

Virtual Pro Wrestling 64 (Import) FAQ

by Bill Wood

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=VIRTUAL PRO WRESTLING 64: GENERAL FAQ AND GUIDE=
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for Nintendo 64 (Japan)

Version 1.2

by Bill Wood with help from the AxB community

<http://www.axebombermag.com>

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Virtual Pro Wrestling 64 (c)1997 Asmik Ace Entertainment Inc., AKI Corporation

NOTE: This guide views and prints best with a fixed-width typeface.

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==SECTION 01: VERSION HISTORY==
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1.2 - Roster errors corrected, thanks to Remmy Skye.

1.1 - Moves section expanded. A few minor corrections.

1.0 - Initial release of the guide. Should be close to final, barring any minor corrections/additions.

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==SECTION 02: INTRODUCTION==
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It's 2012, why a Virtual Pro Wrestling 64 guide 15 years later? Well, after playing and enjoying the sequel for a decade, a few positive message board posts prompted me to check out the original Virtual Pro Wrestling title for N64. Much to my surprise, the game holds up very well, it's right up there with the best of the N64 AKI wrestling titles in my humble opinion.

But why choose this game over the (mostly) superior sequel? Simply put, the roster. With over 100 classic grapplers to choose from -- including 20 vintage WCW/nWo wrestlers -- this is one of the best collections of talent ever assembled in a single wrestling game. VPW2's roster is almost as good, but the WCW license in VPW64 (at a time when WCW were at a creative peak no less) gives VPW64's roster the competitive edge.

So I decided to write a guide... better late than never I suppose. In any case,

I hope that you enjoy reading this guide as much as I did writing it, and that it helps you better understand and enjoy the game.

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==SECTION 03: CONTROLS AND MENU TRANSLATIONS==
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BASIC COMMANDS

OPPONENT STANDING

D-Pad.....Move
(A) (tap).....Weak Grapple
(A) (hold).....Strong Grapple
(B) (tap).....Weak Strike
(B) (hold).....Strong Strike
(C-Up).....Exit/Enter Ring
 Tag Partner
(C-Down).....Run
(C-Down) + (B).....Running Strike*
(C-Right).....Change Focus
L Trigger.....Dodge
R Trigger.....Block
Analog Stick.....Taunt

* = Do not use the D-Pad while attempting a running strike. If you leave the pad in a neutral position, your wrestler will auto-target his opponent.

GRAPPLE COMMANDS (during weak/strong grapple advantage)

(A)/(A) + Left/Right....Grapple 1
(A) + Up.....Grapple 2
(A) + Down.....Grapple 3
(B)/(B) + Left/Right....Grapple 4
(B) + Up.....Grapple 5
(B) + Down.....Grapple 6
(C-Down).....Irish Whip
Analog Stick.....Finisher (when "SPECIAL" is activated)

APRON MOVES

(C-Up) + D-Pad toward ring....Enter ring
(C-Up) + D-Pad toward floor...Drop to floor
(A).....Apron Grapple
(B).....Apron Strike

OPPONENT DOWN

(A).....Ground Grapple
(B).....Ground Strike
D-Pad + (A).....Drag Opponent
(C-Up).....Flip Opponent Over
(C-Down).....Pin
R Trigger.....Lift Opponent Off Mat

There are many more situational moves in the game, such as weapon moves, top rope moves, etc. I may expand on this section in future revisions, but the moves listed above should help you with the basics.

For a more comprehensive list of moves and commands, please refer to LockeJV's VPW64 guide or one of the many WCW/nWo World Tour guides, as the controls are mostly the same. If you're already familiar with other AKI wrestling games such as VPW2, WCW/nWo World Tour, WCW/nWo Revenge, WWF Wrestlemania 2000 or WWF No Mercy, odds are you won't have much of a problem here.

OPTIONS MENU

Difficulty.....Easy/Normal/Hard
Referee.....Show/Hide
Spirit Meter.....Show/Hide
Realism.....On/Off (enables/disables blood)
Audio.....Stereo/Mono, BGM, SFX
Controller.....Customize controller settings here
Player Data.....Player Win/Loss Records
Wrestler Data.....Individual Wrestler Stats
Return

PRE-MATCH OPTIONS

Time Limit.....Unlimited/5 min/10 min/30 min/60 min
Arena.....Random/NSW/EWF/WOU/DAW/ICW/WCW/nWo/AKI
Pin.....Yes/No
Submission.....Yes/No
TKO.....Yes/No
Rope break.....Yes/No
Ring out.....Unlimited/10 sec/20 sec/Lumberjack
Quick match.....Yes/No

ADDITIONAL TAG MATCH OPTIONS:

Tag Format.....Standard/Tornado
Match Rules.....Standard/Elimination

PAUSE MENU OPTIONS

Continue Match
Restart Match.....Yes/No
Quit Match.....Yes/No
Spirit Meter.....Show/Hide
Referee.....Show/Hide

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==SECTION 04: ROSTER==
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Below you'll find the complete list of wrestlers in the game, along with their alternate outfits and respective leagues/promotions. Apart from WCW/nWo, all leagues are fictional, their real names are listed in parentheses.

It's important to remember that certain unlocked wrestlers -- but not all -- need to be accessed by holding the Z Trigger. For instance, to choose The Great Muta, highlight Keiji Mutoh then hold the Z Trigger.

KEY

(2) = Accessed via wrestler's 2nd outfit

(3) = Accessed via wrestler's 3rd outfit

(4) = Accessed via wrestler's 4th outfit

(z) = Hidden wrestler - accessed by holding down the Z Trigger

* = Hidden wrestler - must be unlocked

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WCW (World Championship Wrestling)
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Sting	Ric Flair	
Lex Luger	The Giant	
Rick Steiner	Scott Steiner	
Diamond Dallas Page	Steven Regal	
Dean Malenko	Rey Mysterio Jr.	
Chris Benoit	Eddy Guerrero	
(3) Wild Pegasus	(3) Black Tiger	
(4) Pegasus Kid		

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nWo (New World Order)
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Hollywood Hogan	Eric Bischoff	
(3) (4) Hulk Hogan	Scott Hall	
Kevin Nash	Buff Bagwell	
Scott "Flash" Norton	Syxx	
Macho Man Randy Savage		

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NSW (New Japan Pro Wrestling)
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Riki Chosyu	Kensuke Sasaki	
Tatsumi Fujinami	(z) Power Warrior*	
Shin'ya Hashimoto	Shiro Koshinaka	
(z) Naoya Ogawa*	Junji Hirata	
(z3) (z4) David	(2) Super Strong Machine	
Khakhaleishvili*	Kazuo Yamazaki	
Keiji Mutoh	Hiroyoshi Tenzan	
(z) The Great Muta*	El Samurai	
Masahiro Chono	Koji Kanemoto	
Jushin Thunder Liger	(2) Tiger Mask III	
Shinjiro Ohtani		

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EWF (All Japan Pro Wrestling)
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Mitsuharu Misawa	Jun Akiyama	
(2) Tiger Mask II	Akira Taue	
Toshiaki Kawada	Johnny Ace	
Kenta Kobashi	Masanobu Fuchi	
Jumbo Tsuruta	(2) Rusher Kimura	
Steve Williams	(3) Haruka Eigen	

Stan Hansen	(4) Tsuyoshi Kikuchi	
	Gary Albright	
	Hiroshi Hase	

=====
WOU (MMA, Shootfighting)
=====

Nobuhiko Takada	Masahito Kakihara	
Yoji Anjoh	Yoshihiro Takayama	
Akira Maeda	Kiyoshi Tamura	
Volk Han	Dick Vrij	
Masakatsu Funaki	Minoru Suzuki	
Ken Shamrock	(4) Yoshiki Takahashi	
	Bas Rutten	

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DAW (Hardcore/Garbage Wrestling & Free Agents)
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Geni'chiro Tenryu	Ultimo Dragon	
Koji Kitao	Tarzan Goto	
Atsushi Onita	Hayabusa	
(4) W*ING Kanemura	Jado	
Kodo Fuyuki	(3) (4) Gedo	
Big Van Vader	R. Warrior Hawk	
(3) Bam Bam Bigelow	(3) (4) R. Warrior Animal	
(4) Aja Kong	Tiger Jeet Singh	
Abdullah the Butcher		

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ILW (Michinoku Pro)
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The Great Sasuke	Jinsei Shinzaki	
Super Delfin	(3) Hakushi	
TAKA Michinoku	Gran Naniwa	
Shunji Tanako	Dick Togo	
(4) Great Zebra	(3) MEN'S Teioh	
	Yoshiaki Fujiwara	

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LEGENDS
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Antonio Inoki*	Seiji Sakaguchi*	
(z) Muhammad Ali*	Bruiser Brody*	
(z2) Karl Mildenberger*	Maurice Smith*	
(z3) Leon Spinks*	(3) Gerard Gordeau*	
(z4) Michael Spinks*	(4) Don Nielson*	
Giant Baba*	Dory Funk Jr.*	
(4) Giant Zebra*	Dynamite Kid*	
Rickson Gracie*	Dos Caras*	
Terry Funk*	The Destroyer*	
Tiger Mask*	Manami Toyota*	
(z) Kuniaki Kobayashi*		

Mil Mascaras*		
Rikidozan*		
Andre the Giant*		
(4) Giant Machine*		

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==SECTION 05: HIDDEN WRESTLERS AND SECRETS==

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While the following list of unlockables seems pretty extensive, it shouldn't take more than a couple of hours to uncover all of the game's hidden wrestlers. Some titles (WCW) require you to win only three matches, and matches can be completed in a few minutes once you have a solid grasp of the game mechanics.

HIDDEN WRESTLERS

Andre the Giant.....Win the WCW Heavy Title.

Antonio Inoki.....Win the NWGP Heavy or Tag Title.

Bruiser Brody.....Win the EWF Tag Title.

Dory Funk Jr.....Win the DOA Tag Title.

Dos Caras.....Win the ILW Single or Tag Title.

Dynamite Kid.....Win the NWGP Junior Title with Tiger Mask.
 Muhammad Ali and Kobayashi must be unlocked first.

Giant Baba.....Win the EWF Heavy or Tag Title.

Great Muta.....Win the NWGP Heavy Title with Keiji Mutoh.

Kuniaki Kobayashi.....Win any title with Tiger Mask.

Manami Toyota.....Win the WCW Heavyweight Title with Andre.

Maurice Smith.....Win the WOU Title with Rickson Gracie.

Mil Mascaras.....Win the ILW Tag Title.

Ali/Tyson/Golota.....Win any title with Antonio Inoki.

Naoya Ogawa.....Win the NWGP Title with Shin'ya Hashimoto

Power Warrior.....Win the NWGP Title with Kensuke Sasaki.

Rickson Gracie.....Win the WOU Title.

Rikidozan.....Win every title in the game.

Seiji Sakaguchi.....Win the NWGP Tag Title.

Terry Funk.....Win the DOA Single or Tag Title.

The Destroyer.....Win every title in the game.

Tiger Mask.....Win the NWGP Junior Title.

SECRETS

BLACK-AND-WHITE TV MODE

To have a match in black-and-white mode, simply choose the AKI arena.

USE YOUR OPPONENT'S FINISHER

To use your opponent's Finisher in a match, work your way up to "SPECIAL" and initiate a strong grapple. Then press A+B instead of the analog stick.

UNMASK YOUR OPPONENT

In order to do this you must select a character that can do the eye gouge. To rip off a wrestler's mask or paint, repeatedly use the eye gouge move. After a few times you will see their face.

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==SECTION 06: GAMEPLAY TIPS==

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If you find yourself struggling for wins, remember these easy tips:

1) It's all about Spirit.

The Spirit meter represents a struggle of will and momentum between you and your opponent. When it's in your favor, expect a lot of reversals and successful strong grapples. When it's not, well... you get the picture.

Spirit plays a huge role in the AKI games. VPW64 has one of the more reliable Spirit meters, meaning that if you maintain a solid base offense your meter will go up (and your opponent's will go down!). This is vitally important to controlling the tempo of a match.

2) Start off weak.

Don't confuse "weak" with "useless", weak strikes and grapples are your bread and butter early on. Most strong attacks will be reversed until you wear down your opponent and sufficiently build your Spirit meter.

3) Execute your finisher as many times as possible.

Wrestlers can perform their finishers as many as three times before losing meter. Take advantage of this by immediately lifting your opponent off the mat every time you land your finisher, the opponent will always rise in a stunned state, setting them up perfectly for another finisher.

4) TAUNT!

Yes, it will help you win matches. A completed taunt -- one that is not interrupted with an attack -- will boost your Spirit meter. This is even more effective when your opponent is outside the ring and you are inside.

After knocking an opponent from the apron to the floor, stay inside the ring and taunt repeatedly. You should see a huge sway in Spirit.

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==SECTION 07: CREDITS==
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Thank you for reading. Special thanks to Gritsboy, DoomahX, JD and the entire Axe Bomber crew for their help with this document and for providing a wealth of puroresu gaming knowledge. Special thanks also to Remmy Skye for providing extremely helpful roster information.

I would also like to thank:

- * LockeJV for his original VPW64 guide
- * Ryan CE and mauzer33 for their secrets contribution on GameFAQs

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