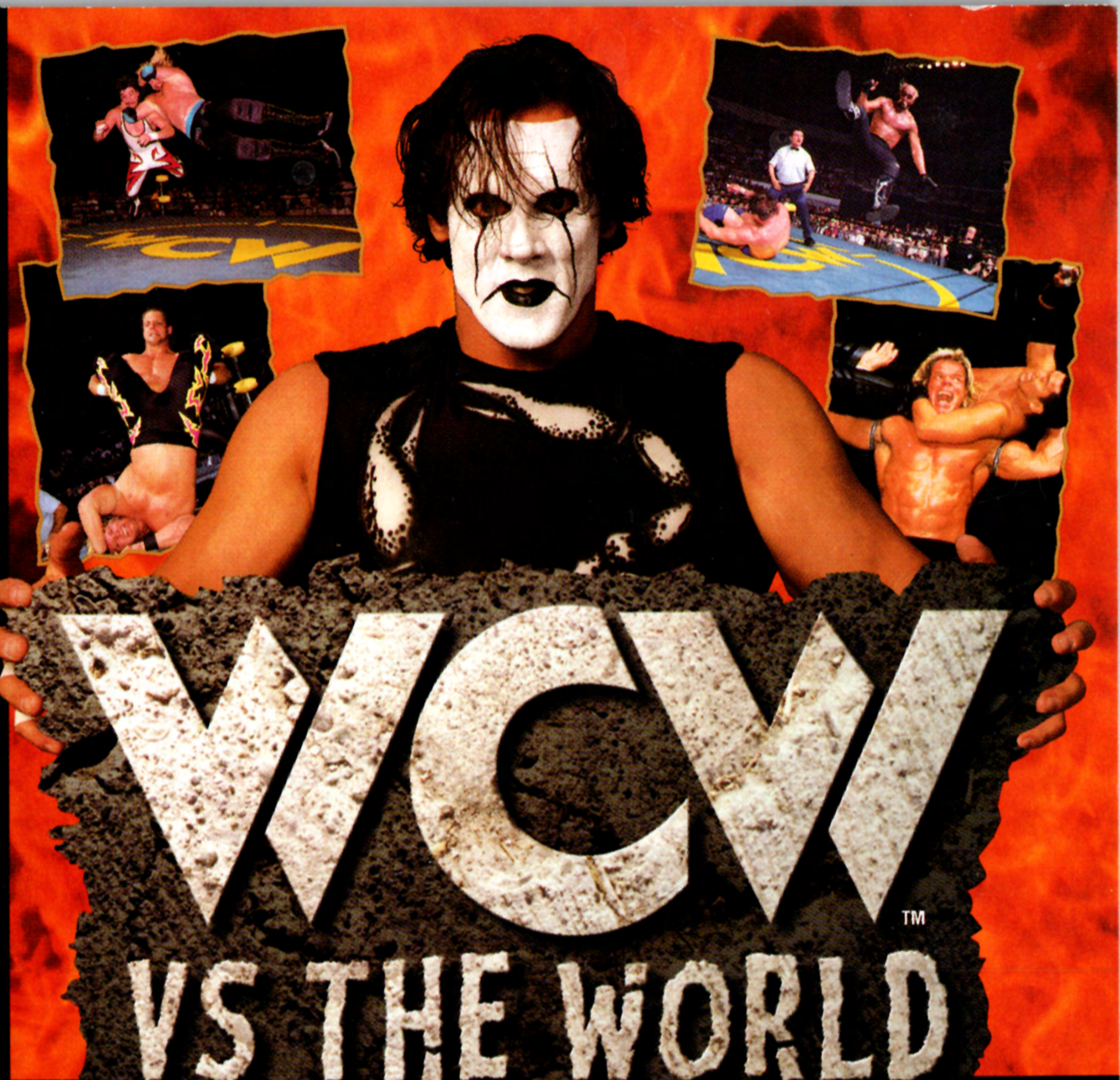




NTSC U/C

PlayStation™



WOW™  
VS THE WORLD



SLUS-00455





## **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.

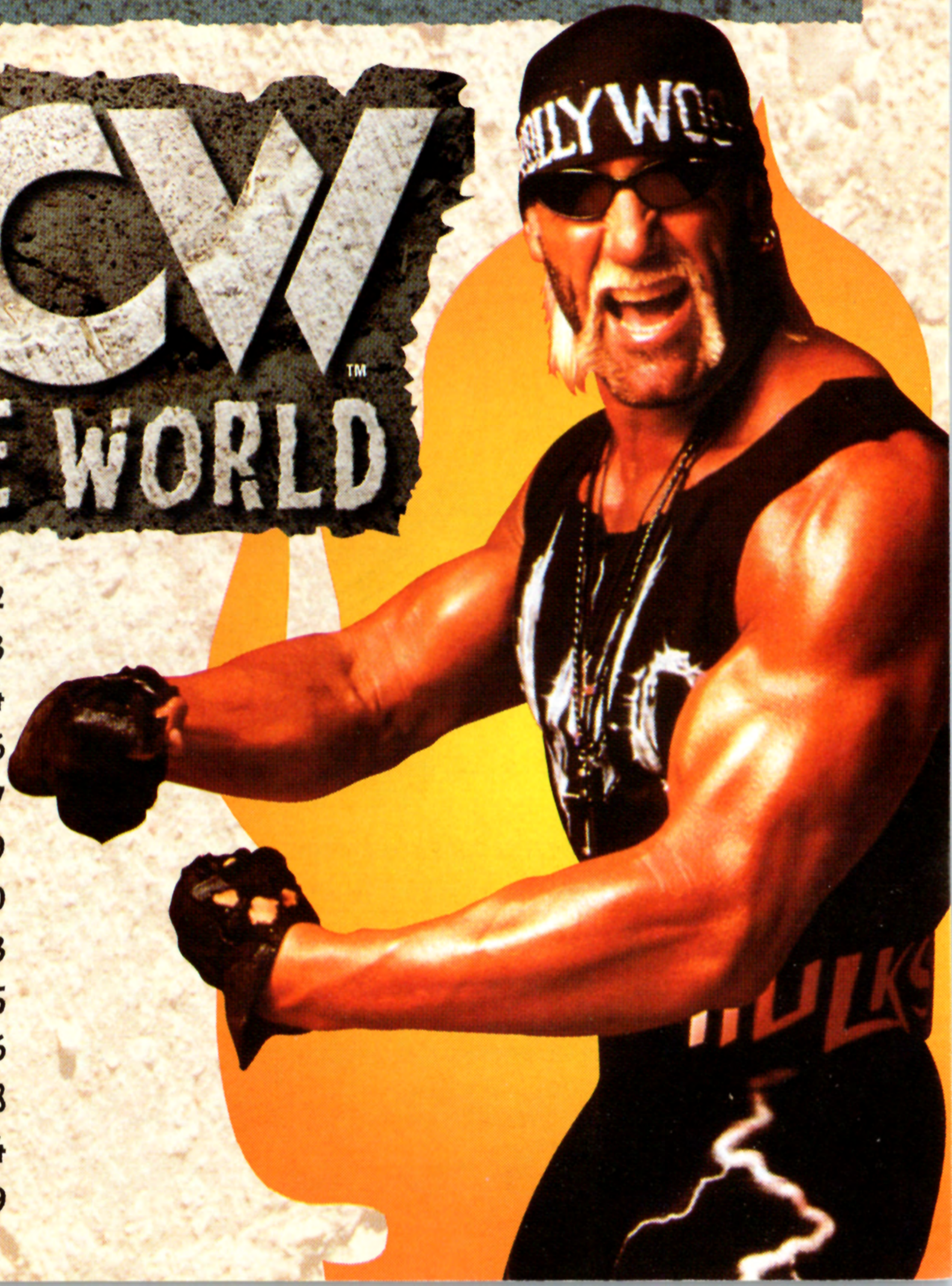


# CONTENTS

1

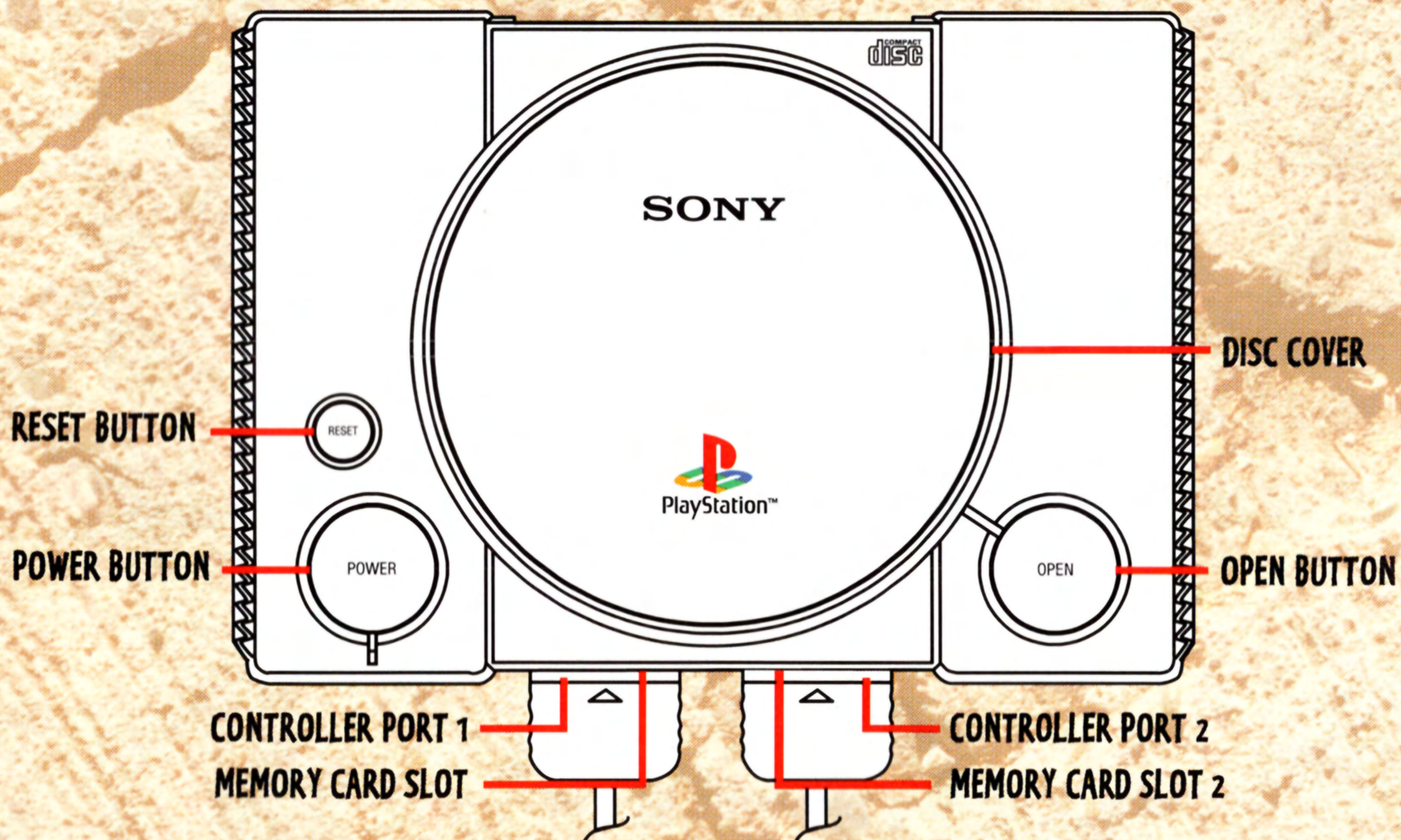
# WCW VS THE WORLD™

Getting Started .....	2
Controls .....	3
World Domination! .....	4
Options .....	6
Modes.....	7
Belts .....	9
More Controls .....	10
More About Moves .....	13
Who's Got Spirit? .....	15
WCW VS THE WORLD.....	16
The World .....	18
Belt Holders .....	24
Limited Warranty .....	29





# GETTING STARTED

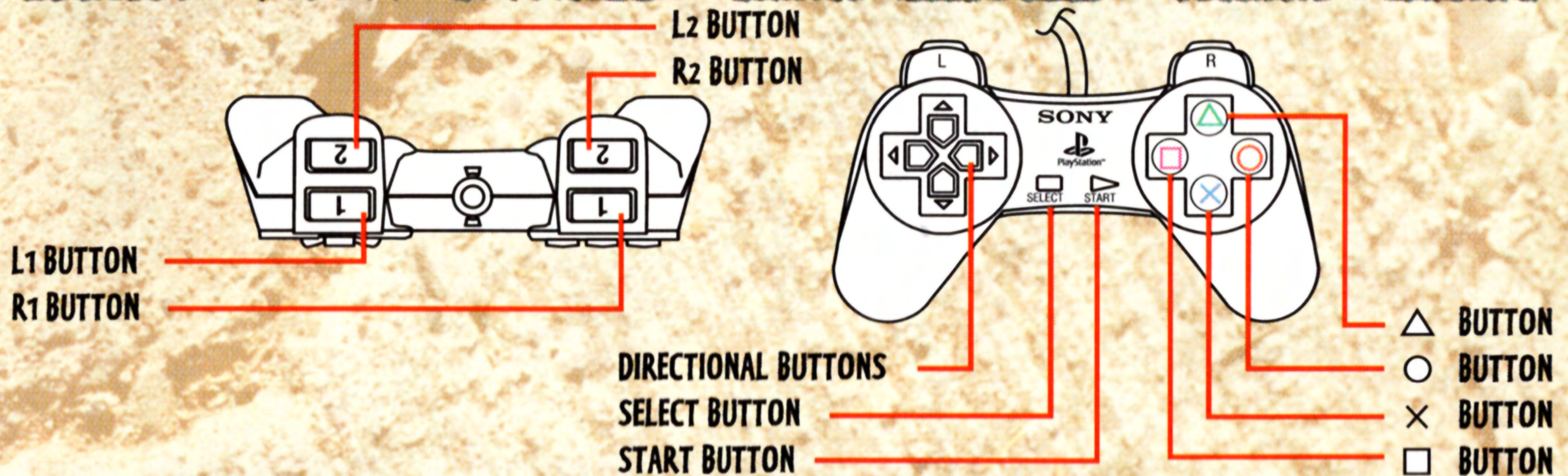


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **WCW VS THE WORLD™** disc and close the Disc cover. Insert a game Controller in Controller port 1 and turn on the PlayStation game console.

Press the Start Button at the title screen to go to the Start/Options Screen.

**Note:** You can quit at anytime by pressing and holding the **SELECT** and **START** Buttons down at the same time for more than two seconds.





In **WCW VS THE WORLD™**, the move your wrestler will perform varies depending on the situation, his position relative to the opponent, and the timing with which the button combinations are executed. Following are basic button controls only. See page 10 for further details.

**Directional Buttons** Move around the ring

- △ Button** Run in the direction you are facing; Go for the pin; Return to previous screen in menu screens.
- Button** Grab your opponent; Perform a special move while your opponent is down on the mat.
- × Button** Punch and kick; Attack a downed opponent; Accept or advance in menu screens
- Button** Block/duck; Force a downed opponent to get up; Climb in and out of the ring; Get help in menu screen.
- L1 Button** Leapfrog/hit the mat
- R1 Button** Duck/Avoid attack; Get behind a stunned opponent
- START Button** Pause; Select an item in menu screens
- SELECT Button** Scroll through menu options
- L2 button** Taunt your opponent/the crowd
- R2 button** Special blow





**WORLDWIDE**  
VS THE WORLD

TM



**WORLD**  
**DOMINATION!**

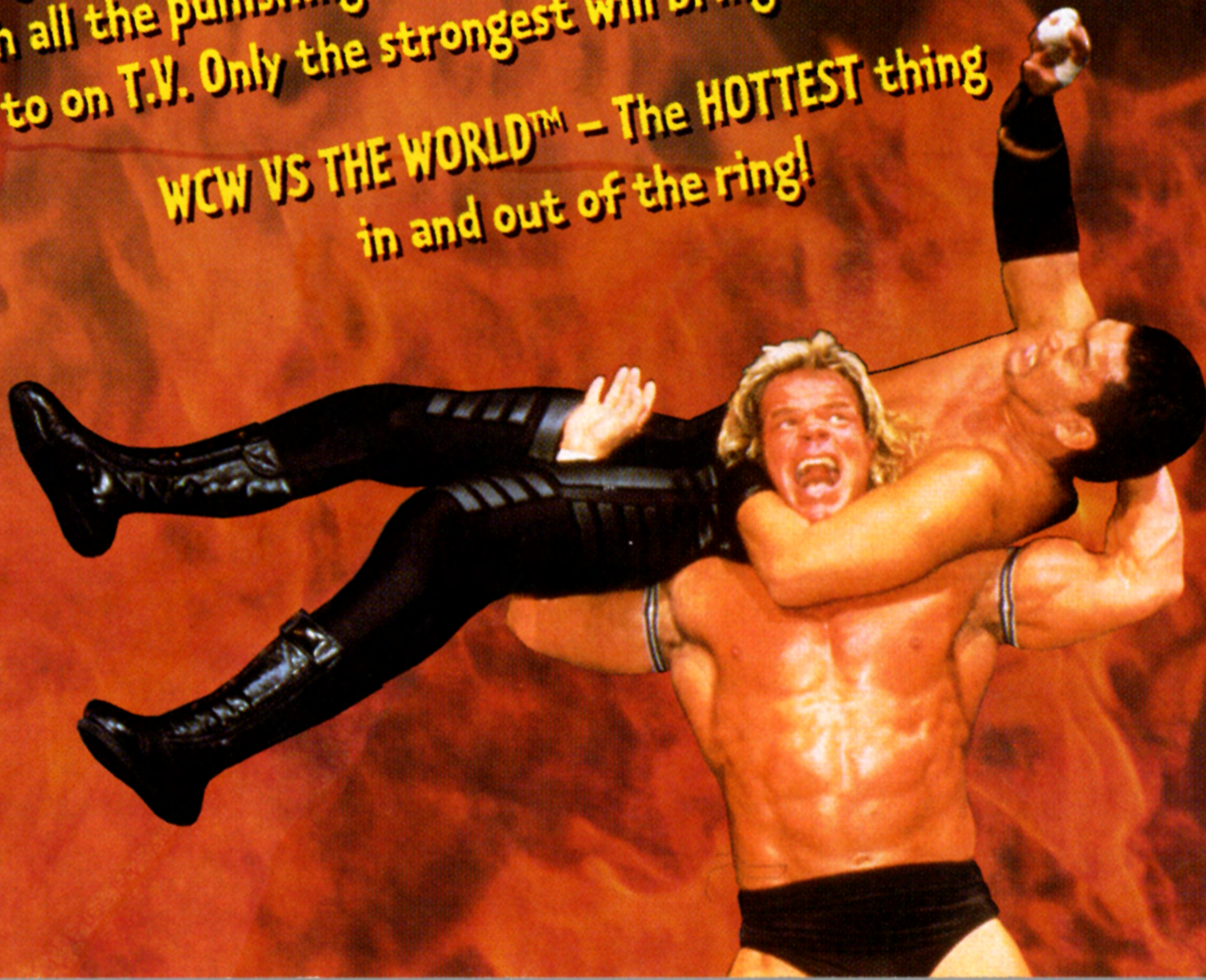




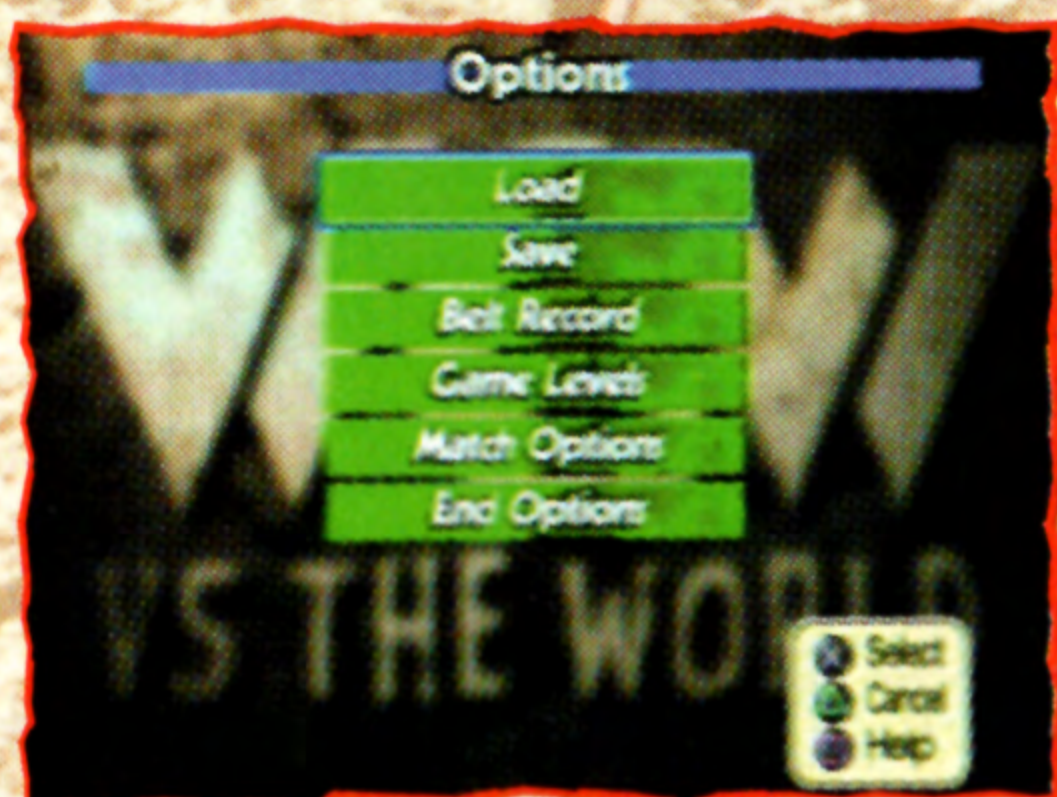
Control or conquer all your favorite WCW wrestlers –  
and their signature moves!

Brawl your way to the top through the toughest wrestling  
organizations in the world, schooling the other bad boys  
with all the punishing holds, blows and throws you've cheered  
to on T.V. Only the strongest will bring home the belts!

**WCW VS THE WORLD™** – The **HOTTEST** thing  
in and out of the ring!







Push the  Button during the opening sequence or game demo to go to the title screen, where, after pressing the START Button, you will be presented with **Start Game** and **Options** prompts. Choose **Start Game** to go to the Mode Selection Screen (see page 7). Choose **Options** to access the options menu, where you will be presented with the following choices:

**Load:** Load an Option Setup or Game Data previously saved on a Memory card.

**Save:** Save present Option Setup and Game Data onto a Memory card.

**Belt Record:** Check Belt Data for a created belt previously saved on a Memory card. Press the  Button in this option to access the Hall of Fame for created belts. Find out who has held each created belt in the past, and who owns it now!

**Game Levels:** Set Difficulty Level (3 to choose from); Spirit Meter on/off; Action Camera on/off; Audio (stereo or mono); Music on/off; Sound Effects on/off.

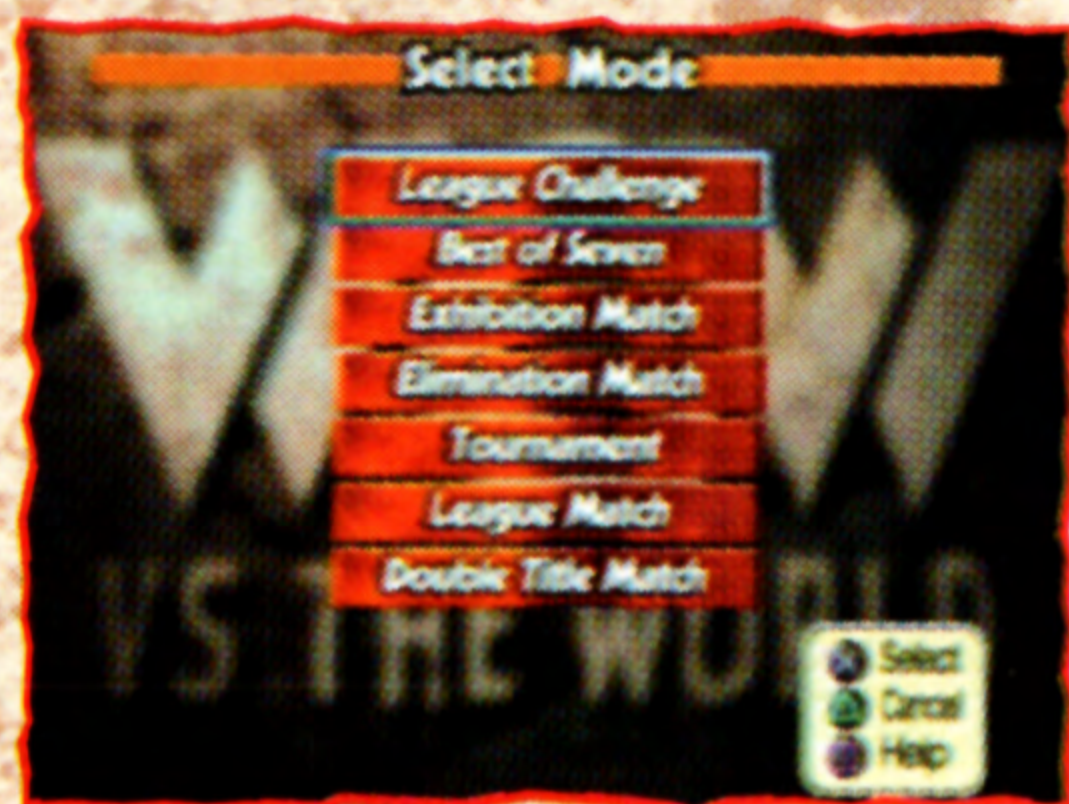
**Match Options:** Choose the ring mat; Set time limits; Choose the number of falls (1 or 3; you can only have 3 falls in Exhibition Mode); Turn the Ring Out time limit on/off; Make rope breaking legal or illegal; Play with or without TKO's.

**End Options:** Return to the title screen.

**Note:** For all menus, press the  Button to choose an item, the  Button to cancel, and the  Button for further explanation of an item.

**Tip:** Timing, timing, timing! Learn the timing for each move as quickly as possible so that you can execute the move you want, when you want it.





In the Mode Selection Screen, there are seven different action-packed modes for you to choose from. Three of these modes (Best of Seven, Tournament, and League Match) actually allow you to create an original belt to compete for, and then stake in future matches! In the other modes (League Challenge, Exhibition Match, Elimination Match, and Double Title Match) you will compete for pre-existing belts, or no belt at all. Here's more about each of the modes:

**League Challenge:** Choose a wrestler and take on the world's best, league by league. Each league consists of 5 regular wrestlers and a boss wrestler. Defeat him and add that league's belt to your collection. The belts you have earned will appear on the Select Wrestler Screen. These belts, unlike Created Belts, can't be wagered in other modes. (1 player)

**Best of Seven:** Create your own belt by challenging seven randomly chosen opponents. This belt can then be staked in other play modes. (1 player; Memory card required)

**Exhibition Match:** Bash heads against the computer or a friend in a single match. Access and battle against secret wrestlers from teams you've defeated in League Challenge Mode! (1 or 2 players)

**Elimination Match:** Here, each player may choose a team of 5 wrestlers. Decide between Tourney, where the winner stays on to fight the next opponent, or vs. League, where you grapple your opponents in a pre-determined order. Either way, it's gonna be awesome! Remember, in this mode it's the record of the team as a whole, not the individual wrestlers, that counts. (1 or 2 players)





**Tournament:** Create and compete in a pool of up to 8 wrestlers, where you can battle for no belt, a newly created belt, or a belt previously saved on a Memory card. A loss means disqualification in this mode, so stay focused! **Note:** *In Tournament play, if you bet a belt and quit in the middle of a match, the belt will be awarded to the wrestler that was dominating the match.* (1 or 2 players; Memory card required if you choose to bet a belt).

**League Match:** Create and compete in an up-to-8-man round robin tournament in which your final standing is determined by scoring: 2 points for a win; 1 point for a tie; and 0 points for a loss. This system allows even a loser to fight his way back and win the belt! Again, you can choose to bet no belt, a newly created belt, or a previously saved belt. (1 or 2 players; Memory card required if you choose to bet a belt).

**Double Title Match:** An exclusive mode not for the faint-hearted, both wrestlers must bet a belt previously saved on a Memory card. The most intense of all play modes, Double Title Matches will build up a wrestler's prestige quickly as he collects the belts of his defeated opponents. Gain experience in Tournament or League Matches before venturing here! (2 players; Two memory cards with saved belts required).

**Note:** *You can press the  Button in the Select Wrestler Screen to randomly select a wrestler or wrestlers for any game mode.*

**Tip:** *To use the appropriate type of move at the appropriate time, keep this in mind: A punch/kick attack will always beat a hold move, a hold move will always get through a block and a block will always defeat a punch/kick attack.*

**Tip:** *If it's hidden wrestlers you're after, League Challenge Mode is the place you'll be able to find them! Once uncovered, these wrestlers can be used in Exhibition, Elimination, Tournament, League Match or Double Title Match modes.*



**RECORDING BELT DATA:** The ability to create new belts is one of the features that makes **WCW VS THE WORLD™** great, but it can get a little complicated. Remember, you can create new belts to save on a Memory card in Best of Seven, Tournament, and League Match modes.

In Best of Seven mode, after you defeat all opponents, you will be asked to name the new belt you have just won. You will then be asked to input the name of the belt holder, and where you want to save this belt data on the Memory Card. This belt is now available for you to bet in Tournament, League Match, or Double Title Match modes.

In Tournament and League Match modes, after you have decided the number of participants, a screen will appear offering three options: Non Belt Match, Bet a New Belt, and Bet the Belt Stored on the Memory Card. Choose wisely and remember, you don't need a Memory card for a Non Belt Match. You do need a Memory card to Bet a New Belt, but it doesn't need to contain previously saved belt data. In order to Bet a Belt Stored on a Memory card, you need a Memory card containing previously saved belt data. In Tournament mode, you will name the belt before the fighting begins, and input the rest of the data after the championship has been decided. In League Match mode, you will input all of the necessary belt data after the matches are complete.

Finally, in Double Title Match mode, you will need a Memory card with saved belt data in both slots. Each player will have to choose which belt he wants to wager before the brawling begins. At the end of the match, the loser's belt will be deleted and placed onto the winner's Memory card!

**MEMORY CARD:** You can store up to 10 Belts on one Memory card with the following information on each belt, - "Belt Name", "Belt Holder's Name", and "Date of Acquisition".



When opponent is standing up:

## BUTTON

### Directional Buttons

□ Button

## CONTROL

Push once  
Push twice  
(or R1 button)

## ACTION

Walk in any direction

Guard  
Duck out

△ Button

Push once

Run (stop by pressing the  
△ Button or any of the  
Directional Buttons)

× Button

Tap  
Hold

Punch  
Kick

○ Button

Push for a short time, from  
long range (+ Directional Button)

Weak front hold

Push for a short time, from  
close range (+ Directional Button)

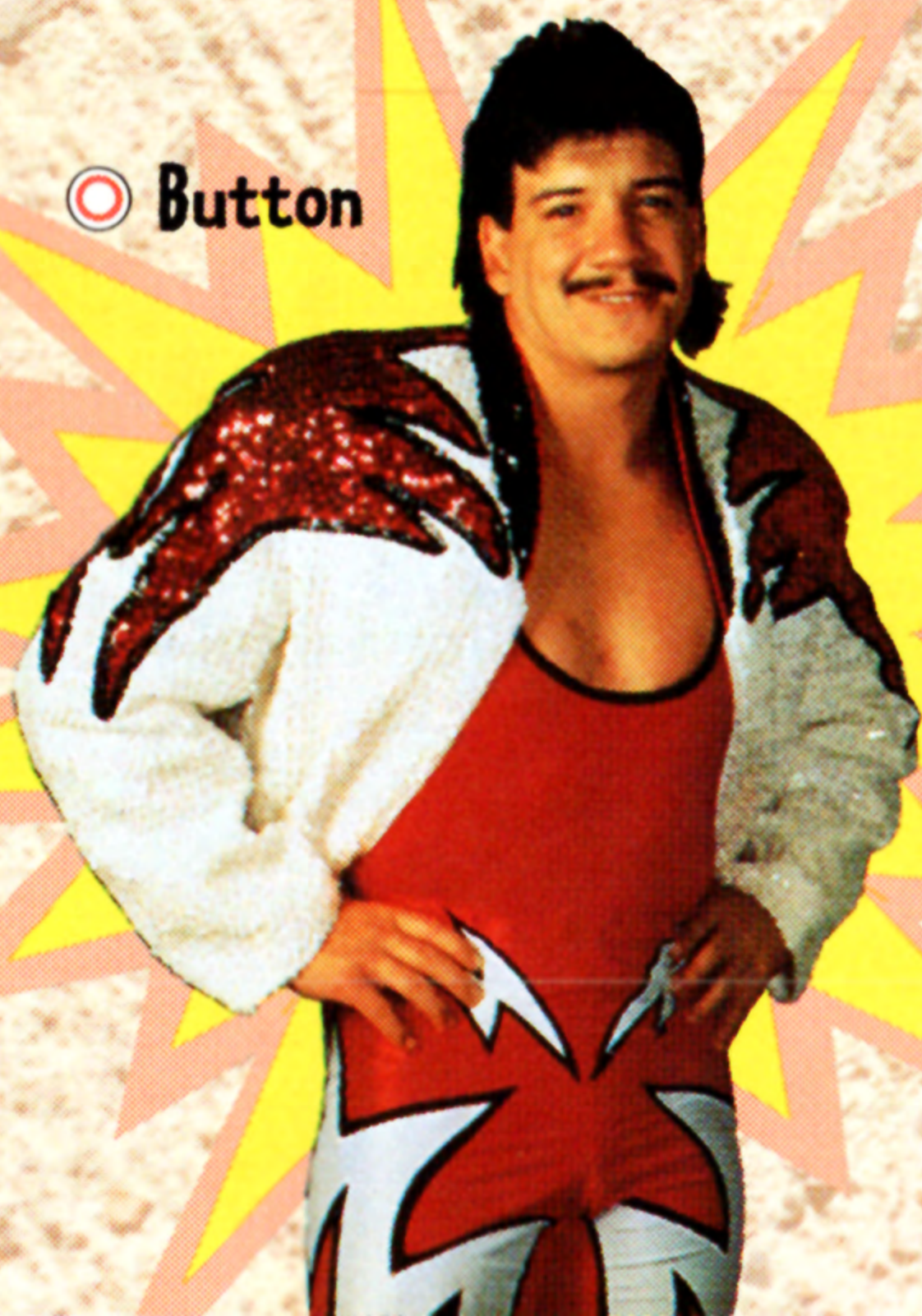
Medium front hold

Push for a long time, from  
close range (+ Directional Button)

Strong front hold

Push twice quickly  
(+ Directional Button)

Hammer throw to the ropes  
and corners





## BUTTON

○ Button

## CONTROL

Push for a short time  
(+ Directional Button)

## ACTION

Weak rear attack (from  
back, when opponent  
is weakened)

Push for a long time  
(+ Directional Button)

Strong rear attack (from  
back, when opponent  
is weakened)

□ Button

Tap twice (or R1 Button)

Quickly move around to  
your opponent's back  
(when he is weakened)

△ Button + ○ Button

(or R2 Button)

Special attack

□ Button + × Button

Counter-attack to an  
opponent's punch or kick

Run + × Button or ○ Button

Running attack

× Button + Directional Button

Push Directional Button  
(when near a post) towards  
the post

Jump from post (nature of  
move will vary depending on  
whether your opponent is  
standing or on the mat)



# MORE CONTROLS

## BUTTON

L2 Button

□ Button

## While opponent is on the floor:

□ Button

⊗ Button

○ Button

△ Button

## While opponent is stunned in a corner:

○ Button

## When your opponent is performing a special move or going for the pin:

Any Button

## CONTROL

Push when near the ropes

Push when near opponent

Push when near opponent

Push when near opponent's head  
or legs

Push when near opponent

Hold down for a couple  
of seconds

Push quickly and repeatedly

## ACTION

Appeal to the crowd/taunt  
opponent

Climb in/out of the ring

Force opponent to get up

Attack the downed  
opponent

Special move on head or legs

Go for the pin

Force opponent onto  
turnbuckle for a special  
attack





Speed up recovery from the  
situation



- **Holds:** The hold move your wrestler executes will vary depending on your distance from the opponent and how long you hold the ○ Button down. For example, if you grapple your opponent from far away, and hold down the ○ Button for a short time, you will execute a “weak” move, such as an elbow smash. If you grab your opponent from close range and push the ○ Button for a short time, you will perform a “medium” move, like a Side-suplex. Finally, if you grapple your foe in close and hold down the ○ Button for a long time, you’ll get off a big move such as a DDT or Brain Buster.
- **Blows:** These moves will vary similarly, and according to the same parameters, as the Hold Moves.
- **Downed Opponent Moves:** When you’ve sent a man to the mat, the two basic moves are the “Blow Attack” and the “Joint Attack”, or special move. For example, if you stand near the midsection of your opponent and press the ⊗ Button, you might give him a Soccer-ball kick. If you stand near a downed opponent’s head and press the ○ Button, you might perform an arm-crushing arm bar. Push the ○ Button near a downed opponent’s legs and you might execute an Achilles tendon lock. You get the picture.





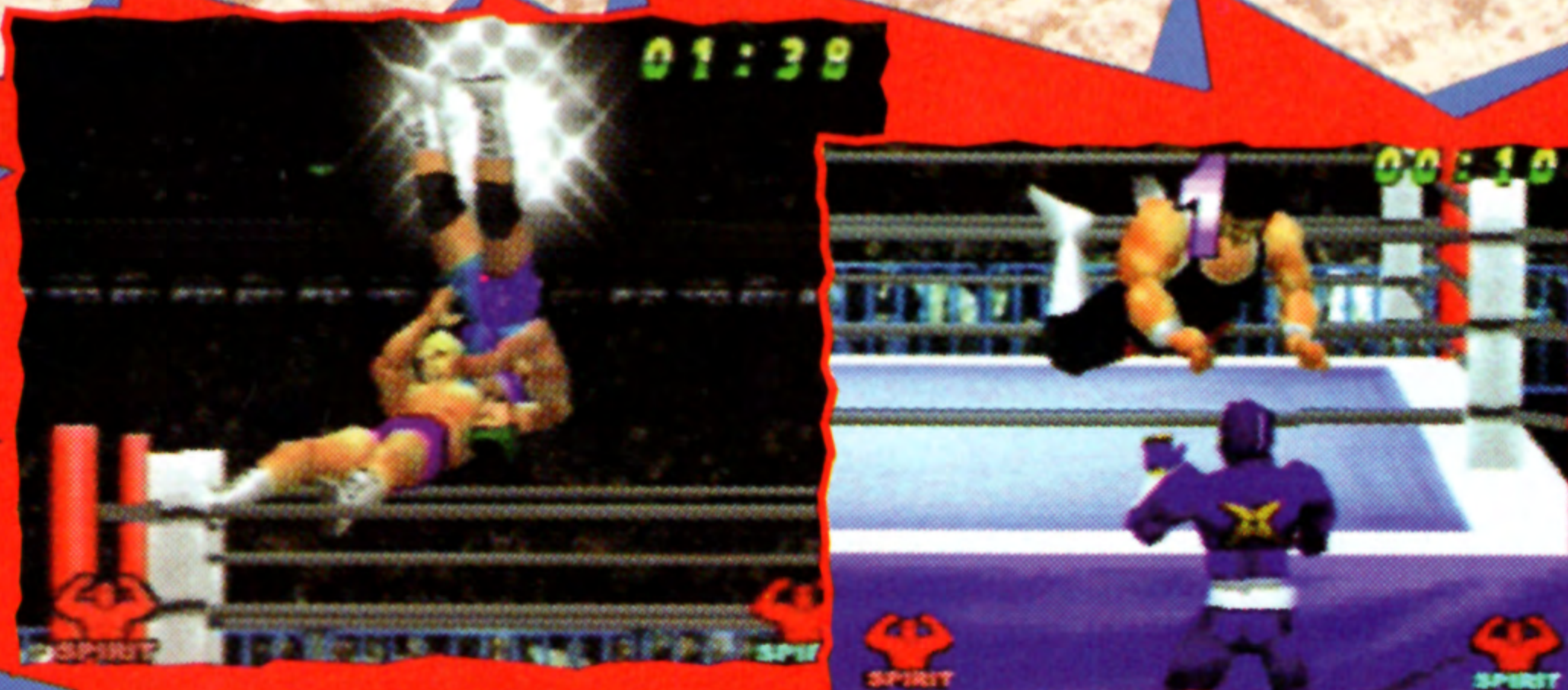
- **Counter-attacks:** When your opponent comes at you with a punching or kicking attack it is possible to counter-attack by pushing the  Button and the  Button simultaneously. For example, you can counter a punch with a Shoulder arm-breaker, or you can counter a kick with a Dragon screw.
- **Special Blow Attacks:** Use each wrestler's special attack by pushing the  Button and the  Button simultaneously (or the R2 button).

**Note:** Each wrestler possesses his own "Offense/Defense Value" for each body part, which dictates his offensive or defensive power for particular moves or received blows. As a result, the same attack may be more powerful for one wrestler than another, just as a received blow may cause more damage to one wrestler than another.

**Tip:** Use your special attack wisely. It's very powerful and can't be countered, but use it too often and your opponent will be able to anticipate.

**Tip:** Astound opponents by being the first to learn all the coolest moves in **WCW VS THE WORLD™**. Exclusive tips are available via phone: **1-900-370-HINT\*** and on the web at **www.thq.com** and **www.wcwwrestling.com!**

(\* Must be 18 years of age or have parental permission. Touch-tone phone required. \$.95/min. (automated) \$1.25/min. (live 9am-5pm PST)





Physical considerations aside, in the sport of professional wrestling, "Spirit", or a wrestler's mental state, is all important in deciding the outcome of a match. Each wrestler's mental state is depicted by one of the "Spirit" meters at the bottom corners of the screen.

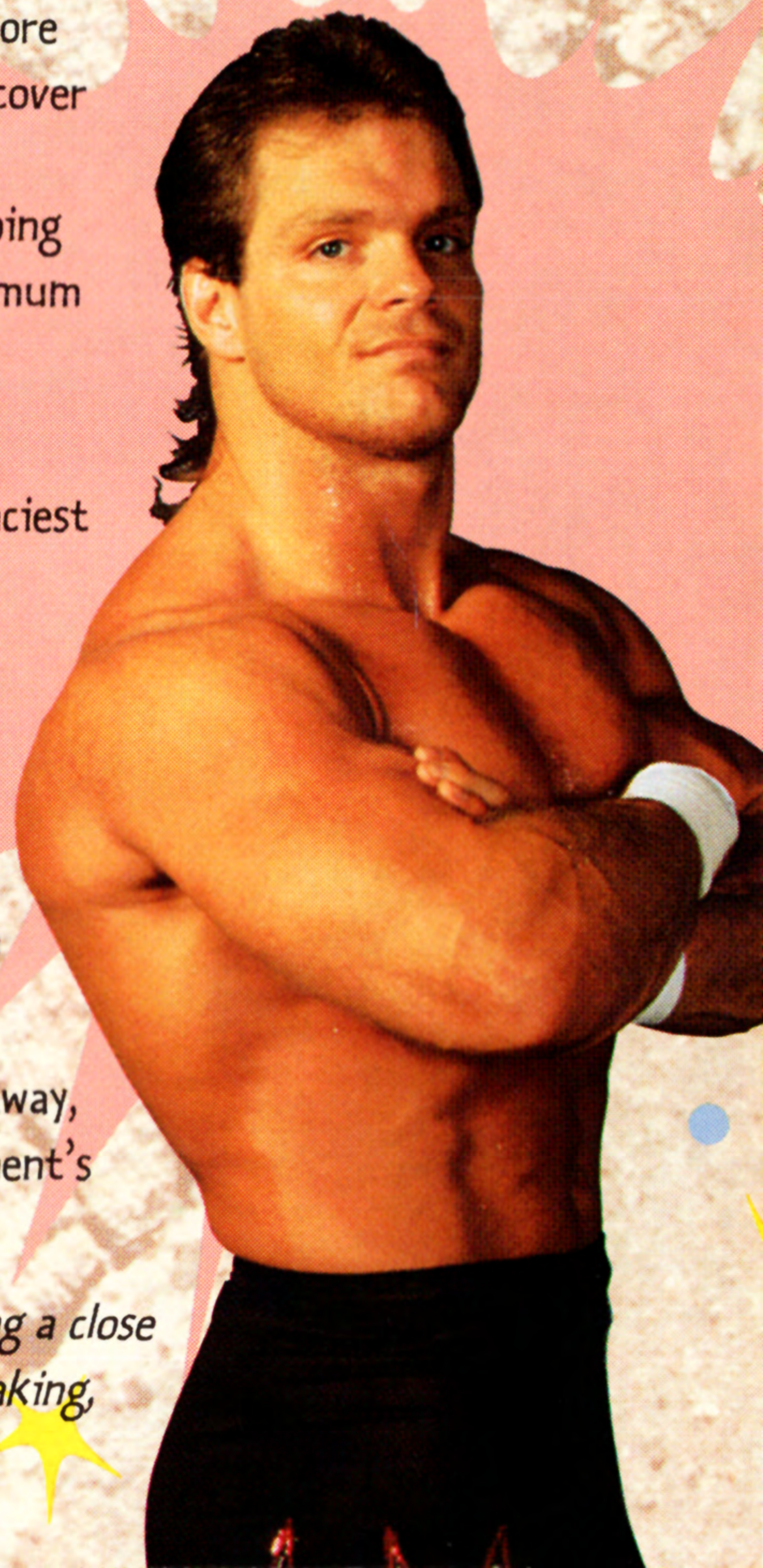
As your wrestler's "Spirit" increases, your moves will become more potent, you'll be able to counter moves more easily, you will recover from blows more quickly, and you will be harder to bring down. Increasing "Spirit" is indicated by a wrestler's "Spirit" meter going from red to white. The meter will flicker when a state of maximum "Spirit" has been reached.

When your "Spirit" meter is flickering, your wrestler will be extremely powerful. Use this opportunity to showcase your fanciest moves and humiliate your pitiful competition!

A wrestler's "Spirit" is affected by the execution of more difficult moves, and his appeals to the crowd. For example, getting off a close-up grab move of medium difficulty will raise your spirit. A difficult close-up grab move will also decrease the spirit of your opponent. Appealing to the crowd will also help to raise any wrestler's spirits.

On the other hand, if you execute a weak hold move from far away, or a joint move while your opponent is on the mat, your opponent's spirit may increase.

**Tip:** Take advantage of momentum shifts in a match by keeping a close eye on the spirit indicator. When your opponent's spirit is breaking, attack with big moves to put him away!









# WCW VS THE WORLD

## WORLD CHAMPIONSHIP WRESTLING (Red)



The cream of the wrestling crop, this is where the big boys play, and they think they can take on the world!

**Representative wrestler: Hulk Hogan** – An icon of the pro wrestling world, his moves and personality fascinate fans all over the world.

- **The Python** – While running (Directional Button), press the  Button or the  Button.
- **The Hollywood Slam** – From close range, press and hold the  Button.
- **Leg drop** – Press the  Button while the opponent is down.

Chris Benoit



Dean Malenko



Sting



Ric Flair



Eddy Guerrero



Ultimo Dragon





# WCW VS THE WORLD

17



Lord Steven Regal



Masahiro Chono



Lex Luger




Rick Steiner

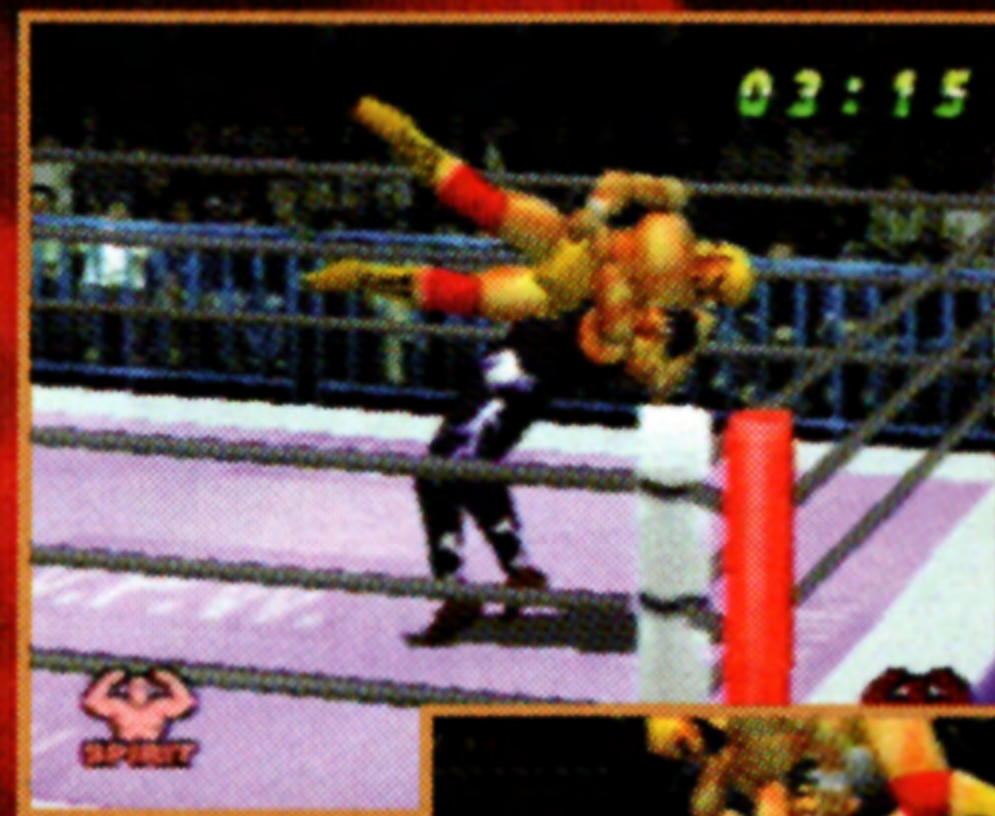


Scott Steiner



Unknown???

*Note: The look of your wrestler will depend on whether you select him with the  Button or the START Button in the Select Wrestler Screen. For the first time ever, you can pit "Hollywood" Hulk Hogan against his former self and see who comes out on top!*





**NEO-STRONG WRESTLING (Purple)**

A group of young athletes currently leading the pro wrestling world, its members adhere to the motto "Pro wrestling is the strongest martial art!" and often participate in various martial arts tournaments to prove their point.



**Representative wrestler: Dojo** - The current N.S.W. champ, he possesses shockingly destructive moves such as the:

- **Vertical Drop DDT** - Close grapple, press the Button for a long time, Directional Button Up.
- **Leg Whip** - Get behind the opponent, press the Button plus Directional Button Up or Down.
- **Triangle Choke** - While the opponent is down, press the Button near his head.



Vertical Drop DDT



Leg Whip



Triangle Choke






## EMPIRE WRESTLING FEDERATION (Yellow)

Despite being one of the oldest groups in professional wrestling, they still believe that the sport should be two things; fun and extreme!



**Representative wrestler: Wu Fang** - The newest ace up the Empire's sleeve, he is best known for his devastating elbow attack; but also excels with the:

- **Rolling Elbow** - From close range, press the  Button for a long time and press the Directional Button Up.
- **Tiger Driver** - From close range, hold the  Button for a long time and press the Directional Button Down.
- **Tiger Suplex** - From behind the opponent, hold the  Button and press the Directional Button Up or Down



Rolling Elbow



Tiger Driver



Tiger Suplex







**SAMURAI WRESTLING FEDERATION (Blue)**

They credit themselves with combining the styles of pro wrestling and the martial arts, and their matches are usually filled with powerful punches, combination moves, and quick tricks.



**Representative wrestler: Akira Manda** – Once the rising star for Neo-Strong Wrestling, Akira broke off to establish the “Fighting-Pro Wrestling” style. Now a veteran of a multitude of martial arts and wrestling tournaments, he is purported to be unbeatable:

- **Captured** – From close range, hold the  Button for a long time and press the Directional Button Up.
- **Big Wheel Kick** –  Button plus the  Button or R2 Button.
- **Claw-style cross-heel hold** – From close range, hold the  Button for a long time and press the Directional Button Down.



Captured



Big Wheel Kick

Claw-style  
cross-heel hold






## DEAD OR ALIVE WRESTLING (Orange)

This independent group is the embodiment of the Old West, and proud of it. All of its members are veterans of Death Matches and illegal pit fighting.



**Representative wrestler: Puchteca** – A survivor of numerous death matches, Puchteca is covered with scars from his battles and consistently draws huge crowds with his gritty fighting style:

- **Mesa Drop** – From close range, hold the  Button for a long time, then press the Directional Button Down.
- **DDT Arizona Style** – From close range, push the  Button for a long time.
- **Tombstone Special** – While the opponent is down, press the  Button near his head.



Mesa Drop



DDT Arizona Style






Tombstone Special



**INDEPENDENT UNION WRESTLING (Green)**

Answering to no one, these athletes do what they want, when they want - which is why their fans love them!

**Representative wrestler: Black Ninja**

- **Ninja Special** - From close range, hold the  Button for a long time, then press the Directional Button Down.
- **Shurikin** - When his opponent is out of the ring, get near the ropes, then push the  Button and Directional Buttons.
- **Comakaze** - While the opponent is down at a corner, hold down the  Button for a long time.



Ninja Special

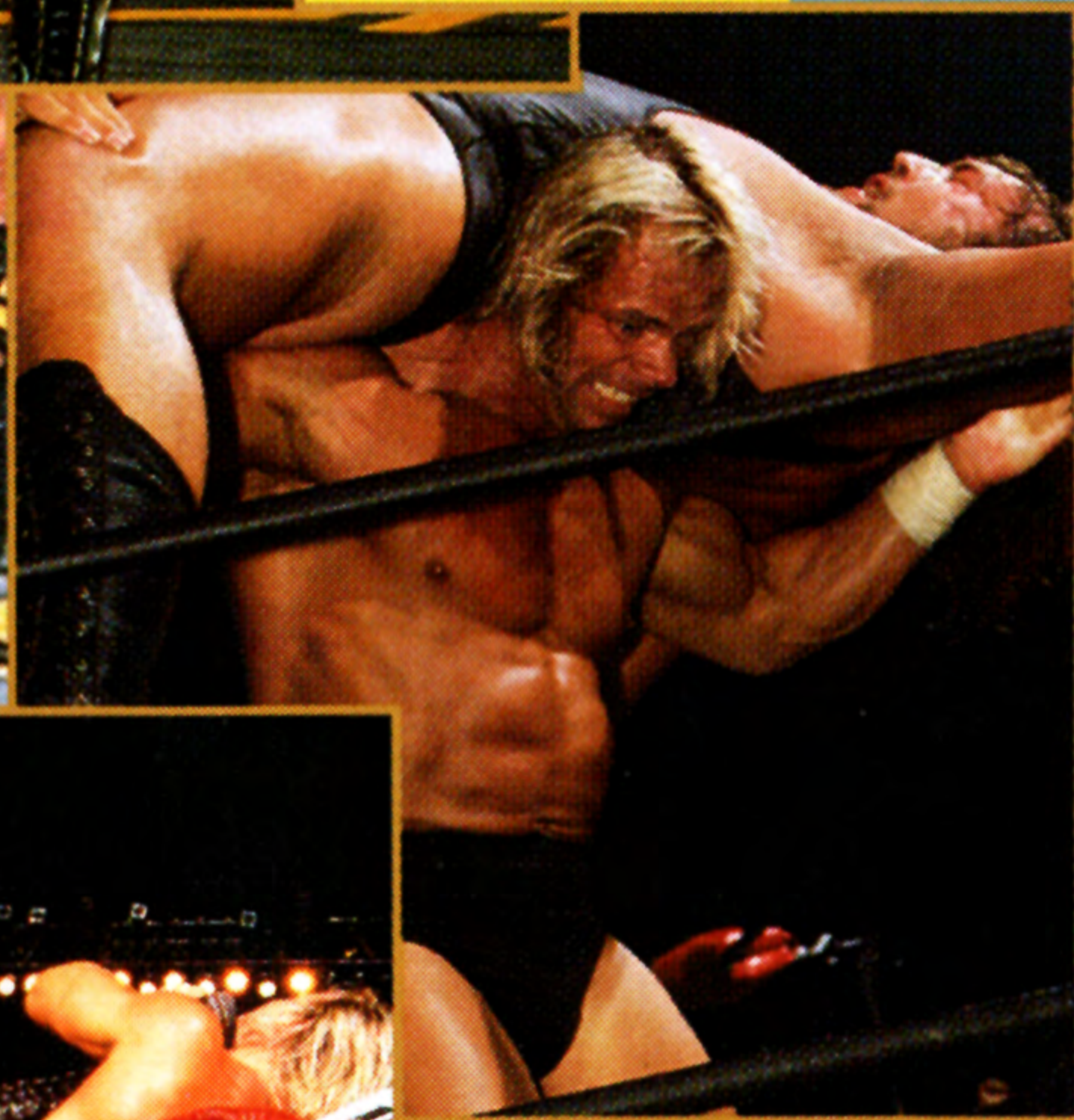
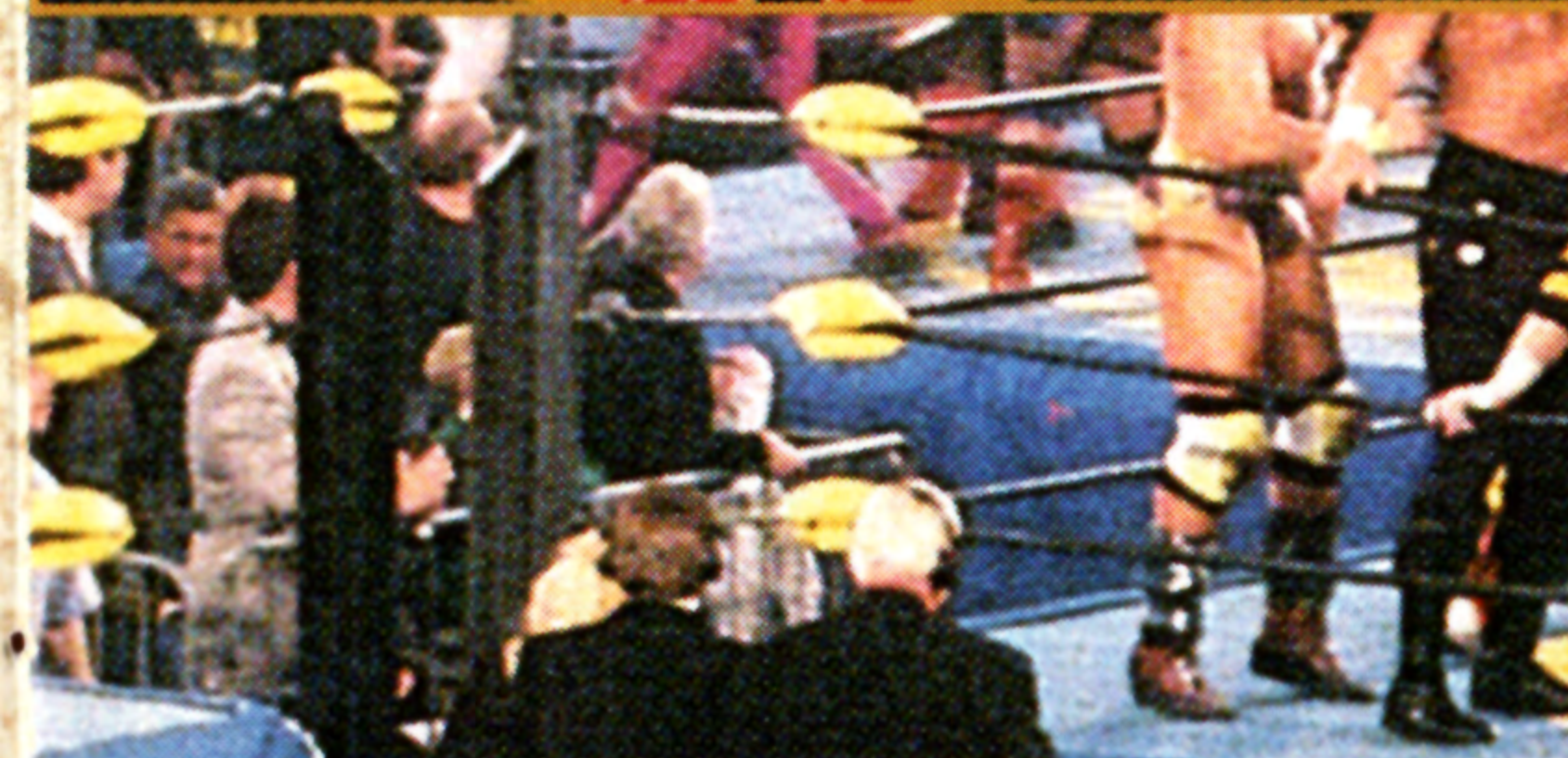
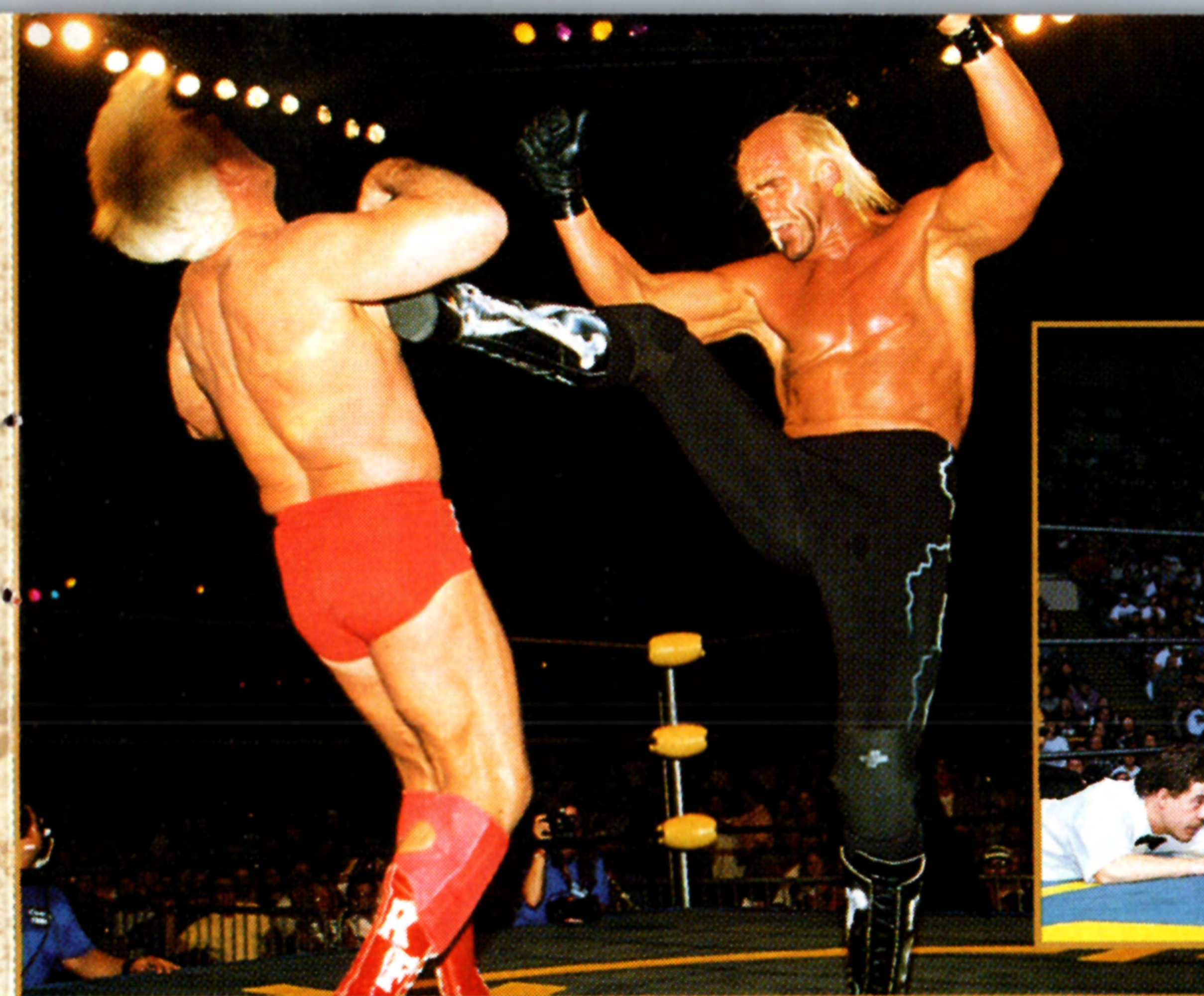


Shurikin



Comakaze





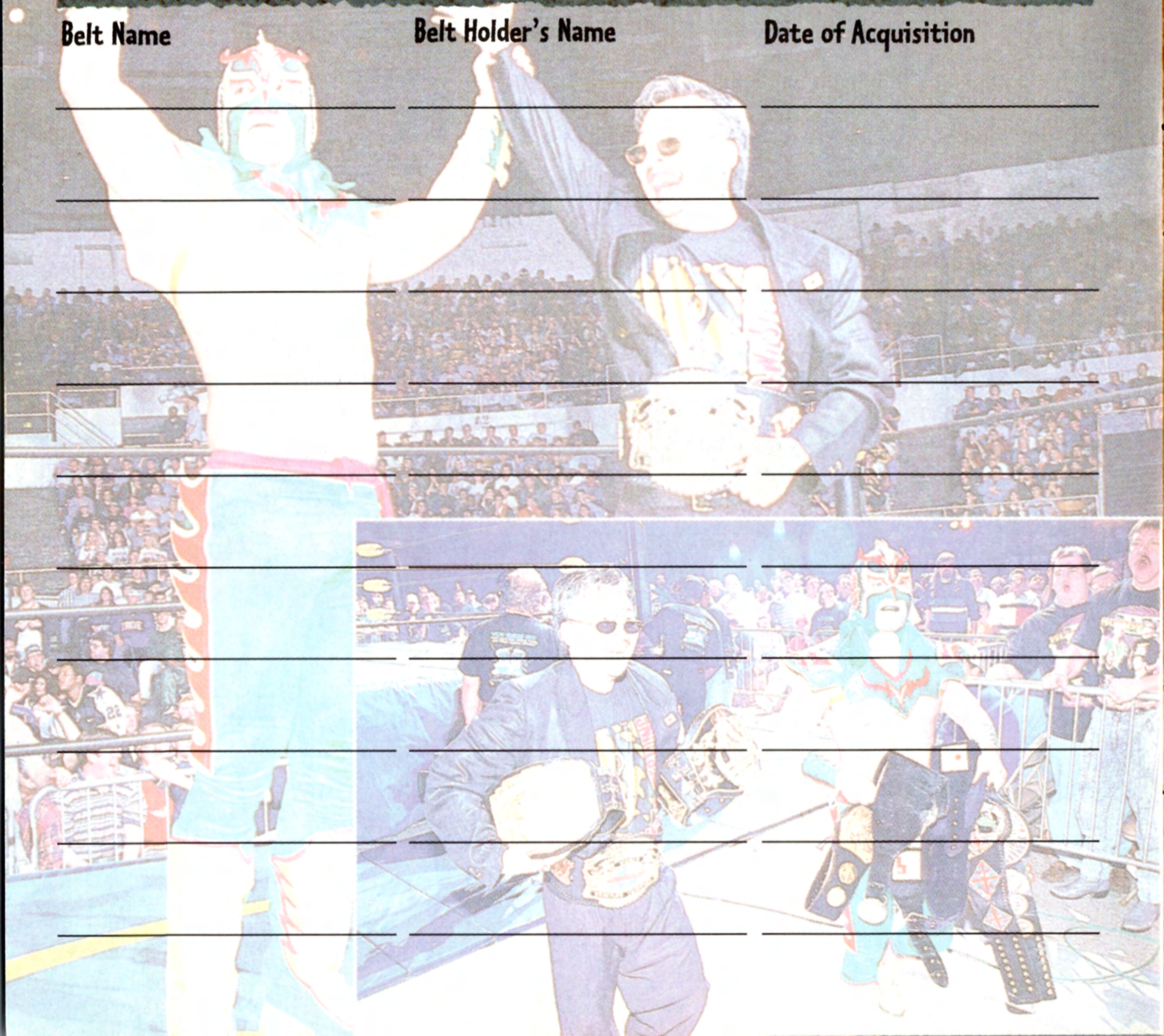


## BELT HOLDERS

Belt Name

Belt Holder's Name

Date of Acquisition









Check out  
our website at:  
[www.wcwrestling.com](http://www.wcwrestling.com)

**Call To Order:**

# 1997 WCW Collection



A.



B.

C.



D.



## A. WCW HEAVYWEIGHT BELT.

Nothing is better than being the champ! Belt attaches around the waist with velcro. **Sizes: One size fits most.**  
Order # WCW 001 \$15.00

## B. IV HORSEMAN HAT.

You can't be a horseman without the hat! 100% brushed cotton twill with adjustable velcro back fits most any size. Embroidered IV Horseman logo on front. **Order # IVH 002 \$15.00**

## C. NITRO 3-D HAT.

The hottest new design in hats! Charcoal grey, low peak with embroidered 3-dimensional Nitro logo. 100% brushed cotton twill with adjustable back closure. **Order # TNT 007 \$15.00**

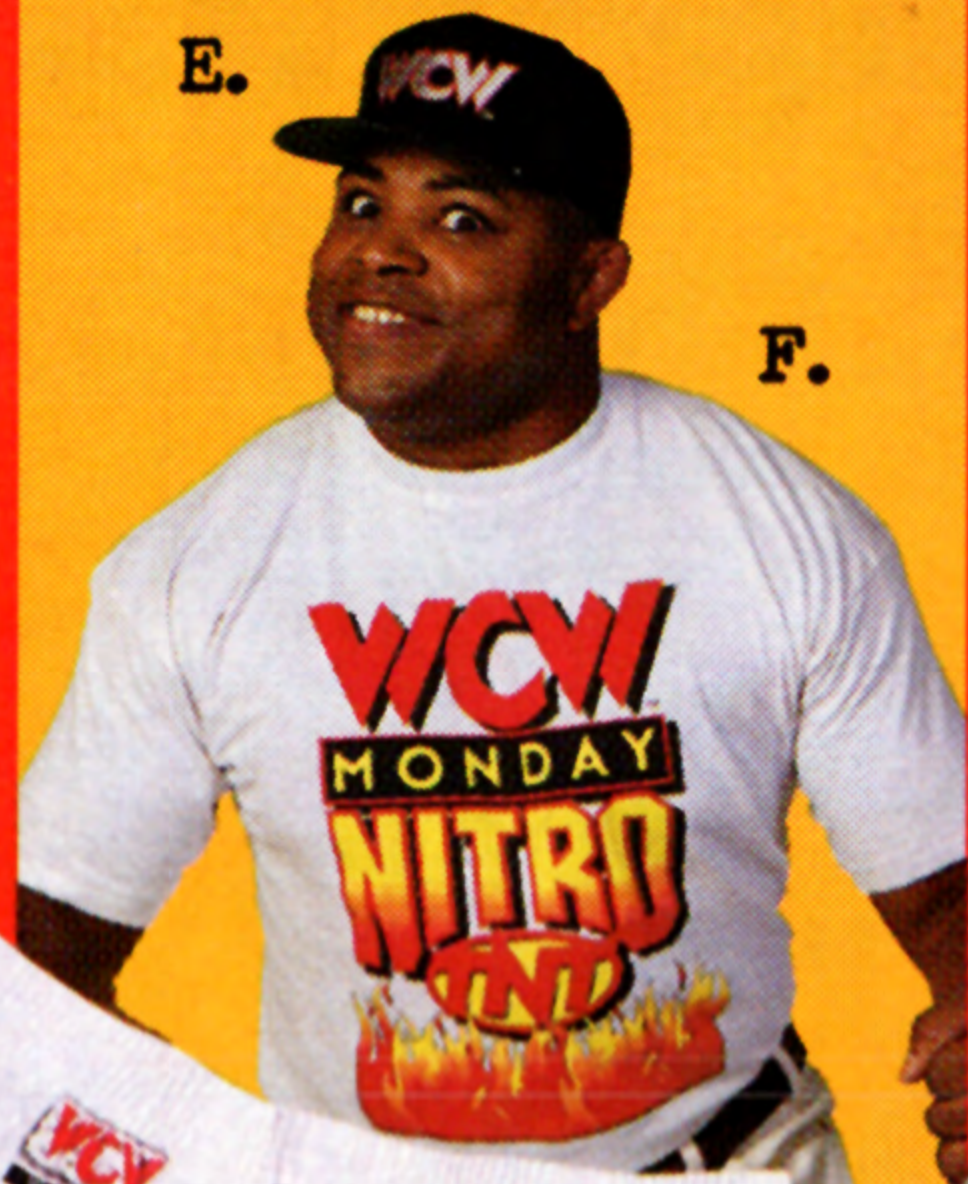
## D. LEX LUGER T-SHIRT.

You too can be the total package in this unique Lex Luger t-shirt. Black tee is 100% pre-shrunk cotton. **Sizes: M-XXL Order # LEX 001 \$22.00**



1-800-WCW-8468

E.



F.

H.



G.



Source Code: SONY 1

### E. WCW LOGO HAT.

Acrylic/wool blend with adjustable snap back. Red embroidered WCW logo with grey trim. "Where the Big Boys Play" embroidered across back in red. Order # WCW 002 \$15.00

### F. MONDAY NITRO T-SHIRT.

Look RED HOT with the WCW Monday Nitro t-shirt. Design is available on ash gray 100% cotton tee. Sizes: M-XXL Order # TNT 001 \$20.00

### G. BIG BOYS BOXER SHORTS.

New WCW boxers are 100% cotton with screened red and black "Where the Big Boys Play" logo. Sizes: S(32), M(34), L(36), XL(38). Order # WCW 016 \$20.00

### H. MONDAY NITRO DENIM SHIRT.

Our denim button-down oxford is long sleeved and features the embroidered Nitro logo on front left chest. Sizes: M-XXL Order # TNT 003 \$35.00 (Add \$5.00 for XXL)



**THQ, Inc.****Senior Vice President**

Mike Haller

**Vice President of Product Development**

Steve Ryno

**Executive Producer**

Donn Nauert

**Senior Producer**

Greg Gibson

**Producer**

Jon Osborn

**Associate Producers**

Sanders Keel

Gabriel Jones

Jim Killey

**Testers**

Erick Fernandez

Jason Lewis

James Noyes

Skot Travis

Erik van Rooy

**WCW****Special Thanks To:**

Nicholas Lambros

Michael Weber

Jodie Rinde

Tom Hunt

Alan Sharp

Kelley Komminsk

Lynn Brent

All the WCW wrestlers!

**Beeline Group****Package and Manual Design**

Katherine Lee





# LIMITED WARRANTY

29

THQ, Inc. warrants to the original consumer purchaser that this Game Compact Disc (CD) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the CD, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game CD to the retailer.
2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ, Inc. service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective CD, and return your CD freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**THQ, Inc. Consumer Service Department,  
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302**

This warranty shall not apply if the CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

**REPAIRS AFTER EXPIRATION OF WARRANTY:** If the CD develops a problem after the 90 day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective CD. Send the defective CD, along with \$10.00 freight prepaid to THQ, Inc. THQ, Inc. will, at its option subject to the conditions above, repair the CD or replace it with a new or repaired CD. If replacement CDs are not available, the defective CD will be returned and the \$10.00 payment refunded.

**WARRANTY LIMITATIONS:** ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

**THQ, Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302, (818) 591-1310**





# THE ARENA FIGHTERS™



**BLACK BELT.**

[www.thq.com](http://www.thq.com)

**"The most realistic fighting simulation on any platform!"**

— GAMEFAN Magazine

For game tips on our products, call: **1-900-370-HINT**. Must be 18 years of age or have parental permission. Touch-tone phone required. \$.95/min. (automated) \$1.25/min. (live 9am-5pm PST)

THQ, Inc. 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

© 1997 XING/THQ, Inc. © 1997 Asmik/THQ, Inc. Hulk Hogan™ is a trademark of Marvel Entertainment Group, Inc. and is used under license by World Championship Wrestling. © 1997 World Championship Wrestling™. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

