

WCW/NWO Revenge Perry Saturn Character FAQ

by DragonFly Moon

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WCW/nWo Revenge - Nintendo64 - TM 1998 THQ
Perry Saturn FAQ/Movelist version 1.0
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Name: Perry Saturn
Organization: WCW #2
(former member of Raven's Flock, former ECW Tag Team Champion)
Height: 5'10"
Weight: 235 lbs.

<Legend>

+ = Pinning combination

* = Submission hold

! = Signature moves

(note: These are not necessarily 'Special' moves or finishing moves, just "trademarked" moves of this wrestler.)

(w) = Weak maneuver (tap A or B)

(s) = Strong maneuver (hold A or B)

(W) = following a Weak Grapple

(S) = following a Strong Grapple

pad = any direction on Control Pad

analog = any direction on Analog joystick

near/far = relative distance to Opponent

U,D,L,R = Up, Down, Left, Right (you knew that already, right?)

<Notes>

All Turnbuckle moves are performed automatically after climbing the ropes (hold pad towards ropes + DownC).

<Moves>

Strikes:

Chest Chop - B(w) (near)

Standing Side Kick - B(s)

Front Kick - B(w) (far)

Gut Punch - pad+B(w) (near)

Kick to Thigh - pad+B(w) (far)

Lunging Clothesline - pad+B(s)

Spinning Clothesline - B (while running)

Spinwheel Kick - B (while running off ropes)

Leg Sweep - B (while crouching <holding R after being knocked down>)

from Weak Grapple:

Forearm - A

Elbow to Head - U+A

Body Slam - D+A

Neckbreaker - B

Vertical Suplex - U+B

Over-the-Shoulder Fallaway Slam - D+B

from Strong Grapple:

Front Dragon Suplex - A

Brainbuster - U+A

Piledriver - D+A
+Northern Lights Suplex - B
Crescent Moon Suplex - U+B
!Death Valley Driver - D+B

from Behind:

Belly to Back Suplex - A(W)
+German Suplex - A(S)
Spinning Kick to Back - B(W)
Release Dragon Suplex - B(S)

when 'Special' meter is flashing:

!3/4 Nelson Overhead Suplex - analog (S) (Front)
Release German Suplex - analog (S) (Behind)

Opponent on mat:

Leg Drop - B
Elbow Drop - B while running
*Reverse Leg Bar - A (near feet, opp. face up)
*Inverted Grapevine - A (near feet, opp. face down)
*Japanese Arm Bar - A (near head, opp. face up)
!*Rings of Saturn - A (near head, opp. face down)

Opponent dazed in corner:

Charging Shoulder Block - A(W)
Superplex - A(S)
Climb and 10 punches - B(W)
Belly-to-belly Superplex - B(S)

Vs. running Opponent:

Drop Toe Hold - A(w) (W)
Powerslam - A(w) (S)
*Sleeper Hold - A(s) (W)
Overhead Belly-to-Belly Suplex - A(s) (S)
Clothesline - B(w) (W)
Standing Side Kick - B(w) (S)
Clothesline - B(s) (W)
Standing Side Kick - B(s) (S)

from Turnbuckle:

Spinwheel Kick - (Opponent standing in ring)
Missile Dropkick - (Opponent standing on floor or apron)
Guillotine Leg Drop - (Opponent on mat)
Moonsault - (Opponent down on floor)

Luchador-style maneuvers:

>Opponent on floor:

Asai Moonsault - away from ropes+A (on apron)
Springboard Cross Body Block - towards ropes+A (in ring)
Suicide Dive - A(s) while running towards ropes (in ring)
Running Dropkick - A while running (on apron)

>Opponent in ring, player on apron:

Guillotine Leg Drop - towards ropes+A (Opponent on mat)
Springboard Dropkick - towards ropes+A (Opponent standing)
Over-the-Shoulder Arm Breaker - A(W) or B(W) (Opponent standing near ropes)
+Shoulder Block to Sunset Flip - A(S) or B(S) (Opponent standing near ropes)

Reversals:

vs. Punch - Crescent Moon Suplex
vs. Kick - Catch Foot

> following Catch Foot maneuver:

+Go-behind to German Suplex - A

Leg Sweep to Elbow Drop - B

note: if no button is pressed after 5 seconds, Opponent will automatically execute an Inzuigiri Kick.

vs. Clothesline - *Painkiller

vs. Dropkick - Catch and Slam

<Strategy>

Saturn is a powerful wrestler stuffed into a compact frame. His wide variety of suplexes are his most damaging maneuvers and can score an easy TKO. His patented 'Rings of Saturn' submission hold doesn't do as much damage as it should, but his other mat holds make up for it. Against human opponents who like to run a lot, use the Japanese Arm Bar frequently and try to perfect your timing on his Painkiller reversal. You'll score a submission in almost no time. The computer is very laid back on 'Normal' difficulty, so go for a lot of quick strikes in a row followed by a Strong Grapple. If you're trying for a TKO victory, the Brainbuster and Death Valley Driver are both very effective, while his Suplexes can stun long enough for an easy pin. Saturn is very difficult to knock out, and has a fairly quick recovery time. He rarely stays on the mat for long, so as long as you can slow the pace of the match down, and not allow your Opponent to mount a sustained offense, you should have little trouble.

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