# Wrestle War FAQ/Walkthrough

by Fire_Pro_Fan

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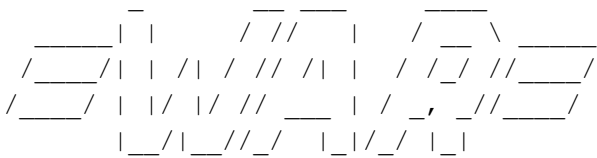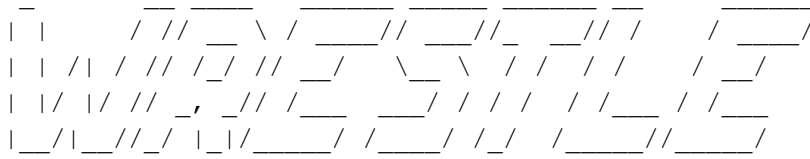
         FAQ by: Fire_Pro_Fan

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Originally released in Arcades in 1989, Sega's
Wrestle War was eventually ported to the Sega
Mega Drive system exclusively to Japan, Europe
and Australia in 1991.

For it's time, Wrestle War on the Mega Drive wowed
gamers with large, colorful sprites;  faithful
recreations of several Wrestling greats (all under
fake names) and a decent variety of Wrestling holds
to choose from.

Unfortunately, Wrestle War would never be ported to
the Sega Genesis in North America (some speculate
that Sega feared a lawsuit from the WWE who had
already released Super Wrestlemania on the Sega
Genesis and WCW's "WrestleWar" Pay-Per-View event
that same year).

As such, the Australian and European Sega Mega Drive
ports of Wrestle War featured different cover art than
the Japanese version which altered the appearance of
Titan Morgan (based on Hulk Hogan) by removing the
character's bandanna in exchange for a full head of
pitch, black hair.

Nine years after it's original release, Wrestle
War would finally receive a North American console
port in 2001 on the Sega Dreamcast's "Sega Smash
Pack"


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******STORY******

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The player plays the role of Bruce Blade, a rookie
Wrestler who dreams of becoming the World Heavyweight
Champion.

To reach his goal, Bruce must travel across the United
States to face each territory's greatest Wrestler and
acquire two coveted championship title belts: the Sega
Wrestling Federationand Sega Wrestling Alliance belts.

Does Bruce stand a chance against the World's strongest
Wrestlers?


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******CONTROLS******

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While standing:
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A - Punch
B - Kick
C - Lockup

It is also possible to lockup automatically
by hitting an opponent with punches and kicks
while the opponent still has a considerable
amount of health remaining.


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While locking up:
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A - Irish Whip
B - Grapple
Down + B (additional grapples)
Down + B - Finisher (varies from Wrestler to Wrestler)

It should be noted that not every Wrestler
has a finisher or a finisher that can be
activated from a front locking up from the front.


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While grappling opponent from behind:
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Back grapples can only be initiated when
a Wrestler is in a dazed state after being
struck with another Wrestler's punches and
kicks.

Once the Wrestler is left standing in a dazed
state, lock up with the Wrestler using the C

button to initiate a back grapple.

A/B/C - Irish Whip/Grapple


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While opponent attempts to grapple:
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A/B/C - Grapple


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While opponent attempts to grapple from behind:
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A/B/C - Reverse opponent's grapple attempt


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While laying on the ground:
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A/B/C - Escape pinfall/Get up


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While opponent is on the ground:
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A - Pick up opponent
B - Stomp
C - Pin

Certain Wrestlers have more than one stomp
attack; a standard and special stomp attack
(ex: Morgan's Leg Drop).

A strong stomp can only be performed once
each time the opponent gets thrown to the
ground.


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While running:
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It is only possible to run after the player
has performed an Irish Whip.

A - Running attack
B - Strong running attack

Button Mash A/B/C - stop running (after being
Irish Whipped by opponent)


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While opponent is running:
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A - Counter attack
B - ---
Tap Up/Down/C - Run


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Ringside:
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Down + Left/Right + A - Exit the ring

Up - Enter the ring

Pick up weapon - Approach weapon outside ring

Use weapon - A/B


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******GAMEPLAY******

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Health Bar:
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The amount of health a Wrestler has.

A Wrestler's health is depleted by taking damage
from the Opponent's various attacks.

Likewise, a Wrestler's health is also gradually
Replenished when the Wrestler avoids taking damage
from the opponent.

The more damage a Wrestler has taken, the harder it
is for a Wrestler to kick out of an opponent's pinfall
attempt.


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Power Bar:
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An energy meter displayed when both Wrestlers enter
a lockup.

While the Power Bar is displayed, both Wrestlers must
quickly mash the A and B buttons (while locking up from
the front or A, B, C buttons while locking up behind
an opponent) to perform a grapple.

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 |       |
 | POWER |
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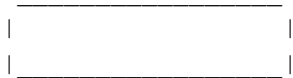
A player's progress is displayed in the Power Bar
by the Player's color (blue for Player 1 and red
for player 2).


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Pinfall Meter:
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An energy meter used to allow a Wrestler the chance
to kick out of an opponent's pinfall attempt by mashing
the A, B and C buttons as quickly as possible.


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The more damage a Wrestler has taken, the harder it is
for the Wrestler to kick out of an opponent's pinfall
attempt and fill up the Pinfall Meter.

When a Pin count of three is called out by the announcer,
the match will end under a pinfall where the Wrestler
placed in the pin will lose the match.


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Finisher:
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Powerful match-ending grapples available to certain
Wrestlers.

A finisher can only be used once and is accessed against
an opponent with 0% health remaining.

Not every Wrestler has a finisher available.


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TIME UP:
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When the time limit of the match is finished. The
match will end in a Time Up under grounds of a draw.

In 1 Player mode, a draw results as an automatic loss
forcing the player to restart the match.


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RING OUT:
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When a Wrestler remains outside the ring for the duration
of twenty seconds, the Wrestler will be counted out with
a Ring Out and lose the match.

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******THE MODES******

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1 PLAY START - Take on the entire roster to become
                the World Heavyweight Champion.

2 PLAY START - Verse a friend while fighting against
                one of the eight enemy Wrestlers.

OPTIONS - Customize match settings and listen to the
          game's various sound/music tracks.



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******1 PLAY START******

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Compete against the entire roster of Wrestlers to win
the Sega WrestlinG Federation (S.W.F.) and Sega Wrestling
Alliance (S.W.A.) title belts.

There are a total of six wrestlers and two additional boss
characters that the player must defeat to become World
Heavyweight Champion.

By default, the time limit of each match is set to three
minutes; resulting in an automatic loss if the player
cannot pin the opponent before the time limit expires.

A match can also be lost if the player is thrown out
of the ring for the duration of twenty seconds resulting
in a RING OUT.

After the first enemy "MohawK Kid" has been defeated,
the player is then brought to a Wrestler selection
screen where the player can choose their next opponent.

Each enemy represents a different Wrestling territory
scattered throughout the United States; two of which
contain the S.W.A. and S.W.F. title belts:


                ===========
                MINNEAPOLIS
                ===========
                  MR. J.

=============                        ========
SAN FRANCISCO                        NEW YORK
=============                        ========
SLEDGE HAMMER                        DON DAMBUSTER
S.W.F. Title
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                    ======          =====
                    DALLAS          MIAMI
                    ======          =====
                  TITAN MORGAN   NIM ROD FALCON
                  S.W.F. Title
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When an enemy with a title belt is defeated, enemies
previously listed as "non-title" matches become "
Title Defense" matches where the player must defend
their newly acquired title belt(s) against the
opponent.


After the sixth opponent has been defeated, two hidden
boss characters will then appear in the form of two
additional Title Defense matches. When both boss characters
have been defeated, the following message is shown:


"YOU'RE THE NEW
WRESTLE WAR CHAMP!"


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******2 PLAY START******

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Fight a friend in a 1-on-1 versus match.

Only player 2 can choose from the eight selectable Wrestlers:


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                  ==========
                  BRUCE BLADE
                  ==========

                       VS

                   ==========
                   MOHAWK KID
                   ==========

  ==========                      =============
  GRAND KONG                      SLEDGE HAMMER
  ==========                      =============


   ===============                     =====
   BUCKSKIN ROGERS                     MR.J.
   ===============                     =====
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        ===========          =============
        TITAN MORGAN         DON DAMBUSTER
        ===========          =============


                   ==============
                   NIM ROD FALCON
                   ==============



When a match is finished, the following question is presented:


"Not a bad match...

 Wanna try again?"    [YES - default] [NO]

Selecting YES will restart the match using the same
Wrestlers while NO will reset to the title screen.


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******OPTIONS******

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LEVEL:  - adjust the game's difficulty setting.
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            * EASY
            * NORMAL (default)
            * HARD


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TIME: - adjust the time limit of the match.
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         * 3 MIN (default)
         * 5 MIN
         * NONE


===========
SOUND TEST:
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Listen to Wrestle War's various sound and music tracks:

* 00 - ---
* 01 - Rounds 1, 4, 7 theme
* 02 - Rounds 3, 5 & end credits theme
* 03 - Rounds 2, 6, 8 theme
* 04 - Match result theme
* 05 - Challenge theme
* 06 - Wrestler select theme
* 07 - Bell Ring sound effect
* 08 - Knee/Leg Drop sound effect
* 09 - Unused
* 10 - Groan 2 sound effect
* 11 - Error input sound effect
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* 12 - Stomp sound effect
* 13 - Hit the floor sound effect
* 14 - Ring count sound effect
* 15 - Name input sound effect
* 16 - "One" pin count sound effect
* 17 - "Two" pin count sound effect
* 18 - "Three" pin count sound effect
* 19 - Wrestler groan sound effect
* 20 - "ALRIGHT!" crowd reaction sound effect
* 21 - "welcome to Wrestle War" announcer sound effect
* 22 - Crowd applause sound effect


========
CONTROL: - adjust button configuration.
========


        (default)
        * A Punch  * A KICK  * HOLD
        * B Kick   * B HOLD  * PUNCH
        * C HOLD   * C PUNCH * KICK


=====
EXIT: - return to the main menu.
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******THE WRESTLERS******

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===========
BRUCE BLADE
===========
Based on: Antonio Inoki (Mega Drive version)
          Bob Backlund? (Genesis Version)
From: Japan (Mega Drive version)
      U.S.A (Genesis version)


======
Moves:
======

Irish Whip - A (while grappling)
Bodyslam - B (while grappling)
Piledriver - Down + B (while grappling)

Irish Whip - A (back grapple)
Backdrop - B (back grapple)

Lariat - A (while running)
Dropkick - B (while running)

Over The Shoulder Toss - A (while opponent is running)

Stomp - B (while opponent is on the ground)

==========
Finishers:
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Super Piledriver - Down + B (opponent 0% health)
German Suplex - B (back grapple - opponent 0% health)


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==========
MOHAWK KID
==========
Based on: Road Warrior Animal
From: U.S.A
Title: Non-Title
Quote: ---

======
Moves:
======

Irish Whip - A (while grappling)
Bodyslam - B (while grappling)

Irish Whip - A/B/C (back grapple)

Lariat - A (while running)
Dropkick - B (while running)

Over The Shoulder Toss - A (while opponent is running)


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=============
SLEDGE HAMMER
=============
Real name: Bruiser Brody
From: San Francisco, California
Title: SWF Title
Quote: "You don't belong in the ring..."

======
Moves:
======

Irish Whip - A (while grappling)
Bodyslam - B (while grappling)
Piledriver - Down + B (while grappling)

Irish Whip - A/C (back grapple)
Backdrop - B (back grapple)

Lariat - A (while running)
Dropkick - B (while running)

Over The Shoulder Toss - A (while opponent is running)

Knee Drop/stomp - B (while opponent is on the ground)

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```
Finishers:
==========

Super Piledriver - Down + B (opponent 0% health)


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======
MR. J.
======
Real name: Jason The Terrible
From: Minneapolis, Minnesota
Title: Non-Title
Quote: "I'm gonna clean the mat with your face..."

======
Moves:
======

Irish Whip - A (while grappling)
Bodyslam - B (while grappling)

Irish Whip - A/C (back grapple)
Backdrop - B (back grapple)

Lariat - A (while running)
Wheel Kick - B (while running)

Over The Shoulder Toss - A (while opponent is running)

Stomp - B (while opponent is on the ground)

==========
Finishers:
==========

German Suplex - B (back grapple - opponent 0% health)


_____


=============
DON DAMBUSTER
=============
Real name: Road Warrior Hawk
From: New York, New York
Title: Non-Title
Quote: "I'll make mincemeat outta ya..."

======
Moves:
======

Irish Whip - A (while grappling)
Bodyslam - B (while grappling)
Military Press Slam - Down + B (while grappling)

Irish Whip - A/C (back grapple)
Backdrop - B (back grapple)
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Lariat - A (while running)

Shoulder Block - A (while opponent is running)

Jumping Fist Drop/Stomp - B (while opponent is on the ground)

_____


==============
NIM ROD FALCON
==============
Based on: Mil Mascaras
From: Miami, Florida
Title: Non Title
Quote: "I'll make you sorry you were born..."

======
Moves:
======

Irish Whip - A (while grappling)
Bodyslam - B (while grappling)
Piledriver - Down + B (while grappling)

Irish Whip - A/C (back grapple)
Backdrop - B (back grapple)

Wheel Kick - A (while running)
Dropkick - B (while running)

Over The Shoulders Toss - B (while opponent is running)

Stomp - B (while opponent is on the ground)

==========
Finishers:
==========

German Suplex - B (back grapple - opponent 0% health)

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============
TITAN MORGAN
============
Based on: Hulk Hogan
From: Dallas, Texas
Title: SWA Title
Quote: There's only one champ and you're lookin' at him..."

======
Moves:
======

Irish Whip - A (while grappling)
Bodyslam - B (while grappling)
Piledriver - Down + B (while grappling)

```
Irish Whip - A/C (back grapple)
Backdrop - B (back grapple)

Lariat - A (while running)
Dropkick - B (while running)

Shoulder Block - A (while opponent is running)

Leg Drop/Stomp - B (while opponent is on the  ground)


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===============
BUCKSKIN ROGERS
===============
Based on: Stan Hansen
From: U.S.A.
Title: Title Defense
Quote: "You don't look like a champ to me..."

======
Moves:
======

Irish Whip - A (while grappling)
Bodyslam - B (while grappling)
Piledriver - Down + B (while grappling)

Irish Whip - A/C (back grapple)
Backdrop - B (back grapple)

Lariat - A (while running)
Wheel Kick - B (while running)

Over The Shoulder Toss - A (while opponent is running)

Stomp - B (while opponent is on the ground)

==========
Finishers:
==========

German Suplex - B (back grapple - opponent 0% health)


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==========
GRAND KONG
==========
Based on: Abdullah The Butcher
From: ???
Title: Title Defense
Quote: "Let's see whatcha got, kid..."

======
Moves:
======
```

```
Irish Whip - A (while grappling)
Bodyslam - B (while grappling)
Piledriver - Down + B (while grappling)

Irish Whip - A/C (back grapple)
Backdrop - B (back grapple)

Lariat - A (while running)
Dropkick - B (while running)

Shoulder Block - A (while opponent is running)

Knee Drop/Stomp - B (while opponent is on the ground)

==========
Finishers:
==========

Super Piledriver - Down + B (opponent 0% health)


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******SECRETS, TIPS & TRICKS******

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====================
Fight Bucksin Rogers:
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To fight the hidden sub-boss Bucksin Rogers, defeat all
six opponents in 1 player mode while capturing the S.W.F.
and S.W.A Championship belts.

After the sixth opponent has been defeated, Buckskin Rogers
will appear as the seventh opponent.

================
Fight Grand Kong:
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To fight the hidden boss Grand Kong, defeat Bucksin
Rogers in 1 Player mode.

After Buckskin Rogers has been defeated, the eigth match
will begin with the hidden boss character Grand Kong as
the final opponent.

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Gameshark Codes:
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For the Sega Dreamcast version:

Infinite Health 01303D80 00004050
Infinite Time Out Of Ring 01303F8A 00000000
No-one Ever Pinned 01303F8C 00000000
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Infinite Time 013061AC 00000909


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******CREDITS******

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{Sega} - for releasing Wrestle War.

{The Scotsman} - for providing the Sega Dreamcast cheats.

{PuroGeek} - for inspiring me to write my own FAQs.

{Patorjk} - for providing the template for the header
           of this FAQ.

{...and you!}

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******CONTACT******

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Please send your questions, corrections and comments to:

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All contributions to this FAQ will be credited.
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