

# Natsume Championship Wrestling FAQ/Walkthrough

by Fire\_Pro\_Fan

Updated on Feb 16, 2016

This walkthrough was originally written for Natsume Championship Wrestling on the SNES, but the walkthrough is still applicable to the Wii version of the game.

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FAQ Guide by: Fire\_Pro\_Fan  
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Released in 1994 on the Super Nintendo Entertainment System, Natsume Championship Wrestling was Natsume's attempt to bring the stellar gameplay of Japanese Wrestling games to North American and European Wrestling fanatics in the early 90's.

Natsume Championship Wrestling boasts 12 distinct Wrestlers all disguised under different aliases, a decent amount of modes to choose from and an extensive amount of eye catching Wrestling moves at a player's disposal, Natsume Championship Wrestling remains a stand-alone gem in the Pro Wrestling Genre.

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Update - 2/15/2016:  
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After recently completing FAQs for three of the Super Famicom Zen Nippon Pro Wrestling games , I decided to go back and rewrite this FAQ from the ground up; adding numerous corrections, an "easier-to-read" layout and each wrestler's secret moves.

\*\*\*\*\*CONTROLS\*\*\*\*\*

While standing:

Y - Punch

B - Kick

A - Head grab

X - Run

Left + X - Run backwards

Right + X - Run forwards

X - Stop running

Up + R - Taunt #1

Down + R - Taunt #2

[Note: not every wrestler has two taunts]

While running:

Y - Light running attack

B - Medium running attack

A - Strong running attack

While opponent is running:

Y - Light running attack

B - Medium running attack

A - Strong running attack

While locking up:

Y - Light grapple

B - Medium grapple

A - Strong grapple

X - Irish Whip

Left + X - Irish Whip towards the left

Right + X - Irish Whip towards the right

Left/Right + X - Irish Whip opponent out of ring  
(must be close to the left or right ring ropes)

Up + Y (drag opponent)

Left + L - Tag partner in (left side)

Right + L - Tag partner in (right side)

=====  
While opponent is laying on the ground:  
=====

Y - Pick opponent up (at head of downed opponent)  
B - Stomp  
A - Submission Hold/Stomp  
L - Pin

=====  
While opponent is sitting:  
=====

Y - Pick up opponent  
B - Kick opponent  
A - Submission hold

=====  
Top rope commands:  
=====

Up + Left + Y/B/A - Climb top left Turnbuckle (inside the ring)  
Up + Right + Y/B/A - Climb top right Turnbuckle (inside the ring)  
Down + Left + Y/B/A - Climb bottom left Turnbuckle (inside the ring)  
Down + Right + Y/B/A - Climb bottom right turnbuckle (inside the ring)  
Down - Climb down from Turnbuckle  
Y - Light top rope attack  
B - Medium top rope attack  
A - Strong top rope attack

=====  
While outside the ring:  
=====

Left + Y/B/A - Exit the left side of the ring  
Right + Y/B/A - Exit the right side of the ring  
Down + Y/B/A - Exit the bottom of the ring  
Right + Y/B/A - Enter the left side of the ring  
Left + Y/B/A - Enter the right side of the ring  
Up + Y/B/A - Enter the bottom of the ring

=====  
Additional commands:  
=====

Button mash - escape a pinfall/submission  
/drag attempt from opponent

=====  
While dragging opponent:  
=====

Note: only a small window of time

is given to drag an opponent before they are able to react.

The more damage an opponent has, the slower the opponent's reaction time towards being dragged around the ring.

Y/B/A/X - Grapples

Hold Up - Drag opponent upwards

Hold Down - Drag opponent downward

Hold Left - Drag opponent backward

Hold Right - Drag opponent forward

Note: using the above commands, it is also possible to drag an opponent in a diagonal direction (example: Hold Up + Right - drags an opponent forwards diagonally).

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\*\*\*\*\*THE MODES\*\*\*\*\*

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CHAMPIONSHIP TOURNAMENT:

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Face off against the entire roster in the singles division to become World Champion.

=====

CHAMPION TAG MATCH:

=====

Face off against the entire roster in the tag team division to become World Champions.

=====

ROUND ROBIN:

=====

An open league styled tournament where players compete for the highest ranking from match to match.

=====

ROUND ROBIN TAG MATCH:

=====

players compete against each other to achieve the highest ranking in terms of wins from each match.

=====

EXHIBITION MATCH:

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The standard versus mode.

\*\*\*\*\*CHAMPIONSHIP TOURNAMENT\*\*\*\*\*

The singles division of World Championship mode where the player must defeat fifteen opponents to win the Triple Crown Championship.

It should also be noted that there are endless continues in the single and tag team World Championship divisions as matches will continue to reset until the player has defeated the opponent.

=====  
LEVEL - EASY (default)  
===== NORMAL  
HARD

\*\*\*\*\*CHAMPION TAG MATCH\*\*\*\*\*

The tag team division of World Championship mode. Compete against six tag teams to win the Triple Crown Tag Team Championship.

=====  
MODE - 1P VS COM - Player 1 controls the entire tag team  
===== (default).  
  
1P & 2P VS CON - A tag team of Player 1 and Player 2.

=====  
LEVEL - EASY (default)  
===== NORMAL  
HARD

The available teams are as followed:

ASTEROID & SNAKE	CONAN & PYTHON
M. ROACH & KRAZE	VIPER & PHANTOM
SPIKE & BIG APE	FANGZ & BRUTO
EDIT (create own tag team)	

\*\*\*\*\*ROUND ROBIN\*\*\*\*\*

players compete against each other to achieve the highest ranking in terms of wins from each match.

Up to six human players can compete in the Round Robin tournament. The number of players participating in the Round Robin tournament. can be adjusted by pressing Left or Right on the D-pad on the "MODE - PLAYER 1 or COM" sections.

```
====
MODE  -  PLAYER 1 (default) - number of human players.
====    COM 5 (default) - number of computer players.
====
LEVEL -  EASY  (default)
====    NORMAL
        HARD
====
TIME  -  10 MINUTES (default)
====    20 MINUTES
```

To skip matches between two computer (COM) players in Open League mode, simply select a match between two COM and a small window will appear immediately asking the following question:

The available teams are as followed:

ASTEROID & SNAKE	CONAN & PYTHON
M. ROACH & KRAZE	VIPER & PHANTOM
SPIKE & BIG APE	FANGZ & BRUTO
EDIT (create own tag team)	

=====

\*\*\*\*\*ROUND ROBIN TAG MATCH\*\*\*\*\*

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The tag team division of Round Robin mode where tag teams compete to achieve the highest ranking in terms of wins from each match.

Up to eight human controlled teams can compete in the Round Robin Tag Match tournament.

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MODE - PLAYER 2 (default) - number of human players.  
===== COM 14 (default) - number of computer players.

=====

LEVEL - EASY (default)  
===== NORMAL  
HARD

=====

TIME - 10 MINUTES (default)  
===== 20 MINUTES

The available Open League tag teams are as followed:

GIANT BABA	MITSU HARU MISAWA
& RUSHER KIMURA	& TOSHI AKI KAWADA
JUMBO TSURUTA	KENTA KOBASHI
& AKIRA TAUE	& TSUYOSHI KIKUCHI
MASANOBU FUCHI	STAN HANSEN
& YOSHINARI OGAWA	& JOHNNY ACE
TERRY GORDY	DAN SPIVEY
& STEVE WILLIAMS	& THE PATRIOT

To skip matches between two computer (COM) players in Open League mode, simply select a match between two COM and a small window will appear immediately asking the following question:

```
| |
| Watch? Skip? |
|_|
```

Select the second option "Skip" (default) to automatically skip the match.

=====

\*\*\*\*\*EXHIBITION MATCH\*\*\*\*\*

=====  
The standard versus mode that features the following options:

=====

MODE - SINGLE (default)

===== 2 PLAYERS TAG - Player 1 versus Player 2 in a tag match.

4 PLAYERS TAG - Player 1 and 2 versus Player 3 and 4 in a tag match (a multitap is required).

=====

TIME - 10 MINUTES (default)

===== 20 MINUTES

=====  
\*\*\*\*\*THE WRESTLERS\*\*\*\*\*  
=====

ASTEROID	M. ROACH	H. SNAKE
THE VIPER	PHANTOM	FANGZ
SPIKE	BIG APE	J. KRAZE
PYTHON	K. BRUTO	CONAN

=====  
ASTEROID  
=====

Based on: Jumbo Tsuruta  
Height: 6' 4" (193 cm)  
Weight: 269 lb (122 kg)

=====  
Special moves:  
=====

Jumping Knee Strike: A (while running)

DDT: A (while grappling)



Release Powerbomb: Up + A (while grappling)  
Backdrop - Down + A (while grappling)  
DDT - Left/Right + A (while grappling)

=====  
Secret moves:  
=====

Body Slam Toss - Hold Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)  
Knee Lift - B (during head grab)  
Body Slam Toss - A (during head grab)

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=====  
M. ROACH  
=====

Based on: Yoshinari Ogawa  
Height: 5'9" (175 cm)  
Weight: 229 lb (103 kg)

=====  
Special moves:  
=====

Missile Dropkick - Y/B/A (from top ropes)

DDT - A (while grappling)  
DDT - Up + A (while grappling)  
Release German Suplex - Down + A (while grappling)  
DDT - Left/Right + A (while grappling)

=====  
Secret moves:  
=====

Shoulder Throw - Hold Down + Y (while grappling)

Bare Knuckled Punch Special - Y (during head grab)  
Head Kick - B (during head grab)  
Shoulder Throw - A (during head grab)

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=====  
HUNGRY SNAKE  
=====

Based on: Masanobu Fuchi  
Height: 5'9" (175 cm)  
Weight: 245 lb (111 kg)

=====  
Special moves:  
=====

DDT - A (while grappling)  
DDT - Up + A (while grappling)  
Backdrop - Down + A (while grappling)  
DDT - Left/Right + A (while grappling)  
Single Leg Boston Crab - A (at feet of downed opponent)

=====

Secret moves:

=====

Body Slam Toss - Hold Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)

Bare Knuckled Punch Special - B (during head grab)

Dropkick To The Knees - A (during head grab)

Body Slam Toss - Down + A (during head grab)

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THE VIPER

=====

Based on: Toshiaki Kawada

Height: 6' 1" (185 cm)

Weight: 248 pounds (112 kg)

=====

Special moves:

=====

Diving Elbow Drop - Y/B/A (from top ropes)

Dangerous Kick - B (while running)

DDT - A (while grappling)

Backdrop - Up + A (while grappling)

Powerbomb - Down + A (while grappling)

DDT - Left/Right + A (while grappling)

Stretch Plum - A (back grapple while opponent is sitting)

=====

Secret moves:

=====

Kawada Kicks - Hold Down + Y (while grappling)

Shin Kick - Y (during head grab)

Knife Edge Chop Special - B (during head grab)

Kawada Kicks - A (during head grab)

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=====

THE PHANTOM

=====

Based on: Rusher Kimura

Height: 6' 0" (183 cm)

Weight: 258 lb (117 kg)

=====

Special moves:

=====

Running Elbow Strike - B (while running)

DDT - A (while grappling)

Backdrop - Up + A (while grappling)

Release Powerbomb - Down + A (while grappling)

DDT - Left/Right + A (while grappling)

=====

Secret moves:

=====

Strong Elbow Strike - Hold Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)

Head Kick - B (during head grab)

Lariat - A (during head grab)

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=====

FANGZ

=====

Based on: Akira Taue

Height: 6' 1" (185 cm)

Weight: 262 lb (118 kg)

=====

Special moves:

=====

DDT - A (while grappling)

Release Powerbomb - Up + A (while grappling)

Chokeslam - Down + A (while grappling)

DDT - Left/Right + A (while grappling)

=====

Secret moves:

=====

Body Slam Toss - Hold Down + Y (while grappling)

Knee Lift - Y (during head grab)

Knife Edge Chop - B (during head grab)

Body Slam Toss - A (during head grab)

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=====

SPIKE

=====

Based on: Dan Spivey

Height: 6' 4" (193 cm)

Weight: 279 lb (126 kg)

=====

Special moves:

=====

Release Powerbomb - A (while grappling)

Backdrop - Up + A (while grappling)

Jumping DDT - Down + A (while grappling)

Release Powerbomb - Left/Right + A (while grappling)

=====

Secret moves:

=====

Body Slam Toss - Hold Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)

Head Kick - B (during head grab)

Body Slam - A (during head grab)

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=====  
BIG APE  
=====

Based on: "Dr. Death" Steve Williams

Height: 6' 2" (188 cm)

Weight: 322 lb (150 kg)

=====  
Special moves:  
=====

Scoop Powerslam - A (while opponent is running)

DDT - A (while grappling)

Release Powerbomb - Up + A (while grappling)

Powerslam - Down + A (while grappling)

DDT - Left/Right + A (while grappling)

=====  
Secret moves:  
=====

Elbow Check - Hold Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)

Head Kick - B (during head grab)

Octopus Hold - A (during head grab)

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=====  
J. KRAZE  
=====

Based on: Johnny Ace

Height: 6' 3" (191 cm)

Weight: 277 lb (125 kg)

=====  
Special moves:  
=====

DDT - A (while grappling)

Release Powerbomb - Up + A (while grappling)

Ace Cutter - DOWn + A (while grappling)

DDT - Left/Right + A (while grappling)

=====  
Secret moves:  
=====

Body Slam - Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)

Head Kick - B (during head grab)

Octopus Hold - A (during head grab)

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=====  
PYTHON  
=====

Based on: Stan "The Lariat" Hansen

Height: 6' 2" (188 cm)

Weight: 302 lb (136 kg)

=====

Special moves:

=====

Body Kicks - B (back grapple while opponent is sitting)

The Western Lariat - A (while running)

DDT - A (while grappling)

Backdrop - Up + A (while grappling)

Strong Elbow Strike - Down + A (while grappling)

DDT - Left/Right + A (while grappling)

=====

Secret moves:

=====

Elbow Check - Hold Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)

Knee Lift - B (during head grab)

Octopus Hold - A (during head grab)

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=====

K. BRUTO

=====

Based on: Terry Gordy

Height: 6' 3" (191 cm)

Weight: 312 lb (141 kg)

=====

Special moves:

=====

Lariat - A (while running)

Powerslam - Down + B (while grappling)

DDT - A (while grappling)

Backdrop - Up + A (while grappling)

Powerbomb - Down + A (while grappling)

DDT - Left/Right + A (while grappling)

=====

Secret moves:

=====

Body Slam - Hold Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)

Knee Lift - B (during head grab)

Octopus Hold - A (during head grab)

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=====

CONAN

=====

Based on: Kenta Kobashi

Height: 6' 0" (183 cm)  
Weight: 259 lb (117 kg)

=====  
Special moves:  
=====

Flying Shoulder Block - A (while running)

Moonsault - Y/B/A (from top ropes)

DDT - A (while grappling)  
Backdrop - Up + A (while grappling)  
Release Powerbomb - Down + A (while grappling)  
DDT - Left/Right + A (while grappling)

=====  
Secret moves:  
=====

Knife Edge Chop Special - Hold Down + Y (while grappling)

Bare Knuckled Punch - Y (during head grab)  
Knife Edge Chop Special - B (during head grab)  
Shoulder Toss - A (during head grab)

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\*\*\*\*\*SECRETS, TIPS, AND TRICKS\*\*\*\*\*

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=====  
Big Ape Glitch:  
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Play through Championship Tournament or Champion Tag Match mode with the Wrestler "Big Ape". After defeating the final opponent(s) Big Ape's ending sequence will be shown with a strange graphic glitch. Unlike Big Ape's in game model, the ending sequence will feature Big Ape sporting a full head of hair!

The reason for this glitch is quite simple, Natsume Championship Wrestling is a port of "Zen Nippon Pro Wrestling" which featured real life Wrestler likenesses tied into the game from the All Japan Wrestling promotion.

Big Ape is a palette swap of the real life Wrestler Steve "Dr. Death" Williams and, judging from Big Ape's ending sequence, it appears the developers at Natsume forgot to fix Big Ape's look for his ending sequence.

=====  
Ring Ropes Trick:  
=====

When an opponent is near the ring ropes, use the ropes against them!

Study each Wrestler's grapples and attacks to learn what works best to push your opponent towards the ring ropes. Most Lariats, Body Slam

Toss', Bare Knuckled Punches and Elbow Strikes are ideal moves to push an opponent into the ring ropes and dish out maximum damage!

=====  
Attack The Opponent's Tag Partner:  
=====

In a tag team match, run towards your opponent's tag team partner when they are perched in their usual position and perform a running attack like a Lariat to knock them to mat outside the ring.

This trick works great right before you attempt to pin an opponent and don't want their teammate breaking your pinfall attempt.

=====  
\*\*\*\*\*SPECIAL THANKS\*\*\*\*\*  
=====

{Nintendo} for creating the SNES and SFC game systems.

{Natsume} for releasing the excellent Zen Nippon series as well as Natsume Championship Wrestling.

{TheSuicidalDragon} for their informative "Top 10" video series on Youtube.

{Pators Jk} for the template used to create this FAQ's header.

{RVG FANATIC} For opening my eyes to this great game as well as the Zen Nippon series. Plus, for writing some of the best game reviews on the web!

{Purogeek} for inspiring me to write and contribute my own FAQ.

And ...{you}!

=====  
\*\*\*\*\*CONTACT\*\*\*\*\*  
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