



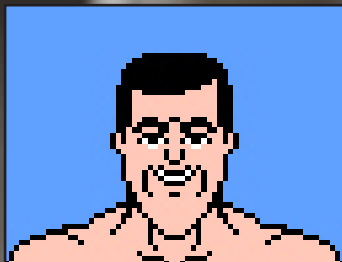
CONTEST GUIDE FOR HOUSTON ARCADE EXPO 2023

“Tecmo World Wrestling”
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CONTEST RULES

- * Entry is free. No purchase necessary.
- * The contest will be held on Saturday, November 11, 2023.
- * Registration begins at 10:00 AM and ends at 10:45 AM. Late entries will not be accepted!
- * Tournament begins at 11:00 AM. Players will be matched up randomly.
- * There are three brackets: Gold, Silver and Bronze. This is a triple-elimination event.
- * Use of turbo controllers and game enhancers such as Game Genie is strictly prohibited.
- * If you are experiencing any difficulties with the game (graphic issues, controller problems, etc.), notify me by text or notify Brian, who handles the console area of the expo.
- * If any match results in a draw, both players will lose the match.
- * If a player is pinned until the count to 3, outside of the ring for more than 20 seconds or is on a corner post for more than 3 seconds, that player loses by default.

WRESTLER PROFILES



NAME: AKIRA DRAGON
NICKNAME: THE SAMURAI
FROM: JAPAN
HEIGHT: 6' 3"
WEIGHT: 231 LBS.

TECHNIQUES:

✘ **GERMAN SUPLEX**

Left or Right + A when clinching; usable when stamina is less than 50%.

✘ **BACK BRAIN KICK**

A when clinching; usable when stamina is less than 50%.

✘ **KNEEDROP**

Left or Right + A when opponent is down.

✘ **SCORPION DEATHLOCK**

Left or Right + B when opponent is down.

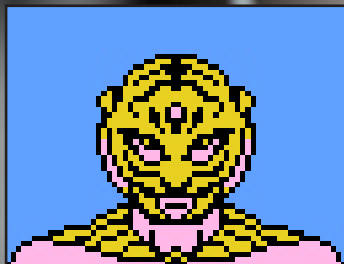
✘ **COBRA TWIST**

Down + B when clinching.

✘ **OCTOPUS HOLD**

Down + B when clinching; usable when stamina is less than 50%.

WRESTLER PROFILES



NAME: EL TIGRE
NICKNAME: STRIKER
FROM: MEXICO
HEIGHT: 6' 0"
WEIGHT: 242 LBS.

TECHNIQUES:

× **KNEEDROP**

Left or Right + A when opponent is down.

× **FIGURE 4 LEGLOCK**

Left or Right + B when opponent is down.

× **COBRA TWIST**

Down + B when clinching.

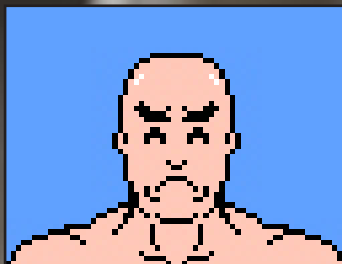
× **NORTHERN RIGHT SUPLEX**

Left or Right + A when clinching; usable when stamina is less than 50%.

× **JUMPING KNEEBUTT**

Left or Right + A while running.

WRESTLER PROFILES



NAME: PAT GORDON
NICKNAME: GREEK WARRIOR
FROM: GREECE
HEIGHT: 6' 5"
WEIGHT: 282 LBS.

TECHNIQUES:

✘ **KNEEDROP**

Left or Right + A when opponent is down.

✘ **FIGURE 4 LEGLOCK**

Left or Right + B when opponent is down.

✘ **POWER SLAM**

Down + B when clinching.

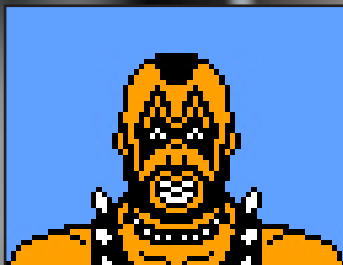
✘ **ONE-HAND BACKBREAKER**

Down + A when clinching; usable when stamina is less than 50%.

✘ **JUMPING KNEEBUTT**

Left or Right + A while running.

WRESTLER PROFILES



NAME: REX BEAT
NICKNAME: BRITISH STAR
FROM: UNITED KINGDOM
HEIGHT: 6' 2"
WEIGHT: 286 LBS.

TECHNIQUES:

× **KNEEDROP**

Left or Right + A when opponent is down.

× **FIGURE 4 LEGLOCK**

Left or Right + B when opponent is down.

× **POWER SLAM**

Down + B when clinching.

× **BEAR HUG**

B when clinching; usable when stamina is less than 50%.

× **POWER SLAM**

Down + B when clinching.

× **POWER BOMB**

Down + A when clinching; usable when stamina is less than 50%.

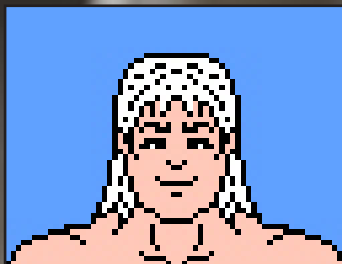
× **DEATH DROP**

Up + B when clinching; usable when stamina is less than 50%.

× **SHOULDER TACKLE**

Left or Right + B when running.

WRESTLER PROFILES



NAME: JACKIE LEE
NICKNAME: KUNG-FU MASTER
FROM: HONG KONG
HEIGHT: 5' 11"
WEIGHT: 264 LBS.

TECHNIQUES:

× **KNEEDROP**

Left or Right + A when opponent is down.

× **SCORPION DEATHLOCK**

Left or Right + B when opponent is down.

× **POWER SLAM**

Down + B when clinching.

× **COBRA TWIST**

Down + B when clinching.

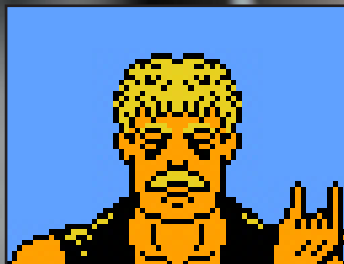
× **GERMAN SUPLEX**

Left or Right + A when clinching; usable when stamina is less than 50%.

× **SHOULDER TACKLE**

Left or Right + B when running.

WRESTLER PROFILES



NAME: BORIS CHEKOV
NICKNAME: THE SIBERIAN MACHINE
FROM: U.S.S.R.
HEIGHT: 6' 3"
WEIGHT: 297 LBS.

TECHNIQUES:

× **ELBOW DROP**

Left or Right + A when opponent is down.

× **GIANT SWING**

Left or Right + B when opponent is down.

× **POWER SLAM**

Down + B when clinching.

× **BEAR HUG**

B when clinching; usable when stamina is less than 50%.

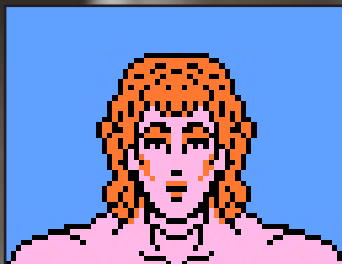
× **ONE-HAND BACKBREAKER**

Down + A when clinching; usable when stamina is less than 50%.

× **SHOULDER TACKLE**

Left or Right + B when running.

WRESTLER PROFILES



NAME: MARK ROSE
NICKNAME: MR. TATTOO
FROM: GERMANY
HEIGHT: 6' 4"
WEIGHT: 264 LBS.

TECHNIQUES:

✘ **KNEEDROP**

Left or Right + A when opponent is down.

✘ **FIGURE 4 LEGLOCK**

Left or Right + B when opponent is down.

✘ **COBRA TWIST**

Down + B when clinching.

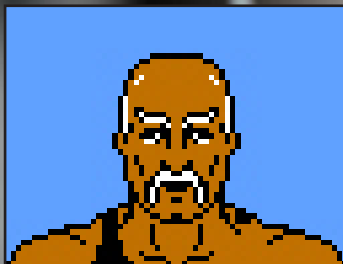
✘ **NORTHERN RIGHT SUPLEX**

Left or Right + A when clinching; usable when stamina is less than 50%.

✘ **OCTOPUS HOLD**

Down + B when clinching; usable when stamina is less than 50%.

WRESTLER PROFILES



NAME: JULIO FALCON
NICKNAME: IGUANAMAN
FROM: ECUADOR
HEIGHT: 6' 7"
WEIGHT: 319 LBS.

TECHNIQUES:

× **KNEEDROP**

Left or Right + A when opponent is down.

× **SCORPION DEATHLOCK**

Left or Right + B when opponent is down.

× **BEAR HUG**

B when clinching; usable when stamina is less than 50%.

× **ONE-HAND BACKBREAKER**

Down + A when clinching; usable when stamina is less than 50%.

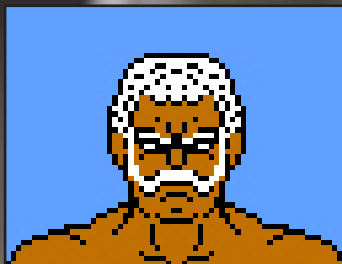
× **DEATH DROP**

Up + B when clinching; usable when stamina is less than 50%.

× **JUMPING KNEEBUTT**

Left or Right + A while running.

WRESTLER PROFILES



NAME: RANDY GOMEZ
NICKNAME: THE FLYING GRENADE
FROM: VENEZUELA
HEIGHT: 6' 2"
WEIGHT: 275 LBS.

TECHNIQUES:

✘ **KNEEDROP**

Left or Right + A when opponent is down.

✘ **SCORPION DEATHLOCK**

Left or Right + B when opponent is down.

✘ **BACK BRAIN KICK**

A when clinching; usable when stamina is less than 50%. ✘

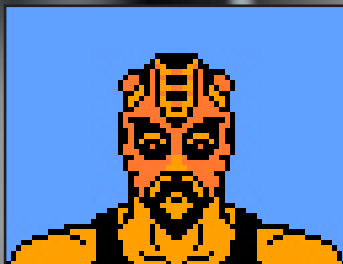
✘ **COBRA TWIST**

Down + B when clinching.

✘ **POWER BOMB**

Down + A when clinching; usable when stamina is less than 50%.

WRESTLER PROFILES



NAME: DR. GUILDO
NICKNAME: THE TECHNICIAN
FROM: U.S.A.
HEIGHT: 6' 8"
WEIGHT: 330 LBS.

TECHNIQUES:

× **ELBOW DROP**

Left or Right + A when opponent is down.

× **GIANT SWING**

Left or Right + B when opponent is down.

× **POWER SLAM**

Down + B when clinching.

× **COBRA TWIST**

Down + B when clinching.

× **ARGENTINE BACKBREAKER**

Up + A when clinching; usable only when stamina is less than 50%.

× **DEATH DROP**

Up + B when clinching; usable when stamina is less than 50%.

× **JUMPING KNEEBUTT**

Left or Right + A while running.

× **SHOULDER TACKLE**

Left or Right + B when running.

GENERAL MOVES

These are moves that any wrestler can use. There are no requirements for any moves to be usable.

✘ **PUNCH**

B when separated from your opponent.

✘ **KICK**

A when separated from your opponent.

✘ **STOMP**

Up or Down + B when opponent is down.

✘ **PIN**

B when opponent is down.

✘ **KNEELIFT**

A when grappling.

✘ **BRAINBUSTER**

Up + A when grappling; mash A repeatedly.

✘ **BODY SLAM**

Up + B when grappling.

✘ **HEADLOCK**

B when grappling.

✘ **BACK DROP**

Left or Right + A when grappling.

✘ **PILEDRIIVER**

Down + A when grappling.

✘ **THROW INTO ROPES**

Left or Right + B when grappling.

✘ **RUN**

Tap Left or Right twice.

✘ **DROP KICK**

A when running.

✘ **CLOTHESLINE**

B when running.

GENERAL MOVES

× **SHOULDER THROW**

A or B when opponent is running towards you.

× **DIVING BODY ATTACK**

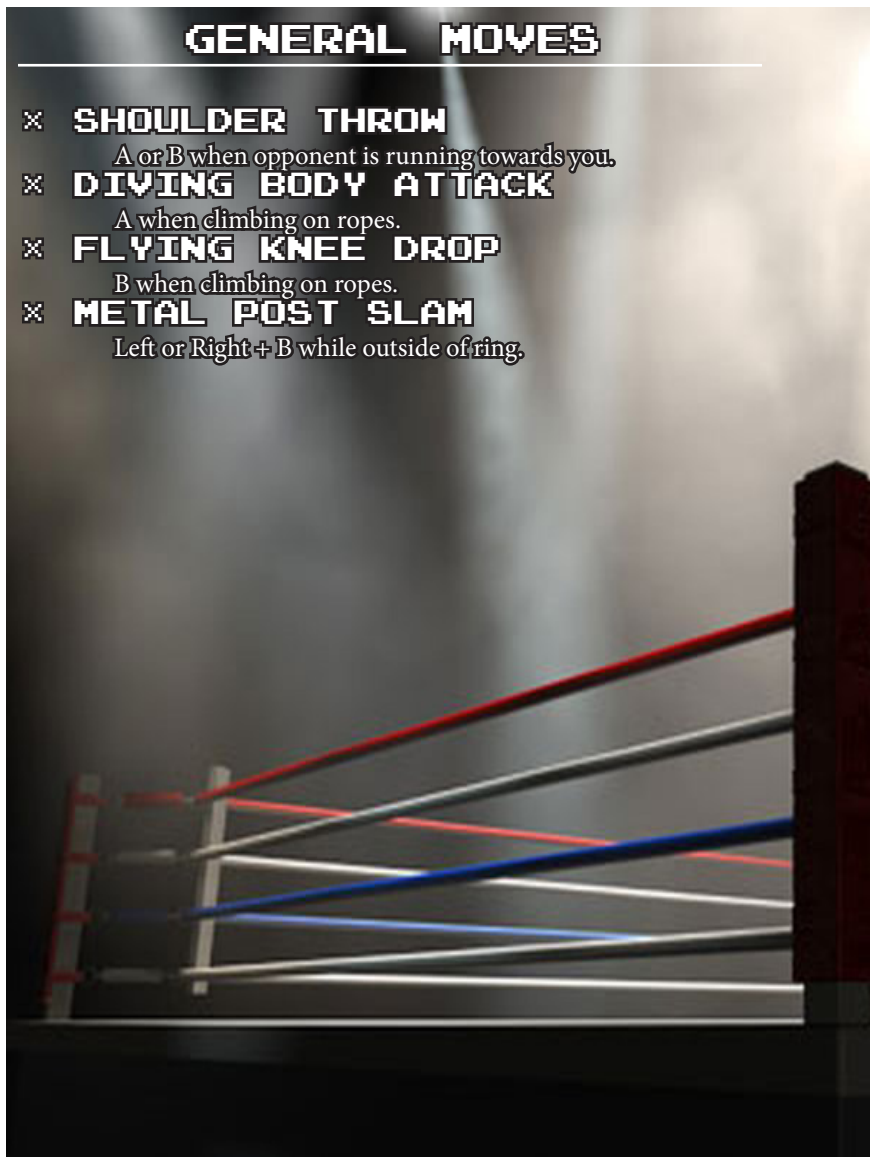
A when climbing on ropes.

× **FLYING KNEE DROP**

B when climbing on ropes.

× **METAL POST SLAM**

Left or Right + B while outside of ring.



OTHER RULES & TIPS

- 1) Even if your stamina is at 0%, it doesn't mean you automatically lose. But it will become more difficult to break free.
- 2) Don't stay out of the ring for too long! If 20 seconds have passed, anyone who is outside will lose by default. If you are careful, you might use this to your advantage for a quick win.
- 3) When you climb the ropes, either get down or jump off immediately. If three seconds pass while you are on the ropes, you lose by default.
- 4) Keep mashing A or B when grappling! It might help you gain the upper hand.
- 5) When you're pinned, it's not over yet. Press A and B repeatedly to break free. The more stamina you have, the more likely you are to succeed.
- 6) There is more than one way to pin your opponent, depending on your wrestler's move set.
- 7) If both wrestlers collide while running, the one with more stamina will get up sooner.
- 8) As you deplete your opponent's stamina, yours will gradually recover even if his stamina gauge is empty.