One wrestler takes on two opponents at once, and must pin one in order to prevail.

**One on Three:** This is really tough! You'd better be among the best if you hope to avoid a beating with three wrestlers ganging up on you at once!

**Lumberjack:** Two wrestlers battle it out, and they better keep their thing in the ring, because there are two CPU wrestlers waiting at ringside, ready to hand a beating to anyone who (willingly or not!) leaves the ring.

**Three Way Dance:** Three wrestlers compete until one pins or forces another to submit. It's every madman for himself!

**Four Way Dance:** Four wrestlers compete until one submits or is pinned.

**Battle Royal:** There are four wrestlers in the ring at all times, each trying to be the last one left. You can't leave the ring, and there are no pins, no submissions and no count outs. Eliminate your foes by throwing them over the ropes!

**Hate Match:** OK, hate's a pretty strong word, but you'll love the incredible action in a hate match, as wrestler after wrestler comes into the ring to serve up some severe beatings. This is the toughest match there is, and small wonder: If you thought one on three was hard, try going one against 12!

**Team Rumble:** Pick some team members, then get ready to rumble as the

ring becomes a furious free for all match.

## **Elimination Matches**

**Vs.:** In this mode, the two wrestlers start off in the ring, but one opponent is allowed to select a four man team. The player with only one wrestler must defeat all the other wrestlers! In a 1 player Elimination Vs. match, you fight to eliminate one CPU wrestler, until another comes in. You win if you can defeat all four-one by one!

**Tag Team:** One Tag Team versus two Tag Teams! Tough stuff!

**Tornado:** One team of two takes on two teams of two with Tornado rules. That means that all four wrestlers are legal in the ring at all times!

**One on Two:** It's double the danger as you take on two wrestlers intent on beating you into submission. Twice the trouble and half a chance to win!

**One on Three:** Try taking on three wrestlers at once. It ain't easy, brother. Battle to be the last one left.

**Eight Man Tag:** Let's jack up the team numbers and see what happens! It can't be pretty.

**Battle Royal:** The parade of punishment features four wrestlers in the ring at all times. The winner is the last man in the ring. Action continues until every wrestler has been in the ring. See Normal Battle Royal.

**Four Way Dance:** It's cruel, but not at all unusual as four wrestlers try to take you down at once. Thrive? You'll be lucky to survive!

**Stable Match:** Four teams of four wrestlers test their mat acumen in a fierce free for all. As soon as one wrestler is defeated, another comes in. The last wrestler on each team can battle any opponents outside the ring.



**Three Way Dance:** A free-for-all with three wrestlers. Once two have been eliminated, the one left is the winner.

## SPECIAL MATCHES

You can perk up some matches by turning on such options as Deathmatch, Last Man Standing, Barbed Wire or Table Match, just to name a few. These matches can be vastly entertaining or tremendously troubling, sometimes both. Try a couple. We think you'll find that fighting in a dumpster is all you hoped for and more.

## CREATE

Create mode lets you build custom wrestlers, pay-per-view events and stables and save them to your MEMORY CARD for future use.

## WRESTLER

Select **Wrestler** to create custom grapplers that can be imported into any game mode. You can assign all manner of attributes, including the wrestler's name, look, ability, and personality.

**Create:** Select Create to build your grappler. This will bring you to a sub menu with these choices:

**Body:** Select a body type: Male, female, fat or thin, in any color—it's up to you!

**Head:** Even Frankenstein's monster had a head. Shouldn't yours?

**Upper:** Arrange the top half for maximum intimidation or maximum



laughs. Outfits, accessories and more are at your finger tips.

**Lower:** Just like Upper options, but these pertain to the lower body.

**Text:** Put some rude text on your custom creature's clothing.

**Random:** Let the computer create an outrage for you!

**Clear Clothing:** Back to the drawing board, Rupert!

**Changing colors:**



Many create options feature color adjustment fields. Press the **○** **BUTTON** to access the color function, then press **UP** or **DOWN DIRECTIONAL** **BUTTONS** to highlight the color, hue or saturation fields, and **LEFT** or **RIGHT DIRECTIONAL** **BUTTONS** to adjust the sliders. When you're satisfied, press the **○** **BUTTON** again to return control to main window.

**Name:** Give your new wrestler a first and last name, even an alias.

**Attributes:** Adjust the sliders to increase or decrease your wrestlers degrees of six important attributes, up to a total of 36 attribute points.

**Moves:** Mix and match the best moves in the ECW. There's one that's just right for every situation!

**Personality:** Give your creature a strong identity, including crowd reaction, fighting style, theme song and more!

**Memory Card:** Access your **MEMORY CARD** to save and load creation data.

**Reset:** Ditch that dumb dinosaur and start all over again.

# **PAY-PER-VIEW**

At last, you're in charge of setting up the kind of spectacular Pay-Per-View you want to see! You need a **MEMORY CARD** to create and play a Pay-Per-View, so if you don't have one, you better get one!

**Name Event:** Give your sensational event a catchy title.

**Select Matches:** You can choose up to eight fear-filled matches to create a well-rounded raunch fest. Simply move the highlight to a match number, choose an exhibition or tournament style match, then select your match type and wrestlers as usual. Repeat until you have the Pay-Per-View of your dreams.

**Edit A Stadium:** Choose a stadium to rock and make it look just the way you like. Who says decorating is for sissies?

**Load PPV:** Load and play a previously saved Pay-Per-View from your **MEMORY CARD**.

**Save PPV:** Save your current Pay-Per-View progress and settings.

**Clear PPV:** Reset the Pay-Per-View.

**Start PPV:** Begin your xtreme xtravaganza!

# **STABLE**

The Stable is a completely cool creation feature! You create the stable and then enter into a stable career with your own theme music, name, and icon. You can select four different wrestlers (featured, jobber, or created) to be on the same team for a Stable Match (4 wrestlers). You name the stable team, pick the theme music and team icon, then get ready for some serious stable action!

# BIO ROOM

Visit the Bio Room to learn all about the top ECW talent in Anarchy Rulz, and more! You'll find each wrestler listed alphabetically, as well as the jobbers and any wrestlers you've created and saved. Select a wrestler and press the **X** BUTTON. You'll see a new screen featuring that wrestler's portrait, personal stats (including finishing move and trademark move), any titles the wrestler has earned, and rankings in all the important categories. This is a dandy tool for comparing wrestlers.



# UTILITIES

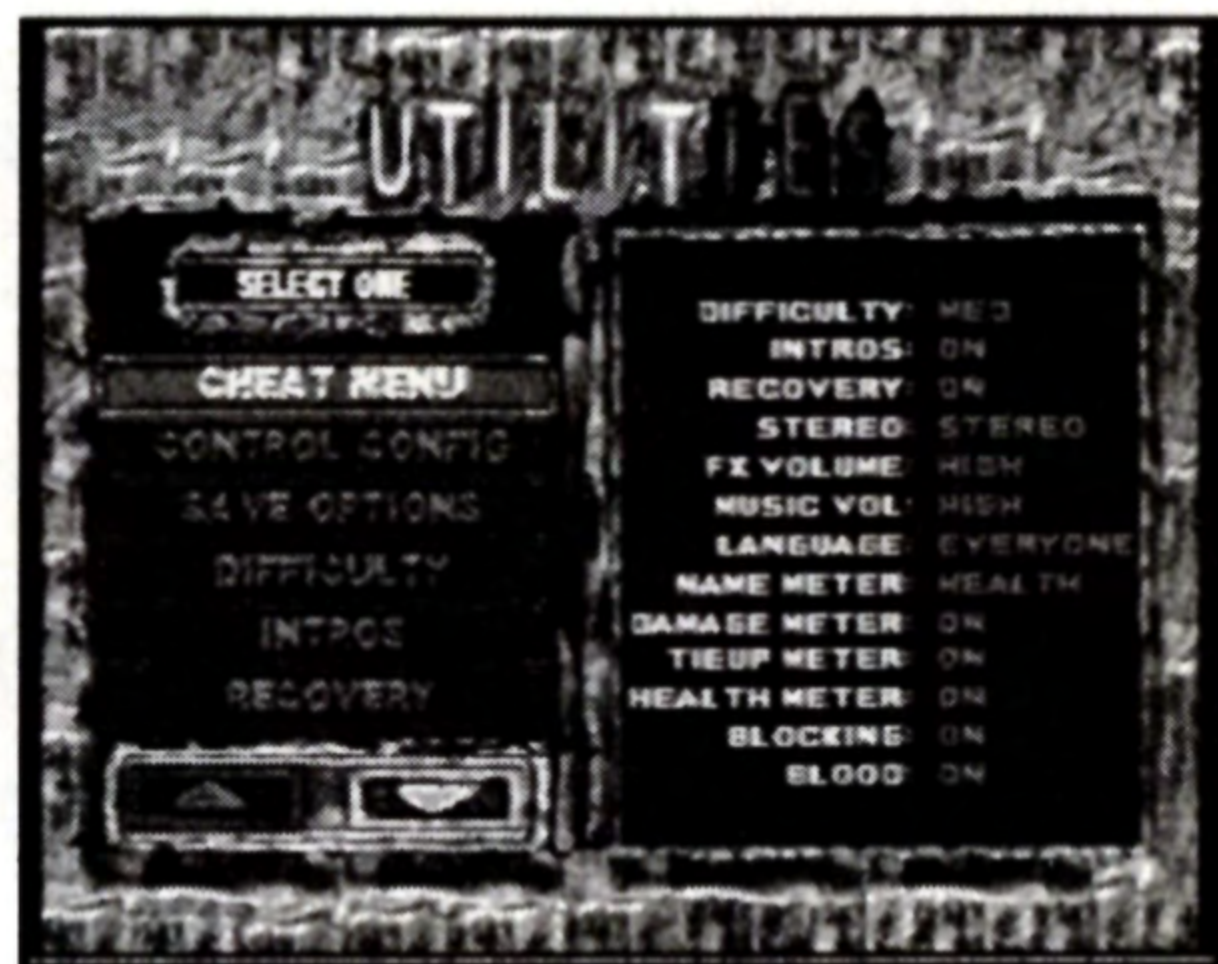
**Cheat Menu:** Once you've earned some cheats (special characters and effects hidden in the game), you can select characters and choose to turn the effects on or off.

**Control Config:** Up to four players can configure their controls. Simply highlight an action and press the **Y** BUTTON you wish to perform that action.

**Save Options:** If you have a **MEMORY CARD** inserted, you can save your option settings.

**Difficulty:** Play at Easy, Medium or Hard skill settings.

**Intros:** Play with the notorious ECW ring intros **ON** or **OFF**.



**Recovery:** Wrestlers can regain health during a match (ON) or not (OFF).

**Stereo:** If you have two ears and two speakers, you may prefer stereo to mono.

**FX Volume:** Adjust the sound effects volume.

**Music Volume:** Adjust the music volume.

**Language:** Choose between language that's Immature or for Everyone.

**Name Meter:** Play with the name meter display ON or OFF or acting as a health meter.

**Damage Meter:** Turn the damage meter ON or OFF.

**Tie Up Meter:** Turn the tie up meter ON or OFF.

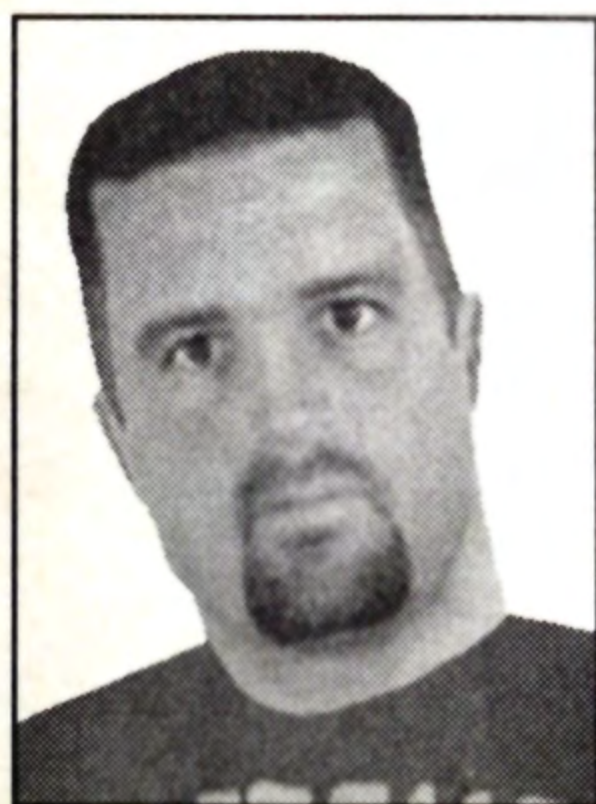
**Health Meter:** Turn the health meter ON or OFF.

**Blocking:** Turn blocking ON or OFF for an outrageous change.

**Blood:** Play with realistic blood or bore yourself with none.

## Some Moves

HERE ARE A FEW MANIC MOVES TO GET YOU STARTED. THERE ARE MANY, MANY MORE, BUT YOU'LL HAVE TO PLAY PLENTY TO LEARN THEM!



## Tommy Dreamer

**Type of Move**

Tie-up Move

**Finisher**

Dreamer DDT

**Move Set**

up or down, tie-up



## Rob Van Dam

**Type of Move**

Turnbuckle Move; Opponent on Ground

**Finisher**

5 Star Frog Splash

**Move Set**

kick & punch



## Justin Credible

**Type of Move**

Tie-up Move

**Finisher**

That's Incredible

**Move Set**

up or down, tie-up



## Jerry Lynn

**Type of Move**

Ready Move

**Finisher**

Cradle Piledriver

**Move Set**

left or right, tie-up



# New Jack

**Type of Move**

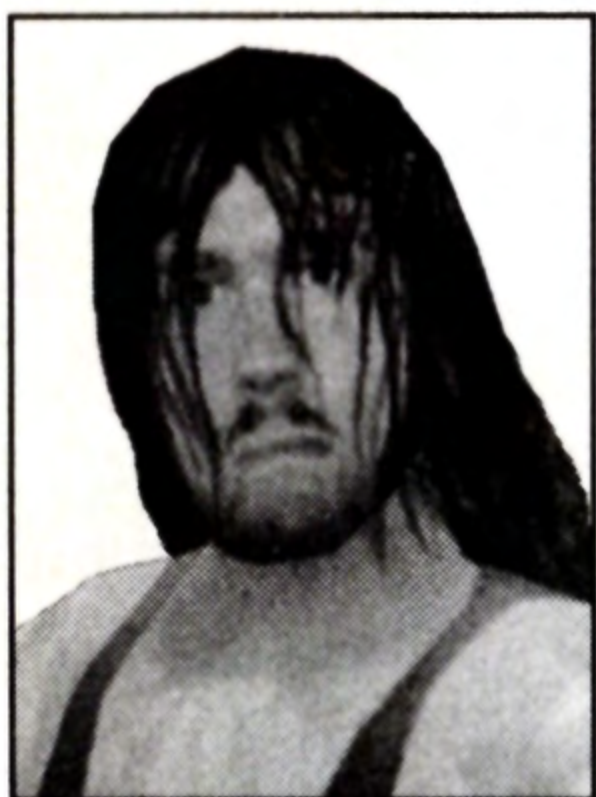
**Turnbuckle Move; Opponent on Ground**

**Finisher**

**187**

**Move Set**

**kick & punch**



# Rhino

**Type of Move**

**Tie-up Move**

**Finisher**

**Sitout Piledriver**

**Move Set**

**up or down, tie-up**



# Balls Mahoney

**Type of Move**

**Ready Move**

**Finisher**

**Nutcracker Suite**

**Move Set**

**left or right, tie-up**



## Super Crazy

**Type of Move**

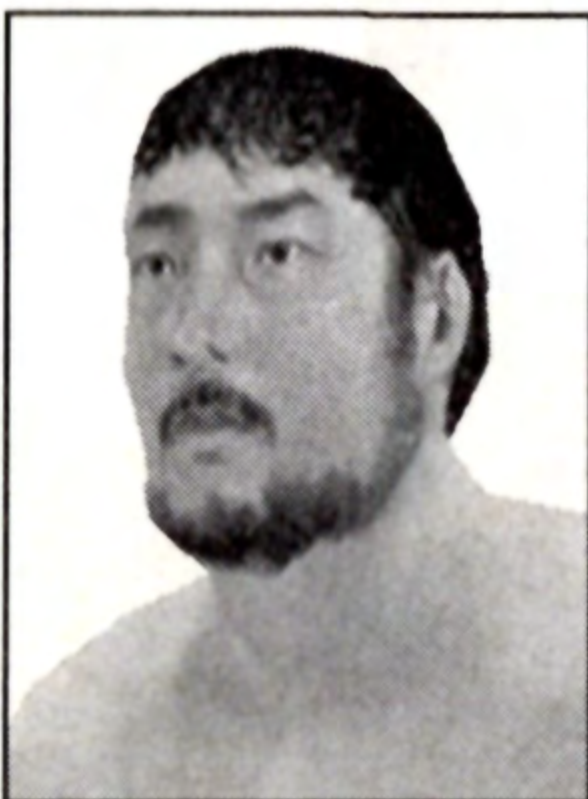
**Corner Move; Opponent on Ground**

**Finisher**

**Three Moonsaults**

**Move Set**

**left, right, punch**



## Tajiri

**Type of Move**

**Tie-up Move**

**Finisher**

**Hanging Brainbuster**

**Move Set**

**left or right, tie-up**

## Hints + Tips

- During an Exhibition match with any wrestler, press the **START BUTTON** to see his move list. All moves that the wrestler can do from the given situation are displayed and color coded. Green for Low damage, Yellow for Medium, and Red for High.
- If you want to do the big bad power moves, you'll need to get your Tie-Up meter in the Red and then Tie-Up your opponent by pressing the **● BUTTON**. From there, you can pull off killer moves that will make the audience cheer.
- When your wrestler's name flashes, it means that you have won the support of the crowd thanks to your excellent performance. This will give you a rush and let you do more damaging moves. Conversely, don't just pull the same move off over and over or the crowd won't like it and your performance will suffer.



The Album 8-22-00



ANARCHY RULE

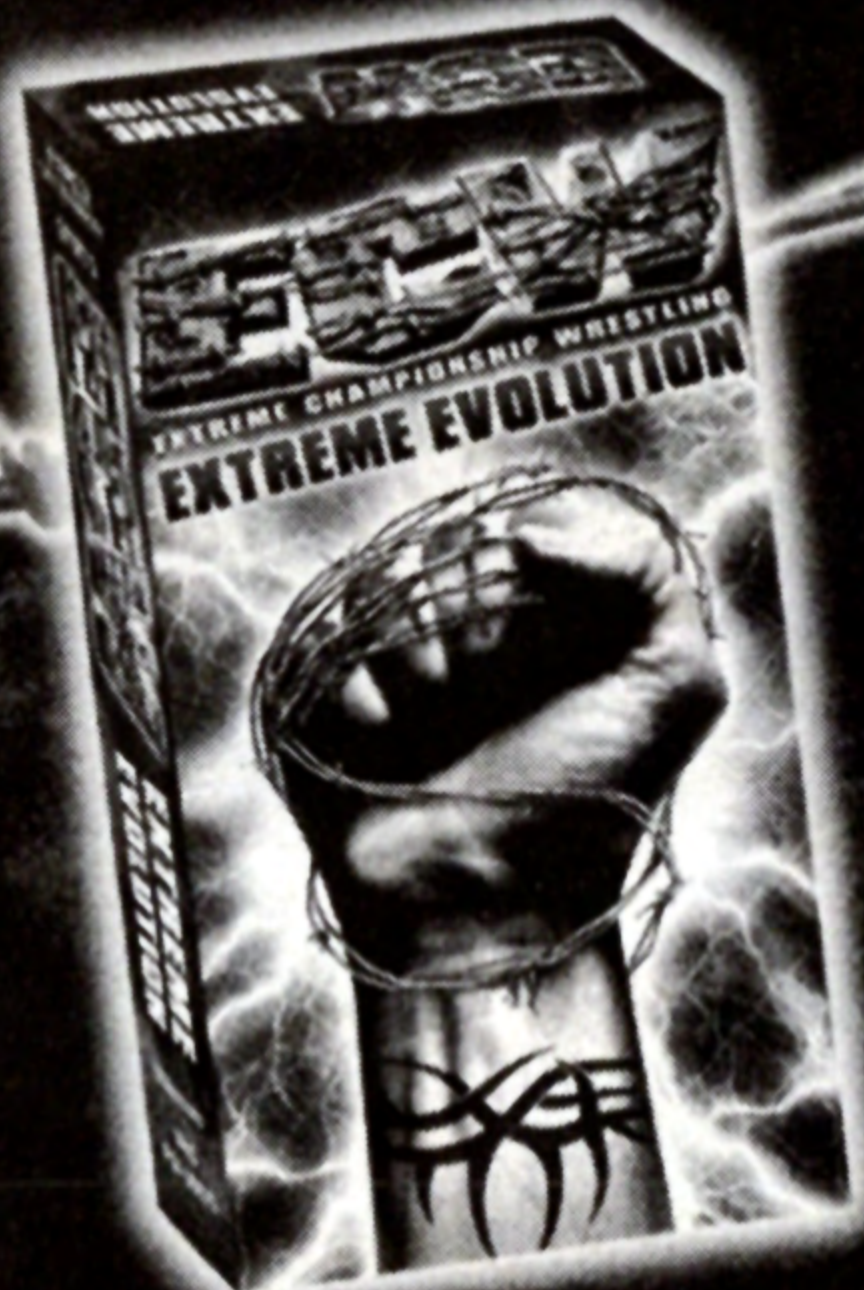
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