

SCREAM



1-800-465-1175.
Registered trademarks of the Coca-Cola Company.

PlayStation game console. PlayStation and the PlayStation logos are
registered trademarks of the Interactive Digital Software
Association. COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE

5



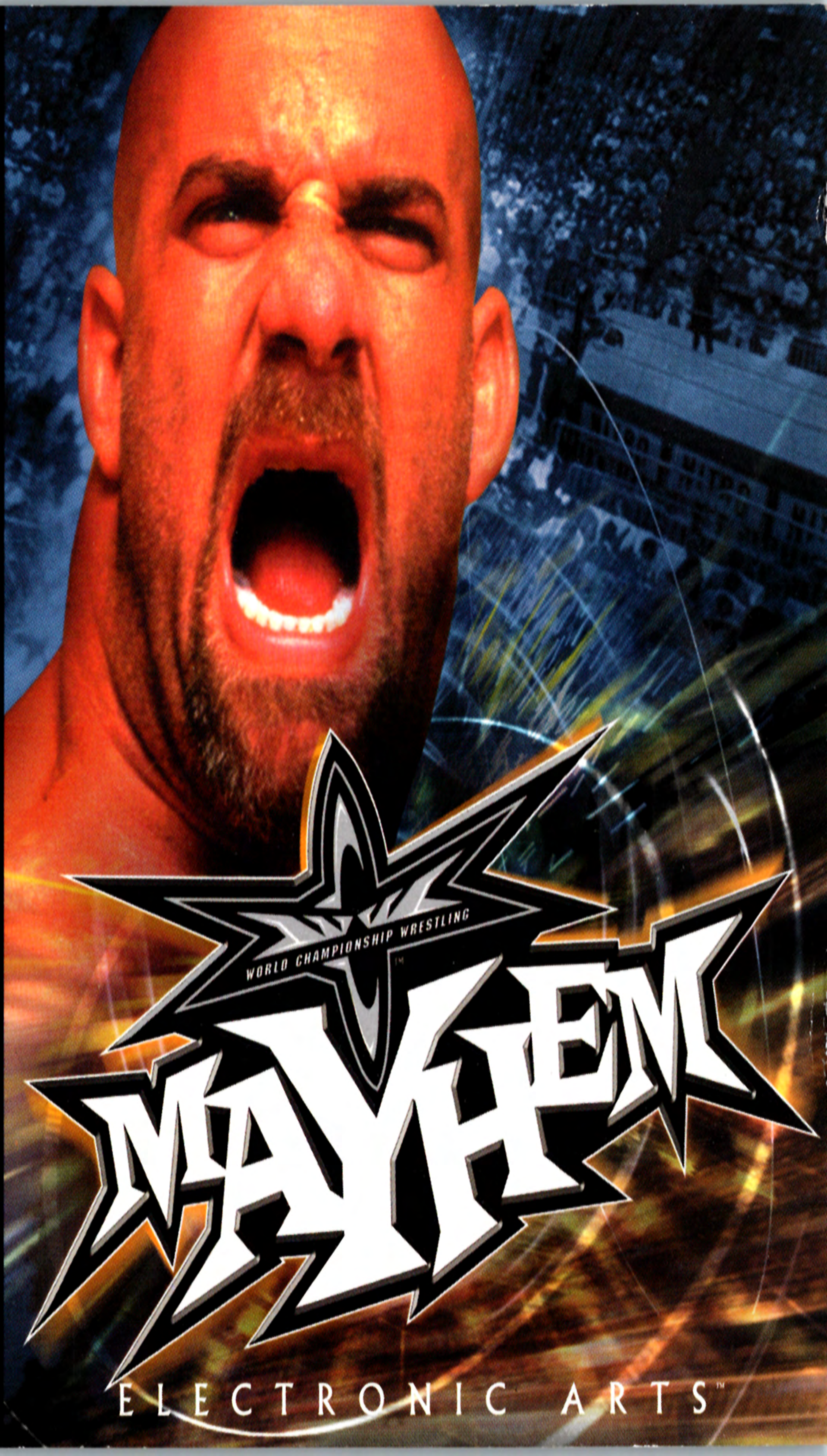
NTSC U/C

PlayStation



CONTENT RATED BY
ESRB

SLUS-00963



WORLD CHAMPIONSHIP WRESTLING
WRESTLING

ELECTRONIC ARTS™

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

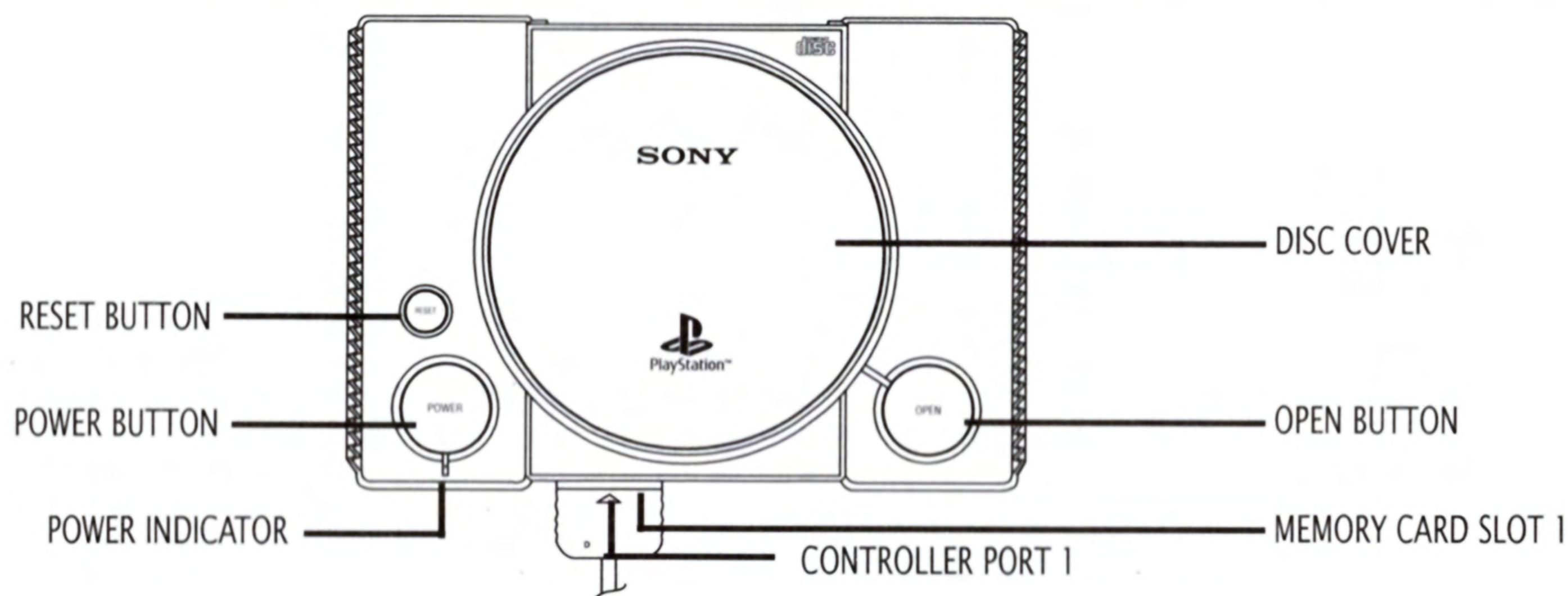




CONTENTS

BASIC CONTROLS	3
BASIC COMMAND SUMMARY	4
QUICK START	5
COMPLETE GAME CONTROLS	5
GETTING STARTED	10
WREAKING MAYHEM!!!	14
QUEST FOR THE BEST	15
CREATING A WRESTLER	16
SAVING AND LOADING	18
PAY-PER-VIEW PASSWORD MODE	18

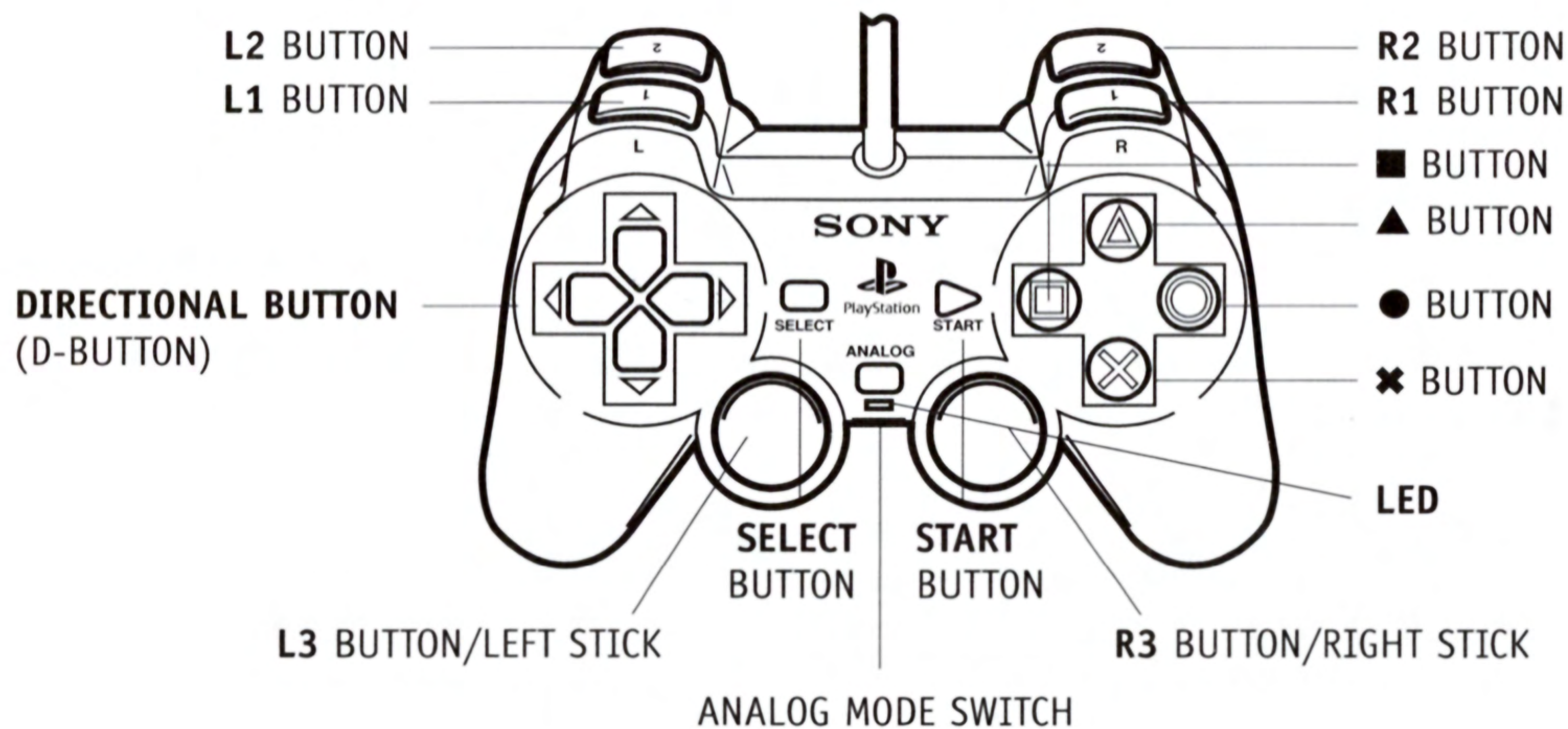
STARTING THE GAME



1. 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.**
2. Insert the *WCW™ Mayhem* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console. After the developer logos, the opening video sequence appears.
If you want to bypass the video, press **START**.
4. After the WCW Mayhem Intro video finishes, the Title screen appears.
5. Press **START** to advance to the Main menu. (▶ p. 10.)

BASIC CONTROLS

DUAL SHOCK™ ANALOG CONTROLLER



BASIC COMMAND SUMMARY

ACTION	CONTROL
Move Your Character	D-Button
Quick Punch	●
Quick Kick	✕
Special Move 1	▲
Grapple	■
Run	R1
Block	L1
Change Attack Focus	L2

For a complete list of fighting moves, ➤ *Complete Game Controls* on p. 5.

For more info about this and other titles, check out Electronic Arts' official WCW Mayhem site on the web at www.wcwmayhem.com.

QUICK START

Quick Start mode lets you immediately jump into a single-player battle.

To quick start a match:

1. Select QUICK START from the Main menu. The Difficulty menu appears.
2. D-Button ↑ to highlight a difficulty level (**EASY**, MEDIUM, HARD), then press ✕. The Select Wrestler menu appears.
3. D-Button to select a wrestler, then press ✕ to begin your match.

NOTE Default settings in this manual appear in bold type.

COMPLETE GAME CONTROLS

GENERAL GAMEPLAY

ACTION	CONTROL
Pause game	START
Move Your Character	D-Button
Climb out of the Ring	D-Button in the direction of the Ropes + ■
Climb the Turnbuckle	D-Button in the direction of the Turnbuckle + ■
Tag a Partner	■

WITH BOTH CHARACTERS STANDING

Action	Control
Initialize a Grapple	■
Quick Punch	●
Quick Kick	✕
Power Punch	D-Button + ●
Power Kick	D-Button + ✕

Special Move 1	▲
Special Move 2	D-Button + ▲
Taunt	R2
Run	R1
Block	L1
Change Focus	L2

WITH BOTH CHARACTERS GRAPPLING

ACTION	CONTROL
Irish Whip	D-Button + R1
Grapple Move 1	▲
Grapple Move 2	D-Button ↑ or ← + ▲
Grapple Move 3	D-Button ↓ or → + ▲
Grapple Move 4	■ or ●
Grapple Move 5	D-Button ↑ or ← + ■ or ●
Grapple Move 6	D-Button ↓ or → + ■ or ●
Grapple Move 7	✕
Grapple Move 8	D-Button ↑ or ← + ✕
Grapple Move 9	D-Button ↓ or → + ✕
Finisher Move	■

NOTE *Irish Whip: Use this move to throw an opponent off the ropes and set him up for the next attack. It can also be used to toss an opponent out of the ring or into the metal rails.*

WITH YOUR CHARACTER STANDING AND AN OPPONENT RUNNING TOWARDS YOU AFTER AN IRISH WHIP

ACTION	CONTROL
Running Rope Attack 1	▲
Running Rope Attack 2	■ or ●
Running Rope Attack 3	✕

WITH YOUR CHARACTER RUNNING AND AN OPPONENT STANDING IN FRONT OF YOU

ACTION

CONTROL

Running Attack Move 1

×, ■, ●, or ▲

NOTE Tap **R1** to start your run, then tap the attack button to perform the move.

WITH YOUR CHARACTER GRAPPLING AN OPPONENT FROM BEHIND

ACTION

CONTROL

Rear Grapple Move 1

▲

Rear Grapple Move 2

■ or ●

Rear Grapple Move 3

×

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING FACE DOWN ON THE MAT

ACTION

CONTROL

Pick Up Opponent

■

Roll Opponent Over

●

Face Down Move 1

▲

Face Down Move 2

D-Button + ▲

Face Down Move 3

×

Face Down Move 4

D-Button + ×

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING ON HIS BACK

ACTION

CONTROL

Pick Up Opponent

■

Roll Opponent Over

●

Face Up Move 1

▲

Face Up Move 2

D-Button + ▲

Face Up Move 3	✕
Face Up Move 4	D-Button + ✕
Pin	L1

NOTE Submissions can be performed by using these moves depending on where the player is positioned over an opponent on the mat. For example, Randy Savage will perform a High Arm Pull submission on an opponent lying on his back when he stands above his opponent's head.

WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING ON A TURNBUCKLE

ACTION	CONTROL
Move Opponent to Sit on Turnbuckle	■
Corner Attack Move 1	▲
Corner Attack Move 2	●
Corner Attack Move 3	✕

WITH YOUR CHARACTER STANDING AND AN OPPONENT SITTING ON A TURNBUCKLE

ACTION	CONTROL
Turnbuckle Attack	✕, ■, ●, or ▲

WITH YOUR CHARACTER STANDING ON A TURNBUCKLE AND AN OPPONENT STANDING

ACTION	CONTROL
Jump Down	■
Leaping Turnbuckle Attack 1	✕, ●, or ▲

WITH YOUR CHARACTER STANDING ON A TURNBUCKLE AND AN OPPONENT LYING DOWN

ACTION

CONTROL

Jump Down



Leaping Turnbuckle Attack 2

✕, ●, or ▲

WITH YOUR CHARACTER IN THE CENTER OF THE RING, RUNNING TOWARDS AN OPPONENT OUTSIDE THE RING

ACTION

CONTROL

Ring to Floor Attack

✕, ■, ●, or ▲

WITH YOUR CHARACTER STANDING ON THE RING APRON AND FACING YOUR OPPONENT STANDING OR LYING DOWN OUTSIDE THE RING

ACTION

CONTROL

Leaping Apron Attack

✕, ●, or ▲

NOTE *Ring Apron: The very edge of the ring canvas, just outside the ropes.*

WITH YOUR CHARACTER STANDING ON THE RING APRON AND FACING YOUR OPPONENT STANDING IN THE RING

ACTION

CONTROL

Apron Grapple



Apron Knee

✕, ●, or ▲

FROM AN APRON GRAPPLE

ACTION

CONTROL

Apron Attack Move

✕, ■, ●, or ▲

WITH YOUR CHARACTER HOLDING A WEAPON AND AN OPPONENT STANDING OR LYING DOWN

ACTION

CONTROL

Pick Up /Drop Object



Hit Over the Head



Swinging Attack



Stab Attack



WITH YOUR CHARACTER STANDING OUTSIDE THE RING AND AN OPPONENT STANDING INSIDE THE RING, NEAR THE ROPES

ACTION

CONTROL

Trip Opponent

X, ■, ●, or ▲

GETTING STARTED

MAIN MENU

Start a quick game, recreate a Pay Per View event, create a wrestler, or access the Global Options screen.

D-BUTTON ↑ TO HIGHLIGHT AN OPTION, THEN PRESS X TO SELECT.

CHALLENGE A FRIEND OR THE CPU IN A SINGLE MATCH WITH ANY TWO COMPETITORS.

ACCESS THE PASSWORD SCREEN. ► P. 18.

ACCESS THE GLOBAL OPTIONS MENU. ► P. 13.



START A QUICK GAME. ► P. 5.

COMPETE FOR A CHAMPIONSHIP BELT IN A ONE-PLAYER TEST OF SKILLS.

ACCESS THE CREATE WRESTLER MENU. ► P. 16.

MATCH SETUP MENU

Set up the match specifics for your bout.

⇨ D-Button ↑ to highlight an option, then D-Button ↔ to change option settings.

MATCH TYPE	Select the type of match you want to fight in.
SINGLES	A one-on-one fight to the finish.
HANDICAP	A single player must face a two-wrestler tag team.
TRIANGLE	It's every man for himself in this three-way war. The first fighter to score a pinfall wins.
FOUR WAY DANCE	A four wrestler battle in which a competitor must be pinned to be eliminated. The winner is the last man standing.
BATTLE ROYAL	A fighter is eliminated once he is thrown over the ropes and touches the floor. The winner is the last man in the ring.
TAG TEAM	A two-on-two contest. One wrestler from each team competes in the ring at a time and must tag a partner to switch off.
MATCH LENGTH	Set the match time limit.
EVENT	Select a venue to compete in.
DIFFICULTY	Choose the CPU skill level for your match.
MATCH RULES	Press ✖ to access the Match Rules menu. ➤ below.

⇨ To advance to the Match Configuration screen, highlight any option except MATCH RULES, then press ✖.

MATCH RULES MENU

Set the specific regulations for your upcoming match.

SPECIAL RULES	Choose to enforce extra rules for the match.
PIN ANYWHERE	Pins can take place anywhere in the building.
NONE	A typical match where normal rules are enforced.
RAVEN'S RULES	Pins or submissions can take place anywhere.
NO DQ	Anything goes! Matches can be won with pinfalls and submissions.
WEAPONS MATCH	Wrestlers can fight with any of the weapons scattered around the arena.

COUNT OUTS

Choose the amount of time a wrestler can safely stay outside the ring before being disqualified. When **OFF**, no count outs take place.

SUBMISSIONS

When **ON**, wrestlers can win a match with a submission hold.

ROPE BREAKS

When **ON**, wrestlers can escape from a submission hold by touching a rope.

RUN-INS

When **ON**, wrestlers not involved in the match randomly enter the ring and attack the other wrestlers.

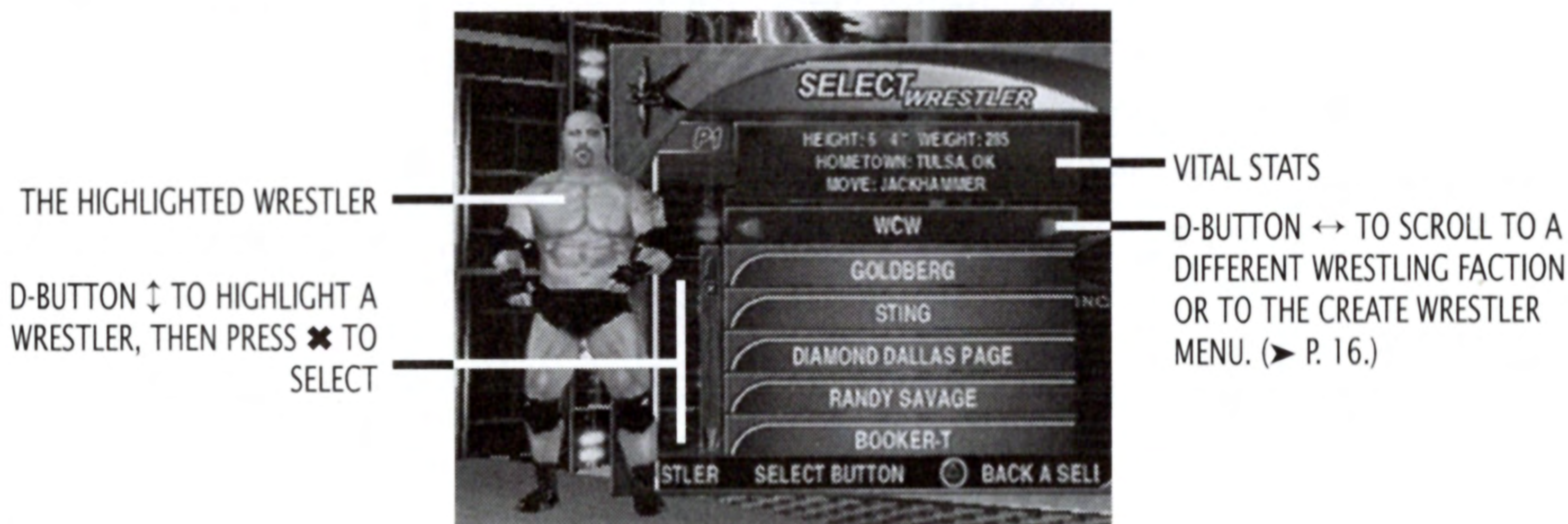
➤ To return to the Match Setup menu, press ▲.

MATCH CONFIGURATION MENU

Depending on the type of match you choose, various configuration options appear. After selecting the match configuration you want, the Select Wrestler menu appears.

SELECT WRESTLER MENU

Choose the wrestlers you want to fight with and/or against.



After all match competitors are selected, the Tonight's Match menu appears.

TONIGHT'S MATCH MENU

This menu displays a preview of the upcoming bout.

YOUR HANDICAP LEVEL. D-BUTTON ↑
TO INCREASE OR DECREASE YOUR
CHARACTER'S SKILL LEVEL

YOUR CHARACTER



YOUR OPPONENT

THE START MATCH OPTION HIGH-
LIGHTS AFTER YOU PRESS ✕ TO
CONFIRM EACH WRESTLER. PRESS ✕
TO BEGIN THE MATCH

GLOBAL OPTIONS MENU

Set the game options you prefer.

⇒ To highlight an option, D-Button ↑↓.

MUSIC	Adjust the game music volume level.
SPEECH	Adjust the voice effects volume level.
SOUND FX	Adjust the sound effects volume level.
CROWD	Adjust the crowd noise volume level.
DUAL SHOCK	Toggle ON/OFF .
CREDITS	View the game credits.

⇒ To restore all default option settings, press **R1**.

WREAKING MAYHEM!!!

Before the match starts, each wrestler makes a grand entrance as he heads towards the ring. Once all competitors step through the ropes, the real fun begins!

⇒ To bypass a ring entrance, press **X**.

GAMEPLAY SCREEN



For a complete list of game controls, ➤ *Complete Game Controls* on p. 5.

MOMENTUM METER™

The Momentum Meter displays how well a wrestler is doing in relation to the crowd response and the damage level of moves performed. Once the match begins, the meter swings towards one wrestler or another, depending on the moves and taunts of either wrestler. The execution of moves and the response of the crowd help determine how much and how fast the meter swings. Boos help swing the meter in favor of a "heel" while cheers will help a "face".

NOTE *Heel & Face: A "heel" is an unpopular character, while a "face" is a fan favorite.*

FINISHING MOVES

Finishing moves are powerful signature maneuvers used by each fighter to inflict massive amounts of damage on an opponent. Once the Momentum Meter has reached the flashing red stage on your side, you may execute your character's special finishing move from a grapple by pressing **■**. After applying the move, follow-up with an attempt to pin your foe and end the match.

FIGHTING BACKSTAGE

In *WCW Mayhem*, no part of the arena is off-limits when it comes to fighting. To fight in a secret backstage area, both wrestlers must be outside the ring and be moving close to the arena entrance. An assortment of items can be used to inflict damage once you get backstage. Remember, outside of the ring, anything goes!

NOTE *The backstage area can only be accessed in matches featuring two wrestlers.*

PAUSE MENU

⇨ To access the Pause menu, press **START** during gameplay.

⇨ D-Button **↑** to select an option, then press **✕** to select.

- | | |
|--------------------------|---|
| RESUME GAME | Continue your match. |
| EXIT GAME | End your match and return to the Main menu. |
| CONTROLLER LAYOUT | View a complete list of controller functions. |

QUEST FOR THE BEST

So you think you're ready to step up to the big leagues? Then Quest For the Best mode is just the ticket. Quest For the Best mode is a single-player, multi-match competition allowing you to step into the shoes of your favorite wrestler. Start your ascent up the professional ranks in a battle to obtain the WCW Television title. Then, if you are worthy, set your sights on the ultimate prize in professional wrestling: the WCW World Heavyweight Championship Belt!

- Quest For The Best mode allows you to unlock hidden wrestlers in *WCW Mayhem*. Highlight a hidden wrestler on the Select Wrestler screen for specific info.

To begin a new Quest:

1. Select QUEST FOR THE BEST MODE from the Main menu. A Quest Option menu appears.
2. Choose **NEW QUEST**. The Difficulty menu appears.
3. Choose to play at an **EASY**, MEDIUM, or HARD skill level. The Select Wrestler menu appears.
4. Choose the wrestler you want to compete as. The Quest Rankings menu appears.
 - ⇒ To restore a saved quest, select LOAD from the Quest menu, then select a save file from the Load Quest screen. Your saved quest continues.

QUEST RANKINGS MENU

To earn a shot at a WCW championship belt, you must first work your way up through the rankings to become a mandatory challenger. The Quest Rankings menu appears after every match to display your current position in the title quest.

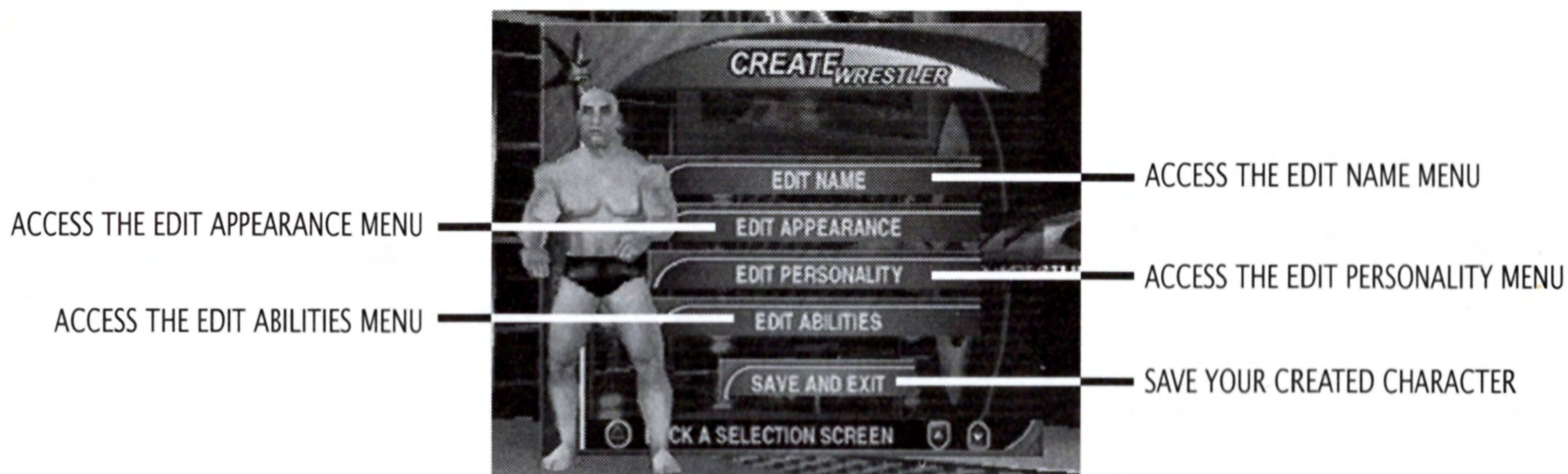


CREATING A WRESTLER

So you want to be a star? Then create an all-new wrestler, enter the squared-circle, and test your luck against the roughest customers in the business.

- ⇒ To access the Create Wrestler menu, select CREATE WRESTLER from the Main menu or CREATE from the Select Wrestler menu.

CREATE WRESTLER MENU



EDIT NAME MENU

- NAME** Enter a name for your character.
- NICKNAME** Select your character's nickname.
- MOVE SET & FINISHER** Select the character whose moves you want to emulate.

EDIT APPEARANCE MENU

Choose the physical features for your ring warrior.

EDIT PERSONALITY MENU

Select personal characteristics for your grappler.

- FACTION** Select the wrestling group you wish to be a part of.
- STYLE** Select your character's wrestling technique.
- ATTITUDE** Select your character's personality.
- INTRO MUSIC** Select the entrance music for your wrestler.

EDIT ABILITIES MENU

Define your wrestler's physical abilities such as strength, speed, and more.

SAVING AND LOADING

WCW Mayhem lets you save global options, unlocked hidden characters, wrestlers you create, and Quest For the Best mode progress with the use of a Memory Card.

At various points throughout the game, a Save menu appears asking if you want to save your current game data. Follow the onscreen directions to save your game data or to continue without saving.

NOTE *Never insert or remove a Memory Card when loading or saving files.*

PAY-PER-VIEW PASSWORD MODE

Pay-Per-View Password mode lets you enter passwords to recreate "real world" events. For example, if Hollywood Hogan is set to challenge Goldberg at the next Halloween Havoc, enter the corresponding password to set up a card with four PPV matches for the event, including Hogan-Goldberg. You can find these passwords during WCW television broadcasts and on the web at www.wcw.com and www.wcwmayhem.com.

⇒ To access the Password screen, select PAY-PER-VIEW PASSWORD from the Main menu.

PASSWORD SCREEN

Insert a legitimate password to set up your own version of the corresponding PPV event.

To enter a password:

1. D-Button ↔ to highlight a box, then D-Button ↑ to cycle characters.
2. When the password is complete, press **START**. The PPV menu appears with the upcoming matches.
3. Highlight the match you wish to play, then press **X**. The Tonight's Match menu appears. ► p. 12.

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend that you send your product using a delivery method that is traceable.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for \$15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We recommend that you send your product using a delivery method that is traceable.

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time **No hints or codes are available from (650)628-4322.**

You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

Phone (753) 546465.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

NEED GAMEPLAY HELP? CALL EA'S HINTS & INFORMATION HOTLINE FOR RECORDED HINTS, TIPS, AND PASSWORDS 24 HOURS A DAY, 7 DAYS A WEEK!

In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

Software © 1999 Electronic Arts Inc. All rights reserved. Portions © 1999 Kodiak Interactive Software Studios, Inc. All rights reserved.

Documentation © 1999 Electronic Arts. All rights reserved.

Momentum Meter, Electronic Arts, and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

WCW and NWO are trademarks of World Championship Wrestling, Inc. All characters depicted are trademarks of or used under license to World Championship Wrestling, Inc. ©1999 World Championship Wrestling, Inc. A Time Warner Company. All Rights Reserved.

All other trademarks are the property of their respective owners.

PROOF OF PURCHASE

WCW MAYHEM 2000

0-14633-14036-1





HEAVEN MUSIC

Featuring...
Kid Rock, Everlast, Insane Clown Posse,
Metallica, Ruff Ryders, KISS, Big Pun & Fat Joe,
Slayer, Cypress Hill and Defari, Rammstein,
Krayzie Bone, Megadeth, Screwball and Lyrical Giants

Plus all your favorite WCW wrestler themes...

Goldberg, Sting, Macho Man Savage,
Hollywood Hogan and many more

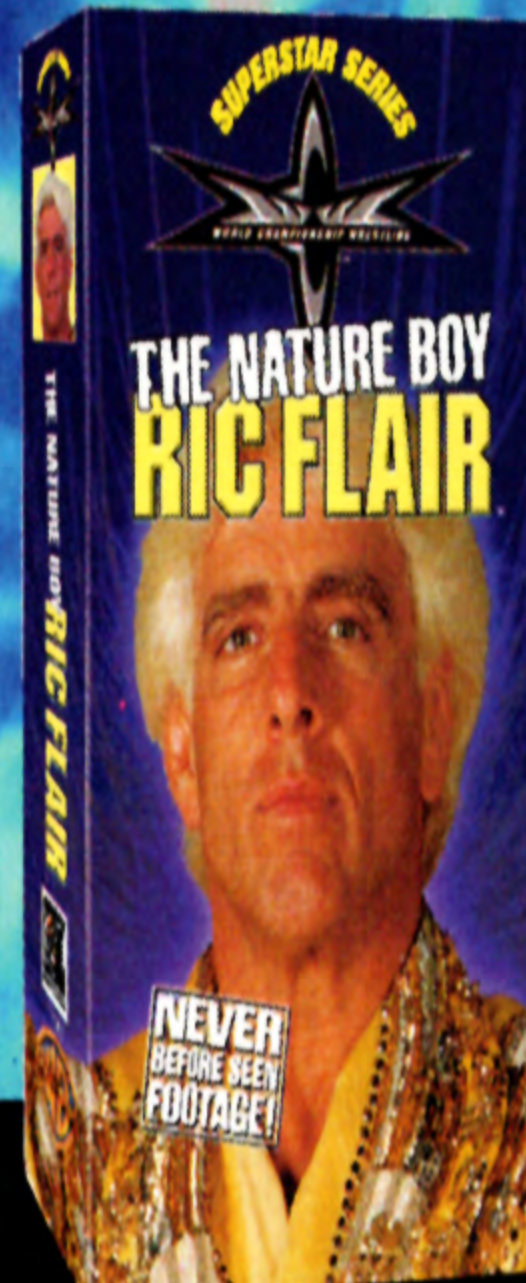
AVAILABLE EVERYWHERE

October 19th, 1999



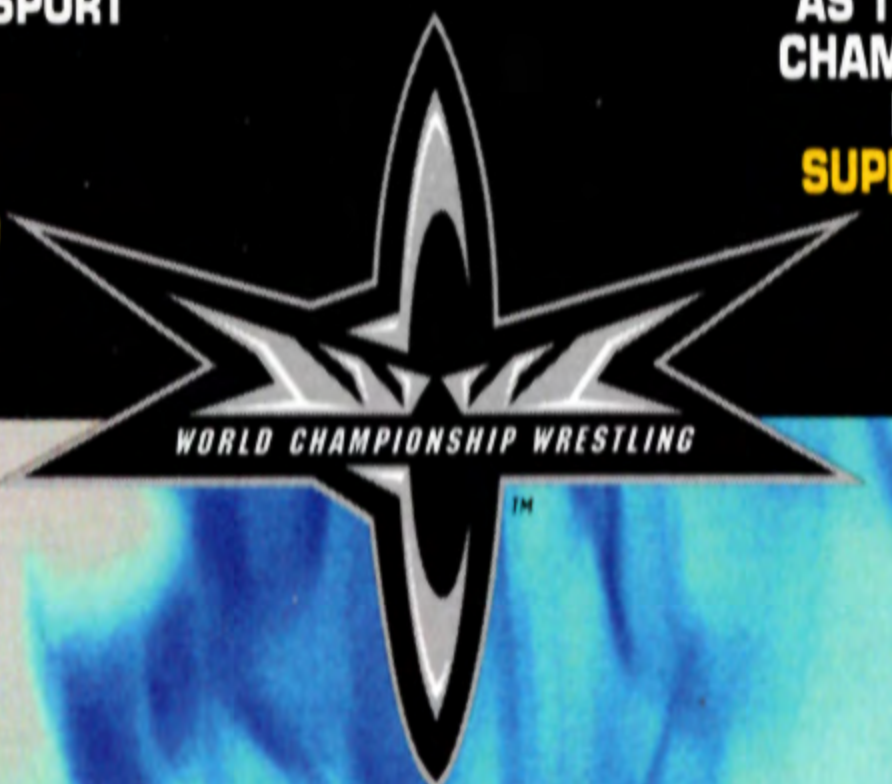


**GET YOUR
SUPERSTARS
ON VIDEO!**



"WHY I RULE THE WORLD"
THE MAN WHO MADE THE SPORT
WHAT IT IS TODAY!
**SUPERSTAR SERIES:
HOLLYWOOD HOGAN**
ITEM #HHG N 200 VID
\$20.00

"THE NATURE BOY"
AS THE ONLY 14-TIME WORLD
CHAMPION FLAIR IS THE LIVING
ICON OF WRESTLING.
SUPERSTAR SERIES: RIC FLAIR
ITEM #FLR W 200 VID
\$20.00



WCW MAYHEM
THIS VIDEO FEATURES NITRO'S
BIGGEST STARS IN SOME OF
THEIR GREATEST MOMENTS.
WCW MAYHEM
ITEM #MAY W 200 VID
\$20.00

**ON SALE
EVERYWHERE
NOW!**



BEST OF UNCENSORED
IT'S THE MOST OUTRAGEOUS
FOOTAGE FROM UNCENSORED'S
FIVE YEARS!
BEST OF UNCENSORED
ITEM #PUN W 200 VID
\$20.00



Source Code:
WCNIN 97

©1999 World Championship Wrestling, Inc., a Time Warner Company. All rights reserved. Distributed by Warner Home Video. ©1999 Warner Home Video.
All wrestler names depicted herein are trademarks of or used under license by WCW, Inc.

ORDER TOLL FREE 1-800-929-8468



Electronic Arts, 209 Redwood Shores Parkway, Redwood City, California 94065
©1999 The Coca-Cola Company. "Surge" and the "Surge" splat are registered trademarks of The Coca-Cola Company.



Licensed by Sony Computer Entertainment America for use with the PlayStation 2. The ratings icon is a registered trademark of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Rating Board (ESRB).
Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS CLASSIFIED AS
NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 140090