

**WCW/nWo**

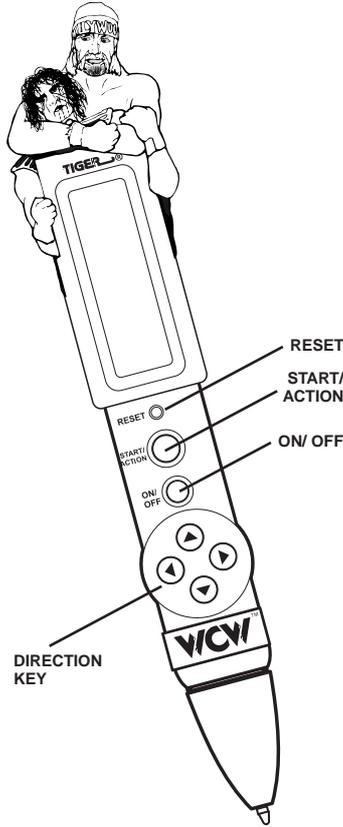
AGES 6 & UP  
MODEL 10-103  
101030001WTI-01

**INSTRUCTION**

The biggest, meanest wrestlers in the world are in a fight to win the WCW Heavyweight Championship belt! There are 10 wrestlers here. Pick your favorite and hit the ring. Choose Hollywood Hogan, Kevin Nash, Raven, Diamond Dallas Page, Sting, Goldberg, Scott Hall, Bret Hart, Scott Steiner, and Roddy Piper. This is all the action, all the mayhem, and all the top stars of professional wrestling in one game. Wrestle for one or all of the 3 championship belts. The WCW Cruiserweight Belt, the WCW TV Champion Belt, and the most desired belt in wrestling, the WCW Heavyweight Championship Belts are all up for grabs. So pick your wrestler and hit the ring to prove to the world that you are worthy to be called "Champion".

**CONTROLS**

- ON/OFF**
- Press to turn **ON** the unit
  - Press to turn **OFF** the unit
- ▲**
- Can be used in combination with button for fighting moves.
- ▼**
- Block
  - Can be used in combination with button for fighting moves.
  - When your opponent is knocked down, press **▼**, **▼** to go for the pin.
- ◀**
- Move left
  - Can be used in combination with buttons for fighting moves
  - If your wrestler is facing to the left, press **◀**, **◀** and **◀** hold to make them run to the left.
- ▶**
- Move right
  - Can be used in combination with buttons for fighting moves
  - If your wrestler is facing to the right, press **▶**, **▶** and hold **▶** to make them run to the right.
- ACTION**
- Will execute wrestlers attack moves
  - Different moves will be selected by pressing the **ACTION** button in combination with the directional pad.



**STARTING A NEW GAME**

Press **ON/OFF** to power on the game.

The screen will show the Tiger logo, the WCW logo, and then the Character selection screen.

**CHARACTER SELECT SCREEN**

When you first go to the character select screen, you will see Hollywood Hogan picture along with his height and weight. Press "◀" or "▶" to scroll left and right through all the wrestlers until you see your favorite. When you've found the one you want, press **ACTION** to select him. After you make your selection you will go to the Title Belt Selection Screen.

**TITLE BELT SELECTION SCREEN**

This is where you get to choose the belt you want to win. You can choose from the WCW Cruiserweight Belt, WCW TV Champion Belt, or WCW Heavyweight Championship Belt. Each belt has a different difficulty so you better pick the right belt or you'll be in over your head. The WCW Cruiserweight Belt is for beginners, the WCW TV Champion Belt is for advanced wrestlers, and the WCW Heavyweight Championship Belt is for experienced wrestlers only.

**GOING FOR THE GOLD**

Now that you've chosen your wrestler and belt you want to win the only thing left to do is jump in the ring and bust some heads. You will wrestle 1 match against each wrestler. You have to beat them all to win the belt. If you lose it will give you the option to either Continue or Retire. If you choose to continue, you will climb back into the ring for a rematch against the opponent who just beat you. You will get 2 chances to continue. After that, it's game over. If you choose to retire, you will go back to the character selection screen and get another chance to try again.

**SPIRIT METER**

Each wrestler has a spirit meter at the top of the screen. With each attack you receive, your meter will decrease and each time you attack your opponent, your meter will increase. Keep in mind that this works both ways and every time your opponent attacks you, they get stronger. Keep on the offense if you want to win.

**GRAPPLE**

Press **ACTION** + Toward to grapple with your opponent. Most moves can only be done from here (see controls for each wrestler's moves in the **WRESTLERS AND THEIR MOVES** section of the instructions). After grappling you must be the first to enter your move combination. Even if you initiate a grapple you have to be quick and enter your move. Otherwise, your opponent will reverse the move and you'll be on the receiving end. If your opponent grapples you, make sure you enter your move first so you can reverse their move.

**WRESTLERS AND THEIR MOVES**



**"HOLLYWOOD" HOGAN**

- ACTION**
- Punch
  - Jumping Knee if pressed while running.
- ACTION + ▼**
- Kick to head.
  - Leg Drop on opponent if they are lying on the ground.
- ACTION + TOWARD**
- Grapple.
- ACTION + AWAY**
- Switch places with opponent.

- ◀◀ or ▶▶**
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Eye Rake
- ACTION + ▼**
- Body Slam
- ACTION + ▲**
- Suplex
- ACTION + ◀**
- Pile Driver

- ACTION + ▶**
- Short Clothesline

- ◀◀ or ▶▶**
- Throw opponent into the ropes



**RAVEN**

- ACTION**
- Punch
  - Clothesline if pressed while running.
- ACTION + ▼**
- Kick to head.
  - Knee Drop if they are lying on the ground.
- ACTION + TOWARD**
- Grapple.
- ACTION + AWAY**
- Switch places with opponent.

- ◀◀ or ▶▶**
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Head butt
- ACTION + ▼**
- Shoulder Breaker
- ACTION + ▲**
- Suplex
- ACTION + ◀**
- Hip Toss

- ACTION + ▶**
- Evenflow DDT

- ◀◀ or ▶▶**
- Throw opponent into the ropes



**KEVIN NASH**

- ACTION**
- Punch
  - Shoulder Butt if pressed while running.
- ACTION + ▼**
- Kick to head.
  - Knee Drop on opponent if they are lying on the ground.
- ACTION + TOWARD**
- Grapple.
- ACTION + AWAY**
- Switch places with opponent.

- ◀◀ or ▶▶**
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Body Slam
- ACTION + ▼**
- Over head press into slam
- ACTION + ▲**
- Pile Driver
- ACTION + ◀**
- Throw opponent face first at ground

- ACTION + ▶**
- Power Bomb

- ◀◀ or ▶▶**
- Throw opponent into the ropes



**DIAMOND DALLAS PAGE**

- ACTION**
- Punch
  - Clothesline if pressed while running.
- ACTION + ▼**
- Kick to stomach.
  - Jumping Body Splash if they are lying on the ground.
- ACTION + TOWARD**
- Grapple.
- ACTION + AWAY**
- Switch places with opponent.

- ◀◀ or ▶▶**
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Short Clothesline
- ACTION + ▼**
- Suplex
- ACTION + ▲**
- Bulldog
- ACTION + ◀**
- Hip Toss

- ACTION + ▶**
- Diamond Cutter

- ◀◀ or ▶▶**
- Throw opponent into the ropes



**STING**

- ACTION**
- Punch
  - Drop Kick if pressed while running.
- ACTION + ▼**
- Kick to head.
  - Jumping Body Splash on opponent if they are lying on the ground.
- ACTION + TOWARD**
- Grapple
- ACTION + AWAY**
- Switch places with opponent.

- ◀◀ or ▶▶**
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Body Slam
- ACTION + ▼**
- Power Bomb
- ACTION + ▲**
- Atomic Drop
- ACTION + ◀**
- DDT
  - Scorpion Death Lock if at the feet of an opponent on the ground who is to your left

- ACTION + ►**
- Scorpion Death Drop
  - Scorpion Death Lock if at the feet of an opponent on the ground who is to your right

- ◄◄ or ►►
- Throw opponent into the ropes



**GOLDBERG**

- ACTION**
- Punch
  - Clothesline if pressed while running.

- ACTION + ▼**
- Kick to head.
  - Elbow Drop on opponent if they are lying on the ground.

- ACTION + TOWARD**
- Grapple.

- ACTION + AWAY**
- Switch places with opponent.

- ◄◄ or ►►
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Power Slam

- ACTION + ▼**
- Power Bomb

- ACTION+ ▲**
- Short Clothesline

- ACTION + ◄**
- Spear

- ACTION + ►**
- Jackhammer

- ◄◄ or ►►
- Throw opponent into the ropes.



**SCOTT HALL**

- ACTION**
- Punch
  - Clothesline if pressed while running.

- ACTION + ▼**
- Kick to head.
  - Knee Drop on opponent if they are lying on the ground.

- ACTION + TOWARD**
- Grapple.

- ACTION + AWAY**
- Switch places with opponent.

- ◄◄ or ►►
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Atomic Drop

- ACTION + ▼**
- Bulldog

- ACTION + ▲**
- Fall Away Slam

- ACTION + ◄**
- Short Clothesline

- ACTION + ►**
- Outsiders Edge

- ◄◄ or ►►
- Throw opponent into the ropes.



**BRET "THE HITMAN" HART**

- ACTION**
- Punch
  - Dropkick if pressed while running.

- ACTION + ▼**
- Kick to stomach.
  - Jumping Body Splash on opponent if they are lying on the ground.

- ACTION + TOWARD**
- Grapple.

- ACTION+ AWAY**
- Switch places with opponent.

- ◄◄ or ►►
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- DDT

- ACTION + ▼**
- Suplex

- ACTION + ▲**
- Hip Toss

- ACTION + ◄**
- Head Butt
  - Sharp Shooter if standing at the feet of an opponent on the ground who is located to you left

- ACTION + ►**
- Shoulder Breaker
  - Sharp Shooter if standing at the feet of an opponent on the ground who is located to your right

- ◄◄ or ►►
- Throw opponent into the ropes.



**SCOTT STEINER**

- ACTION**
- Punch
  - Shoulder Butt if pressed while running.

- ACTION + ▼**
- Kick to head.
  - Leg Drop on opponent if they are lying on the ground.

- ACTION + TOWARD**
- Grapple.

- ACTION + AWAY**
- Switch places with opponent.

- ◄◄ or ►►
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Suplex

- ACTION + ▼**
- Pile Driver

- ACTION + ▲**
- Power Bomb

- ACTION + ◄**
- Head Butt

- ACTION + ►**
- Atomic Drop

- ◄◄ or ►►
- Throw opponent into the ropes.



**RODDY PIPER**

- ACTION**
- Punch
  - Drop Kick if pressed while running.

- ACTION + ▼**
- Kick to head.
  - Elbow Drop on opponent if they are lying on the ground.

- ACTION + TOWARD**
- Grapple.

- ACTION + AWAY**
- Switch places with opponent.

- ◄◄ or ►►
- Run. Wrestler can only run in the direction they are facing.

Moves while in Grapple (must be in grapple for these to work)

- ACTION**
- Eye Rake

- ACTION + ▼**
- Head Butt

- ACTION + ▲**
- Atomic Drop

- ACTION + ◄**
- Body Slam

- ACTION + ►**
- Pile Driver

- ◄◄ or ►►
- Throw opponent into the ropes.

**BONUS SFX**

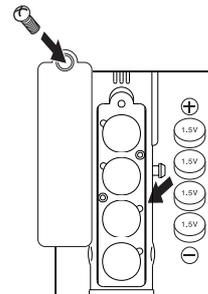
Press the **UP**, **DOWN**, or **RIGHT** buttons to hear three sounds from the game when it is turned off.

**HINTS FOR VICTORY**

- 1- Keep moving- A moving target is harder to hit than one that just stands there.
- 2- Warm them up with punches and kicks then move in and do some real damage with your moves from the grapple.
- 3- Learn to do reversals- After a wrestler grabs you, enter your move before he does, and you will reverse the move and inflict the damage on him.
- 4- Visit our main website at [www.Tigertoys.com](http://www.Tigertoys.com) for info on the rest of our fun toys.

**INSERTING THE BATTERIES**

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 4 x LR44 OR G13A battery or equivalent (Battery included) as shown.



**CAUTION:** Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.



**TO ENSURE PROPER FUNCTION:**

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

Replace with new batteries at the first sign of erratic operation.

Remember, your game will reset to preset mode once you've replaced or removed the batteries.

**DEFECT OR DAMAGE**

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement part. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway, Vernon Hills,  
Illinois 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

**90-DAY LIMITED WARRANTY**

Tiger Electronics, Ltd. (TIGER) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at TIGER'S option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to TIGER.

Product returned to TIGER without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at TIGER'S option) for a service fee of U.S.\$9.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY REACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.  
980 Woodlands Parkway, Vernon Hills,  
Illinois 6006, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site At: [www.tigertoys.com](http://www.tigertoys.com).

All Characters depicted are trademarks of or used under License to World Championship Wrestling, Inc. [www.WCWwrestling.com](http://www.WCWwrestling.com) & [www.NWOWrestling.com](http://www.NWOWrestling.com)

©, TM & © 1999 TIGER ELECTRONICS, LTD. All rights reserved.  
980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.

PRINTED IN CHINA

101030001WTI-01