

Giant Gram 2000 Reversals List

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Giant Gram 2000
for Sega Dreamcast (Japan only)

List of Reversals
version 1.1

The list is taken from:

Giant Gram 2000
Perfect Guide

Soft Bank Publishing
ISBN 4-7973-1406-0

The book is entirely in Japanese. Even if one has no knowledge of the Japanese language (like me) it can be helpful if one uses a katakana chart.

Listed below are the "special reversals" in the game. Most moves have got default reversals which will be executed when a move is reversed and the reversing wrestler has no special reversal for the specific reversal point. Even if a move has got more than one reversal point, a wrestler can only learn one reversal, even if there are special reversals for more than one point. Learning a special reversal for one of several reversal points of one move has no influence on the other reversal points. E.g. diving moves have got two reversal points. The default reversal for the earlier point is punching the opponent once he has climbed the turnbuckle, the default reversal for the second point is rolling out of the way of the "flying" opponent. Listed below are several "early" reversals and one late reversal for diving moves. Although it would be nice to have a special early reversal and a special late reversal, it is only possible to have one special reversal for diving moves. The default reversal for the other reversal point remains unchanged.

reversed move	co 1	co 2	reversal	damage	wrestler(s)
armlock			front flip hammerthrow	0	Tiger Mask
armlock (gi)			legbar	3	Divine Grace
Hurankanrana (powerbomb reversal)			"Ganzo" bomb	30	Kawada
Hurankanrana (powerbomb reversal)			Boston crab	4+4*X	Kobashi
Hurankanrana (=poweb. rev.) reversal			Hurankanrana	8	Misawa

apronside		stun gun Acecrusher	30	Ace
kick		leg catch suplex	10	Takayama
kick		dragonscrew	5	Kawada, Hase, Akiyama, Mossman, Sky High Edge
kick		"dragonscrew" style takedown	5	Shinzaki
kick (gi)		ankle lock	4	Kakihara, Albright, Grace
	X (gi)	STF	5	Albright
	X (gi)	legbar	3	Kakihara
kick		dragonscrew	5	Kawada, Kobashi, Akiyama, Omori, Hase, Williams, Mossman, Hyper, Tiger, Edge, Master
	fw bk X (gi)	figure four leglock	3	Master
kick (spinkick)		reverse dragonscrew	5	Kawada, Kobashi, Akiyama, Omori, Hase, Williams, Mossman, Hyper, Tiger, Edge, Master
	fw bk X (gi)	figure four leglock	3	Master
shoulderthrow (early powerbomb, tigerdriver, double underhook DDT, etc. reversal or hammerthrow attack)		rolling clutch hold	10	Ogawa
shoulderthrow (early powerbomb, etc. reversal or hammerthrow attack)		land behind opponent	0	Misawa, Tiger Mask
swinging punch		wraparound DDT	10	Ogawa
swinging punch		exploder	30	Akiyama
swinging punch		German suplex	30	Killer
	B	released G. suplex	35	Killer
	charge	hold for pin	0	Killer
swinging punch		dangerous backdrop	30	Williams
swinging punch		"chokeslam"	30	Taue
	fw bk B	"chokeslam"	40	Taue
swinging punch		half nelson suplex	30	Kobashi
swinging punch		uranage suplex	30	Hase
	see technical	guide for combos		Hase
swinging punch		duck and go behind	0	Kawada, Ace, Barton, Smith, Mossman, Albright, Hyper, Tiger, Shinzaki, Edge, Tiger Mask, Master, Cyclops
swinging punch		reverse full nelson	3	Misawa
	fw dn B	tiger driver	45	Misawa
	dn B	tiger driver 91	91	Misawa
swinging punch (gi)		iron claw	3	Fritz von Erich
swinging punch (gi)		armbar	5	Kakihara
swinging punch (gi)		armbar	3	Grace

diving (early)	counter golden left	20	Barton
diving (early)	counter "chokeslam"	20	Taue
diving (early)	catching Ace crusher	20	Ace
diving (late)	"sword mountain" ??	10	Cyclops
diving (early)	high angle Tamon's	30	Honda
	power do (pinning powerbomb)		
diving (early)	dragon screw	10	Shinzaki
	to outside		
double brainbuster	double DDT	30	Baba
cannot be learnt in training but can be obtained by combining moves			
pickup	small package hold	3	Ogawa
pickup	low blow	3	Cyclops
chokeslam (Taue)	backflip escape	0	Shinzaki
including corner fw fw B move			
hammerthrow	counter 16 mon	40	Baba
	(near rope reversal for running attacks)		
hammerthrow	evasive cartwheel	0	Shinzaki
	(late reversal for some punches and kicks)		
hammerthrow	high strike point	25	young Baba
	counter 16 mon		
	(near rope reversal for running attacks)		
hammerthrow	rolling clutch hold	10	Ogawa
hammerthrow (gi)	armbar (takedown)	3	Grace
	(early reversal which avoids the hammerthrow)		
full nelson	???	3	Wolf
brainbuster	giant DDT	20	Baba
brainbuster	small package hold	3	Ogawa, Shiga, Hyper, Tiger, Master, Cyclops
brainbuster	land behind opponent	0	Misawa, Akiyama, Hase, Ace, Barton, Smith, Mossman, Shinzaki, Edge, Tiger Mask
brainbuster (gi)	armbar	3	Grace
frontneck (e.g. DDT)	small package hold	3	Ogawa, Shiga, Hyper, Tiger, Master, Cyclops
frontneck	northern lights suplex (pin hold)	25	Akiyama, Hase
headlock	backdrop	10	Grace
powerbomb	Hurankanrana (pin)	10	Shinzaki, Edge, Tiger Mask
powerbomb (low spirit)	head scissors whip	8	Misawa
powerbomb (?50%)	Hurankanrana (pin)	10	Misawa
two on one powerbomb ?	head scissors whip	8	Misawa
cannot be learnt in training but can be obtained by combining moves			
rolling clutch	hipdrop	20	Vader

hold				
leg grab (gi)	triangle hold	5	Grace	
leg catch (e.g. dragoscrew)	jumping high kick (Owen Hart's enzuigiri)	5	Misawa, Kawada, Ogawa, Edge, Tiger Mask	
corner hammerthrow attack	counter 16 mon	16	Baba, Hyper, Tiger, young Baba	
c. h. a.	counter elbow	8	Misawa, Tiger Mask	
c. h. a.	counter kick	10	Taue, Takayama, Hansen, Barton, Rikidozan, Tsuruta, Brody, Jonathan, Diablo, Giant, Cyclops	
c. h. a.	double footed counter kick	10	Kawada, Hase, Shiga, Vader, Ace, Wolf, Brazil	
c. h. a.	???	10	Ogawa	
X	second rope missile kick	10	Ogawa	
outside throw	?? hold on rope and ?? ?? climb back ??	0	Smith	
This reversal does not seem to be learnable.				
opponent down down X headbutt reversal, should work for the last headbutt in Honda's front gapple x combo as well	"headbutt", this is a reversal for a reversal	10	Honda	
superplex (corner moves)	rolling clutch hold	10	Ogawa	
superplex	reverse calf branding	30	Akiyama	
superplex	top rope diving swing DDT	20	Shiga	
rear grapple throws	overhead kick	10	Kawada	
r.g.t.	? back kick	10	Master	
r.g.t.	reverse chin crusher	10	Ogawa	
B	rolling clutch hold	10	Ogawa	
r.g.t.	rolling clutch hold	10	Shiga, Mossman	
r.g.t.	donkey kick	6	Cyclops	
r.g.t.	? (like standing up X)	10	Shinzaki	
r.g.t. (gi)	legbar	3	Grace	
backdrop	elbow stamp rush	2*3	Baba, Taue, Honda, Destroyer, von Erich, Sammartino, Kiniski, Crusher, young Baba	
B	grapevine takedown	32	Baba, young Baba	
backdrop	reverse press	8	Misawa, Kawada, Akiyama, Ogawa, Tiger Mask	

Annotations:

(gi) = giveup, the move can be used to make the opponent submit (whiteout)

The tiger driver in the swinging punch reversal has to be levelled up to level 30 to get the tiger driver 91 in the swinging punch reversal combo.

The first uranage suplex in the swinging punch reversal combo has to be levelled up to level 30 to get the high angle/dangerous uranage combos for all uranage suplexes in the swinging punch reversal combo.

To get the double brainbuster reversal double DDT combine:

1. front grapple back B Giant DDT

AND

2. front grapple down X COMBO B Giant DDT

To get the two on one powerbomb (??) reversal head scissors whip combine:

1. head scissors whip (Misawa's low spirit powerbomb reversal)

AND

2. reverse press (backdrop reversal)

Corrections, comments, questions, suggestions, etc. are welcome.

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Credits:

Soft Bank Publishing for the helpful guide

SEGA/WOW Entertainment for making such a great game

The real life counterparts of the wrestlers in GG2000 for doing what they do to entertain us

The authors of and the contributors to the FAQs for Giant Gram and Giant Gram 2000 for helping me with the game

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