

WWE: Day Of Reckoning FAQ

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Players: 1 to 4

WWE Day of Reckoning FAQ
Version 0.1

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=1= Legal Droppings

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=2= Introduction

Day of Reckoning picks up where Wrestlemania XIX left off. Players familiar with the WWE Gamecube series should have no trouble figuring this one out.

=3= House Keeping

Got some additions? FAQs like this one thrive on 'em. E-mail me at neo_aa@hotmail.com with new info, corrections, and questions you have about the game. Make sure to include a name that will appear along with your update in this FAQ.

=4= Important Terms

Adrenaline Guage: When this is full, a special slot is filled.

Momentum Shift: A new addition to the series. A momentum shift can be used when a player's spirit meter is at danger level (activated with A+B.) This switches the player's spirit level with the attacked opponent's spirit. The momentum shift can only be used once by a player during a match.

Special Slot: The letters "WWE." Each letter represents a slot. For each slot, you can perform a special move by first charging up (A+B), followed by approaching your opponent in the position of the special move you desire, and pressing A+B once more.

Spirit Guage: Shows the current condition of your control of the match.

=5= Controls

You can learn the game's controls through the excellent tutorial mode. For each lecture set that you complete, you'll get \$2000 to spend in the shopzone. Here are the basic controls.

Control Stick - Move your wrestler.

Control Pad - Press in different directions to taunt.

Tap A - Light Grapple (Combine with different directions for different throws and holds)

Hold A - Heavy Grapple (Locks up with opponent, follow up with a tap of A or B plus a direction if you desire.)

Tap B - Light Strike

Hold B - Heavy Strike

L - Reverse a grapple. Press right before grapple connects.

R - Reverse a strike. Press right before strike connects.

Z - Tag partner when close (tag team matches only.)

A + B: Press when you get a special slot filled (when a gray letter in WWE turns red.) This causes you to give a special taunt that turns on your ability to throw special moves temporarily. Referred to in this FAQ as "charging."

A + B (when charged): Press to use a special move.

A + B (when "Danger" is flashing): Press to use a momentum shift, which will switch your spirit meter with that of your opponent. Useful in a pinch.

Y - Run. You can execute grapples and strikes while running. Also slides under ropes when you hold the directional pad in the direction of the ropes. Climbs turnbuckles, ladders, and tables.

X - Pick up weapons and set up tables.

A + Y + Any Direction: Irish whip an opponent. Will smash opponent in to walls, bounce them off ropes (or over ropes if close enough,) in to the turnbuckle, or on to a table.

=6= Match Strategies

BASIC STRATEGIES

Day of Reckoning relies heavily on spirit meters. Each wrestler in a match has one. Spirit meters change color based on how the wrestler is doing at the moment.

RED - This character is on fire. Their adrenaline meter will build quickly, and their attacks are very damaging. This is a temporary state, and will reset to yellow after a short amount of time. Take this opportunity to pin your opponent.

ORANGE - The character is getting pumped up, and approaching red status. This can be halted easily so don't rest yet, or if your opponent's spirit is orange don't panic.

YELLOW - This is the normal level of spirit. Neither good or bad.

GREEN - This character is not having a good match. They're close to falling to blue status.

BLUE - The worst possible status for a spirit meter. On the plus side, if "Danger" is flashing, you can hit your opponent with a momentum shift move. When facing them press A + B to switch your spirit meters. This can only be done once per match.

You should base your pin timing on the degree of separation between you and your opponent. If your opponent escapes a pin they gain some adrenaline and spirit. You can break your own pin by pressing L or R.

If you're at the same level don't go for a pin. Also don't go for a pin if you're only one color ahead of your opponent. If you're two to three colors ahead of your opponent you can go for a pin but this is a poor decision early in a match unless the opponent has somehow become noticeably wounded (look at their body meter.) If you're four colors ahead of your opponent it's a pretty safe bet that you'll win if not close to the beginning of the match, but remember that pins are only a sure thing when your spirit is at its max and your opponent's spirit meter is flashing "Danger!"

A good sneaky move is to run at a downed opponent and press the grapple button. It actually initiates a regular ground grapple. Opponents will typically believe that you're going for a strike and attempt to dodge accordingly.

In WWE Day of Reckoning, it really is true that the best offense is a good defense. By dodging your opponent's moves you gain much more adrenaline than just throwing offensive moves at your opponent. Though offense is necessary to win make sure you mix it in with plenty of baiting and countering of your opponent. The CPU is actually fairly good at dodging and will take you to the cleaner's on adrenaline if you don't use these defensive tactics.

If you hit a special move your spirit meter will rise significantly while your opponent's falls. When you get a special slot filled (a letter in WWE goes from gray to red) press A + B while your opponent is down. This allows you to use your special move, but for a limited time only, so hurry! Press A + B while facing your opponent to use your special move. You can hit most moves two to three times during one charge.

When your opponent charges up a special move it can seem like a bad spot... but it's terrific if you're good at countering special moves. Even if you take a little damage from small moves in the process, press L + R every time a charged opponent throws an attack at you. Not only will you most likely escape the high damage of their special move, but you'll actually get a special slot filled for

free... every single time you counter a special move.

If "Danger" is flashing on your spirit meter, you can press A + B to activate a momentum shift move. This will switch your spirit meter with your opponent's for some quick retribution.

Don't forget that when locked up in a heavy grapple you don't have to follow up with a grapple move. Strikes work very well here, especially on human players who expect a heavy grapple to end in a throw or hold. Learn which of your strikes (different directions on the stick) will hit your opponent lightly and which will knock them down.

=7= Story Mode

INTRODUCTION

You've been in a wrestling school for months now. Everyday, your instructor seems more and more pleased with your performances, and has less and less advice for your improvement. You're the object of other students' jealousy, even those who have been training twice as long as you have. The hours and days whittle away in a dusty warehouse with little more than a shabby ring and rotting gym mats for you to practice on. Finally, your instructor tells you he has something he knows you'll like. He has an interview for you with World Wrestling Entertainment. Not just any interview, but an interview with CEO Vince McMahon.

"You don't want to blow this chance... this may be all you get. Give it your best, kid. You can do it!"

THE WRESTLER

First, you'll need to create a wrestler. If you haven't already done so, the game will let you create one when you begin story mode (you can also select wrestlers made with the regular CAW tool.) There are no restrictions with the tough exception of having attribute points no higher than 250 (even if you've unlocked more points for CAW characters.)

Taking the Raw path, I'll be playing as George W. Bush (short name Dubya.) Like any created star, Dubya is forced to start with 250 points. I suggest you take a somewhat balanced approach, with no score lower than 2.5 and no score higher than 4.0 (or 4.5 if you're feeling good.) Dubya's stats are as follows.

WEIGHT: Normal
STRENGTH: 4.0
SPEED: 3.5
DURABILITY: 4.0
COUNTER: 4.0
CHARISMA: 2.5
SUBMISSION: 3.5

IN THE BEGINNING

You meet with Vince McMahon, who tells you that he'll put you in WWE developmental to hone your skills. He expects a lot out of you, which basically results in not being able to fail any of your objectives if you plan to continue. If you succeed at WWE Developmental, then you'll move on to Heat. If you succeed at Heat, then you'll have the option of going on Raw or Smackdown.

THE LOCKER ROOM

Every time you begin a show, you'll start in the locker room. You have the following options:

- CONTINUE: Begins the show, playing cut-scenes that lead in to your match.
- PROFILE: This is where you upgrade your character with points that you've earned. The more points you have in a category, the more points it will require to raise that category's value. You can also see how much money you have. To spend the money, you'll have to exit story mode and enter the WWE Shopzone. Once you've finished assigning points, select "Continue" to make your changes official.
- SAVE GAME: Saves the game to your memory card. As with most games, it's a good idea to save once in awhile just in case. You'll definitely want to do this before you exit story mode.
- EXIT: Takes you back to Day of Reckoning's main menu.

On to...

PERFORMANCE

You are graded on many aspects of your performance. The higher the grade on each section the higher your overall grade will be for a show.

- Successful Grapples: Percentage of your grapple attacks that worked.
- Successful Strikes: Percentage of your strikes that worked.
- Countered Grapples: Percentage of your opponent's grapples that were countered by you.
- Countered Strikes: Percentage of your opponent's strikes that were countered by you.
- Deciding (Special) Move: Using it gets you a good score. Use multiple times for perfection.

The better your overall grade is the higher your rewards will be. You are rewarded with money for the shopzone and points for your story character's attributes. In plain english: fight well and you'll be rewarded well.

Now, on to the walkthrough.

WALKTHROUGH

Fourth Week of March

Show 1 - WWE Developmental

"Report to WWE Developmental"

Opponent: Joey Rock (Trainee)

You are introduced to Johnathan Coachman, AKA "The Coach," who will give you your objectives while in WWE Developmental. If you don't follow his orders you can't progress through the game. This show is simple, as all you have to do is beat your opponent. Joey Rock is extremely easy, and can be pinned while both spirit meters are still yellow (though your deciding move score will be lower if you don't hit him with a finishing move.)

First Week of April

Show 2 - WWE Developmental

"Five Minutes"

Opponent: Brad Brixton (Trainee)

The Coach tells you that you have to beat your opponent in less than five minutes. Keep the pace up in this match, and take the first opportunity to pin your opponent. It's always likely that you'll win if your spirit meter is red and your opponent's spirit meter is blue. Another good tactic is to apply the same submission repeatedly as you won't get much of a struggle from Brixton. He will tap easily. Most of the default templates for moves include a leg lock (initiate by standing at your opponent's feet and pressing A.) If you don't win within five minutes, you'll have to restart the match.

Second Week of April

Show 3 - WWE Developmental

"Meet Mr. Heyman"

Opponent: Wing Su Yeh (Trainee)

You are introduced to Paul Heyman. He wants to see how good you are. Coach tells you to perform your finisher twice before winning just so Heyman will notice it. Assuming you have a front-standing finisher, you can quickly pick your opponent up afterwards by tapping X, or grabbing them by holding A button followed by a tap of the Y button. You can hit the finisher about two or three times if your opponent doesn't counter it. Go for the pin after you've hit your special move a few times. At the end of the match, notice how many points you get by hitting your special move several times.

Third Week of April

Show 4 - WWE Developmental

"V.0.7"

Opponent: Matt Hardy (V.0.7?)

Coach introduces you to Matt Hardy, who is rehabing his leg in WWE Developmental. You are told to work his legs and win with a leg submission. Win this match the exact same way described above for "Five Minutes" (see above.) It must be a leg submission that finishes the match, or you'll have to do it again.

Fourth Week of April

Show 5 - WWE Developmental

"Learning To Fly"

Opponent: Lt. Mortar (Trainee)

In order to further impress the top brass, Coach wants you to hit two aerial moves before winning the match. You don't have to win with an aerial move, just hit two before it's over. When Lt. Mortar is down, climb a turnbuckle by pressing towards it and hitting Y. Make sure Lt. Mortar is fairly close to the turnbuckle as you can't jump very far yet. Press B to launch your aerial attack. After you hit two aerial moves you can go for the pin.

First Week of May

Show 6 - WWE Developmental

"Impressing The Coach"

Opponent: Paul Pugilist (Trainee)

Coach tells you that a good defense is valuable. In this match you must counter Paul Pugilist's throws (grapples) twice. Countering his strikes won't count, only countering grapples will complete the challenge. Just tap the L button before he hits you with a grapple (this includes ground, rope, and turnbuckle grapples.) After you've done it twice you may finish the match. This is a valuable thing to remember as countering your opponents' moves will raise your adrenaline gauge at an outstanding rate.

Second Week of May

Show 7 - WWE Developmental

"A Reasonable Man"

Opponent: East Texas Kid (Trainee)

Your character complains to Coach, and Coach happily tells you that you have to win your next match with no special moves. Great. Do not use special moves or you'll have to start over. As always submissions work well but it is still quite possible to win with a helping of heavy grapples.

Third Week of May

Show 8 - WWE Developmental

"Say Goodbye to WWE Developmental"

Opponent: Booker T

Unlocks: Andre The Giant, 400 Points For Created Superstars (up from 250)

Your patience pays off as Paul Heyman gives you an opportunity to escape WWE Developmental. Booker T is working off ring rust in WWE Developmental and if you can beat him Heyman will bring you up to work some dark matches at Sunday Night Heat tapings. Booker T is tougher than the trainees you've fought, so be cautious, but you can still lay in to him pretty badly without a whole lot of retaliation. Winning this match unlocks the features listed above.

Fourth Week of May

Show 9 - Sunday Night Heat

"Welcome to Sunday Night Heat"

Opponent: Lance Storm

You're going to work a dark match against Lance Storm at a Sunday Night Heat taping. There is no special strategy to winning. Remember to hit your finisher multiple times for the best deciding move score.

First Week of June

Show 10 - Sunday Night Heat

"The Big Valbowski"

Partner: Val Venis

Opponents: Mark Jindrak and Garrison Cade

Val Venis tells you that you and he have a tag match against Garrison Cade and Mark Jindrak. The most important thing about a tag match is that you knock your opponent's partner off the side of the ring before going for a pin. You can do this very effectively if you have the Baseball Slide. Run at your opponent's partner and before you reach the ropes hit Right + B. Your opponent should be down on the ground before you try this. After you hit their partner you'll need to re-target them with the C-Stick. There should be no need to tag Venis in unless your body has taken significant damage, but you can do so by approaching him and hitting Z. Remember that Day of Reckoning won't allow you to call your partner in to the ring for help. They will, however, help you if you are put in a submission style move. Don't let your opponent tag their partner if you can help it; running moves are effective for stopping them. Also remember to release your opponent from a submission with L or R before their partner hits you.

Second Week of June

Show 11 - Sunday Night Heat

"First Televised Match"

Opponent: Rhyno

Heyman gives you your first televised match. Your goal is to use one counter move (strike or grapple,) and hit at least one aerial or one submission move.

You should already be doing this in your matches but make sure to complete the objectives. You also need to win the match within five minutes. As long as you counter one of Rhyno's moves, all you need to worry about is finishing within five minutes. Try to win with a submission... it should end the match quickly, and will complete your move objective.

Third Week of June

Show 12 - Sunday Night Heat

"Gore of the Man-Beast"

Opponent: Rhyno

Rhyno jumps you in the locker room. Heyman offers you a chance at revenge. You start this match injured, which makes it much more difficult than before. You have the objective of destroying an announcer's table. Irish whip Rhyno on top of one and climb up (Y) with him. Perform a quick grapple as it will get the job done and isn't as easy to reverse as a heavy grapple.

Fourth Week of June

Show 13 - Sunday Night Heat

"An Uneasy Partnership"

Partner: Rhyno

Opponents: Lance Storm and Val Venis

Kurt Angle (as GM of Smackdown) shows up and puts you in a tag match. He tells you that Rhyno has to get the pin. The best you can do is beat up your opponent significantly, and tag in Rhyno. Help him if he starts to lose, and keep his opponent's partner off his back for a higher chance of success. Remember that the CPU non-legal man is still very aggressive, so fight him like you'd fight a legal man. Basically your job is outside of the ring assisting Rhyno where you can.

First Week of July

Show 14 - Sunday Night Heat

"Back On-line"

Opponent: Garrison Cade

A 4-man mini tournament begins this week. First you have to beat Garrison Cade, and the next week, you have to beat Matt Hardy who has fully rehabed his injured leg. These matches have no special objectives other than to win. After your victory V.1.0 jumps you in the ring.

Second Week of July

Show 15 - Sunday Night Heat

"Taking The Next Step"

Opponent: Matt Hardy (V.1.0)

Before your match, Coach stops by to wish you luck. Beat Hardy and you get to move up in the world.

Third Week of July

Show 16 - Sunday Night Heat

"Decisions Decisions..."

Opponent: Ric Flair (Raw) or Big Show (Smackdown)

You pick a show before the match starts and you'll have one last Heat match against an appropriate character depending on which show you choose. There is no special objective. This is a difficult match to win and the game will continue if you lose. Either Evolution or the New Ministry will beat you up in the ring and tell you what time it is.

From this point on, I'll write about both shows. You have to pick one, and though they're pretty much the same, each show will have its own listing. It makes little difference which show you join as the only differences are in dialogue and superstars. The decision for which show to join is your only choice in story mode, so don't expect anything like this again.

Fourth Week of July

Show 17 - Smackdown!

"A Valuable Investment"

Partner: Charlie Haas

Opponents: Hardcore Holly and Chavo Guerrero

Undertaker calls you out and asks if you're going to join the New Ministry. Eddie Guerrero interrupts him, and tries to get you to join him. The two get in to a fight and Kurt Angle enters. He makes you join the New Ministry. There is no special strategy to winning the tag match you will be put in.

=8= Frequently Asked Questions

Q. What match types are in the game?

A. In exhibition you'll first select a Single, Tag Team, Triple Threat, Four Way, Handicap, or Royal Rumble. If you didn't pick Royal Rumble, you'll be offered the following match rules:

- Normal
- Hardcore
- Ladder
- TLC
- Cage
- Hell in a Cell
- Bra and Panties
- Ironman

Q. What wrestlers are in the game?

A. Here is the final list, including all unlocked legends:

REGULAR STARS:

- Triple H
- Chris Benoit
- Eddie Guerrero
- John Cena
- The Rock
- Undertaker
- Shawn Michaels
- Kurt Angle
- Randy Orton
- Ric Flair
- Batista
- Chris Jericho
- Kane
- Big Show
- Booker T
- Rob Van Dam
- Rey Mysterio

- Christian
- Edge
- Matt Hardy
- Shelton Benjamin
- Charlie Haas
- Chavo Guerrero
- Rhyno
- Hardcore Holly
- Val Venis
- Lance Storm
- Danny Basham
- Doug Basham
- Mark Jindrak
- Garrison Cade

FEMALE STARS:

- Trish Stratus
- Stacy Keibler
- Victoria
- Molly Holly

LEGENDS:

- Roddy Piper
- Andre the Giant
- Brutus Beefcake
- Greg Valentine
- Bret Hart

Q. What arenas are in the game?

A. The following arenas are in WWE Day of Reckoning:

- Raw
- SmackDown!
- SummerSlam
- Unforgiven
- No Mercy
- Survivor Series
- Armageddon
- Royal Rumble
- No Way Out
- Wrestlemania
- House Show
- Heat

Q. What are the attributes for a wrestler?

A. Every wrestler has the following attributes:

- STRENGTH: Increases the damage that a move inflicts.
- SPEED: Controls how quickly the character moves, climbs, etc.
- DURABILITY: Increases the wrestler's resistance to damage.
- COUNTER: The higher this is, the earlier you can press a counter button to reverse a move.
- CHARISMA: Seems to increase the rate at which spirit builds.
- SUBMISSION: Controls how long submission moves last, and increases the effectiveness of each press of the A button during a submission struggle (whether the attacker or victim.)

Q. Is Bret Hart in the game?

A. Yes. For the first time in recent memory Bret Hart is actually an unlockable character. Completing the story mode unlocks the Hitman for exhibition mode.

Margin Line:

AA

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