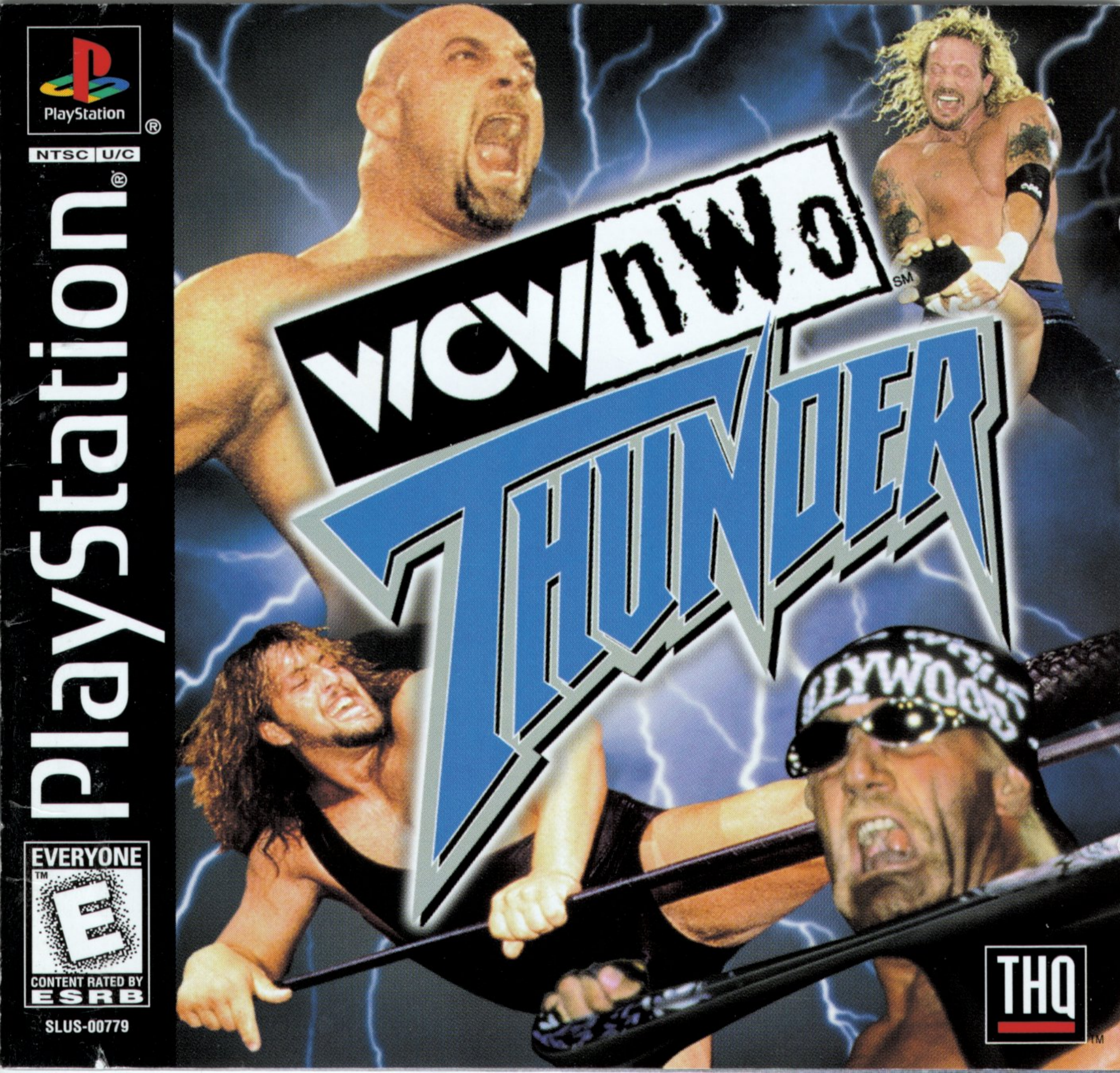
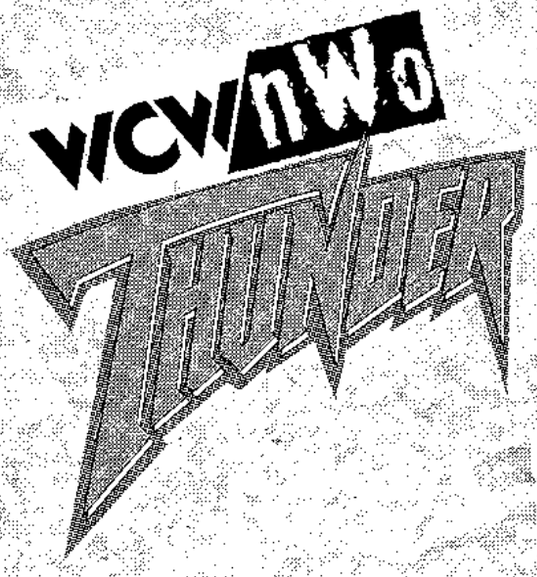

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00779
WCW nWo
THUNDER
HOLLYWOOD
THQ



Basics of Play
Winning the Match
Pausing/Quitting

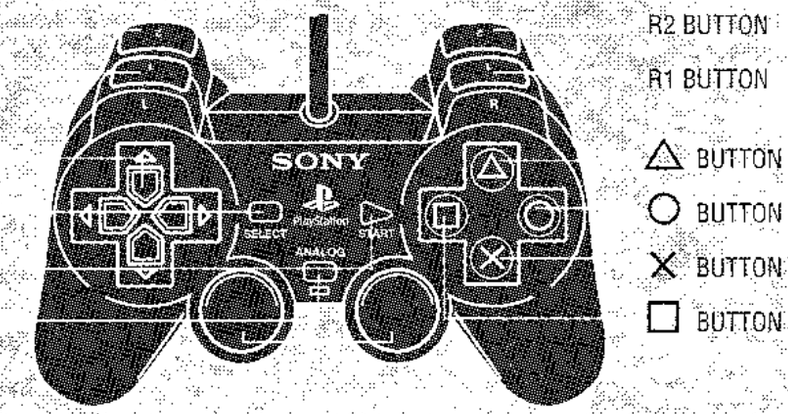
Grappling
Test of Strength
Take It to the Mat
Move Chart
Weapons

Warranty

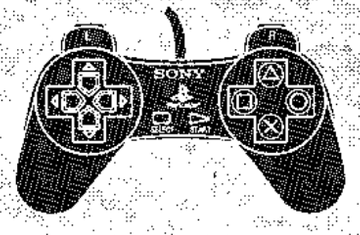
Getting Started
Memory Cards
Controls (default)
Title Screen
Options Screen

Who's Next? You Are!
Choosing a Wrestler
Modifying Characters
Screen Display
Hidden Wrestlers

These are the default controls used to play . To reconfigure the controls, use the Options Screen -> Button Configuration window (see the "Options Screen" section).



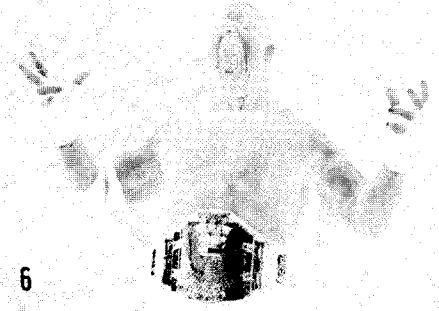
Directional buttons	Move wrestler
✕ button	Kick
▲ button	Chop
● button	Action/Pin
■ button	Punch
L1 button	Quick block
L2 button	Taunt
R1 button	Dodge
R2 button	Tag your tag-team partner
	Change attack focus in Battle Royal
Select button	Surprise run-in
Start button	Pause



NOTE: You may have a controller that looks like this, if so, please follow the digital instructions outlined above.



Press the **Directional buttons** up or down to highlight an option, then press left or right to modify the setting.



MATCH LENGTH (default: 5:00)
Change the length of your matches.

RINGOUT TIME (default: 20 SECONDS)
Set the maximum legal time a player can spend outside of the ring.

DIFFICULTY (default: NORMAL)
Choose how badly you want the competition to beat on you.

SURPRISE ATTACKS (default: YES)
Set this to YES or NO to decide whether or not you want "outside help" to win your matches. Be warned: outside interference works both ways!

WEAPONS (default: FEW)
Choose the number and frequency of various weapons that become available to you or your opponent during a match.

WEAPON TIME (default: 20 SECONDS)
Decide how long a weapon can be used after it has been picked up.

RING (default: RANDOM)
Choose from a number of your favorite WCW arenas in which to do battle, including Thunder, Fall Brawl, Road Wild, and more.

AUDIO (default: STEREO)
Set to MONO or STEREO sound.

SFX VOLUME
Use the left/right **Directional buttons** to increase/decrease the bone-jarring sounds of your match.

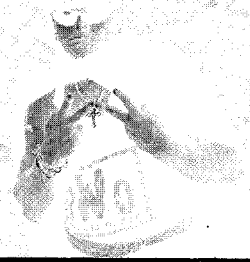
MUSIC VOLUME
Use the left/right **Directional buttons** to adjust the music levels on your system.

BUTTON CONFIGURATION
Press the × button to enter the Button Configuration window. Choose from the preset configurations or make your own. To create a custom configuration, hold down the button you would like to change and press the **Directional button** right. You can assign Chop, Kick, Punch or Action to the buttons. In Dual-Shock™ compatible controllers, press the SELECT button to turn the Dual-Shock™ effects on or off.

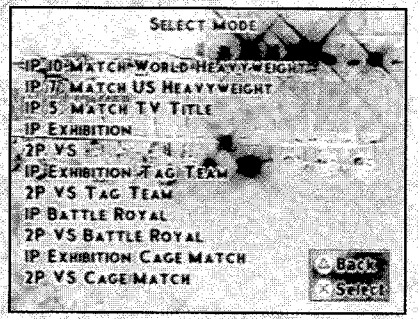
MEMORY CARD
Press the × button to load or save your settings or to save your championship run.

- LOAD – Highlight LOAD and press the × button to load settings or saved belt results.
- SAVE – Highlight SAVE and press the × button to save your settings or belt results.

Note: Insert a Memory Card into your PlayStation game console before starting



Select START GAME at the Title Screen to enter the Select Mode Screen. Choose one of the many match and championship tournament options to begin gameplay.



1P WCW TV TITLE TOURNAMENT
Go against five of WCW's top athletes in this tournament for the WCW TV Title. Choose a character to represent you, then beat out the competition to win the belt!

WCW U.S. HEAVYWEIGHT TOURNAMENT
Win the WCW U.S. Heavyweight Title by defeating seven of the top contenders in the world for this prestigious strap.

WCW WORLD HEAVYWEIGHT TOURNAMENT
Anything goes in this tournament to determine the best wrestler in the world today. Choose a wrestler, then fight your way through 10 of WCW's finest in a quest for championship gold.

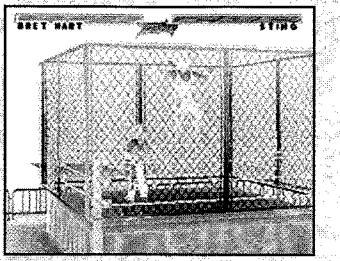
1P EXHIBITION
Test your strength against an opponent of your choice in this single-match mode.

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 tap the **R2** button to bring him into the fight.

2P EXHIBITION TAG TEAM
You and a second player select two players each to compete in a test of tag team supremacy.

1P BATTLE ROYAL
Be the sole survivor in this ultimate test of stamina and fortitude! Select a wrestler to control, select 3 more immediate opponents, and then try to survive a total of 29 rivals. Don't worry if your original wrestler gets tossed. Losing the character you chose gives you control of the next combatant entering the ring. Win by tossing all your opponents over the top rope. To throw an opponent out of the ring, make sure his health indicator is flashing red and press ←, ✕, ●. Add a friend into the mix by selecting **2P VS. BATTLE ROYAL** for the ultimate challenge!



1P CAGE MATCH
When all attempts at fair play fail, head for the confines of a steel cage. With 15 feet of fencing surrounding the ring, you can rest assured of no outside interference, and no weapons. Just you and your worst enemy mano-a-mano in a fight to the finish.

2P CAGE MATCH
Tired of your opponents bringing weapons to the ring, or calling for help from backstage when victory seems within your grasp? Challenge a second player to a steel cage match where the only weapons available are the cage itself and your skills as wrestlers!



Having trouble deciding which character to use against the biggest, baddest competition in the world? Use the **Directional buttons** to highlight an athlete. Press the ● button to hear the wrestler's rant, his way of introducing himself to you. Press the ✕ button to choose him, or use the **Directional buttons** to select someone else.

You can press the ▲ button at any time to move back one screen and change your play mode.



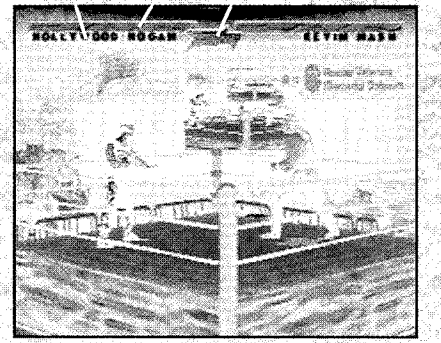
features enhancements that allow you to modify wrestlers based on their status within WCW or your personal ideas.

ALLEGIANCES

Each character falls within one of these factions:

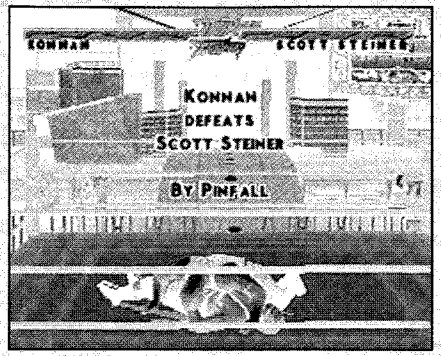
- WCW
- NWO Red
- NWO White
- Raven's Flock
- Four Horsemen

Use the **Directional buttons** to select a wrestler, then use the ■ button to change his affiliation. Changing a wrestler's allegiance may change his uniform and the characters who help him during run-ins and surprise attacks.



Health decreases as you get hit during the match. If you can avoid being punched or thrown around for a period of time, your health 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.

Backstage at , dozens of wrestlers and managers are waiting to be part of the action. You may encounter them as run-in characters causing interference, or as participants in 's Battle Royal mode. Winning tournaments as different characters may allow you to take control of different hidden characters. Use the Save mode in the Options Menu to hold onto the hidden characters you've gained.



MATCH LENGTH

Each wrestling match consists of one bout.

WINNING

The winner can be determined in four ways:

- A match can be won by pinning your opponent (with the ● button) and holding him for a count of 3.
- A match can be won by default 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 health will be declared the winner if time expires.)
- A match can be won by submission if a player or opponent is too weak to continue the match after being placed in a particularly painful hold.

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 in the ring after all others have been thrown over the top rope.

Press the **Start** button to pause the game at any time. From the Pause Menu, you can continue the match, restart the match, replay a tournament match, or quit to the Title Screen. (See "As the Battle Rages On." page 18.)

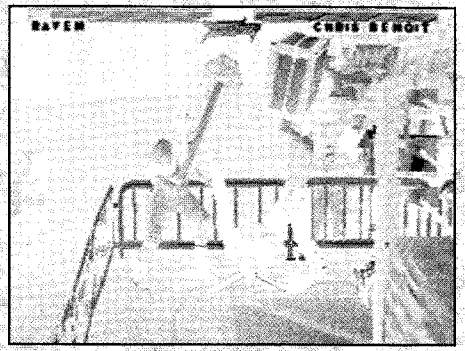
Before some especially devastating moves can be executed, you must first execute a pre-emptive grapple, leaving him at your mercy. To execute a grapple, move close to your opponent and press the → + ● button. Once your opponent is in your grasp, follow up this grapple with a button combination to execute the special move of your choice. But be careful! Take too much time and your opponent may counter the hold.

When engaged in the heat of battle, opponents may try to wear each other down in what is known as a Test of Strength, the classic locked-hand spectacle which can swing the momentum of a match in either wrestler's favor. To engage your opponent in a test of strength, press the ↑ + ●, then tap attack keys repeatedly to wear him down. Your success or failure in a Test of Strength will be reflected by the health meter levels at the top of the screen.

Nobody becomes a professional wrestler overnight! Practice and learn the moves on the next two pages to destroy the competition! All the button combinations refer to the wrestler facing right. Reverse the left/right **Directional buttons** for wrestlers facing left. Except where noted, all the moves on the following two pages can be performed by all wrestlers.

■ Button	Basic Punch
× Button	Basic Kick
▲ Button	Basic Chop
● Button	Action/Pin Attempt
L1 Button	Basic Block
R1 Button	Dodge
L2 Button	Taunt
R2 Button	Tag in tag team partner
→, ●	Grapple opponent
←, ●	Whip opponent to ropes
↑, ●	Engage in Test of Strength
←, ■, ×	Frankensteiner (smaller wrestlers)
↑, ■, ▲	Head Scissors (smaller wrestlers)
↑, ▲, ●	Gorilla Press (larger wrestlers)
←, ■	Hip Toss
↑, ■	Snapmare
↓, ×	Dropkick
↓, ■, ▲	Backbreaker
▲, ■	Basic Suplex
↑, ▲, ▲	Bodyslam
↓, ▲	Abdominal Stretch
←, ×, ●	Toss opponent out of ring

●	Pin Attempt
■	Elbow Drop
×	Knee Drop
↓, ×	Stomp
▲	Leg Drop
↑, ●	Lift opponent off mat
←, ●	Drag opponent
→, ▲, ▲	Foot Choke
■	Elbow
▲	Big Chop
×	Knee
↓, ×	Splash
→, ■ (repeatedly)	10-Count Punches
■, ×	Powerbomb
▲, ●	Piledriver
←, ▲	Vertical Suplex
■	Flying Elbow Drop
×	Flying Knee Drop
▲	Guillotine Legdrop
↓, ×	Missile Dropkick
■	Clothesline
▲	Spin Kick
● + (away from center of ring)	Climb out of ring
● + (toward center of ring)	Climb into ring
● + (away from center of ring)	Climb top rope



In professional wrestling, many athletes win by any means necessary. A favorite shortcut to victory is the use of foreign objects (aka weapons) in a match. These objects can be almost anything: stop signs, chairs, and even televisions. Whether or not you take advantage of the objects strewn around the ring is up to you and your personal moral code.

HOW TO USE WEAPONS

- Pick up weapon = Move close to object with **Directional buttons**.
- Swing weapon = ■
- Throw weapon = ×
- Drop weapon = ▲
- Knock weapons out of opponents' hands by kicking, punching, or executing moves against them.

Press the **Start** button during any match to bring up the Pause Menu. Choose from the following options:

CONTINUE
Unpause and finish the match.

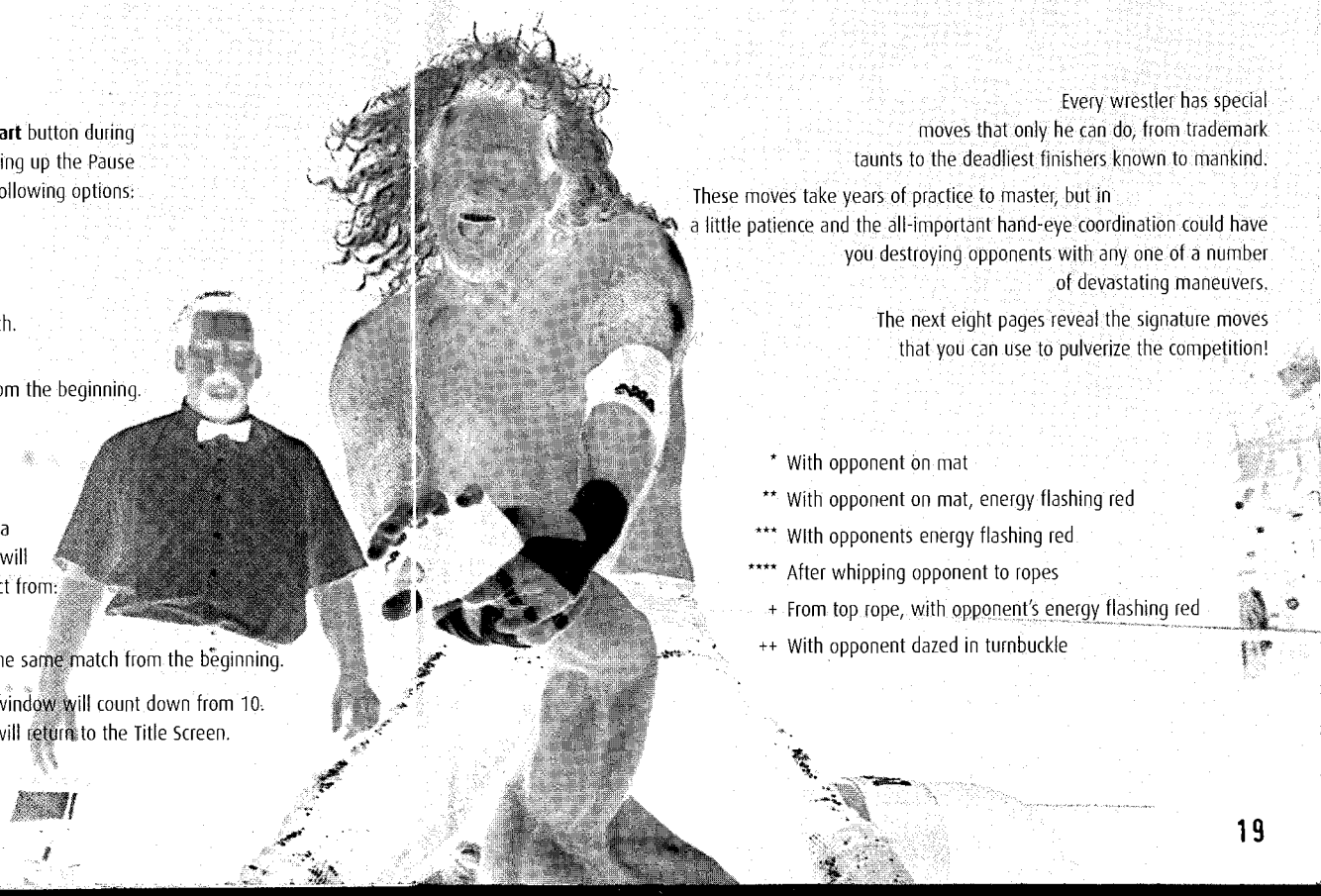
RESTART MATCH
Restart the current match from the beginning.

QUIT
Leave the match and return to the Title Screen.

If your wrestler is beaten in a tournament match, a menu will appear allowing you to select from:

REPLAY MATCH
Select YES or NO to restart the same match from the beginning.

A timer on the Match Over window will count down from 10. If time runs out, the game will return to the Title Screen.

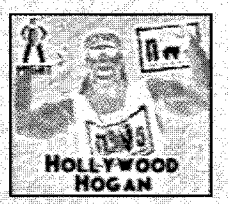


Every wrestler has special moves that only he can do, from trademark taunts to the deadliest finishers known to mankind.

These moves take years of practice to master, but in a little patience and the all-important hand-eye coordination could have you destroying opponents with any one of a number of devastating maneuvers.

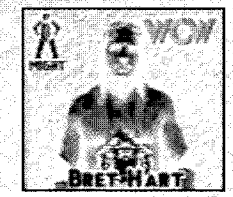
The next eight pages reveal the signature moves that you can use to pulverize the competition!

* With opponent on mat
** With opponent on mat, energy flashing red
*** With opponents energy flashing red
**** After whipping opponent to ropes
\+ From top rope, with opponent's energy flashing red
++ With opponent dazed in turnbuckle



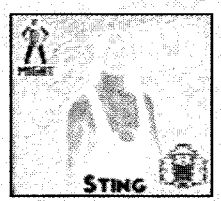
HOLLYWOOD HOGAN

×, ●, ●	Knee Bashes
▲, ▲, ▲	Big Boot****
↑, ■, ■, ×	Hogan Legdrop**



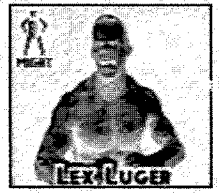
BRET HART

■, ■, ■	Russian Leg Sweep
▲, ■, ■	Atomic Headbutt*
↓, ■, ▲, ■	Sharpshooter**



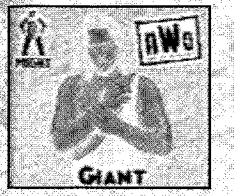
STING

×, ●, ●	Scorpion Deathdrop
×, ●, ×	Stinger Splash++ (in the center of the ring)
↓, ■, ×, ■	Scorpion Deathlock**



LEX LUGER

×, ×, ●	Manhattan Drop
▲, ▲, ▲	Diving Clothesline****
↑, ▲, ■, ▲	Torture Rack***



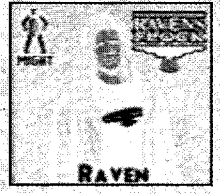
GIANT

■, ▲, ▲	One Hand Pancake
↑, ▲, ■	Two-Handed Choke Lift
↑, ×, ●, ●	Chokeslam***



DIAMOND DALLAS PAGE

■, ■, ×	Tilt-A-Whirl Side Salto
▲, ●, ●	Spinning Pancake
↑, ×, ×, ●	Diamond Cutter***



RAVEN

■, ×, ■	Cheap Shot
→, ×, ●	Overhead Armdrag
↓, →, ▲, ▲	Evenflow DDT***



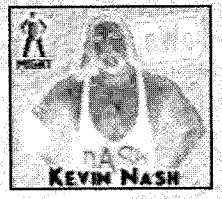
SATURN

×, ●, ×	Saturn Driver
←, ×, ×	Gargoyle Suplex
↑, ×, ×, ×	Death Valley Driver***



GOLDBERG

▲, ●, ● Gorilla Press Slam
↓, ▲, ●, ● Spear
↑, ▲, ▲, ▲ Jackhammer***



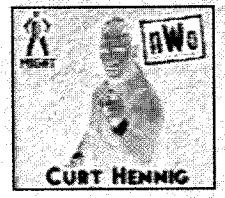
KEVIN NASH

■, ■, ▲ Side Slam
↑, ▲, ■ Choke Lift
↑, ■, ×, ■ Super Powerbomb***



SCOTT HALL

×, ■, ■ Headbutt
←, ▲, ● Fallaway Slam
↑, ■, ■, × Outsiders Edge***



CURT HENNIG

↑, ×, ■ Belly-to-Back Suplex
×, ×, ■ Snap Suplex
←, ▲, ▲, ■ Hennigplex***



MACHO MAN RANDY SAVAGE

■, ×, × Face Smash
▲, ▲, ■ Macho Suplex
↑, ▲, ●, ▲ Flying Elbow Drop+



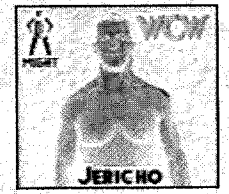
RICK STEINER

↓, ▲, ● Spinebuster
■, ■, ■ Powerslam
←, ×, × Gargoyle Suplex
↓, ▲, ●, ● Football Tackle***



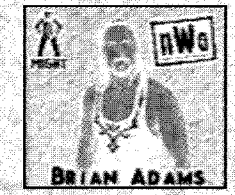
SCOTT STEINER

▲, ▲, ▲ Forearm Smashes
×, ×, × Double Underhook Suplex
←, ×, × Gargoyle Suplex
↓, ■, ■, ▲ Steiner Recliner**



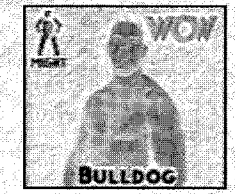
JERICHO

←, ×, ■ Body Scissors
▲, ■, ▲ Swinging Head Scissors
↓, ■, ■, ■ Lion Tamer**



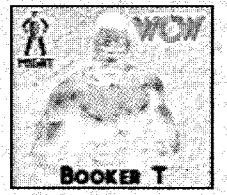
BRIAN ADAMS

■, ■, ■ Russian Leg Sweep
▲, ●, ● Spinning Slam
↑, ▲, ▲, ▲ Tilt-a-Whirl***



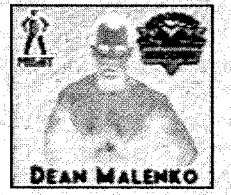
BRITISH BULLDOG

■, ×, × Face Smash
▲, ■, ■ Atomic Headbutt*
↑, ■, ■, ■ Running Powerslam***



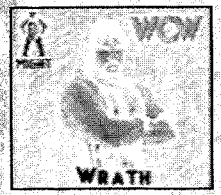
BOOKER T

↑, ▲, ■ Harlem Axekick
▲, ●, ▲ Harlem Flip (inside ring only)
↑, ▲, ▲, ▲ Harlem Hangover+



DEAN MALENKO

▲, ▲, ■ Malenkoplex
×, ×, ■ Snap Suplex
←, ▲, ■, ■ Texas Cloverleaf**



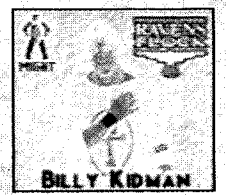
WRATH

×, ●, ● Knee Bashes
▲, ■, ■ Death Penalty
←, ▲, ▲, ▲ Meltdown***



ULTIMO DRAGON

←, ×, ■ Body Scissors
▲, ■, ▲ Spinning Head Scissors
↓, ■, ▲, ■ Dragon Sleeper***



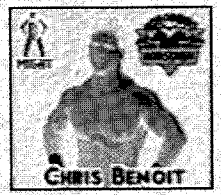
BILLY KIDMAN

■, ■, × Tilt-a-Whirl Side Salto
▲, ■, ▲ Spinning Head Scissors
↑, ▲, ▲, ▲ 7 Year Itch+



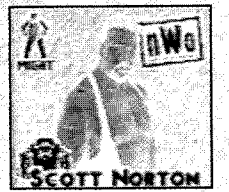
DISCIPLE

↑, ×, ■ Belly-to-Back Suplex
■, ■, ■ Powerslam
←, ■, ×, × Apocalypse***



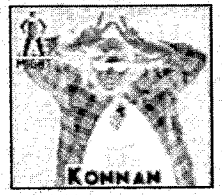
CHRIS BENOIT

■, ▲, ■ — German Suplex
↑, ■, ▲, ▲ — Flying Headbutt+
←, ▲, ▲, ■ — Crippler CrossFace***



SCOTT NORTON

▲, ▲, ▲ — Forearm Smashes
■, ■, ■ — Big Boot****
←, ▲, ●, ● — Shoulder Breaker



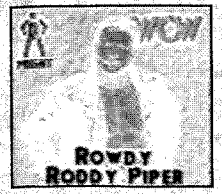
KONNAN

←, ×, ■ — Body Scissors
▲, ▲, ▲ — Diving Clothesline****
↓, ■, ■, ■ — Tequila Sunrise**



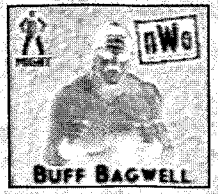
ANVIL

■, ■, ■ — Russian Leg Sweep
←, ×, × — Gargoyleplex
↓, ▲, ●, ● — Football Tackle***



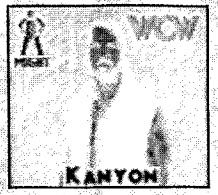
ROWDY RODDY PIPER

■, ×, × — Facebuster
▲, ■, ■ — Atomic Headbutt*
←, ▲, ●, ● — Sleeper Hold***



BUFF BAGWELL

×, ●, ● — Knee Bashes
■, ■, ■ — Powerslam
→, ▲, ▲, ● — Blockbuster***



KANYON

×, ●, × — Scoop Bomb
×, ×, × — Double Underhook Bomb
→, ×, ×, × — Flatliner***



ALEX WRIGHT

↑, ×, ■ — Belly to Back Suplex
→, ×, ● — Overhead Armdrag
↑, ■, ▲, ■ — German Suplex***