

MX Superfly

FEATURING
RICKY CARMICHAEL

COMING SUMMER
2002

mxsuperfly.com



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EVERYONE
E
CONTENT RATED BY
ESRB

Mild Lyrics

EmuMovies

WRESTLEMANIA X8



THQ

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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TEEN

Mild Lyrics
Suggestive Themes
Violence

LICENSED BY



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CONTROLS

BASIC CONTROLS

Action	Button Command
Walk	Control Stick
Run towards opponent	.Y Button
Run in any direction	.Y Button + Control Stick
Grapple	.A Button
Attack	.B Button
Irish whip	.A Button + .Y Button
Climb turnbuckle	.X Button + Control Stick
Step through ropes	.X Button + Control Stick
Stand on apron	.X Button + Control Stick
Quickly Exit/Enter ring	.Y Button to run, then Hold X Button
Pin	.Z Button
Tag partner	.Z Button + Control Stick toward partner
Double-Team Attacks	.A Button while standing close to partner and opponent
Taunt	Control Pad
Focus on different opponent	.C Stick
Finishing move	.A Button + .B Button
Climb Cage	.X Button
Pull opponent off cage	.A Button

REVERSALS

Counter a Striking Attack	.R Button
Counter a Weapon Attack	.R Button
Counter a Grapple Attack	.L Button
Counter Finishing Move	.L Button + .R Button

WEAPON CONTROLS

Grab weapon	.X Button + .A Button
Attack with weapon	.B Button
Throw weapon	.A Button

FACING OPPONENT

Grapple Attacks	.A Button .A Button + Control Stick UP .A Button + Control Stick DOWN .A Button + Control Stick LEFT .A Button + Control Stick RIGHT
Evade and Grapple	.A Button + .X Button .A Button + .X Button + Control Stick UP .A Button + .X Button + Control Stick DOWN .A Button + .X Button + Control Stick LEFT .A Button + .X Button + Control Stick RIGHT

Weak Striking	
Attacks	.B Button (tap) .B Button (tap) + Control Stick

Strong Striking	
Attacks	.B Button (hold) .B Button (hold) + Control Stick

Striking Combo	
Attacks	.B Button (hold) .B Button (hold) + Control Stick



BEHIND OPPONENT

- Back Grapple Attacks . . . A Button
 - A Button + Control Stick UP
 - A Button + Control Stick DOWN
 - A Button + Control Stick LEFT
 - A Button + Control Stick RIGHT

RUNNING ATTACKS (Y Button to run)

- Running Grapple A Button
- Strong Running
 - Grapple A Button + Control Stick
- Strong Running
 - Attack Control Stick + Y Button (to run) + B Button
- Running Attacks B Button
 - B Button + Control Stick UP
 - B Button + Control Stick DOWN
 - B Button + Control Stick LEFT
 - B Button + Control Stick RIGHT

IRISH WHIP ATTACKS (A Button + Y Button to Irish Whip)

- Irish Whip Grapple A Button
- Strong Irish
 - Whip Grapple A Button + Control Stick
- Irish Whip Attacks B Button
 - B Button + Control Stick

OPPONENT ON MAT

- Raise Opponent X Button
- Raise Opponent
 - into Grapple Y Button + A Button
- Flip Opponent A Button + X Button
- Ground Attacks B Button
- Running Ground
 - Attacks Y Button (to run) + B Button
- Submission Holds* A Button (at head)
 - A Button (at side)
 - A Button (at feet)

***Note: Your Superstar will perform different submission holds depending on whether your opponent is face up or face down on the mat.**

TURNBUCKLE MOVES

- Raise Opponent X Button
- Raise Opponent
 - (turn around) X Button (hold)
- Front Turnbuckle
 - Moves A Button
 - A Button + Control Stick
- Rear Turnbuckle
 - Moves A Button (behind opponent)
- Strong Rear Turnbuckle
 - Moves A Button (behind opponent) + Control Stick
- Striking Turnbuckle
 - Attacks B Button
- Running Attack Y Button (to run), then B Button



TOP ROPE ATTACKS

Top Turnbuckle Attack B Button
B Button + Control Stick

RINGSIDE & APRON ATTACKS

Opponent on Apron A Button
Opponent Stunned on Ropes . . . A Button
Attack from Apron A Button
Running Attack off Ropes Y Button (to run), then
B Button + Control Stick
(toward outside of ring)
Springboard Attack off Ropes . . . Y Button (to run), then
B Button + Control Stick
(toward inside of ring)
Flying Attack over Ropes B Button + Control Stick
(toward outside of ring)
Flying Attack from Apron B Button + Control Stick
(toward outside of ring)

TAG TEAM PARTNER CONTROL

Attack Current Legal
Opponent and/or Interrupt
Pin Fall Count Z Button + Control Pad UP
Attack Current
Non-legal Opponent Z Button + Control Pad LEFT
Set Up Partner for Tag
Team Move Z Button + Control
Pad DOWN
Attack/Distract the Referee Z Button + Control
Pad RIGHT

MAIN MENU

Use the Control Stick to highlight a game mode and press the A Button to continue.

- **Exhibition** - Whether you want a Tag Team match, Triple Threat match or a full-blown *Royal Rumble*®, you can find it in the Exhibition Model! See page 10.
- **Path of a Champion** - Climb the ranks to claim one of the World Wrestling Entertainment™ title belts! Turn to page 16 for more details.
- **Battle for the Belts** - Position yourself for a custom belt or set up a unification match to unite the custom belts. Check it out on page 17.
- **Create a Superstar** - Build a Superstar from the ground up or customize your favorite Superstar! Every feature you can imagine is available in this robust game mode. Need more info? Flip to page 18.
- **Options** - Change the game settings, save a game in progress or load a previously saved game from the Options Menu. View the list of options on page 24.



EXHIBITION

The quickest way to jump into the game. Set up any kind of match you want to play, choose a Superstar and head for the ring!



SELECT A MATCH-UP

First select a Match-up. Choose from a simple one-on-one Single Match-up to a complete thirty-man Royal Rumble®.

SINGLE

Two Superstars go head-to-head in a Single Match.

TAG

Grab a tag team partner and square off against two other Superstars in a Tag Match.

HANDICAP

2-on-1 is the name of the game in a Handicap Match. If you can't handle the heat, try picking a partner to beat down a single opponent.

TRIPLE THREAT™

Compete in a 1-on-1-on-1 Triple Threat™ Match! You only have to defeat one opponent to win, but watch your back!

FATAL 4 WAY™

Four Superstars compete against each other in a Fatal 4-Way™. Just like in a Triple Threat Match, you only have to defeat one opponent to win.

BATTLE ROYAL

In a Battle Royal, four Superstars enter the squared circle to find out who is the best. Defeat all three opponents to be victorious.

ROYAL RUMBLE®

One of the greatest spectacles ever created, the Royal Rumble® consists of up to 30 Superstars competing for bragging rights as the best in World Wrestling Entertainment™! To defeat your opponent, you must send them over the top ropes and out of the ring!

Note: After choosing a Battle Royal or Royal Rumble®, you will automatically advance to the Rules Menu and will not be able to select a Match Type.

SELECT A MATCH TYPE

Now choose a Match Type. The Match Type will set the stage (and the rules) for your Exhibition Match.



NORMAL MATCH

Just as the name implies, compete in the squared circle in a Normal Match.

HARDCORE MATCH

Grab a weapon and prepare to layeth the SmackDown!™ Anything goes in a Hardcore Match - are you tough enough to defeat your opponents?

CAGE MATCH

There's no escape from punishment in the Cage! The only way to win is to climb the ten-foot tall chain link fence out of the ring.

HELL IN A CELL™

With an added roof on the cage, climb on top and throw your opponent through the roof! How do you get out of the cage? Irish Whip your opponent through the cage wall!

Note: It might take a few attempts to break through the cage wall. Continue to throw your opponent at the same panel to weaken it!



LADDER MATCH

With a title belt suspended above the ring, knock your opponent senseless to give yourself enough time, then set up a ladder in the ring and climb your way to victory! Grab the belt to win a Ladder Match.

TABLE MATCH

The only way to defeat your opponent in a Table Match is to knock him out - through a table! After the table is set up, throw your opponent on the table and go for the K.O.

TLC MATCH™

This match is full of everything EXCEPT tender loving care! In a Tables, Ladders and Chairs Match, use the tables and chairs to pummel your opponent, then set up the ladder to grab the belt high above the ring.

IRONMAN MATCH™

Pin your opponent as many times as you can in the given time limit for points. The Superstar with the most points at the end of the match wins.

Note: The Ironman Match™ is only available in a Singles competition.



SET THE RULES

Now set the rules and choose an arena for the match.

- **Arena** - Use the L Button and R Button to select an arena.
- **Match Length** - Set a time limit between 5 minutes and 60 minutes, or choose the ∞ symbol for an unlimited amount of time in the ring.
- **Fall** - Set this to ON to be able to win by pinning your opponent, or OFF to disallow a victory by pin fall.

- **Submit** - When ON, you can win by making your opponent submit. When OFF, you will have to find another way to win.
- **DQ** - Choose ON to allow a victory by disqualification.
- **Ring Out Count** - Select a 10-second or 20-second count for out of the ring action, or choose the ∞ symbol for an unlimited time out of the ring.
- **Rope Break** - When ON, the referee will break up a submission hold or pin attempt when the opponent touches the ropes.
- **Entrances** - Toggle the entrances ON or OFF.
- **Tornado** - Only available for Tag Matches, the Tornado option allows each tag partner to enter the ring at any time. When ON, you do not need to set a Tag Help Time.
- **Tag Help Time** - During a regular Tag Match, each tag partner can help his teammate in the ring for a set amount of time. Choose between 5 seconds and 20 seconds.
- **Line Up** - Decide to have 4, 10, 20 or 30 opponents compete in a *Royal Rumble*®.
- **Default** - Highlight DEFAULT and press the A Button to return all the rules back to their original settings.
- **OK** - Highlight OK and press the A Button to advance to the Superstar Select Screen!

SELECT A SUPERSTAR



First determine how many Superstars will be controlled by a player (1P, 2P, 3P, 4P) or by the computer (COM). Press UP/DOWN on the Control Stick to change between a computer-controlled character and a player-controlled character. Press the A Button to confirm.

Now use the Control Stick to highlight a Superstar. Press the L Button and R Button to select an alternate outfit for your Superstar to wear in the ring. When done, press the A Button. To use a Created Superstar from a Nintendo GameCube™ Memory Card highlight slot A or slot B. Now select a Created Superstar from the list that appears.

Note: You can also select a Created Superstar not saved to a Memory Card by selecting Slot A only.

After choosing the player-controlled characters, select a Superstar for any remaining opponents and press the A Button. A picture of the match will appear showing the opponents. Press the A Button again to head to the ring.

THE GAME SCREEN



PLAYER INDICATORS

Each Superstar has a different colored indicator beneath him or her, unless the option is turned OFF. The arrow in your Player Indicator points to the opponent you are currently focused on. To make it easier to tell which Superstar you're competing against, the arrow is the same color as the opponent you are focused on. Use the C Stick to focus on a different opponent.

ADRENALINE METER

Attack your opponent to increase your Adrenaline Meter. When full, one of the three yellow marks will light up. Now you can perform a finishing move against an opponent (A Button + B Button) or store a total of three finishing moves to perform at a later time in the match.

SPIRIT METER

When this meter is green your Superstar is at normal status. As you inflict damage to your opponent this meter increases to red, however as you take damage the meter changes to blue indicating that your Superstar is in danger of being defeated.

THE PAUSE MENU

Press START at any time to pause the game. You can access the following options from the Pause Menu.

- **Return to Game** - Get back to the action!
- **Quit Game** - Quit the match and return to the Main Menu.
- **Camera Angles** - Select ON to watch the gameplay using multiple camera angles. When OFF, you will play the game using a single camera.
- **Player Indicators** - Toggle the Player Indicators ON or OFF.
- **Help** - Use this to reference general game controls and meter descriptions.



PATH OF A CHAMPION



As the challenger, defeat all opponents to climb the ranks and win each title. Try to unlock hidden Superstars in the Path of a Champion mode.

- **New Game** - Choose one of the six championship belts and battle through the ranks to claim the Title! Even with another title attempt underway, you can try to win one of the other five belts.

- **WWE Heavyweight Title** - This is the title the top Superstars are always scrambling for. Fame, money and bragging rights accompany the WWE Heavyweight Title Holder!
- **WWE Intercontinental Title** - With past champions like Chris Benoit™ and Chris Jericho™, you can be assured this will not be an easy title to grab!
- **WWE European Title** - A no-name Superstar can turn his career around by winning the European belt!
- **WWE Hardcore Title** - One of the most painful titles to win, anything goes in a Hardcore Title Match!
- **WWE Light Heavyweight Title** - Designed with the smaller athlete in mind, the Light Heavyweight Title will be difficult to attain!
- **WWE Tag Team Title** - Choose two Superstars and climb the ranks to become the best Tag Team in World Wrestling Entertainment™!
- **Continue** - Continue any of your previously saved Title attempts.
- **Title Holder** - Use the L and R Buttons to see the champions for each belt. You will need to defeat each Title Holder to win his championship belt.



BATTLE FOR THE BELTS

Put your favorite title up for grabs against a friend, or try to take his best title belt in the Battle for the Belts mode.

- **Title Shot** - Challenge for one of the custom belts and try to add it to your collection. With over 40 belts up for grabs in this mode, winning new belts and defending existing titles never gets old!
- **Unification Match** - Put your custom belts on the line against your friend's custom belts to unify the titles.



Note: This mode is two-player only and each player must have a Memory Card with existing custom belts.

- **Champion Belt** - View the history for each custom belt you've been able to attain and defend.

CREATE A SUPERSTAR

Choose CREATE to build a Superstar from the ground up, then turn him into one of the greatest Superstars to enter the squared circle! You can also alter an existing Superstar's moves list using the CUSTOMIZE option.

CREATE

From the Create Menu, you can Create or Edit a new Superstar, Delete a previously created Superstar, or Copy a Superstar from one Memory Card to another.

- **Create/Edit** - Create a new Superstar or Edit an already created character. When you first begin, a list of "EMPTY" characters will be displayed on the right side of the screen. Choose an "EMPTY" character to begin creating your Superstar. After you've created a Superstar, his or her name will appear on this list, instead of "EMPTY".
- **Delete** - After selecting DELETE, you can highlight a created Superstar from the list on the right. Use the Control Stick UP or DOWN to highlight a character, then press the A Button to delete him or her from the list. Now select YES to confirm the delete. If you select NO, you will still be able to use the character.
- **Copy** - Copy a created Superstar from a Memory Card in Memory Card Slot A to Memory Card Slot B.

After choosing CREATE or EDIT, you will view a screen with a Superstar on the right. Use the following options to begin creating your Superstar.

APPEARANCE

To begin, choose to base your Superstar from a MALE body type, a FEMALE body type or a SUPERSTAR body type. Now give him/her some attitude with a nice, new wardrobe. Use the Control Stick UP or

DOWN to highlight an option, then press the A Button. Now you can highlight an option from the smaller menu that appears.

- **Body Type** - Choose a body type and skin color for your Superstar.
- **Figure** - Determine a Height and Weight, or make the changes to every part of your Superstar's body by selecting FORM. Choose a body part and press the A Button, then use the Control Pad LEFT or RIGHT to increase and decrease a body part's settings.
- **Face** - Choose a face type. You can also change the skin color and eye color from this menu.
- **Hair** - Select a style of hair and change its color.
- **Facial Hair (Male only)** - Select a style of facial hair.
- **Upper Body** - After you choose a type of shirt here, you can place logos and tattoos on your Superstar's shirt and skin. You can also choose COLOR to completely alter the look of the outfit.
- **Default Palette** - Choose from the 16 original colors in the Default Palette, or add your own colors to the Favorites Palette.
- **Favorites** - Highlight a color to begin with, then press the Y Button to change the color's hue and saturation. Move the grid around the square of color until you like a specific color. Now press the A Button to view the Favorites Palette. Select an empty slot with the Control Pad and press the A Button to confirm. Now you can select that color for your Superstar's shirt.





- **Elbow** - Choose elbow pads for the right and left elbows. Change the colors the same way described on page 19.
- **Wrist** - Choose wrist bands and alter the colors with this option.
- **Hand** - Select gloves for your Superstar using the Hand option.
- **Lower Body** - Choose pants or trunks here, then place logos where people will see them!
- **Knee** - Add knee pads.
- **Foot** - Give your Superstar a stylish pair of shoes to complete the outfit!

MOVES

Now that you have a Superstar that looks tough, it's time to give him an arsenal to protect himself. Without making any adjustments, your Superstar already has a basic set of moves at his disposal. However, take your time giving him the moves that will allow him to climb the ranks of World Wrestling Entertainment™ and will put him in a position to win a title or two.

The menu system works the same as it does for ATTIRE. Highlight a category with the Control Stick, then press the A Button to view the sub-categories. Now select a specific move and press the A Button. An entire list of moves will appear for that button command. Watch the dummy on the right perform each move before selecting one.

- **Standing** - These moves are performed against a standing opponent.
- **Ground** - Attack your opponent while he's on the ground!
- **Running** - Perform a striking or grapple move while running.
- **Flying** - Select moves from off the turnbuckle, off the middle rope, or diving through the ropes.
- **Irish Whip** - Set your moves to perform after throwing your opponent to the ropes.
- **Turnbuckle** - Set up your opponent in the turnbuckle to attack him with these moves.

- **Apron** - These moves are performed when you or your opponent is standing on the Apron, outside of the ropes.
- **Interruption** - This attack is used in a Tag Match to interfere with the action.
- **Double Team** - Use 2-on-1 Double Team moves during a Tag Match.
- **Special** - Finish off your opponents with a wide range of Signature Moves.
- **Taunt** - Choose a few taunts to rub it in.
- **Entrance** - Decide what your Superstar will do when walking towards the ring.
- **Default** - Reset all the moves to their original default settings.

ABILITY

Determine your Superstar's offensive and defensive strengths and weaknesses from the Ability Menu. Highlight one of the three main categories and press the A Button, then choose a sub-category and increase or decrease the number. You will begin with every statistic set at 5, for a total of 55 points. Before you can add to any statistic, you must first decrease the number from a different statistic.

- **Basic** - Determine your Superstar's Endurance, Strength, Agility, Jumping ability, and Recovery time.
- **Attack** - Decide if the up-and-coming Superstar will have powerful Striking attacks, Grappling attacks, or Jointlock submission holds.
- **Defense** - Finally, give a defensive rating in Resilience, Escape and Flexibility.



PROFILE

Even a new Superstar needs a themed name and TitanTron™ entrance!

- **Name** - Move the cursor around the keyboard with the Control Stick and press the A Button to select a letter, number or symbol. Press the B Button to delete a mistake. When done, highlight OK and press the A Button. To exit without saving changes, select EXIT.
- **Alias** - On your way to becoming a Superstar, give your Superstar a nickname.
- **Music** - Use the Control Stick UP/DOWN to highlight a song and press the Y Button to hear the tune. Press the A Button to confirm.
- **Titantron*** - Now select a TitanTron* video to play as your Superstar enters the ring. Press the Y Button to view it and press the A Button to confirm.

LOGIC

Determine the kind of moves your character will try to perform at the beginning of a match, and which moves he will attempt towards the end of a match.

- **Orthodox** - Standard wrestling at its finest.
- **Striking** - Use striking attacks early and often to weaken an opponent before going for the pin!
- **Grapple** - Deliver the most punishing grapple moves to hurt your opponent's morale.
- **Submission** - At the end of a match, use several strong submission holds to make your opponent give up.
- **Flying** - Jump off the top rope to knock your opponent senseless.
- **Rough** - Open up a can of whoop-ass with the Rough setting!

COMPLETE

When done creating your Superstar, select COMPLETE and press the A Button. You can exit to the Main Menu by pressing the B Button, or create another Superstar.

CUSTOMIZE

Select a Superstar by pressing UP or DOWN on the Control Stick, then press the A Button to confirm. Here you can change an existing Superstar's MOVES, as explained in the CREATE section on page 20. To return to the previous menu, highlight COMPLETE and press the A Button.

OPTIONS

Change the Game Settings, or save and load your game data, from the Options Menu.



GAME SETTINGS

Use the Control Stick UP/DOWN to highlight an option, then press LEFT/RIGHT to toggle the setting.

- **Difficulty** - Choose a difficulty level between EASY, NORMAL, HARD or PAINFUL.
- **Rumble Feature** - Toggle the Rumble Feature ON or OFF.
- **Camera Angles** - Select ON to view different camera angles during game play. Select OFF to play the game using a stationary camera angle.
- **Player Indicators** - Choose ON to view an indicator beneath each Superstar during a match, or select OFF.
- **Sound** - Choose STEREO if you have more than one speaker, or select MONAURAL to combine all the music and sound effects into one channel.
- **BGM Volume** - Use the Control Stick to increase or decrease the background music volume.
- **SE Volume** - Increase or decrease the sound effects volume.
- **Entrance BGM Volume** - Increase or decrease the volume of each Superstar's entrance music.
- **Default** - Return all of the options to their original default settings.
- **OK** - Highlight OK and press the A Button to confirm the settings and return to the previous menu.



SAVE GAME

You can save your progress onto a Memory Card from the Main Menu. Enter the Options Menu and select SAVE GAME. Now select YES to confirm that you really want to save the game. If you already have a saved game for *WrestleMania X8*, you will be asked if it's OK to overwrite the previous game save. Select YES to complete the save. This will save everything from a created Superstar, to your game settings and current progress in the Path of a Champion and Battle for the Belts game modes.



To save from the Path of a Champion game mode, you must complete at least one match. After the match, you will be given the option to CONTINUE or to EXIT. Select EXIT to return to the Main Menu, then enter the Options Menu to save the game.

LOAD GAME

Your game settings, created Superstars, and game mode progress will automatically load at the time of start-up. Make sure you insert the Memory Card containing your saved *WrestleMania X8* data into Memory Card Slot A before turning your console ON. A message will appear on-screen to let you know the game data is being loaded from the Memory Card.



You can also load a game manually. Make sure the Memory Card is inserted into Memory Card Slot A, then enter the Options Menu. Select LOAD GAME and follow the on-screen instructions to load the saved game data.



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Q.A. Database Administrator
 Jason Roberts

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 Sean Sellman
 George Germanakos
 Dan Forden
 Sean Dunn
 Sean Heffron
 Mario Waibel
 Robert Sanchez

Music Supervision
 Kabuki Digital

"Rollin' (Air Raid Vehicle)"
 written by F. Durst, S. Rivers,
 W. Borland, J. Otto, L. Dimant,
 courtesy of Lethal Dose Music
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