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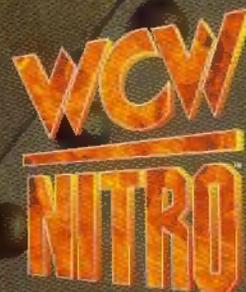
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Getting Started

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 its 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.

Getting Started



Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64.
2. Insert the WCW NITRO Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the power switch ON.
5. At the Title Screen, press START when prompted to begin GAME TITLE.

WCW NITRO

3

Welcome to the world of WCW Nitro. By opening this manual and turning on your N64, you take center stage in one of the greatest spectacles the world has ever known.

The universe of World Championship Wrestling holds more than mere gladiators battling in the ring.

In sold-out arenas across the country, complex stories play themselves out within the politics of the squared circle.

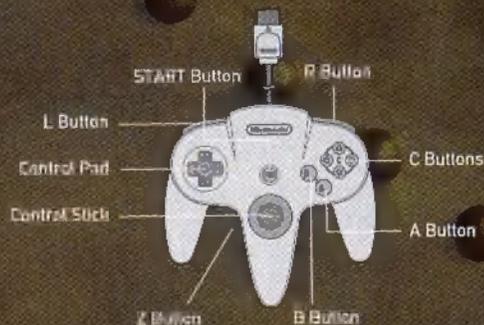
For participants in WCW Nitro, taunting can help or hurt as much as fists to the gut, piledrivers, and bodyslams.

What drives the Superstars of WCW Nitro? These athletes put their bodies, souls, and careers on the line every night in the relentless quest for championship gold and the right to call themselves the best wrestlers in the world.

With WCW Nitro, you take control of your favorite WCW and NWD athletes. Competing against the biggest stable of wrestlers in the history of professional wrestling, your skills drive the fate of your chosen Superstar. The fate of the entire wrestling universe may hang in the balance!



Basic Controls



+Control Pad or Control Stick	Move around the ring
C Button	<ul style="list-style-type: none"> ↑ Chop ↓ Kick ← Punch → Action
A Button	Tag focus
B Button	Taunt
L Button	Block
R Button	Pin Opponent
Z Button	Call for help
Start Button	Pause game

Basic Controls

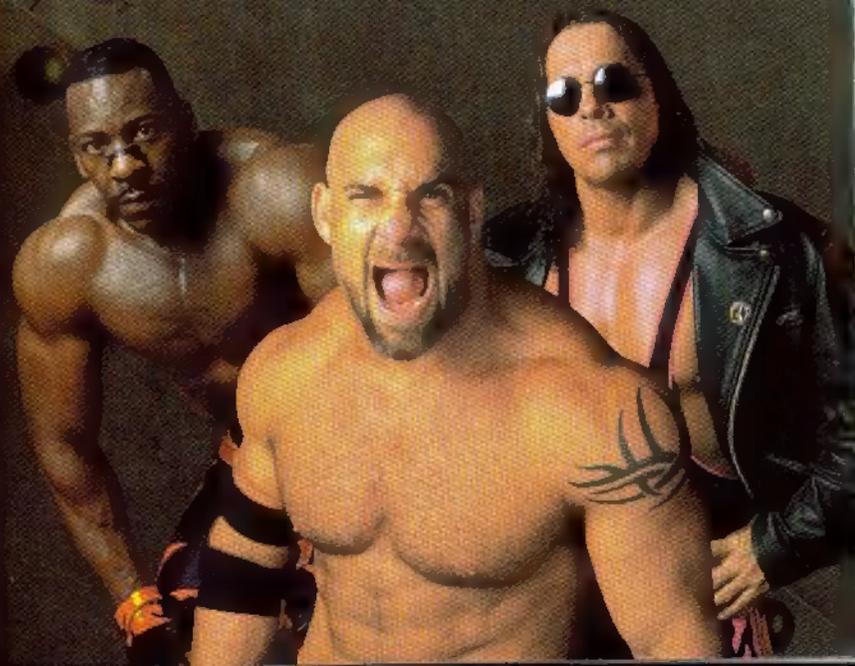
CONTROLLER PAK/RUMBLE PAK INFORMATION

WCW NITRO is compatible with the Rumble Pak and Controller Pak accessories. Before using either accessory, be sure to carefully read the Rumble Pak and Controller Pak accessory instruction booklets. Follow the onscreen instructions to determine when you should add or remove the Rumble Pak or Controller Pak.

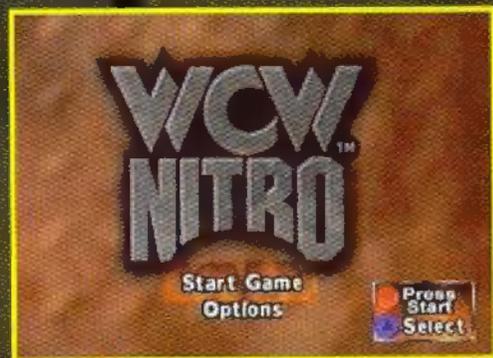
SAVING GAMES

If you do not have a Controller Pak inserted into Controller 1, you will be asked if you wish to play WCW NITRO without saving. If you answer YES, you will not be able to save games at a later point. If you answer NO, you will be prompted to input a Controller Pak into Controller 1.

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



Before the Bell



TITLE SCREEN

At the **WCW NITRO** Title Screen, you can choose **START GAME** if you're ready to enter gameplay, or you can go to the Options Screen to modify your gameplay choices. Use the **Control Pad** to highlight **START GAME** or **OPTIONS**, and press the **A Button** to select.

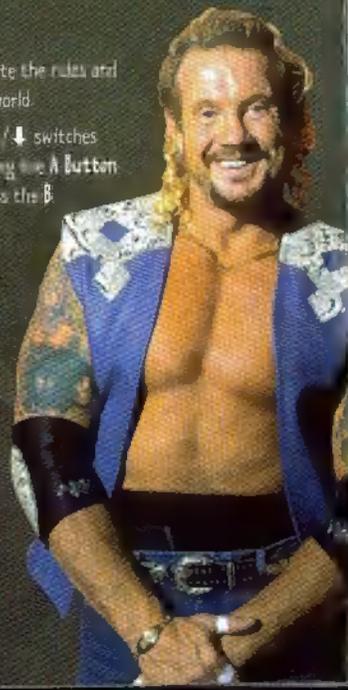


OPTIONS SCREEN

Before talking to the ring, you can review your options and dictate the rules and arena within which you will face the toughest wrestlers in the world.

Use the **CONTROL PAD** to highlight and modify your options: **↑/↓** switches between options; **←/→** modifies the highlighted option. Pressing the **A Button** on certain highlighted options takes you to another screen. Press the **B Button** when you are ready to return to the Title Screen.

The options are described on the following two pages.



Options

MATCH LENGTH (DEFAULT: 5:00)

Change the length of each match from 3:00, 5:00, 10:00 or UNLIMITED (no time limit) depending on how much punishment you think you can take!

RINGOUT TIME (DEFAULT: 20 SECONDS)

Action outside the ring is commonplace in professional wrestling, and in WCW Nitro. Limit the time in which players can deal damage outside the ring to 20 SECONDS, 40 SECONDS, 60 SECONDS, or UNLIMITED.

DIFFICULTY (DEFAULT: NORMAL)

Choose from EASY, NORMAL, or HARD. Just so you know, if you choose the Easy level, you probably don't deserve to play with the big boys of WCW NITRO.

SURPRISE ATTACKS (DEFAULT: YES)

Set this to YES or NO. If Surprise Attacks are turned on (with a YES setting), call in your allies from the locker room to run ringside and help you out of a jam. But watch out — your opponents have friends, too.

RING (DEFAULT: RANDOM)

Select one of your favorite WCW venues within which you will battle, or let WCW NITRO select a random mat for you.

AUDIO (DEFAULT: STEREO)

Select either STEREO or MONO sound.

SFX VOLUME

Use \leftarrow/\rightarrow on your **+CONTROL PAD** to adjust WCW Nitro's bone-jarring sound effects.

MUSIC VOLUME

Use \leftarrow/\rightarrow on your **+CONTROL PAD** to adjust the background music level.

Options

BUTTON CONFIGURATION

Press the **A Button** here to enter the Button Configuration screen. Use \leftarrow/\rightarrow on your **+CONTROL PAD** to choose from preset configurations, or use the Custom option to create your own configurations. To create a custom configuration, hold down the **C Button** of your choice, then use \leftarrow/\rightarrow on your **+CONTROL PAD** to change its function. The **A Button**, **B Button**, and **Z Button** will always keep their original functions.

CONTROLLER PAK

With a Controller Pak inserted into your controller, press the **A Button** to enter the Controller Pak screen. Its options include **LOAD**, **SAVE**, and **ERASE**.

SAVE

Press the **A Button** here, then press the **A Button** again over an unused slot to save your WCW NITRO game settings and character status.

LOAD

Press the **A Button** here, then press the **A Button** again over a highlighted slot to load your WCW NITRO game settings and character status.

ERASE

Press the **A Button** here, then press the **A Button** again over a highlighted slot to erase old WCW NITRO saves from the Controller Pak.



CREDITS

Press the **A Button** here for a list of the people who helped make WCW NITRO possible.

Begin Gameplay



GO FOR CHAMPIONSHIP GOLD!

Select **START GAME** at the Title Screen to enter the Select Mode screen. Choose from the following ways to challenge the competition:

1P TOURNAMENT

Try to become the WCW World Heavyweight Champion with the single-player tournament! Choose your wrestler, then beat 10 opponents in a row to earn your title!

1P EXHIBITION

Have a personal grudge against a certain WCW wrestler? Want to hone your skills against someone you consider lightweight competition? Pick your wrestler, then call out any opponent for a one-time, one night only confrontation!

2P VS

You and a second player duke it out in a one-on-one battle to the finish.

1P EXHIBITION TAG TEAM

Choose two wrestlers to form a team, and match up against two opponents of your choosing. During a match, you control one man at a time. Get close to your tag team partner and press the **A** button to bring him into the fight.

2P VS TAG TEAM

You and a second player select two players each to battle against each other in a test of tag team supremacy.

1P-4P BATTLE ROYAL

Have no friends and take no prisoners in this ultimate test of stamina and fortitude! Select a wrestler to control, then try to remain the sole survivor against sixteen wrestlers or more in this over-the-top-rope free for all. Eliminate the competition by coosing them over the top rope (**←**, **↓**, **→**) after their energy bars flash red. If your original wrestler gets thrown out before the final bell, you will gain control of the next new combatant to enter the fray. Plug in up to four players for the ultimate in bone-crunching chaos and excitement!





CHOOSING A WRESTLER

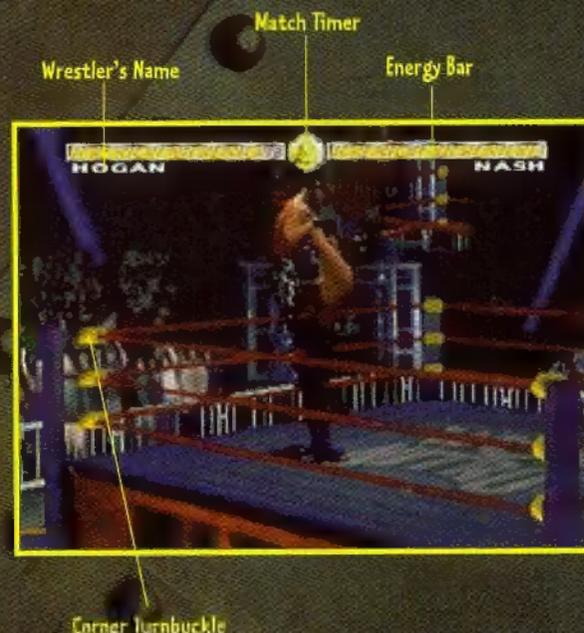
The most important decision you will make as part of WCW NITRO: Which wrestler you will choose to control in your quest to become World Champion. To help you decide, use the **+Control Pad** to highlight a brawler, and press the **A Button** to choose him. Press the **B Button** at any time to move back one screen and change your play mode.

HIDDEN WRESTLERS

Backstage at WCW NITRO are dozens of wrestlers and managers waiting to be part of the action. You may encounter them as run-in characters causing interference or as part of WCW NITRO's Battle Royal mode.

Take control of these characters by winning the Tournament level. Winning tournaments as different characters allows you to take control of different hidden characters. Use the Save mode in the Controller Pak section of the Options Menu to hold onto the hidden characters you've gained.

When starting a game, you must load a previously saved game to reveal those hidden wrestlers you've already found. Once loaded, you can continue to find more hidden wrestlers and managers that are present in WCW NITRO.



Energy decreases as you get hit during the match. If you can avoid being punched or thrown around for a period of time, your energy will gradually increase. This goes for your opponents, too, so keep punishing them! Taunting the opponent during a match pleases the crowd and helps you regain health.

Basics of Play



MATCH LENGTH

Each wrestling match consists of one bout.

BEATING THE OPPOSITION

The winner of a match can be determined in four ways:

- A match can be won by pinning your opponent and holding him for a count of 3.
- A match can be won by default or disqualification if a player or opponent stays outside of the ring for longer than the time allowed.
- If the match is timed, the bell can determine the winner. The player with more energy at the end of the time allotment will be declared the winner after time expires.
- A match can be won by submission if a player or opponent is too weak to continue after being placed in an especially painful hold.

WINNING MATCHES

TOURNAMENT WIN

In a Tournament, the winner will be allowed to battle the next randomly chosen opponent.

EXHIBITION/VS WIN

At the end of an Exhibition or VS match, the game will return to the Title Screen.

BATTLE ROYAL WIN

In Battle Royal mode, the winner is the wrestler who remains as the last man standing after all others have been thrown over the top rope.

PAUSING/QUITTING THE MATCH

Press **START** to pause the game at any time. From the Pause Menu, you can continue the match, restart the battle from the beginning, or quit and return to the Title Screen.



The Moves

Nobody becomes a professional wrestler overnight. Practice and learn these moves to destroy the competition! All the button combinations refer to wrestlers facing right. Reverse the left/right **+Control Pad** controls for wrestlers facing left. Except where noted, all the moves on these two pages can be used by all wrestlers.

KEY COMBINATION	MOVE
(Default Key Configuration)	
↑C	Chop
←C	Punch
↓C	Kick
→C	Action
L Button	Block
R Button	Pin
A	Switch Tag Focus
B	Taunt
Z	Call for Help
Control Pad + →C	Get In or Out of Ring/Climb Turnbuckle
↓, ↓C	Dropkick
←, ←C	Hip Toss
↑, ←C	Snapmare
↑C, ←C	Belly-to-Belly Suplex
↓, ←C, ↑C	Backbreaker
↑, ↑C, ↑C	Body Slam
↓, ↑C	Abdominal Stretch
↑, ↑C, →C	Gorilla Press (Larger Wrestlers Only)
←C, ↓C	Powerbomb
↑C, →C	Piledriver
←, ↑C	Vertical Suplex

The Moves

KEY COMBINATION

MOVE

↑, ←C, ↑C	Head Scissors (Smaller Wrestlers Only)
←, ←C, ↓C	Frankensteiner (Smaller Wrestlers Only)
→, →C	Whip Opponents to Ropes
←, ↓C, →C	Throw Opponent Out of Ring
AFTER WHIPPING OPPONENT TO ROPES	
←C	Clothesline
↑C	Spinning Heel Kick
WITH VICTIM ON GROUND	
←C	Elbow Drop
↑C	Leg Drop
↓C	Knee Drop
↓, ↓C	Stomp
←, →C	Drag Opponent
↑, →C	Lift Opponent to Feet
WITH OPPONENT DAZED IN TURNBUCKLE	
←C	Elbow in the Corner
↑C	Chops in the Corner
↓C	Knees in the Corner
↓, ↓C	Forearm in the Corner
→, ↑C, ↑C	Boot Choke (Larger Wrestlers Only)
←, →C then ←C repeatedly	Ten Punches
AFTER CLIMBING THE TOP ROPE	
←C	Jumping Elbow Drop
↑C	Gullotine Leg Drop
↓C	Jumping Knee Drop
↓, ↓C	Missile Dropkick

Special Moves

basics
 can execute have all
 call
 The next reveal can use
 All moves one of indicated
 Some indicated by
 for the
 Some and indicated by

THE WALL
 With
 With
 After
 in turn



Special Moves



HOLLYWOOD HOGAN

AC → E → L
 FC → FC → FC
 FC → FC → FC

KNEE AVENGE
 HOGAN POWER
 HOGAN POWER



HOT HOT

FC → FC → FC
 FC → FC → FC
 FC → FC → FC

HOGAN IS HOT
 HOGAN IS HOT
 HOGAN IS HOT



STING

FC → FC → FC
 FC → FC → FC
 FC → FC → FC

STING'S BEST MOVE
 STING'S BEST MOVE
 STING'S BEST MOVE



LEX LUGER

FC → FC → FC
 FC → FC → FC
 FC → FC → FC

LEX LUGER'S BEST
 DIVINO DUTY
 LUGER'S BEST

Special Moves



GIANT

→C, FE, FC
 F, FC →C
 F, BE →C →C

ONE HANDED PANDA

TWO HANDED CHOKE

CANT FLIP



DIAMOND DALLAS PAGE

→C, →C, FC
 FC →C →C
 F, FC →C →C

FIFTY FIFTY MESSY

LUNGING PUNISH

NINJA CUTTER



RAVEN

→C, BE →C
 →C, AC →C
 F, →C, FC →C

OVERHIT

OVERHEAD ARM

EVENFLOW



SATURN

BC →C →C
 →C, BE, BE
 F, AC, AC →C

LIFT WITH

GRAPPLE STRIKE

WALL WALK

Special Moves



GOLDBERG

FC →C →C
 F, FC →C →C
 F, FC, FC →C

THROW & PILE SLAM

SPEAR

CANT FLIP



KEVIN NASH

→C →C, FC
 F, FC →C
 F, FC, AC →C

SIDE SLAM

CANT LIFT

SUPER



SCOTT HALL

AC →C, FC
 →C, FC →C
 F, →C, →C, FC

HEAVY

DALLAS SLAM

OUTSIDERS



CURT HENNING

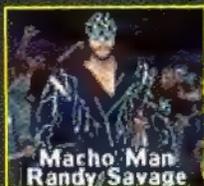
↑, AC →C
 AC, AC →C
 →C, FC →C

BELLY TO BACK

PUNISH

HENNING

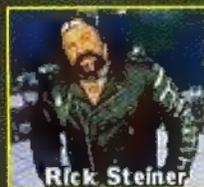
Special Moves



Macho Man
Randy Savage

MACHO MAN RANDY SAVAGE

- ←C, ↓C, ↓C FACE SMASH
 ↑C, ↑C, ←C MACHO SUPLEX
 ↑, ↑C, →C, ↑C FLYING ELBOW DROP+



Rick Steiner

RICK STEINER

- ↓, ↑C, →C SPINEBUSTER
 ←C, ←C, ←C POWERSLAM
 ←, ↓C, ↓C GARGOYLE SUPLEX
 ↓, ↑C, →C, →C FOOTBALL TACKLE***



Scott Steiner

SCOTT STEINER

- ↑C, ↑C, ↑C FOREARM SMASHES
 ↓C, ↓C, ↓C DOUBLE UNDERHOOK SUPLEX
 ←, ↓C, ↓C GARGOYLE SUPLEX
 ↓, ←C, ←C, ↑C STEINER RECLINER**



Jericho

JERICO

- ←, ↓C, ←C BODY SCISSORS
 ↑C, ←C, ↑C SWINGING HEAD SCISSORS
 ↓, ←C, ←C, ←C LION TAMER**

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WCW/NWO REVENGE



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WCW/nWo

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Sting Moon T-shirt

Wear the latest from the greatest, Sting! Black 100% cotton t-shirt featuring Sting's portrait on front. Available in M-XXL.

STG N 204 T \$20.00



Nitro 3-D Hat

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TNT W 200 HAT \$15.00



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Wear the latest from the Pac's Big Man! Black, 100% cotton t-shirt featuring Kevin Nash in full color on front. Available in M-XXL.

NSH N 200 T \$20.00

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Join the Flock! 100% cotton, black with screened ankh on front and "I feel your pain" on the back. Sizes M-XXL available.

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100% cotton, black with screened design on front. Sizes M-XXL.

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Quote the Raven T-shirt:

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RVN W 200 T \$20.00



Hollywood Hogan Skull T-shirt

100% cotton, black with screened design on front and "I Am The Man!" saying on back.

Available in M-XXL.

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WCW Heavyweight Belt

Nothing is better than being the champ! Belt attaches around the waist with velcro. One size fits most.

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Black suede brushed cotton with embroidered WCW logo in purple and gold. Adjustable back closure.

WCW W 204 HAT \$15.00

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Tell the world that you're down with the nWo Red & Black! Red 100% cotton t-shirt featuring nWo Wolf head printed on front. Available in M-XXL.

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

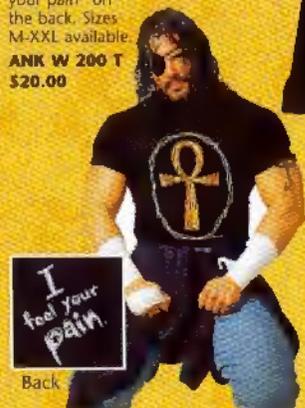
NWO N 200 BLT \$15.00



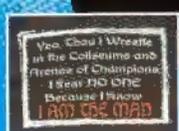
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Back



Back

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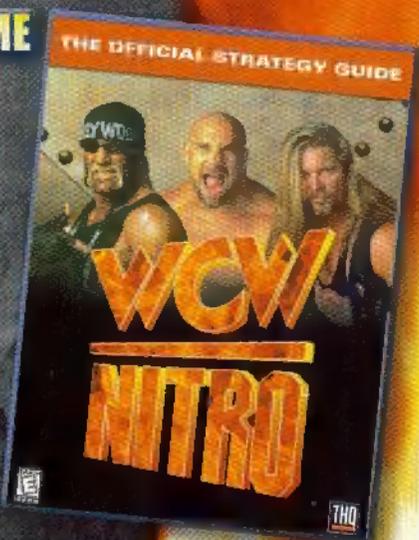
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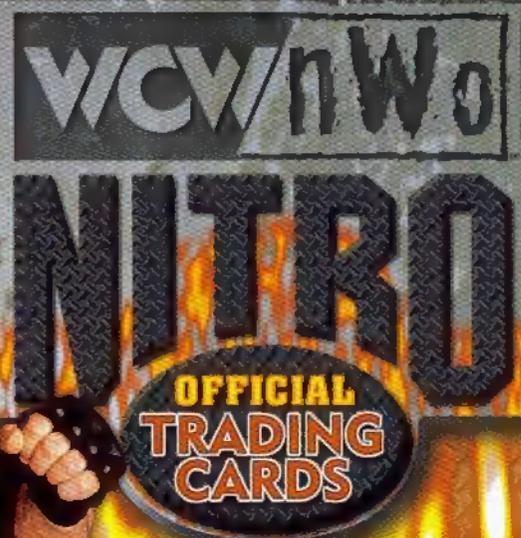
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29

THQ Inc. warrants to the original consumer purchaser that this Game 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 Inc. will repair or replace the Game 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 Inc. Consumer Service Department of the problem requiring warranty service by calling: (816) 225-5167. Our Consumer Service Department is in operation from 8:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. 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 Game Pak, and return your Game 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 Inc. Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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

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