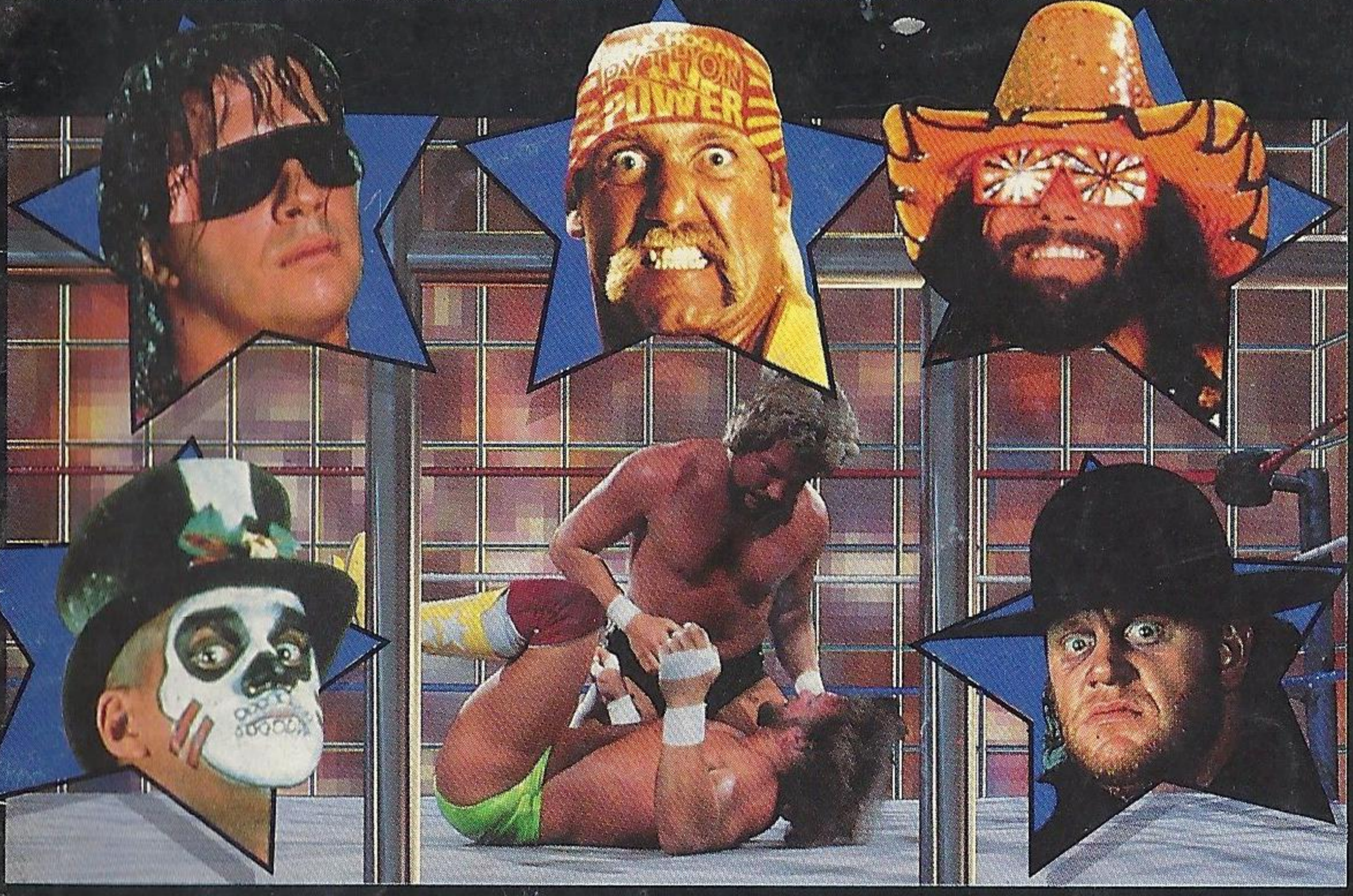




WRESTLEMANIA

STEELCAGE

CHALLENGE



SEGA™

GAME GEAR™



COLOR PORTABLE VIDEO GAME SYSTEM



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Game Gear™ system.

HANDLING THIS CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- 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 recess during extended play, to rest yourself and the Sega cartridge.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

FACING THE CAGE MATCH CHALLENGE

Whether you're a newcomer to the mat world or a veteran of the wrestling ring, you've never faced anything as demanding as the **WWF WrestleMania® Steel Cage Challenge**.

Rebound off the ropes and deliver a flying shoulder-drive that shakes every bone in your opponent's body... Climb to the top of the turnbuckle and hurl your mighty physique in the air as you execute an awe-inspiring flying elbowdrop...

Battle and defeat nine of the World Wrestling Federation's greatest athletes to capture the World Championship Title...

...and do it all in your choice of a standard wrestling ring or the brutal confines of the World Wrestling Federation's steel cage!

Choose to be one of 10 magnificent World Wrestling Federation Superstars, from Hulk Hogan™, Ric Flair™ and Macho Man Randy Savage™ to Ted DiBiase™, Tatanka™ and the Undertaker™. Or you can form a tag team with Irwin R. Schyster™ and Bret "Hit Man" Hart™, or have Shawn Michaels™ and Papa Shango™ wrestle in tandem. The choice is yours, but remember: whoever you decide to be, you are going to be faced with the most difficult challenge in the entire wrestling world--the **WWF WrestleMania® Steel Cage Challenge!**

SETTING UP THE RING

Loading

1. Make sure the power switch is OFF.
2. Insert the **WWF WrestleMania® Steel Cage Challenge** cartridge as described in your SEGA GAME GEAR™ manual.
3. Turn the power switch ON.

SELECTING NUMBER OF SUPERSTARS

Once you initially press the 1 or 2 BUTTON, you will see the first SELECTION SCREEN:

Use the UP or DOWN DIRECTIONAL BUTTON ARROWS to choose one of four match types: one-on-one competition, tag team competition, tag team world championship tournament or singles world championship tournament. **(NOTE: In a world championship tournament, your singles wrestler or tag team must defeat all nine other wrestlers or four other teams in order to win the world championship!)**

When the star on the screen is pointing to the mode you desire, press the START BUTTON.

Use the UP or DOWN D-BUTTON ARROWS to choose the type of match you desire, then press the START BUTTON.

Next, you have the option to choose from among three levels of competitive difficulty: easy, medium and difficult. Use the UP or DOWN D-BUTTON ARROWS to choose the level of difficulty you want, then press the START BUTTON.

If you chose a one-on-one match, you will then be asked to choose either a regular or Steel Cage format.

IN THIS CORNER. . .

After you've determined how you want to wrestle, it's time to decide which World Wrestling Federation Superstar you want to be. Use the LEFT AND RIGHT D-BUTTON ARROWS to choose from among these 10 formidable superstars: Hulk Hogan™, Shawn Michaels™, Irwin R. Schyster™, Ric Flair™, Bret "Hit Man" Hart™, Macho Man Randy Savage™, Ted DiBiase™, Tatanka™, Papa Shango™ and the Undertaker™.

Press the 1 or 2 BUTTON to choose one wrestler if you are competing in a singles match or two wrestlers if you will be competing as a tag team. In modes where one or two players are wrestling against the computer, the computer will choose its own wrestlers.

Pressing the START BUTTON at any time during a match will pause/unpause the action.

A FOUNDATION IN THE BASICS

To move around the ring, use the UP and DOWN D-BUTTON ARROWS to move toward the back or front of the ring, and the LEFT and RIGHT D-BUTTON ARROWS to move to the left or right of the ring.

To run across the ring, press the 1 and 2 BUTTONS simultaneously to start running. Hold the buttons down to continue running.

To bounce off the ropes, press the 1 and 2 BUTTONS simultaneously and run directly into the ropes.

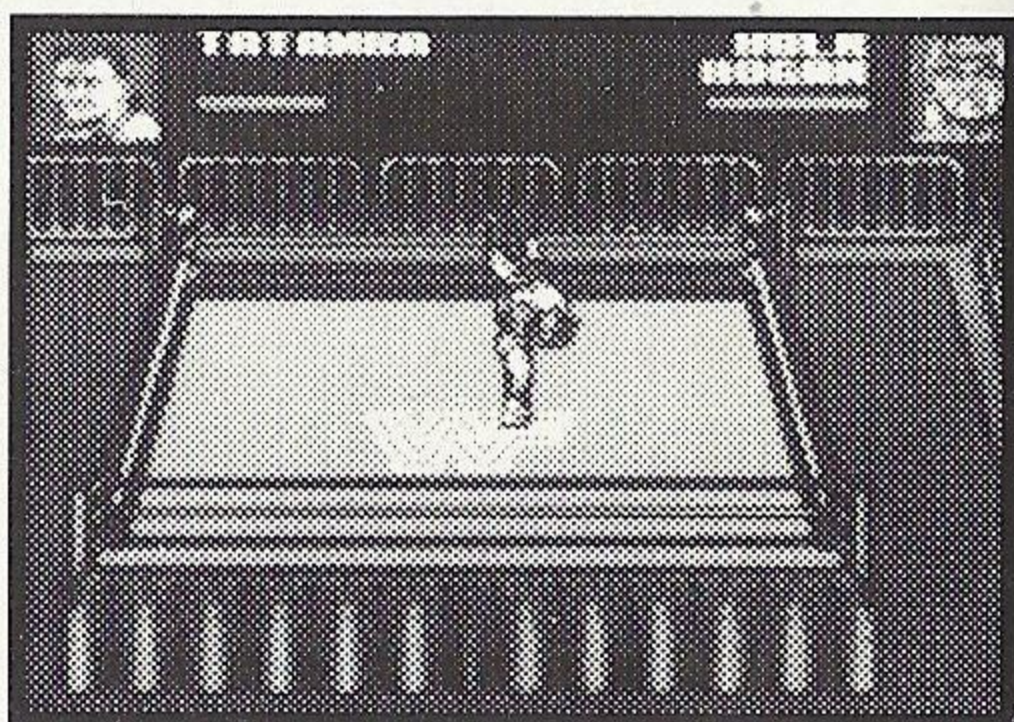
To climb in and out of the ring, use the D-BUTTON ARROWS to move your wrestler directly into the ropes on either the left or the right side of the ring. You cannot leave or return to the ring on the top or bottom sides of the ring.

START BUILDING AN OFFENSE

The following moves provide you with the building blocks of a basic offensive attack:

To lock up and grapple with your opponent, push the 1 and 2 BUTTONS simultaneously as you walk directly into your opponent. If both wrestlers

walk into each other at the same time, the wrestler with the most strength remaining will seize the advantage.



The wrestler who is at the disadvantage should press the 1 BUTTON repeatedly to try to overpower his opponent. The wrestler who holds the advantage, however, has four options:

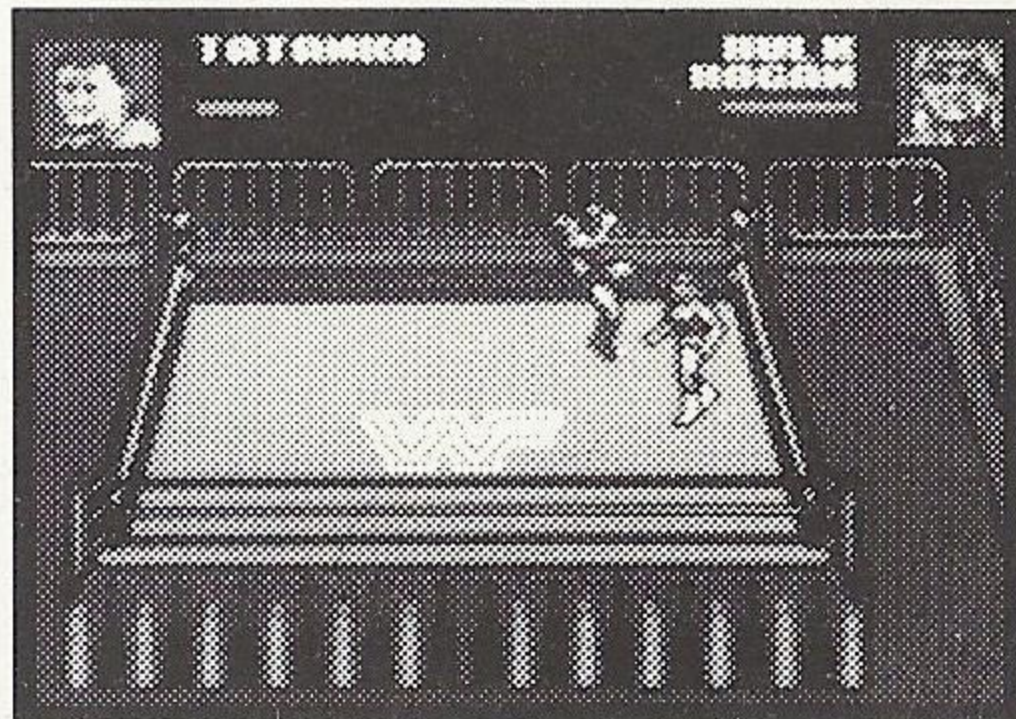
1. **Deliver a headbutt** by pressing the 1 BUTTON.
2. **Slam your opponent** by pressing the 2 BUTTON.
3. **Throw your opponent into the ropes, turnbuckle or cage** by pressing the 2 BUTTON and one of the D-BUTTON ARROWS simultaneously.
4. **Throw your opponent to the mat** by pressing the 1 and 2 BUTTONS simultaneously.

To punch your opponent, press the 2 BUTTON while he is standing, or while he is running and you are standing.

To kick your opponent, press the 1 BUTTON while you are standing and your opponent is either standing or running. If you want to kick your opponent while you are running, press the 1 and 2 BUTTONS simultaneously.

NOTE: If you try to throw a kick while running immediately after bouncing off the ropes, a dropkick will result.

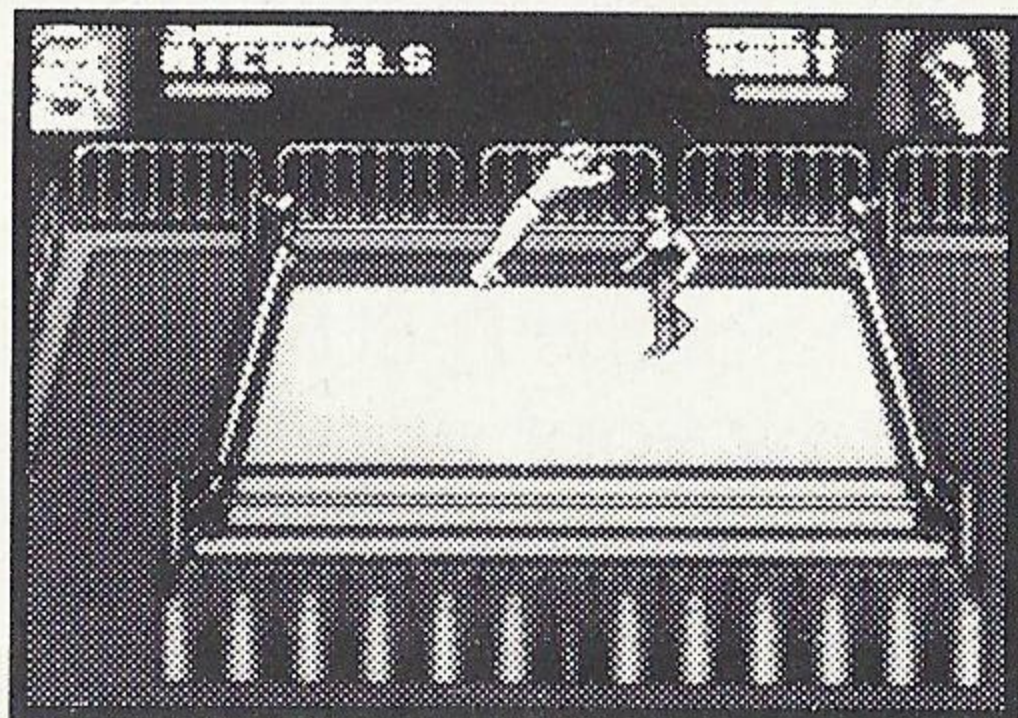
To stomp your opponent while he's down, press the 1 BUTTON while you are either standing or running.



EXPANDING YOUR MAT REPERTOIRE

Now that you know the basics of moving around the ring and delivering an offense, it's time to learn some new maneuvers.

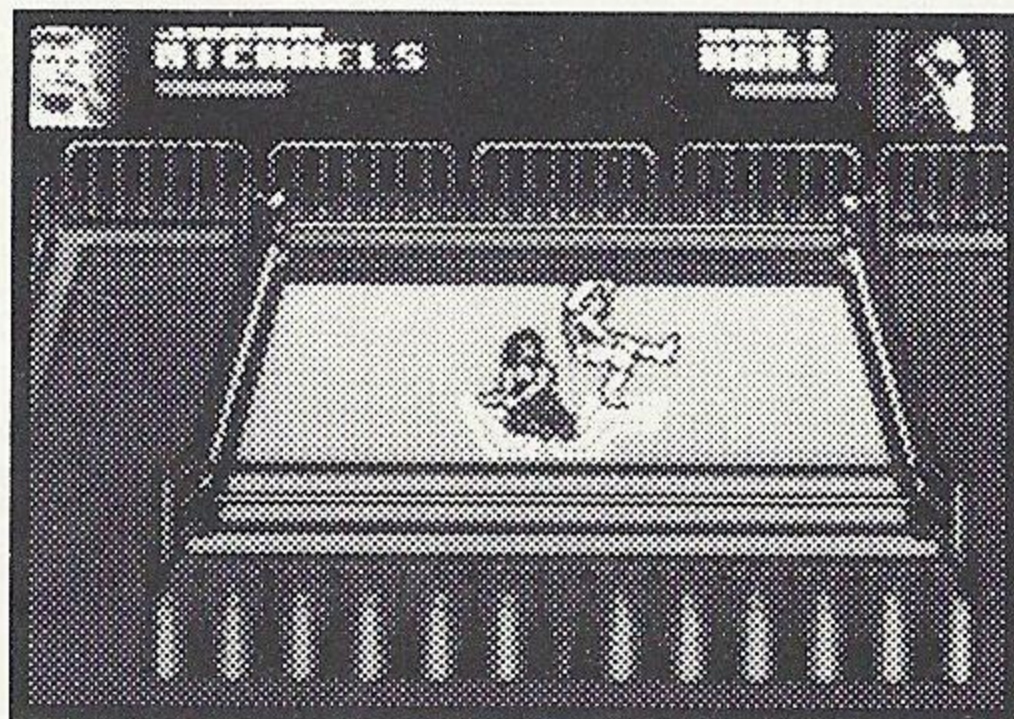
To clothesline your opponent, press the 2 BUTTON while you are running.



To shoulderbutt your opponent, press the 1 BUTTON while you are running and your opponent is running at you.

To splash your opponent while he's down on the mat, run at him and press the 2 BUTTON.

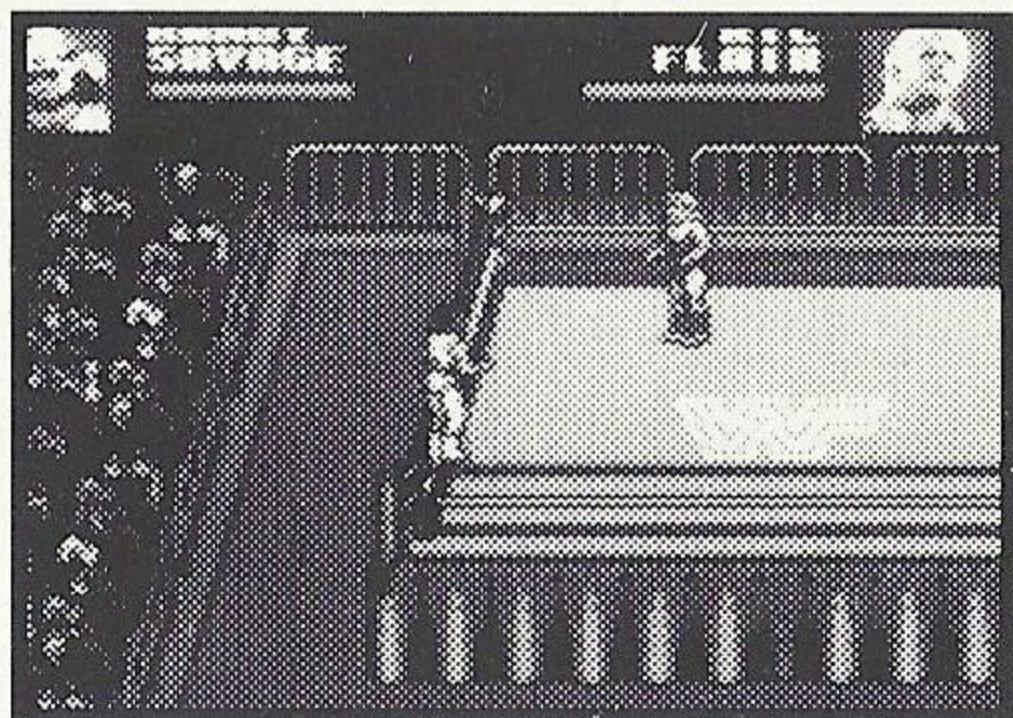
To deliver an elbowdrop to your opponent, first make sure he is lying on the mat. Then press the 2 BUTTON if you are standing or the 1 and 2 BUTTONS simultaneously if you are running.



LAUNCHING AN AERIAL ATTACK

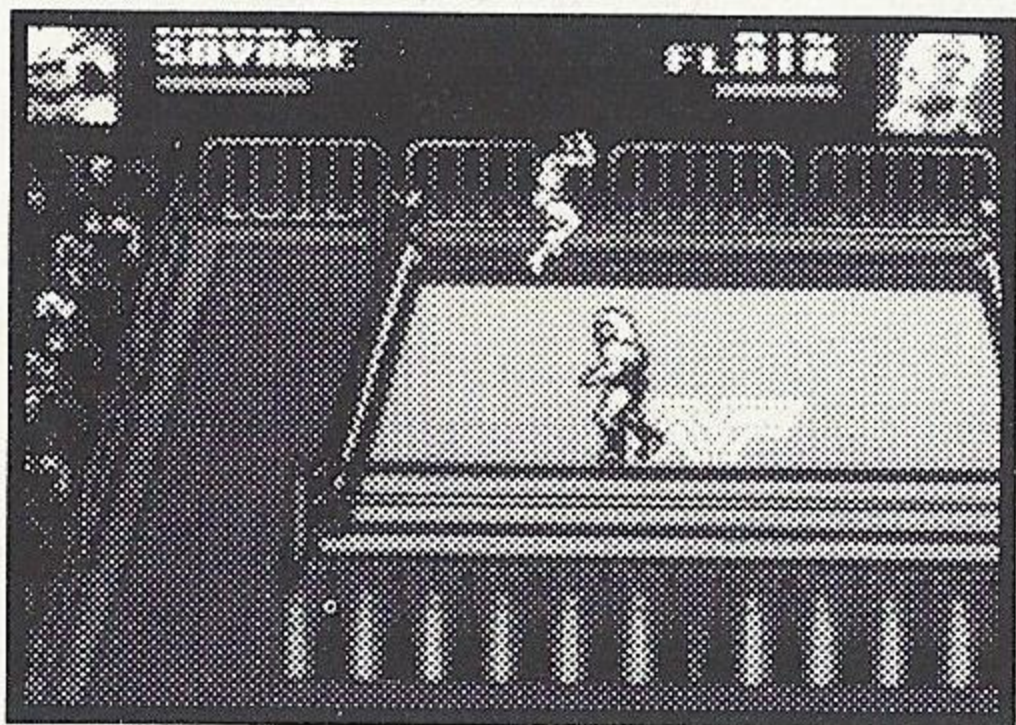
Aerial maneuvers can be executed from the top turnbuckles (flying elbows) or while competing on the mat (flying clotheslines and high dropkicks).

To climb to the top turnbuckle, move your wrestler to any corner of the ring, then press the D-BUTTON ARROWS in the diagonal direction that corresponds to that particular corner. Your wrestler will climb to the top turnbuckle.



To execute a flying elbow from the top turnbuckle, press the 1 BUTTON. If your opponent is standing, the elbow will be delivered to his head; if your opponent is lying on the mat, the elbow will be delivered to his chest.

To deliver a flying clothesline, bounce off the ropes and, on the rebound, press the 2 BUTTON.



To deliver a flying dropkick, bounce off the ropes and, on the rebound, press the 1 and 2 BUTTONS simultaneously.

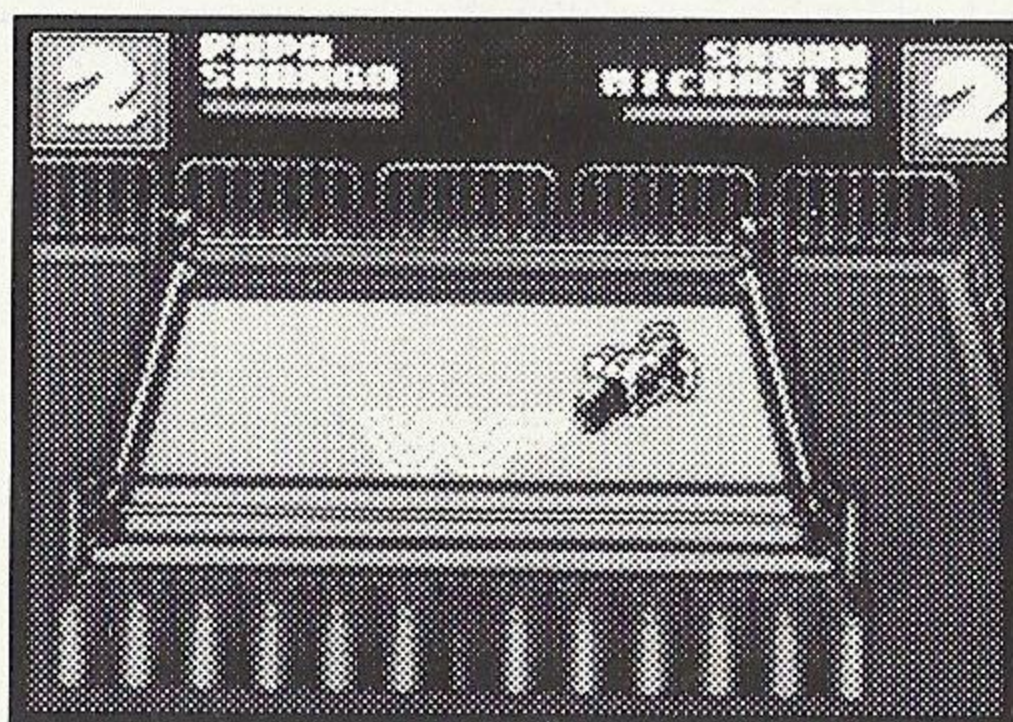
TRYING FOR THE PIN

To try to pin your opponent, press the 2 BUTTON and the DOWN D-BUTTON ARROW simultaneously while he is lying on the mat. But remember: A pinfall doesn't count for a victory unless it's for the full three seconds! If your opponent kicks out of the pin attempt before the three-count is completed, the action continues!

DEFENSE!

It is often said that the best defense is a good offense, and that is certainly true in the World Wrestling Federation.

Still, there are a few specific defensive actions you can take in the course of a match.



1. Any time you are lying on the mat, press the 2 BUTTON repeatedly as fast as you can to return to your feet. The number of times you need to press the button depends on how much strength you have remaining.

2. If you are standing and your opponent is running at you, press the 1 and 2 BUTTONS simultaneously. This will result in your sending your opponent crashing to the mat with a stunning powerslam!

TAG TEAM MATCHES

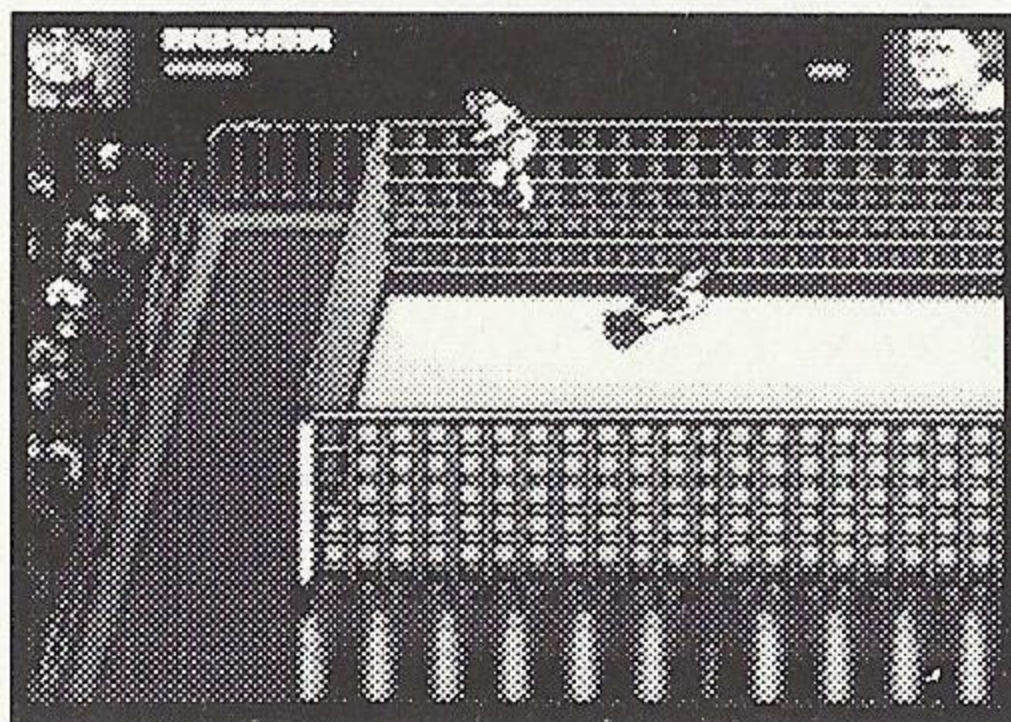
All the moves that can be used in singles bouts may be used in tag team contests. To tag out of the match, press the 2 BUTTON while you are in the vicinity of your partner.

CAGE MATCHES

All the moves that can be used in singles and tag team bouts may be used in cage match contests. Since there are no ropes to contend with, however, moves that normally require a rebound off the ropes (dropkicks and flying clotheslines) no longer have that requirement.

To win a cage match, you must do one of two things:

1. Climb to the top of the cage while your opponent is lying on the mat. To do this, walk into the cage and press the UP D-BUTTON ARROW repeatedly.
2. Pin your opponent. To attempt a pinfall, press the 2 BUTTON and DOWN D-BUTTON ARROW simultaneously.



TIPS ON TACTICS

Be careful not to get counted out! If the action spills out of the ring, you are allowed a 10-count to climb back through the ropes.

Listen to the cheers of the crowd; they'll offer you their support when you're doing damage to your opponent!

Follow up on your moves. Instead of executing one move at a time and allowing your opponent to respond, try stringing together three or four moves at a time; don't give your opponent a chance to catch his breath!

In a tag team match, keep a close eye on your strength indicator. Try keeping the stronger member of your tag team in the bout as much as possible.

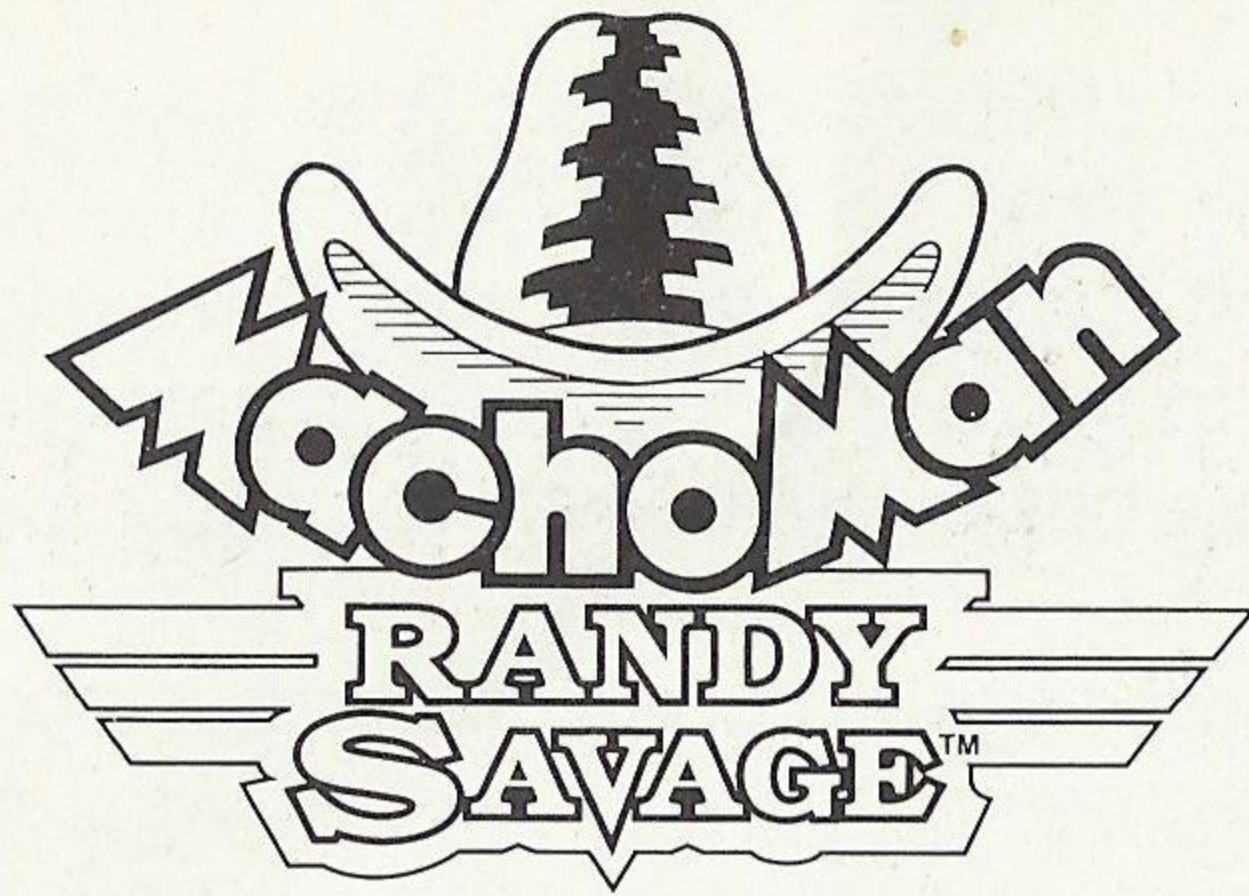
THE MOMENT OF TRUTH HAS ARRIVED!

The opening bell is just moments away. The crowd has been whipped into a frenzy of anticipation. You feel a chill of excitement down your spine as you hear the fans chanting your name over and over again.

You cautiously and deliberately make your way to ringside and look up. The arena spotlights bounce into your eyes as they reflect off the shiny steel cage. You grab one of the steel walls and try to shake it, but it is unforgiving—as unforgiving as your opponent is likely to be.

You enter the steel cage from which there is no escape, and the deafening chant of the crowd grows impossibly louder. The moment of truth is at hand. You are about to face the most brutal challenge in all of wrestling—the **WWF WrestleMania® Steel Cage Challenge!**

Give it all you've got!



MACHO MAN RANDY SAVAGE™

stands 6'2" and weighs 237

pounds... Hails from

Sarasota, Florida... A

two-time former World

Wrestling Federation

Champion and a for-

mer Intercontinental

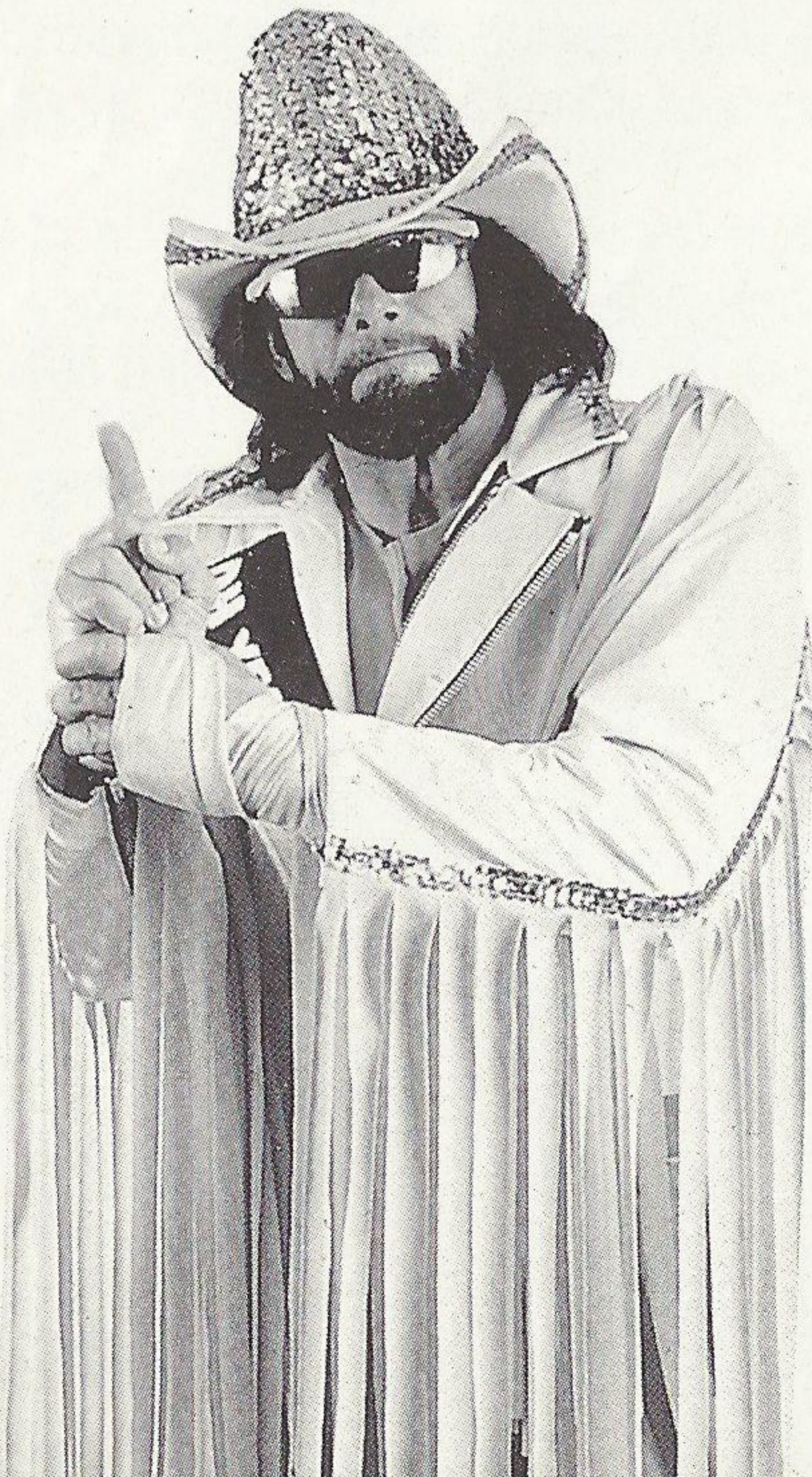
titlist... One of the

most colorful

wrestlers in World

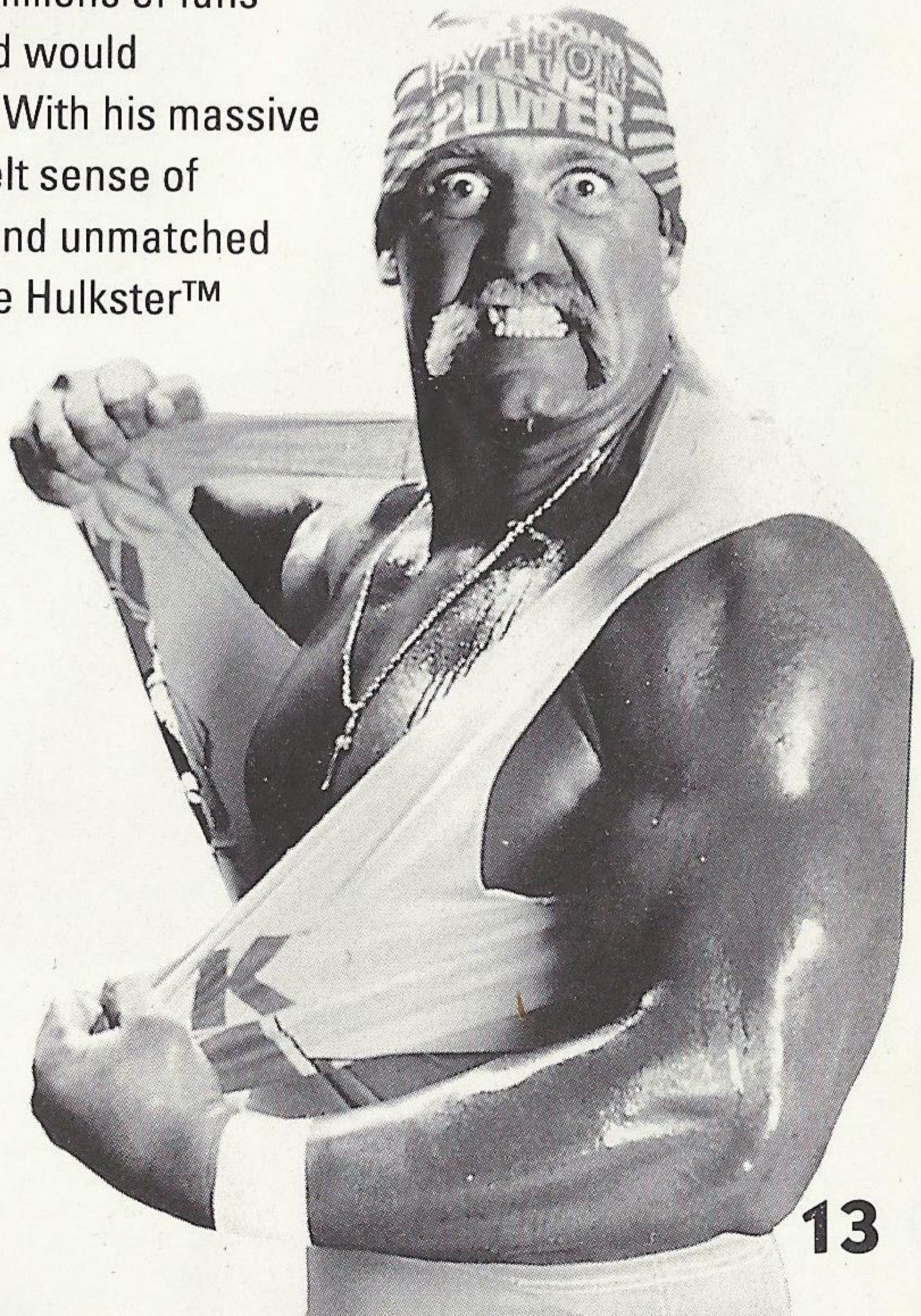
Wrestling Federation

history.



HULK HOGAN™

The immortal **HULK HOGAN™** is possibly the greatest wrestler who ever lived. His millions of fans around the world would certainly agree! With his massive strength, heartfelt sense of sportsmanship and unmatched fan following, the Hulkster™ has remained at the top of the World Wrestling Federation for nearly a decade.

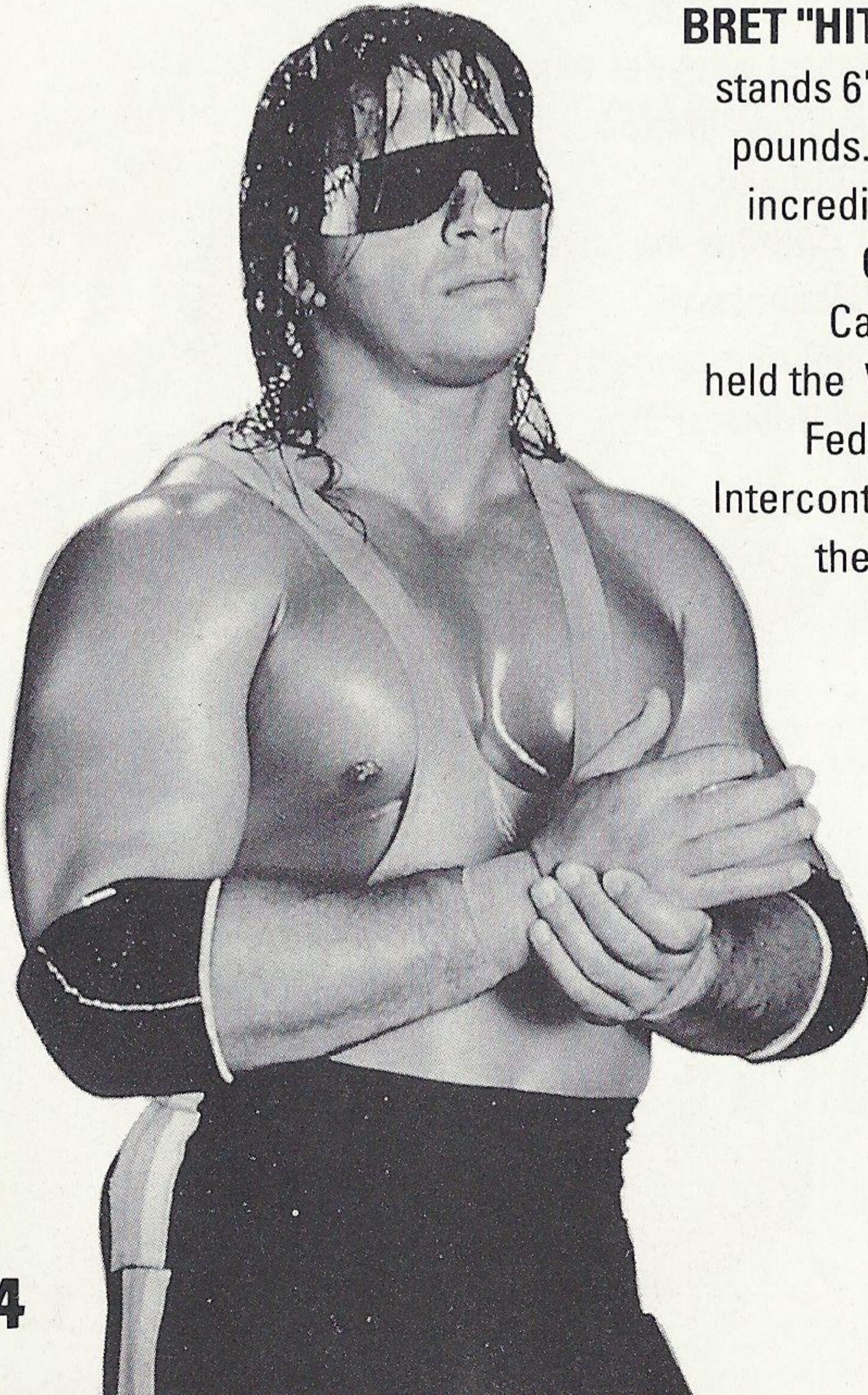


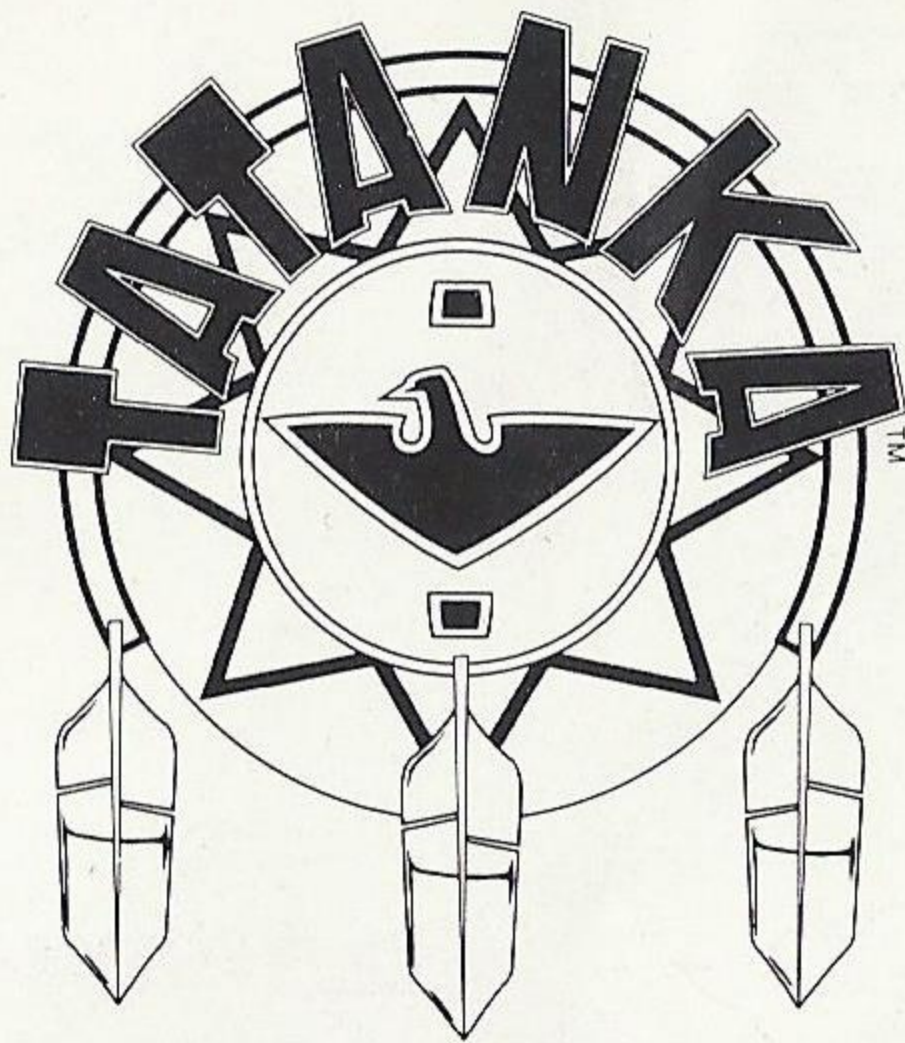
BRET "HIT MAN" HART™

BRET "HIT MAN" HART™

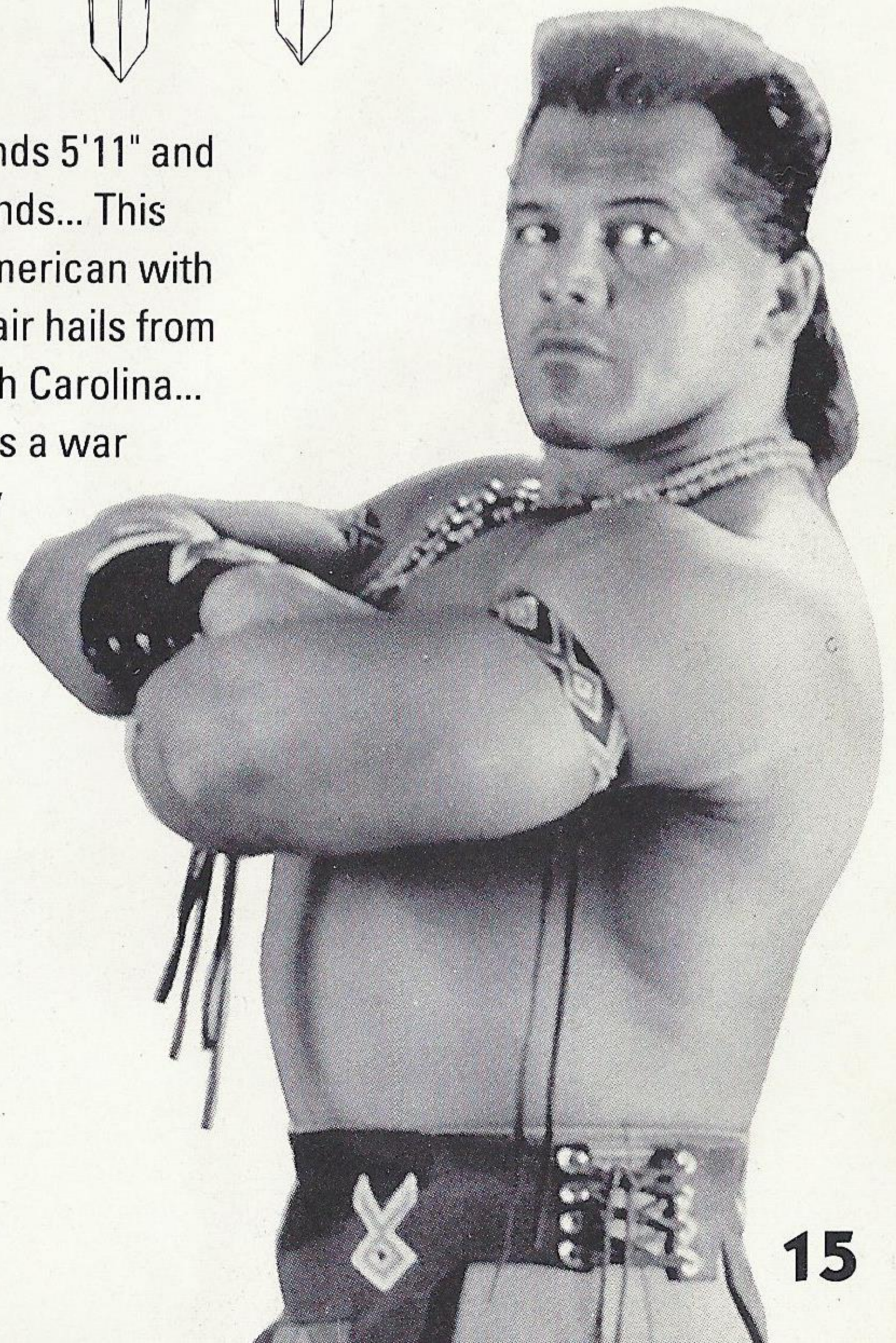
stands 6' and weighs 234 pounds... The Hit Man is incredibly skilled... This

Calgary, Alberta, Canada, native has held the World Wrestling Federation Title, the Intercontinental Title and the Tag Team Title.





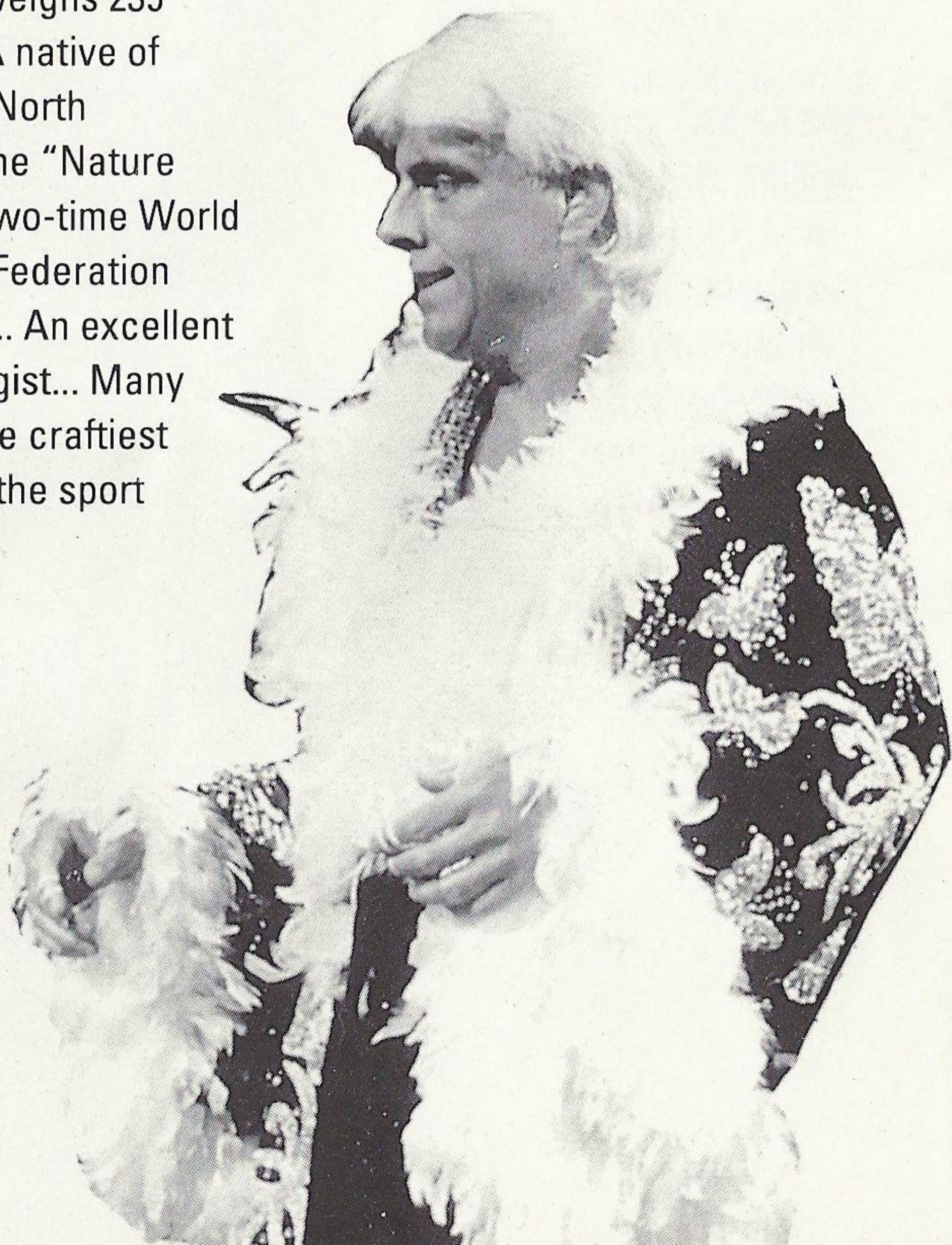
TATANKA™ stands 5'11" and weighs 255 pounds... This proud Native American with the bright red hair hails from Pembroke, North Carolina... Usually performs a war dance of victory around his fallen opponent just as he's about to score the winning pin.



The Real World Champion

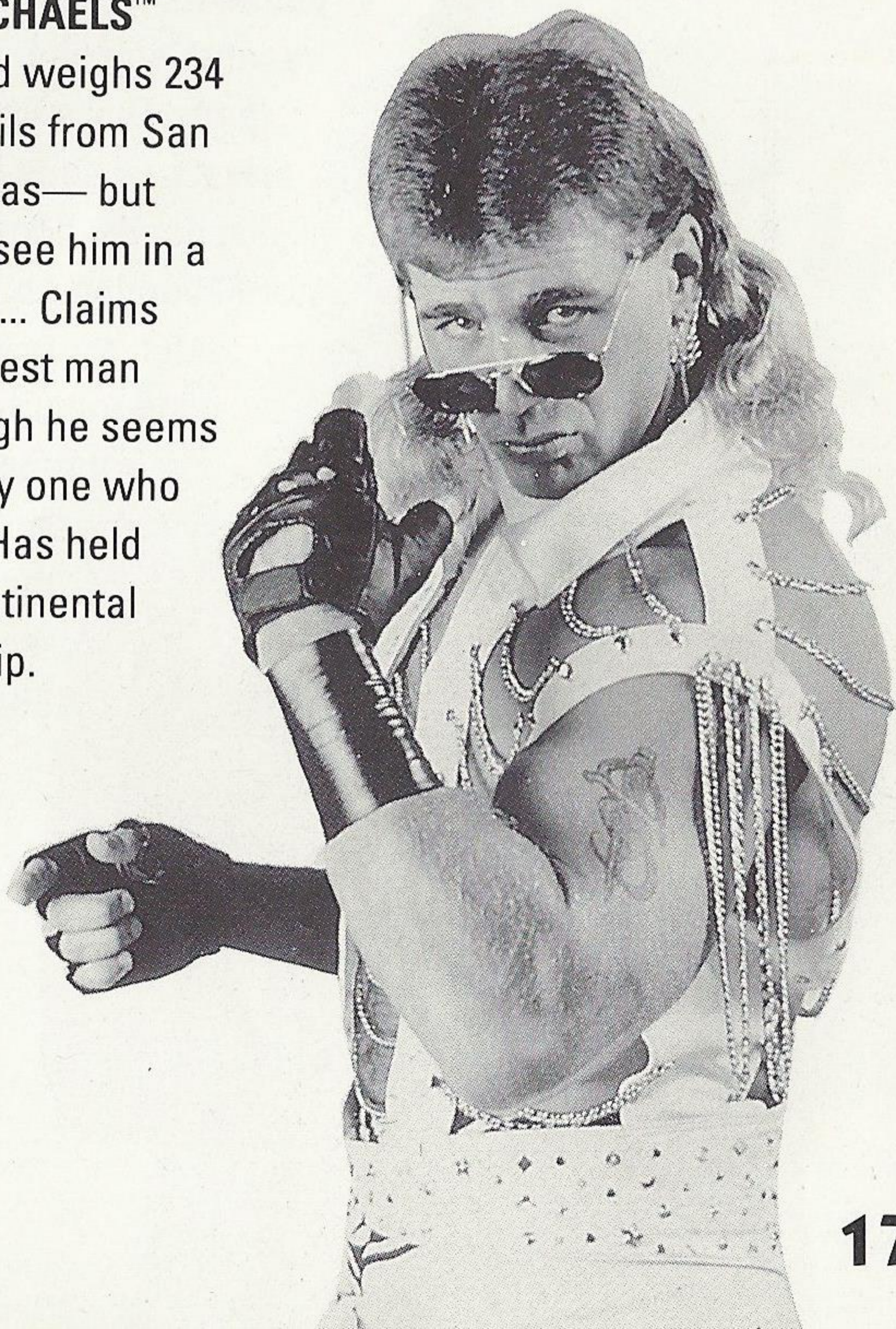
Ric Flair™

RIC FLAIR™ stands 5'11" and weighs 239 pounds... A native of Charlotte, North Carolina, the "Nature Boy" is a two-time World Wrestling Federation Champion... An excellent ring strategist... Many say he's the craftiest veteran in the sport today.



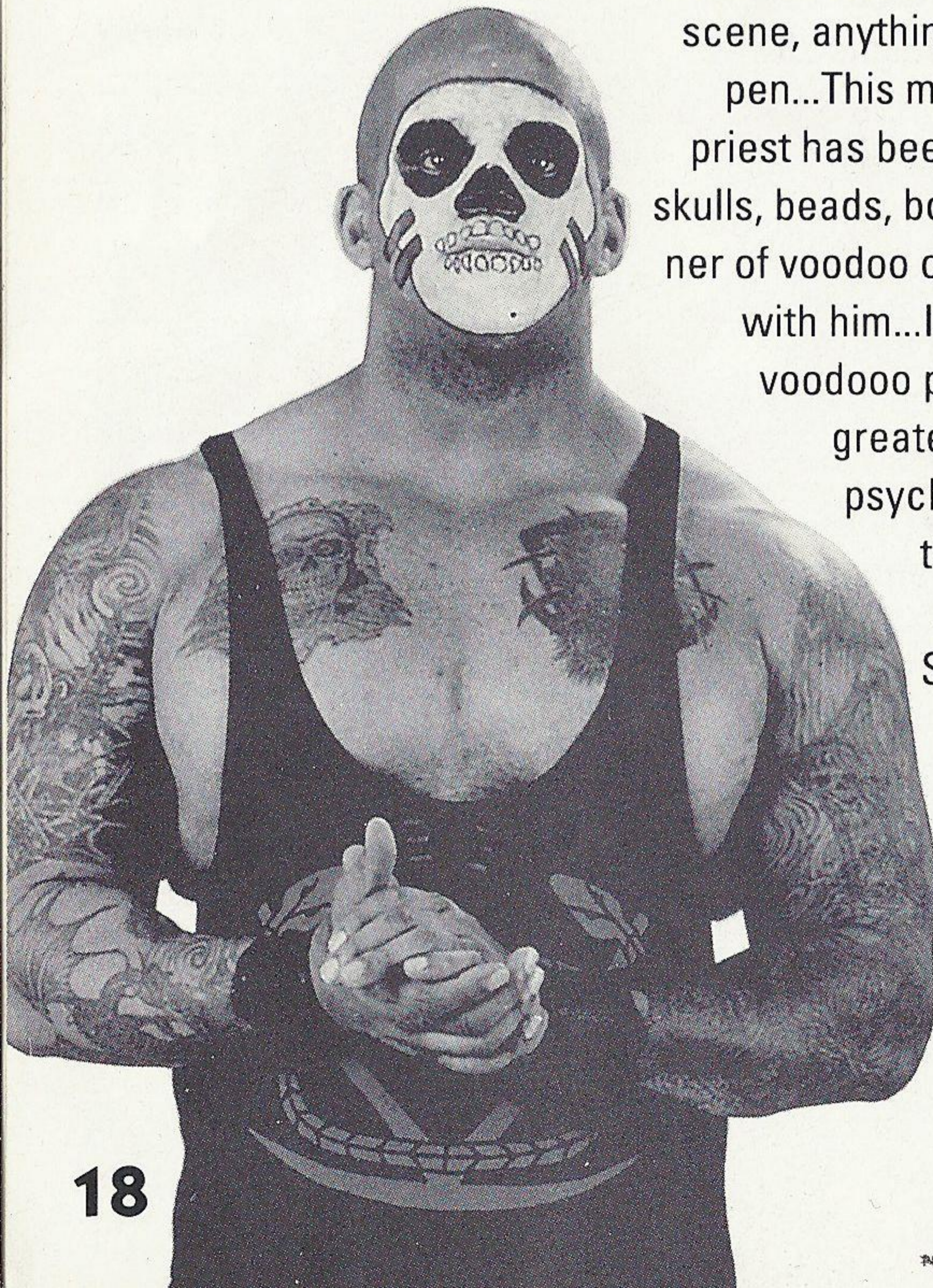
Shawn Michaels™

SHAWN MICHAELS™
stands 6' and weighs 234
pounds... Hails from San
Antonio, Texas— but
you'll never see him in a
cowboy hat!... Claims
he's the sexiest man
alive, although he seems
to be the only one who
believes it...Has held
the Intercontinental
Championship.





PAPA SHANGO™ weighs 330 pounds... When he arrives on the scene, anything is likely to happen... This mysterious voodoo priest has been known to carry skulls, beads, bones and all manner of voodoo objects to the ring with him... Is Shango really a voodoo priest, or is he the greatest practitioner of psychological warfare the sport has ever seen? Only Papa Shango knows for certain!

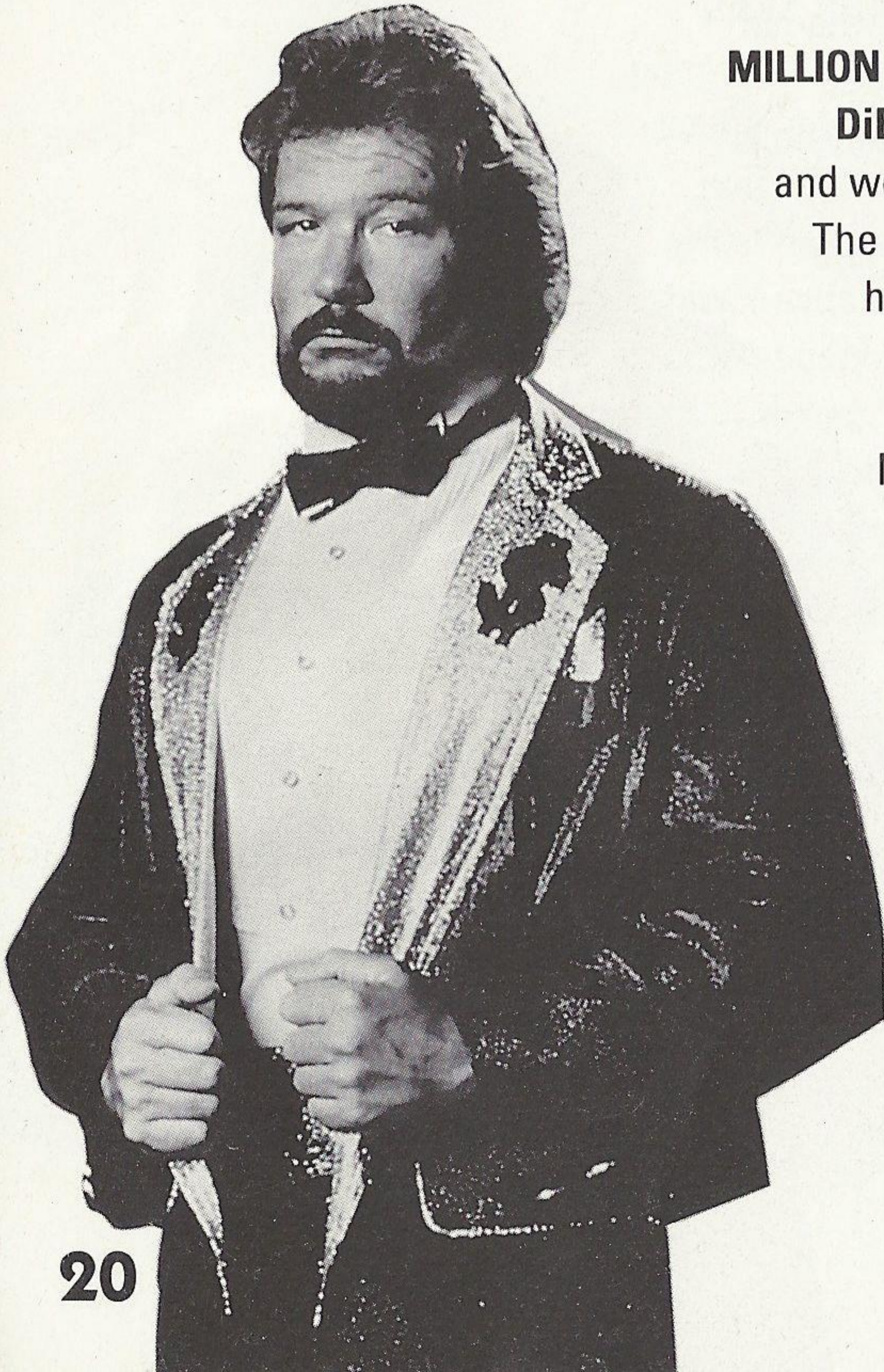


UNDERTAKER™

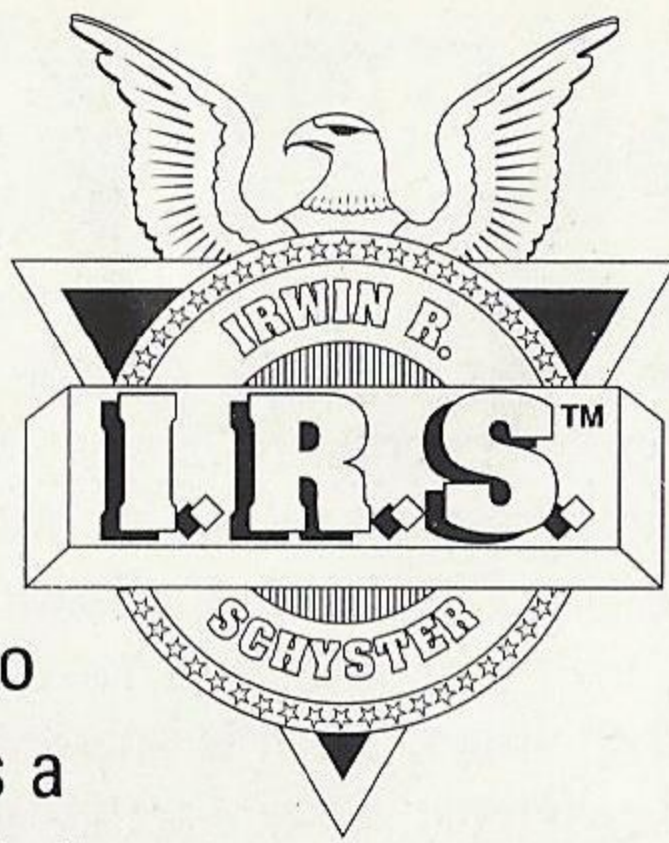
THE UNDERTAKER™ stands 6'10½" and weighs 328 pounds...Appropriately calls Death Valley his home...Managed by the macabre Paul Bearer™...Has a strange fascination (obsession?) with death. Incredibly agile, can walk the top rope like a tightrope.



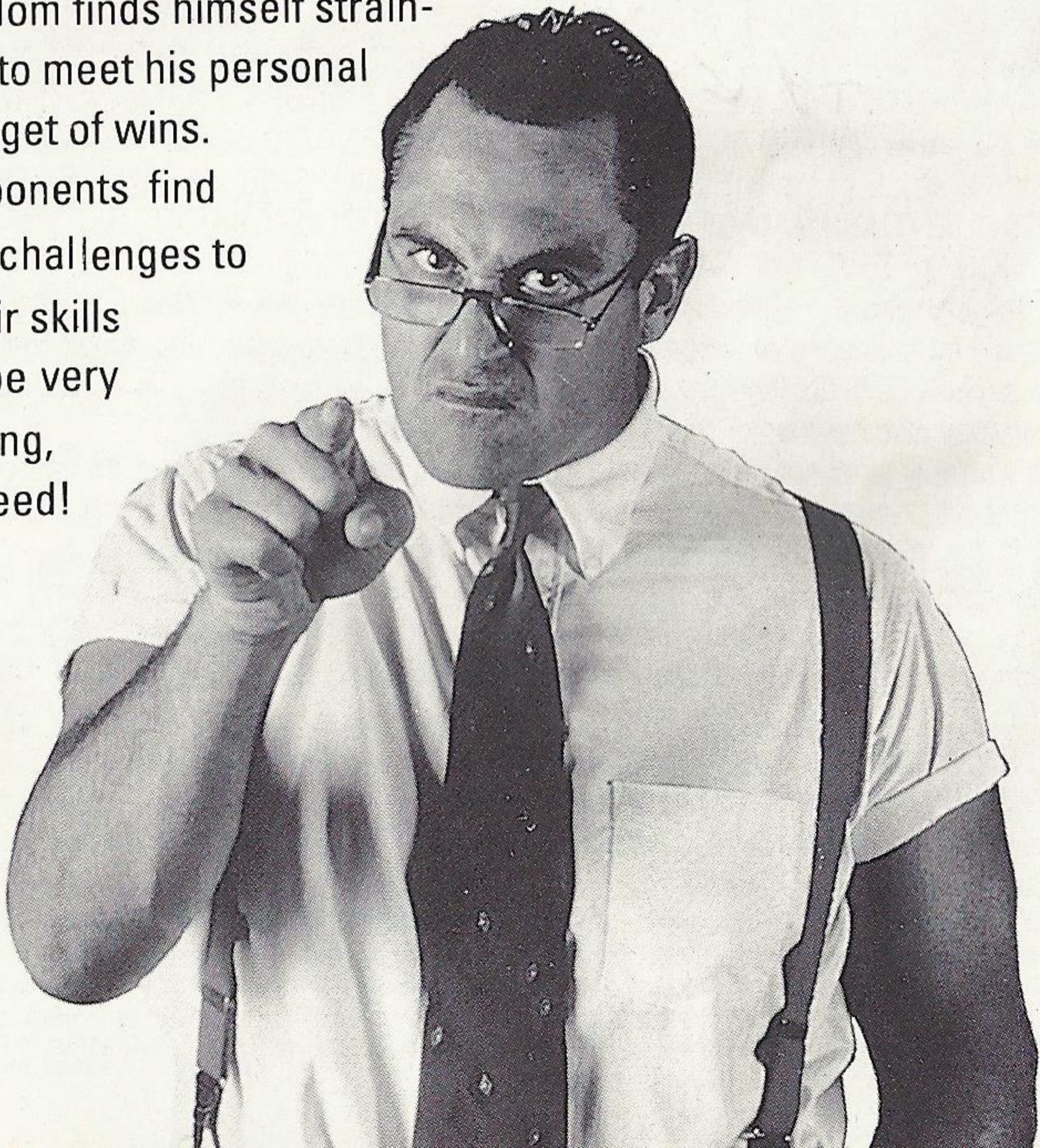
*"Million Dollar
Man"*
TED DIBIASE™



**MILLION DOLLAR MAN TED
DiBIASE™** stands 6'3"
and weighs 256 pounds...
The Million Dollar Man
has co-held the Tag
Team Title on
two occasions...
Massively wealthy,
he claims that
"Everybody has
a price"...With
many seasonal
residences, claims
no hometown
affiliation.



Whenever **IRS™** steps into the ring, he always makes a fine accounting of himself. A solid scientific wrestler who remarkably prefers to wrestle in a suit and suspenders, IRS seldom finds himself straining to meet his personal budget of wins. Opponents find his challenges to their skills to be very taxing, indeed!



FLYING EDGE™
(A Division of Acclaim Entertainment, Inc.)
LIMITED WARRANTY

Flying Edge warrants to the original purchaser only of this Flying Edge software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Flying Edge software program is sold "as is," without express or implied warranty of any kind, and Flying Edge is not liable for any losses or damages of any kind resulting from use of this program. Flying Edge agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Flying Edge software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

Some states do not allow limitations 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 which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY

- If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Flying Edge Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771
Flying Edge Hotline (516) 624-9300

Marketed by Flying Edge. Distributed by Acclaim Distribution, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771

* The WWF logo, World Wrestling Federation and WrestleMania are registered trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. All Rights Reserved. Hulk Hogan™, Hulkamania™ and Hulkster™ are trademarks of Marvel Entertainment Group, Inc. All other distinctive character names, likenesses, titles, and logos used herein are trademarks of TitanSports, Inc. Software developed by Teeny Weeny Games. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Flying Edge™ is a trademark of Acclaim Entertainment, Inc. Computer game ©1993 Acclaim Entertainment Inc. All Rights Reserved.

FLYING EDGE™ CARTRIDGE WARRANTY REGISTRATION CARD

Fill out and mail in this coupon to receive a FREE copy of the "Masters of the Game" magazine with information and tips on our hot new titles and products!

Name: _____

Phone: () _____ Date: _____

Street Address: _____

City, State, Zip: _____

1. Game title: WWF WrestleMania® Steel Cage Challenge Game Gear

2. Who **purchased** this game? Male Female Age _____

3. Who **plays** this game the most? Male Female Age _____

4. Why was game purchased for **player**? Self-purchase

Requested Gift Unrequested Gift

5. How did you hear about this game? Friend Radio TV

Newspaper Magazine Ad Game Review In-Store

Display Played Before Buying Arcade Salesperson

6. How would you rate the game play?

1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics?

1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like most? Action Role-Playing

Sports Simulation Maze/Puzzle

9. How often do you play coin-op arcade games?

Never Sometimes Frequently

10. What game/computer systems are in your household? NES

Super NES Genesis Game Gear Game Boy

PC (IBM or other)

11. How many times a month do you rent video games? _____

12. Which magazines and comic books do you read?

13. Comments: _____

Send to: Flying Edge, P.O. Box 9003, Oyster Bay, NY 11771-9003

Cut along dotted line and send to Flying Edge

SEGA™

Flying Edge A Division of Acclaim Entertainment, Inc.
Marketed by Flying Edge. Distributed by Acclaim Distribution, Inc.
71 Audrey Avenue, Oyster Bay, New York 11771
Licensed by Sega Enterprises Ltd. for play on the Sega™ Game
Gear™ System.



GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

SEGA AND GAME GEAR ARE TRADEMARKS OF SEGA ENTERPRISES LTD



Printed in Japan.