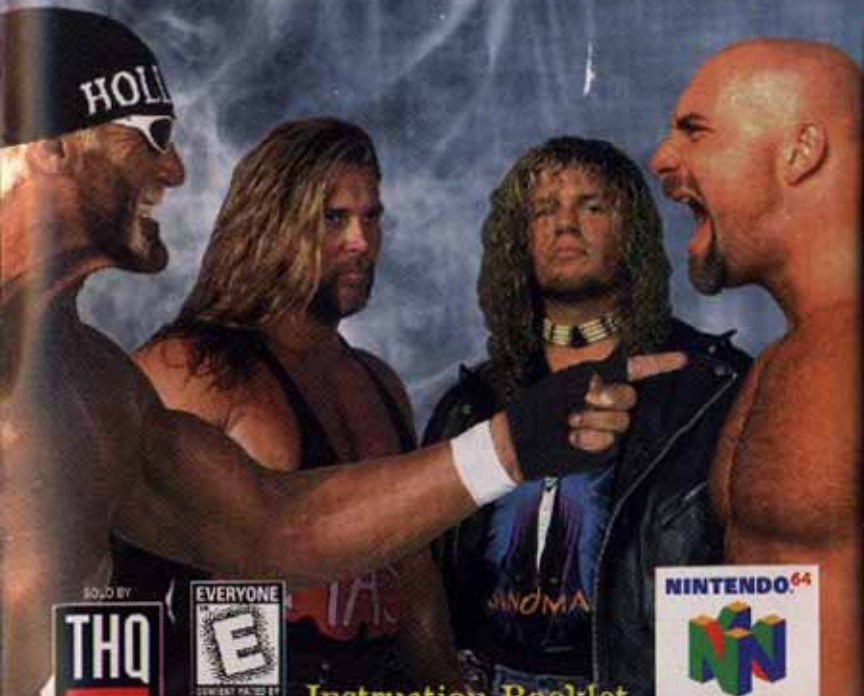
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WCW nWo REVENGE



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Instruction Booklet

NINTENDO 64

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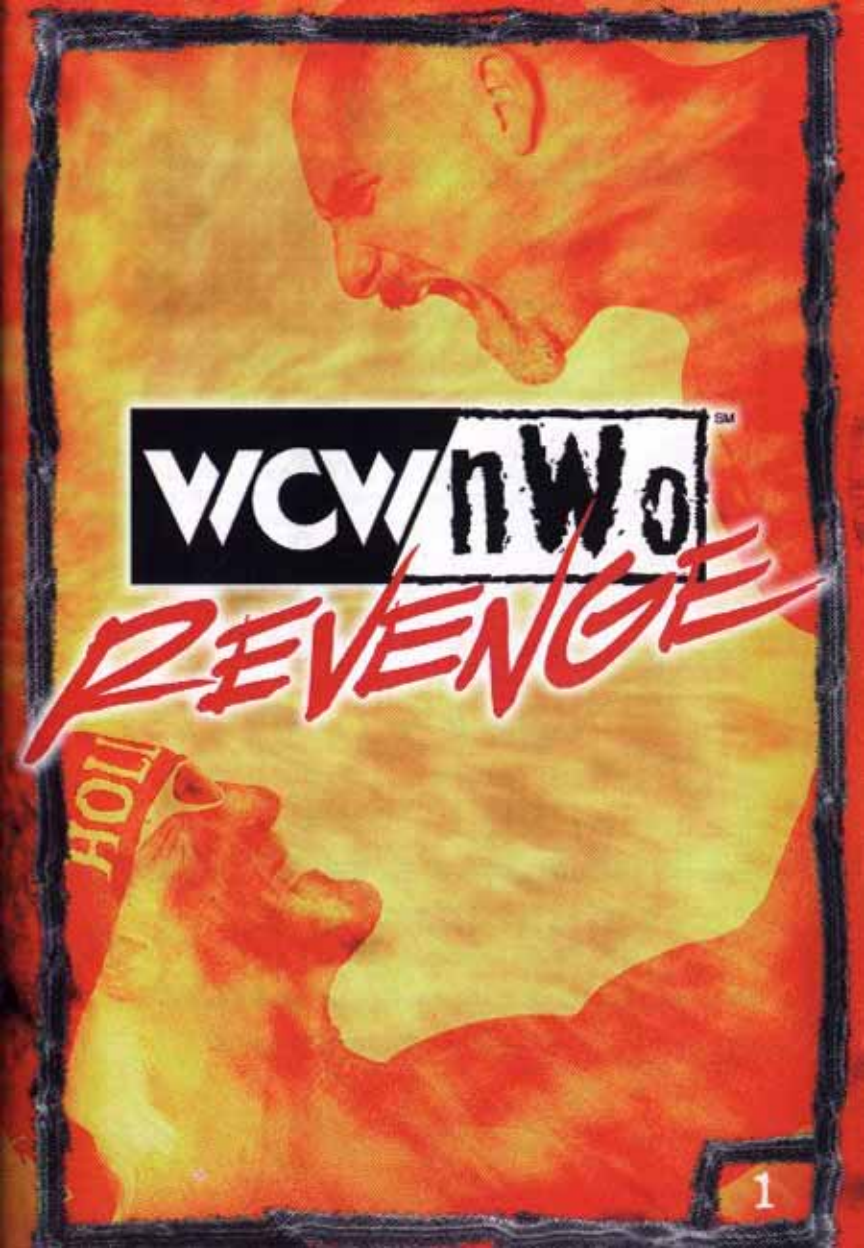
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WCW nWo
REVENGE
HOH
1

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.

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/NWO REVENGE™ 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 WCW/NWO REVENGE™

Note: If you want to save games, insert the N64 Controller Pak into the controller before starting play.

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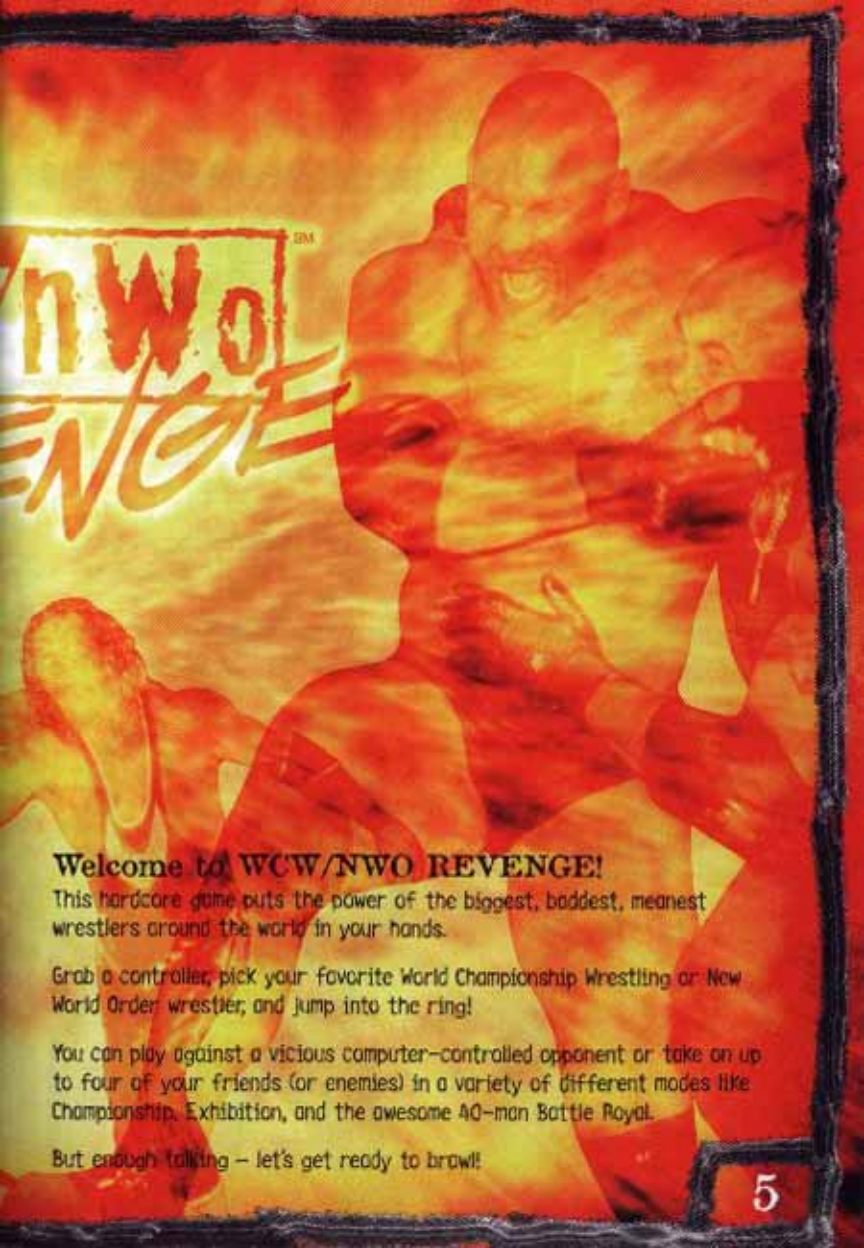
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Introduction





Welcome to WCW/NWO REVENGE!

This hardcore game puts the power of the biggest, baddest, meanest wrestlers around the world in your hands.

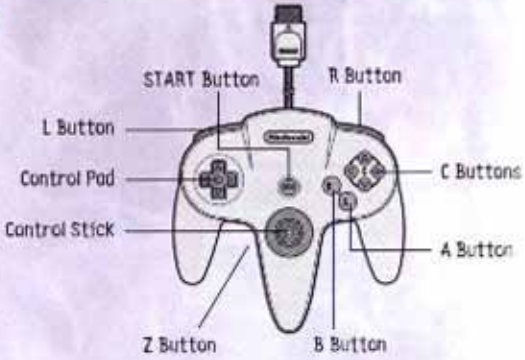
Grab a controller, pick your favorite World Championship Wrestling or New World Order wrestler, and jump into the ring!

You can play against a vicious computer-controlled opponent or take on up to four of your friends (or enemies) in a variety of different modes like Championship, Exhibition, and the awesome 40-man Battle Royal.

But enough talking – let's get ready to brawl!

Controls

Basic Controls



CONTROL PAD

- Up/Down highlight options on the Options Menus.
- Left/Right change option setting on the Options Menus.
- Move your wrestler around the ring.

CONTROL STICK

- Taunt opponents.
- Perform Special move; when Spirit Meter is up, perform a strong grapple and tap the control stick.

A BUTTON (SHORT PRESS)

- Select options on the Options Menus.
- Weak grapple.

A BUTTON (LONG PRESS)

- Strong grapple.
- Drag opponent (hold down A Button + Control Pad).

B BUTTON (SHORT PRESS)

- Cancel options on the Options Menus.
- Weak attack.
- Attack with weapon.



B BUTTON (LONG PRESS)
- Strong attack.

C BUTTON UP
- Change wrestler's outfit.
- Grab a weapon from the crowd (outside ring).
- Climb in and out of the ring.

C BUTTON DOWN
- Change wrestler's outfit.
- Climb up on the turnbuckle.
- Run.
- Run and slide in or out of the ring (press and hold).

C BUTTON LEFT
- Change wrestler's outfit.
- Flip opponent (on mat).

C BUTTON RIGHT
- Change wrestler's outfit.
- Change your focus to another opponent in Tag Team, Battle Royal and Handicap matches.

L BUTTON
- Change wrestling organization (when selecting wrestlers).
- Avoid/counter a grapple.
- Flip opponent (dazed/standing).
- Pin downed opponent.

R BUTTON
- Change wrestling organization (when selecting wrestlers).
- Block/counter attack.

START BUTTON
- Enter the costume change mode (when selecting wrestlers).
- Pause the game.



Additional Moves

In WCW/NWO REVENGE all wrestlers perform their own individual moves, just as they do at the live events. Following is a comprehensive table of button commands to use throughout the game. Every wrestler's bone-jarring attacks and finishing moves can be performed with similar controls. For example, by performing a weak grapple and pressing the A Button, Giant would perform a Head Butt, whereas Chris Benoit would bash his opponent with a Blockbuster.

Just like in real life, not every wrestler can perform every move. For example, most of the Heavyweight wrestlers will not be able to perform a Moonsault from the ropes, and most of the Cruiserweight wrestlers will not be able to power bomb their opponents.

BUTTON COMMANDS	THEN PRESS	ACTION
STANDING, FACING OPPONENT		
B Button (short)		Weak punch/kick
B Button (short), standing further away from opponent		Far attack
Control Pad Left + B Button (short)		Near attack
B Button (long)		Strong attack
Control Pad + B Button (long)		Strong leg attack
Control Pad (toward turnbuckle) + Down C		Climb Turnbuckle for flying attack
GRAPPLES, FACING OPPONENT		
A Button (short)	A Button	Various weak grapple attacks
	Control Pad Up + A Button	
	Control Pad Down + A Button	
	B Button	
	Control Pad Up + B Button	
	Control Pad Down + B Button	

BUTTON COMMANDS	THEN PRESS	ACTION
A Button (long)	A Button	Various strong grapple attacks
	Control Pad Up + A Button	
	Control Pad Down + A Button	
	B Button	
	Control Pad Up + B Button	
	Control Pad Down + B Button	
R Button		Release grapple

GRAPPLES, BEHIND OPPONENT

A Button (short)	A Button	Various weak grapple moves
	B Button	
A Button (long)	A Button	Various strong grapple moves
	B Button	

THROW OPPONENT TO ROPES FROM WEAK GRAPPLE

Control Pad (to ropes) + Down C		Throw to ropes
	A Button (short)	Weak momentum attack
	A Button (long)	Medium momentum attack 1
	B Button (short)	Weak momentum strike
	B Button (long)	Strong momentum strike

BUTTON COMMANDS	THEN PRESS	ACTION
THROW OPPONENT TO ROPES FROM STRONG GRAPPLE		
Control Pad (to ropes) + Down C		Throw to ropes
	A Button (short)	Medium momentum attack 2
	A Button (long)	Strong momentum attack
	B Button (short)	Weak momentum strike
	B Button (long)	Strong momentum strike
OPPONENT LAYING ON MAT		
A Button (head or feet)		Attack/submission hold
B Button		Striking attack
Down C	B Button	Running attack
Control Pad (toward turnbuckle) + Down C		Climb turnbuckle for flying attack
Left C		Flip opponent
R Button		Make opponent stand
L Button		Pin
APRON MOVES: OPPONENT IN RING		
Control Pad + Up C		Enter/leave ring
Down C		Run on apron
Control Pad + Down C		Climb turnbuckle
B Button		Kick/punch
A Button (short)		Attack (certain wrestlers only)
A Button (long)	A Button	Suplex or other attack
	B Button	
	Down C	Run opponent into turnbuckle
R Button		Avoid attack

BUTTON COMMANDS	THEN PRESS	ACTION
APRON MOVES: OPPONENT OUT OF RING		
Down C	A Button	Flying attack (certain wrestlers)
B Button		Kick opponent
Control Pad + A Button		Flying attack
R Button		Avoid attack
TURNBUCKLE MOVES		
Control Pad (toward turnbuckle) + Down C		Climbs turnbuckle for rope maneuver*

* Different top rope maneuvers are possible, depending on the location of the opponent.

DAZED OPPONENT IN TURNBUCKLE		
A Button (short)	A Button	Turnbuckle attack
	B Button	
A Button (long)	A Button	Top rope suplex
	B Button	
"Special" flashing A Button (long)	Control Stick	Top rope special (certain wrestlers only)
TAG TEAM/HANDICAP/BATTLE ROYAL MOVES		
Z Button		Toggle between CPU and manual control (Battle Royal)
Up C		Tag up; climb into ring to make a save
A Button (same time as partner)		Double team
1. From behind opponent, press A Button (long)	Up C	Put opponent on shoulders
2. Partner – Control Pad (toward turnbuckle) + Up C		Partner climbs the turnbuckle and knocks opponent off of shoulders

BUTTON COMMANDS	THEN PRESS	ACTION
MOVES OUTSIDE OF RING		
Control Pad + Up C		Grab a weapon from the crowd
Control Pad + hold Down C		Run and slide into the ring with or without a weapon
ATTACKING WITH A WEAPON		
B Button (short)		Swing weapon
B Button (long)		Overhead attack
Down C	B Button	Running attack
OPPONENT OUTSIDE OF RING		
Control Pad	A Button	Flying attack over ropes
Down C	A Button	Flying attack
Control Pad (toward turnbuckle) + Down C	A Button	Flying attack over turnbuckle (certain wrestlers)
OTHER MOVES		
Control Pad + Down C	Up C	Run toward ropes to stand on the apron
Down C	L Button	Run toward opponent, then duck behind him to gain an advantage
Down C	R Button	Run toward opponent, then roll to his side to gain an advantage

More About Moves

Holds

The strength of the hold move that your wrestler will execute depends on the length of time that you hold the A Button. If you tap the A Button and then perform a move, the damage to the opponent will be weak. On the other hand, if you hold the A Button longer for a Strong grapple, 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 striking attacks and joint attacks. Striking attacks consist of stomps, elbow drops, standing flips, etc., while Joint attacks consist mainly of submission holds. 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. Don't forget to flip the opponent onto his stomach for even more moves by pressing the Left C Button.



Counter Attacks/Reversals



Every move in WCW/NWO REVENGE can be countered and reversed. When your opponent comes at you with a weapon, punch or kick, it is possible to counter-attack by pushing the R Button. If the opponent is lunging for you to grapple, press the L Button to reverse the grapple and perform your own move!

Note: Each wrestler uses unique counterattacks and reversals. For example, one wrestler can counter a punch with a Shoulder Arm Breaker, whereas a different wrestler would counter a kick with a Dragon Screw. Is the opponent beating you over the head with a bat? Simply grab the bat from his hands and knock him around the ring!

Special Attacks



When the Spirit Meter is flashing the word Special, use each wrestler's special attack by pushing and holding the A Button for a Strong Grapple, then tap the Control Stick in any direction.

There are five different special attacks available in the game, but not every wrestler can use all five. Some wrestlers might be able to perform only two, while other wrestlers might have all five Special Attacks. The following moves can only be accomplished when the word "Special" is flashing in your Spirit Meter:

- In front of the opponent, perform a strong grapple and tap the Control Stick.
- Behind the opponent, perform a strong grapple and tap the Control Stick.
- Opponent is laying on the mat, climb the turnbuckle.
- Opponent is in the turnbuckle, perform a strong grapple and tap the Control Stick.
- Throw opponent to the ropes (from a strong grapple) and tap the Control Stick.

Menu Screens

Saving/Loading Game Data

WCW/NWO REVENGE has a battery built into the Game Pak to save cool stuff like your costume changes and how many belts you've won. Saving and loading occurs automatically throughout the game – when you accomplish something that can be saved, the game will automatically save for you.

The data you are able to save in the game includes the costume edit (costume changes and name changes), the high scores for each game mode and the belts you've won in the championship mode.

Note: You will not be able to save your progress in the middle of a championship mode. The game will save once you've defeated the championship and won the belt.

To erase all of the saved info, turn the game on while holding the START Button. This will bring up an option to Initialize Cartridge Data. If you select Yes, the game will be reset to the default settings, and all of your saved information will be erased.

Options

Before you jump right into a game, you might want to take a quick look at some of the options you can modify to make your game more fun:



Difficulty: Set this to Easy, Normal or Hard.

Spirit Meter: Toggle the Spirit Meter On or Off (see page 26).

Referee: Turn On to see the official WCW referee, Mark Curtis, call the shots.

Realism: Select On for damages, Off for no damages.

Replay: Select On to see your most bone-crunching moves as well as your finishing maneuver.

Music: Turn the music in the match On or Off.

Sound: Toggle between Mono or Stereo.

Controller Setting: Customize the button commands for optimum game control. Use the Control Pad to select a function, then press the new button for that function. Select Default and press the A Button to change the button commands back to normal.

Score Ranking: View all of the high scores. To see high scores for the different modes, press the Control Pad Left or Right.

When you're done setting up all your options, it's time to play!

PAUSE Menu

While wrestling through a rough match of WCW/NWO REVENGE, you can pause at any time by pressing the Start Button. This will bring up a menu with the following options:

Continue Match: Continue the current game.

Rematch: Restart using the same wrestlers.

Quit Match: Quit the game and return to the Main Menu.

Spirit Meter: Turn the Spirit Meter on or off (see page 26).

Referee: If on, Mark Curtis will call the shots.

Replay: If on, Replay will occur automatically.

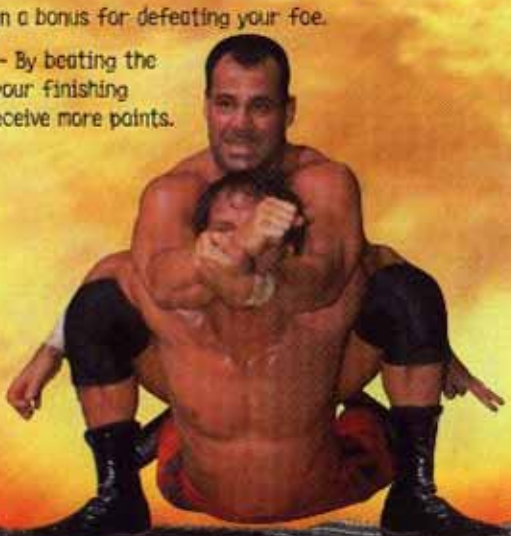


Scoring

Keep track of all the high scores in 10 different categories. Not only will WCW/NWO REVENGE keep track of your high scores in Single and Tag Matches, but also in Battle Royal, Handicap and all of the Championship modes, as well!

Once a wrestling match has been completed, enter your initials and see how well you did against your opponent in the following categories:

- Striking Move – Gain points for every striking blow you inflict on the opponent.
- Ground Attack – Keep the opponent on the mat with submission holds.
- Grapple – Gain and lose points for every strong/weak grapple won or lost.
- Flying Attack – The more high flying moves you can pull off, the greater your score.
- Reversal – This tallies up points every time you block and counter the opponent's moves.
- Special Move – Every time you use the "Special" moves, you lose points.
- Life Bonus – The more your wrestler is beaten up, the more points you lose.
- Time Limit – The more time you use, the fewer points you earn.
- Win Bonus – Gain a bonus for defeating your foe.
- Finishing Move – By beating the opponent with your finishing move, you will receive more points.



Game Modes

Championship



The road to being a champion wrestler is long and difficult. If you think you have what it takes to make it to the top, select the belt you're after: U.S. Heavyweight, Cruiserweight or Tag Team. The wrestler used to win the belt will be the new champion and owner of the belt. Take another wrestler through to defeat this new champion. Once you win a belt, other belts might become available for the taking. Check back often to own all the belts.

U.S. HEAVYWEIGHT



The U.S. Heavyweight belt could be yours for the taking. Choose your favorite wrestler and hit the Start button to climb into the squared circle. The rules for U.S. Heavyweight have been pre-determined and cannot be changed:

- Time Limit – No limit (pummel the opponent as long as it takes to win)



- Ring Out – 20 counts (you can be outside the ring for 20 counts, or it's game over)
- Pin – Yes (pin the opponent for the win)
- Submission – Yes (slap on a devastating submission hold and make the opponent give up)
- TKO – No (no knockouts in this match)
- Rope Break – Yes (Mark Curtis stops a submission hold or pin if it's in the ropes)

- Quick Match – No (you must endure a long, drawn out match)
- No DQ – No (you can be disqualified by being out of the ring for too long)
- Interference – No (other wrestlers are not allowed to run in and interfere)

CRUISERWEIGHT



There's always plenty of high risk, high-flying action in the Cruiserweight division. If you want the belt, you'll have to fight for it! Select your wrestler, press START and get ready for some action! The rules are the same as in the Heavyweight Championship.

TAG TEAM TITLE



So a little tag team action is more your style? If you think you're ready, select your wrestlers, hit START and go for the top! The rules are the same as the Heavyweight and Cruiserweight championships with the following exceptions:

- Format – Tag Format (tag your teammate to get him in the ring).
- Tag Help Time – 10 sec. (in a pin or submission hold, the partner has 10 seconds to make the save).

Exhibition



Just want to bust some heads? Don't care about that belt stuff? Jump into an Exhibition game! You can play a Single or Tag Match and choose from all your favorite events: Monday Nitro™, Souled Out™, Super Brawl™, Bash at the Beach™, Halloween Havoc™, or Starrcade™. In Single Match mode, you can play against the CPU or a friend of yours who's just begging to be body-slammed. You can even have two CPU wrestlers slug it out while you watch. With the Tag Match

mode, select any combination of four humans or four CPU controlled opponents – your choice.

After selecting Single or Tag Match mode, select a wrestler and get ready to brawl. Before climbing into the ring, you can adjust the strength of all the wrestlers to even out the odds.

Now it's time to set the rules for the match:

- Time limit – 5 minutes/10 minutes/30 minutes/60 minutes/No*.
- Ring Out – 10 Counts/20 counts/Lumberjack/No**.
- Pin – Yes/No (decide if a wrestler can win by pinning the opponent).
- Submission – Yes/No (wrestler will submit when he reaches his pain threshold).
- TKO – Yes/No (wrestlers can be knocked out cold).
- Rope Break – Yes/No (Mark Curtis will break a submission hold or pin if it's in the ropes).
- Quick match – Yes/No (each wrestler can lose earlier in the match).
- No DQ – Yes/No (if set to Yes, you can win with a pin or submision hold outside the ring and you cannot be disqualified by count out or rope break).
- Interference – Yes/No (allows wrestlers to jump into the ring and disrupt ongoing matches).
- Format (Tag Match) – Tag Format/No Tag Format (either tag to enter the ring or enter at any time).
- Tag Help Time (Tag Match) – 10/20/30/40/50/60 seconds (how much time partner has to make a save).

* No Time Limit – Take as long as you need to destroy the opponent.
** No Count – You are allowed outside the ring as long as you want.

Once you've set the rules, press the Start Button to begin your match.

Special Match Mode

So you've won some championship belts, you've taught all your friends a lesson and now you're looking for a new challenge? Maybe you just want something a little different. Time to check out the Special Match mode. There are two special battles to choose from, Battle Royal and Handicap Match.



BATTLE ROYAL

Are you really ready for the Battle Royal? How many of the best wrestlers in the WCW and nWo can you take on, non-stop, before you've had enough? Start out by picking your favorite WCW event. In Battle Royal, there are four human or CPU opponents in the ring at once, so grab some friends or let the CPU take control.

Now pick the total number of wrestlers you'll fight (from 4 to 40) and the entrance order (preset or random). The preset order is determined by the Game Pak and allows for each new wrestler to be increasingly more difficult than the last. After an opponent has been defeated in the ring, a fresh brawler will run in to keep the mayhem fresh. When you're done, select your wrestler(s), and then set the rules for the match:

- Time limit – There's no time limit in the Battle Royal; the last man standing wins.
- Ring Out – Lose/No (lose the match by leaving the ring, or turn the option to No).
- Pin – Yes/No.
- Submission – Yes/No.
- TKO – Yes/No.
- Rope Break – Yes/No.
- Quick match – Yes/No.
- No DQ – Yes/No.



Once you've set the rules, press the Start Button to begin your match.

HANDICAP MATCH

The Handicap match lets you see how you stack up against two opponents at once, either Tag Team style or a free for all. Once you pick the event, you can choose any combination of human and CPU wrestlers, up to a total of three, and then choose which wrestler you'll control.

Here are the rules available for the Handicap match:

- Time Limit – 5 minutes/10 minutes/30 minutes/60 minutes/No.
- Ring Out – 10 Counts/20 counts/Lumberjack (prevents you from leaving the ring)/No.
- Pin – Yes/No.
- Submission – Yes/No.
- TKO – Yes/No.
- Rope Break – Yes/No.
- Quick Match – Yes/No.
- No DQ – Yes/No.
- Format – Tag Format/No Tag Format.
- Tag Help Time – 10/20/30/40/50/60 seconds.



Once you've set the rules, press the START Button to begin your match.

Costume Change

Want to try something different? How about a different name or costume for your favorite wrestler? The Costume Change option lets you change the name of your wrestler, pick a new costume and change the colors of different parts of the costume. You can also use the Control stick to move the picture of your chosen wrestler around to check out his costume from every angle.



Wrestler's Name/Short Name: To change the name of the wrestler, highlight his name using the Control Pad and press the A Button. To select the letter, number or symbol, move the cursor using the Control pad and press the A Button. Use the B Button to erase letters. Highlight Decision and press the A Button when finished. To exit without changing the name, press Cancel.

COSTUME

Highlight this option and move the Control Pad Left or Right to check out all the different costumes. Not every costume is available for each wrestler. Some wrestlers are too big to wear certain outfits, and other wrestlers are too small. Because of this, one brawler might have 63 different costumes to try on, while another might only have 20.

MASK

Some wrestlers wear different things on their heads, from bandannas to Lucha Libre–style masks. Use the Control Pad Left/Right to view all the different masks for each wrestler.

COLORS

The top row of colors changes the main part of the wrestler's costume. If the selected costume has a pattern or symbol on it, use the bottom row of colors to change those colors.

When you're done changing a wrestler's appearance, highlight Decision and press the A Button to exit the Costume Change mode. If you made a mistake, select Default and press the A Button to give the wrestler his original name and outfit.



The Spirit Meter

In the sport of professional wrestling, a wrestler's mental state and adrenaline go hand in hand. This "spirit" rush is all-important in deciding the outcome of a match. Each wrestler's mental state is depicted by one of the Spirit Meters in the corners of the screen.



As a wrestler's spirit increases, his moves will be more powerful, he'll be able to counter moves more easily and he will be harder to bring down or pin. A wrestler's Spirit Meter changing from green to orange to red indicates increasing spirit. The meter will increase in length and then flicker on red when a state of maximum spirit has been reached. Simply tap the Control Stick to taunt your opponent and gain the "Special," which is necessary to perform certain moves.

On the other hand, decreasing spirit is indicated when the Spirit Meter changes from green to light blue to dark blue. When the Spirit Meter is flashing "Danger," the wrestler is at his lowest point and is extremely susceptible to a pin or submission move.

When the Spirit Meter is flashing "Special," the wrestler will be extremely powerful. Use this opportunity to showcase his signature moves and humiliate the pitiful competition! Hold the A Button for a Strong Grapple and press the Control Stick to pull off these special moves.

A wrestler's spirit is affected by the execution of strong, difficult moves and his appeals to the crowd. For example, a strong attack will raise a wrestler's spirit and decrease that of his opponent. Taunting the

opponent and appealing to the 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, the opponent's spirit may increase while yours decreases. Appealing to the crowd while outside of the ring will only make matters worse, since it appears that you're running away from the competition.

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



Leagues

New World Order, White

"NWO for Life" was a statement that meant solidarity, teamwork and brotherhood. Since its inception, the New World Order has split into two feuding factions. Only you can find out which is better.

LEADER: HOLLYWOOD HOGAN

Ht/Wt: 6'7" 275 lbs.

Signature Move: Leg Drop

Weighing in at 275 pounds, Hogan has done more for the sport of wrestling than many people have combined. He's a Legend. To wrestle him is one thing. To beat him is completely different. So step into the ring and find out where the power lies, bratha.



New World Order, Red

There's more to NWO brotherhood than a lightning-quick wit and the grueling fight schedule that comes with being on top. Also part of the deal: Sticking up for the gang, and doing it in style.

MAIN REPRESENTATIVE: KEVIN NASH

Ht/Wt: 7'1" 367 lbs.

Signature Move: Jack Knife Powerbomb

Eclipsing the competition at 7'1" tall, Kevin Nash is a towering measure stick for the future of wrestling. One of the founding members of the New World Order, Big Sexy The Giant Killer is too rough, too tough and Just Too Sweet!.



Raven's Flock

The largest band of misfits World Championship Wrestling has ever experienced, Raven's Flock sit in the crowd, taunting and heckling each match in front of them. The wrestlers in The Flock don't care what people think of them, they do things their way.

LEADER: RAVEN
Ht/Wt: 6'1" 237 lbs.
Signature Move: Even Flow DDT
People call him a freak, but the man known as Raven has taken the squared circle by surprise. He can lazily sit in the corner of the ring, then quickly dismantle an opponent with the Even Flow DDT. Be prepared for anything, as Raven only wrestles with Raven's Rules... anything goes. Quoth the Raven, nevermore!



World Championship Wrestling

REPRESENTATIVE: GOLDBERG
Ht/Wt: 6'3" 285 lbs.
Signature Move: The Jackhammer
If you think he can only beat you one way, think again. Goldberg won't back down from anyone – he's not afraid of anyone in this sport, or anyone who walks the face of the earth for that matter. Which leads to one question... who's next?



Empire Wrestling Federation

Being one of the oldest groups in professional wrestling, they believe that the sport should be fun and extreme! The EWF is comprised of many wrestling oddities including Samurai and Mayan warriors. Choose a wrestler from this organization and see how much you can dismantle the competition.

REPRESENTATIVE: AKI MAN

Ht/Wt: 6'1" 242 lbs.

Signature Move: Double Dragon Screw

AKI man is a strange creature, indeed! Donning a full body suit and a serious over-bite, his main strategies include pummeling the opposition with high flying attacks and trying to win by submission.



Dead or Alive Wrestling

The wrestlers from the DAW are some of the fiercest martial arts experts in the world. All of its members are veterans of Death Matches and illegal pit fighting which makes the DAW a force to be reckoned with.

REPRESENTATIVE: HAWK HANA

Ht/Wt: 6'2" 264 lbs.

Signature Move: Karate Chop Takedown

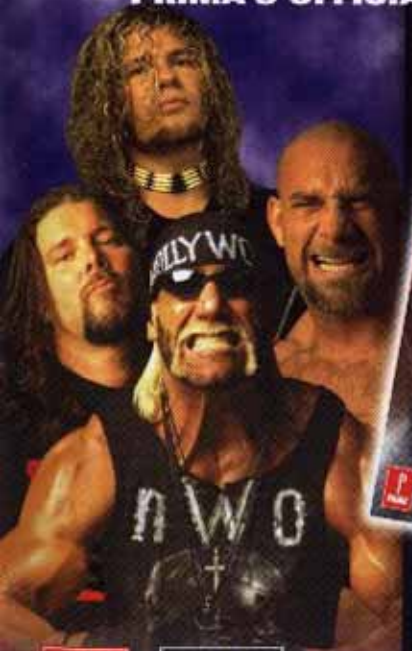
Hawk Hana was born and raised to be a Sumo Wrestler. He was shunned by the Sumo wrestling world when, at a sold out event in Tokyo, he took a chair from the crowd and beat his opponent senseless with it. Every man should fear bumping bellies with this Japanese bad boy!

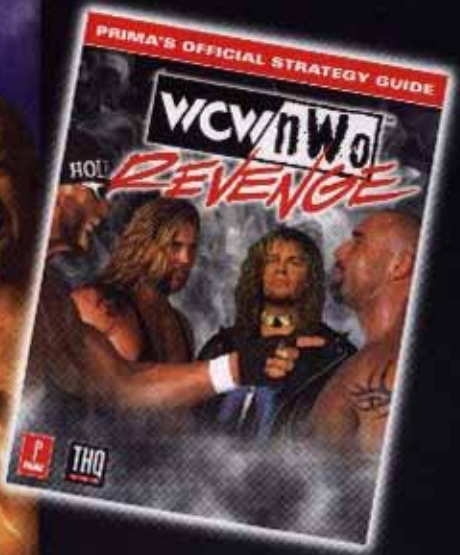


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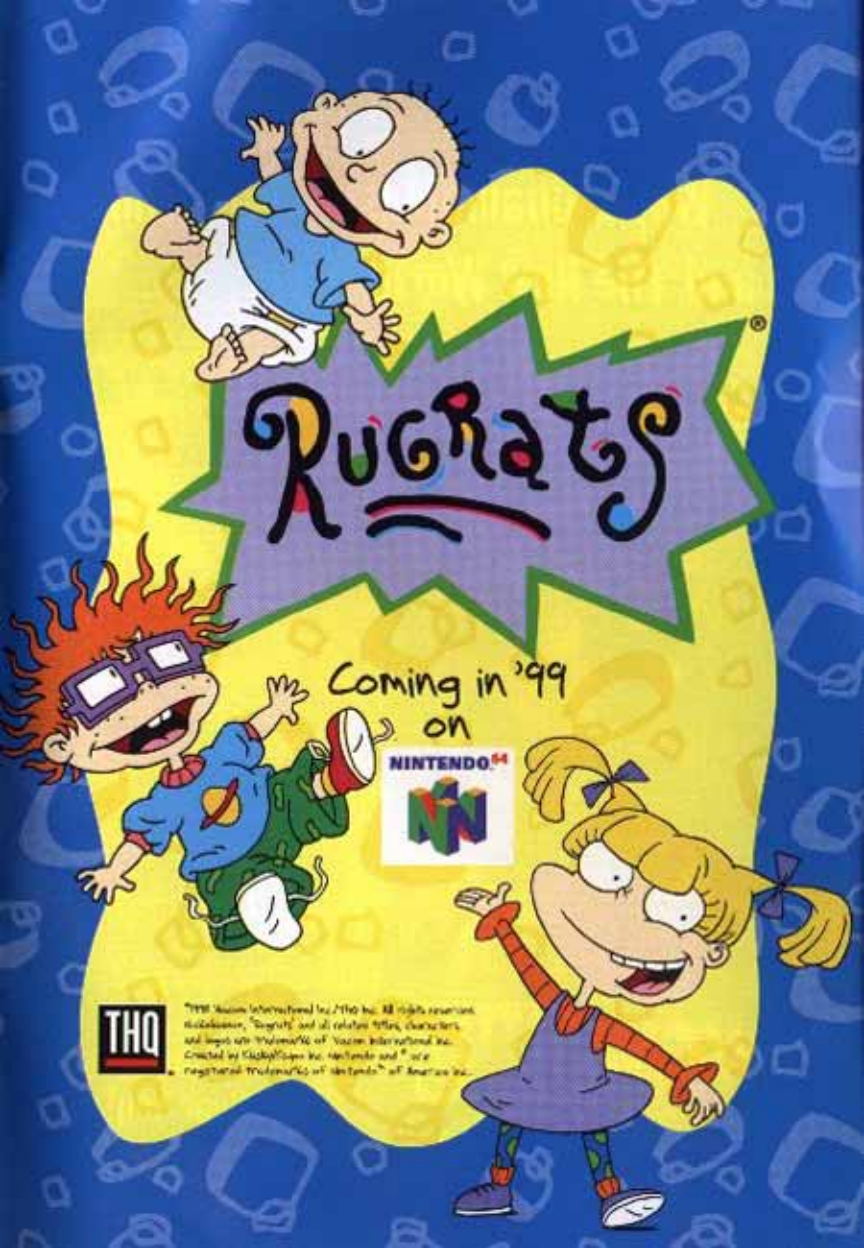
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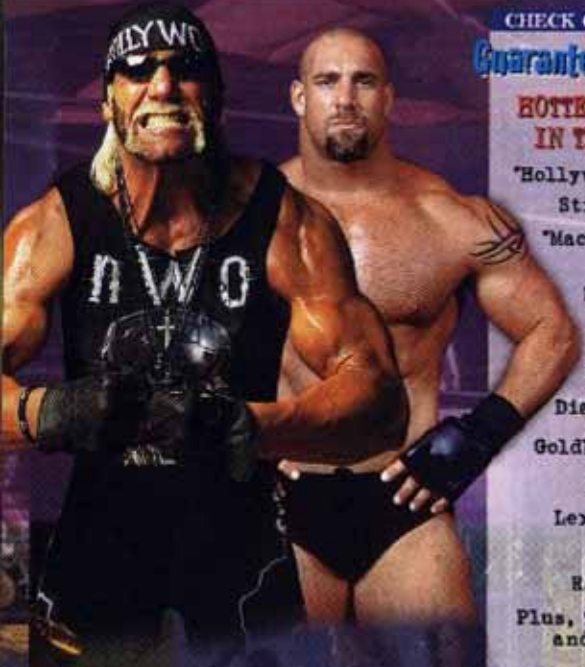
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