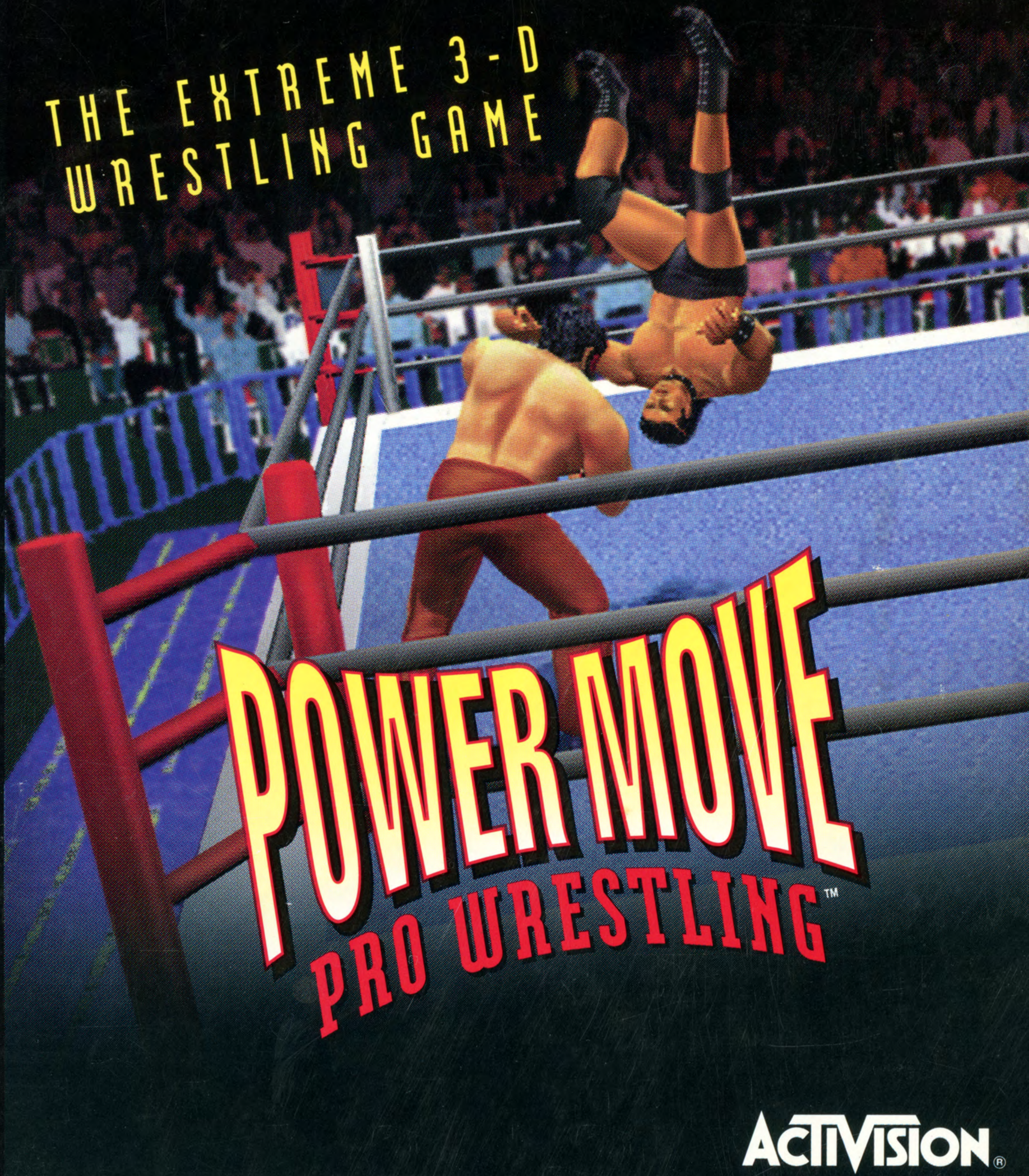




NTSC U/C

PlayStation™

THE EXTREME 3-D  
WRESTLING GAME



# POWER MOVE

PRO WRESTLING™

KIDS TO ADULTS



CONTENT RATED BY  
ESRB

SLUS-00408  
PSX-3600-221-US

ACTIVISION®

**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.

**HANDLING YOUR PlayStation™ DISC:**

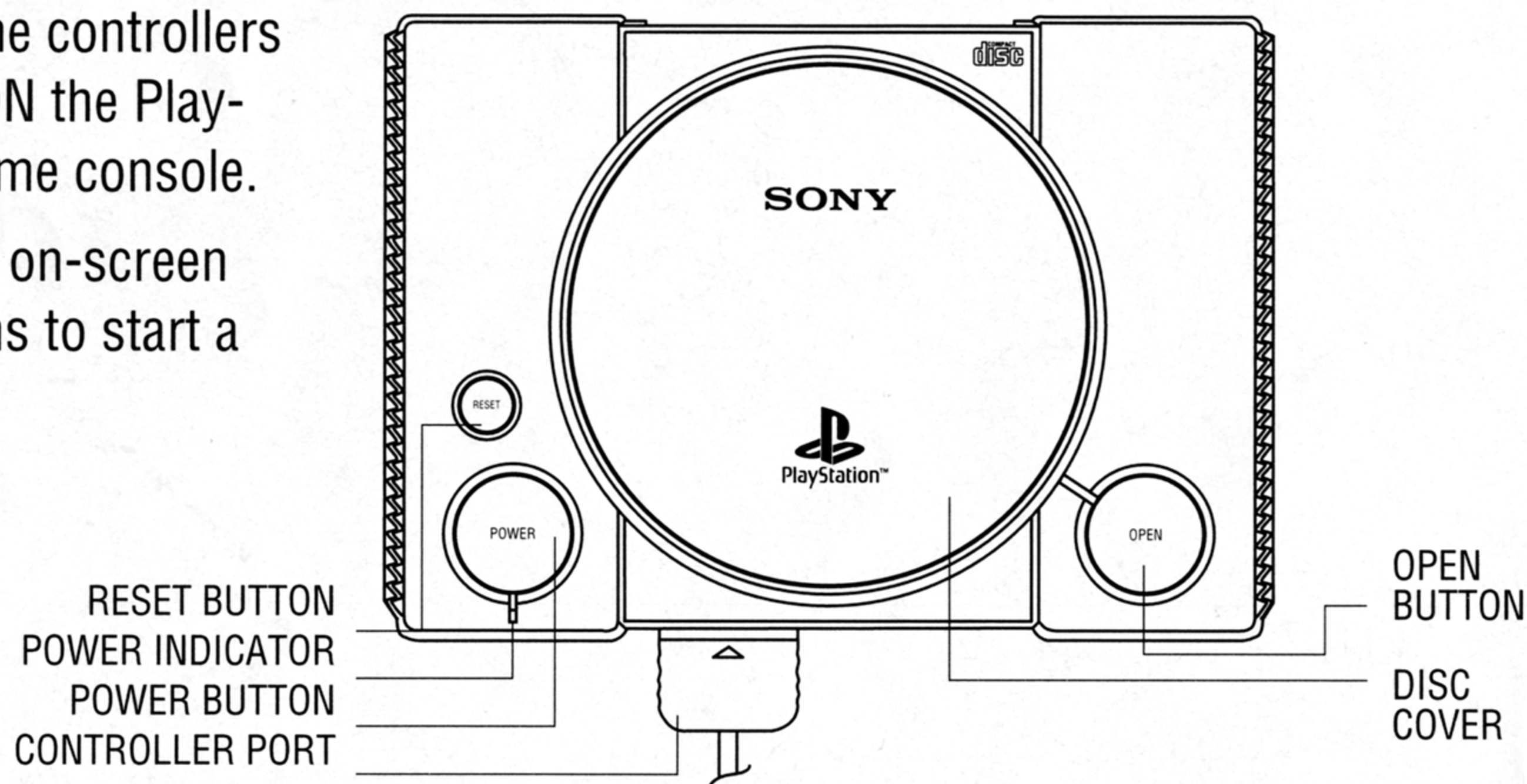
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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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# STARTING UP

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.
3. Insert the **Pro Wrestling disc** and close the disc cover.
4. Insert game controllers and turn ON the PlayStation game console.
5. Follow the on-screen instructions to start a game.

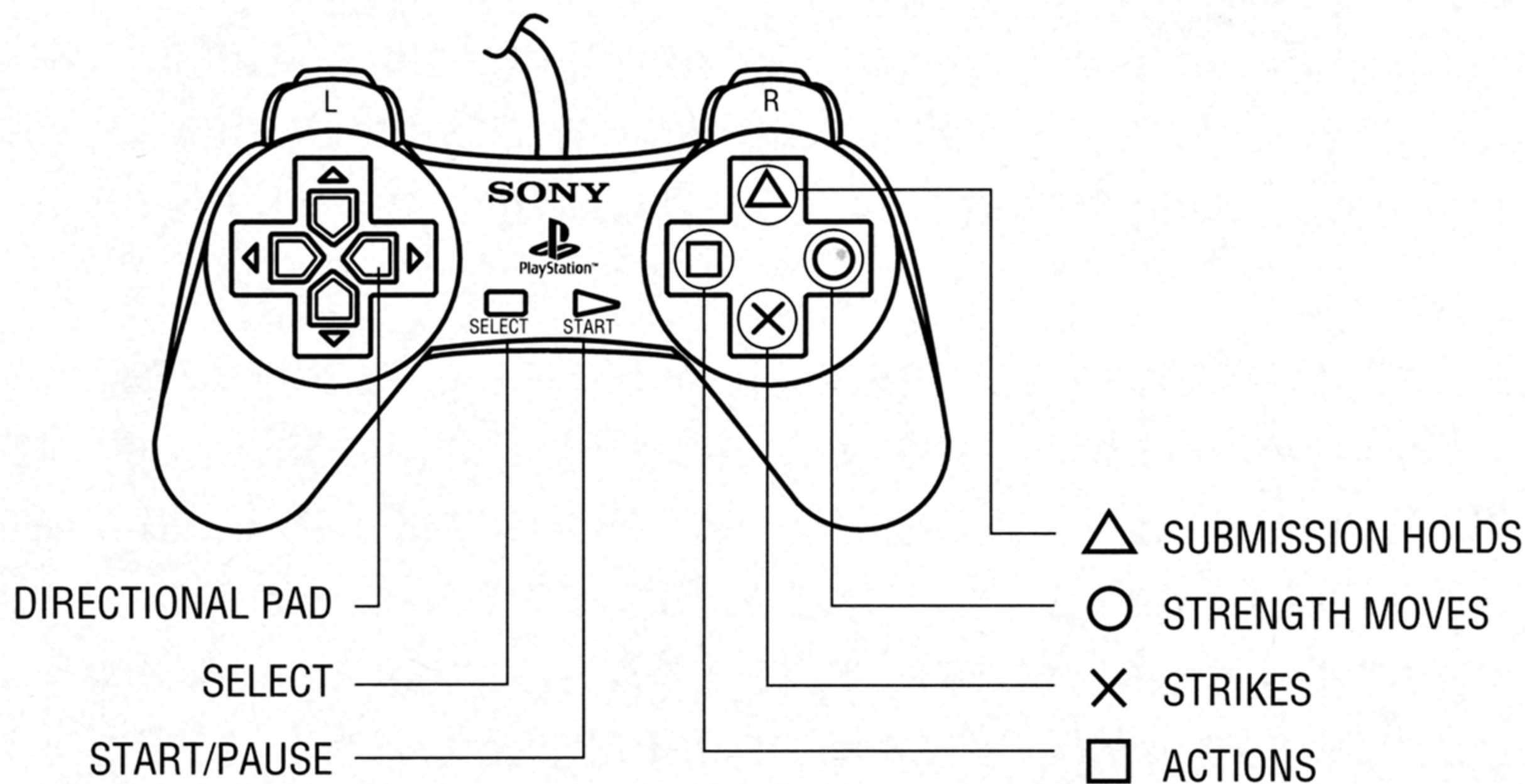
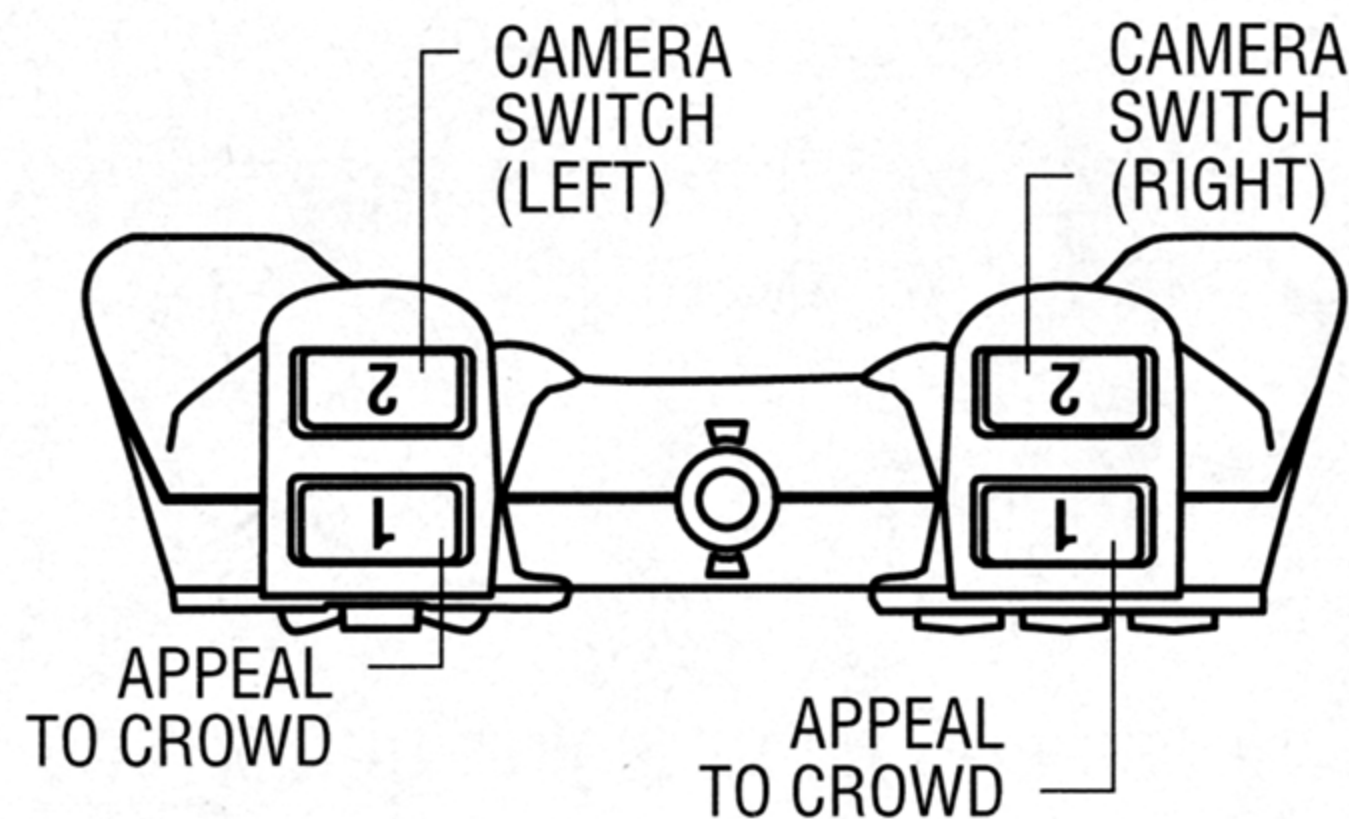


# GAME CONTROLS

## Control Summary

- L2/R2**     **Camera Switch** — Changes camera angle 90 degrees to the left or right.
- L1/R1**     **Appeal** for crowd reaction (opponent must be dazed).

- +**      **Directional Pad** — Moves your wrestler around the ring.
- START**    **Pauses** the game.
- SELECT**   **Advances** a paused game by one frame.
- △**      **Submission Hold** — Grabs an opponent and puts him in a submission hold.
- **Strength Move** — Grabs an opponent and performs a special move on him.
- ×**      **Strike** — Throws a punch or kick.
- **Action** — Throws an opponent (when close), makes your character run, or releases a submission hold.



# PLAYING POWERMOVE PRO WRESTLING

## Introduction

*PowerMove Pro Wrestling* is a 3-D wrestling game in which you control one of 12 pro wrestlers. Each of the gouraud-shaded wrestlers has his own personal style and set of moves. The game mechanics are totally realistic and logical. Instead of tapping buttons or running around your opponent, you must use your wrestler's unique set of moves to grab the initiative, weaken your opponent and then pin him. Mastery of the moves, not hand speed, will win matches. The wrestlers move and interact just as real ones do, so there's a whole world of technique and strategy for you to discover.

## Gameplay

*PowerMove Pro Wrestling* employs three basic attack techniques: strikes, strength moves and submission holds. The position and condition of your opponent will determine which moves are executed. Your opponent can be in any of the following positions and/or conditions: facing you, facing away from you, lying prone on the mat, outside the ring, running, groggy and/or in the corner (next to the turn-buckle).

When both wrestlers simultaneously attempt to apply moves, a priority-based system is employed to determine which one is successful. The priority system in the game operates like the rock/paper/scissors game, as follows: a strength move overrides a submission hold, a submission hold overrides a strike, and a strike overrides a strength move. If both wrestlers try to apply the same type of move, then they will grapple. The player who presses the buttons fastest will prevail.

## **Rules**

### **A wrestler will be disqualified if:**

1. He continues applying a submission hold for five seconds after his opponent has touched the ropes.
2. He continuously touches the ropes for more than five seconds.
3. He continues applying an illegal hold for five seconds.
4. He remains outside the ring for more than 20 seconds.

### **A wrestler can win a match if:**

1. His opponent is disqualified.
2. His opponent gives up.
3. He pins his opponent by holding both his shoulders to the mat for three seconds.
4. The referee stops the match to prevent injury to his opponent. This occurs if the wrestler applies a submission hold to an opponent with zero hit points.

### **A match is a tie if:**

1. Time expires in a match allowing draws.
2. Both wrestlers are outside the ring for more than 20 seconds.

## **Hit Points**

Each wrestler has several attributes that determine his endurance and revival speed.

### **Main Hit Points**

These represent a wrestler's overall health. Damage done to a wrestler by strength moves and strikes will reduce his main hit points. As a wrestler loses health, he needs more time to recover from being knocked down or dazed, and his breathing becomes increasingly rougher.

### **Head/Body/Arm/Leg Hit Points**

These represent a wrestler's tolerance to pain. Each submission hold will damage a specific part of the body, reducing either head, body, arm or leg hit points. Whenever a submission hold is applied to a body part with no hit points, the wrestler will surrender or (if you are on the receiving end) the referee will stop the match. As a wrestler loses strength in his arms, he becomes less able to hold up his hands; and as he loses leg strength, he walks slower and slower.

## **MAIN MENU**

When the Title Screen appears, press **START** to bring up the Main Menu. In this screen you are given four options:

- Go!**                    Play the game.
- Results**              View tournament and gauntlet records, and past champions.
- Best Bouts**        Review saved matches.
- Load**                 Load results from the memory card.



## GO! Screen

The 10 choices on this screen are:

1. **1 Player** — Play a match against the computer; you pick your opponent.
2. **2 Player** — Play a match against a friend.
3. **12-Man Gauntlet** — Fight without taking a rest against all of the PPW wrestlers in 12 consecutive matches. Note: Your wrestler's fatigue is carried over from match to match.
4. **12-Man Gauntlet Continue** — If you've stopped the 12-Man Gauntlet, use this option to pick up the battle where you left off.
5. **Championship** — Fight for the PPW championship.
6. **PPW League** — Fight in a league against the computer. Wrestlers compete for the highest total score based on a point system: win = 2, draw = 1, loss = 0. A second player can join the league by selecting a wrestler within 30 seconds.
7. **PPW Continue** — Continue after stopping the action in the PPW League
8. **PPW Tournament** — Wrestle tournament style, with the winner of each match advancing to the next bracket. A second player can join the tournament by selecting a wrestler within 30 seconds.
9. **PPW Tournament Continue** — Continue the PPW Tournament after stopping the action.
10. **Demo Match** — Watch two computer wrestlers (your choice) square off against each other.

Note: While playing in the league or tournament, you can make any computer-vs.-computer match skip to its conclusion by pressing and holding down **L1 R1** ↓ ×.

## Game Setup Screen

Once you select an option from the GO! Screen, you will be taken to the Game Setup Screen. The seven options on this screen are:

1. **Level** — Choose from **Easy** (default), **Medium**, **Hard** and **Wow!** to set the toughness of computer opponents.
2. **Time** — Choose the time limit, from **5-60** minutes (default = **30**), in five-minute increments, or none at all (the number represent minutes).
3. **Draws** — Choose from **ON** or **OFF** (default is **ON**). If you turn this option **OFF** and a match reaches its time limit, whoever caused the most damage will be declared the winner.
4. **Venue** — Choose the venue or location of the match: **Megadome** (default), **Vito's Palace**, **Crock Stadium** or **Slam Rock Amphitheater**.
5. **Ring** — Choose the ring in which you want to wrestle: **1** (default), **2**, **3** or **4**.
6. **Camera View** — Choose your point of view: **first floor** (default) or **second floor balcony**.
7. **Sound Mode** — Choose from **stereo** (default) or **mono**.

## Wrestler Selection Screen

Once the game setup is selected, the Wrestler Selection Screen will be displayed and you can then choose your wrestler using the directional pad and the X button (see the individual descriptions at the back of the manual for more information about each wrestler).

Note: Holding down **L1** or **R1** will rotate the view of the selected wrestler left or right respectively.

## Results Screen

You can view PPW records and results, and save your progress in the multi-bout contests. There are three types of records and results from which to choose:

1. **12-Man Gauntlet** — Displays the record of each 12-Man Gauntlet challenger against the 12 PPW wrestlers.
2. **PPW Champions** — Displays the history of the PPW championship. A new entry will be added each time the championship changes.
3. **PPW Tournament** — Displays the winners of PPW leagues and tournaments.

When you exit any Results screen, you will be able to save your progress in all multi-bout contests, the records and results, and the game settings.

## Best Bouts Screen

This option allows you to go back and view previously played matches. Whenever you win a match, you will be asked if you wish to save that match. If you answer **YES**, you will then be able to use this screen to view that match again. While in Replay mode, you can:

1. Press  $\Delta$  to pause the playback (press **SELECT** to advance frame by frame).
2. Press the  $\circ$  button to reposition the camera using the directional pad.
3. Press  $\square$  to exit.

Note: Only matches of 30 minutes or less can be saved.

## Load Screen

After you turn ON the game, use this option to load saved tournaments, gauntlets and league games in progress, records and settings.

# DESCRIPTION OF MOVES

Every wrestler has a huge repertoire of moves, some of which are unique to that particular wrestler. Most moves can be executed only after you set up your opponent, either by dazing him and picking him up off the canvas, or by throwing him into a corner or against the ropes.

## Basic Moves

- **Strike** —Keep tapping  $\times$  to throw punches and kicks.
- **Submission Hold** — Press  $\Delta$  to grab your opponent and put him in a submission hold. Press  $\square$  to release a submission hold.
- **Strength Move** — Press  $\circ$  to grab an opponent for a strength move.

## General Moves

- To roll a prone opponent, stand beside his torso and press  $\square$  while pointing with the directional pad.
- To exit the ring, go to the ropes and press  $\square$  while pointing to the outside the ring with the directional pad.
- When close to the ropes, press  $\square$  to grab your opponent and throw him out of the ring.
- To Irish whip your opponent into the ropes, press  $\square$  when a rope is behind him.
- To re-enter the ring, press  $\square$  while pointing toward the inside of the ring with the directional pad.
- To pick up a prone opponent, stand next to his head and press  $\square$ .

- To drag a prone opponent, stand next to his head or feet and press □ while pointing in the desired direction with the directional pad.

## **Advanced Moves**

- **Aerial Attack** — To climb up onto the turnbuckle, position yourself in a corner and tap × while pressing the directional pad toward the turnbuckle.
- **Rebound Attack** — Throw your opponent into the ropes and press Δ, ○ or × when he bounces back from the ropes.
- **Dash Counter Attack** — Press Δ, ○ or × when your opponent is running toward you.
- **Throw Opponent from Turnbuckle** — If your opponent is in a groggy condition and near the corner post area, press ○.
- **Skewer Attack** — If your opponent is dangling on the turnbuckle, run toward the turnbuckle and then press ×.

Note: There are times when, due to the crowd's influence, a wrestler will become stronger and receive a brief advantage over his opponent. This "rush" mode happens when the wrestler has been on the receiving end for a while and has not been able to execute an offensive move. A wrestler knows a rush mode is in effect when the crowd's cheers become louder and his name begins to flash.

## Ending a Match

### Pins

To pin your opponent, stand beside his midsection and press □. Certain strength moves and submission holds (e.g., Power Bomb, Power Slam, Dragon Suplex and Northern Lights Suplex) can also pin your opponent.

Note: Pins cannot be scored while either wrestler is touching the ropes.

### Submissions

To escape a submission hold, tap any button repeatedly while pointing in the direction of the ropes closest to you with the directional pad. If you reach the ropes, the referee will order that the hold be released. Whenever a submission hold is applied to a body part that has no hit points, the referee will stop the match.

### Giving Up

To give up, press the following buttons at the same time for more than one second: **L1**, **R1**, ↓ and ×.

### Exit a Match

Press **SELECT** and **START** to exit a match in progress and return to the GO! Screen.

# DESCRIPTION OF WRESTLERS

## Agent Orange

We don't know his real name. But we do know he is wanted by the authorities on trumped-up charges. He is fond of guns, camouflage and explosives. He's tough, reserved and anti-establishment. He thinks the NRA is for sissies.

Move	Condition of Opponent	Key Press Combination
<b>Mongolian Chop</b>	Nearby, groggy condition, facing you	D-Pad + ×
<b>Inverted Pile Driver</b>	Nearby, groggy condition, facing you	D-Pad + ○
<b>Fireman's Carry Drop</b>	Coming back at you after Irish whip against rope	○
<b>Double Axehandle</b>	Standing in the ring	D-Pad* + ×

\*Pointing toward the turnbuckle

## Area 51

“I get my blue hair from my mother’s side,” insists the enigmatic Area 51, who attributes his phenomenal record of wins to his extraterrestrial combat experience. “For six years, I represented Earth at the Plutonian Championship games. Lucky for Earth, I wasn’t raised a sissy like some of the punks in this league, or we’d all be living on a cinder block!” We’ll take your word for it, Mr. 51.

Move	Condition of Opponent	Key Press Combination
<b>Power Bomb</b> (pins opponent)	Nearby, groggy condition facing you	D-Pad + ○
<b>Bulldog</b>	From behind	D-Pad + ○
<b>Power Slam</b> (pins opponent)	Back at you after thrown against ropes with Irish whip	○
<b>Sleeper Hold</b>	From behind	△



## Chaingang

Also known as prisoner #48177, Chaingang is in a state prison serving time for assault, manslaughter, mayhem, kidnapping, arson and disturbing the peace. Because of a deal worked out by his lawyers, he is given short weekend passes to indulge in his secondary (now primary) livelihood — pro wrestling. Note that all of Chaingang's wrestling proceeds are deposited into an escrow account to be distributed by a court as restitution to his victims. His manager is his attorney, and Chaingang usually enters the room in shackles, accompanied by a prison guard. He is masked to shield his identity from of his surviving victims.

<b>Move</b>	<b>Condition of Opponent</b>	<b>Key Press Combination</b>
<b>Armbar Takedown</b>	Nearby, groggy condition, facing you	D-Pad + $\Delta$
<b>Spinning Wheel Kick</b>	Normal condition or leaning on corner	$\square^*$ + $\times$
<b>Fisherman Buster</b>	Nearby, groggy condition, facing you	D-Pad + $\circ$
<b>Armbar</b>	Down, lying face down with head near you	$\Delta$

\*Running toward opponent

## The Commandant

A strict disciplinarian, the Commandant is fond of black leather trunks, studded collars and riding crops. He likes receiving pain almost as much as giving it.

Move	Condition of Opponent	Key Press Combination
<b>Bulldog</b>	From behind	○
<b>Leg Drop</b>	Down, on back	×
<b>Moonsault</b>	Down, in the ring	D-Pad* + ×
<b>Top Rope Frankensteiner</b>	Groggy condition, near the corner post, facing you	○

\*Pointing toward the corner post.

## Da' Judge

Here he comes! Led by his manager, the Bailiff, Da' Judge is big, black and over-ruling. Many wrestlers are afraid to approach the bench on his side of the ring. When not presiding over the affairs of pro wrestling, Da' Judge has been known to binge on greasy bacon cheeseburgers and root beer floats, giving new life to the phrase, "Order in the court!" You want fries with that, judge?

Move	Condition of Opponent	Key Press Combination
<b>Leg Sweep Takedown</b>	Close range, from the front, while groggy	D-Pad + ○
<b>Dragon Suplex</b> (pins opponent)	From behind	D-Pad + ○
<b>Dive Through Ropes</b>	Outside of ring	□* + ×
<b>Reverse Headlock</b>	Down, laying on back with head near you	△

\*Running toward opponent

## Danny McGee

“May the road rise up to meet ya” is the famous green-trunked wrestler’s catch phrase before the inevitable three-count is sounded. The undauntable Danny McGee is a very proper Irishman, preferring a dram of Irish whiskey to any of that “Milwaukee swill that tastes of ol’ bath water in th’ mouth. Those bloody Yanks’ll drink anything. You kin tell ’em I said it.”

<b>Move</b>	<b>Condition of Opponent</b>	<b>Key Press Combination</b>
<b>Clothesline</b>	Normal or groggy condition	Dash + ×
<b>Knee Lift</b>	With Irish whip, thrown against ropes and coming back	×
<b>Scorpion Deathlock</b>	Down, lying on back with feet near you	△
<b>Top Rope Back Suplex</b>	Groggy condition, near corner post with back to you	○

## The Egyptian Conniption

Tall, dark and ugly, he's the perfect villain character. Rumored to be a former member of an unnamed Middle Eastern power's secret police, the Egyptian Conniption has no qualms about using illegal holds and throws to beat his opponents. He is always jeered and booed when he enters the ring — and that's the way he likes it!

Move	Condition of Opponent	Key Press Combination
<b>Flying Butt Smash</b>	Normal condition or leaning against the corner	□* + X
<b>Power Bomb</b> (pins opponent)	Nearby, groggy condition, facing you	D-Pad + ○
<b>Slide Kick</b>	Outside of ring	□* + X
<b>Flying Stomp</b>	Down, inside ring	D-Pad** + X

\*Running toward opponent

\*\*Pointing toward the turnbuckle

## El Temblor

This master tactician and split-second thinker borrows many of his moves from his homeland. A legend in Mexico City, El Temblor's career highs and lows have caused major upheaval on the Mexican social Richter scale as potent as any soccer cup rivalry — parades are thrown in his honor, and riots ensue should victory escape him. Nevertheless, it is Mexico's devotion that ignites him to wrestle, and his country's colors are boldly displayed on his patriotic trunks.

Move	Condition of Opponent	Key Press Combination
<b>Spinning Drop Kick</b>	Nearby, groggy condition, facing you	×
<b>Flying Cross-Body Block</b>	Outside the ring	D-Pad* + ×
<b>Drop Kick</b>	On the top rope	×
<b>Somersault Kick</b>	Leaning on the turnbuckle	□ + ×

\*Pointing toward the turnbuckle

## King Og

The Bible claims King Og's bed was nine cubits long and, according to witnesses, his namesake is one of the biggest, strongest men anyone will ever meet! He is out to destroy and choke-slam his way to the top.

Move	Condition of Opponent	Key Press Combination
<b>Choke Lift</b>	Nearby, groggy condition, facing you	△
<b>Body Splash</b>	Leaning on the corner	Dash + ×

## Lance Dewlock

Tall, handsome, long hair — the type of guy all the women (and some men) just adore. Sort of like a wrestling version of Fabio, Lance is honorable, chivalrous and skilled. Even though his opponents may cheat, Lance will come out on top through superior fair play.

Move	Condition of Opponent	Key Press Combination
<b>Arm Drag Turnout</b>	Opponent running at you	○
<b>Power Slam</b> (pins opponent)	With Irish whip, thrown against ropes and coming back	○

## Malibu Mike Swanson

Having flexed his many muscles on California beaches before choosing to wrestle professionally, the aptly named Malibu Mike sounds like he just came out of the water: "Dude, I'm like one helluva wave — you may ride for awhile but eventually I close out on you."

Move	Condition of Opponent	Key Press Combination
<b>Northern Lights Suplex</b> (pins opponent)	Nearby, groggy condition, facing you	D-Pad + ○
<b>Giant Swing</b>	Down, lying on back with feet near you, with low pain points	△

## Zombie

No one knows anything about Zombie; he doesn't say much. Originally from Jamaica, insiders believe Zombie is under the control of Shamen, his manager (and powerful Haitian witch doctor). People say that he sold his soul for superior endurance (it is rumored that he doesn't even have to sleep).

Move	Condition of Opponent	Key Press Combination
<b>Mafia Kick</b>	Normal or groggy condition, or leaning against the turnbuckle	□ (running) + ×
<b>Swinging Neckbreaker</b>	Nearby, groggy condition, facing you	D-Pad + △



# Customer Support

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- **Microsoft Network:** From any MSN window, pull down the **Edit** menu and select **Go To** and then **Other Location...** At the prompt, type "Activision" and click **OK**.
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# CREDITS

Producer  
Creative Executive  
Music Direction  
Sound Direction

Larry Galka  
David Pass  
Kelly Rodgers  
Michael Schwartz

Composer  
Character Design & Dialog  
Audio Engineering  
Artwork

Jason Slator  
Mark Volpe  
Abbey Schneider  
Derek Friesenborg  
Saffire Corp.

Ring Announcer  
Referee

Tom Kane  
Ronnie Lane

QA Project Lead  
Test

Edward J. Tretter  
Mitch Goldman

Manual

Lorraine Suzuki

Translation  
Interpretation

Sachiko Kondo  
Hiromi Mizuno

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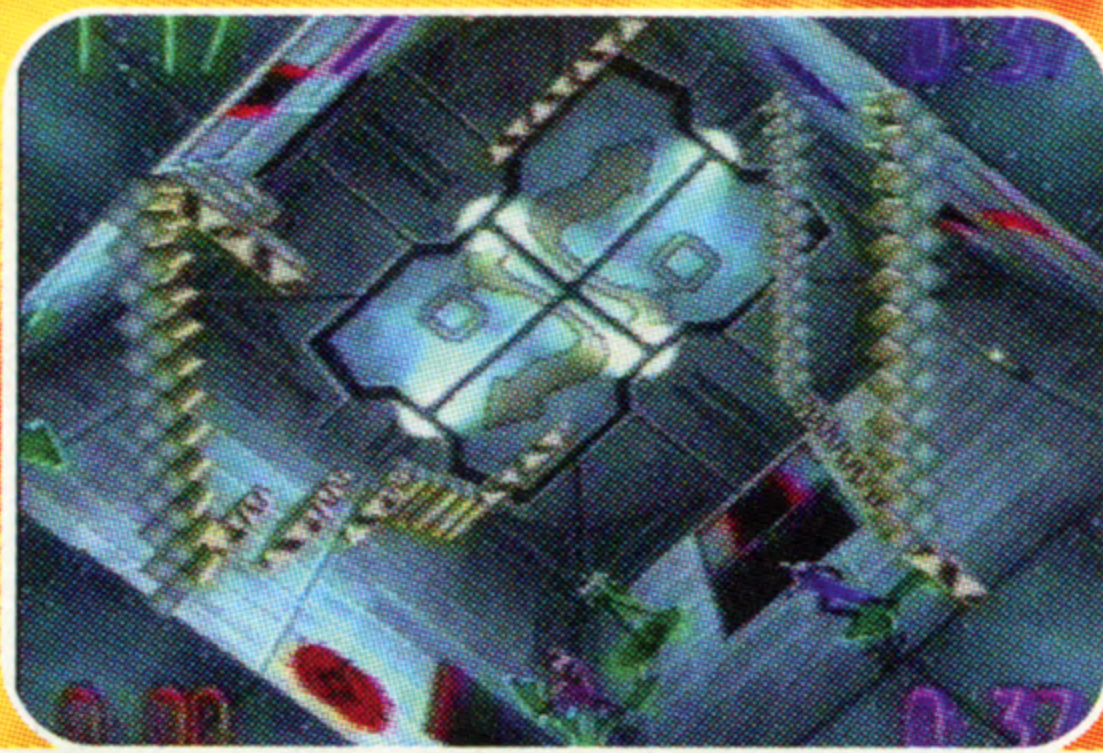
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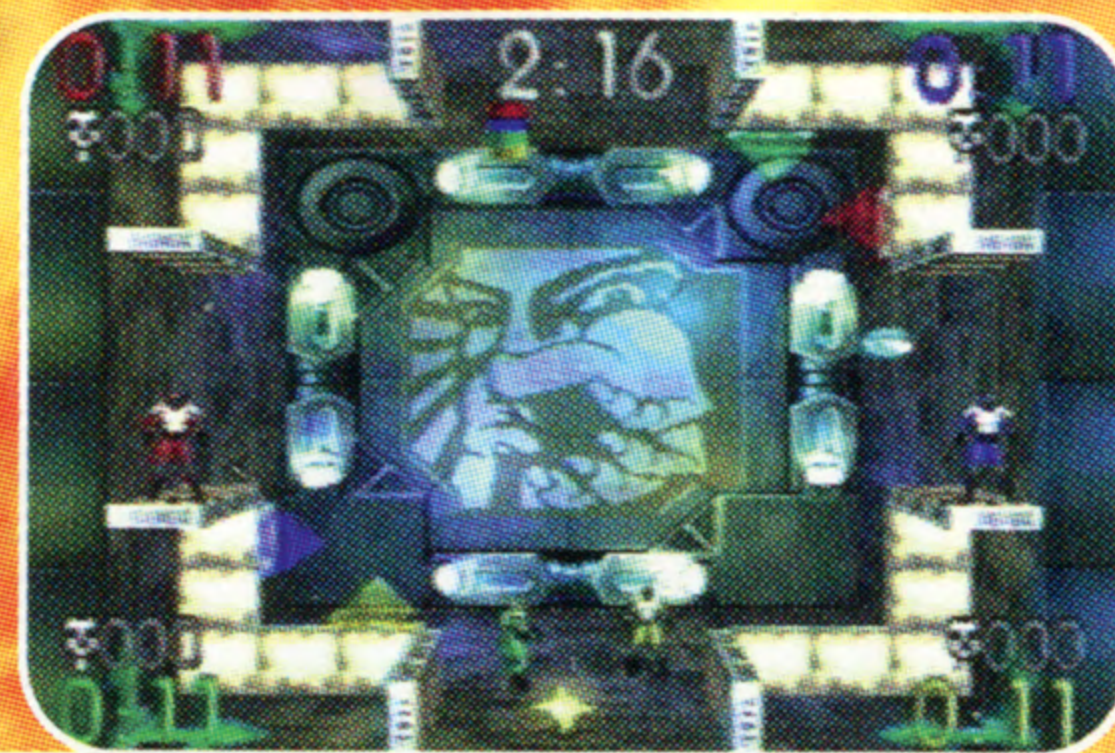
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opponents or solo against the clock



Radical power-ups including  
magnetic boots, high jumps, psy-bombs,  
crystal magnets and more



A variety of obstacles such as spikes,  
trap doors, lava pits and other deadly  
surprises make each chamber unique



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