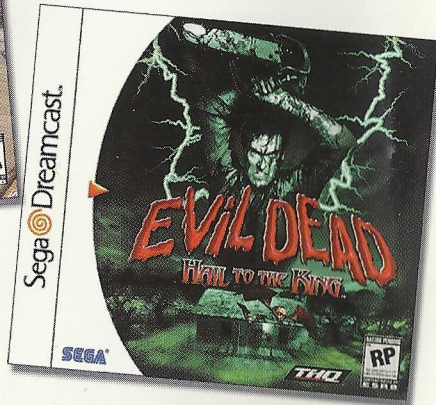
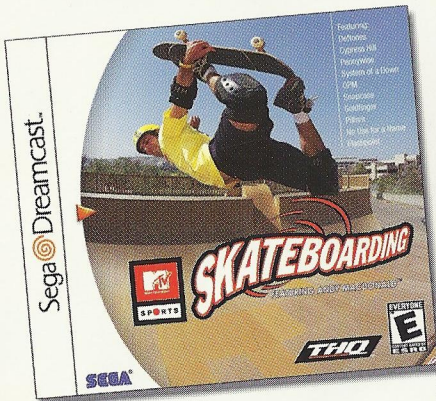


COMING SOON FROM **THQ**



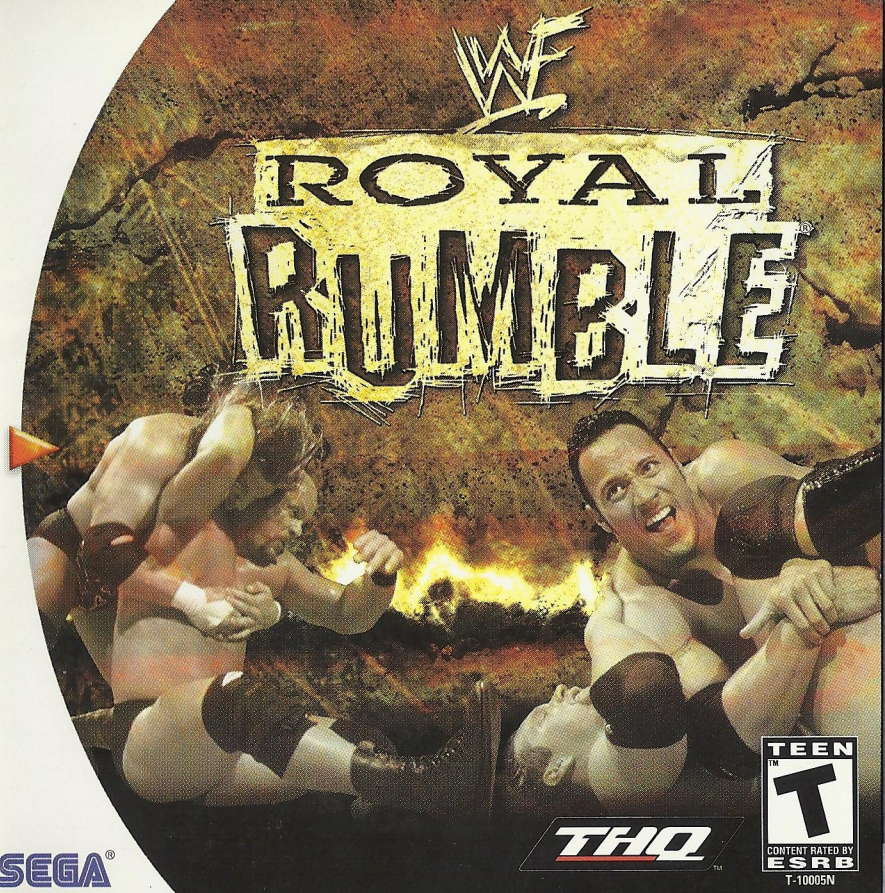
THQ Inc. 27001 Agoura Road, Suite 325, Calabasas Hills, CA 91301

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SEGA

SEGA



WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

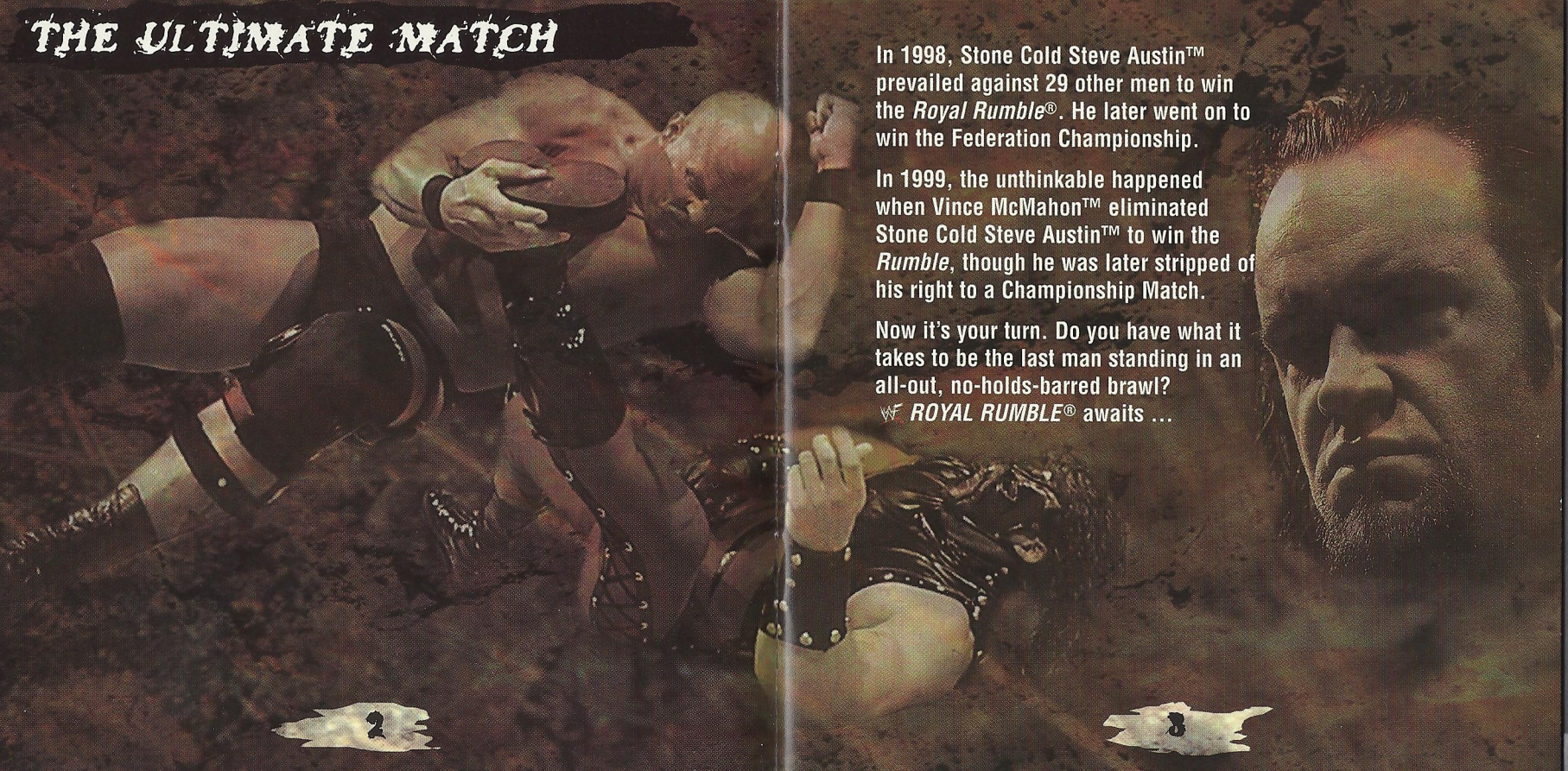
SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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THE ULTIMATE MATCH



In 1998, Stone Cold Steve Austin™ prevailed against 29 other men to win the *Royal Rumble*®. He later went on to win the Federation Championship.

In 1999, the unthinkable happened when Vince McMahon™ eliminated Stone Cold Steve Austin™ to win the *Rumble*, though he was later stripped of his right to a Championship Match.

Now it's your turn. Do you have what it takes to be the last man standing in an all-out, no-holds-barred brawl?

WF ROYAL RUMBLE® awaits ...

2

3

SEGA DREAMCAST



Disc Door
Power Button
Press this to
turn the unit
ON or OFF.

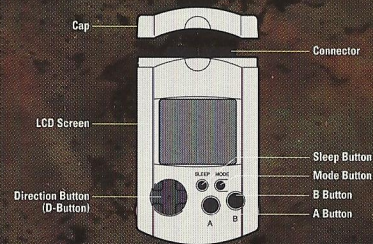
Open Button
Press this to open
the Disc Door.

Control Ports

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C and Control Port D.

WF ROYAL RUMBLE® is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports.

Buy additional controllers (sold separately) to play with two or more people. The game controls are all set to default settings.



VISUAL MEMORY UNIT VMU

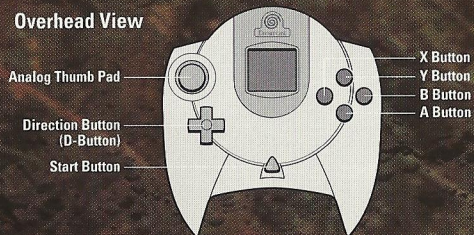
To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (sold separately) into Expansion Socket 1 of the controller **BEFORE** turning on the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

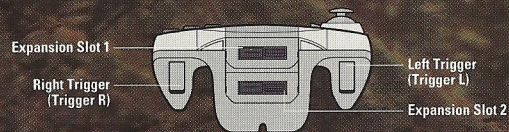
CONTROLS

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



- To return to the Title screen at any time during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

MENU CONTROLS

Highlight options/modes	D Button ↑/↓
Change options	D Button ←/→
Confirm selection	A
Return to previous menu	B

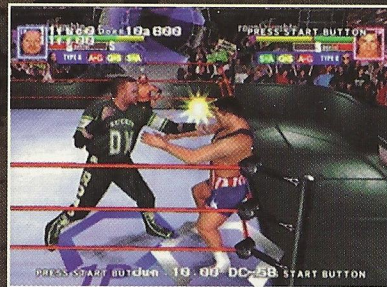
GAME PLAY CONTROLS

Attack	A
Grapple	B
Block	X or Y
Taunt/Appeal	L Trigger
Run	D Button + X
Climb Turnbuckle	D Button + X
Side Step	X + D Button
Irish Whip	B (to grab) then X + D Button
Stun Opponent	B (to grab) then A + D Button
Special Attack/Counter	R Trigger
Pin Opponent	X
Grab Weapon	B
Pause Game	START Button

ABOUT THE MOVES

COMBINATIONS

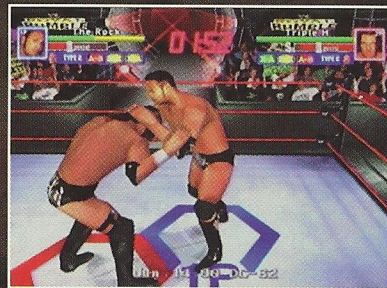
By pressing the A Button several times in a row, you can make your Superstar perform combos. To add variation to your combos, try pressing the D Button in different directions while pressing the A Button.



GRAPPLING MOVES

Press the B Button to grapple an opponent. To complete a move, press the D Button in any direction and press either X, A, or B Buttons.

- B + A + D Button = Grapple + Stun Opponent
- B + B + D Button = Grapple and Attack Move
- B + X + D Button = Grapple + Irish Whip



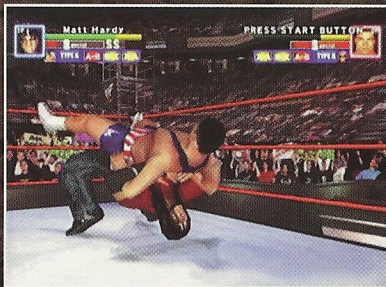
SPECIAL ATTACKS/COUNTERS

Special Attacks and Counters become available by charging up your Special Meter. To perform a Power Move, press the R Trigger.

- **Special Block/Counter** – If you have an **S** icon next to your Special Meter, you can counter any move or pin by pressing the R Trigger.

- **Roll Under the Ropes** – If you've been knocked through the ropes and are hanging on the apron, press the R Trigger to roll under the ropes and back into the ring. You must have one **S** available to do this.

- **Power Moves** – With at least one **S** icon you can perform a stronger move than usual by pressing the R Trigger during a move. Try to power up a running attack or an attack from the turnbuckle.

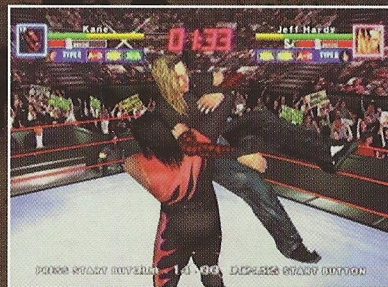


FINISHING MOVES

When you have received three **S** icons, the word "Special" will glow in your Special Meter. Now you can perform your Superstar's signature moves and finishers by pressing the R Trigger.

If you miss your opponent, you will not perform the move and all the **S** icons will be depleted.

Note: For more information on the Special Meter, see page 18.



MAIN MENU

Press the D Button $\uparrow/\downarrow$ to highlight a mode, then press the A Button to confirm. Press the B Button to return to the Title screen.

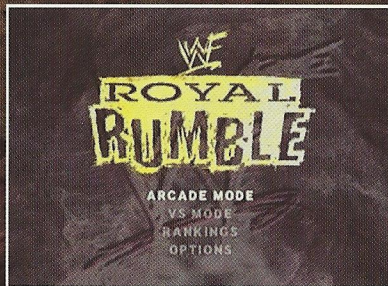
ARCADE MODE

The main game mode featuring Exhibition and *Royal Rumble*® modes.

- Exhibition – Take a Superstar and a partner through a series of matches. See page 20.
- *WF Royal Rumble*® – Do you have what it takes to survive the *Rumble*? See page 21.

VS. MODE

Two to four players can choose an in-ring Superstar and a Partner for interference in this multi-player mode. All players then head to the ring for the ultimate battle. See page 22.



RANKING

View the high scores.

- Popular Player Ratings – A list of the most popular player-controlled Superstars.
- Popular Partner Ratings – View the popularity ratings for player-controlled Partners.
- *Royal Rumble*® Rankings – A list of the prolific Superstars who have come out of the *WF ROYAL RUMBLE*® on top. The more opponents you throw out of the ring, the better your ranking.
- Record of Victories – You will only receive a Record of Victories if you enter multiplayer Exhibition matches strictly using human controlled Superstars.

OPTION

Customize everything from the Time Limit to Interruptions in *WF ROYAL RUMBLE*®. See page 14.

OPTIONS MENU

Press the D Button $\uparrow/\downarrow$ to highlight an option, then press $\leftarrow/\rightarrow$ to change it.

The default settings are shown in bold below.

OPTIONS	
DIFFICULTY	E 1 2 3 4 5 H
TIME LIMIT	NO LIMIT 3 2 1 MIN.
SUPERSTARS REST	NO LIMIT 90 60 30
INTERRUPTION	ON OFF
CHANGE STAGE	ON OFF
KO	ON OFF
AUDIO	STEREO MONAURAL
BGM TEST	0 PLAY/X STOP/Y
SAVE	
LOAD	
INITIAL SETTINGS	
EXIT	

- DIFFICULTY** Toggle between EASY (1), NORMAL (3) or HARD (5).
- TIME LIMIT** Choose a match time: 3 MINUTES, 2 MINUTES or 1 MINUTE. Select NO LIMIT for unlimited time.
- SUPERSTARS** Decide how many Superstars will enter the fray in the *Royal Rumble*®. Choose from 30, 60 or 90 Superstars, or NO LIMIT for unlimited in-ring action.
- INTERFERENCE** Select ON to allow run-ins.

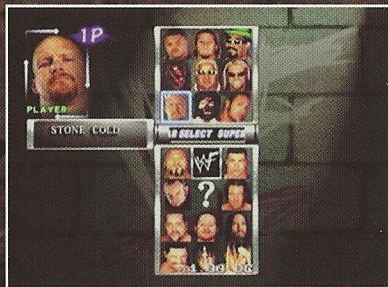
- STAGE CHANGE** While this option is ON, any EXHIBITION or VS. match can move backstage at any time.
- KO** Select ON to allow victory by knockout.
- AUDIO** Choose either STEREO or MONAURAL.
- BGM TEST** Press $\leftarrow/\rightarrow$ to select the in-game music. Press the X Button to listen to your selection; press the Y Button to stop.
- SAVE** Save in-game data and high scores to a VMU. See page 24.
- LOAD** Continue where you left off! Load your saved games from a VMU. See page 24.
- INITIAL SETTINGS** Restore all options to default settings.
- EXIT** Select EXIT to confirm the settings and return to the Main Menu.

HEADING TO THE RING

To jump into the action, select a game mode from the Main Menu. For more about game modes, see pages 20-22.

SUPERSTAR SELECTION

Now choose a Superstar to control. Use the D Button to highlight a Superstar and press the A Button to select. In EXHIBITION and VS. modes, you will also have to select a Partner. Your Partner will always be at ringside, watching the match until you call for help.



PARTNER ATTACK SELECT

After selecting a Partner, you will be able to choose the attacks he will use to help you. Press the D Button $\leftarrow/\rightarrow$ to choose Type A, Type B or Type C.

Each attack type contains three moves, with detailed button commands. When you press one of these button commands while in the ring, your partner will perform that specific move.

Note: You can only perform Partner moves when the button commands are highlighted on the screen, beneath the Health Bar.



IN THE RING!

HEALTH BAR

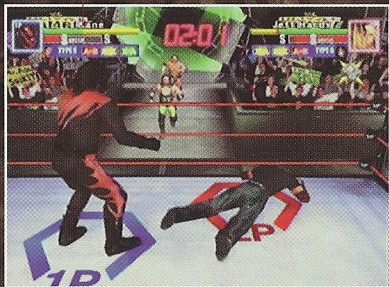
Each player starts with a full Health Bar (green). As the player takes damage, the Health Bar changes to yellow. When the Health Bar is empty (no color), the opponent is ready to be pinned or knocked out.

SPECIAL METER

Located beneath the Health Bar, the Special Meter contains the word *Special* and begins empty (no color). As you inflict more damage upon the opponents, your Special Meter will fill up. The more damaging moves will add more power to the Special Meter. When the meter is completely full (red), an **S** icon will appear next to it.



Health Bar
Special Meter
Partner Attacks



PARTNER ATTACKS

When an EXHIBITION or VS. match begins, each player can immediately use any of the Partner Attacks. Each available Partner Attack is highlighted beneath the Special Meter indicator. When a Partner Attack is unavailable, it will be shaded out (gray).

To perform a Partner Attack, press the appropriate button command when the move is highlighted. For each move, you will have to press two buttons at the same time:

- A + B
- B + X
- X + A

There are three kinds of Partner Attacks:

Double Team Moves (red): Most of the Double Team Moves require that you grapple your opponent while performing the move. You will have to be near the opponent, then press the two buttons to accomplish the Double Team Move.

Interference Attacks (yellow): This move calls for your Partner to run in and attack the opponent.

Defensive Moves (green): The defensive moves vary from a Pin Interrupt to having a weapon thrown to you.

GAME MODES

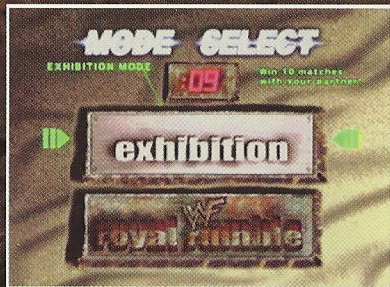
ARCADE: EXHIBITION

Take a Superstar through 10 grueling matches in and out of the squared circle. Before taking on your first opponent, choose a Partner – someone who can help you out in a jam.

Each match has a time limit. If the time runs out before anyone is pinned or knocked out, a winner will be chosen based on Health Bar Status.

If a match is not decided early on, the action will move outside the squared circle to one of the backstage areas. Use the weapons and obstacles scattered in these areas to your advantage.

Note: Any player can join the game at any time by pressing START on an available connected controller.



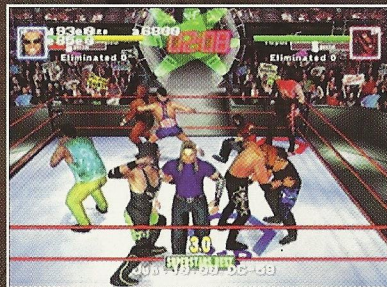
ARCADE:

WF ROYAL RUMBLE®

WF ROYAL RUMBLE® puts you up against a ring full of the toughest Superstars in sports-entertainment history. You cannot win or lose by knockout or by pin. The only way to lose is to be thrown out of the ring. The only way to win is to be the last man standing.

Use all the techniques you've learned from Exhibition mode. Do you have what it takes?

Note: Any player can join the game at any time by pressing START on an available connected controller.

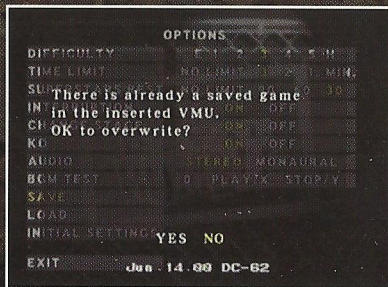


SAVING & LOADING

To save or load a game from a VMU, select **OPTION** from the Main Menu, and then select the **SAVE** or **LOAD** option. The Save/Load screen will appear.

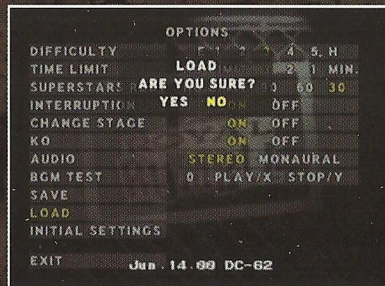
SAVING A GAME

Select **SAVE** and press the A Button. Select **YES** and press the A Button again. If you already have a game saved, you will be given an option to overwrite the previously saved game. Select **YES** to overwrite the previous save with the new save, or **NO** to cancel the save.



LOADING A GAME

Select **LOAD** and press the A Button. Select **YES** and press the A Button again. **WE ROYAL RUMBLE®** will scan Expansion Slot 1 on Controller Port A for a VMU. If it finds game data, it will ask you to confirm the Load. Select **YES** to load your previously saved game, or select **NO** to cancel the load.



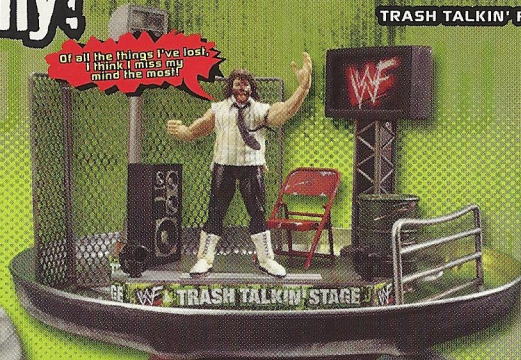
RUMBLE TIPS

- Use the X Button to Block/Counter as often as possible. Only use the Special Block/Counter (R Trigger) in extreme cases.
- Try to save as many **S** icons on your Health Bar as you can. You will be able to perform your Finisher by pressing the R Trigger when you have three **S** icons.
- In *Royal Rumble*® mode, save at least one **S** icon on your Health Bar. If you're knocked out of the ring, you will be able to slide back under the ropes using the R Trigger.
- In Exhibition mode, use your Partner as often as possible. He can throw weapons to you and has the ability to perform a Signature Move with one press of the buttons.
- When an opponent is performing a move, press the buttons for that move. By pressing the same button command as the opponent's move, you will Counter/Reverse the move.
- Run-ins occur often in the EXHIBITION and VS. modes. Attack them quickly to gain the upper hand. This will help power up your Special Meter so you can perform a Finisher on your opponent.

Serving up T'RASH Daily!

FEATURING THE VOICES OF:

PLACE A  FIGURE
ON THE STAGE TO HEAR RANTS
FROM 9 OF YOUR FAVORITE
SUPERSTARS WITH OVER 100
TRASH TALKIN' PHRASES!



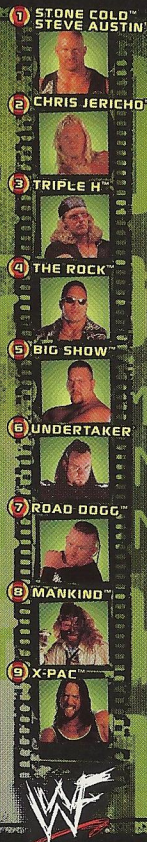
TRASH TALKIN' STAGE



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THE MOST ELECTRIFYING TOY IN
SPORTS-ENTERTAINMENT!



THQ WARRANTY

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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sega of America, Inc. or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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