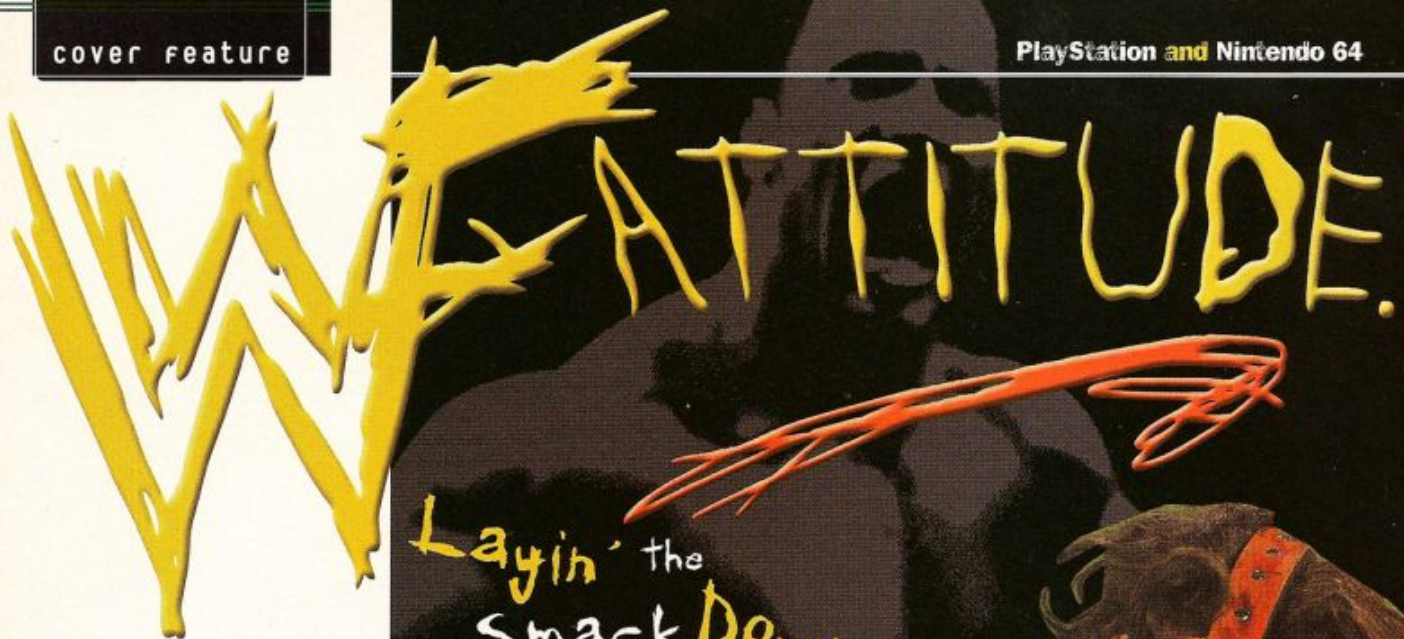


Layin' the Smackdown

Article scanné dans le magazine GamePro n°126 (Mars 1999)

Sujet de l'article : WWF Attitude

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Layin' the Smack Down

By "The Corporate Writer" Johnny Ballgame

GamePro Exclusive!!

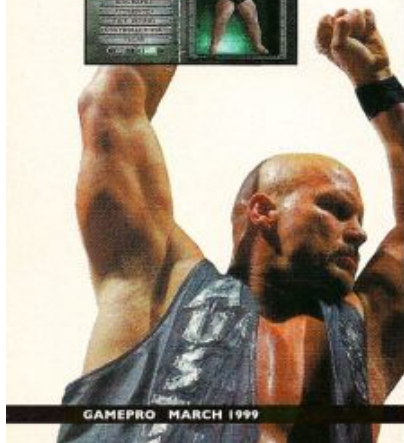
Create-a-Champ

One of the top-rope reasons for WWF War Zone's success was its create-a-wrestler mode.

Attitude hopes to take its Custom



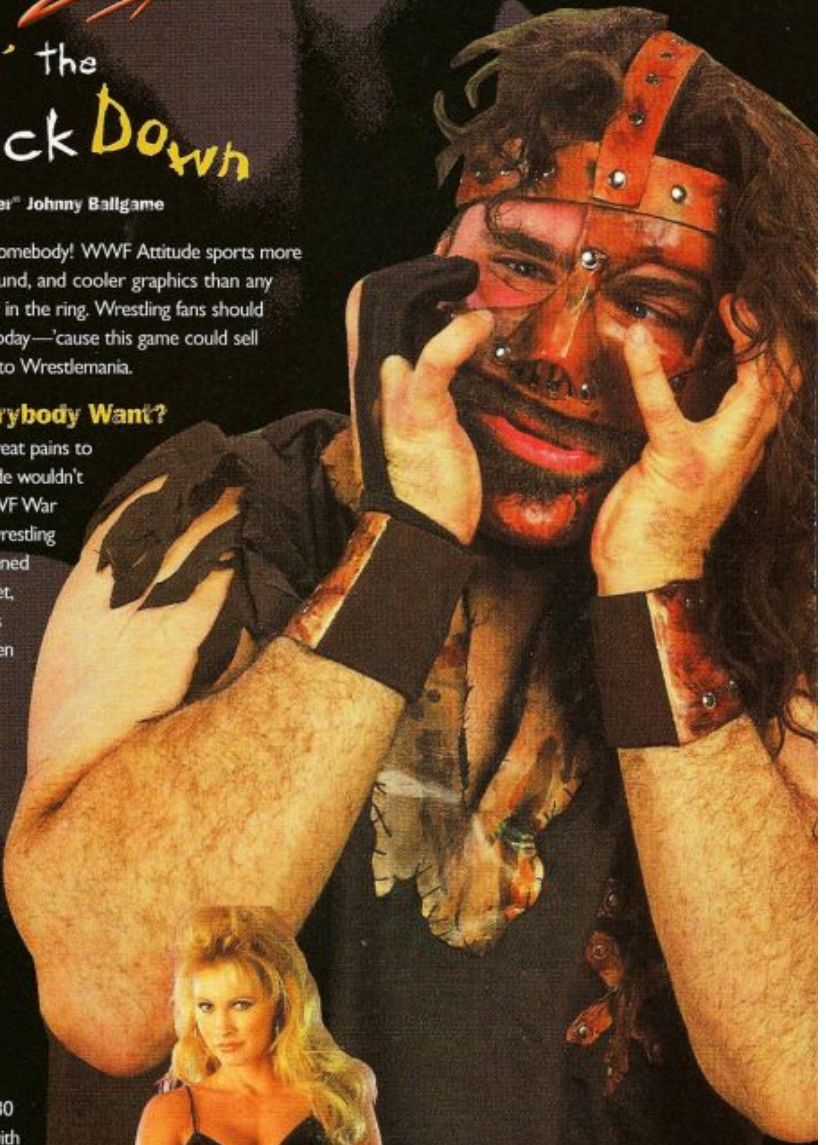
Wrestler option to even greater heights by enabling gamers to edit their wrestlers' move sets, write text on the front and the back of their wrestlers' t-shirt, adjust facial features (eyes, nose, mouth, and face paint), and raise or lower the pitch of their wrestlers' voice. Fans will even be able to customize their wrestlers' ring entrance, including camera angles, poses, and special effects taken directly from the WWF stars: For example, your wrestler could have Kane's red-lighting effects, Val Venis's music, and D-X's fireworks!



What Does Everybody Want?

Acclaim went through great pains to ensure that WWF Attitude wouldn't be just an update of WWF War Zone, but a whole new wrestling experience. Acclaim listened to gamers on the Internet, read thousands of letters from WWF fans, and even took advice from the wrestlers. After pooling all this knowledge and coming up with some new wrinkles of its own, Acclaim created what could be the best wrestling game of the year.

First, Acclaim increased the number of wrestlers in Attitude from 18 to over 70, including 40 WWF superstars (30 selectable, 10 hidden), and more than 30 "jabroni" (fake) fighters, with names like Mr. Showtime and Professor Pain. Then, to make its made-up fighters even more fun to play, Acclaim is giving each grappler their own distinct costumes, voices, and theme songs.



Clockwise from lower-left corner: "Stone Cold" Steve Austin, Mankind, Val Venis, The Rock, The Road Dogg, "Bad Ass" Billy Gunn, and Sable

Know Your Damn Role

Another feature fans wanted (including Johnny Ballgame) was a career mode that played more like a season in a sports game than a random ladder of matches. Acclaim listened to this advice and is set to provide wrestling fans with the ultimate battle for the heavyweight championship: Career mode.

You'll start Career mode by selecting a wrestler and proceeding to make a name for yourself by fighting in house shows. As you win matches, you'll move up the rankings toward the European title. The more matches you win, the higher your ranking. Also, as you become more popular, you'll wrestle on TV shows such as Shotgun Saturday Night, Sunday Night Heat, Monday Night Raw, and on various pay-per-view cards. After winning the European belt, you'll be ranked #15 for the Intercontinental title. If you win the IC belt, you'll be ranked #8 for the Heavyweight championship—and that's where the fun really begins!

The current champ will feel threatened by your high ranking. Consequently, he'll interfere in your matches and challenge you to tag-team wars to frustrate you, battling as much as possible without putting his title on the line. Don't worry, you'll get a shot at the gold eventually—but remember: To be the man, you've got to beat the man!

The Lethal Weapon

WWF Attitude is also promising over 200 more moves than in War Zone, including two-on-one maneuvers, reversals, and counters. Sucker moves—like laying on the ground, then rolling out of the way at the last second when your opponent's already in the air—are also being added. Along with the new moves, Acclaim is guaranteeing improved collision detection graphics, splattering blood, and smarter computer opponents who will adjust their style in mid-match depending on what's happening in the ring.

The Bottom Line

If WWF Attitude lives up to its championship potential, it'll be the wrestling game to beat for years to come. Check future issues of *GamePro* for all the inside news on wrestling's main event, currently scheduled for a May release.



Hello, Ladies

Attitude will feature 30 playable WWF superstars, 10 hidden wrestlers (including Sable and Chyna), and more than 30 fictitious "jobbers." Each wrestler will have a 20-30 second ring introduction featuring their authentic struts, theme music, pyrotechnics, and lighting effects. Here's a list of the 30 selectable WWF wrestlers:

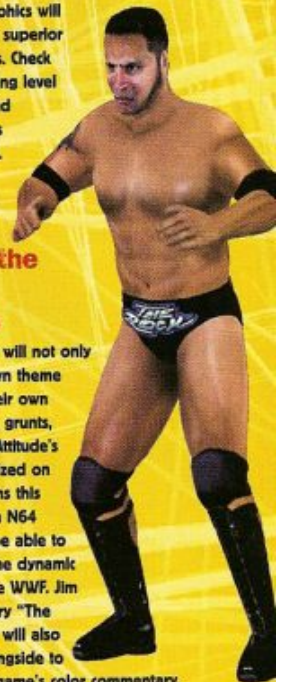
- | | | |
|------------------------------|------------------|--------------------|
| 1. The Rock | 8. The Road Dogg | 19. Mosh |
| 2. "Stone Cold" Steve Austin | 9. D'Lo Brown | 20. Thrasher |
| 3. The Undertaker | 10. Mark Henry | 21. Taka Michinoku |
| 4. Kane | 11. Gangrel | 22. Owen Hart |
| 5. Ken Shamrock | 12. Edge | 23. Steve Blackman |
| 6. The Big Bossman | 13. Christian | 24. Droz |
| 7. "Bad Ass" Billy Gunn | 14. X-Pac | 25. Al Snow |
| | 15. HHH | 26. Kurgan |
| | 16. Mankind | 27. Dr. Death |
| | 17. Goldust | 28. Faarooq |
| | 18. Val Venis | 29. Bradshaw |
| | | 30. Jeff Jarrett |

The Show Stopper

Attitude's graphics will be stunningly superior to War Zone's. Check out the amazing level of detail found on The Rock's player model.

'Cause the WWF Said So

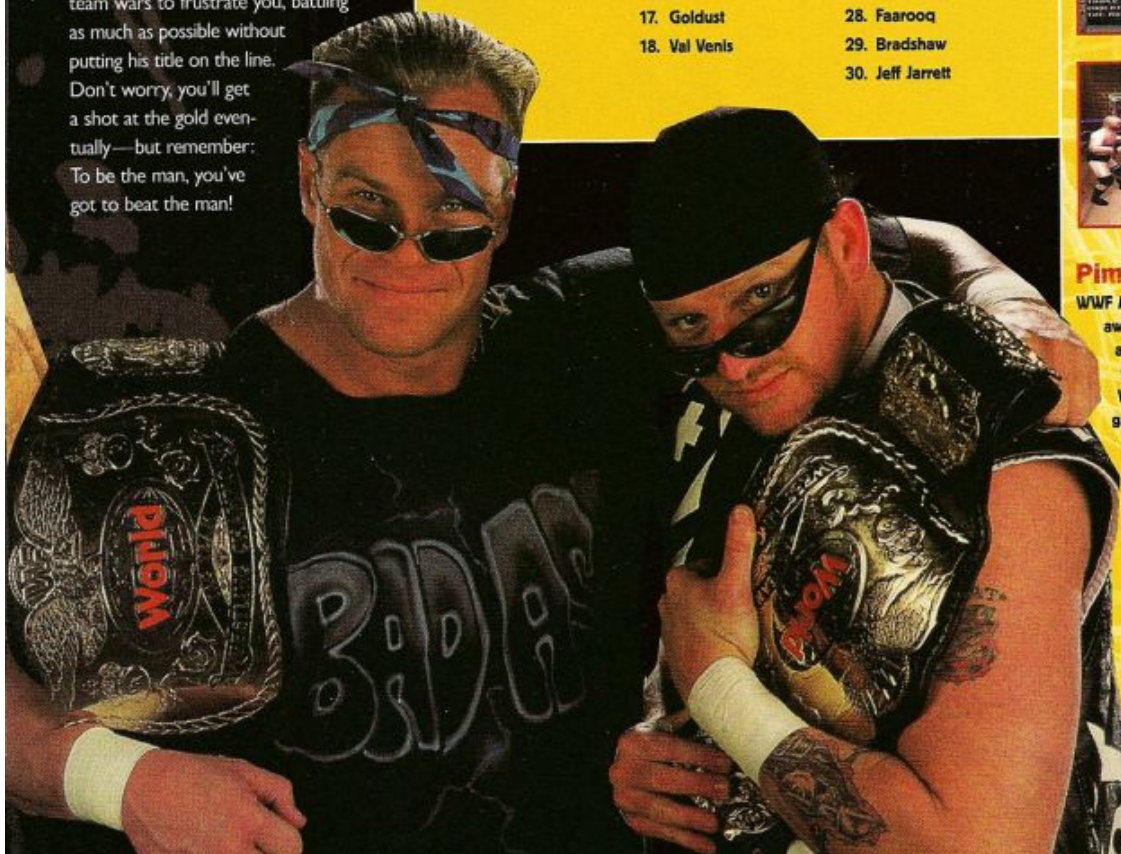
Each wrestler will not only have their own theme music, but their own taunts, brags, grunts, and groans. Attitude's music is digitized on both platforms this year, so even N64 owners will be able to experience the dynamic sounds of the WWF. Jim Ross and Jerry "The King" Lawler will also be back at ringside to provide the game's color commentary. Check www.gamepro.com for an assortment of audio clips from WWF Attitude.



Pimpin' Ain't Easy

WWF Attitude's Career mode should be awesome! Not only will you fight in all of the authentic arenas, but you'll also actually follow a full WWF season. If you're playing the game and it's January, you'll compete in the Royal Rumble. If it's March, you'll fight in Wrestlemania. And up to four players can compete in the same season!

Other game modes and options planned include an eight-player King of the Ring tournament, Training, Survivor Series, Lumberjack, Three-Way Dance, Steel Cage (you can climb out of the cage at anytime in Attitude), Nuclear War, Two-out-of-Three Falls, Submission, Falls Count Anywhere, Weapons (including Mr. McMahon's bed pan!), and brutal Texas Deathmatches.



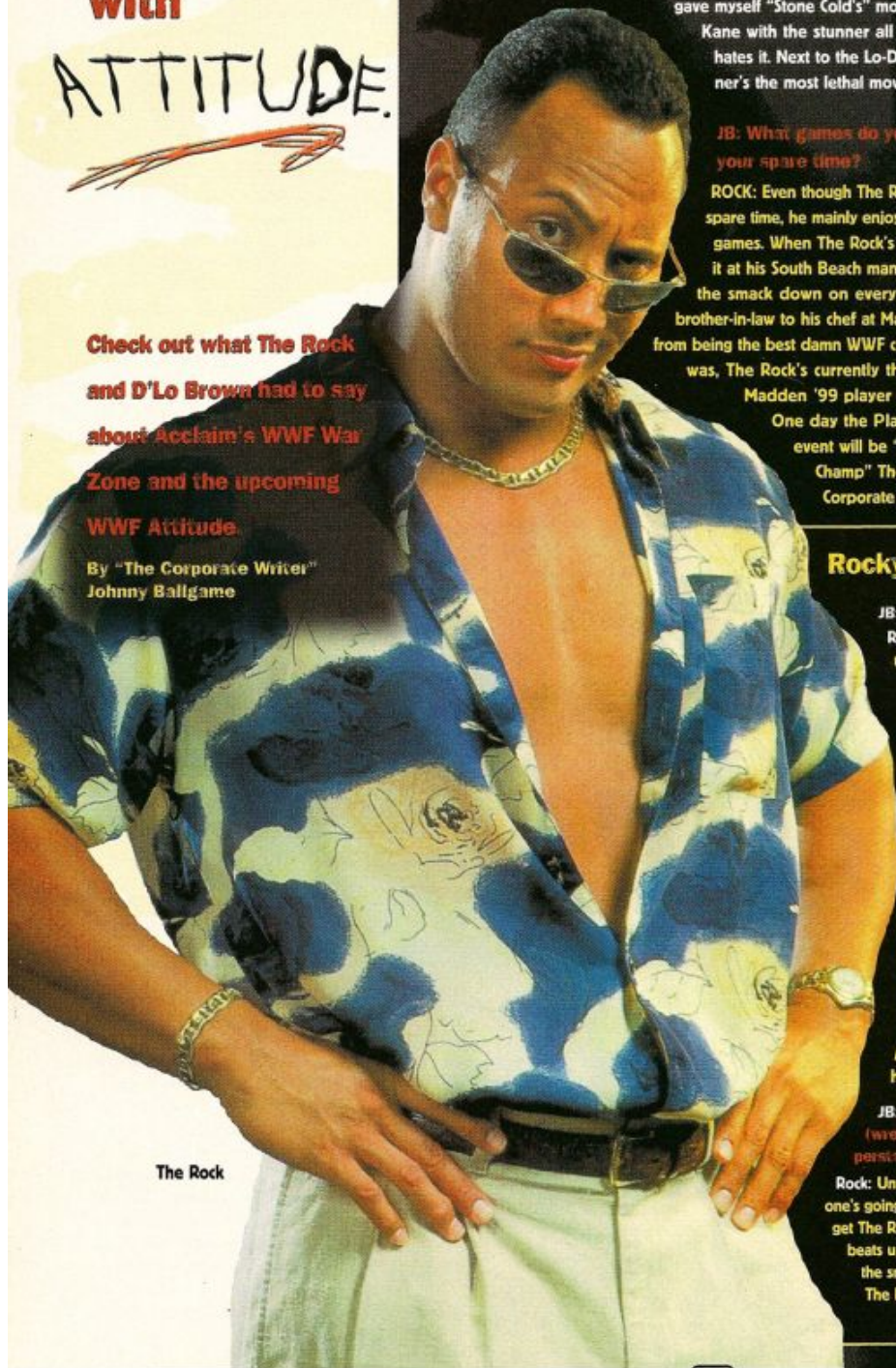


Interviews with

ATTITUDE.

Check out what The Rock and D'Lo Brown had to say about Acclaim's WWF War Zone and the upcoming WWF Attitude.

By "The Corporate Writer" Johnny Ballgame



The Rock

You better recognize! The World Wrestling Federation is tag-teaming the video game industry with not only one of the best-selling games of '98—WWF War Zone—but also with one of the most anticipated titles of '99: WWF Attitude. Let the smack talk begin.

JOHNNY BALLGAME: Have you both played WWF War Zone?

THE ROCK: Naturally, The Rock has gotten a chance to play WWF War Zone. It's hard to get time out to play, obviously, because everybody wants a piece of The Rock these days, and quite frankly, you can't blame them. But The Rock's won every single title in War Zone and even won some titles that weren't there, if you smell it!

D'LO BROWN: Actually, I was beating Kane's ass last night. But I had to create myself in the game. The closest thing to me is Steve Austin's Head-Waggle, so I gave myself "Stone Cold's" moves. I drop big Kane with the stunner all the time. He hates it. Next to the Lo-Down, the Stunner's the most lethal move there is.

JB: What games do you play in your spare time?

ROCK: Even though The Rock has so little spare time, he mainly enjoys playing sports games. When The Rock's at home, kickin' it at his South Beach mansion, he's layin' the smack down on everyone from his brother-in-law to his chef at Madden '99. Aside from being the best damn WWF champ there ever was, The Rock's currently the best damn Madden '99 player on the planet. One day the PlayStation main event will be "The Corporate Champ" The Rock vs. "The Corporate Writer" Johnny

Ballgame. It'll be one hell of a match, but just like all of The Rock's matches, The Rock will come out on top. Sorry, jabroni.

D'LO: We play everything from Vigilante 8 to NCAA Football '99 to WWF War Zone. We even play a little NBA Live '99. The sports games are great for head-to-head competition. When I'm at home, though, I like to play more intellectual games like Sim City and Resident Evil. But it's hard to play Resident Evil on the road with eight guys sitting around a hotel room. I don't think seven guys want to watch one guy shoot zombies for four hours straight. Growing up, like everyone else, I played Pac Man and Donkey Kong—but to me, Tecmo Bowl was the greatest game ever created. I don't care how much graphics or game-play change, Tecmo Bowl for the Nintendo was the best.

JB: Now before we get into WWF Attitude, I gotta know: Why did The Nation break up?

ROCK: All right, Jabroni Ballgame, you're allowed one stupid question, and this is it. Obviously, The Rock's shoulders were getting heavy from carrying all those jabronies. The best thing that ever happened to The Nation was The Rock, and now that The Rock has decided to leave those losers, look

Rocky Doesn't Suck: More with The Rock

JB: What do you think when people chant, "Rocky sucks"?

Rock: Actually, that puts The Rock in a great mood. The audience realizes that when they chant, "Rocky sucks," it enrages The Rock, making The Rock want to put the boots to all those pieces of trash in the ring. The Rock has no problem with "Rocky sucks." But we have to ask ourselves this educated question: "Does The Rock really suck!" And the educated answer is—without a shadow of a doubt—"Absolutely not, if you smell what The Rock is cooking."

JB: How do you play as The Rock in EA Sports' NCAA Football '99?

Rock: To play as the best damn WWF champ of all time, you need to play as number 94 on the national champion 1994 Miami Hurricanes [enter the name "LEDIWS" at the user profile screen to uncover the hidden team]. In fact, The Rock laid the smack down on a whole bunch of quarterbacks in his day, including Charlie Ward. After The Rock laid the smack down on him in Tallahassee in '94, Ward actually looked into The Rock's eyes and said, "I'm headed to the NBA." And The Rock said, "Do your thing, jabroni. The Rock's headed to the WWF."

JB: If there was a triple-threat match between your grandfather (wrestling great, Chief Peter Maivia), your father (wrestling superstar, Rocky Johnson), and The Rock—who would win?

Rock: Unfortunately for The Rock's grandfather and The Rock's dad, someone's going to have to get The Rock's Elbow and someone's going to have to get The Rock Bottom. But The Rock doesn't want to be the kind of man who beats up his family; The Rock doesn't want to be the kind of man who lays the smack down on his grandfather and his dad—but, Johnny Ballgame, The Rock is just going to have to be that type of man.

what's happened to them. They've all amounted to a big pile of monkey crap.

D'LO: It was just a conflict of interest. Me and Mark Henry want to be the tag-team champs, and we can't achieve that by running around and being The Rock's henchmen. We want stuff for ourselves, and we know we have bright futures. We don't want to just sit around and be someone's lackey or flunky—we want gold around our waists as well.

JB: What did you think of D-Generation X's parody of The Nation?

ROCK: Imitation is the sincerest form of flattery. Those jabronies are so jealous of The Rock, it's unbelievable. They know that The Rock's in a position that they'll never—and The Rock means never ever—be in. They like to hang around with world champs, but will obviously never wear the gold. As far as The Rock is concerned, he's made special reservations for them at the Smack Down Hotel on the corner of Know Your Role Boulevard and Jabroni Drive.

D'LO: I have two views on it. Personally, I didn't like it. But speaking as a fan, I thought it was hilarious. I have a rivalry with X-Pac heating up and I want to get my hands on Road Dogg for imitating me in the skit, but mostly I want to get my hands around Chyna's neck.

JB: Where do you see the WWF headed in 1999?

ROCK: 1999 is going to be the year of The Rock 'cause everybody knows that The Rock is without a shadow of a doubt the most electrifying man in sports entertainment history. He's going to be the one to lead the WWF into the next millennium. Why? Because The Rock can.

D'LO: Bigger, better, and brighter. We're on a sky rocket to the moon and we're not even half way there yet. I see us appealing more to the general sports fan, not just the wrestling faithful. I'd love to see our clips on ESPN.

JB: I heard that! But I'm toast if we don't get back to video games. How have you both been involved in the making of Acclaim's new game, WWF Attitude?

ROCK: The Rock did a bunch of voice-overs, including all of The Rock's sayings and catch phrases. The Rock also threw out a bunch of game ideas to Acclaim in regard to the most electrifying move in sports entertainment history—and we all know what that move is. It's going to be the best damn game ever—and you can quote The Rock on that!

D'LO: I was brought down to Acclaim Studios in New York, and they took over 100 pictures of me in different positions. Later, they took the pictures, digitized them, and wrapped the body images on a generic skeleton to get the actual player model in the game. I also explained all my signature moves and gave them a biography on my character. I spent about four or five hours going through everything—but man, it was so exciting. When people pop that CD in the PlayStation, they just don't realize the hundreds and hundreds of hours that went into creating just two seconds of the game. I can't wait to play!

JB: What additional features would you include in Acclaim's new game, WWF Attitude?

ROCK: Attitude's going to have it all—from

The Rock's Sideburns and The Rock's Eyebrow down to The Rock's Tattoo.

But most importantly, The Rock's Elbow will be in the game—complete with The Rock slowly taking off the elbow pad. The Rock guaran-damn-tees it!

D'LO: Something I'd love to see in Attitude is a program that would let you create your own pay-per-view. That way, you could create your own Survivor Series or Wrestlemania and put every WWF title on the line. I play War Zone a lot, and one of the things I love is the Weapons match where you try to slam your opponent through the table on the outside of the ring. But it's so hard to do. The Weapons match in Attitude should start with the tables already in the ring; and players should be able to stack the

tables before slamming their opponent through the boards.

JB: What's it like to be a video-game character?

ROCK: All theatrics aside, it's pretty damn cool. To have the people who play War Zone coming up to me and saying how cool The Rock's character is, and how much fun they have playing the game, really means a lot.

D'LO: It'll be a dream come true to be in my own video game.

Big ups to The Rock and D'Lo for taking time out to kick it with GamePro (just minutes after the two interviews—conducted separately, of course—they were beating the mess out of everyone on Monday Night Raw!). Look for the WWF to knuckle up with some serious attitude when "The People's Game" debuts this May.

Also, be sure to check out

www.gamepro.com

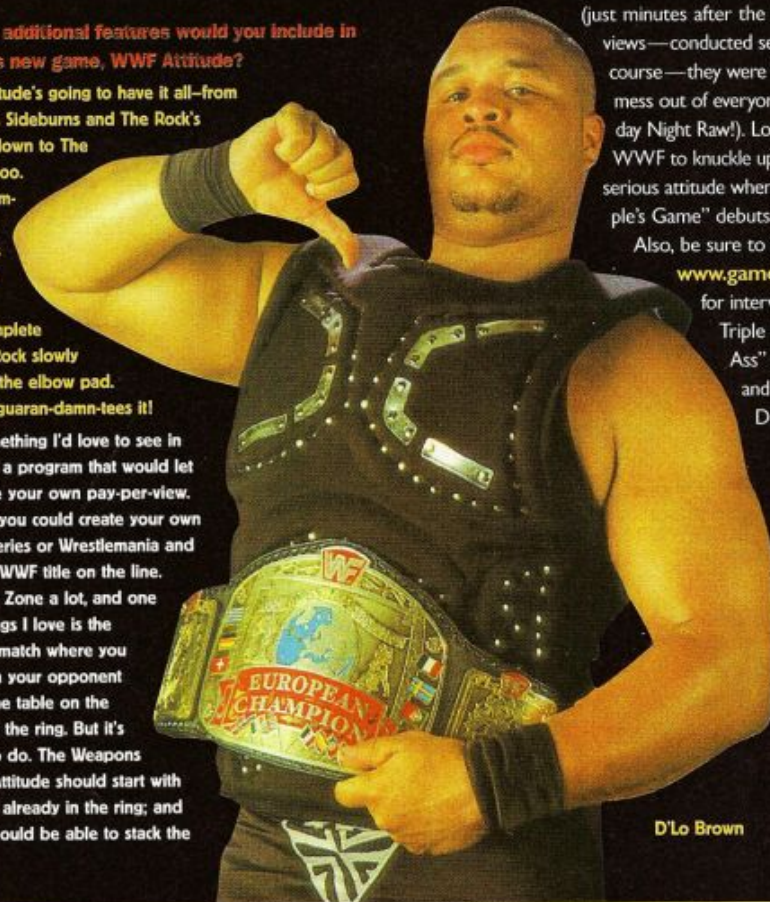
for interviews with

Triple H, "Bad

Ass" Billy Gunn,

and The Road

Dogg. 



D'Lo Brown

On the Down Lo: More with D'Lo

JB: How did you get started in wrestling?

D'LO: I was an accountant in New York. One day, I was in the gym working out, and some guy said, "Hey, you're pretty big. Have you ever thought of wrestling?" But I didn't want to do it. Finally, after a lot of pushing and prodding, the guy got me to train, and here I am four years later. I bet I'm the only wrestling accountant ever.

JB: Where did you learn your strut?

D'LO: I developed my strut as I developed me. It's like that little defensive back who trails Jerry Rice all day and Rice catches 20 passes. Then the defensive back picks off one pass and as he runs it back, he lets everyone in the stadium know it. He highsteps into the end zone, and the fans forget he was abused all day. All they remember is his strut. That's how I am. I let everyone know from the moment I walk into the ring—I'm better than you.

JB: Where did you learn your finishing move?

D'LO: Every time I do The Lo-Down, it's a little triumph. When I first started wrestling, I was scared to climb to the top rope. In fact, I was scared to death. The first time I tried The Lo-Down, I almost broke my neck. So I practiced in a gym with a crash mat and a boxing dummy. At first, I practiced it from the bottom rope, then the second rope, and finally I made it to the top. Now I keep doing it from higher and higher—and I'm told it's one of the best moves in the business.

