

WWF Attitude Career Mode Walkthrough

by Doc_Attitude

Updated to v1.0 on May 16, 2017

This walkthrough was originally written for WWF Attitude on the PSX, but the walkthrough is still applicable to the DC version of the game.

WWF Attitude Career Mode Walkthrough V 1.0 (PS1, Dreamcast, N64)

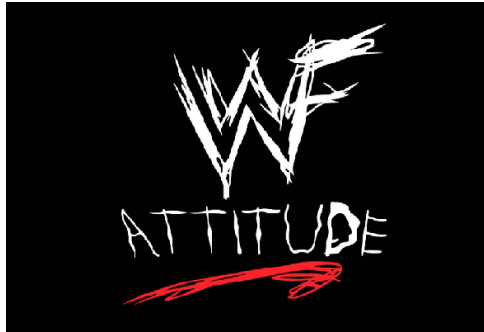


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This walkthrough is written and created by Döctör Ättitudë (https://www.youtube.com/channel/UC7TqinB6yZR6M_nzeA6BzOA). Feel free to copy this to your website, but just be sure to cite my name. Unlike other FAQ writers, I'm not fussy with people copying my content :P

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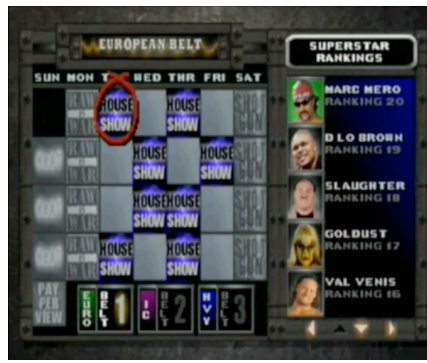
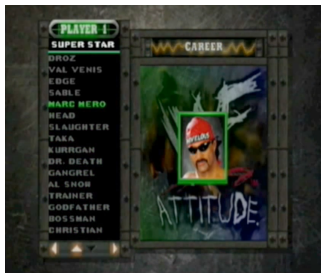


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Reg-1. CALENDAR EVENTS DESCRIPTIONS

First Calendar Match (on House Show event)- After selecting the wrestler of your choice, you will have to fight a VS match at a House Show event. When you first see the calendar, all events except for the House Shows will be grayed-out, meaning you can't compete at them yet. After you win or lose your first match, you must move up the Superstars Rankings chart to make the greyed-out events appear. Losing this first match will have no consequences. Read the bullet points below, and read the notes that in **purple** to learn how to make them appear.



House Show- You compete at these events in the European Division, and they regularly consist of simple matches, most commonly VS and sometimes Tag Team. They can sometimes have match modifiers. The match modifier is usually just a Falls Count Anywhere stipulation.



Winning at a House Show allows you to move up by 1 ranking, while losing one makes you move back 1 ranking.

Note: These matches are only available when you are in between the Superstar Rankings of #20 and #6 in the European Division. After you achieve Ranking #5, you can no longer compete at House Shows. However, if you happen to fall below Ranking #5 during your stint in the European Division, you can compete at House Shows again. Note that these events disappear every time you move past Ranking #5.

Shotgun Saturday Night- You compete at these events in the European Division and the Intercontinental Division, and they can consist of simple matches such as VS, Tag Team, and Tornado. Shotgun shows can sometimes feature more difficult matches such as Triangle, Triple Threat, and in the worst cases, 2-on-1 handicap matches.



Winning at a Shotgun allows you to move up by 1 ranking, while losing one makes you move back 1 ranking.

Note: These matches become available to you after you achieve Ranking #15 in the European Division. After you achieve Ranking #10 in the Intercontinental Division, you can no longer compete at Shotgun events. However, if you happen to fall below Ranking #10 during your stint in the Intercontinental Division, you can compete at Shotgun events again. Note that these events disappear every time you move past Ranking #10 in the Intercontinental Division, or every you move below Ranking #15 in the European Division.

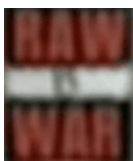
Sunday Night Heat- Similar to Shotgun shows, you compete at these events in the European Division and the Intercontinental Division, and they can consist of simple matches such as VS, Tag Team, and Tornado. Heat shows can also feature more difficult matches such as Triangle, Triple Threat, Gauntlet, and in the worst cases, 2-on-1 and 3-on-1 handicap matches. They can also have special match modifiers, most commonly Hardcore and Falls Count Anywhere.



Winning at a Heat show allows you to move up by 1 ranking, while losing one makes you move back 1 ranking.

Note: These matches become available to you after you achieve Ranking #10 in the European Division. After you enter the Heavyweight Division, you can no longer compete at Heat events. Note that these events disappear every time you happen to move below Ranking #10 in the European Division.

Raw Is War (Regular Calendar Event)- By far the most difficult event to compete in, you compete at these events in all belt divisions. They consist of difficult match types including, but not limited to, Triple Threat, War (Fatal-Four-Way), 2-on-1 handicap, 3-on-1 handicap, and Tag Gauntlet. Sometimes, you can be lucky and only have to compete in a simple Lumberjack match. Hardcore stipulations can sometimes occur at Raw events.



Winning at a Raw show allows you to move up by 1 ranking, while losing one makes you move back 1 ranking.

Note: These matches become available to you after you achieve Ranking #5 in the European Division. After you enter the Intercontinental Division, Raw events remain permanent on the calendar. Note that these events disappear every time you happen to move below Ranking #5 in the European Division.

Raw Is War (Grudge Match)- Grudge Matches are the matches that you must compete in prior to becoming a contender for the belt in the upcoming pay-per-view. In Grudge Matches, you will feud against the champion (not shown on the Superstar Rankings chart) and the wrestlers in Ranking #2 and Ranking #3. Grudge Matches are supposed to simulate the storyline build-up for the pay-per-view events, much like on television. Depending on how many Raws are left on the calendar, you may end up competing in either 1, 2, 3, or 4 Grudge Matches. If you are lucky, by which you achieve Ranking #1 at the end of the month, you will not need to compete in any Grudge Match! Hip-hip hooray!

In order to compete at the pay-per-view, you must win all Grudge matches at each Raw show left on the calendar. If you lose one, you will move back 1 ranking.

List of Grudge matches:

+Raw #1: VS match against wrestler in Ranking #2. When his health becomes red, the champion interrupts in the match, and he leaves after a 30 seconds.

+Raw #2: Triangle match against the champion and the wrestler in Ranking #2.

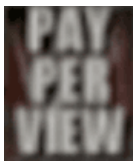
+Raw #3: War match in a steel cage against the champion, the wrestler in Ranking #2, and the wrestler in Ranking #3.

+Raw #4: A regular War match against the champion, the wrestler in Ranking #2, and the wrestler in Ranking #3.



Note 1: Grudge Matches only become available after you achieve Ranking #1 in any belt division. The only time you need to compete in them is when there are leftover Raw shows on the calendar. When competing in Grudge Matches, all other events other than the Raw events will be grayed-out, meaning you won't be competing at them.

Note 2: The current champion will not be displayed on the Superstar Rankings. He will first be shown to you during Raw #1 after interrupting the match.



Pay-Per-View- This is a special match that will reward you 3 ranking points if you win. If you lose at a Pay-Per-View, you will be forced to move back by 3 ranking points. Read Chapter "Reg-3." for more information on Pay-Per-Views. Below is a list of the Pay-Per-View events in chronological order:

1st: In Your House

2nd: King of the Ring

3rd: SummerSlam

4th: Survivor Series

5th: Royal Rumble

6th: Back to the 1st (In Your House)

End of the game: Wrestlemania

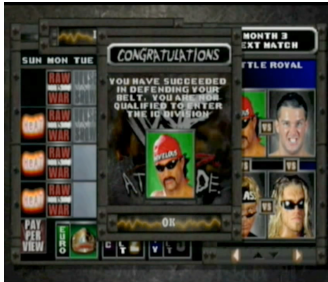
Note: Pay-Per-Views become available to you after you achieve Ranking #5 in the European Division. After you enter the Intercontinental Division, Pay-Per-View events remain permanent on the calendar. Note that Pay-Per-Views disappear every time you happen to move below Ranking #5 in the European Division.

!!! Important Note !!!: If you unlock a cheat at a Pay-Per-View, be sure to save your options in the Utilities Menu (which is easily found in the Main Menu).

Belt Defense Matches- After you earn either the European or Intercontinental Belt, you must successfully defend it 5 times in a row in order to proceed to the next belt division. Belt defense matches are simple VS matches against the computer opponents starting from Superstar Ranking #5 down to Ranking #1. These matches take place on Raw, Shotgun, and Heat.



If you happen to lose the belt to a particular computer opponent, he will become the new champion, and you will be forced to move back by 5 ranking points. You can still lose by way of countout. If the match ends in a "draw by disqualification", the particular belt match will just repeat itself on the next calendar event.



***Successfully defending the European Belt will allow you to enter the Intercontinental Division.**

***Successfully defending the European Belt will allow you to enter the Heavyweight Division.**

***The Heavyweight Belt doesn't need to be defended. Once you earn this belt, you will win the game, being titled as "World Champion".**

Reg-2. CALENDER EVENTS TIPS

+ During any match, try to use a variety of moves to get the crowd cheering for you! When they begin cheering for you, you can inflict double damage to your opponents, and you automatically kick out of pinfalls and submissions when you are low on health. So if you are about to lose in a match with low health, remember to get the crowd cheering for you! When the crowd is cheering, your name will start blinking rapidly, as shown by the yellow arrow in the picture below.



+ During Tag Team matches, pin the legal opponent when both opponents are low on health. When the illegal opponent is low on health, knock him out so he cannot help the legal opponent when you are pinning or submitting him. This ensures an easy victory.



+ Another good strategy in Tag Team matches is to throw the legal opponent outside the ring when he is groggy and very low on health. This can ensure an easy victory by way of countout. Do not call in your partner when you do this, as he will just attack the legal opponent. This will cause him to get back onto his feet, and he will then run back into the ring.



+ In Tornado matches, let your partner focus on only 1 of the 2 opponents. When the first opponent is distracted, you should take the time to give damage to the second opponent and pin him when he is low on health. It is okay to allow your partner to pin one of the opponents if need be.



+ If you are having a difficult time in a Triple Threat or a War match, try to eliminate an opponent by countout if the match allows you to. When he is eliminated, he will be forced to stay outside the arena, much like in a Lumberjack match. This way, you can focus on the other opponent(s) one-on-one, and have an easier time winning!



+ When you are fighting in a 2-on-1 or a 3-on-1 handicap match, try to eliminate an opponent by countout if the match allows you to. This will give you more time to focus on the other opponent(s) one-on-one. If the match does not let you win by countout, *the odds of winning are almost next to nothing*. Chances of winning are also a bit harder when the handicap match is a Toughman match, which requires you to successfully pin or submit all of your opponents instead of just one opponent. If handicap matches are too much for you to handle, you can always lose on purpose until an easier match appears on the calendar.



+ If a match applies the hardcore match modifier, use the ring weapons to your complete advantage! Weapons give a LOT of damage, and the crowd will cheer for you the more you use them! Hardcore matches always provide for an easy way to move up 1 ranking, just as long as you prevent your opponent from hitting you with a weapon!



+ When fighting in a cage match with multiple opponents, you must make sure that *all* opponents' health meters are in the red before you have the ability to climb out. Because most characters in the game are too slow to climb out of the cage, your opponents will often recover fast enough in time to shake you off! When there is multiple opponents with regenerating health in a cage match, the chances of winning are very slim (this especially applies in Grudge Match #3). My best advice is to win by most damage, keeping your health high enough in order to prevent any of your opponents from climbing out.



Reg-3. PAY-PER-VIEW EVENTS DESCRIPTIONS / UNLOCKABLES

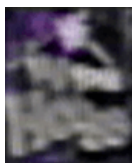


Note #1: Winning a belt match for the European Belt for the first time will unlock **New Custom Stuff (for Create-A-Wrestler)** and **Squeaky Mode**.



Note #2: Winning a belt match for the European Belt for the first time will unlock **3 Extra Attribute Points (for Create-A-Wrestler)** and **Big Head Mode**.

In Your House- In this pay-per-view event, you will compete in a specialty match against superstars from the belt division that you are in. Sometimes, superstars from the Heavyweight Division will be present depending on what the specialty match is. If the player is ranked in the #1 position in the Superstar Rankings, this will be a regular VS match for whatever belt you are trying to earn. This particular belt match applies for the European and Intercontinental Belts only.



*Unlockables: **Sable and Marc Mero**

King of the Ring- In this event, you will compete in an 8-man tournament. This event doesn't end until you have either lost 1 of the 3 matches in the tournament or have won all three. You will compete against superstars from whatever belt division you are in. If the player is ranked in the #1 position in the Superstar Rankings, this will be a regular VS match for whatever belt you are trying to earn. This particular belt match applies for the European and Intercontinental Belts only.



*Unlockables: **Kurrgan and Taka Michinoku**

SummerSlam- Similar to the In Your House event, you will compete in a specialty match against superstars from the belt division that you are in. Sometimes, superstars from the Heavyweight Division will be present depending on what the specialty match is. If the player is ranked in the #1 position in the Superstar Rankings, this will be a regular VS match for whatever belt you are trying to earn. This particular belt match applies for the European and Intercontinental Belts only.



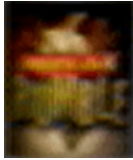
*Unlockables: **Sargent Slaughter and Shawn Michaels**

Survivor Series- You will be teamed up with 3 other superstars to create a 4-man team to fight against an opposing 4-man team. You can still win this match even if one of your superstars is pinned. If the player is ranked in the #1 position in the Superstar Rankings, this will be a regular VS match for whatever belt you are trying to earn. This particular belt match applies for the European and Intercontinental Belts only.



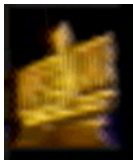
*Unlockables: **Jacqueline and Chyna**

Royal Rumble- This is a 30-person match where the last person in the ring wins. If you get tossed out of the ring, you will lose this match, and the opponent in the ring who did the most damage will win. Only 4 wrestlers can be in the ring at the same time. The good news about this match is that you will enter around Entry #10, allowing yourself to fight less opponents. If the player is ranked in the #1 position in the Superstar Rankings, this will be a regular VS match for whatever belt you are trying to earn. This particular belt match applies for the European and Intercontinental Belts only.



*Unlockables: **Paul Bearer and Jerry "The King" Lawler**

Wrestlemania- This event is a regular VS match against the Heavyweight champion. You can only play it when you are the #1 contender for the Heavyweight Belt at the end of the game, which requires you to win all prior Grudge matches on Raw (if any) and stay at Ranking #1.



*Unlockables: **Ego Mode and Bleep Mode (PS1 and Dreamcast only)**

!!! Important Note !!!: Sometimes, due to a glitch in the game, you can fight in a VS match at a Wrestlemania event early for either the European or Intercontinental belt. If your Wrestlemania event is not this "glitched" match, the Royal Rumble event will keep reappearing on the calendar instead, creating an endless Royal Rumble loop. If you happen to come across and win this "glitched" Wrestlemania match, you will not win the game early. Instead, you will just proceed to defend either the European or Intercontinental Belt regularly.

Reg-4. PAY-PER-VIEW EVENT TIPS

+ Avoid losing at pay-per-view events! If you lose, you will be bumped back 3 ranking points on the Superstar Rankings chart. If you lose a belt match at a pay-per-view event, you will also be bumped back 3 ranking points.



+ If you are fighting in a belt match at a pay-per-view, be sure to avoid the result of a double countout, as it causes the match to be a "draw by disqualification". As a result, you will not earn the belt. This will also lead into a glitch.



!!! **Important Note** !!!: Due to a glitch in the game, the pay-per-view belt match will reappear on the next month's Raw. Even if you win this "glitched" match on Raw, you will not earn the belt, and you will be unable to proceed and defend it. Instead, you will need to continue fighting Grudge matches on Raw until you can compete at a pay-per-view again for the belt. The pay-per-view will be the same exact event (In Your House, King of the Ring, etc.) as the one before where it ended in a "draw by disqualification". Even if this "glitched" match also ends in a disqualification, you will still be forced to continue fighting in Grudge matches.



+ When fighting in the Royal Rumble or a Battle Royal, keep attacking your opponent until he is groggy. When he is wobbling, press left, left, and block to pick-up and carry him! When you are at the edge of the ring, next to the ropes, press the tie-up button to toss him over and eliminate him! It is also a good idea to let two computer opponents fight each other out while you focus on a single opponent. That way, you can save health and eliminate an opponent quicker.



Even if your wrestler of choice loses in a Survivor Series match, you can still win by using the three random partners provided for you. Keep this in mind is a computer opponent proves to be too much for you. This tip also applies for stable matches, which can sometimes occur at the In Your House and Summerslam Pay-Per-Views.

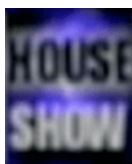


Tag-1. CALENDAR EVENTS DESCRIPTIONS

First Calendar Match (on Raw event)- After selecting the 2 wrestlers for your tag team, you will have to fight in either a Tag Team Gauntlet or a Tornado Gauntlet at a Raw event. You will have to successfully beat 5 teams in a row without losing. After you win or lose this first match (I'd loose if I were you, as this is a hard match), you will compete at the next event on the calendar (a House Show). Losing this first match will have no consequences. After this, the calendar will follow through like normal for the rest of the game.

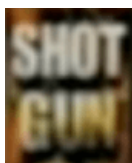


House Show- The matches at these events are easy, as they always consist of regular Tag Team matches. They rarely have match modifiers.



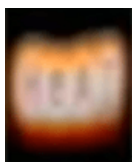
Winning at a House Show allows you to move up by 1 ranking, while losing one makes you move back 1 ranking.

Shotgun Saturday Night- The matches at these events are easy, as they always consist of either a Tag Team or a Tornado match. They can sometimes have match modifiers.



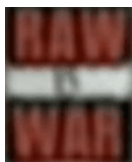
Winning at a Shotgun event allows you to move up by 1 ranking, while losing one makes you move back 1 ranking.

Sunday Night Heat- Just like Shotgun events, Heat events always consist of either a Tag Team or a Tornado match. They can sometimes have match modifiers.



Winning at a Heat event allows you to move up by 1 ranking, while losing one makes you move back 1 ranking.

Raw Is War- At Raw events, you will have to compete in either a Tag Team Gauntlet or a Tornado Gauntlet. In these matches, you will have to successfully beat 5 teams in a row without losing. These Raw events are very hard!

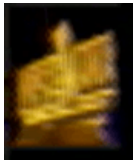


Winning at a Raw event allows you to move up by 1 ranking, while losing one makes you move back 1 ranking.

Grudge Match (Can take place on any calendar event)- Once you achieve Ranking #1 in a tag team career (therefore being the #1 contender), you will compete in a Grudge Match. This Grudge Match will be a regular Tag Team match against the team in Superstar Ranking #2. If you win this match, you will proceed to the Pay-Per-View. If you lose, you will be forced to move back 1 ranking.



Pay-Per-View- This event will appear as a Wrestlemania event after you win the Grudge Match. This event will be a regular Tag Team match against the Tag Team champions. If you win this match, you will win the game and the Tag Team Belt, and your two characters will be titled as "World Champion". This belt does not need to be defended.



If you lose this match, you will be forced to move back 1 ranking.



!!! Important Note !!!: No special cheats will be unlocked after winning a tag team career mode.

Tag-2. CALENDAR EVENTS TIPS

+ All of the tips provided for the regular career mode apply to the tag team career mode. However, there are a few tips that only apply to the tag team career mode.

+ There is actually a quick and easy way of winning a Tag Team Gauntlet, and this tip does NOT apply to Tornado Gauntlets. When the match begins, be the first wrestler to make an attack move on the legal opponent AND be the the wrestler who does the most damage in the ring. After that, lure your legal opponent to the outside of the ring, and fight him until there is a double countout. When you are outside the ring, it is IMPORTANT for you to be the wrestler that does the most damage. When the countout clock reaches zero, you will AUTOMATICALLY win the Tag Team Gauntlet match! This works roughly 75% of the time.

!!! Important Note !!!: Be careful not to do too much damage to your legal opponent, as this will cause him to tag in his partner. If this happens, this can screw up your chances of making this secret tip work.

+ This previous tip can be applied to regular Tag Team matches as well, even though it will be less likely to work (I'd say around 50% in this case). This tip will especially be useful when there is an opponent that is stronger than you in a regular Tag Team match. If you win, your two characters will be displayed on the Titantron, by which you will "win by decree from Vince McMahon" or "most damage". If the tip doesn't work, your opponents will be displayed on the Titantron instead.

Multi-1. CALENDAR EVENTS DESCRIPTIONS

First Calendar Match (on Raw event)- This will be a match between all of the human players. The winner of this match will move up by 1 ranking. After this match, a House Show will begin, and the calendar will follow through like normal for the rest of the game. If all players are counted-out, none of them will move up a ranking, and the House Show will still begin.



House Show- At these events, each of the human players playing the game will be required to compete in a single match. Each of the human players will fight a match against either randomly selected computer opponents or the other human players. A human player cannot compete twice at a house show.



If a human player wins a match at a House Show, he will move up by 1 ranking. Losers of a match will move back by 1 ranking. Matches at House Shows are usually 3 or 5 minutes long.

Note 1: However, if there is a tie situation with the rankings at the end of the week (where the human players have the same ranking number as each other), the human player who moves up by 1 ranking will be determined at the weekend's Shotgun event.

Note 2: For regular multiplayer career mode, each of the human players will usually be required to compete in a simple random match. Match modifiers and stipulations can occur.

Note 3: For tag team career mode, each of the human players will need to compete in a simple random match involving tag teams. These matches are most commonly Tag Team and Tornado. Match modifiers and stipulations can occur.

Shotgun Saturday Night- These events are used to break ties from the House Show event at the end of the week. A tie happens when the human players have the same ranking numbers as each other. If there are no tie situations, a Shotgun show will be treated the same way as a House Show.



The human player who wins the Shotgun tie breaker match will move up by 1 ranking. The losers of the match will move back by 1 ranking. Matches at Shotgun events are usually 3 or 5 minutes long.

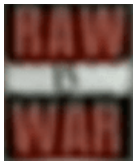


Note (for 3 or 4 player multiplayer career modes): If there is a human player who is *not* involved in a tie situation while there are other human players that are tied, he will be required to compete in a 3 minute long random match. If the human player wins this random match, he will move up by 1 ranking.

Sunday Night Heat- These events have the same exact conditions as the House Shows, except that the matches will be slightly harder.



If a human player wins a match at a Heat event, he will move up by 1 ranking. Losers of a match will move back by 1 ranking. Matches at Heat events are usually 3 or 5 minutes long.



Raw Is War- At these events, all of the human players will compete against each other in a match. The winner of this match will move up by 1 ranking, while losers will move back by 1 ranking. Sometimes, a computer-controlled wrestler can be involved, and if he wins, all human players will move back 1 ranking. If all players are counted-out, none of them will move up a ranking. Matches at Raw events are 10 minutes long, just like in the single-player career mode.

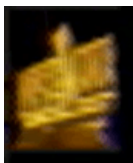


Grudge Match (Can take place on any calendar event)- This happens after a human player is a #1 contender for a belt in a multiplayer career. At the event prior to this Grudge Match (the event where a human player became the #1 contender), the other human players still need to complete their matches on the rest of that event. After that event, there will be a Grudge Match between all of the human players. If the #1 contender wins this match, he will go on to compete at Wrestlemania (the pay-per-view box on the calendar will finally light up). If he loses, the #1 contender will simply move back 1 ranking point, while the winner moves up by 1 ranking point.



Note: If the match ends in a "draw by disqualification", the #1 contender will still go on to Wrestlemania.

Pay-Per-View- This event will appear as a Wrestlemania event after the #1 contender wins the Grudge Match. If the #1 contender wins this match, he will earn either the Heavyweight Belt or the Tag Team Belt, depending on which type of multiplayer career is being played. After he wins, the multiplayer career will end, by which the human player who won will be displayed as "World Champion". There is nothing else for the other human players to do after this.



If the human player loses this Wrestlemania match, he will be forced to move back by 1 ranking.



!!! Important Note !!!: No special cheats will be unlocked after winning a multiplayer career mode. *Earning the Heavyweight Belt and / or the Tag Team Belt in the multiplayer career mode does not unlock anything at all.*

Multi-2. CALENDAR EVENTS IMPORTANT NOTES

+ When you look at the Superstars Rankings, it may not seem like to you that the human players are not moving up in rankings at all. They actually are. You need to look at the ranking number, and *not* the position of the wrestlers' portraits on the chart. This can be quite misleading to the untrained eye. It took me a while to figure this out, to be honest :P

+ A human player can only save a multiplayer career at the start of a calendar event. In addition, a human player cannot save when a calendar event still has matches left. Only the human player who is Player 1 can save.

+ In a multiplayer career, a human player can earn 1 ranking point by successfully completing a match using any method of winning, such as pinfall, submission, countout, special winning modifiers (for matches such as Finisher Only, etc.), and the like.

+ "Draws by disqualification" can only happen if *ALL* the human players count themselves out. If this happens, none of the human players will move up a ranking, therefore causing the rankings to remain the same. After this, the calendar will proceed to the next event.

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