

INSTRUCTION BOOKLET

WCW vs. nWo

★WORLD TOUR★

SOLD BY



NINTENDO⁶⁴



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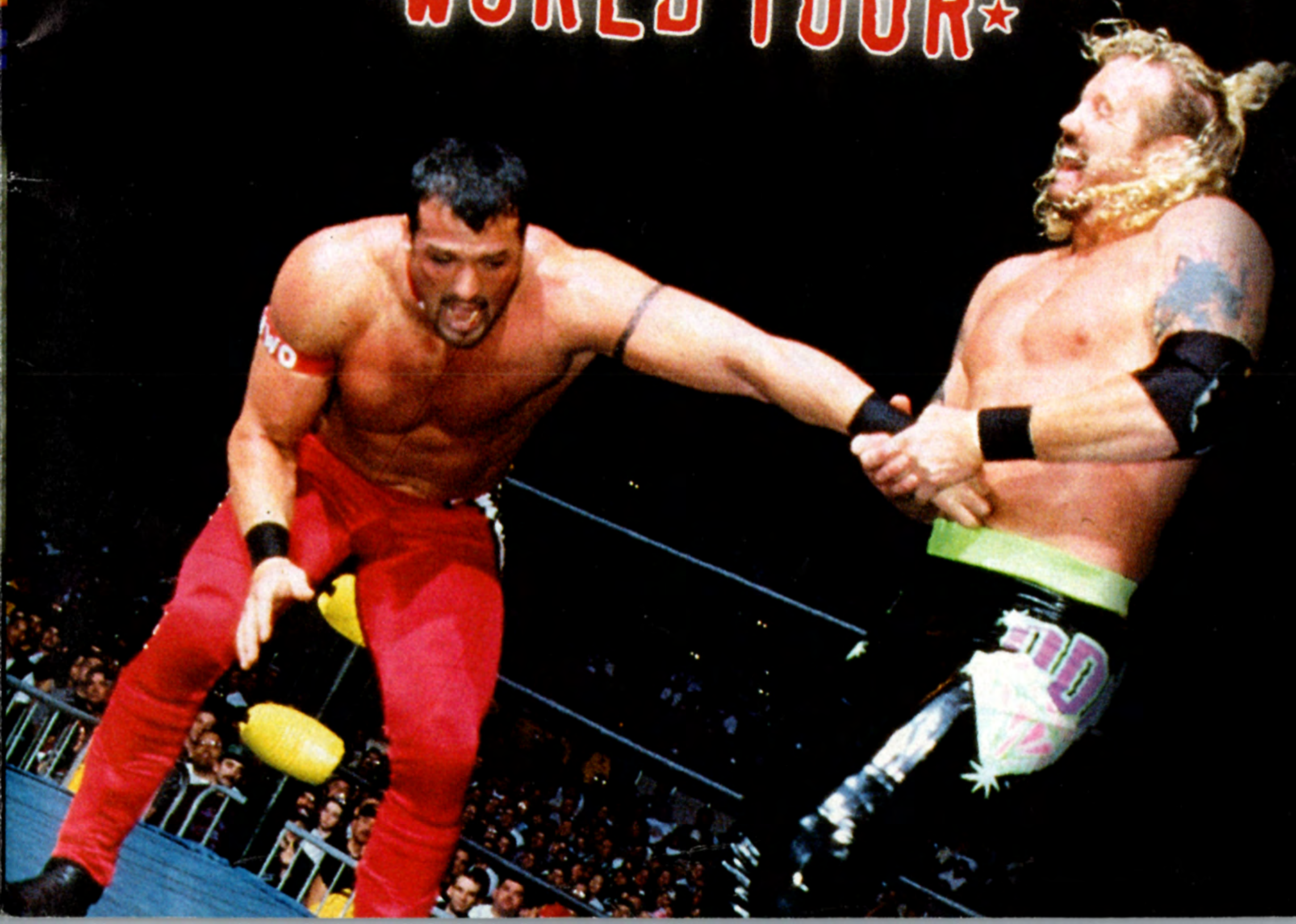


WCW

VS.

nWo

★WORLD TOUR★



CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

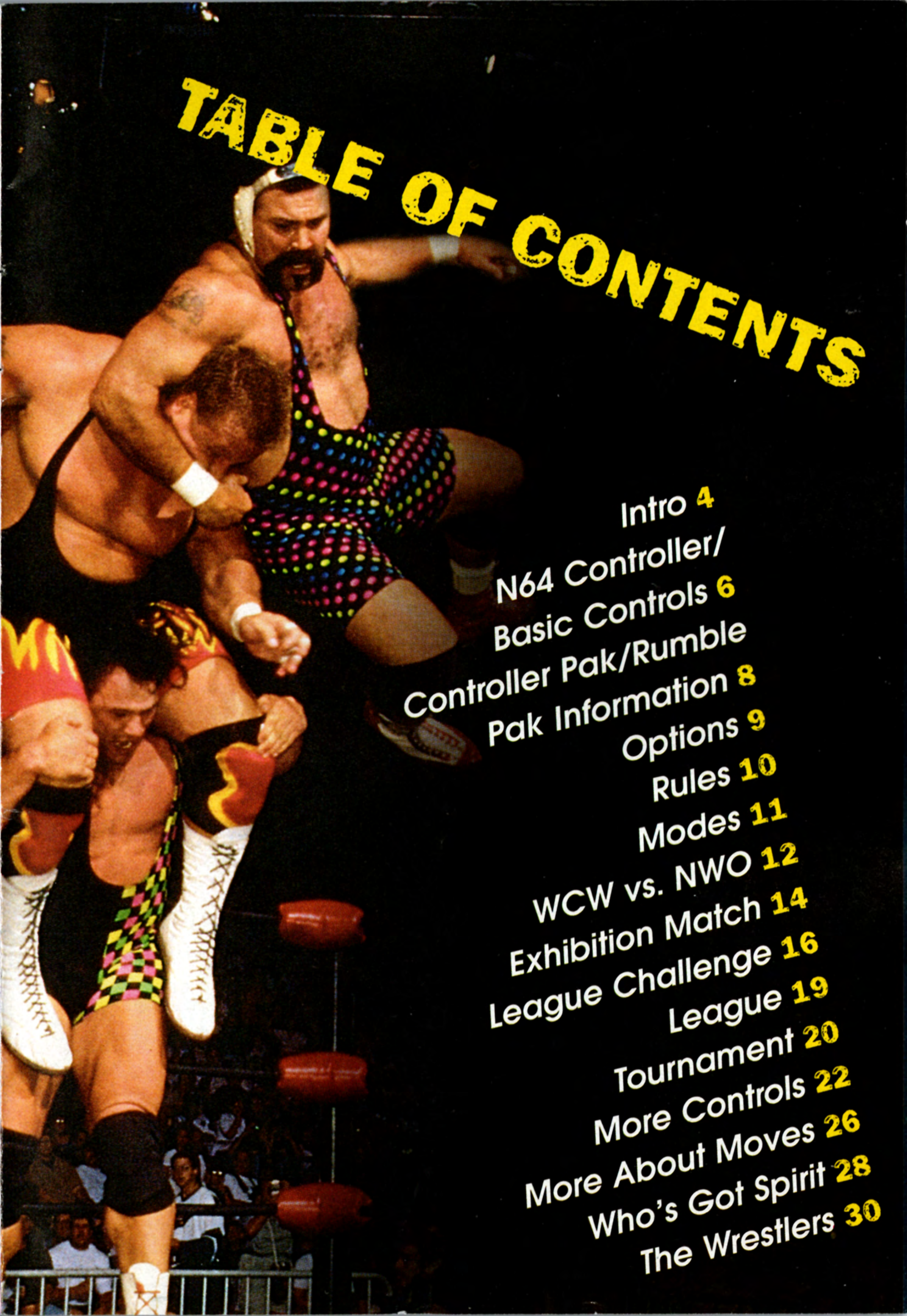


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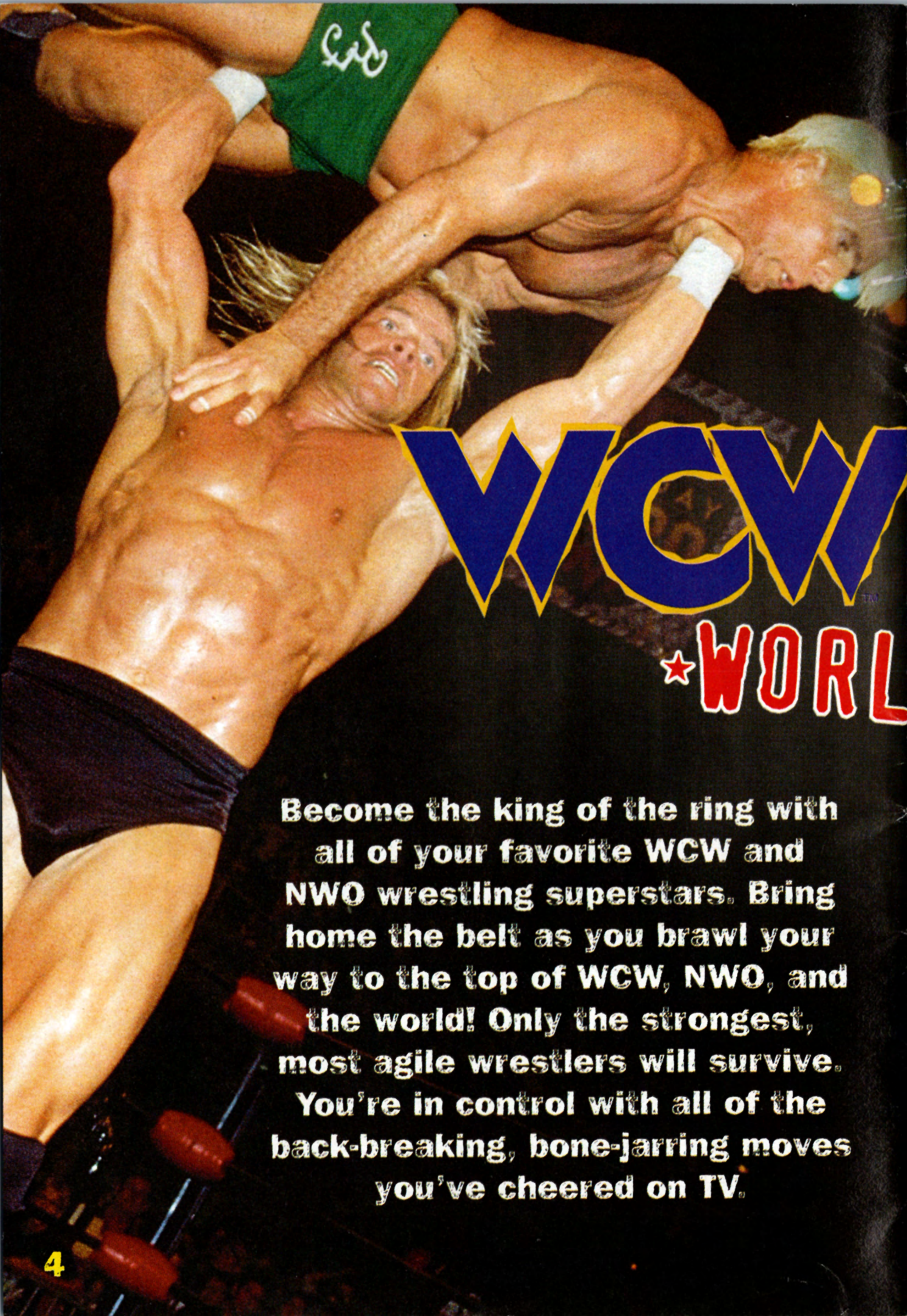
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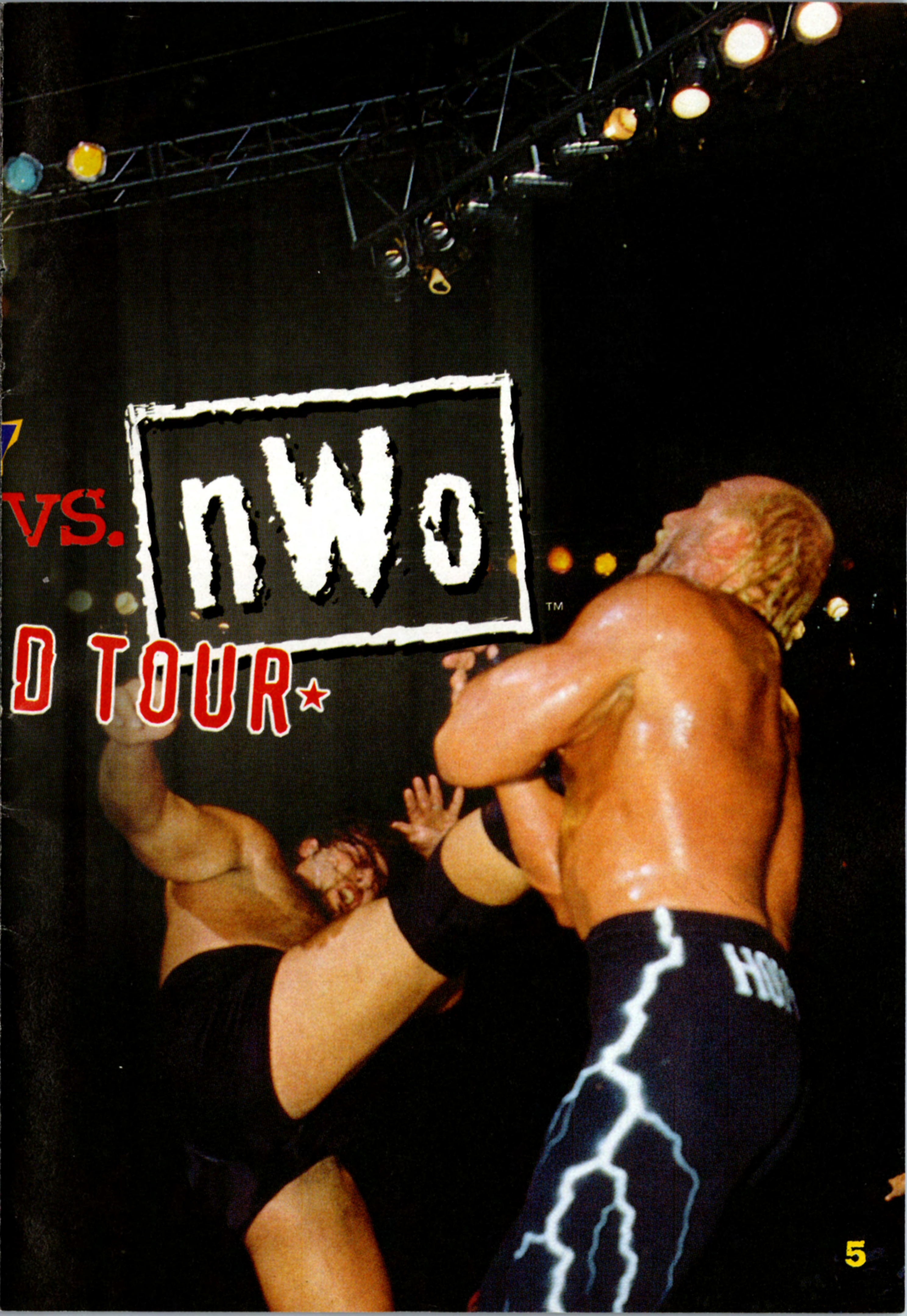
The Wrestlers **30**



WCW

★WORLD

Become the king of the ring with all of your favorite WCW and NWO wrestling superstars. Bring home the belt as you brawl your way to the top of WCW, NWO, and the world! Only the strongest, most agile wrestlers will survive. You're in control with all of the back-breaking, bone-jarring moves you've cheered on TV.

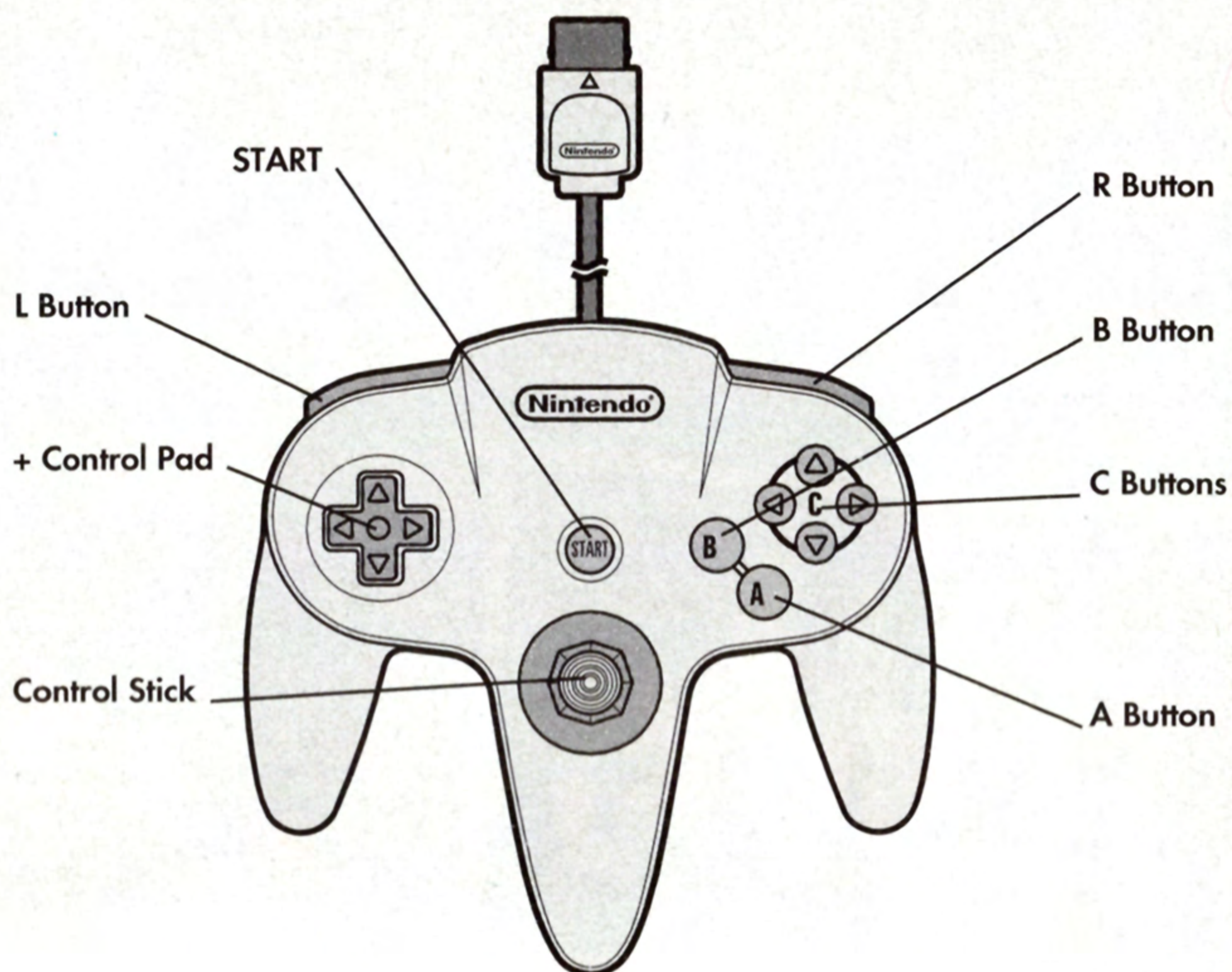


VS.

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TOUR★



N64 CONTROLLER

In WCW vs. NWO: World Tour™, the move your wrestler will perform varies depending on the situation, and the timing with which the button combinations are executed. Following are basic button controls only. See page 22 for further details.

BASIC CONTROLS

Control Pad

Move around the ring

C Button Left/Right

Change wrestler's outfit (when selecting wrestlers)

C Button Down

Run in the direction you are facing;
Go for the pin when opponent is on the mat

A Button (Short Press)

Weak Grapple

Accept and advance in menu screens

A Button (Long Press)

Strong Grapple

B Button (Short Press)

Weak Attack

Hit with foreign object

Cancel and return to previous screen

B Button (Long Press)

Strong Attack

L Button

Avoid a Grapple

Change wrestling organization (when selecting wrestlers)

Drag an opponent when he is on the ground

C Button Up

Flip a standing or downed opponent

Grab a foreign object from the crowd (when next to the gate, outside of the ring)

Climb in/out of the ring (+ Control Pad)

C Button Right

Change the focus of your wrestler to another opponent

(Tag Team, Battle Royal, and Handicap modes only)

C Button Down

Climb up on the turnbuckle (+ Control Pad)

Run

R Button

Block

Reversal

Change wrestling organization (when selecting wrestlers)

Control Stick

Taunt your opponent

Appeal to the crowd

Special Attack (+ Long Grapple, when Spirit Meter flashes "Special")

START Button

Pause

***Tip:** Timing, timing, timing! Learn the timing for each move as quickly as possible so that you can execute the move you want, when you want it!*

CONTROLLER PAK AND RUMBLE PAK INFORMATION

WCW vs. NWO: World Tour™ is compatible with the Rumble Pak and Controller Pak accessories. Before using either accessory, make sure to read the Rumble Pak and Controller Pak accessory instruction booklets carefully. Follow the onscreen instructions to determine when you should add or remove the Rumble Pak and the Controller Pak.

SAVING A GAME

If you do not have a Controller Pak inserted into Controller 1, you will be asked if you want to play without saving. If you say Yes, you will not be able to save your game at a later point. If you say No, you will be prompted to input the Controller Pak.

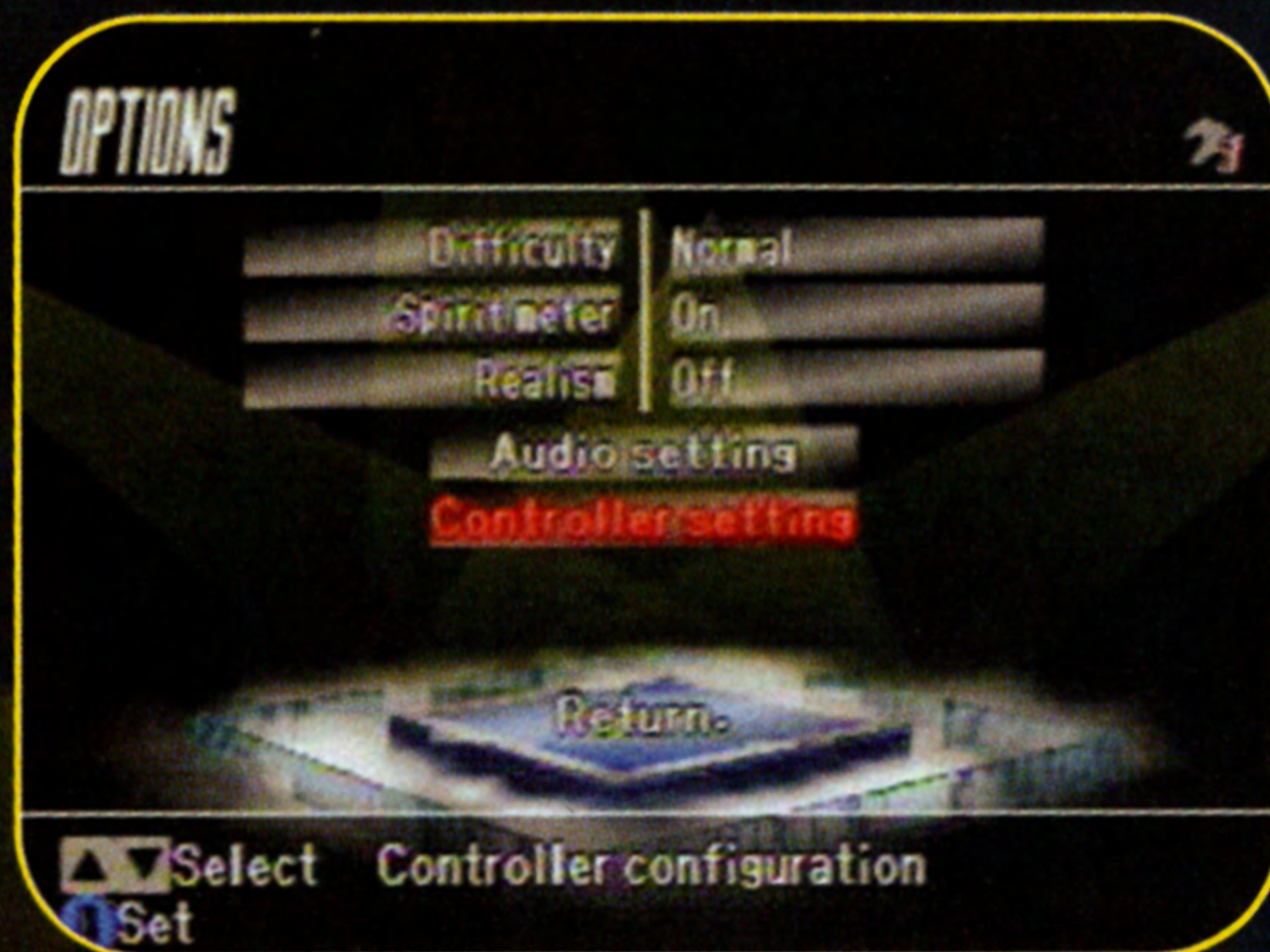
Note: Information can only be saved on Controller 1. Controller Paks inserted into other controllers will not save information.

OPTIONS

Difficulty: Set the strength of the computer opponent (Easy, Normal, or Hard).

Spirit Meter: Toggle the Spirit Meter On or Off. For more details, see Spirit Meter on page 28.

Realism: Toggle Realism On or Off. If On, wrestlers will show signs of injury as the match progresses.



Audio Settings

Sound: Choose Stereo or Mono sound

In-Match BGM: Set the level of the background music (in match)

In-Match SFX: Set the level of the sound effects (in match)

Controller Settings

Change the controller settings to fit your needs. Control Pad Up/Down to highlight option, press any button and it will override the original button configuration.

Note: For all menus, press the A Button to accept the highlighted item or screen and advance. Press the B Button to cancel and return to the previous screen.

RULES

Time Limit: Set the maximum length of each round (5, 10, 30, 60 minutes, or no limit).



Arena: Set the arena (WCW, NWO, Dead or Alive, Independent Union, or Random).

Pin: Choose if pinning an opponent will win the match.

Submission: Choose if a wrestler can submit when he has surpassed his pain threshold.

TKO: Choose if a wrestler can be knocked out cold.

Rope Break: Choose if you can pin an opponent or perform moves when you are next to the ropes.

Ring Out: Choose the fate of a wrestler who is outside of the ring too long. Selecting No allows the wrestler to be outside of the ring and not be counted out. Selecting 10 Count or 20 Count allows the wrestler to be outside of the ring that amount of time. Selecting Lumberjack allows wrestlers (in tag-team and handicap matches) to throw a teammate back into the ring, if he has been ejected, in order to not get counted out.

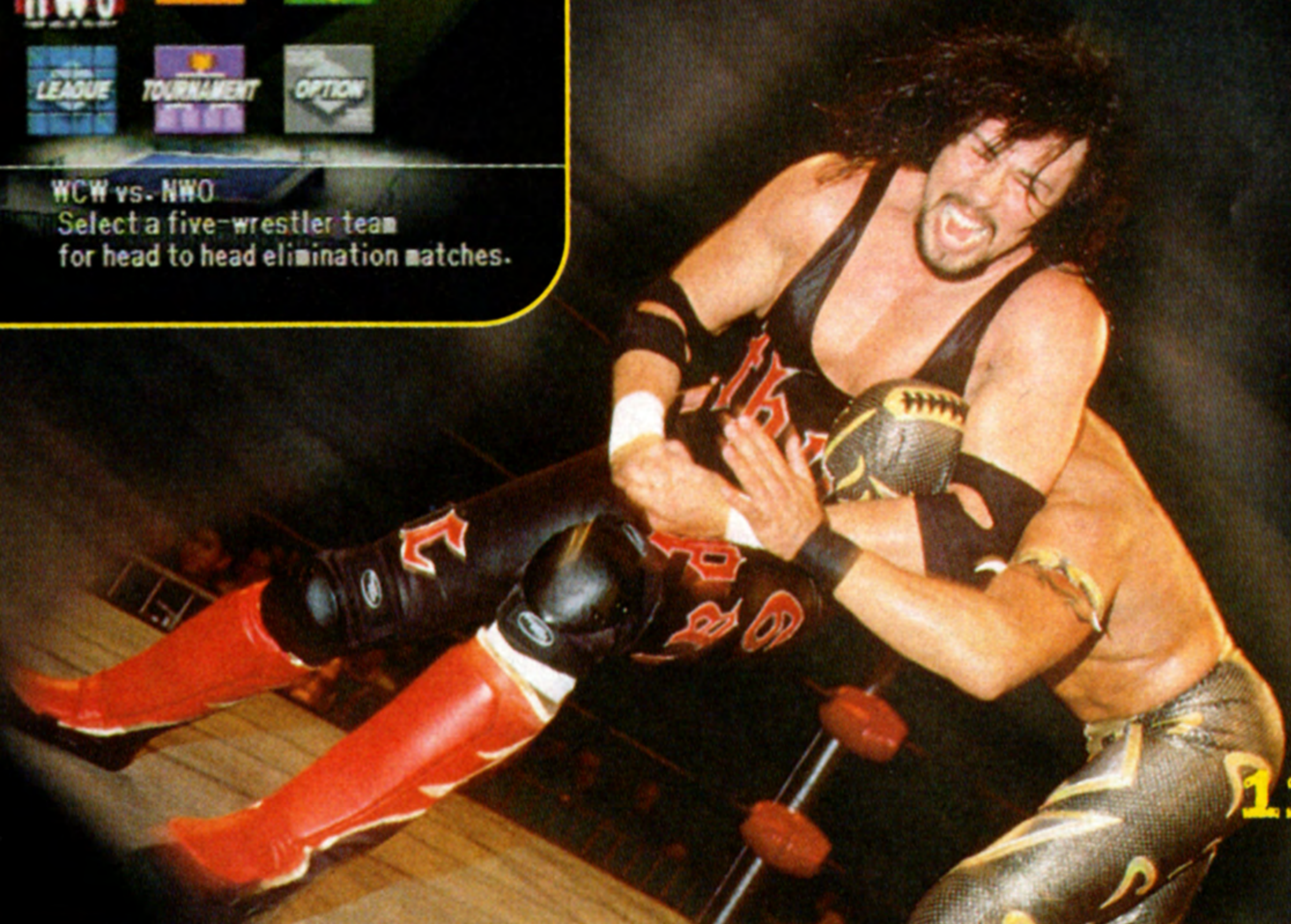
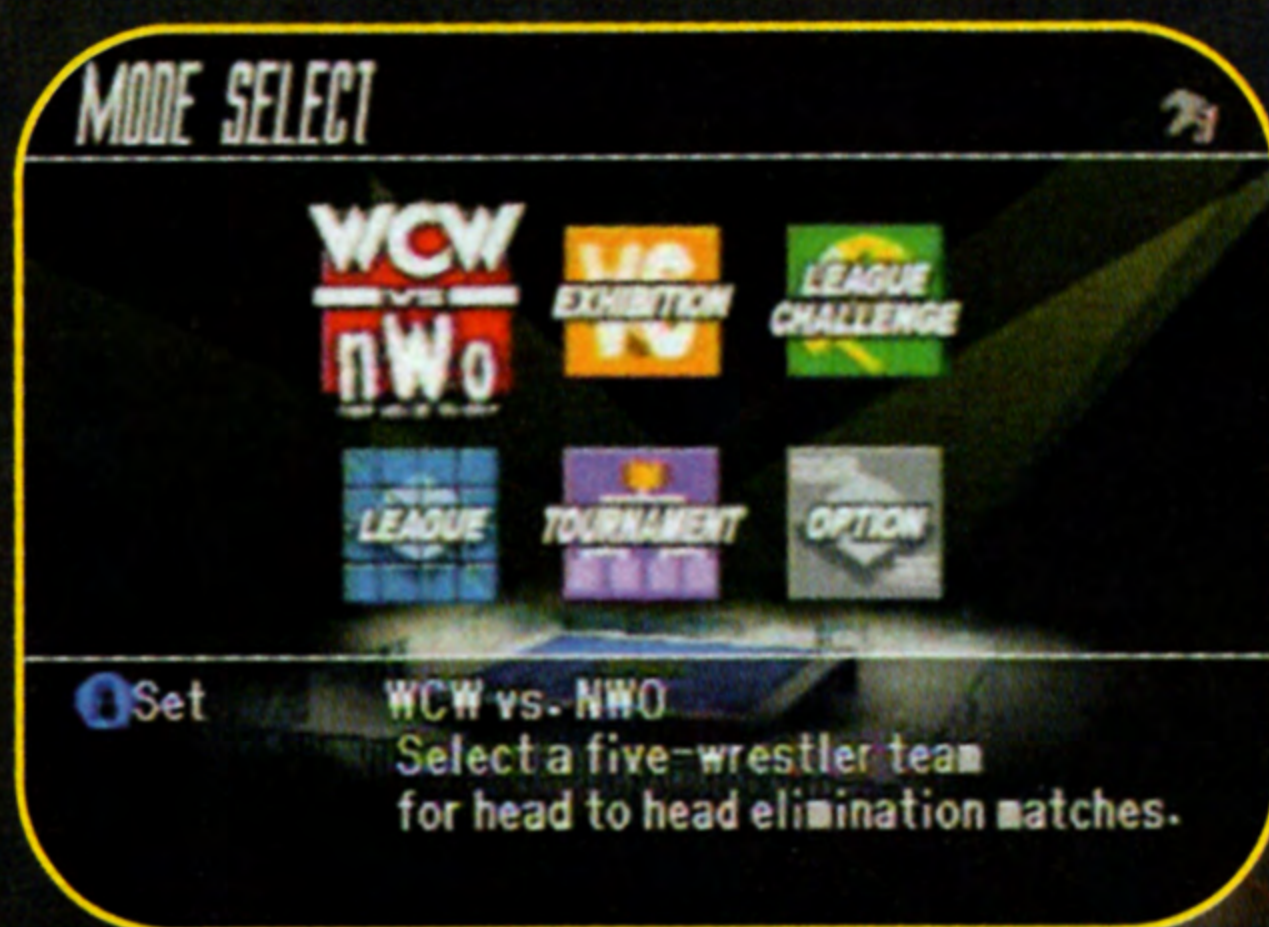
Quick Match: Select Quick Match Yes or No. If Yes, the match will progress much more quickly since moves will inflict more damage on each wrestler.

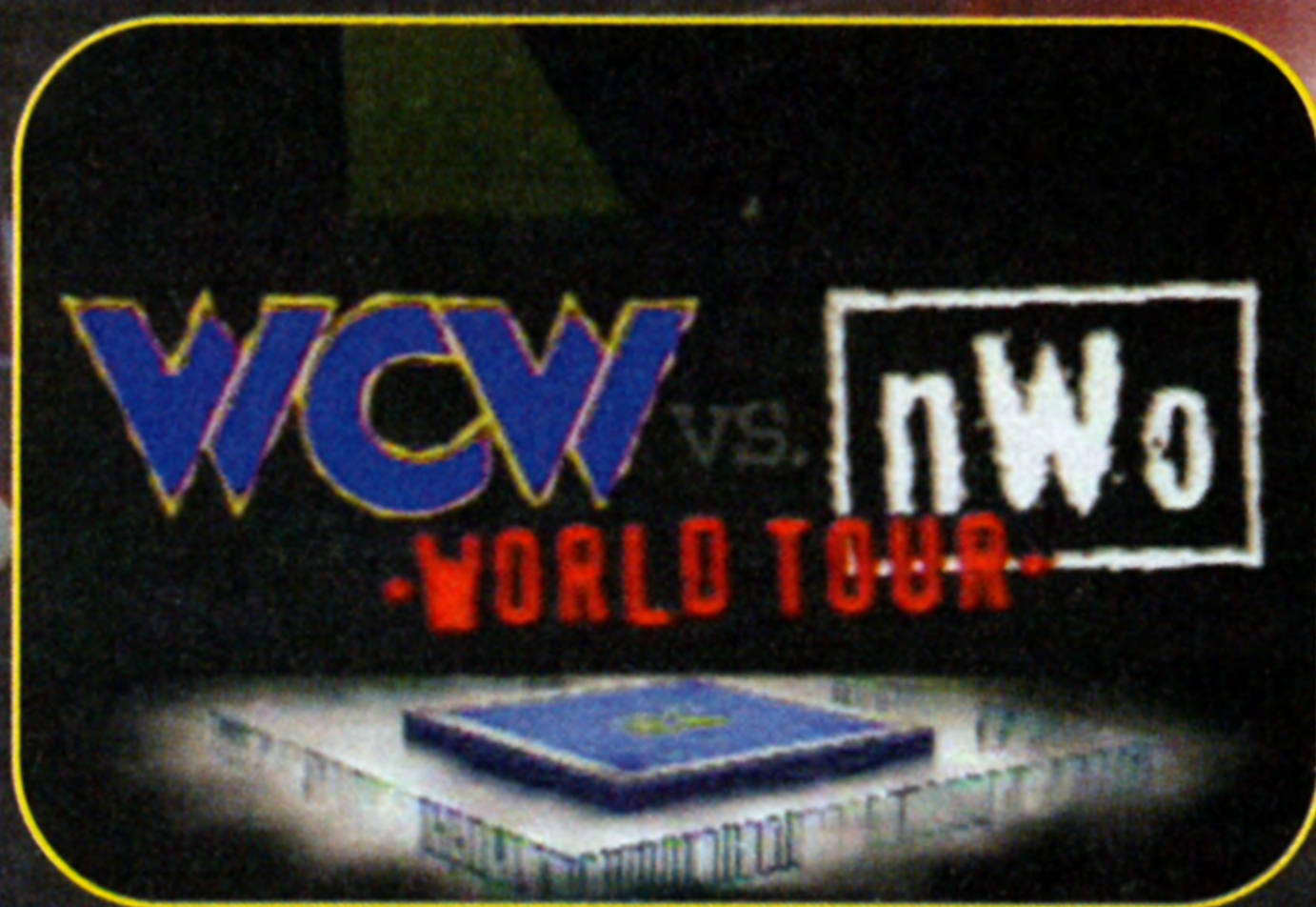
Format: Toggle between Tag Format and No Tag Format. In Tag Format, wrestlers are required to touch their teammate before the tag is made. In No Tag Format, the wrestlers must be near each other, but no physical contact is required. (Tag Team and Handicap Modes only.)

Match Rules: Toggle between One-Out Rule and Two-Out Rule to determine if you are required to pin both wrestlers on a tag team or just one to win. (Tag Team and Handicap Modes only.)

MODES

WCW vs. NWO: World Tour™ has five different action-packed gameplay modes to choose from. Pit WCW against its arch-rival NWO or see how your favorite wrestler fares against the world's best. Choose from single player, handicap, tag team, and even four player Battle Royal brawls. WCW vs. NWO: World Tour™ is the biggest, most impressive wrestling game ever created!





WCW VS. NWO

Assemble an all-star team of up to five wrestling superstars from WCW and NWO. Battle to determine which organization should take home the belt once and for all.

Choose which player (or computer) will control WCW and which will control NWO.

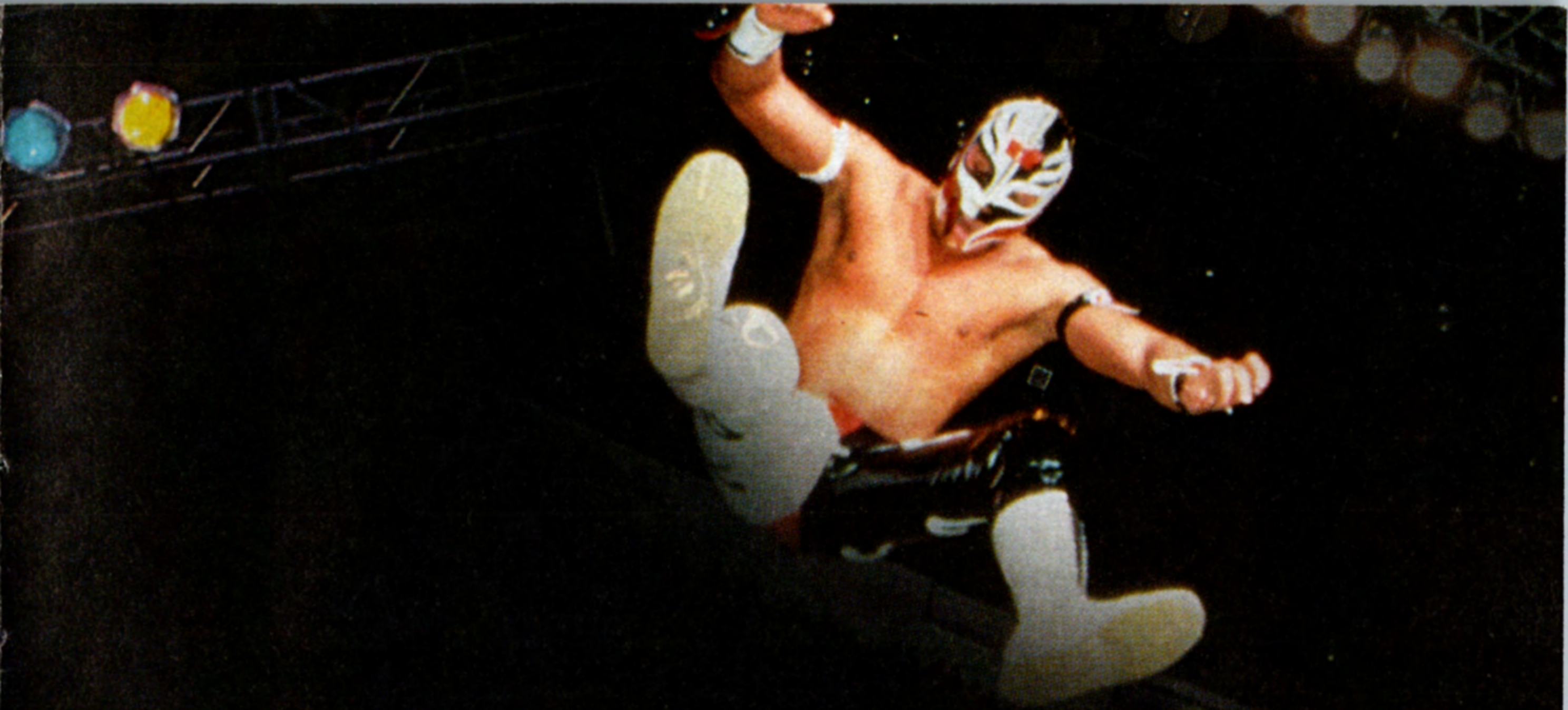
Note: If two human players are playing, player 1 will always control WCW and player 2 will control NWO.

Control Pad Left/Right to change between WCW and NWO.

Control Pad Up/Down to toggle between human or computer controlled wrestlers.

Next, Control Pad Up/Down to set the number of wrestlers to represent each organization.

Note: The number of wrestlers can be different for the WCW and NWO. The same wrestler can represent each organization more than once.



To select your team:

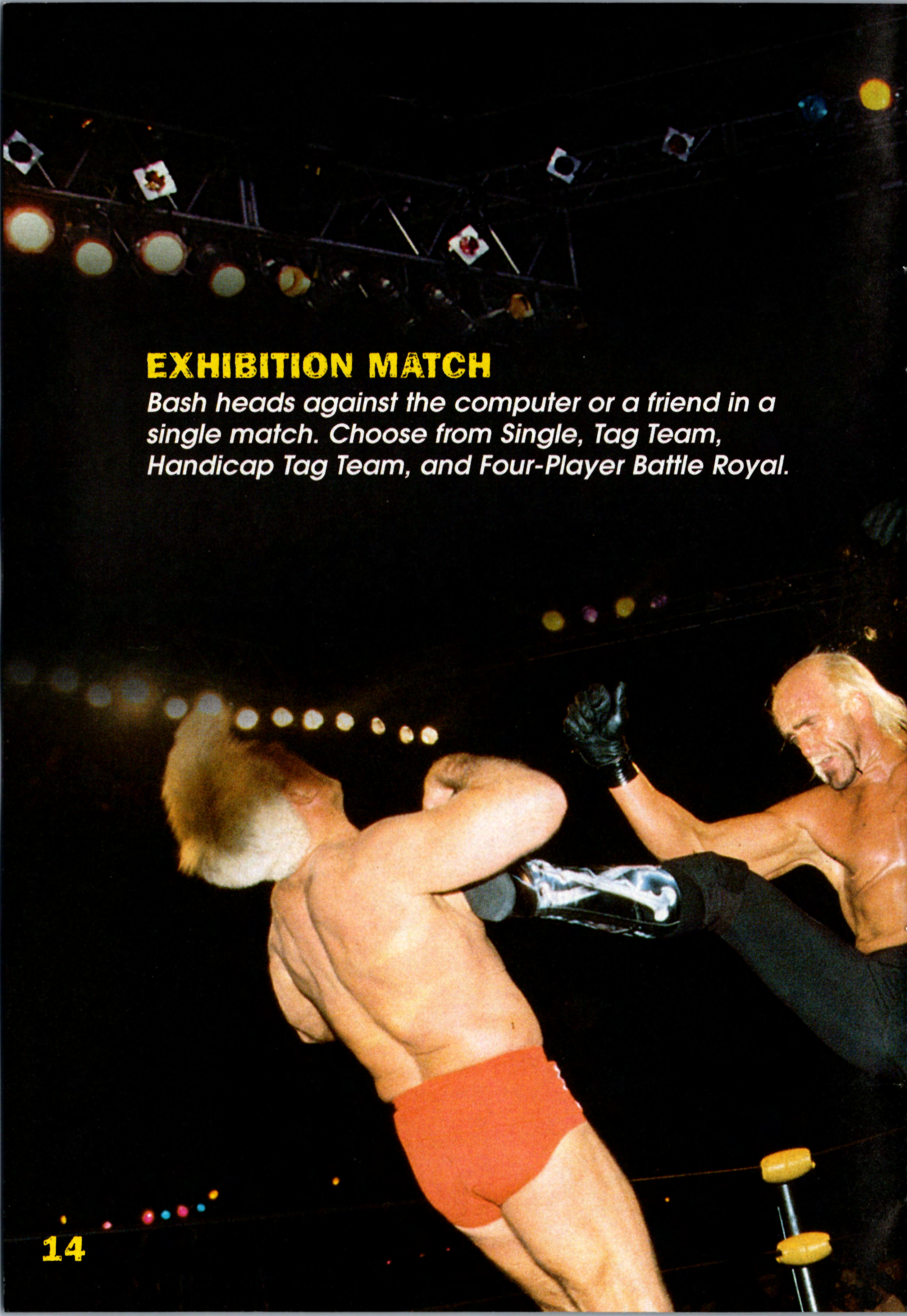
C Button Left/Right to change the outfit that the wrestler is wearing.
A Button to add the wrestler to your team.

To set the order of the lineup:

To change the order of the wrestlers, Control Pad Up/Down to highlight a wrestler and press the A Button to select him. Select another wrestler on your card, and the two wrestlers will swap places. Repeat this process, until the wrestlers are in your desired order. Highlight Decision and press the A Button to continue.

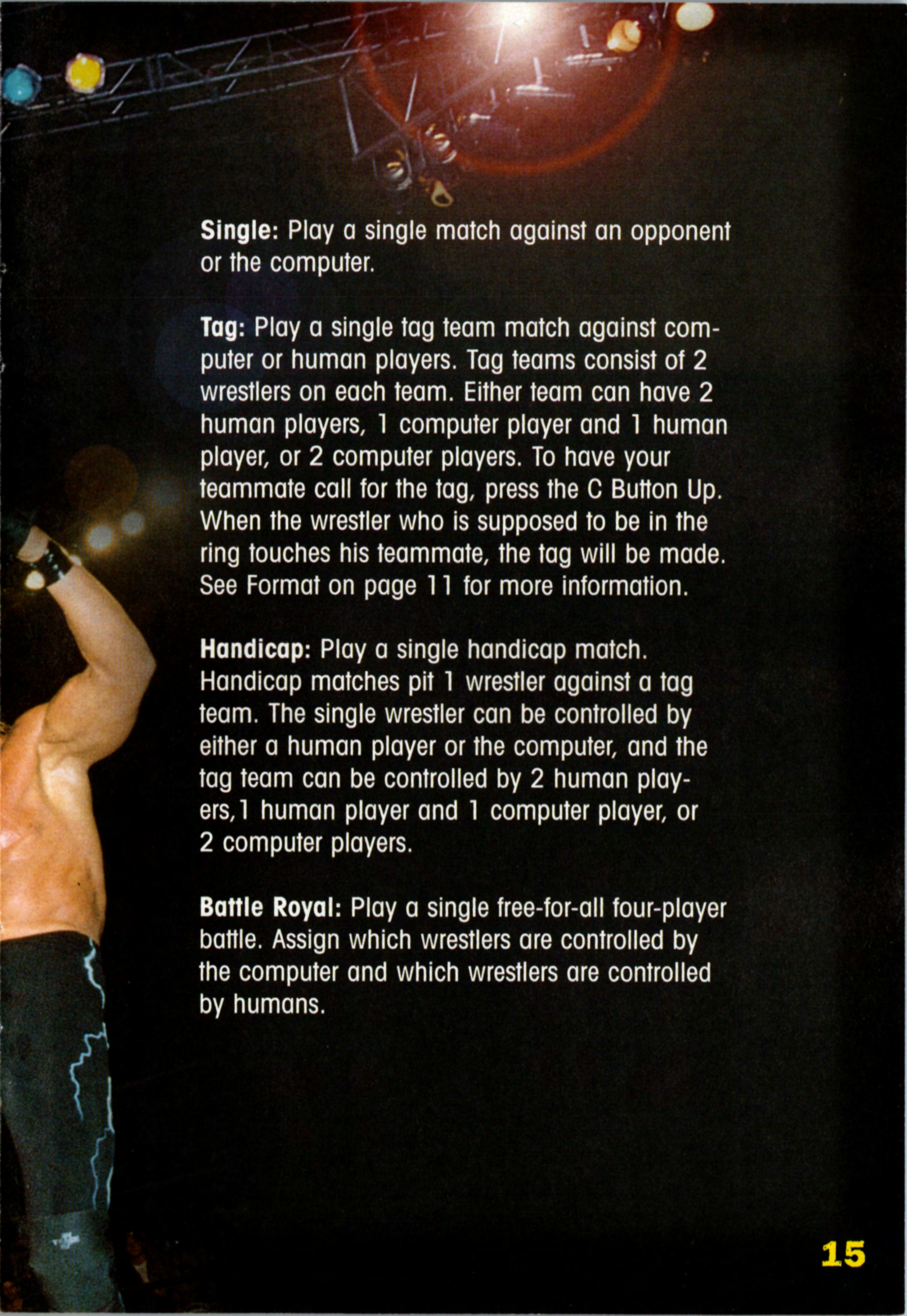
The first wrestler from each organization will compete against each other. The loser will be retired and the winner will wrestle the next opponent on the opposing team. This will continue until all of the wrestlers on one team have been defeated.

Note: Just like in real wrestling, the wrestler who wins the match and moves on to the next round will not have his health fully restored. He will begin the next match with any damage that he suffered in previous matches.



EXHIBITION MATCH

Bash heads against the computer or a friend in a single match. Choose from Single, Tag Team, Handicap Tag Team, and Four-Player Battle Royal.



Single: Play a single match against an opponent or the computer.

Tag: Play a single tag team match against computer or human players. Tag teams consist of 2 wrestlers on each team. Either team can have 2 human players, 1 computer player and 1 human player, or 2 computer players. To have your teammate call for the tag, press the C Button Up. When the wrestler who is supposed to be in the ring touches his teammate, the tag will be made. See Format on page 11 for more information.

Handicap: Play a single handicap match. Handicap matches pit 1 wrestler against a tag team. The single wrestler can be controlled by either a human player or the computer, and the tag team can be controlled by 2 human players, 1 human player and 1 computer player, or 2 computer players.

Battle Royal: Play a single free-for-all four-player battle. Assign which wrestlers are controlled by the computer and which wrestlers are controlled by humans.

LEAGUE CHALLENGE

Now is your opportunity to participate in your favorite wrestling pay-per-view event. Choose an organization and then wrestle your way to the top, as millions of fans watch. If you beat all of the wrestlers in any organization, you will then wrestle that organization's secret champion in order to win the belt.

Since each organization wants to crown the world's best, you can choose to take any wrestler through the single and tag team divisions. Only wrestlers in the cruiser-weight and heavy-weight division will be eligible for those matches.

After beating all of the wrestlers in the event, you will be given the opportunity to wrestle the league boss. If you beat the league boss, make sure to save your game on the Controller Pak before you turn off your game. Once you unlock the boss characters, you will be able to wrestle as them in other modes of the game.

World Championship Wrestling

Ring in the new year with the year's hottest wrestling pay-per-view match. This year's Starrcade will have title matches for the best heavy-weight, tag team, and cruiser-weight wrestlers in the world.



New World Order

The NWO needs a night to honor their own! This year's Souled Out will feature single and tag team matches.



Dead or Alive

The biggest and most dangerous match of the year for the Dead or Alive Organization, this year's Final Blast will have title matches for the best heavy-weight, tag team, and cruiser-weight wrestlers in the world.

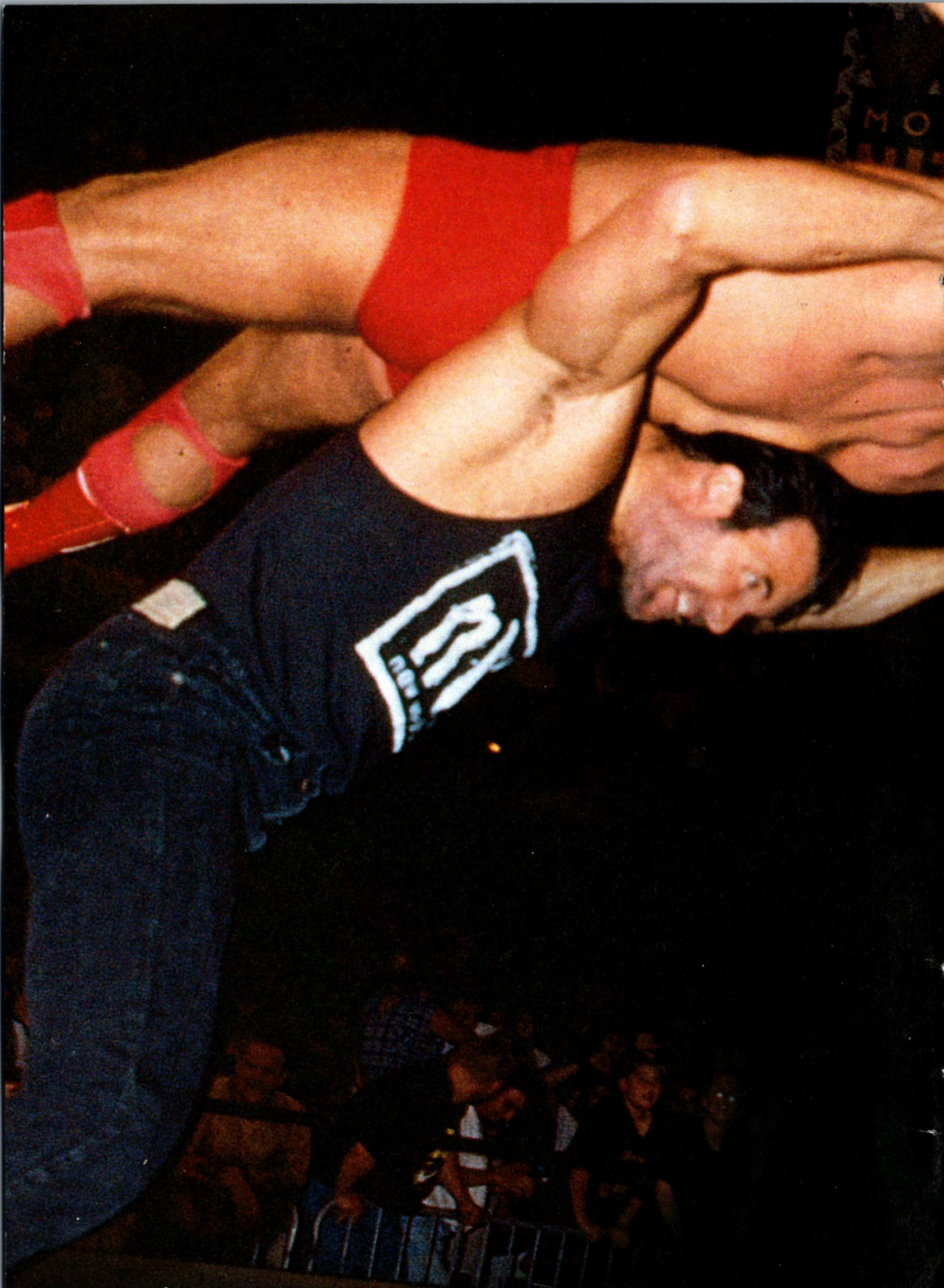
Independent Union

The Independent Union will crown its champion at the Independent Union Grand Prix Championship in the single and tag team divisions.



Note: Default settings cannot be changed from the preset configurations.







LEAGUE

Create and compete in an up-to-16-man (8 team) round robin tournament in which your final standing is determined by scoring: 3 points for a win; 1 point for a draw; and 0 points for a defeat. This system allows even a loser to fight his way back and win the belt.

Choose between Single Match and Tag Team Match.

Select the number of wrestlers / teams in the tournament (3 to 8).

Scroll through the teams and choose if the team will be controlled by a human, computer opponent, or both (in tag team mode).

Select the wrestler(s) that will be on each team. Tag Teams will have two wrestlers.

The League Standing Chart will appear. Press the A Button.

Next, set the rules for the match and press the A Button.

The League Standing Chart will appear again. Control Pad to highlight the box corresponding to the match that you would like to wrestle.

The wrestler / team with the most points at the end will take home the belt.

Note: If there is a tie, there will be a small tournament bracket.

TOURNAMENT

Create and compete in an up-to-16-man (8 team) round robin tournament. Make sure that you play carefully, because this is a single elimination tournament, and wrestlers are not given a second chance.

Note: If an odd number of wrestlers are chosen, the last wrestler / team listed will be given a bye in the first round.

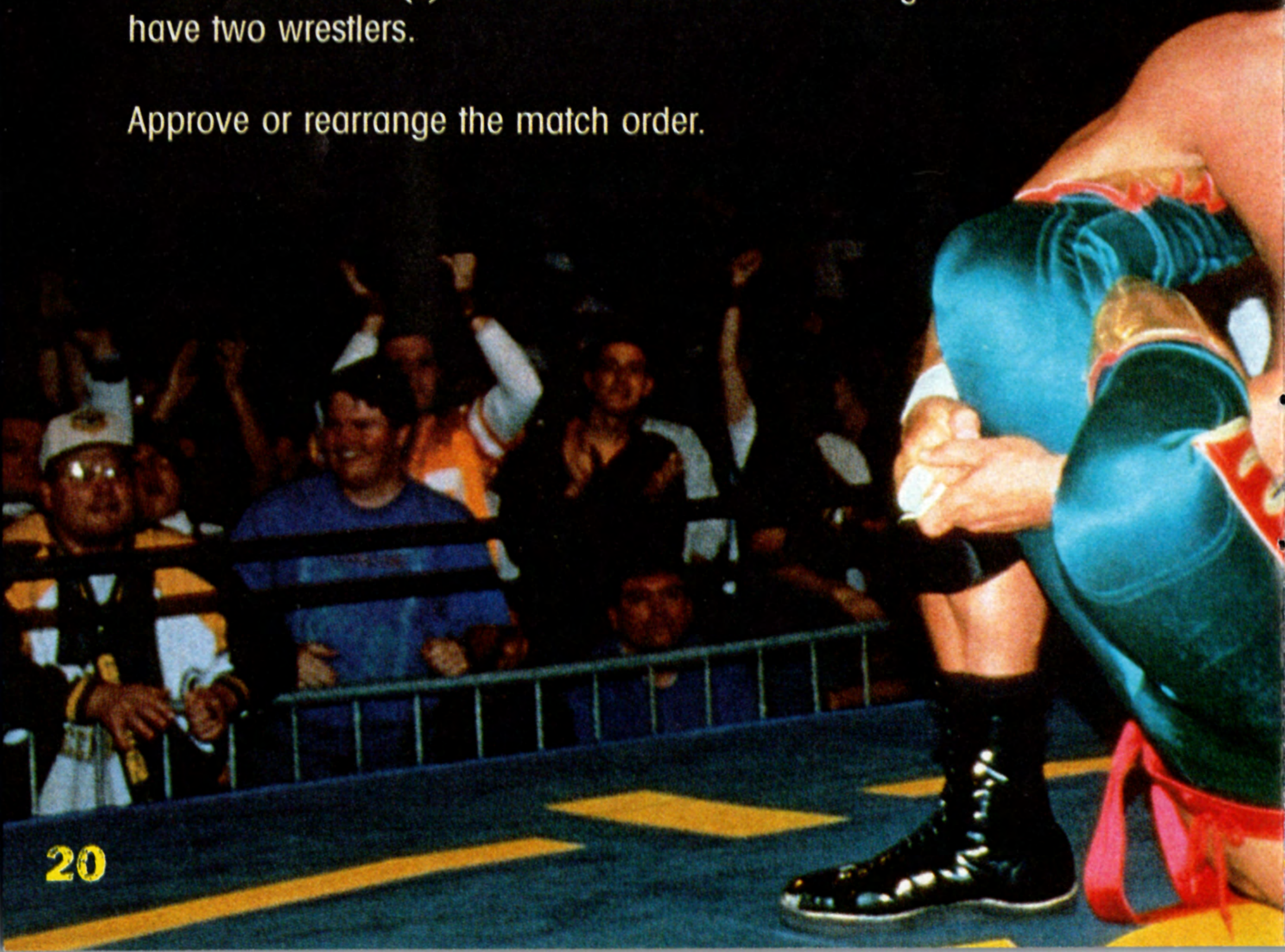
Choose between Single Match and Tag Team Match.

Select the number of wrestlers / teams in the tournament (3 to 8).

Scroll through the teams and choose if the team will be controlled by a human, computer opponent, or both (in tag team mode).

Select the wrestler(s) that will be on each team. Tag Teams will have two wrestlers.

Approve or rearrange the match order.



Note: If there are more human-controlled players assigned to a match than controllers plugged in the Nintendo 64, some of the human-controlled players will have to be reassigned to the computer, or additional controllers will have to be plugged into the Nintendo 64, before a match can begin.

Note: The top player listed on the tree will always use Controller 1, therefore it might become necessary for the players to change controllers during the tournament.



MORE CONTROLS

Button Control Action

From the Selection Screen

Control Pad Left, Right, Up, Down

Change highlighted selection

A Button

Accept selection and advance

B Button

Cancel and return to the previous screen

Wrestler is Standing

A Button (short)

Weak Grapple

A Button (long)

Strong Grapple

B Button (short)

Weak Attack

B Button (long)

Strong Attack

B Button (short) + Control Pad

Weak Leg Attack

B Button (long) + Up Control Pad

Strong Leg Attack

L Button

Avoid Grapple

Leap frog or fall to the mat to avoid opponent

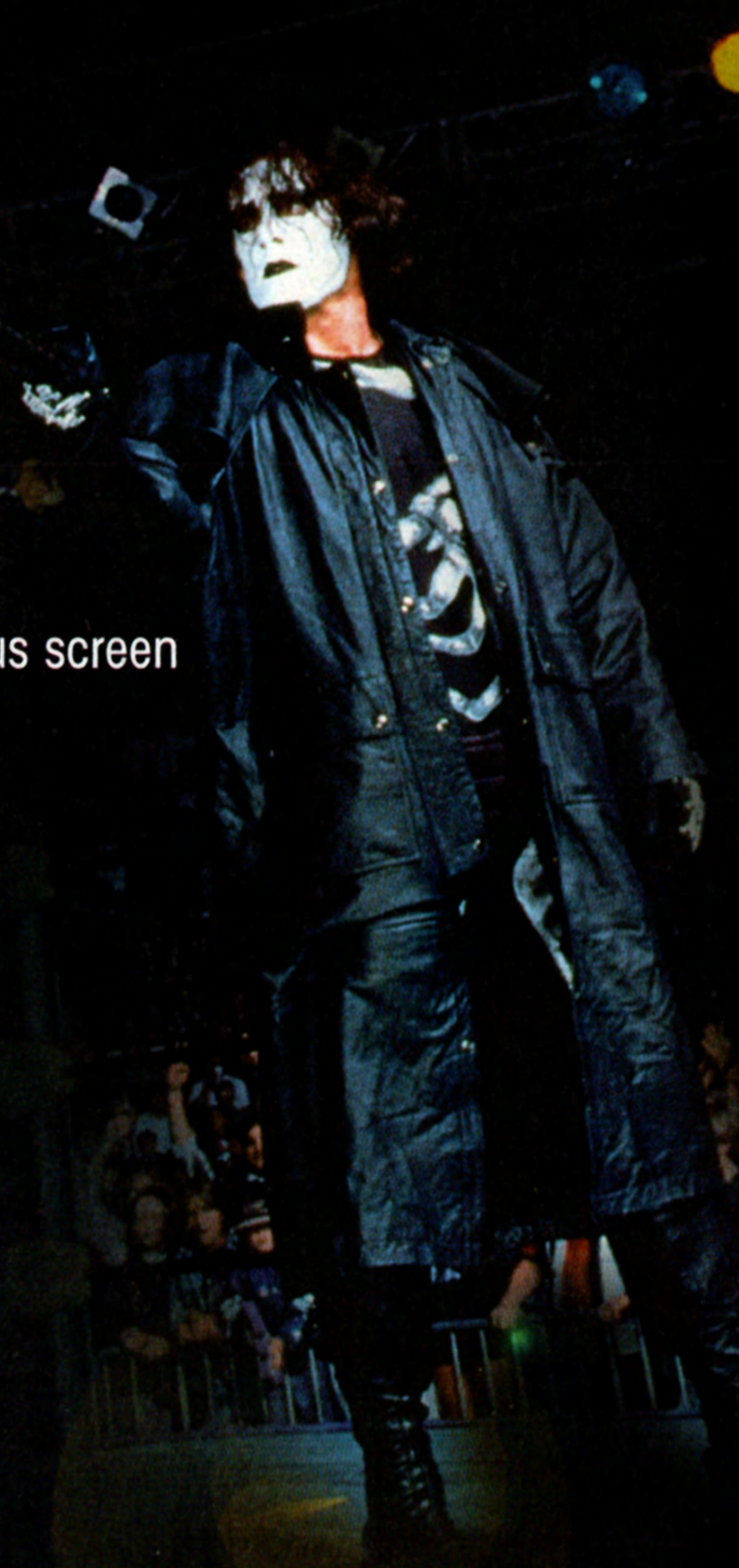
R Button

Block Opponent's Attack

C Button Down

Run

Go for pin (while opponent is on the mat)



C Button Right

Change the focus of your wrestler to another opponent
(Tag Team, Battle Royal, and Handicap modes only)

Control Pad (toward corner) + C Button Down

Climb Turnbuckle

Controller Stick

Taunt your opponent
Appeal to crowd

When in a Grapple

Control Pad + A or B Button

Attack

A or B Button

Attack

C Button Down + Control Pad

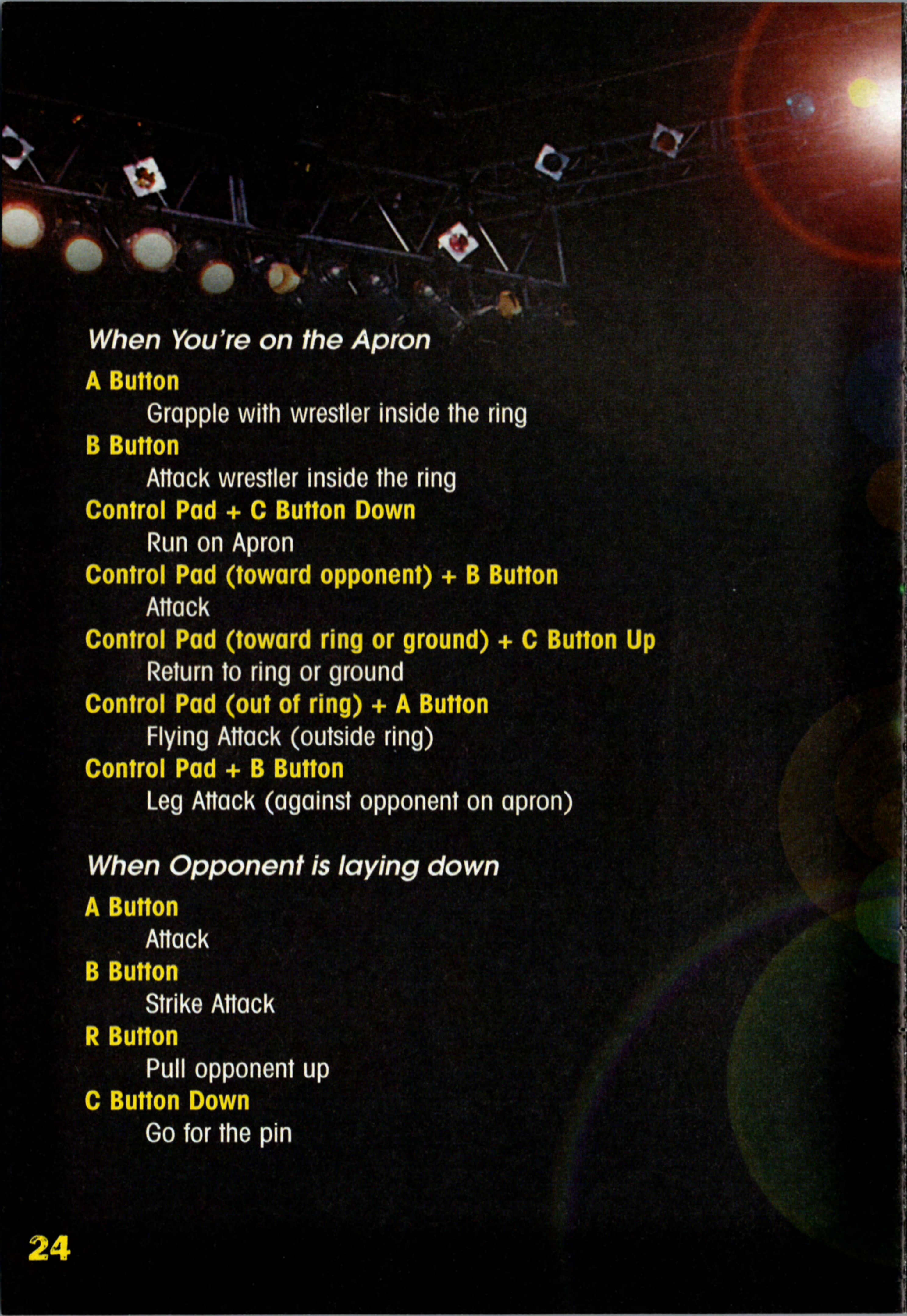
Throw the opponent into the ropes or corner

R Button (facing opponent's back, Tag Team only)

Put opponent on shoulders/release opponent

R Button

Release Grapple or Submission Hold



When You're on the Apron

A Button

Grapple with wrestler inside the ring

B Button

Attack wrestler inside the ring

Control Pad + C Button Down

Run on Apron

Control Pad (toward opponent) + B Button

Attack

Control Pad (toward ring or ground) + C Button Up

Return to ring or ground

Control Pad (out of ring) + A Button

Flying Attack (outside ring)

Control Pad + B Button

Leg Attack (against opponent on apron)

When Opponent is laying down

A Button

Attack

B Button

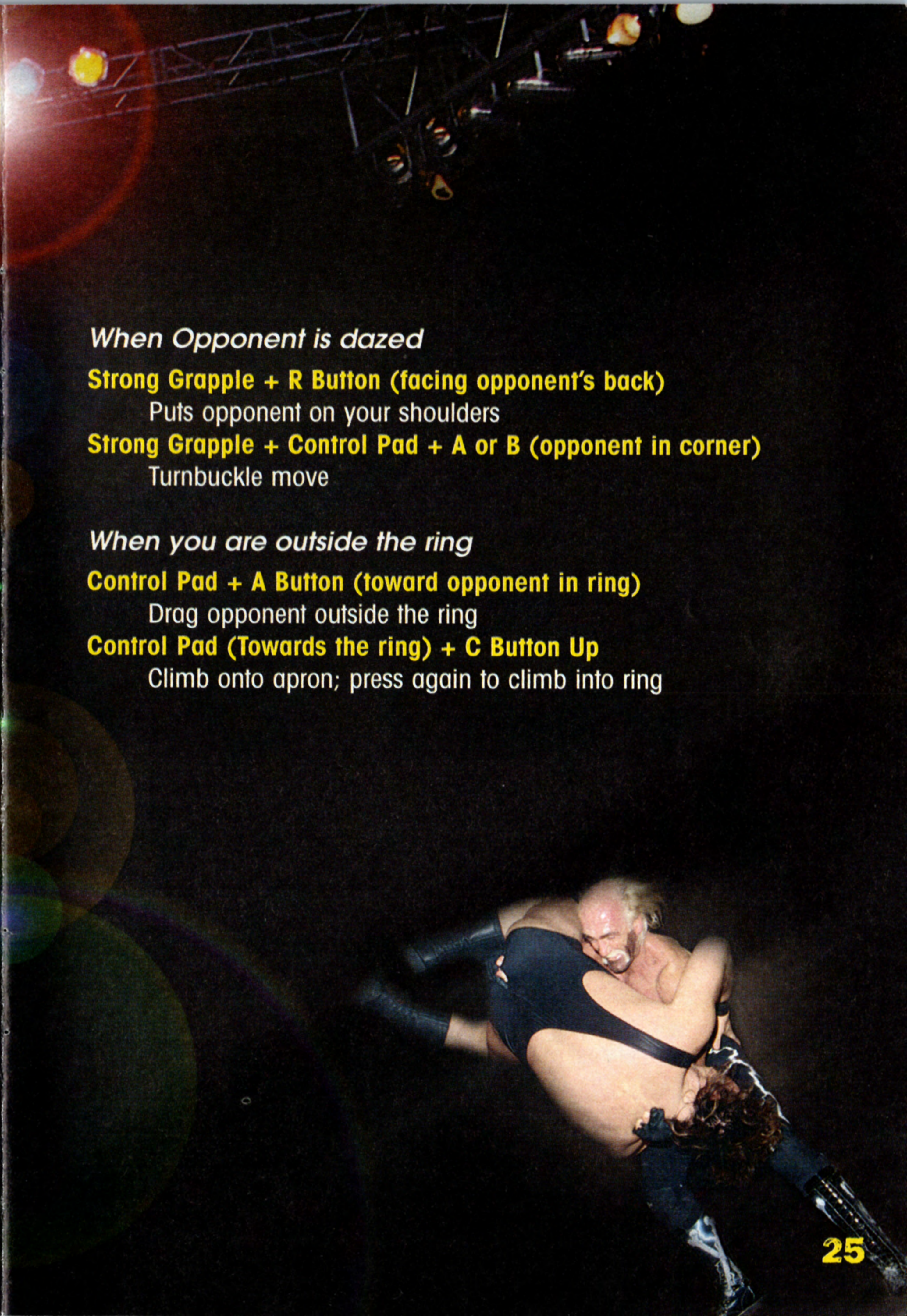
Strike Attack

R Button

Pull opponent up

C Button Down

Go for the pin



When Opponent is dazed

Strong Grapple + R Button (facing opponent's back)

Puts opponent on your shoulders

Strong Grapple + Control Pad + A or B (opponent in corner)

Turnbuckle move

When you are outside the ring

Control Pad + A Button (toward opponent in ring)

Drag opponent outside the ring

Control Pad (Towards the ring) + C Button Up

Climb onto apron; press again to climb into ring

MORE ABOUT MOVES

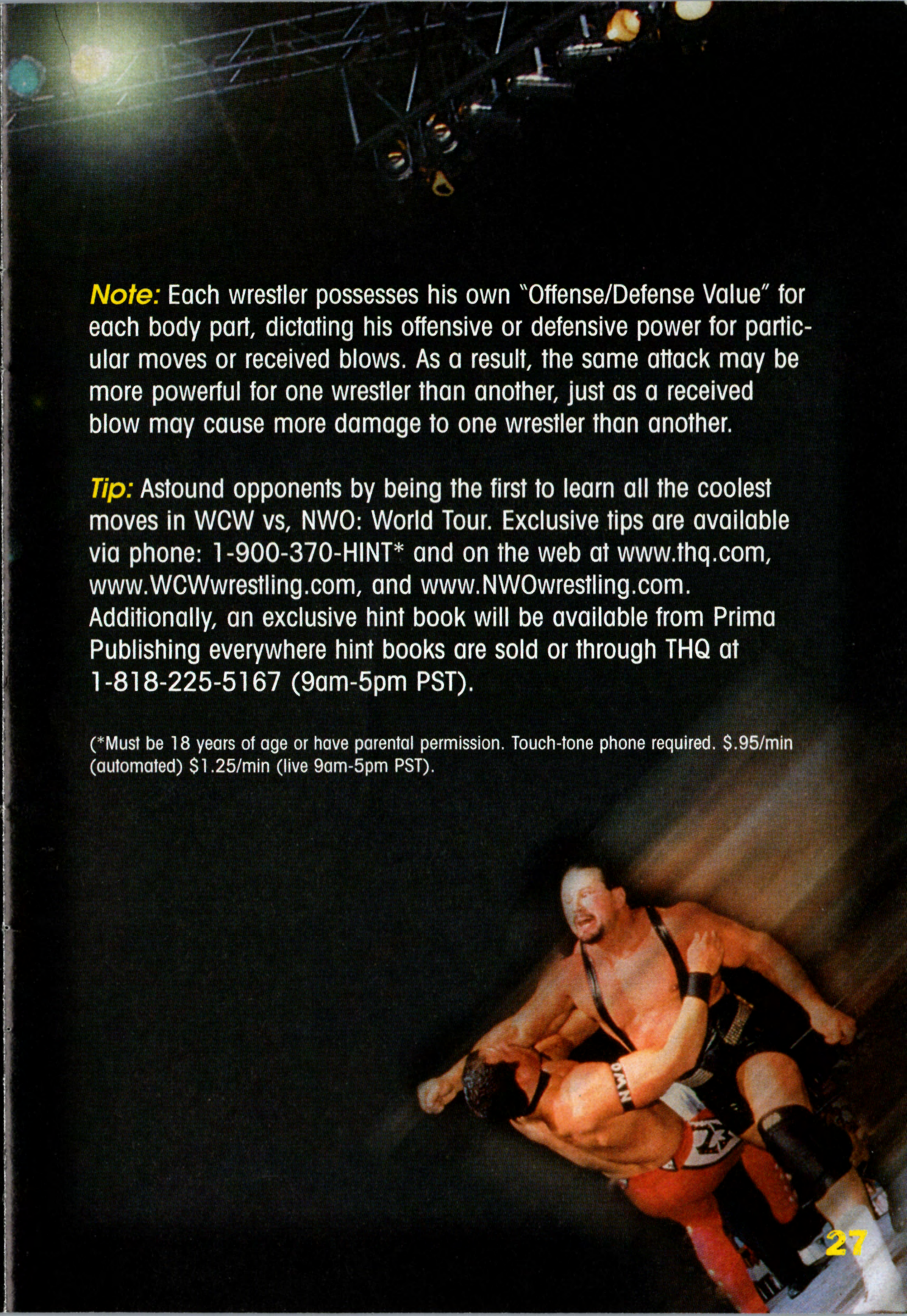
Holds: The strength of the hold move that your wrestler will execute depends on the length of the time that you hold the A Button. If you tap the A Button and then perform your move, the damage to your opponent will be weak. On the other hand, if you hold the A Button for 2 seconds before you perform your move, your wrestler will inflict considerable pain on his opponent.

Blows: These moves will vary similarly, and according to the same parameters, as the Hold Moves.

Downed Opponent Moves: When you've sent a man to the mat, the basic moves are the "Blow Attack" and "Joint Attack". "Blow Attacks" consist of stomps, elbow drops, standing flips, etc. While "Joint Attacks" consist of submission holds and striking moves. If you stand near a downed opponent's head and press the A Button, you might perform an arm-crushing Arm Bar. Push the A Button near a downed opponent's legs and you might execute a Boston Crab.

Counter Attacks: When your opponent comes at you with a punching or kicking attack, it is possible to counter-attack by pushing the R Button. For example, you can counter a punch with a Shoulder Arm Breaker, or you can counter a kick with a Dragon Screw.

Special Blow Attacks: Use each wrestler's special attack by pushing and holding the A Button and the Control Stick in any direction.



Note: Each wrestler possesses his own "Offense/Defense Value" for each body part, dictating his offensive or defensive power for particular moves or received blows. As a result, the same attack may be more powerful for one wrestler than another, just as a received blow may cause more damage to one wrestler than another.

Tip: Astound opponents by being the first to learn all the coolest moves in WCW vs, NWO: World Tour. Exclusive tips are available via phone: 1-900-370-HINT* and on the web at www.thq.com, www.WCWwrestling.com, and www.NWOwrestling.com. Additionally, an exclusive hint book will be available from Prima Publishing everywhere hint books are sold or through THQ at 1-818-225-5167 (9am-5pm PST).

(*Must be 18 years of age or have parental permission. Touch-tone phone required. \$.95/min (automated) \$1.25/min (live 9am-5pm PST).



WHO'S GOT SPIRIT

Physical considerations aside, in the sport of professional wrestling, spirit, or a wrestler's mental state, is all important in deciding the outcome of a match. Each wrestler's mental state is depicted by one of the Spirit Meters at the bottom corner of the screen.

As your wrestler's spirit increases, your moves will be more potent, you'll be able to counter moves more easily, you'll recover from blows more quickly, and you will be harder to bring down. Increasing spirit is indicated by a wrestler's Spirit Meter changing from green to orange to red. The meter will increase in length and then flicker "Special" when a state of maximum spirit has been reached. On the other hand, decreasing spirit is indicated when the Spirit Meter changes from green to blue and decreases in length.

When your Spirit Meter is flashing "Special", your wrestler will be extremely powerful. Use this opportunity to showcase your fanciest moves and humiliate your pitiful competition! Hold the A Button and press the Control Stick to pull off one of your wrestler's special moves.

A wrestler's spirit is affected by the execution of more difficult moves, and his appeals to the crowd. For example, a strong attack will raise your spirit and decrease that of your opponent. Appealing to crowd (Control Stick) will also help to raise your wrestler's spirits.

On the other hand, if you execute a weak hold move, or a joint move while your opponent is on the mat, your opponent's spirit may increase.

Tip: Take advantage of momentum shifts in a match by keeping a close eye on the Spirit Meters. When your opponent's spirit is breaking, attack with big moves to put him away!



WORLD CHAMPIONSHIP WRESTLING

The cream of the wrestling crop, led by superstars such as Sting, The Giant, Lex Luger, and Ric Flair. The WCW is truly where the big boys play! For the latest news on your favorite WCW wrestlers, check out the WCW web site at www.WCWwrestling.com.

Representative Wrestler:

The Giant

Standing 7'4" and weighing 450 lbs., The Giant is no fairy tale, but rather a larger-than-life, looming nightmare to other wrestlers.



NEW WORLD ORDER

The NWO has taken the sport of professional wrestling by storm, with its blatant disregard for the rules and fair play. Many of the world's biggest wrestlers have defected to this brash young organization. The NWO boasts the likes of Hollywood Hogan, The Outsiders, and Syxx. To find out what the NWO is up to, check out the NWO web site at www.NWOwrestling.com.



Representative Wrestler:

Hollywood Hogan

Hogan is the most notorious and feared wrestler to ever step in the ring. Additionally, he is an icon in the pro wrestling world, his moves and personality fascinate fans all over the world.



DEAD OR ALIVE WRESTLING

This independent group is the embodiment of the Old West, and proud of it. All of its members are veterans of Death Matches and illegal pit fighting.

Representative Wrestler: **Puchteca**

A survivor of numerous death matches, Puchteca is covered with scars from his battles and consistently draws huge crowds with his gritty fighting style.

INDEPENDENT UNION WRESTLING

Answering to no one, these athletes do what they want, when they want; which is why their fans love them!

Representative Wrestler:

Black Ninja

This masked, high-flying wrestling superstar will take you by surprise by flying out of thin air for the pin.



NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

YOU'RE GONNA Look



SWEET!

Vibrasonic NWO
Action Figures.

Get your hands on the hottest action figures around. Designed by the Original San Francisco ToyMakers, featuring movable arms and legs, and ring-rocking vibrating action! Approximately 7" tall.

"Hollywood" Hogan - Item # HHG N 204 AFG \$8.00

Scott Hall - Item # HAL N 204 AFG \$8.00

Kevin Nash - Item # NSH N 204 AFG \$8.00



NWO
Hat.

It's what we wear when we're bustin' heads. Embroidered NWO logo on cotton twill hat with adjustable snap back.

Item # NWO N 200 HAT \$15.00



NWO
Championship Belt.

Looks just like WCW's Heavyweight belt, with one noticeable improvement! Attaches around the waist with velcro.

Item # NWO N 200 BLT

One size fits most. \$15.00



Macho Man
Pennant.

Oh Yeeeeaaaahhhh! It's the Macho Man Randy Savage screen printed in full color on this slammin' collector's pennant. Dig it!

Item # MMN N 200 PNT

Approximately 30" in length. \$7.00

Macho Man
Bandana.

You'll feel the "Madness" when you snap into this bandana! 100% cotton black bandana with screen-printed logo.

Item # MMN N 200 BAN \$7.00

Macho Man
T-Shirt.

Oh Yeeeeaaaahhhh! This shirt has "Madness" written all over it! 100% pre-shrunk black cotton tee.

Item # MMN N 200 T

M,L,XL-\$22.00

Macho Man
Lapel Pin Card.

Snap into action with this ring-rockin' limited edition Macho Man pin and trading card! The Madness is back, Baby!!!

Item # MMN N 200 PIN \$10.00



NWO
T-shirt.

This is the rag that started it all! Tell the world that you know who the real big boys are! 100% pre-shrunk black cotton tee.

Item # NWO N 200T

Adult sizes M,L,XL,XXL. \$20.00

Youth sizes YM,YL. \$15.00

(Adult sizes also available in white. Please specify Item # NWO N 202T)



NWO
Gymbag.

It's the big, bad NWO Gymbag!

NWO logo is screen printed on both sides, has 2 side zip pockets and shoulder strap. Made from tough Denier nylon and measures 24" x 12" x 12".

Item # NWO N 200 GYM \$30.00

Get off your
butt and Order.
(it's toll free)

1-800-955-5420



Shipping & Handling: Add the appropriate amount for each ship to address.

Under \$25.00.....	add \$5.95
\$25.00 to \$50.00.....	add \$7.95
\$50.01 to \$75.00.....	add \$8.95
\$75.01 to \$100.00.....	add \$9.95
Over \$100.00.....	add \$11.95

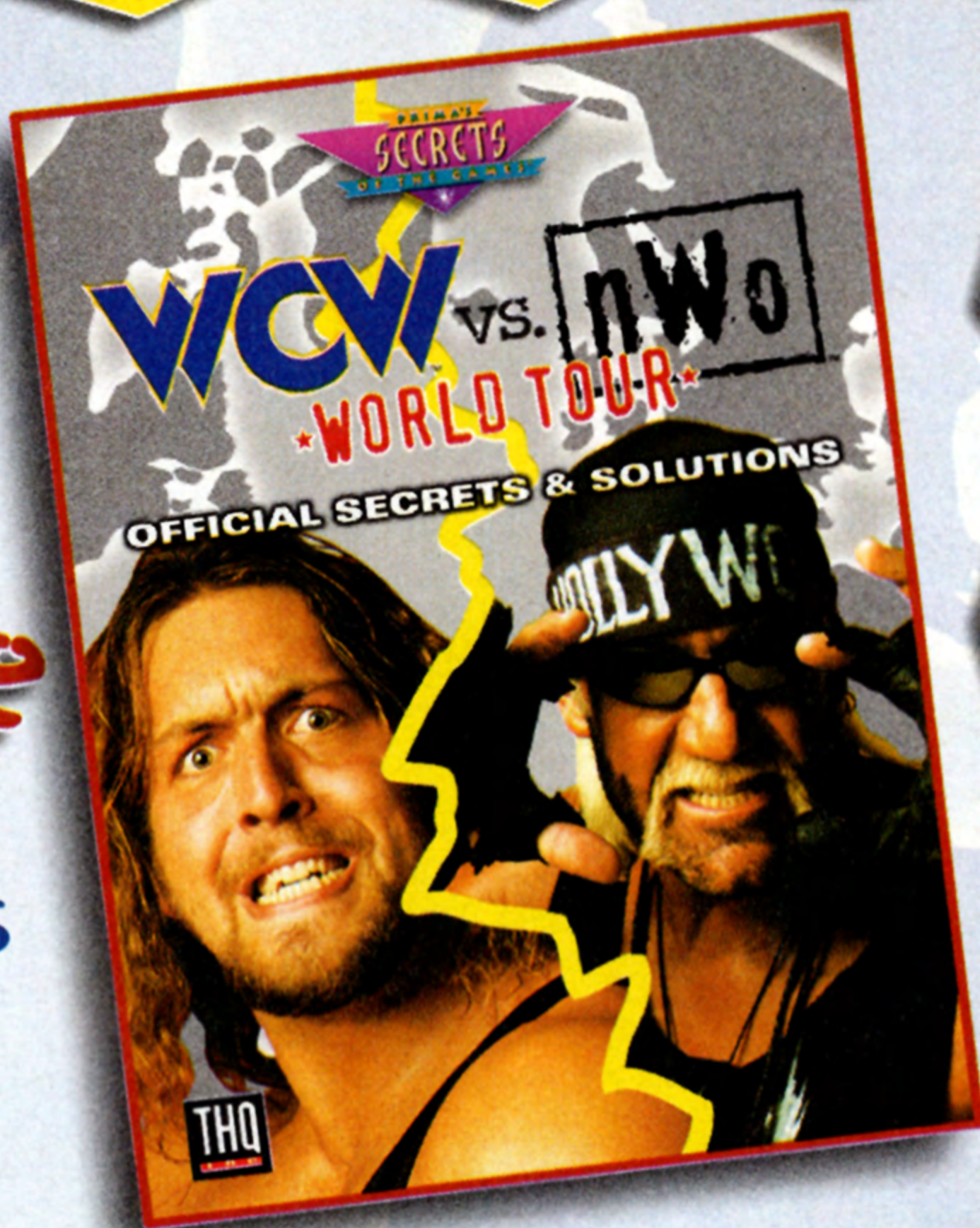
It ain't gonna get there for 2 to 3 weeks.

Source code NIN01

You've Got
the Game

Now Get
the Guide

Official Secrets
& Solutions



WCV vs. nWo
★WORLD TOUR★

Prima Publishing
Available wherever games are sold



Quest 64

COMING SOON!



WARRANTY AND SERVICE INFORMATION

THQ warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Consumer Service Department of the problem requiring warranty service by calling: (818) 225-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Consumer Service Department,

5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

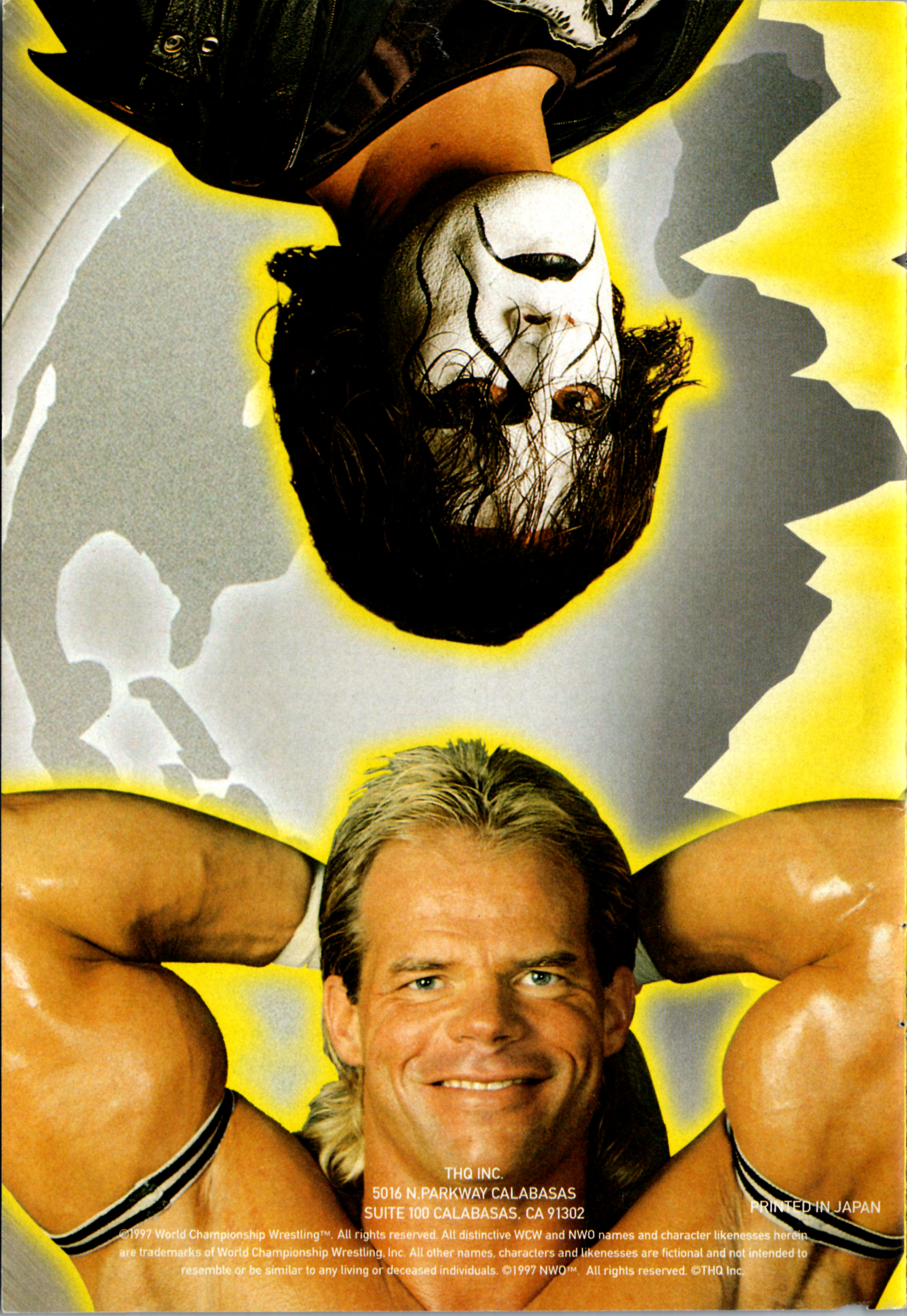
This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the THQ Consumer Service Department at the phone number noted. If the THQ service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK. Send the defective PAK, along with \$35.00 freight prepaid to THQ. THQ will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$35.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

THQ Inc., 5016 N. Parkway Calabasas, Suite 100 Calabasas, CA 91302
(818) 225-5167



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