

WCW Nitro FAQ

by ParanoidXE

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This walkthrough was originally written for WCW Nitro on the PSX, but the walkthrough is still applicable to the N64 version of the game.

, W C W N I T R O F A Q ,
For Playstation
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[QUICK INFO ABOUT...]

-[GAME CONTROLLER]-

D-Pad: Moves your character the direction you want the player to go.
Square: Punch
Triangle: Chop
X: Kick
Start Button: Pause
Select Button: No Function
L1 Button: Quick Block
L2 Button: Taunt
R1 Button: Evade

R2 Button: Tag a teammate

-[GAME MODES]-

One Player Tournament: This allows you to go into the tournament to get the WCW World Championship title. You must successfully defeat 10 opponents.

One Player Exhibition: You get to select one computer opponent to fight.

One Player Exhibition Tag Team: You get to pick two players to tag team with and you get to select two computer opponents.

Two-Player Exhibition Tag Team: Both one player and Two player gets to select a tag team of their own choice and then duke it out in the ring.

-[BASIC MOVES]-

Punching: Press Square

Function: A standard punch is faster than a Kick, and it is good to start off a move. It doesnt do too much damage however.

Kicking: Press X

Function: When an opponent is too far away for a punch, try a kick, it may hit them. This move is too slow to be used all the time so use it wisely.

Chopping: Press A

Function: This has a slightly longer range attack than the punch, but if you miss you will be left wide open for an attack.

Block: Press and hold L1 Button Release to stop Blocking

Function: The Block will prevent any major damage taken when an opponent attacks you.

Taunt: Press L2 Button

Function: The Taunt should only be performed when your opponent is down, the Taunt will allow you to gain some Energy back.

Evade: Press R1 Button

Function: The Evade moves out of a range of an enemy attack.

Tag: Press R2 Button

Function: You must be in a tag team match and next to your ally. This will check the current player in the ring out and have the other one check in.

Run: Press D-Pad Twice in any Direction

Function: Useful for running away from an opponent.

Pin: Press Circle

Function: When an opponent is low on life and out on the mat use the pin to finishe the job.

Kick out: Repeatedly press any buttons

Function: When you are pinned use this to get out of the pin!

Climbing In and Out of the Ring: Press the D-Pad towards the Rope + Circle
Function: Gets you out of the ring away from opponent, or if you just want to do a move from the outside of the ring.

Throwing into the Ropes: Back + Circle

Function: You must have your back to the ropes, it will throw your opponent into the ropes giving you an opportunity to capitalize with a movement.

Throw into the Turnbuckle: Back + Circle

Function: You must have your back to the turnbuckle for this to work, it will throw your opponent into the turnbuckle stunning them, giving you a chance to heal up or to attack.

Throw Through the Ropes: Back - X - O

Function: Throws your opponent out through the ropes onto the outside.

Elbow Drop: Square

Function: Opponent must be on the ground. You will do an elbow drop onto opponent.

Stomp: Down + X

Function: Opponent must be on the ground. You will stomp at opponent, a little faster and more effective than the Elbow Drop.

Leg Drop: Triangle

Function: You will jump into the air and hit your opponent with the back of your leg.

Knee Drop: X

Function: You must have opponent on the ground. You will jump into the air and land on opponent with your knee, slightly faster than the Leg Drop is and does about the same amount of damage.

Pick Up: Up + Circle

Function: You must be by opponents head while they are on the ground, This will pick up opponent, Opponent will then be dazed giving a wide opportunity on all sorts of moves.

Elbow: Square

Function: You must have opponent in the Turnbuckle, You will hit opponent with your elbow.

Splash: Down + X

Function: Must have opponent in the Turnbuckle, Your character will run and jump flat onto opponent doing an incredible amount of damage.

Knee: X

Function: When opponent is in the Turnbuckle, you will give them a knee to the abs, taking about the same amount of damage as the Elbow does.

Turnbuckle Punches: Forward + Square (Repeatedly pressing Square)

Function: Your character will stand on the ropes and give opponent many blows to the head. Up to 10!

Flying Elbow Drop: Square

Function: Player must be on the top of the Turnbuckle, this will do as the name says, drop a flying elbow onto an opponent.

Flying Knee Drop: Press X

Function: Player must be on the top of the Turnbuckle, This will make the player

jump off the turnbuckle and drive his knee into opponent.

Flying Knee Kick: Down + X

Function: Player must be on top of the turnbuckle, Player will jump and plant both feet into opponents face.

Clothesline: Press Square

Function: Opponent must be running towards you.

Spin Kick: Press Triangle

Function: When Opponent runs at you, you will lift up your leg and hit them in the face with it, harder to time than the Clothesline, but more effective.

Frankensteiner: Back - Square - Triangle

Function: When standing next to opponent, you will plant both knees around the head of your opponent and flip them over landing them on their head.

Hip Toss: Back - Square

Function: You grab opponents arm and flip them onto the ground.

Powerbomb: Square - X

Function: You will pick up opponent by the legs and throw them, making them land flat on their back.

Drop Kick: Down - X

Function: When by Opponent, this will make your character jump into mid air and hit them with both feet.

Back Breaker: Down - Square - Triangle

Function: Your character picks up opponent and drives them onto your character's knee.

Body Slam: Up - Square - Square

Function: Your character does a bodyslam to opponent.

Head Scissors: Up - Square - Triangle

Function: This will make your character grab opponents head with both legs, twist and knock opponent to the ground, this does a pretty fair amount of damage.

-[SIGNATURE MOVES]-

,Hollywood Hogan,

Knee Bash: X - Circle - Circle

Location: Standing next to opponent

Big Boot: Triangle - Triangle - Triangle

Location: Opponent running at you

Hollywood Leg Drop: Up - Square - Square - X

Location: When the Opponent is on the ground

,Ric Flair,

Low Blow: Square - X - Square

Location: Standing Next to Opponent

Nature Boy Chop: Square - Square - Square

Location: Opponent is running towards you

,Sting,

Reverse DDT: Triangle - Triangle - Circle

Location: Next to opponent

Stinger Splash: X - Circle - X

Location: When the opponent is leaning against the turnbuckle

Death Lock: Down - Square - X - Square

Location: Opponent is on the ground

,Lex Luger,

Atomic Drop: X - X - Circle

Location: Standing next to opponent

Diving Clothesline: Triangle - Triangle - Triangle

Location: Opponent is running towards you

Torture Rack: Up - Triangle - Square - Triangle

Location: When the opponent is next to you

,Scott Hall,

Side Head Butt: X - Square - Square

Location: Standing Next to Opponent

Snap Ab Suplex: Back - Triangle - Circle

Location: Next to opponent

Outsider's Edge: Up - X - O - X

Location: Next to opponent

,Kevin Nash,

Side Suplex: Square - Square - Triangle

Location: Next to Opponent

Choke Lift: Up - Triangle - Square

Location: Standing Next to Opponent

Super Powerbomb: Up - Square - X - Square

Location: Standing Next to opponent

,The Giant,

One Hand Pancake: Square - Triangle - Triangle

Location: Standing Next to opponent

Choke Lift: Up - Triangle - Square
Location: Standing next to opponent

Chokeslam: Up - X - Circle
Location: Standing next to opponent

,DDP (Diamond Dallas Page),

Reverse Side Suplex: Square - Square - X
Location: Next to opponent

Spinning Back Slash: Triangle - Circle - Circle
Location: Next to opponent

Diamond Cutter: Up - X - X - Circle
Location: Next to opponent

,Booker T.,

Scissor Kick: Up - Triangle - Square
Location: Standing Next to opponent

Harlem Flip: Triangle - Circle - Triangle
Location: Standing Next to opponent

Back Hits: Down - Square - Square - Triangle
Location: Next to opponent

,Stevie Ray,

Scissor Kick: Up - Triangle - Square
Location: Next to opponent

Harlem Flip: Triangle - Circle - Triangle
Location: Next to opponent

Back Hits: Down - Square - Square - Triangle
Location: Next to opponent

,Alex Wright,

Reverse Arm Flip: Forward - X - Circle
Location: Next to opponent

Side Pancake: Triangle - Triangle - Square
Location: Standing Next to opponent

German Suplex: Up - Square - Triangle - Square
Location: Standing Next to opponent

,Chris Benoit,

German Suplex: Square - Triangle - Square

Location: Standing Next to opponent

Double Arm Clothesline: Square - Square - Square

Location: Opponent running towards you

Flying Head Butt: Up - Square - Triangle - Triangle

Location: Top of Turnbuckle

, Randy Savage ,

Face Smash: Square - X - X

Location: Standing Next to opponent

Atomic Head Butt: Triangle - Square - Square

Location: While opponent is on the ground

Flying Elbow Drop: Up - Triangle - Circle - Triangle

Location: On the top of the turnbuckle

, Eddy Guerrero ,

Torso Flip: Back - X - Square

Location: Standing Next to opponent

Spinning Head Scissors: Triangle - Square - Triangle

Location: Next to opponent

Frog Splash: Up - Triangle - Circle - Circle

Location: When opponent is in the Turnbuckle

, Dean Malenko ,

Back Pancake: Down - Triangle - Circle

Location: Standing Next to opponent

Snap Suplex: X - X - Square

Location: Standing Next to opponent

Texas Cloverleaf: Back - Triangle - Square - Square

Location: Standing Next to opponent

, Syxx ,

Back Suplex: Up - X - Square

Location: Standing Next to opponent

Powerslam: X - Circle - X

Location: Standing Next to opponent

Buzz Killer: Back - Triangle - Triangle - Square

Location: Standing Next to opponent

To access secret characters go to the Secrets Section in this FAQ.

, Eric Bischoff ,

Cheap Shot: Square - X - Square
Location: Standing Next to opponent

Harlem Flip: Triangle - Circle - Triangle
Location: Standing Next to Opponent

Flying Elbow Drop: Up - Triangle - Circle - Triangle
Location: On the top Turnbuckle

, Chris Jericho ,

Torso Flip: Back - X - Square
Location: Standing Next to opponent

Diving Clothesline: Triangle - Triangle - Triangle
Location: Opponent running Towards you

Death Lock: Down - Square - X - Square
Location: Opponent on the ground

, Ultimo Dragon ,

Dragon Flip: Back - X - Square
Location: Next to opponent

Spinning Head Scissors: Triangle - Square - Triangle
Location: Standing next to opponent

Dragon Killer: Back - Triangle - Triangle - Square
Location: Standing Next to opponent

, Rey Mysterio ,

Torso Flip: Back - X - Square
Location: Next to opponent

Spinning Head Scissors: Triangle - Square - Triangle
Location: Next to opponent

Flying Head Butt: Up - Square - Triangle - Triangle
Location: On the top of the turnbuckle

, Bones ,

Skull Butt: X - Square - Square
Location: Close to opponent

Skull Slash: Square - Circle - Circle

Location: Close to opponent

Bones' Edge: Up - X - Circle - X

Location: Close to opponent

, Santa Claws ,

Santa Slash: Triangle - Circle - Circle

Location: Close to opponent

Santa's Treat: Up - X - X - Circle

Location: Close to opponent

, Superfan ,

Superslash: Back - X - Square

Location: Next to opponent

Fan Flip: Back - X - Square

Location: Next to opponent

Superfan Splash: Up - Triangle - Circle - Circle

Location: From off the top turnbuckle

[SECRETS/CODES SECTION]

To get a secret Character: You must beat it with a certain character to get one secret guy. If you win it again with the same character you get another one. If you win again with the same character you get a third/final secret character. Each Character can enable 3 new secret characters. You must win the Tournament mode with the Difficulty of Normal or Hard, Easy wont work.

Big Head Mode: On the main menu press the following: R1, R1, R1, R1, R1, R1, R1, R2, Select.

Swelling Head Mode: Press L1, L1, L1, L1, L1, L1, L1, L2, Select.

Ring Select Code: When in the options menu press R1, R2, R1, R2, Select Button. Each time you press the select button the ring will advance one.