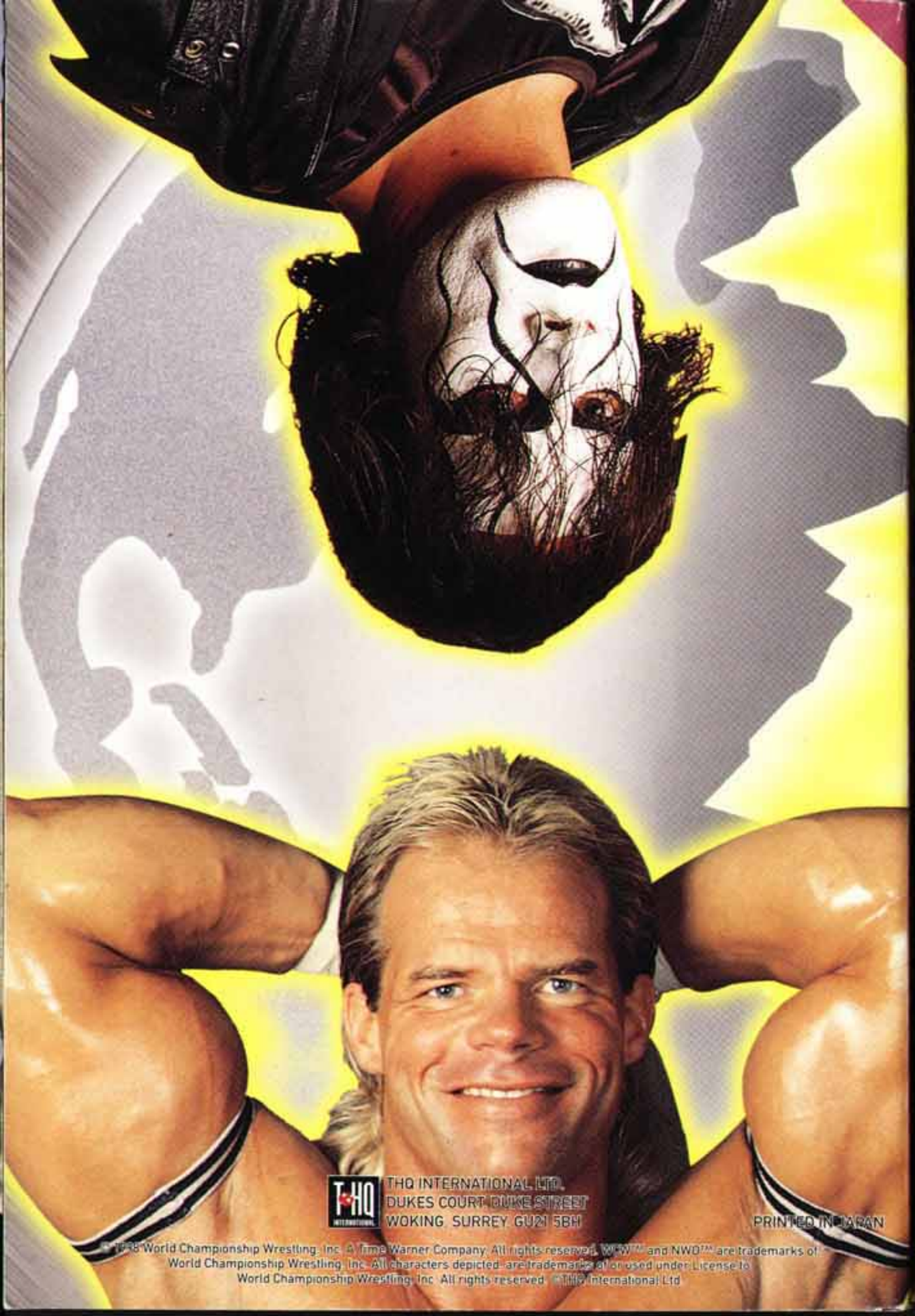


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NUS-NWNP-EUR

WCW VS. nWo

★WORLD TOUR★

SOLD BY

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NINTENDO 64

INSTRUCTION BOOKLET

LICENSED BY

Nintendo

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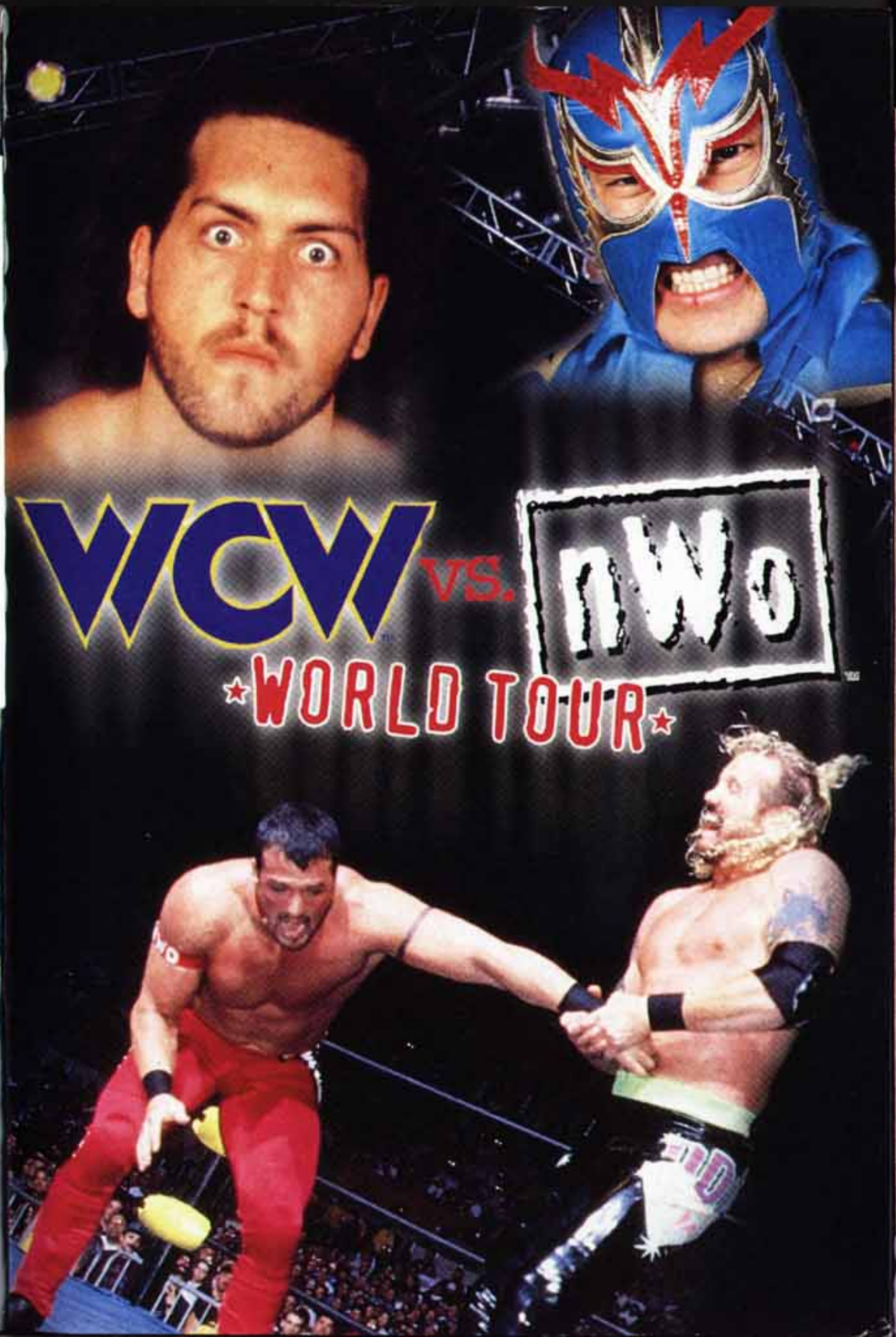
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ADVARSEL : LÆS FORBRUGERINFORMATIONEN OG HÆFTET MED SIKKERHEDSREGLER, DER FØLGER, MED DETTE PRODUKT, FØR DU BEGYNDER AT BRUGE NINTENDO HARDWARE SYSTEM, GAME PAK ELLER TILLBEHØRET.

VAROITUS : LUE HUOLELLISESTI LAITTEEN VARUSTEISIIN KUULUVAT KULUTTAJATIEDOT JA HUOMAUTUKSET ENNEN NINTENDO-LAITTEEN, PELIN (GAME PAK) TAI MUUN VAURSTEEN KÄYTTÖÄ.



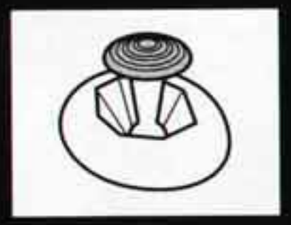
CONTROL STICK FUNCTION

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.

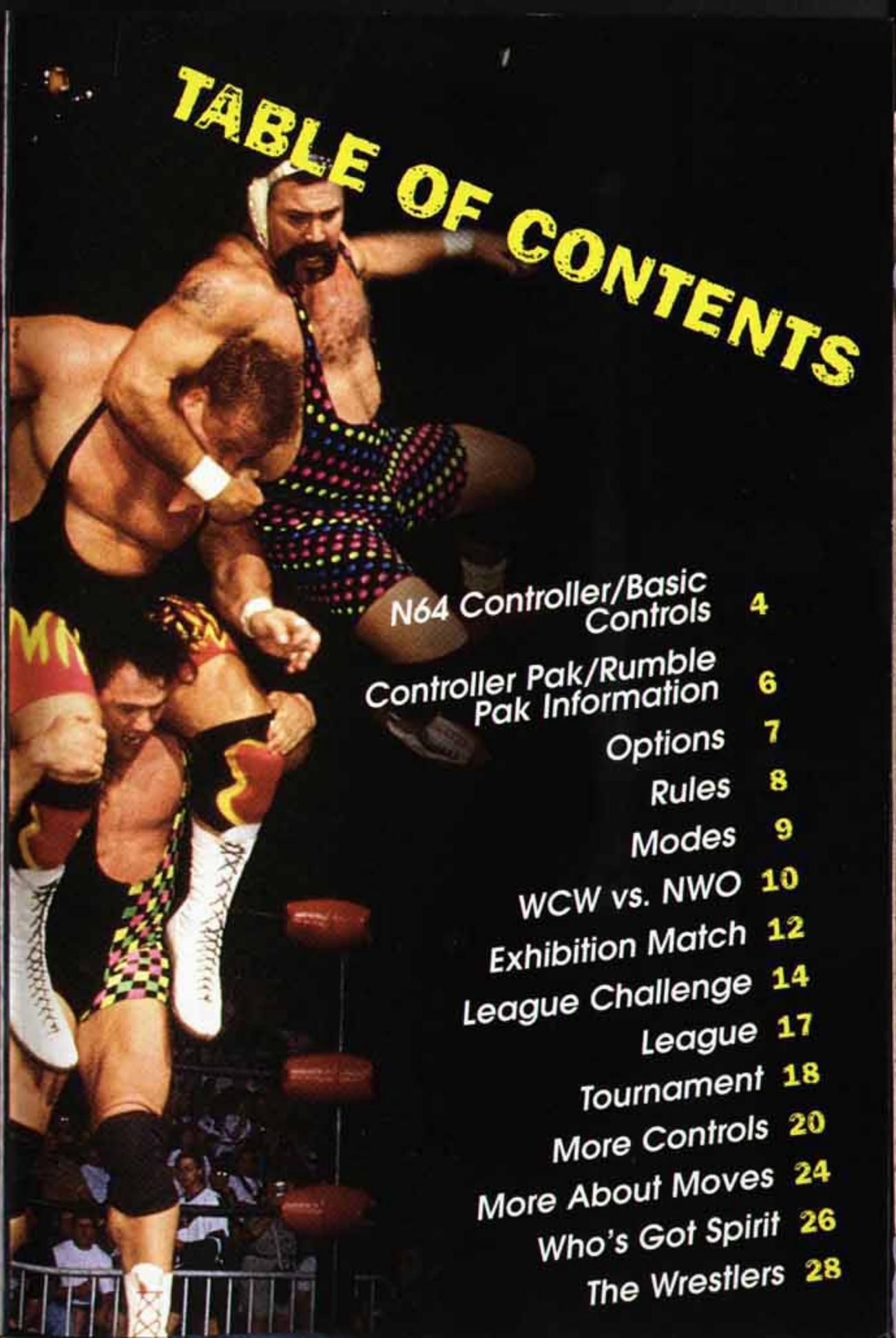
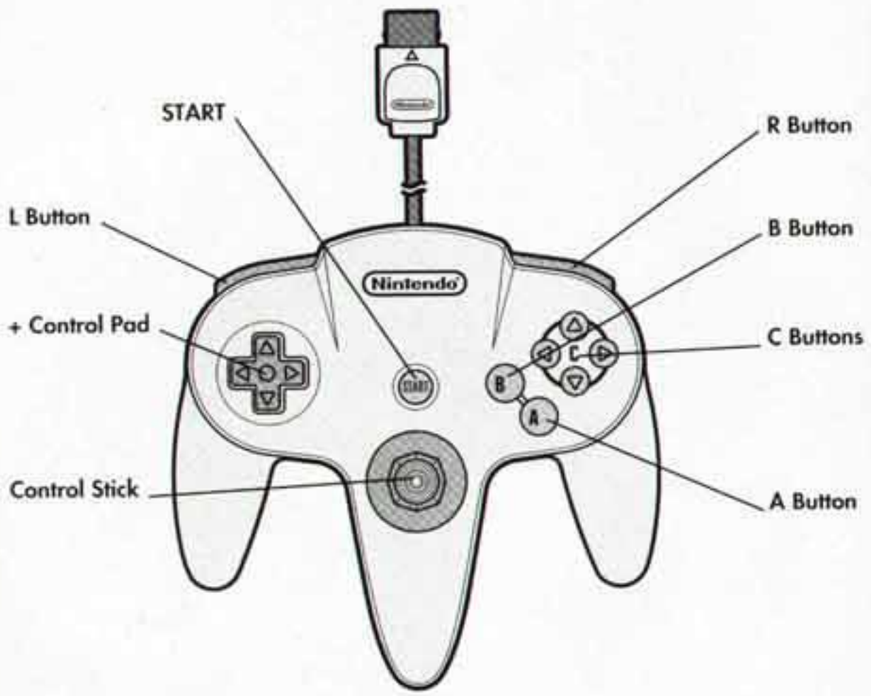


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N64 CONTROLLER

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 20 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 imput 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 26.

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.

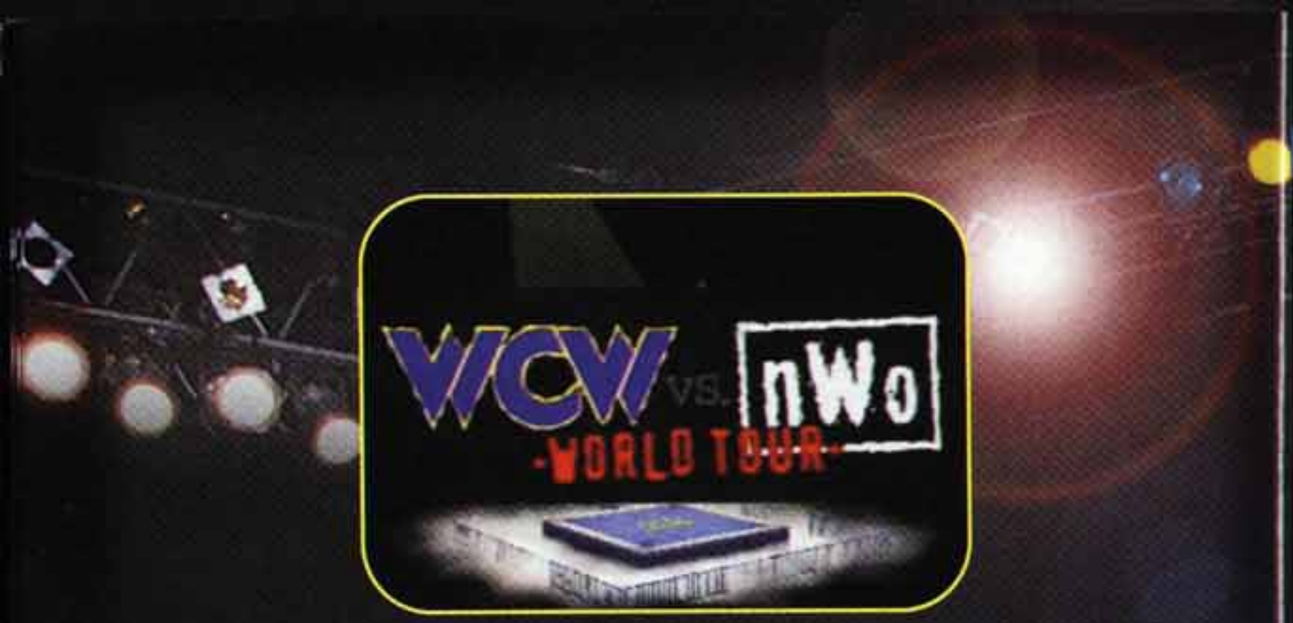
Format: Toggle between Tag Format and No Tag Format. In Tag Format, wrestlers are required to touch their teammate before the tag is made. In No Tag Format, the wrestlers must be near each other, but no physical contact is required. (Tag Team and Handicap Modes only.)

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 9 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 years 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

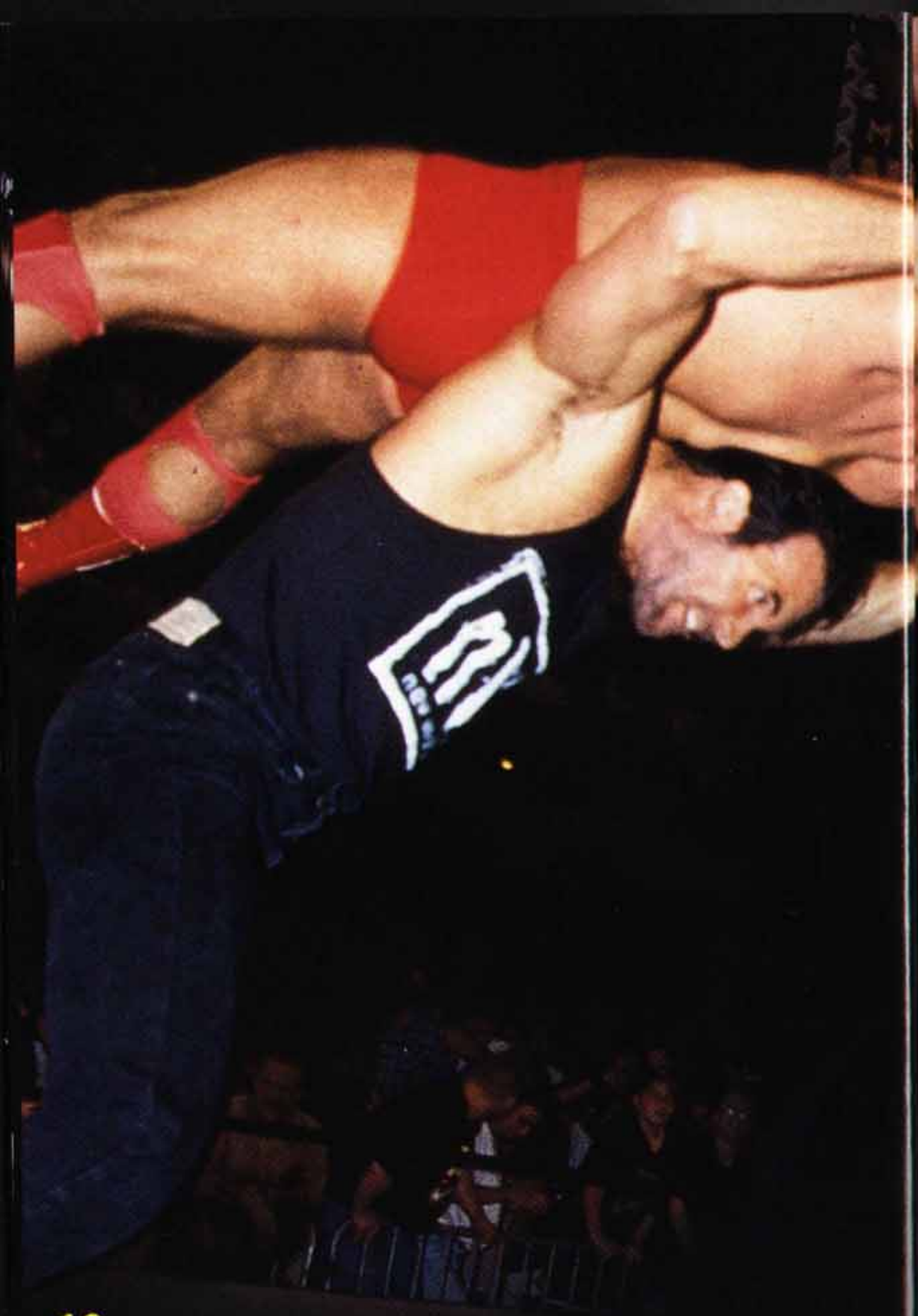
The biggest and most dangerous match of the year for the Dead or Alive Organization, this year's Final Blast will have title matches for the best heavy-weight, tag team, and cruiser-weight wrestlers in the world.

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).

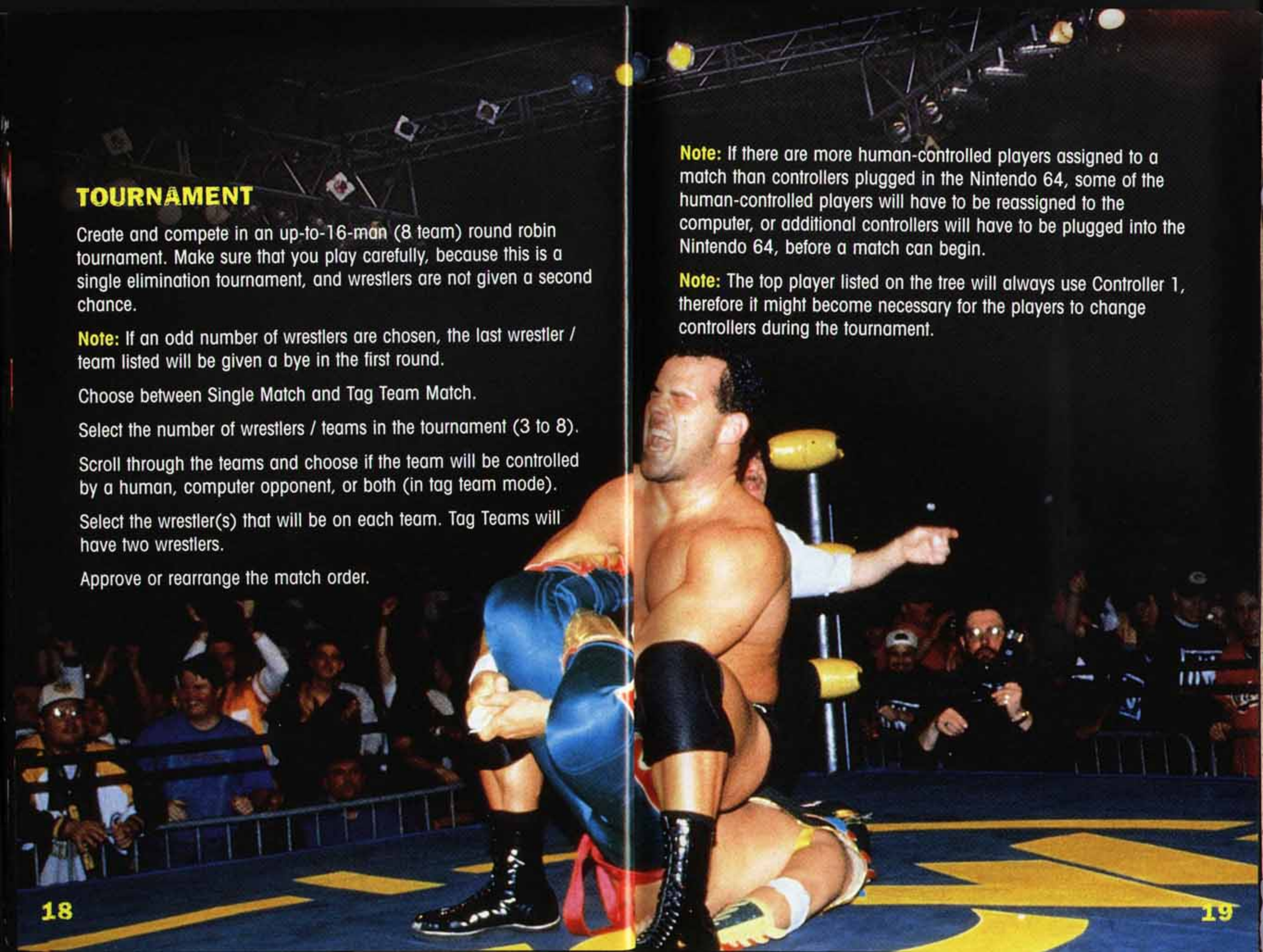
Scroll through the teams and choose if the team will be controlled by a human, computer opponent, or both (in tag team mode).

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.





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!

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: 07071 223388, and on the web at www.thq.com, www.WCWwrestling.com, and www.NWOwrestling.com.



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.



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