



NTSC U/C

PlayStation™



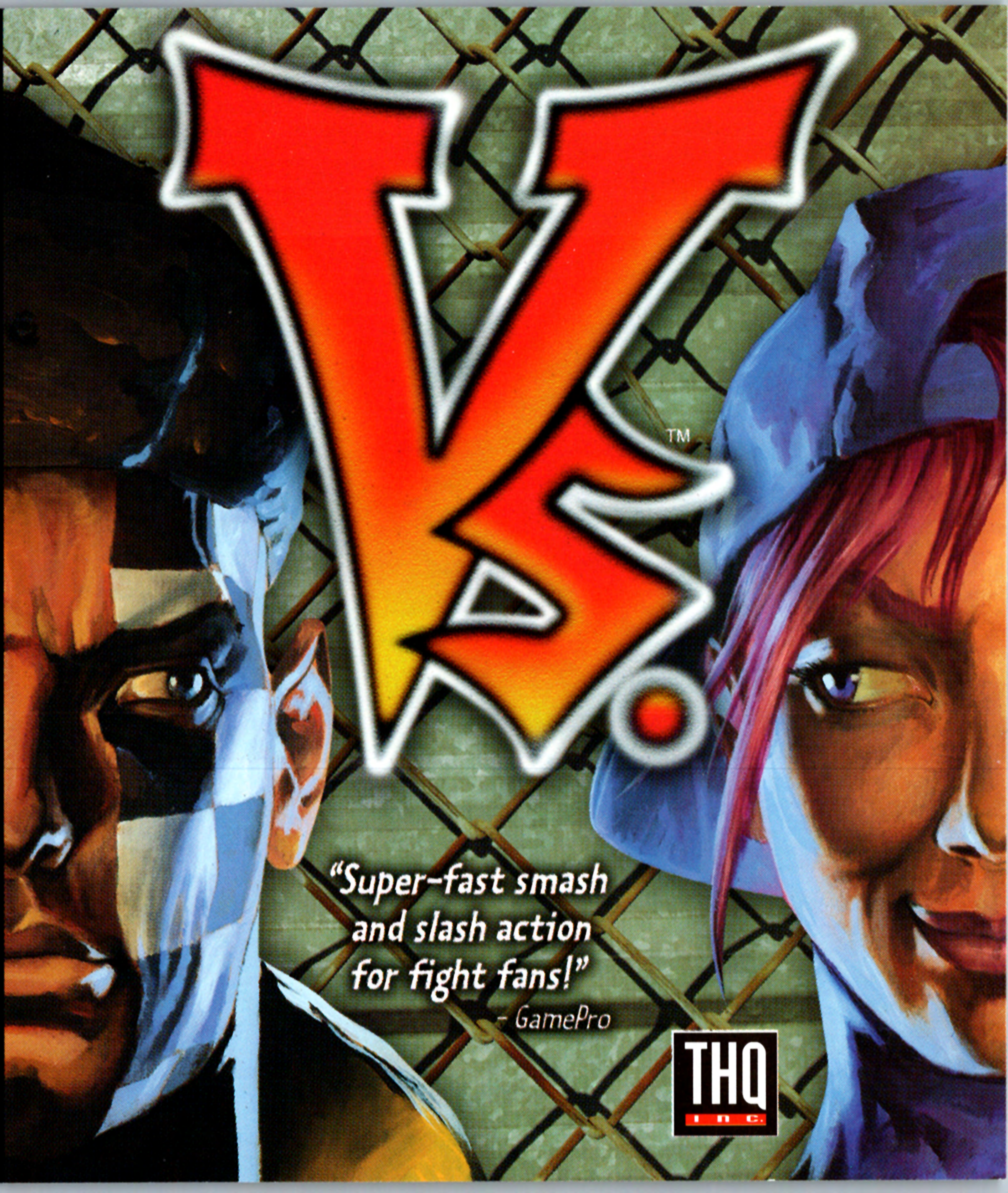
SLUS-00513

WWE

TM

*"Super-fast smash
and slash action
for fight fans!"*

- GamePro



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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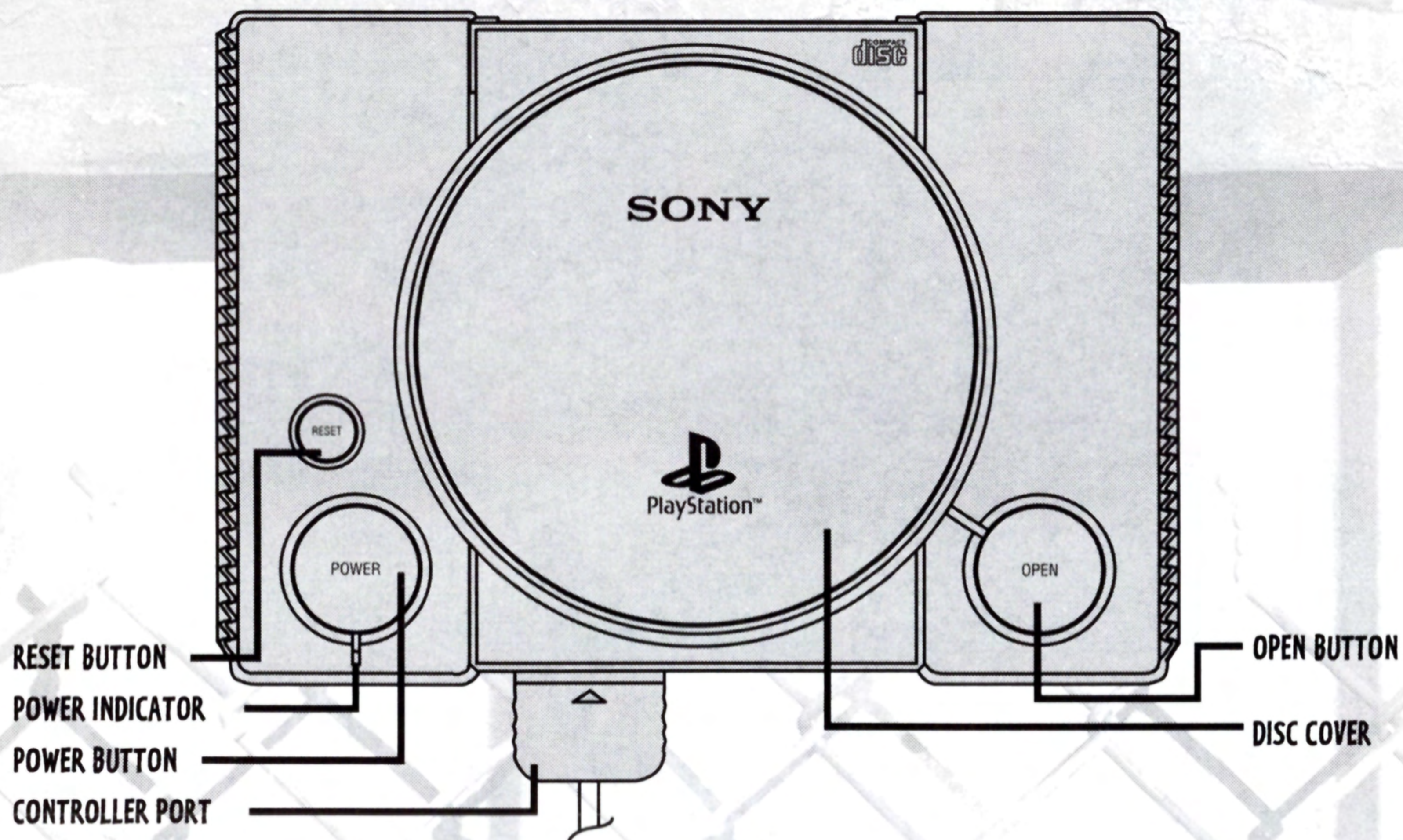
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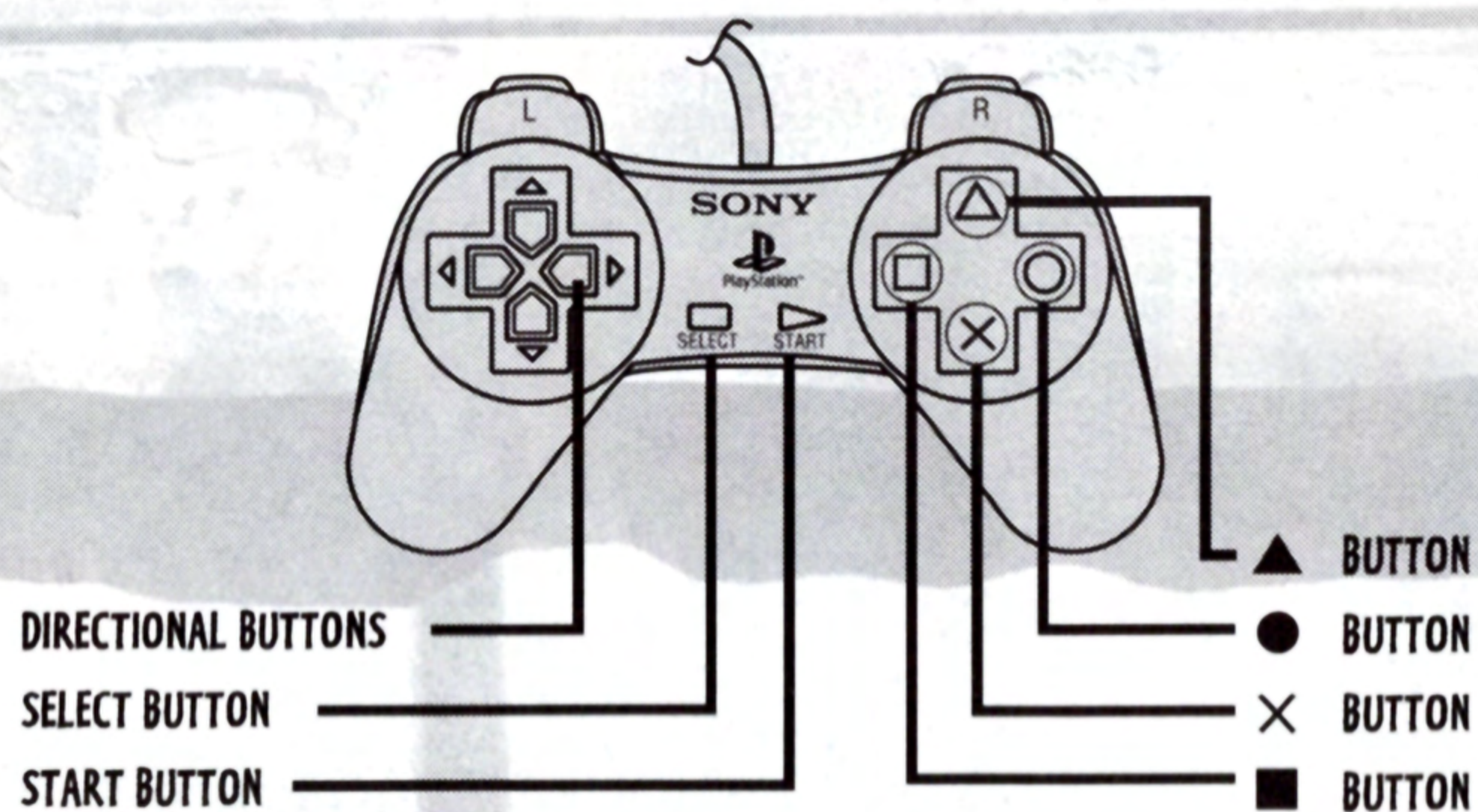
Getting Started



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Vs.* disc and close the disc cover. Insert one or two controllers in the Controller Ports and turn on the PlayStation game console.

Press the Start Button on the Title Screen to go to the Start/Options Screen.

Controls



Directional Button Left/Right:

Moves your character backward or forward

Directional Button Down:

Crouch

Directional Button Up + × Button:

Jumping Attack

Directional Button Left/Right + ■ Button:

Run

● Button:

Kick

× Button:

Punch

▲ Button:

Special Attack

■ Button:

Evade

× Button + ■ Button:

Throw/Grapple

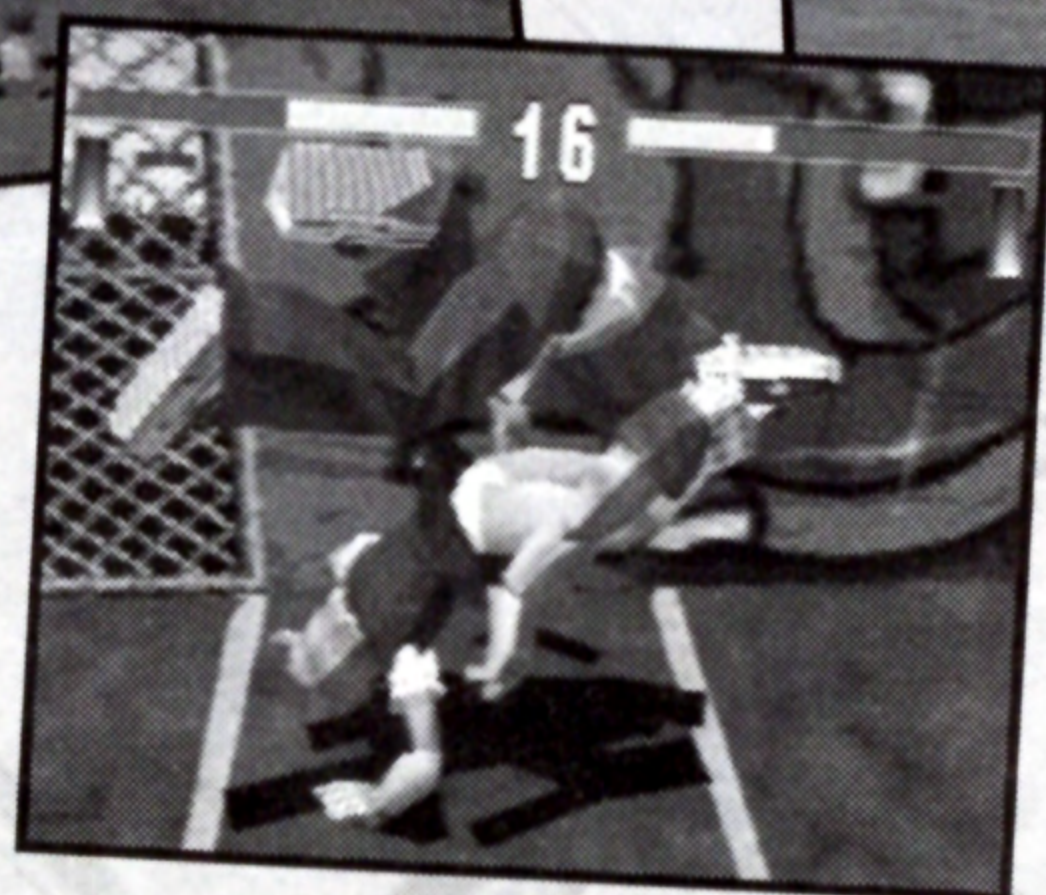
Start Button:

Pause the game



**True Fighters -
True Turf**

In the mean streets of today there is no law, no order. Only turf and gangs dedicated to protecting it. Real people who've learned to fight 'cause they had to. Weakness is not an option. You give'em an inch and they'll take your whole 'hood. Fighting has never been so close to home!



RULES Were Meant to be Broken

There may not be any law or order on the streets, but here on the Options Screen, you can at least make some adjustments to maximize your fighting pleasure.

Time Limit: Determines the length (in seconds) of a round. (30, 60, 90, or No time Limit)

Rounds: Determines the number of rounds needed to win a match. (1, 2, or 3)

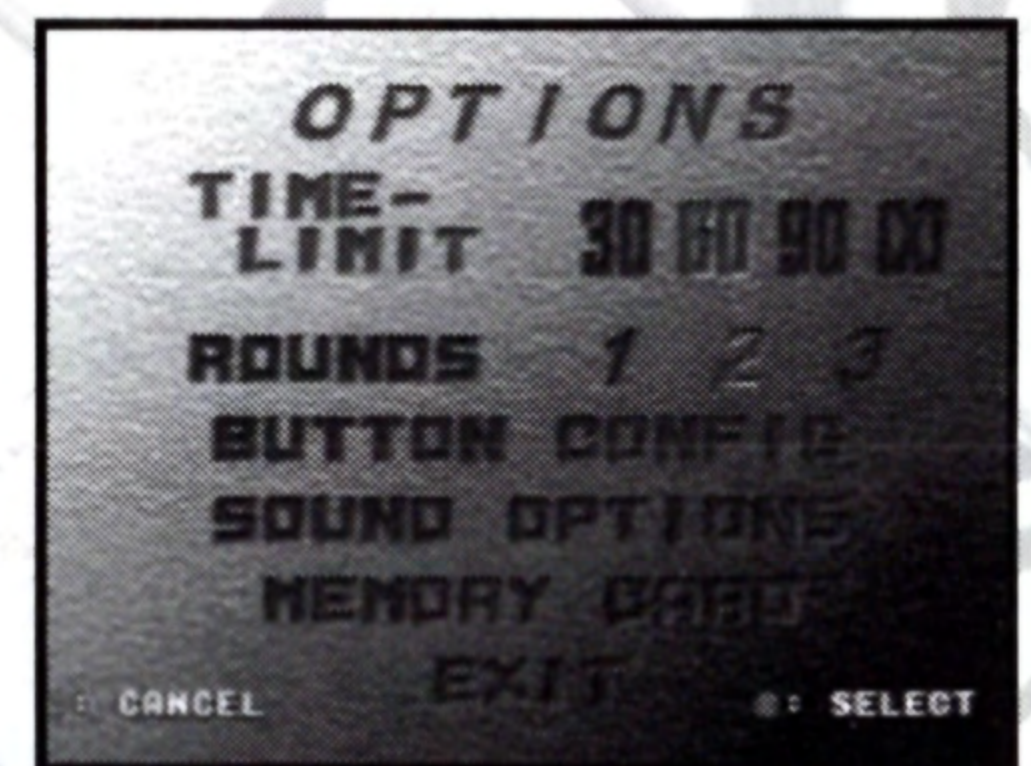
Button Config: Allows you to optimize your control setting.

SOUND OPTIONS

SFX Volume: Adjusts the sound level of the sound effects.

BGM Volume: Adjusts the sound level of the background music.

Music Select: Allows you to play and listen to the hot *Vs.* soundtrack!



Are You **READY** to **RUMBLE**?

It's time to show your stuff. The four toughest gangs in town have assembled to battle for turf and pride. Choose one of the seven following Game Modes and get ready to get it on!

1P vs. CPU - Select any character and trade blows with a CPU-controlled opponent.

1P vs. 2P - Challenge a human controlled opponent in head-to-head competition.

1P Rumble - Take the helm of any of the four gangs, select a rival gang (controlled by the CPU) to battle with, and duke it out until only one remains standing. As a character is defeated, he or she is eliminated from the competition. A player wins by defeating all members of the opposing crew, and thus retaining his or her own gang's turf and bragging rights.

2P Rumble - Same as 1P Rumble, but you will be up against a human controlled gang instead of the CPU.

Survival - (1 player) In this festival of flying fists and feet, it's survival of the fittest as you control one character in an all-out war with the toughest foes in town. You'll have to prove yourself within your own gang, then move on.

Challenge - (1 player) Within each Vs. gang, leadership is everything. Choose a fighter and take on the members of your own gang in a challenge for dominance. After defeating the four regular members, you'll have a chance to dethrone the current boss!

Exhibition - (CPU vs. CPU) The mode for those with voyeuristic tendencies, select two CPU controlled hooligans and watch... they will go at it indefinitely. If you can't resist joining in, pick up a controller to take over a character at anytime!

There Can Be Only ONE!

When it comes to a battle over turf, only one posse can stand above all others. Upon selecting a Game Mode, you will next have the opportunity to choose a Character and an Area.

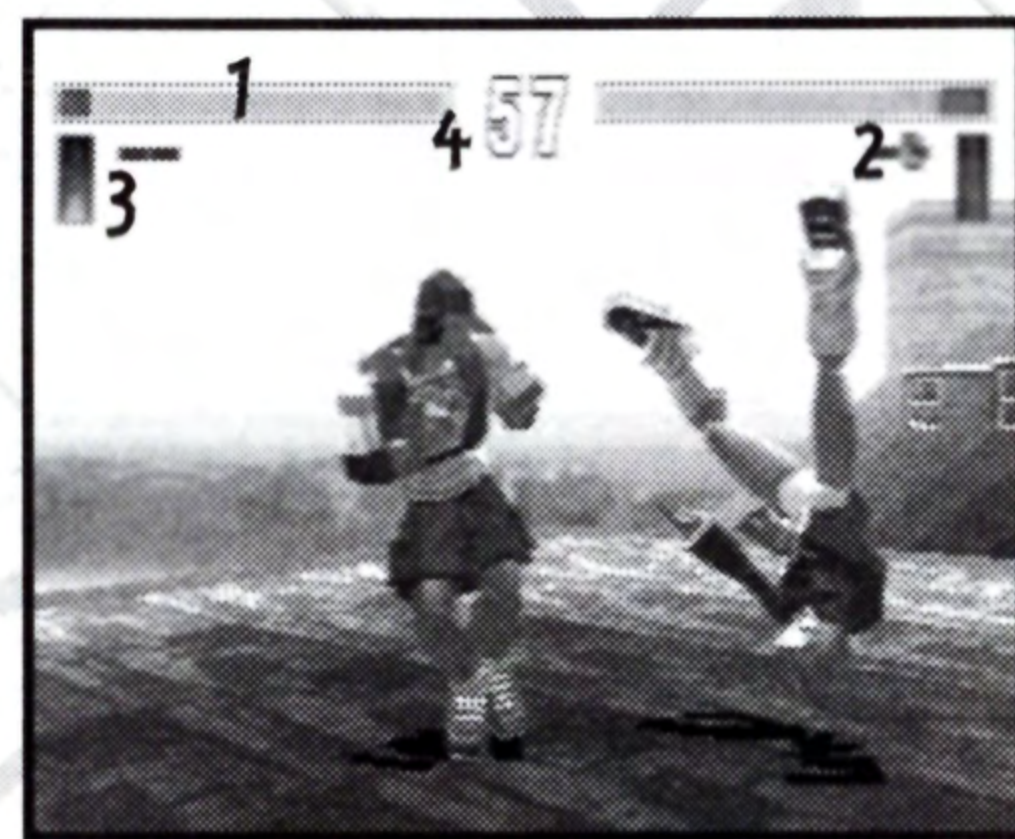


On the Character Select Screen, press the Directional Button to cycle through the various gangs. When you have selected the desired crew, press the Directional Button Up or Down to highlight the various members of the gang. After determining the character you wish to fight with, press the **X** Button.

When the Area Select Option appears, press the Directional Button Up or Down to determine whose turf you will battle on, and press Left or Right to rotate between the available venues in a particular section of turf.

The SCREEN

- 1 Health Indicator:** Displays the amount of health remaining for each fighter.
- 2 Round Victory Indicator:** Shows the number of rounds won by each fighter.
- 3 Defensive Fire Indicator:** Indicates the amount of defensive fire possessed by each fighter. A full indicator increases a fighter's ability to block and counter throw moves, and vice-versa.
- 4 Timer:** Keeps track of the amount of time remaining in each round.



WINNING Is Everything...

When the match is over, and one brawler lies dissed and humiliated, the Match Score Screen will appear (in Survival and Challenge Modes only). Here the victor receives points based on four categories:

	NOW	LOADING	
1ST LIFE	187 X	-20	-3740
TIME	48 X	-20	-960
MAX COMBO	2 X	-200	-400
SPECIAL			0
2ND LIFE	135 X	10	1350
TIME	37 X	10	370
MAX COMBO	3 X	100	300
SPECIAL			0
3RD LIFE	187 X	10	1870
TIME	35 X	10	350
MAX COMBO	2 X	100	200
SPECIAL			0
MATCH SCORE			-660

Life - The less health you lose, the more points you score.

Time - The faster the win, the higher the score.

Max Combo - Scoring hits in rapid succession determines the value of your multiplier. For example, a player who performs a five hit combination gains a Max Combo value of five as their multiplier.

Special - Crush an opponent without sustaining any damage yourself, and you will be rewarded with a nice bonus for your flawless victory.

The PLAYERS

It's time for war, and to see who's got the juice. Don't let looks fool you though, because all of these fighters are worthy representatives of their gangs - out to defend a heavy rep and their turf. Here's a rundown of each crew and combatant.

STREETS GANG

Life on the streets is tough, and so are the bangers who comprise this gang. Their goal? To do a little street-sweeping with the hides of their battered rivals!

Mia

Fighting Style: Pi-Kua Kung Fu

Height: 5' 7"

Occupation: Rave DJ

Preferred Moves For Inflicting Pain:

Break Dancing Sweep -

↓ + ●, ●

Primary Punch Combo -

✕, ✕, ✕

Face Smash -

↓ + ▲ (low counter)

Before being forced to a life of combat to protect her home, Mia used to love to DJ at gigantic rave marathons. Even now, the incessant rhythms of the music she loves are apparent in her fighting style.



The PLAYERS

Oleg

Fighting Style: Pro Wrestling

Height: 5' 11"

Occupation: Taxi Driver

Preferred Moves For Inflicting Pain:

Jumping Double Hammer Smash -

↑ + ✕

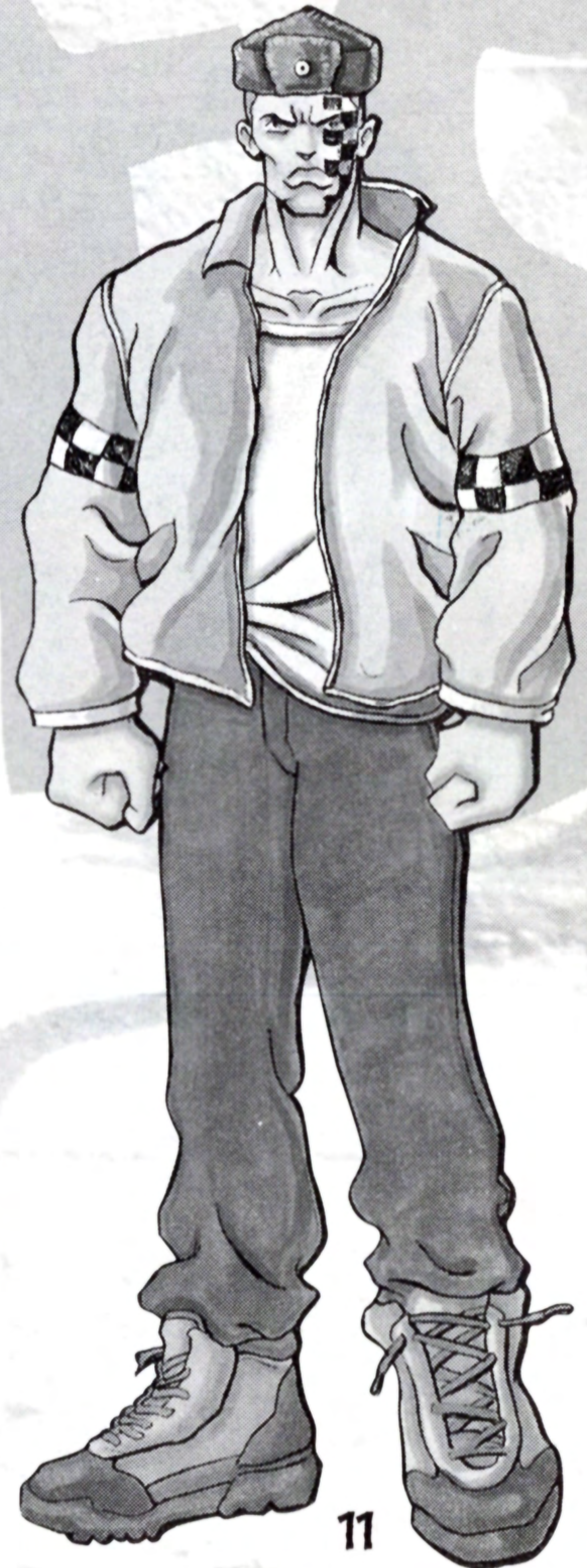
Power Elbow -

← + ✕

Catapult Throw -

← + ✕ + ■

A city cab driver for as long as anyone can remember, this big bruiser is particularly ornery in the arena after a day of bad tips.



The PLAYERS

Slim Daddy

Fighting Style: Free Karate

Height: 5' 11"

Occupation: Businessman

Preferred Moves For Inflicting Pain:

Free-Style Uppercut -

→ + ↓ + ✕

The Beach Slap -

▲

Lady Killer Grapple -

✕ + ■ (when behind opponent)

Slim Daddy, a businessman in the loosest sense of the term, respects only two things - greenbacks and reputation. That's why Daddy works so hard on his butt-kickin' moves whenever and wherever he can.



The PLAYERS

Vikram

Fighting Style: Kung Fu/Aikido

Height: 6'2"

Occupation: Club Kid

Preferred Moves For Inflicting Pain:

Circle Punch -

← + ✕

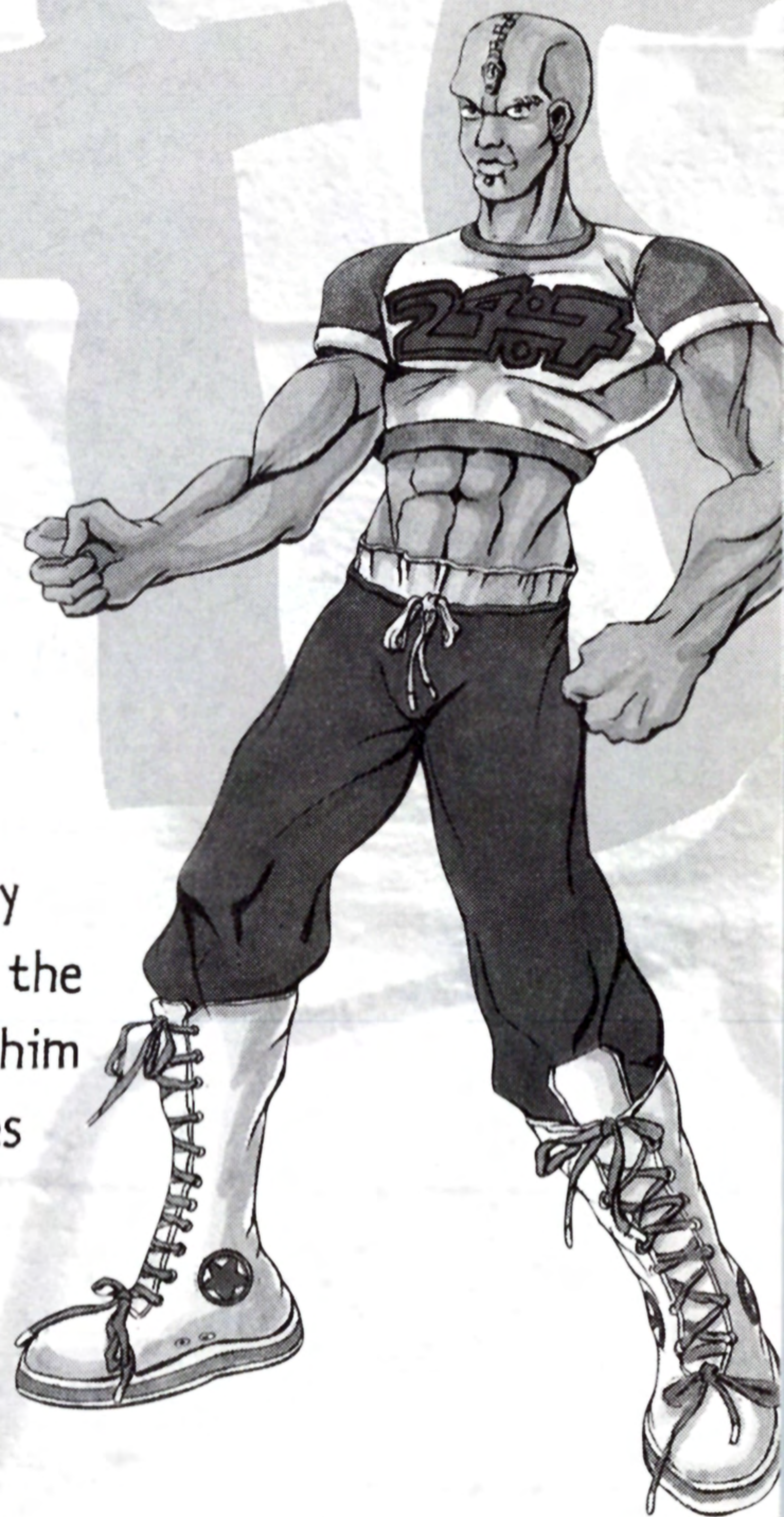
Spine Smasher Grapple -

✕ + ■

Wrecking Ball -

←, →, ▲

Vikram, a product of thousands of hours inside noisy and raucous clubs, doesn't exactly have both oars in the water these days. His gang members wouldn't trade him for anything, though. Apparently, his madness makes him unstoppable in a rumble.



The PLAYERS

HOOD GANG

Straight from the hood comes the next set of competitors. As stakes and tensions escalate, these boys become increasingly willing to get medieval on anybody who invades their turf.

Ramos

Fighting Style: Streetfighting

Height: 5' 9"

Occupation: Rapper

Preferred Moves For Inflicting Pain:

Jackhammer Combo -

✕, ✕, ✕, ✕

Power Uppercut -

↘ + ▲

Diving Tackle -

▲

Born and raised listening to – and performing – rap music, Ramos is one street fighter with a lot of anger. Don't get in the way when he's venting.



The PLAYERS

Jalil

Fighting Style: Tae Kwon Do

Height: 6' 3"

Occupation: Recycler

Preferred Moves For Inflicting Pain:

Turning Kick Combo -

●, ●, ●, ●

Roundhouse Kick into One Foot Stance -

← + ▲

Heel Drop -

→ + ✕ + ■ (from one-foot stance)

Jalil's outward appearance, that of a bedraggled recycler, is dangerously deceiving. Mess with his cans and you'll feel the wrath of a self-taught master of Tae Kwon Do.



The PLAYERS

Thana

Fighting Style: Tae Kwon Do

Height: 5' 7"

Occupation: Shrimper

Preferred Moves For Inflicting Pain:

Jabs -

→ + ✕, ✕

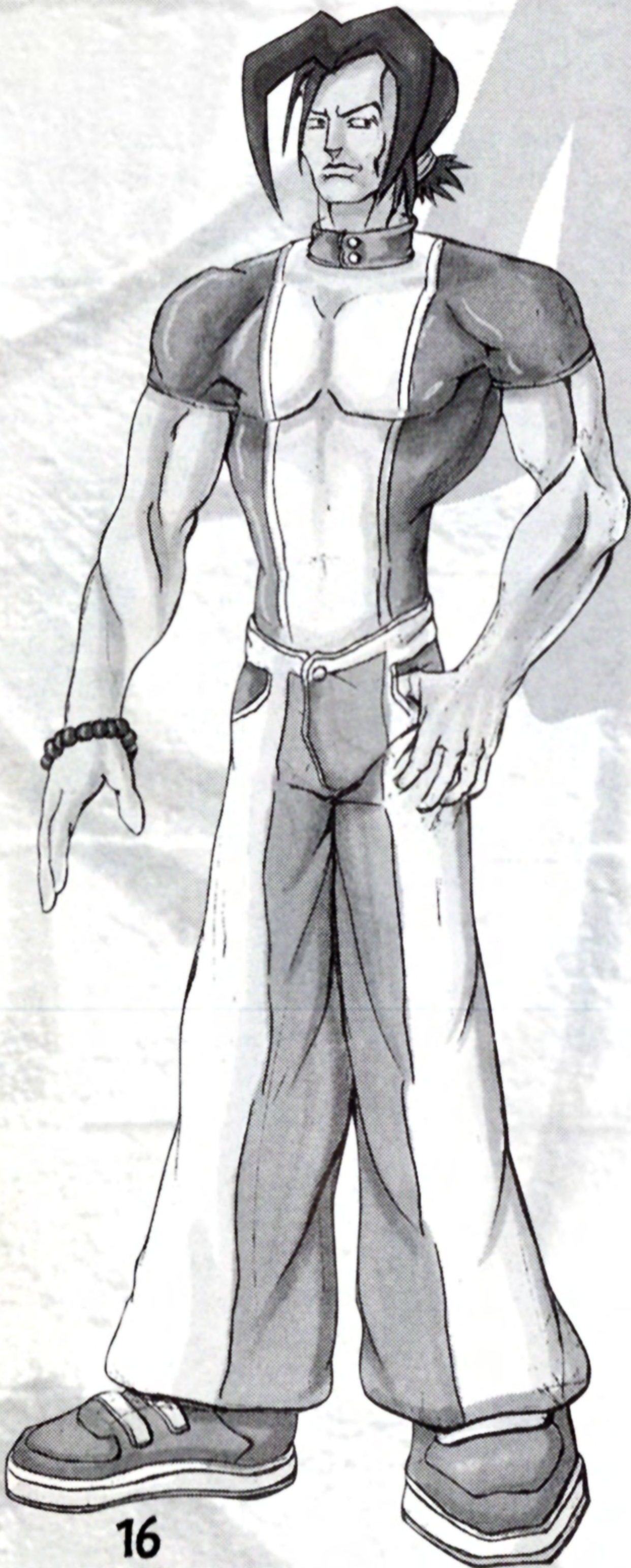
Crouch Kicks -

← + ↓ + ●, ●

Reverse Dragonsault Toss -

✕ + ■ (while behind opponent)

Far too cool to be an actual shrimper, Thana's occupation is an obvious front. Clearly, you don't want to confront him, though. You'll be on your back before you can say "you smell".



The PLAYERS

Paco

Fighting Style: Streetfighting

Height: 5' 7"

Occupation: Mechanic

Preferred Moves For Inflicting Pain:

Stiff Shot Combo -

→ + ✕, ✕

Flying Knee of Pain -

→ + ●

Football Dummy Charge -

← + ▲

Ramos' brother, Paco the mechanic, employs a similarly gritty style of streetfighting when challenged. Paco is typically a faithful follower of his older brother, but you never know what's gonna go down in the hood.



The PLAYERS

CAMPUS GANG

Who says “school’s not cool”? The Campus crew enters the fray to prove that they’re not just a bunch of bookworms. In fact, they plan on teaching a few lessons of their own!

Harold

Fighting Style: Pi-Kua Kung Fu

Height: 5’ 7”

Occupation: Exchange Student

Preferred Moves For Inflicting Pain:

The Exchange Forearm -

→ + ✕

Shoulder Charge -

←, →, ▲

Lo to Hi Kick Combo -

↓ + ●, ●

When Harold left his native New Zealand to attend a university in the States, he didn’t realize he would have so much need for his hard-learned fighting skills. A bit on the cocky side, he will often wear a blindfold during a brawl.



The PLAYERS

Kathleen

Fighting Style: Aikido

Height: 5' 7"

Occupation: Schoolgirl

Preferred Moves For Inflicting Pain:

Overhand Chop to Elbow Smash -

↓ + ✕ + ✕

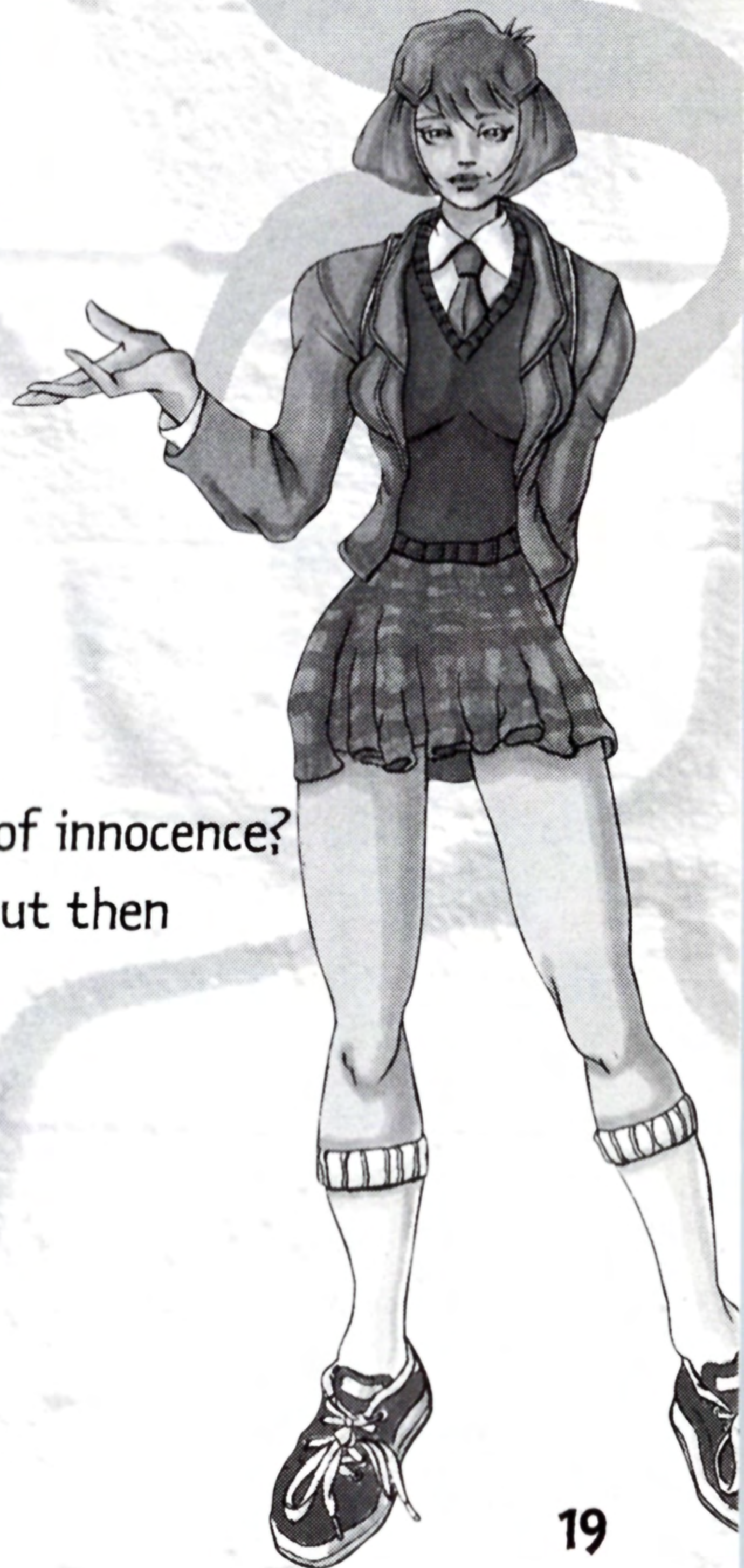
One-Two-Snap Kick Combo -

✕, ✕, → + ●

Hurts-so-good takedown -

✕ + ■

Remember the days when schoolgirls were the epitome of innocence? Well, Kathleen would have you believe that's still true, but then she'll kick your face in and laugh about it.



The PLAYERS

Leath

Fighting Style: Martial Arts

Height: 6'

Occupation: Cheerleader

Preferred Moves For Inflicting Pain:

Cheerleader Combo -

●, ●, →

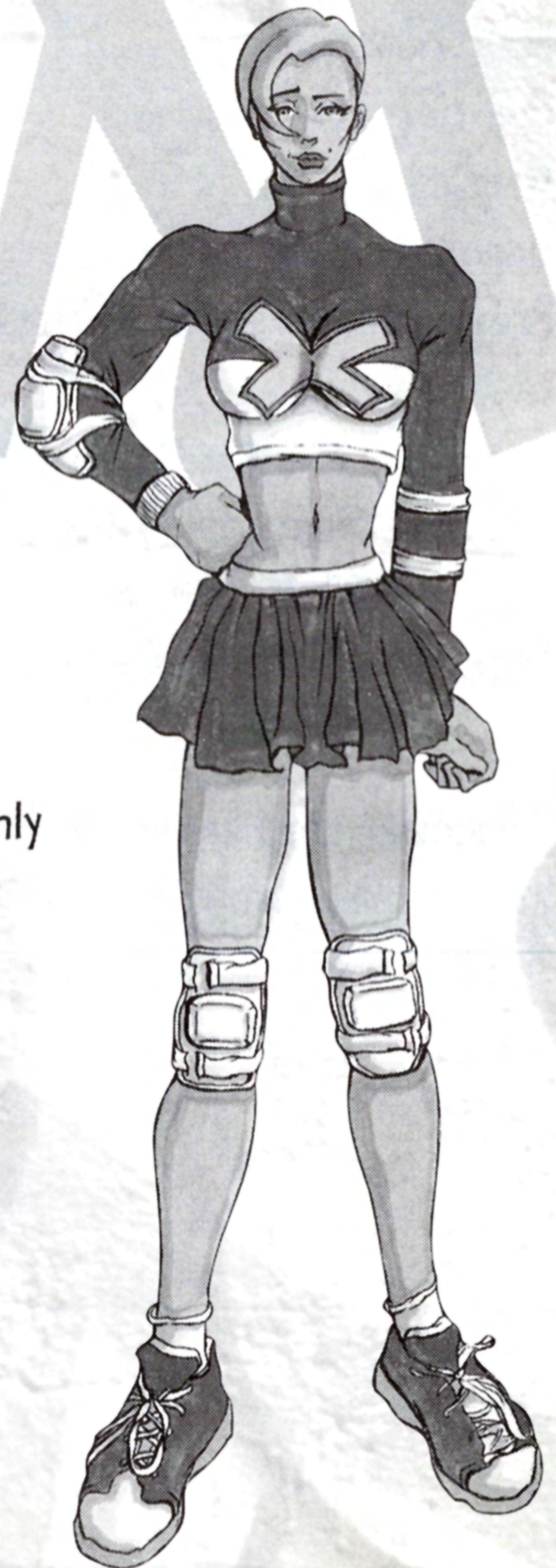
Soprano Special -

✕ + ■

Somersault Kick -

↗ + ●

A classic case of too much school spirit gone bad, the only thing that Leath cheers for these days is the pain and suffering of her opponents.



The PLAYERS

O'Doul

Fighting Style: Pi-Kua Kung Fu

Height: 5' 7"

Occupation: Principal

Preferred Moves For Inflicting Pain:

Feint -

↓, ↓

Shin Slide -

→ + ■, ●

Laugh Attack -

←, → + ▲

A principal at inner-city high schools for years, O'Doul's career ended tragically when he had to show some particularly rowdy hooligans the meaning of the word "discipline". Now he's a 24-hour brawler for the Campus gang with a large chip on his old shoulder.



The Players

BEACH GANG

From the Beach comes the final clan, and they are definitely not as laid back as you might expect. Perhaps this is because if they lose their turf, they will be driven right into the ocean.

Kenny

Fighting Style: Pro Wrestling

Height: 6' 2"

Occupation: Bodybuilder

Preferred Moves For Inflicting Pain:

Twin Punch Combo -

✕, ✕, ✕

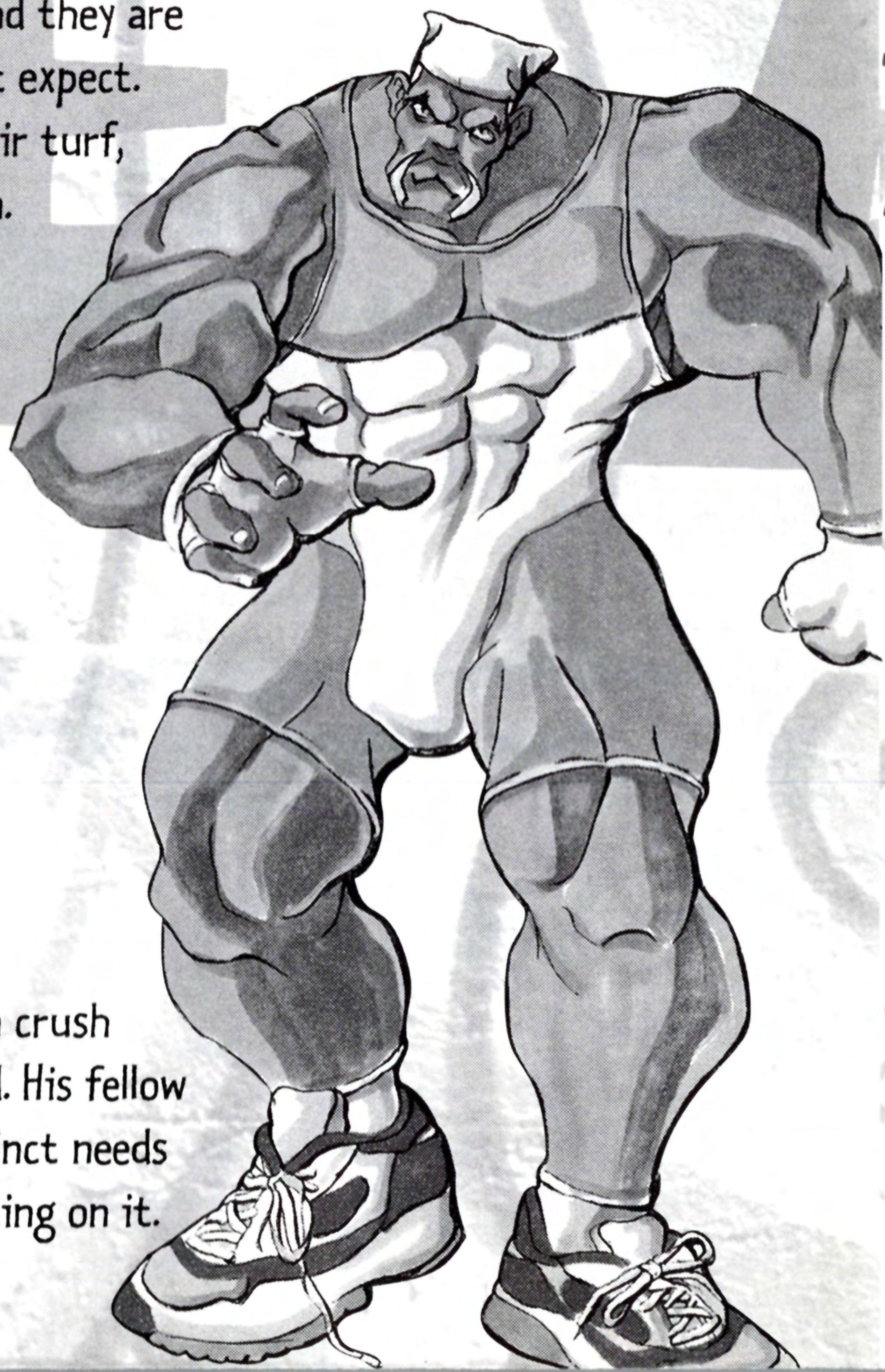
Colossal Side Kick -

→ + ●

Snap Suplex -

✕ + ■

An accomplished bodybuilder, Kenny can crush some of his competitors with one hand. His fellow beach-goers realize that his killer instinct needs cultivation, however. They're working on it.



The Players

Calucag

Fighting Style: Free Karate

Height: 5' 7"

Occupation: Surfer

Preferred Moves For Inflicting Pain:

Soccer Kick -

↓ + ✖ (while opponent is down)

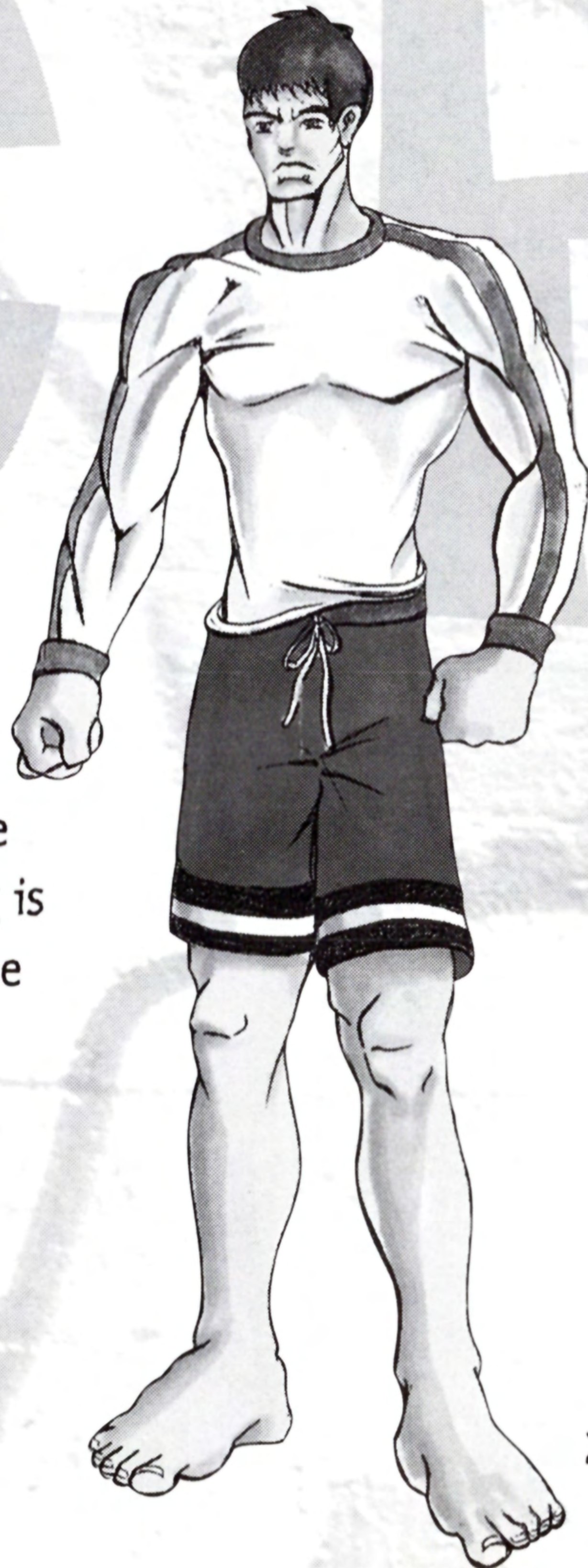
Super Macho Charge Assault -

→, ✖, ✖, ✖, ✖

Tsunami -

←, → + ▲

When he's not catching a wave, this limber athlete enjoys catching people's chins on his fists. Calucag is possibly the most passionately territorial of all the Vs. brawlers.



The Players

Mineo

Fighting Style: Aikido

Height: 5' 7"

Occupation: Street Mime

Preferred Moves For Inflicting Pain:

Overhand Chop -

↘ + ✕

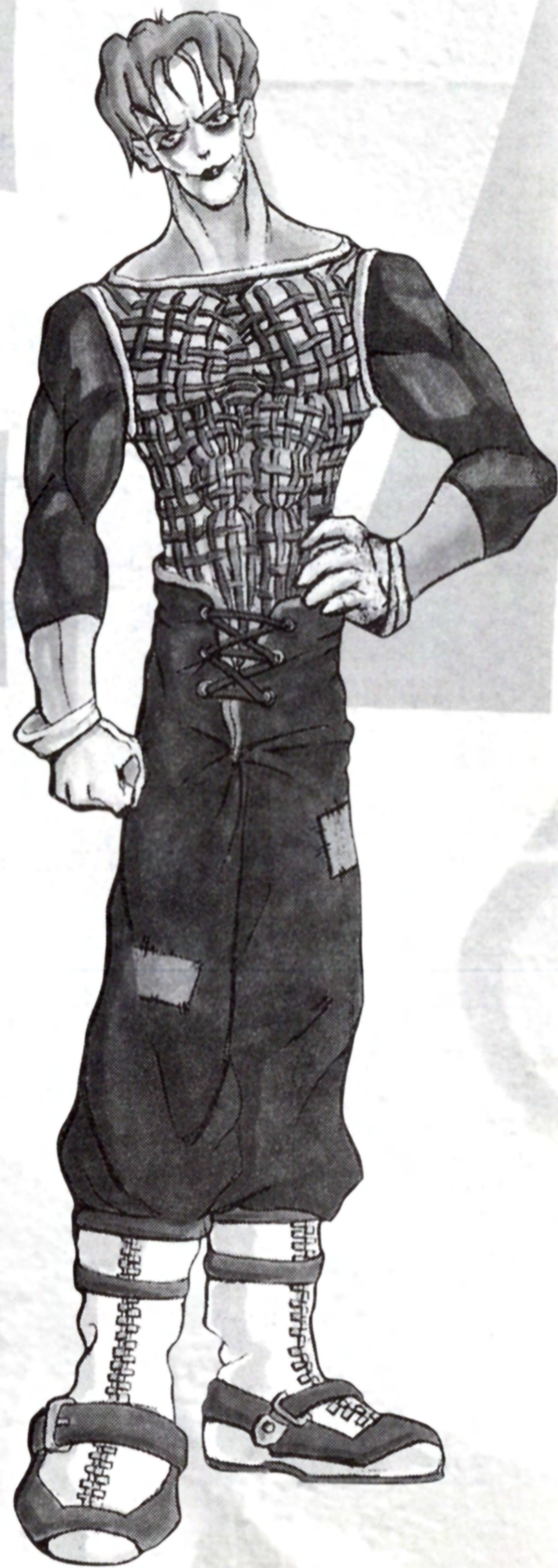
Handstand Kick -

↓, ↓ + ●

Knee Buster Low Counter -

↓ + ▲

A man of few words and even fewer friends, there'll be no time wasted on smack-talking when facing off against this brawler.



The Players

Kara

Fighting Style: Pi-Kua Kung Fu

Height: 5' 7"

Occupation: Tattoo Artist

Preferred Moves For Inflicting Pain:

Circle Stalk -



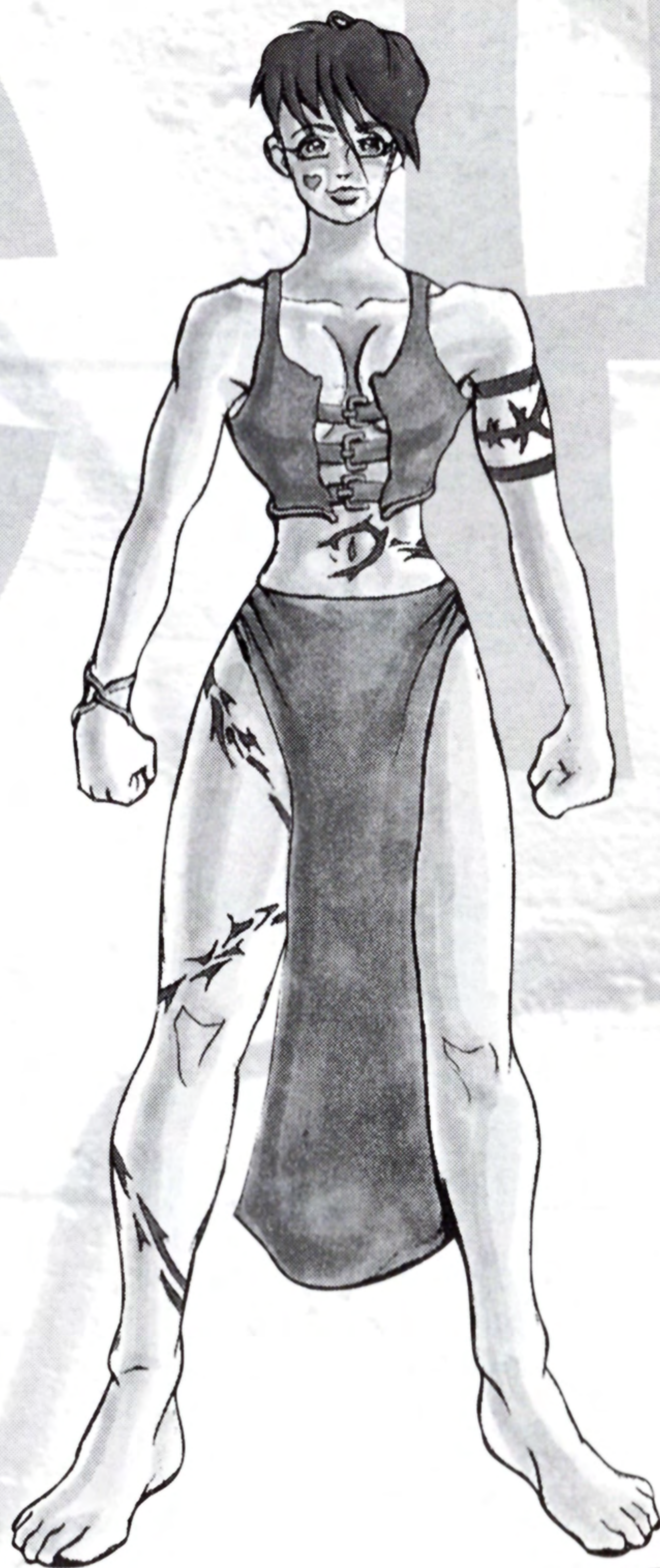
Crescent Kick and Direction Change -



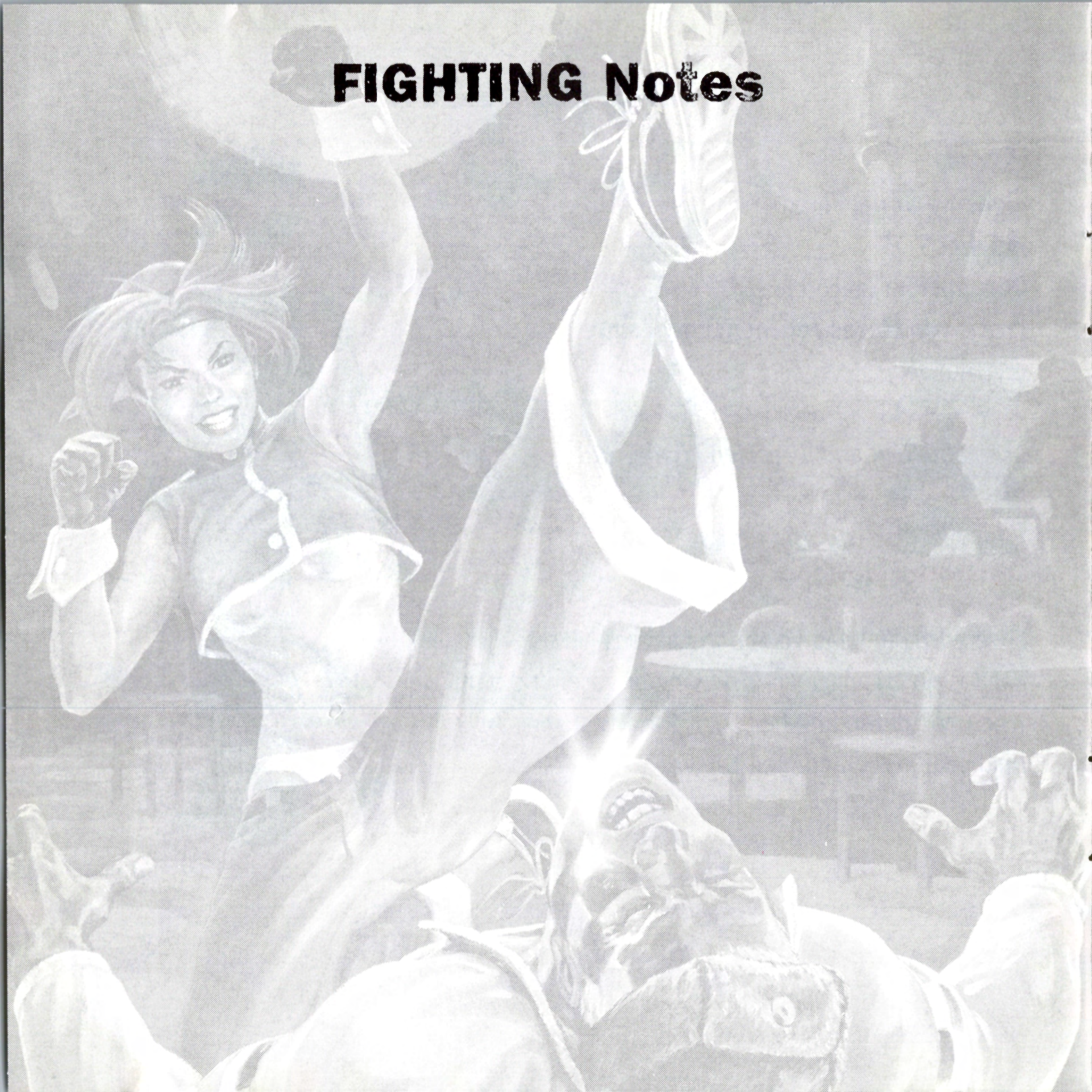
Punch Medley to Jump Kick -



Covered from head to toe in tattoos herself, Kara is no stranger to inflicting or receiving pain. When not defending her turf, Kara is surprisingly mild-mannered and meditative.



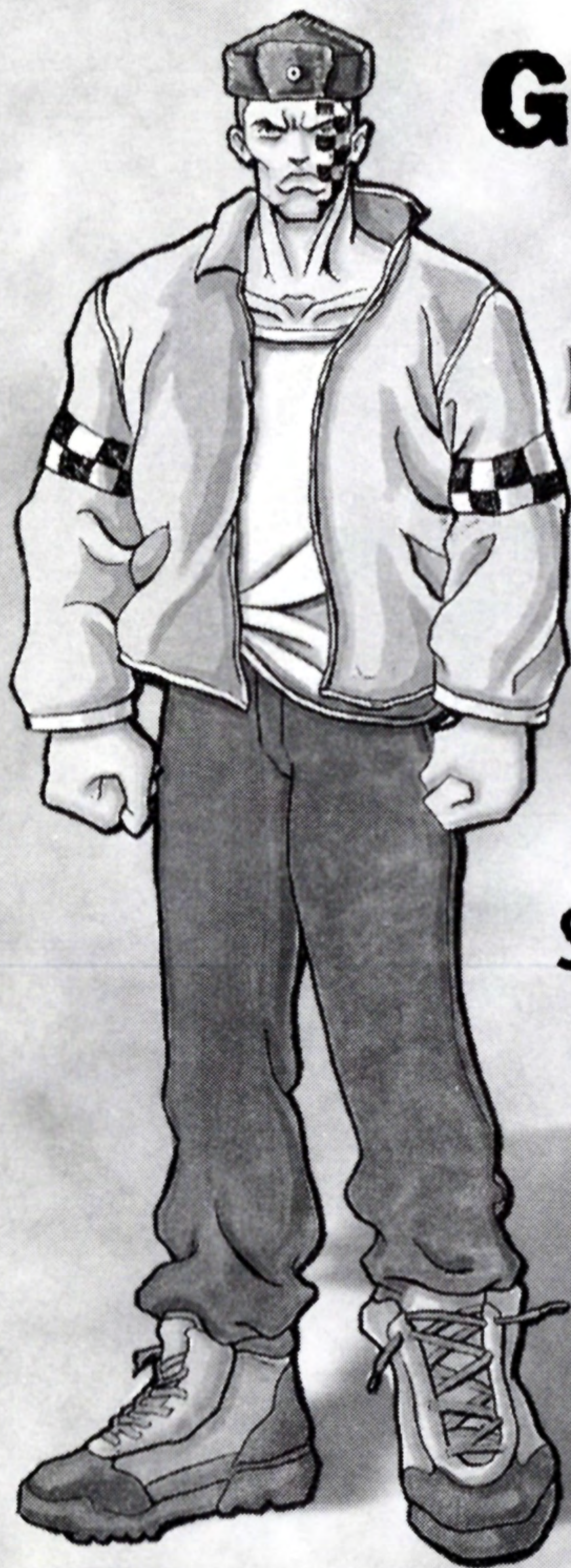
FIGHTING Notes



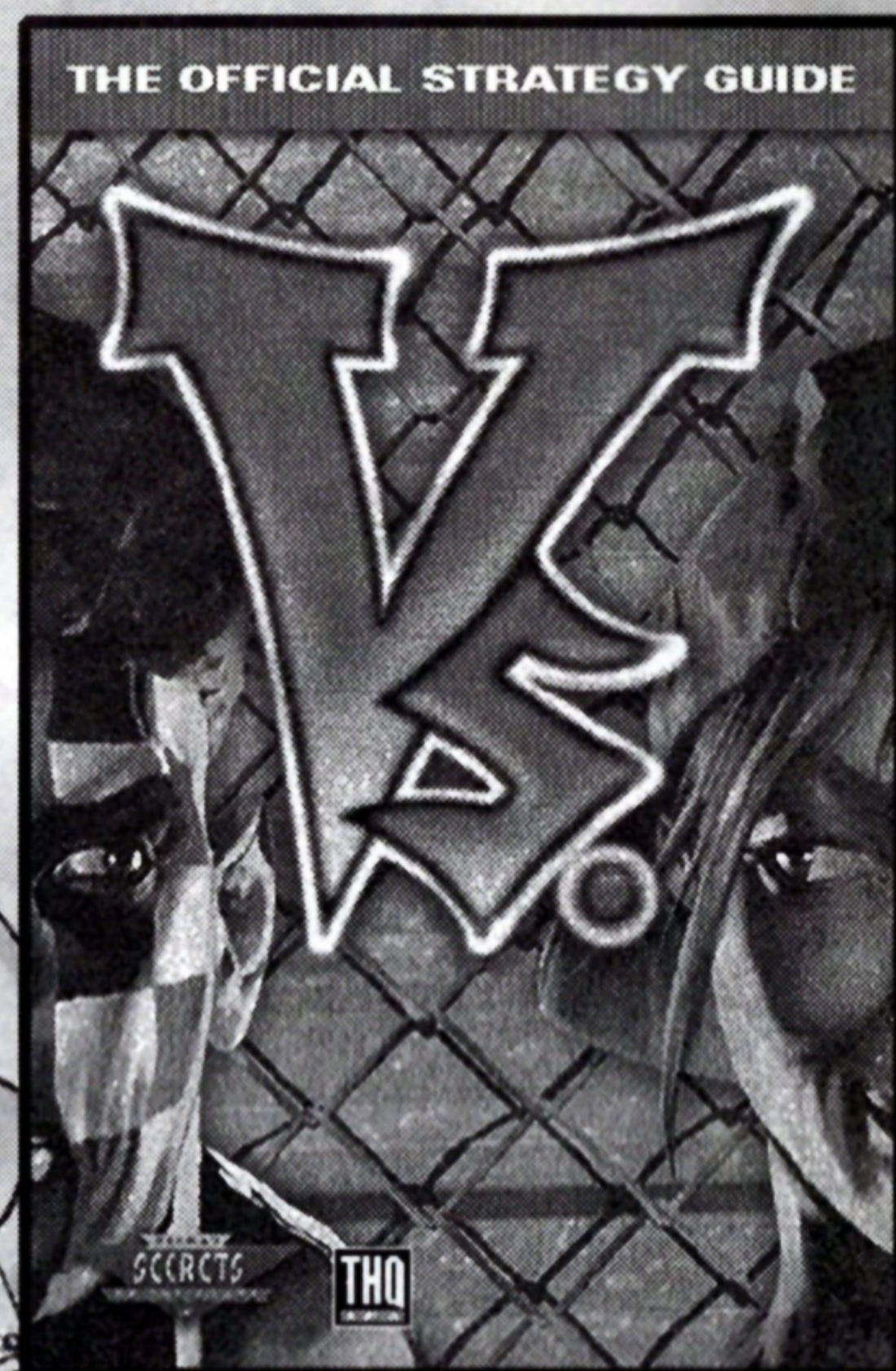
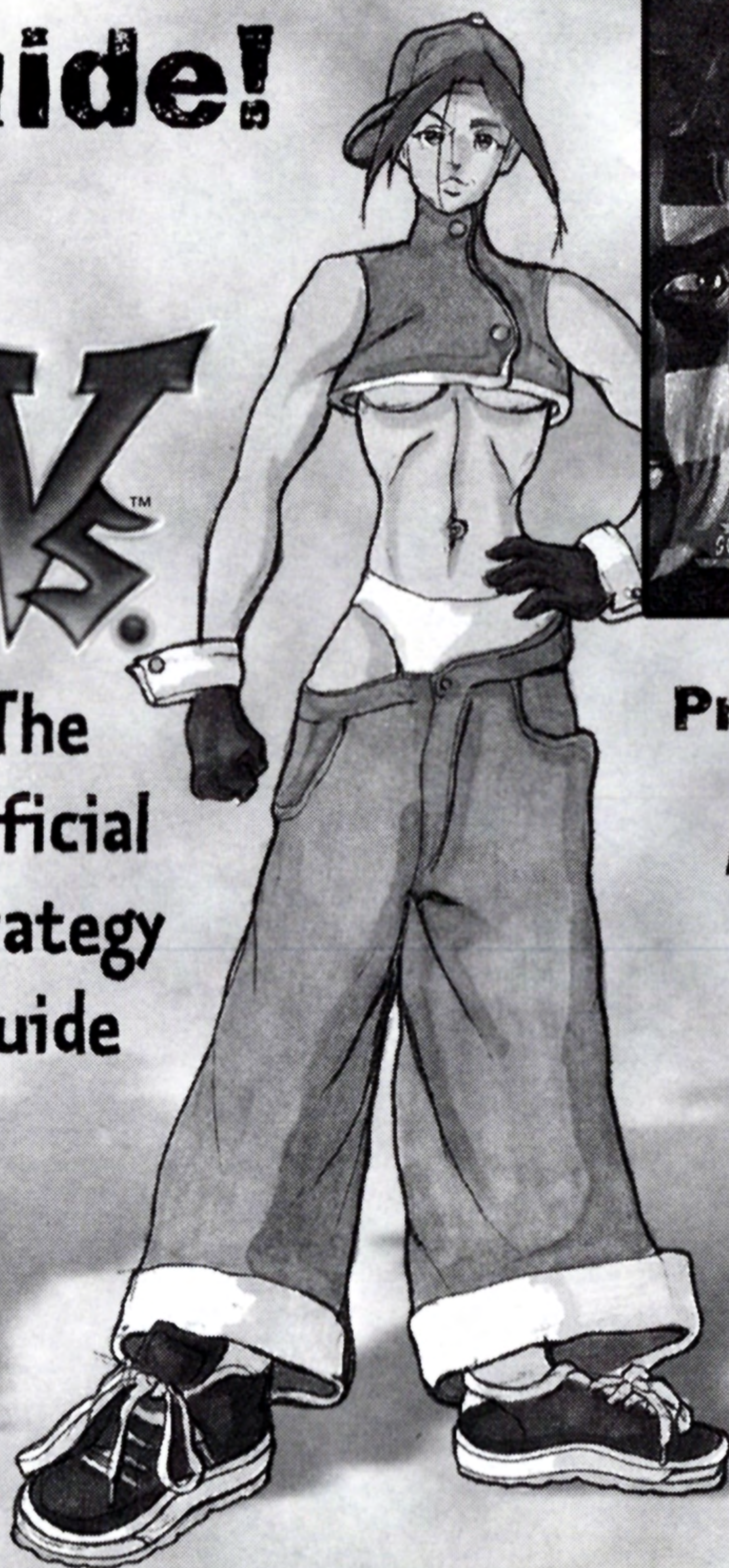
FIGHTING Notes



You've Got the Game
**Now Get the
Guide!**

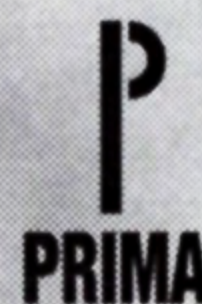


The
Official
Strategy
Guide



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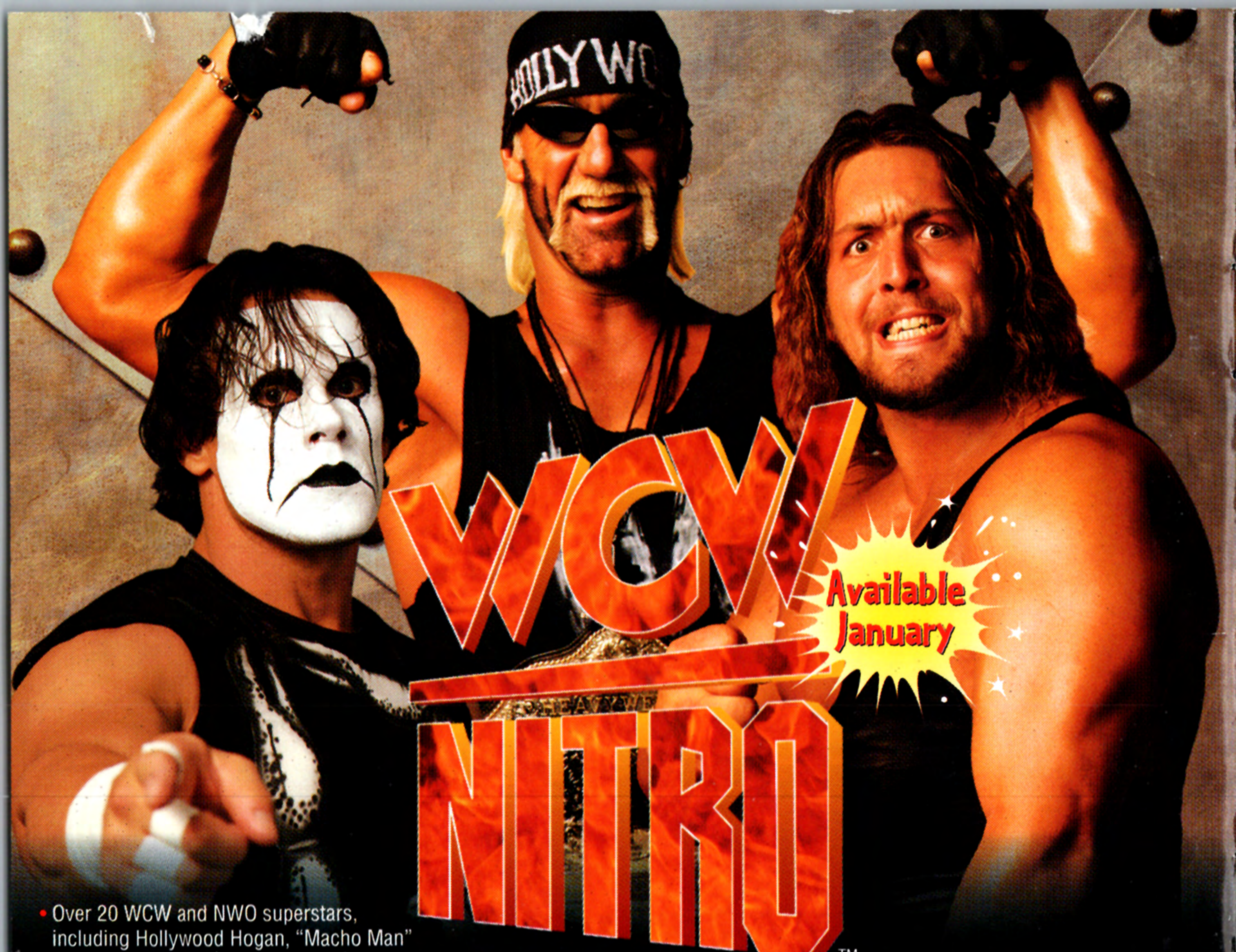
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- Over 20 WCW and NWO superstars, including Hollywood Hogan, "Macho Man" Randy Savage, Kevin Nash, Scott Hall, Sting, The Giant, Diamond Dallas Page, Lex Luger, Syxx, Ric Flair, Harlem Heat, Dean Malenko, Eddy Guerrero, Chris Benoit, and many more!
- Numerous hidden characters, including the wrestler's managers and valets.
- "Run-in" characters to disrupt the match.
- Actual ring announcers introducing each match.
- Over 30 moves per wrestler.



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