



JALECO.

HAMMER LOCKER

W R E S T L I N G

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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TABLE OF CONTENTS

| | |
|----------------------------------|----|
| Introduction | 2 |
| Object of the Game | 3 |
| Getting Started | 4 |
| Options | 8 |
| Passwords | 9 |
| Controller Functions | 10 |
| Specific Moves for Each Wrestler | 12 |
| Game Tips | 18 |
| Taking Care of Your Jaleco Game | 19 |
| Notes | 20 |



INTRODUCTION

Most video game manuals have a wordy introduction that tries to psyche the player up for the game. Just between you and us, these introductions are actually written so that neat, slick sales points can be pulled out and used on brochures and boxes. But this is Hammerlock. We're not gonna try and polish up your ego to play our game. Heck, if you didn't wanna play this game, you wouldn't even be reading this at all. We know how few people actually read manuals anyway.

This is a wrestling game, not a commercial. You don't wanna read, you wanna drive people's faces into the mat. You wanna pin their backs for a three count. You wanna fly off the top rope and knock people into next week. You wanna win the belt and call yourself champion.

So enough words. This game isn't about words. It's about speed, power, and finesse. Oh, and it's about showing off, too. So have fun, and don't take it too seriously; it's only a game.



HAMMERLOCK

OBJECT OF THE GAME

The object of the game?!? What is this? The object of the game, any game, is to win. Sure, you can have fun trying, but winning is so much better.

Ah, but how to win? That's the question. There are many modes in Hammerlock. You can win against your friends (up to 11 of them, four players at once!), you can win against the computer, you can win with a tag team partner, or you can win by yourself. There are many ways to win.

There are also many ways to lose. Actually, there are three ways to lose. You can lose a wrestling match by pinfall, by submission, or by count out. A pinfall is when a wrestler's shoulders (both shoulders) are pressed to the mat for a count of three. A submission is when a wrestler gives up a match, usually during a painful move or hold. And a count out is when a wrestler (or both wrestlers) are outside the ring for a count of 20. A draw is called when neither player loses before the time expires. In matches with no time limit, the only way the match ends is with a winner, so you'd better be ready!

If you are one of the honored who own a Multiplayer Adapter, you can wrestle with up to four of your friends. If you don't have one, go get one! They're cool!

Now you know the glories and the perils of the trials ahead. Let's hope you're ready.



GETTING STARTED

We know you all know how to do this, but:

1. Place the Hammerlock cartridge into your Super NES and turn on the unit.
2. The Jaleco screen will appear, followed by the title screen.
3. Press **START** to select to start a new game or continue with a password.

SELECT MODE

This section explains the options for a new game. If you have a password to enter, see the section on *Passwords*.

There are four different modes that the player can choose from the options screen pictured below.



Use the control pad to move up and down through the mode options. To select a mode, press the **A, B,** or **START button.** If you made a mistake, press the **Y button** to back up a step.



HAMMERLOCK

The four modes are as follows:

Exhibition Match

In this mode, you play one match with up to 4 human players. Any type of match can be played as an exhibition match. You can wrestle one on one, or as a tag team. If you are playing a tag team, you can play with one, two, or four human players.

These matches are one fall only. After the match is over, you have the option to try again. If you choose 'yes', you will play an identical match, but you will be able to choose new characters. If you choose 'no', you will return to the title screen. You can continue as many times as you like.

| CHAMPION LEAGUE MATCH | |
|-----------------------|-----------------------|
| SINGLE BOOT | |
| | 1P 2P 3P 4P 5P 6P Pts |
| 1P Ivan | 00000 2.5 |
| 2P Fundi | X 0X0X 1.0 |
| 3P Baron | XX X0X 0.5 |
| 4P Max | X00 XX 1.0 |
| 5P Sid | XXX0 X 0.5 |
| 6P Oga | X0000 1.7 |

Champion League Match

In this mode, up to six players can compete in a league for the most overall points. The match table ensures that every player wrestles every other player and records who won the match and how.

| LEAGUE MATCH RESULT | | |
|---------------------|--------|--------|
| 1 st | Max | 20 Pts |
| 2 nd | Bozak | 15 Pts |
| 3 rd | Selvis | 12 Pts |
| 4 th | Spud | 09 Pts |
| 5 th | Ace | 05 Pts |
| 6 th | Sid | 02 Pts |

You will receive different scores depending on the outcome of your match. A pin or a submission earns 5 points, a ring out earns 3 points, a draw earns



HAMMERLOCK

2 points and a loss earns 0 points. After the league has been played out, the final results are displayed on the League Match Result screen.

Tournament Match



In Tournament Match Mode up to 8 players can compete to find out who is the best. The Tournament setup is displayed on the Tournament Match screen.

The tournament is a single bout elimination, this means if you lose once, you are out of the tournament. If you are playing alone, the computer will give you the option to either watch the matches you aren't participating in or just to report the winner. There is no time limit in tournament matches. There **MUST** be a winner.

After you fight your match, you may be given the option "Do you watch a game?" This question is asking if you would like to watch a match that is fought by computer wrestlers. If you answer yes, you must watch the entire match. If you answer no, the winner of the match will be displayed.



Top Ranking Match

In the Top Ranking Match mode you wrestle through all the characters in the game in an attempt to become champion. As you progress your opponents will get progressively harder.

After Match Screen



After you play a match, a screen is displayed showing the winner and loser of the match. In the middle of the screen is the time the match took (if it had a time limit), and the move that won the match.

HAMMERLOCK



OPTIONS

Options Screen

Before each match, you are given options to select for the mode of game you want to play.



Each mode has different options that you can select. To scroll through the options, press **LEFT** and **RIGHT** on the control pad. To select an option, press **A, B, or START** button. To go back

a step (except the last option, once you choose that, you exit the screen), press the Y button.

Here is a list of the options and what they do. After each explanation is the list of modes that use the option:

Number of Players - Select the number of human players in the game mode you selected (can be up to 8 human players). This option is for Champion League and Tournament matches only.

Single Tag - Selects whether the match is a one-on-one match, (single) or a tag team match (tag). All modes have this option.

8



HAMMERLOCK

Human/Computer Match Up - Selects which players are human and which are computer (For example, if you play a tag match, and you have two human players, you can play 1p and com vs. 2p and com, or 1p and 2p vs. com and com, etc...you get the picture). All modes have this option.

Time Limit - Selects the time limit for the match. This option is for exhibition and Champion League matches only. Tournament and Top Ranking matches have no time limit.

Difficulty Level - Selects how hard the computer wrestlers will be. Level 1 is the easiest and level 4 is the hardest. All modes have this option.

PASSWORDS

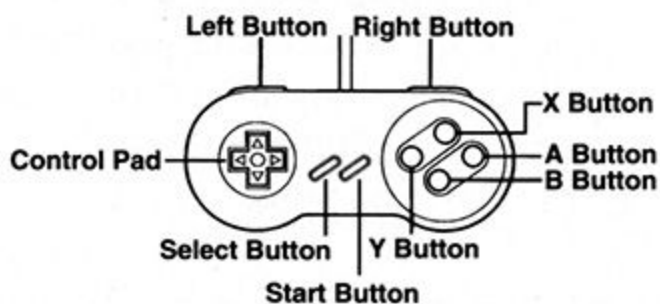


After you lose a match in a Top Ranking match, a password is displayed on the screen. Use the control pad to select a letter, and press the **A or B** buttons to select a letter.

The **Y** button will erase the last letter selected, or it will let you exit the password screen and go back to the game mode select screen.



CONTROLLER FUNCTIONS



Each wrestler has basically the same controls. Below is a list of the generic moves for a wrestler. The moves in *italics* are moves that each wrestler will have his own move for. After the generic controls is a listing of the specific moves for each wrestler.

For example, every wrestler has a *Special Attack* by hitting the **A button** while standing. Baron Kaiser's *Special Attack* is a clothesline. To do Baron Kaiser's *Special Attack* the player would hit the **A button** while standing near his opponent. Now, on with the moves.

Note: When the arrows are used, (←, ↑, ↓, or →), it means directions on the control pad. All button controls (**A, B, X, Y, R, L, START, & SELECT**) are in **BOLD** type.

10

HAMMERLOCK

While Standing

A - Special Attack

B - Kick

X - Dash (Run)

Y - Punch

Y & ↵ or ↶ (towards Tag partner) - Tag in / out

B & ↵ or ↶ (towards ropes) -

Climb on turn buckle

B & ↵ or ↶ (towards ropes) -

Enter / Exit Ring

The control pad is used to move the wrestler around the ring. To grapple with a wrestler, you should move into the other wrestler.

While Grappling

A - Grapple Move 1

B - Body Slam

Y & ↵ or ↶ - Irish Whip

B & ↵ - Grapple Move 2

A & ↵ or ↶ Grapple Move 3

B & ↵ or ↶ Grapple Move 4

A & ↵ - Grapple Move 5

Note: Hitting any button rapidly will do one of two things: 1) Get your wrestler up off the mat more quickly, or 2) get your wrestler out of a submission hold.

When Opponent is Down

A - Drop / Submission move

B - Pin (Body Lock)

X - Dash (Run)

Y - Pick up wrestler (if standing near head of wrestler on mat)

While Running

B - Dash Attack

While On Top Rope

B - Flying Attack





Here are the specific moves for each wrestler.

Oga Prime

| | |
|-----------------------|--|
| Punch | Front slap |
| Kick | Low kick |
| Special Attack | Cross Chop |
| Grapple Move 1 | Abdominal Stretch (Submission move) |
| Grapple Move 2 | Inverted Suplex |
| Grapple Move 3 | Power Bomb |
| Grapple Move 4 | DDT |
| Grapple Move 5 | Power Bomb Pin |

Drop/Submission moves-

A button near feet of opponent-
Double Underhook Lock (Submission move)

A button near head of opponent-
Boot to the Head (Submission move)

Dash Attack
Flying Attack

Clothesline
Flying Elbow Drop

Other Moves

While Standing: **A & <- or ->** - Jump Kick to Head



Baron Kaiser

| | |
|-----------------------|-------------------|
| Punch | Baron Blow |
| Kick | Low kick |
| Special Attack | Drop Kick |
| Grapple Move 1 | Short Clothesline |
| Grapple Move 2 | Inverted Suplex |
| Grapple Move 3 | Power Bomb |
| Grapple Move 4 | DDT |
| Grapple Move 5 | Not Used |

Drop/Submission moves-

A button near feet of opponent- Elbow Drop

A button near head of opponent-
Sleeper Hold (Submission move)

Dash Attack
Flying Attack

Clothesline
Flying Elbow Drop

12



HAMMERLOCK



Sam Warhammer

| | |
|-----------------------|----------------------------|
| Punch | Hammer Blow |
| Kick | Low kick |
| Special Attack | Warhammer Smash |
| Grapple Move 1 | Bear Hug (Submission move) |
| Grapple Move 2 | Inverted Suplex |
| Grapple Move 3 | Back Breaker |
| Grapple Move 4 | Suplex |
| Grapple Move 5 | Pile Driver |

Drop/Submission moves-

A button near feet of opponent-
Elbow Drop

A button near head of opponent-
Wrist Lock (Submission move)

| | |
|----------------------|-----------------|
| Dash Attack | Forearm Smash |
| Flying Attack | Flying Leg Drop |



Selvis Takito

| | |
|-----------------------|----------------------------|
| Punch | Selvis Jab |
| Kick | Low kick |
| Special Attack | Wheel Kick |
| Grapple Move 1 | Bear Hug (Submission move) |
| Grapple Move 2 | Inverted Suplex |
| Grapple Move 3 | Suplex |
| Grapple Move 4 | DDT |
| Grapple Move 5 | Power Bomb Pin |

Drop/Submission moves-

While near opponent- Leg Drop

| | |
|----------------------|--------------------|
| Dash Attack | Running Wheel Kick |
| Flying Attack | Flying Leg Drop |





Ace Wagata

| | |
|-------------------------------|--------------------------------|
| Punch | Ace "In Your Face" |
| Kick | Low kick |
| Special Attack | Drop Kick |
| Grapple Move 1 | Viper Twist (Submission move) |
| Grapple Move 2 | Chicken Wing Suplex |
| Grapple Move 3 | Suplex Pin |
| Grapple Move 4 | Double Underhook Suplex |
| Grapple Move 5 | Not Used |
| Drop/Submission moves- | |
| | While near opponent-- |
| | Sleeper Hold (Submission move) |
| Dash Attack | Flying Knee |
| Flying Attack | Flying Elbow |



Spud Marmoset

| | |
|-------------------------------|----------------------------------|
| Punch | Marmoset Smash |
| Kick | Middle Kick |
| Special Attack | Spinning Back Kick |
| Grapple Move 1 | Forearm Smash |
| Grapple Move 2 | Inverted Suplex |
| Grapple Move 3 | Double Underhook Bomb |
| Grapple Move 4 | Suplex |
| Grapple Move 5 | Not Used |
| Drop/Submission moves- | |
| | While near opponent - Elbow Drop |
| Dash Attack | Flying Clothesline |
| Flying Attack | Flying Elbow |

14



HAMMERLOCK



Sid Bieniek

Punch

Sid Special

Kick

Low Kick

Special Attack

Sid's Spinning Backfist

Grapple Move 1

Sid's Sleeper Hold (Submission move)

Grapple Move 2

Inverted Suplex

Grapple Move 3

Sid's Suplex

Grapple Move 4

Sid's Head Smash

Grapple Move 5

Not Used

Drop/Submission moves-

While near opponent - Elbow Drop

Dash Attack

Sid's Shoulder Block

Flying Attack

Sid's Flying Elbow Gift



Great Max

Punch

Max Smash

Kick

Low Kick

Special Attack

Jumping Roundhouse

Grapple Move 1

Foreign Object (Submission move)

Grapple Move 2

Belly-to-Belly Suplex

Grapple Move 3

German Suplex Pin

Grapple Move 4

Suplex

Grapple Move 5

Not Used

Drop/Submission moves-

While near opponent- Wrist Lock

Dash Attack

Running Forearm

Flying Attack

Flying Knee Drop / Flying Elbow Drop

HAMMERLOCK

15





Alpha Bozak

| | |
|-------------------------------|--------------------------------|
| Punch | "Alpha Beta Ooh Ahh" Punch |
| Kick | Low Kick |
| Special Attack | Drop Kick |
| Grapple Move 1 | Power Slam |
| Grapple Move 2 | Inverted Suplex |
| Grapple Move 3 | Suplex |
| Grapple Move 4 | DDT |
| Grapple Move 5 | Not Used |
| Drop/Submission moves- | |
| | While near opponent-- |
| | Sleeper Hold (Submission move) |
| Dash Attack | Diving Clothesline |
| Flying Attack | Flying Knee Drop |



Ivan Destra

| | |
|-------------------------------|---|
| Punch | "Ivan the Terrible" Blow |
| Kick | Low Kick |
| Special Attack | Head Butt |
| Grapple Move 1 | Bear Hug (Submission Move) |
| Grapple Move 2 | Inverted Suplex |
| Grapple Move 3 | Pile Driver |
| Grapple Move 4 | Power Bomb |
| Grapple Move 5 | Not Used |
| Drop/Submission moves- | |
| | A button near feet of opponent - Crush Elbow |
| | A button near head of opponent - |
| | Sleeper Hold (Submission Move) |
| Dash Attack | Clothesline |
| Flying Attack | Flying Hip Smash |

16



HAMMERLOCK



Mondo Fundi

| | |
|-----------------------|--------------------------------|
| Punch | Socko Mondo |
| Kick | Low Kick |
| Special Attack | Sumo Smash |
| Grapple Move 1 | Sleeper Hold (Submission move) |
| Grapple Move 2 | Inverted Suplex |
| Grapple Move 3 | Suplex |
| Grapple Move 4 | Power Slam |
| Grapple Move 5 | Not Used |

Drop/Submission moves-

| | |
|----------------------|--|
| Dash Attack | A button while near opponent - Sumo Press |
| Flying Attack | Shoulder Block Flying Sumo Press |



Moe Fudo

| | |
|-----------------------|------------------------------|
| Punch | Death Touch |
| Kick | Middle Kick |
| Special Attack | Head Boot |
| Grapple Move 1 | Hammerlock (Submission move) |
| Grapple Move 2 | Belly-to-Belly Suplex |
| Grapple Move 3 | German Suplex Pin |
| Grapple Move 4 | Back Breaker |
| Grapple Move 5 | Not Used |

Drop/Submission moves-

| | |
|----------------------|--|
| Dash Attack | While near opponent- Wrist Lock (Submission move) |
| Flying Attack | Shoulder Block Moon Assault Press |



BASIC HINTS FOR SUCCESS

- The moves that do more damage can't be done instantly. Start with punches and kicks before grappling. Then, soften an opponent up with Irish Whip moves off the ropes and / or body slams. The high damage moves are also high risk of failing, so be careful.
- When playing a Tag match, be sure to tag in and out to control your opponents and keep him off balance. And a long rest can mean a fresh partner.
- Even if a wrestler won't submit, submission moves are good to wear a wrestler down for more powerful moves. When trying to do a special move don't hammer on the buttons, timing is much more important. See if you can find out when is the best time to press a button to get a move. Practice makes perfect.
- Most of all, keep trying! This game is not easy, so don't feel badly if you lose a few matches. You'll learn.



TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

HAMMERLOCK

19



NOTES

ZTYZZS

FLHSXK

QCGVWJ

BJSBLF

ZFLZZS

FJSSXK

QXBVWJ

20



HAMMERLOCK

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"...if you drink much from a bottle marked 'poison', it is almost certain to disagree with you, sooner or later."

Watch for new Jaleco video games
for the Super Nintendo Entertainment System®
in coming months. And remember,
Jaleco makes great video games for the
Nintendo Entertainment System® and the
Nintendo Game Boy® as well!



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