

WCW/NWO Revenge Wrath FAQ

by KMcLeod

Updated to v2.0 on Jun 25, 2007

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| WCW/nWo Revenge for Nintendo 64      |
| FAQ Name: WCW/nWo Revenge - Wrath FAQ |
| Version 2.0  13/09/03                 |
|                                       |
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| 1. Introduction | <CV1>
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Why would anyone read this now? Why would a FAQ writer actually update a FAQ this long after the game and the system have both died out? These may be some questions that are going through your head... I have realized that the FAQ page for WCW/nWo Revenge is missing some stuff. I was going to go and complete it. So there. I thought the first step was to fix my old Wrath FAQ up, and so I did. Any e-mails that anyone sent me before this were probably not gotten.

The fun thing about Wrath is that he has a bunch of glitched moves. They are described in the FAQ. If there are some things that you don't understand, then wait a little while for my main FAQ to come out; weird stuff will most likely be answered in there. If you just want to go to the movelist, skip all this crap and go to section 5.

E-Mail Policy: E-mail me with questions that are NOT answered in the FAQ. Otherwise, I GUARANTEE that I will NOT respond to you. Unless its really obscure and... ah I make no guarantees

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| 2. What's New? | <CV2>
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I suppose that this will be the first FAQ in a line of many. Here are the changes in the Wrath FAQ, at least.

Version 2.0

- Took out the Word art. The original credit goes to DaMan.
- Took out the Universal Move List - This will be in my main WCW/nWo Revenge FAQ. Also took out the "Move Key"
- Took out the Wrath Ratings thing - that really sucked.
- Re-vamped the Movelist

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| 3. Information | <CV3>

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Name: Wrath
Real Name: Brian Clarke
Organization: WCW 3
Height: 6'8
Weight: 297 Pounds

Finishers

- a) Death Penalty (Pumphandle Slam)
- b) Meltdown (Urnage)

You may also know him from the group "Kronik" in WCW and for a brief stint in the WWE. His early career had him in a very cheesy gimmick called the Adam Bomb. After a really bad match at one of the WCW Invasion Pay Per Views, he has been essentially blackballed from the WWE.

In this game, he doesn't have a mask. He also has only one outfit, that is outfit "1" - Sting's One Piece suit. This is because they didn't bother making an outfit for a character that wasn't supposed to be in the game. Wrath is also lacking the Death Penalty in this game.

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| 4. Requirements | <CV4>

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Wrath is a character that never made it into WCW/nWo Revenge's main roster because of either time restraints, backstage politics (like the reason the Big Show is not in WWF: No Mercy) or some other issue. Needless to say, he is not readily available in the game and could be considered somewhat of a "secret character".

To get Wrath, you require an Interact GameShark, designed for the Nintendo 64. At the time of this writing, there are several versions of this out: Version 1.0, 1.1, 2.0, and 3.x. To my knowledge, I don't know if all of them work with the game; I believe I initially tested the game with a version 1.1 GameShark and then with version 3.2 (years after the game came out) and it still worked. If it doesn't work with any of the versions detailed above, e-mail me.

If the GameShark doesn't already come pre-loaded with a WCW/nWo Revenge file, create one. Then, create a code file and insert these three offsets and values.

890F9D36 0240
890F9D60 42B4
8107E8B2 0403

Look for Wrath in the WCW 3 Section of the roster.

Note that the above code only unlocks Wrath. To unlock the entire roster (including him) this is the code that should be used:

8107F07C 7F03

You can also change the costume, name etc of Wrath. Since Wrath is still in the game's memory when you turn the game off, the next time that you use Wrath with a GameShark, you will see that your changes are still there. However, to my knowledge, there is no way to access Wrath without GameShark.

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| 5. Movelist | <CV5>
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| Wrestler Name : WRATH
| Short Name    : WRATH
| Organization  : WCW 3
| Height       : 6'8"
| Weight       : 297 lbs.
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Body Type: Normal
Costume 1: 1 (Sting's One Piece Body Suit)
Costume 2: 1
Costume 3: 1
Costume 4: 1

Ring Entrance: Normal

Key:

[S] Submission Move
[P] Pinning Move
[C] Continuous Move
* Glitched Move (See Footnotes)

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| Standing |
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Striking

Far
Tap B : Front Kick
Tap B + Dir : High Front Kick
Close
Tap B : Gut Punch
Tap B + Dir : Right Hook

Hold B : Standing Clothesline
Hold B + Dir : Pump Front Kick
Recovery Strike : Shoulder Tackle

Front Grapple

Weak

A : Clubbing Forearm to Back
A + Up : Snapmare
A + Down : Scoop Slam
B : Russian Leg Sweep
B + Up : Vertical Suplex
B + Down : Rib Breaker

Strong

A : Gutwrench Suplex
A + Up : [C] Snake Eyes (*1)
A + Down : [P] Powerbomb
B : Short Arm Clothesline
B + Up : Brainbuster
B + Down : Gutwrench Suplex
Special : Meltdown (Urnage) (*2)
Copy Special : Meltdown (Urnage) (*2)

Back Grapple

Weak

A : Backdrop Suplex
B : Forearm to Kidneys

Strong

A : [S] Abdominal Stretch
B : Side Slam
Special : Quick Release German Suplex

Turnbuckle Grapple

Weak

A : [C] Shoulder Tackles to Midsection
B : Three Shoulder Tackles to Midsection (*3)

Strong

A : Super Vertical Suplex
B : Super Urnage
Special : Chop (*4)

To Apron Grapple

Weak

Strong : Vertical Suplex over Ropes

From Apron Grapple

Weak

Strong : Powerbomb off Apron

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| Running Moves |
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While Running

B : Yakuza Kick
B + Dir : Running Forearm Strike
R : Roll

B to Turnbuckle : Clothesline

Against Running

Weak Whip

Tap A : Back Toss
Hold A : Launching Slam

Strong Whip

Tap A : Chokeslam
Hold A : Tilt-A-Whirl Side Slam
Special : None

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| Opponent Down |
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Striking

Opp. On Back : Elbow Drop
Opp. On Front : Stomp

Holds

Opp. On Back
Near Head : [S] Standing Surfboard Stretch
Near Legs : [S] Reverse Half Boston Crab (*5)
Opp. On Front
Near Head : Knee Stomp
Near Legs : [S] Reverse Chin Lock

Running To

B : Jumping Elbow Drop

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| Top Rope |
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To Standing

Normal : Diving Lariat
Special : Diving Lariat

To Downed

Normal : Reverse Elbow Drop
Special : Reverse Elbow Drop

To Outside

Standing : Double Axe Handle
Downed : Single Knee Drop

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| Acrobatics |
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Ropes

Opp. Inside

At Ropes : None
Running : None

Opp. Outside

At Ropes : Taunt
Running : Baseball Slide

Turnbuckle

A : Slingshot Splash

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| Taunts |

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Standing

CS Up : Smack Fist in Hand
CS Left : Smack Fist in Hand
CS Right : Smack Fist in Hand
CS Down : Fist Chamber + Chop
Special : Raise Arm Three Times

Near Turnbuckle : Raise Both Arms
On Turnbuckle : Call for Cheers
On Apron : Clap

Entrance

Rampway : Look Around
In Ring : Smack Fist in Hand

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| Miscellaneous |

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Ascend Turnbuckle : Climb
Enter Ring : Normal

Glitched Move Notes

1. Snake Eyes

Unlike other instances of the "Snake Eyes" move, this one doesn't go to the ropes. Rather, Wrath carries the opponent like a Snake Eyes move and walks around a bit but doesn't drop them on the ropes. Rather, when he gets to a place where he cannot walk any longer, he walks in place and eventually drops the opponent in the air. The opponent's animation looks like he was dropped on the top rope. Another interesting note on this glitch is that it is a "Continuous" move; i.e., does damage based on the length that it lasts. It looks odd when you are walking in place. Just like any other continuous move you can press R to prematurely end it.

2. Meltdown

Soundless upon ground impact.

3. Three Shoulder Tackles

A non-continuous version of the shoulder tackles to the midsection. There

are only three tackles, and they are all silent.

4. Chop

A really weird turnbuckle move that involve both wrestlers in question doing a chop (from a standing position) through each other. Both are left standing and it seems like the opponent doesn't take any damage from the move.

5. Reverse Half Boston Crab

Wrath starts by starting the Boston Crab animation, but when he starts the actual full Boston Crab, it gets changed into a half Boston crab... but then that animation is switched around by 180 degrees on the x-axis. It still works like a normal submission on the legs. When Wrath gets off he looks quite normal, however.

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| 6. Credits | <CV6>
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- www.cmsgcc.com for the GameShark codes
- www.gamefaqs.com for being the site that it is

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| 7. Legal | <CV7>
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