

- | 13. <http://www.hype.se>
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- | 14. <http://www.supercheats.com>
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- | 15. <http://www.psxgamer.com>
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- | 16. Game Castle (<http://gamecastle.virtualave.net/main.html>)
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- | If ANY other site has a copy of this FAQ, it is an illegal copy. So,
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 CREDITS
 =====

- THQ for making such a wonderful game.
- Sony for publishing the game
- Game FAQs for posting this guide (hopefully)
- Me, for writing this guide.
- Al Amaloo, and VG Strategies, for posting this guide (hopefully)
- To all the great writers at GameFAQs
- The usual suspects (you know who you are)
- Prima Games for the biographies, check out their guide!

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1.0 INTRODUCTION

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Hello everyone, and welcome to yet another wrestling guide from YOUR master reviewer and king of all that is wrestling, DaLadiesMan Steve McFadden! Some of you may be wondering why I am writing a guide for a game I really didn't like. I am kind of wondering myself, but the main reason is because I want to write a guide for almost every wrestling game, even the ones I don't really like.

My WCW vs. the World guide is evidence of that. However, I kind of liked this game. It was okay, I just wish there were more wrestlers in it. Regardless, this guide will have move lists and biographies of all the wrestlers that are in the game. Including my olympic hero, Kurt Angle! Enjoy, and if you have any questions, make sure to email me.

-DaLadiesMan

=====

1.1 REVISION HISTORY

=====

v0.5 (November 15, 2000)

- I decided to split the game modes section into three sections, one section for each game mode.
- Got the Exhibition Mode section done.
- I updated the look of the Revision History section.
- This guide is now at 145K according to my word processor.

v0.4 (November 14, 2000)

- This guide has been updated again, and this time I decided to type for three hours straight.
- The result is a major update.
- I got the History of Royal Rumble section done.
- After that I was going to stop but I decided to keep going, and I got done the final 5 move lists.
- All I need to do now is the game modes section and I can call this puppy complete and FINAL.

v0.3 (November 14, 2000)

- I finished the Game Basics section, and decided to add a History of Royal Rumble section just for fun.
- I will type up the History of Royal Rumble later on.
- After finishing the Game Basics section, I decided to type up the Road Dogg's move list.
- So now I only need to do 5 more to finish this guide.

v0.2 (November 14, 2000)

- I got a lot done in this update, as well. I fixed some formatting problems so

the guide looks a lot cleaner now.

-I also got 7 more move lists done, which means I only need to get 6 more done to finish this guide.

-I added some game basics to this guide, which means I have now divided up the Game Basics and Modes section into two separate sections.

-Work on the Game Basics section has begun.

v0.1 (November 13, 2000)

-I got a lot done today in this first update.

-I got 8 move lists done, which mean I only need 13 left.

-I also got the format done, and added all of the needed sections, although they are not finished yet.

=====
2.0 MY ROYAL RUMBLE REVIEW
=====

A few months ago, I finally received the latest issue of EGM in the mail, and I was looking through it when I saw a preview for a certain game that seemed rather interesting to me. WWF Royal Rumble, the second WWF game (but first console only) to appear on the DC was the name of it, and it sounded rather interesting to me, because I have always been a big fan of the World Wrestling Federation, and a majority of their games have turned out to be classics.

For instance, WWF Smackdown and WWF Wrestlemania 2000 are two of my favorite games to come out for the newer consoles, mainly because of the great game play they were able to provide. Each of them had featured a lot of certain characteristics, for instance a lot of wrestlers to choose from, and a lot of game modes. These have always been the two major things to have in a wrestling game: character selection and game modes.

Sadly, WWF Royal Rumble provides neither a lot of wrestlers to choose from, nor a lot of game modes to play. This has got to be one of the most disappointing games I have ever played in my entire life, and it is a real shame too because this game could have had a lot more potential, and it could have lived up to all of that potential had it turned out to have more wrestlers and game modes to choose from.

You should know about the history of this video game first. WWF Royal Rumble was an arcade game (one I have not seen, much less played) before it got ported over to the Sega Dreamcast. So, you can say the direct lack of depth has a lot to do with the fact that this game was originally not even supposed to be a Dreamcast game, but only an Arcade game, right?

Well, usually I would see where you are coming from on that, but after playing a lot of the arcade ports released over the years, I know how easy it is to add new characters and game modes from the Arcade version to the console versions. Some popular examples of this include Tekken 3 and Soul Calibur. Each of those two games took the basic elements from the Arcade version, added new features (including game modes and new characters) and ported it over to the consoles they were featured on.

However, this is not the case with this game. I cannot believe that Sega and Yukes would port this game over that poorly. There are still only two total game

modes and only 21 total wrestlers to choose from. This has got to be one of the most disappointing aspects to ever been featured in a video game, because like I mentioned earlier, most of the World Wrestling Federation games have featured a lot of game modes and character selection, but this game did not. This is sad, but unfortunately true.

Let me first discuss the graphics in the game. The graphics in the game are probably the best aspect of the entire game. While there is not a lot of wrestlers to choose from in the game, I will admit that the character models in the game are awesome and represent some of the best I have ever seen in a wrestling video game. They do look simply awesome, and very detailed. I especially like how you can make out individual details on the wrestler's outfits, for instance look at the gothic look of the Undertaker, it looks so realistic and very detailed.

There are also other good points to the graphics in the game. For instance, during exhibition matches there is a referee actually in the ring with you, which is a cool thing because I haven't seen that done since the days of the Sega Genesis and Super Nintendo. The collision detection in the game is amazing and much better than the collision detection featured in that *other* World Wrestling Federation game featured on the Sega Dreamcast (you know which one I am talking about)

I was, however, disappointed with a few things in the game when it comes to graphics. The biggest complaint I have with the graphics in the game are the crappy entrances featured in the game. These have got to be the worst entrances I have yet to see, and how in the heck did the Playstation get better entrances than the "more powerful" consoles? Look at this, you get entrance video clips in Smackdown, and you get like a 2 second pose from the wrestler in Royal Rumble. That's it. Nothing else is featured. That was very disappointing to me.

Now, I shall discuss the music and sound effects in the game. One of the things I have always liked about wrestling games is the fact that all of the wrestlers have great theme songs (usually) and I love to hear them as much as I can, which is why I liked Attitude because you can actually listen to theme songs in the create a wrestler mode. Sadly, there is barely any wrestler theme music featured in this game. About the only time you get to hear the wrestler theme song is when you win a match, but even then you can barely hear it. You can't even hear it during the entrances!

Other music in the game is pretty lackluster. I was rather disappointed with the fact that no music played during the actual matches, you only get some crap during the menu screens that does not sound like it belongs in a World Wrestling Federation video game. It sounds heavy metal, sure, but it would have been cool had more authentic World Wrestling Federation music been used, that would have been a lot cooler, in my opinion.

Now, I will talk about the sound effects. Usually in wrestling video games, the one thing people look for is commentary. There was no commentary in Smackdown, which disappointed some people, and there was also no commentary in Wrestlemania 2000. Well, guess what, folks? There is no commentary in this game either! I think there could have been commentary featured in the game, so I am confused as

to why there isn't any commentary. Other sound effects are pretty basic, basic body slams, submission moves, etc. The submission moves sound a lot like the ones in WCW vs. the World ^_^.

Control in the game takes some time to get used to, but once you figure out the rather unique and unorthodox control pattern in the game, you should get used to

it. The thing that really sucks about the control, in my opinion, is the fact you can only use the directional stick to walk and run, you cannot use the analog stick. I am not a huge fan of the analog sticks on the Sega Dreamcast controller, but still, you could have been able to use it. Just another flaw in a flawed game, in my book. All of the control problems in the game add up, I am not going to describe the basic controls but they are rather confusing. The

only good thing is the wrestler finishing move system, build your "S" meter, get

3 "S" and you can use your finishing move by pressing the R trigger while both wrestlers are standing.

I was severely disappointed with the actual game play of the game. Now, I know this is nothing more than a port of an Arcade game, so I did not expect too much, but I did expect more than 21 wrestlers and 3 game modes to choose from. The simple fact that this game did not have enough modes simply amazed me, I mean, how could you even make a wrestling game without including a create-a-wrestler mode, it is beyond belief. There is no modes featured in the game worth playing for, in my book.

The most hyped aspect of this game is the Royal Rumble mode (hence the name of the game). This has got to be the coolest Royal Rumble mode ever, mainly because

you can have nine wrestlers on the screen battling it out at once. You can choose up to 30 wrestlers to participate in the Royal Rumble. Now, some of you may be wondering how can you have 30 wrestlers in the mode when there is only 21

wrestlers featured in the game? Simple! The same wrestlers return to fight after

a while. Sad, but true, they should have just added more wrestlers.

Other game modes in the game severely disappointed, however. From the basic standpoint of comparing this to the other WWF games out there, this game comes up way short. Besides the Royal Rumble mode, there are only two other modes out there. One is your basic one-on-one affair, and the other one is this exhibition

mode where you choose two wrestlers (one for you and one as your special partner) and battle it out against ten opponents (sort of like the championship option in WCW/nWo Thunder)

A cool part of the game is the backstage fighting in the game. Backstage fighting was an idea first used in WCW Mayhem, and Smackdown used it to a certain extent, this game uses it, as well. However, it is pretty weird as it happens, because you are wrestling a match and suddenly the lights go out, you're in a backstage area with your partner, opponent, and a referee, it's rather interesting. Most of it gets tedious quickly, although it was a good concept on paper.

This game does have serious problems, however, because the simple fact that Thunder has more depth is a serious problem. There are only 21 wrestlers to choose from, I happen to like most of them (even the guys that got in somehow, like Al Snow), especially the new additions like Kurt Angle, Rikishi, and Tazz,

they add a lot to the game. However, everyone knows that when Smackdown 2 comes out, that game is going to have all of those wrestlers and about 30 more, so it is kind of nullified.

This is a pretty disappointing game, with only a few game modes, and I do wish Sega and Yukes would have taken the time to add more game modes and wrestlers in it, because then it could have been a classic game, because the game did get on the right track with the Royal Rumble mode. Sadly, that's the only mode they focused on, as the lack of a create-a-wrestler or tag team mode (among other modes) severely takes away from the fun factor of the game.

Replay value in the game is mediocre, mainly because of the simple fact there is nothing to really draw back to. While most wrestling games offer a lot of fun modes that increase the replay value of the game (like create-a-wrestler and season mode), this game does not. The Royal Rumble mode, and the fact you can play as my Olympic Hero Kurt Angle, may be enough to bring you back for a bit, but only if you rent it, because I bought this game a few days ago and I am already sick of it. It's true, it's true!

This is not that challenging of a game at all, mainly because the two main modes featured in the game (exhibition mode and Royal Rumble mode) are pretty simple. The Royal Rumble mode can get to be pretty challenging, because of the fact there are so much wrestlers in the ring at one time, but once you get used to the control you should have little problem controlling the matches at your leisure. Not one of the more challenging wrestling games around, that is for sure.

Overall, this is one of the more disappointing games I have ever played, and its just another game to add to the list of disappointments. The game is terrible, because of the simple fact there is hardly any variety or depth. There is nothing in this game that will keep you from wanting to play it over and over again, so chances are you will not want to buy it (like I made the mistake of doing), so just head over to your local video game rental store and give this game a rental, because you'll have fun with it for five days or so, but then it gets completely tedious.

Good Points

- Kurt Angle
- Tazz
- Graphics
- Royal Rumble Mode

Bad Points

- Rikishi Phatu
- 21 wrestlers
- 3 modes
- Lack of challenge

Final Ratings

- Story - N/A
- Graphics - 7/10
- Music and Sound - 3/10
- Gameplay and Control - 2/10
- Replay Value - Below Average
- Challenge - Below Average
- Overall - 2/10

Final word: <Tazz voice> This game is just another victim.. of overhype </Tazz voice>

=====

3.0 HISTORY OF ROYAL RUMBLE

=====

If Wrestlemania is the Super Bowl of Sports Entertainment, then Royal Rumble is the start of the playoffs. It is the annual January pay-per-view that signals the beginning of the most important time of year for the World Wrestling Federation. Over time, it has developed into one hell of a night!

It is hard to believe that what began as a 20-man Battle Royal broadcast on USA Network has evolved into one of the most highly anticipated Federation events.

Hacksaw Jim Duggan eliminated One Man Gang to pick up the victory at the first Royal Rumble on January 24, 1988 inside the Copps Coliseum of Hamilton, Ontario, Canada. Drawing numbers beforehand, the Superstars entered the ring one at a time in two-minute intervals. No one had any idea who would come out next, and the constant wondering of "who's next?" is one of the aspects that fans still like most about the Rumble.

Although the initial Rumble may have lacked star power, the finished product was so well received by the fans that the event became an annual pay-per-view in 1989.

Mentioned in the same sentence as the three other WWF annuals - Wrestlemania, Summer Slam, and Survivor Series - the Royal Rumble now had heavy expectations to meet. In its first year on pay-per-view, the Rumble delivered the goods thanks to a dominating performance from the legendary Big John Studd. With relative ease, the human mountain cleared the ring of everyone except for the Million Dollar Man Ted DiBiase. The Million Dollar Man resorted to his old trick of offering money in exchange for a victory. Unfortunately for Ted, Studd could not be bought off as easily as one of the Godfather's 'hos!

With no recognized World Wrestling Federation Champion at the time, Federation officials decided that the winner of the 1992 Royal Rumble would also claim the top honor in the game. Although a number of talented World Wrestling Federation Superstars entered the contest - Hulk Hogan, Sid, Randy Savage - only one man could walk out with the gold. And that man was Ric Flair! Despite being the third person to enter the ring, Flair pulled off the victory and was awarded one of the few sports-entertainment honors he hadn't yet achieved.

If the biggest man entered in the Royal Rumble is considered the favorite, then there is little doubt that Yokozuna was the top choice heading into the 1993 event. The former sumo wrestler who looks like he swallowed all seven of Snow White's dwarfs proved a difficult man to eliminate, and in the end he showed off his amazing strength by literally body pressing his opponents and tossing them out over the top! Never before had one man put on such an awesome display at the Royal Rumble.

Then Shawn Michaels entered the competition in 1995. Although The Heartbreak Kid won the 1995 and 1996 Royal Rumbles, it his first victory that people will talk about forever. Even though he was the first competitor to enter the fray, Michaels remained one of the final two in the ring. The other one was The British Bulldog. HBK seemed to be physically drained, and The Bulldog was ready

to finish him off. He threw Michaels over the top rope and then quickly turned around to celebrate what many considered a shocking upset - except for one problem. Shawn's feet never hit the floor! HBK miraculously found the strength to do a pull-up on the top rope and carry himself back in ring - where he soon eliminated The British Bulldog. Aside from the usual perks that come from winning the Royal Rumble, Shawn got an extra one (or two) - the right to be accompanied to the ring at Wrestlemania by Pamela Anderson! Now we know where HBK found the strength.

In 1998 the Royal Rumble turned out to be much more than just the January pay per view event that would set up the main event at Wrestlemania: It was the event that firmly ushered in the WWF era of Attitude and introduced itself into the mainstream. Outside the sports-entertainment industry, the Rumble grabbed headlines because "Iron" Mike Tyson was there. The Baddest Man on the Planet - who admitted to being a loyal Stone Cold Steve Austin fan - was a guest of Shane

McMahon that night. Tyson watched with excitement as his man won the Rumble that

night and earned the right to take on Shawn Michaels at Wrestlemania XIV. The most important thing that night accomplished was establishing a relationship between Austin and Tyson, which over the next two months would dominate the World Wrestling Federation. The Texas Rattlesnake was all over the news the next

day following his infamous attack on Tyson. The entire story truly made Stone Cold Steve Austin a household name.

And if Mike Tyson was not enough to ensure that the 1998 event would attain legendary status, Kane was there for support. The Big Red Machine was still fairly new to the World Wrestling Federation and, up to that point, had not gotten the one thing he came for - a match with his older brother, The Undertaker. Kane had tried to do everything in his power to force his older brother to accept a match, but the Phenom would not give in. So Kane stepped up his efforts. While The Undertaker prepared for a Casket Match with Shawn Michaels, Kane and Paul Bearer created a devastating - but simple - strategy that would get The Undertaker in the ring. During the contest, Kane made his way

to the ring and forced the Undertaker inside the casket. As if leading his brother to defeat was not enough, Kane locked the box and wheeled it to the top of the stage, where he and Bearer set it on fire! The show went off the air with

the vision of the Undertaker burning inside his own casket!

Stone Cold's victory at the Royal Rumble led to his first World Wrestling Federation Championship; a reality Vince McMahon never wanted to see. Months after the distinguished owner of the World Wrestling Federation ended Austin's run, he knew he had to throw a preventive roadblock in Stone Cold's way to avoid

a Rumble repeat. Obsessed with making sure Austin did not earn the trip to Wrestlemania, McMahon entered himself in the Royal Rumble to make sure the job would get done right. No one thought McMahon would be good for anything in that event, other than giving Stone Cold's fist a soft place to land, that is. But Vince shocked the world! By strategically combining his superior mental acumen with his above-average physical prowess, the owner stole a victory from The Rattlesnake that night. Vince may have had a great deal of help from his Corporation employees, but the Federation record books (and millions of Federation fans) will always remember his stunning upset in Anahiem.

Also in 1999, Mick Foley became even more of a hardcore legend. Competing in

an I Quit match against The Rock, Foley was knocked unconscious from the number of chair shots he received. None of the shots - which came after he fell off a ledge and onto an exploding electrical table - could force Mick to utter the two

words needed to stop the match. The People's Champion eventually picked up the

victory, but only due to some technical tampering from Shane McMahon. Foley proved once again that there is no amount of punishment that he cannot sustain.

And he tested that theory again the following year. This time in a New York City Street Fight with Triple H, Foley was nearly tortured. With no rules, the two Superstars got even more vicious than any one could have dreamed. Chairs, ring bells, sticks - they all got involved. But no inanimate object received more of an ovation than the thumbtacks Foley pulled out of his pants. It was just too bad that Mick was the one who walked out of Madison Square Garden with tacks stuck in his body - and no WWF Championship around his waist.

Moments before Foley became a human pincushion, the world got a look at the man who may carry the hardcore legend's reckless style into the future - Jeff Hardy. To finish off the Dudley Boyz in the first ever Tag Team Table Match, Jeff entered the crowd and climbed up to the ledge that sits over the dressing room area. With D-Von positioned below him and screaming New Yorkers on either side of him, Jeff delivered his patented Swanton Bomb for the victory!

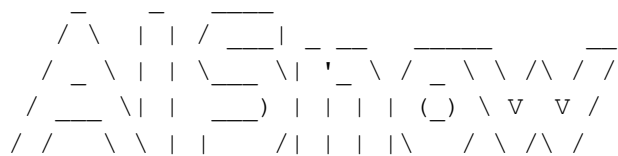
But what would the Royal Rumble be without the People's Champion? The Rock completed his own Mission: Impossible by eliminating the Big Show for the victory. Knowing it was not very likely he could toss the 500-pound Show over the top, The Rock had to come up with a plan. Perhaps baiting the Big Show to run him out of the ring, The Rock was heading for the arena floor, but was able to hang on to the top rope and watch as Big Show followed him over.

The Rock's performance in the 2000 Royal Rumble was just the last in a line of spectacular nights that started more than 12 years ago in Canada. Whether it has been due to Hacksaw Jim Duggan, Shawn Michaels, or The Hardy Boyz, the Royal Rumble has lived up to its expectations each year - and miraculously seems to be always getting better!

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4.0 LIST OF CHARACTERS IN THE GAME
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Al Snow
Big Show
Chris Jericho
D'Lo Brown
Edge
The Godfather
Jeff Hardy
Kane
Kurt Angle
Mankind
Matt Hardy
Rikishi
Road Dogg
Shane McMahon
Stone Cold Steve Austin
Tazz
The Rock
Triple H
Undertaker
Vince McMahon
X-Pac

=====
5.0 CHARACTER GUIDES AND MOVE LISTS
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=====
BIOGRAPHY
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There aren't many people that can make someone's blandness seem interesting. But Al Snow does exactly that with Steve Blackman! Al, who can never be called dull, is hoping that a little bit of his personality can run off on the extra bland Blackman. Despite a mastery of the martial arts, Steve has a problem showing signs of life and Snow is hoping to cure that by setting his buddy up on blind dates and even booking him to perform stand up routines at senior citizen homes.

Sometimes lost in all of his antics is the fact that Snow remains one of the most talented Super Stars on the roster. He is that rare breed of athlete that can alter his game - hardcore, technical, marital arts - to fit just about anybody's style. And as far as his entertaining ability is concerned, if you can cause people to laugh at Blackman's antics (or lack thereof), you can do just about anything!

=====
MOVE LIST
=====

=====
FACING OPPONENT
=====

- Al Snow Combo 1 - A
- Al Snow Combo 2 - A, A
- Al Snow Combo 3 - A, A, A
- Al Snow Combo 4 Blackout Blow - A, A, A, A
- Al Snow Combo 4 Punch - A, A, A, Toward and A
- Al Snow Combo 4 Spin - A, A, A, Away and A
- High Angle Body Slam - B, B
- Suplex - B, Up and B
- Hammer Punch - B, Down and B
- Face Rake - B, Left and B
- Headlock Punch - B, Right and B

=====
BEHIND OPPONENT
=====

- Al Snow Combo 4 Punch - A, A, A, A
- Al Snow Combo 4 Spin - A, A, A, Away and A
- Atomic Drop - B, B
- Reverse DDT - B, Up and B/B, Down and B
- Russian Leg Sweep - B, Left and B/B, Right and B

=====
OPPONENT ON MAT
=====

- Guillotine Leg Drop - A

=====

OPPONENT ON MAT (FACE UP)

=====

Mounted Punch - B (Near Head)
Elbow Drop to Leg Lock - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

La Mahistral - B (Near Head)
Texas Cloverleaf - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Strong Guillotine Drop - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Uppercut - A
Uppercut - R
Choke Attack - B, B
Jab and Shoulder Tackle - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Uppercut - A
Uppercut - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Diving Clothesline - A
Diving Shoulder Attack - B
Strong Diving Clothesline - R

=====

STAGGERING OPPONENT

=====

Uppercut - A (Facing)
Power Bomb - B (Facing)
German Suplex - B (Behind)

=====

GROGGY OPPONENT

=====

Uppercut - A (Facing)
Continuous Head Butt - B (Facing)
Reverse Suplex - B (Behind)

=====

RUNNING ATTACK

=====

Dash Clothesline - X and D-Pad, B
Spear - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Face Crusher - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Snow Plow - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Suplex and Leg Lock - A and B
Lariat - B and X
Snow Plow - A and X

=====
GROUP B
=====

Suplex and Leg Lock - A and B
Head Attack - B and X
Throw Item (Medium) - A and X

=====
GROUP C
=====

Throw and Middle Kick - A and B
Continual Attack - B and X
Taunt Al Snow - A and X

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BIOGRAPHY
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How does a 7'4", 500 pound man have to dress and act? Well, any way he wants to, of course! With on year of World Wrestling Federation under his belt, the Big Show decided it was time to stop playing games and just be himself! Excluding the charming personality that won him rave reviews in a number of movie and television roles, Show has been winning over legions of Federation fans with his portrayals of characters such

as Showkishi and the Showster.

Even though the 2000 Royal Rumble was his first, the Big Show played a major part. Looking to pick up the victory, Big Show tossed The Rock over the top, but The People's Champion amazingly hung him over the rope and watched as Big Show's momentum carried him over. Controversy rose, however. Big Show claimed The Rock's feet touched the floor - and apparently he had pictures to prove it! Both men eventually carried the grand prize - the right to challenge for the World Wrestling Federation Championship at Wrestlemania!

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MOVE LIST

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FACING OPPONENT

=====

Big Show Combo 1 - A
Big Show Combo 2 - A, A
Big Show Combo 3 - A, A, A
Big Show Combo 4 Blackout Blow - A, A, A, A
Big Show Combo 4 Punch - A, A, A, Toward and A
Big Show Combo 4 Spin - A, A, A, Away and A
High Angle Body Slam - B, B
Choke Toss - B, Up and B
Power Bomb - B, Down and B
Head Butt - B, Left and B
Bear Hug - B, Right and B

=====

BEHIND OPPONENT

=====

Big Show Combo 4 Punch - A, A, A, A
Big Show Combo 4 Spin - A, A, A, Away and A
Atomic Drop - B, B
Russian Leg Sweep - B, Up and B/B, Down and B
Sleeper Hold - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

Mounted Punch - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Strong Stomping - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Front Kick - A
Strong Front Kick - R
Choke Attack - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Foot Chokes - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Front Kick - A
Strong Front Kick - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Diving Clothesline - A
Double Axe Hammer - B
Strong Double Axe Hammer - R

=====

STAGGERING OPPONENT

=====

Club to Neck - A (Facing)
Gorilla Press Drop - B (Facing)
Full Nelson Slam - B (Behind)

=====

GROGGY OPPONENT

=====

Club to Neck - A (Facing)
Gorilla Press Slam - B (Facing)
Reverse Suplex - B (Behind)

=====

RUNNING ATTACK

=====

Shoulder Block - X and D-Pad, B
Swinging Neckbreaker - X and D-Pad, B

=====

RUNNING ATTACK (FROM BEHIND)

=====

Bulldog - X and D-Pad, B

=====

RUNNING ATTACK (OPPONENT ON MAT)

=====

Dash Stomping - X and D-Pad, A
Strong Dash Stomping - X and D-Pad, R

=====

FINISHING MOVE

=====
Show Stopper - R

=====
PARTNER ATTACKS
=====

=====
GROUP A

=====
Head Butt and Elbow Drop - A and B
Diving Shoulder - B and X
Show Stopper - A and X

=====
GROUP B

=====
Head Butt and Elbow Drop - A and B
Continual Attack - B and X
Pass Item (Large) - A and X

=====
GROUP C

=====
Head Punch and Elbow Drop - A and B
Throw and Head Butt - B and X
Taunt Big Show - A and X

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BIOGRAPHY
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When Chris Jericho first debuted on Raw is War, he promised to be the superhero the fans so desperately needed. Although no one was in the market for a savior, Y2J promised to play the role. And now he is really following through on that pledge as he has proved to be a major headache for the McMahon-Helmsley faction.

Spending much of his time dissing Stephanie, Jericho found a way to become one of the powerful regime's most despised enemies. To further earn their rage, Y2J did the unthinkable and defeated Triple H for the World Wrestling Federation Championship. Thanks to the faction's influence, they had the decision reversed and Jericho's title reign (which lasted about 30 minutes) was wiped from the record books. As Y2J continues to gain momentum, both in and out of the ring, there is little question that he will one day win the World Wrestling Federation Championship - and the McMahon Helmsley Faction will have to live with it!

=====
MOVE LIST
=====

=====

FACING OPPONENT

=====

Chris Jericho Combo 1 - A
Chris Jericho Combo 2 - A, A
Chris Jericho Combo 3 - A, A, A
Chris Jericho Combo 4 Blackout Blow - A, A, A, A
Chris Jericho Combo 4 Punch - A, A, A, Toward and A
Chris Jericho Combo 4 Spin - A, A, A, Away and A
Snapmare - B, B
Knee Lift Combo - B, Up and B
DDT - B, Down and B
Shoulder Arm Breaker - B, Left and B
Jumping Arm Breaker - B, Right and B

=====

BEHIND OPPONENT

=====

Chris Jericho Combo 4 Punch - A, A, A, A
Chris Jericho Combo 4 Spin - A, A, A, Away and A
Atomic Drop - B, B
Reverse DDT - B, Up and B/B, Down and B
Reverse Mat Pin - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

Sleeper Hold - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Walls of Jericho - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Heel Kick - A
Heel Kick - R
Choke Attack - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Spinning Back Kick - A

Strong Spinning Back Kick - R
Choke Attack - B, B
Avalanche Suplex - B, Up and B/B, Right and B
Shoulder Thrusts - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS
=====

Missile Dropkick - A
Diving Shoulder Attack - B
Strong Diving Kneel Kick - R

=====
STAGGERING OPPONENT
=====

Spinning Back Kick - A (Facing)
Power Bomb Pin - B (Facing)
Dragon Suplex - B (Behind)

=====
GROGGY OPPONENT
=====

Knife Edge Chop - A (Facing)
Double Underhook Backbreaker - B (Facing)
Reverse Suplex - B (Behind)

=====
RUNNING ATTACK
=====

Dash Clothesline - X and D-Pad, B
Swinging Neckbreaker - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Double Power Bomb - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Double Punch - A and B
Lariat - B and X
Double Power Bomb - A and X

=====

GROUP B

=====
Throw and Hurracanrana - A and B
Running Leg Drop - B and X
High Flying Moves - A and X

=====
GROUP C

=====
Double Punch - A and B
Drop Kick and Rolling Clutch - B and X
Taunt Chris Jericho - A and X

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=====
BIOGRAPHY
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Perhaps the word "potential" is used with D'Lo Brown more than any other Superstar. Everyone is certain D'Lo has all of the tools to be a major player in the World Wrestling Federation. But no one is sure when he will stop having potential and start delivering results.

Convinced his tag team partners were holding him down, Brown betrayed his best buddy, The Godfather, and trashed his role as the Lil' Pimp. Although some questioned why Brown would want to get away from such fine looking women, no one questioned that he was better off on his own. With four healthy European Championship reigns on his resume, as well as a run as Intercontinental Champion, D'Lo Brown has proven in the past that he can get the job done, but can he do it again - and this time for good?

=====
MOVE LIST
=====

=====
FACING OPPONENT
=====

- D'Lo Combo 1 - A
- D'Lo Combo 2 - A, A
- D'Lo Combo 3 - A, A, A
- D'Lo Combo 4 Blackout Blow - A, A, A, A
- D'Lo Combo 4 Punch - A, A, A, Toward and A
- D'Lo Combo 4 Spin - A, A, A, Away and A
- High Angle Body Slam - B, B
- Piledriver - B, Up and B
- Pendulum Back Breaker - B, Down and B
- Side Buster - B, Left and B
- Headlock - B, Right and B

=====
BEHIND OPPONENT

=====
D'Lo Combo 4 Punch - A, A, A, A
D'Lo Combo 4 Spin - A, A, A, Away and A
Atomic Drop - B, B
Back Drop - B, Up and B/B, Down and B
Sleeper Hold - B, Left and B/B, Right and B

=====
OPPONENT ON MAT
=====

Guillotine Drop - A

=====
OPPONENT ON MAT (FACE UP)
=====

Sleeper Hold - B (Near Head)
Texas Cloverleaf - B (Near Legs)

=====
OPPONENT ON MAT (FACE DOWN)
=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====
OPPONENT ON MAT (SPECIAL ATTACK)
=====

D'Lo Drop - R

=====
TURNBUCKLE MOVES (FACING OPPONENT)
=====

Heel Kick - A
Heel Kick - R
Choke Attack - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====
TURNBUCKLE MOVES (BEHIND OPPONENT)
=====

Heel Kick - A
Heel Kick - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS
=====

Moonsault Press - A
Diving Shoulder Attack - B
The Lo Down - R

=====
STAGGERING OPPONENT
=====

Heel Kick - A (Facing)
Twirl a Whirl Sideslam - B (Facing)
Dragon Suplex - B (Behind)

=====
GROGGY OPPONENT
=====

Heel Kick - A (Facing)
Sky High - B (Facing)
Back Drop - B (Behind)

=====
RUNNING ATTACK
=====

Dash Clothesline - X and D-Pad, B
Spear - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Running Power Bomb - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Double Face Crusher - A and B
Lariat - B and X
The Lo Down - A and X

=====
GROUP B
=====

Throw and Sky High - A and B
Jumping Calf Attack - B and X
Throw Item (Medium) - A and X

=====
GROUP C
=====

Throw and Sky High - A and B
Double Lariat - B and X
Taunt D'Lo Brown - A and X

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=====
BIOGRAPHY
=====

We should be so lucky that all of our matinee idols could be as accommodating to their fans as Edge. Thanks in part to his flowing blonde hair and sculpted smile, Edge (along with his partner and brother Christian) has attracted millions of female fans around the world. To his credit, Edge has embraced his fame.

Rather than live like a hermit, forcing the paparazzi to follow him around in hopes of getting one picture, Edge puts himself out there to benefit those with flash photography. He even goes a step further! To make sure every fan feels special, Edge spends much of his off time working with Christian to develop new poses that are specific to a town or geographic region. So get those cameras, folks!

=====
MOVE LIST
=====

=====
FACING OPPONENT
=====

- Edge Combo 1 - A
- Edge Combo 2 - A, A
- Edge Combo 3 - A, A, A
- Edge Combo 4 Blackout Blow - A, A, A, A
- Edge Combo 4 Punch - A, A, A, Toward and A
- Edge Combo 4 Spin - A, A, A, Away and A
- Snapmare - B, B
- Hammer Punch - B, Up and B
- Suplex - B, Down and B
- Shoulder Arm Breaker - B, Left and B
- Side Buster - B, Right and B

=====
BEHIND OPPONENT
=====

- Edge Combo 4 Punch - A, A, A, A
- Edge Combo 4 Spin - A, A, A, Away and A
- School Boy - B, B
- Electric Chair Drop - B, Up and B/B, Down and B
- Dragon Sleeper - B, Left and B/B, Right and B

=====
OPPONENT ON MAT
=====

- Stomping - A

=====
OPPONENT ON MAT (FACE UP)
=====

- Sleeper Hold (Falling) - B (Near Head)
- Pin With Bridge - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====
La Mahistral Cradle - B (Near Head)
Knee Smash - B (Near Legs)

=====
OPPONENT ON MAT (SPECIAL ATTACK)

=====
Strong Stomping - R

=====
TURNBUCKLE MOVES (FACING OPPONENT)

=====
Drop Kick - A
Drop Kick - R
Choke Attack - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====
TURNBUCKLE MOVES (BEHIND OPPONENT)

=====
Drop Kick - A
Drop Kick - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS

=====
Missile Drop Kick - A
Diving Shoulder Attack - B
Strong Diving Clothesline - R

=====
STAGGERING OPPONENT

=====
Drop Kick - A (Facing)
Spinning Back Drop - B (Facing)
School Boy - B (Behind)

=====
GROGGY OPPONENT

=====
Drop Kick - A (Facing)
Front Suplex - B (Facing)
Reverse Suplex - B (Behind)

=====
RUNNING ATTACK

=====
Shoulder Attack - X and D-Pad, B
Spear - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)

=====
Face Crusher - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Downward Spiral - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Drop Kick and Rolling Clutch - A and B
Spinning Wheel Kick - B and X
Downward Spiral - A and X

=====
GROUP B
=====

Double Leg Drop - A and B
On All Fours and Spear - B and X
Throw Item (Large) - A and X

=====
GROUP C
=====

Drop Kick and Rolling Clutch - A and B
On All Fours and Spear - B and X
Taunt Edge - A and X

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=====
BIOGRAPHY
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Although it ain't easy, he knows he ain't the only one up in this joint! We are fairly certain that The Godfather isn't saying that there are business competitors of his out in the audience, but that he is confident that there are other people present who enjoy having a good time in the company of some fine looking 'hos!

The Godfather's ever-present ladies have helped him shoot up the Federation ladder with authority. They distract opponents, and the fringe benefits the ladies provide have surely helped their mack daddy recruit a number of talented allies - Val Venis, D'Lo Brown, and Dean Malenko most notably. Although the man from the Red Light District has yet to hold Tag Team gold with any of his fellow playas, few can imagine his drought will last long.

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

Godfather Combo 1 - A
Godfather Combo 2 - A, A
Godfather Combo 3 - A, A, A
Godfather Combo 4 Blackout Blow - A, A, A, A
Godfather Combo 4 Punch - A, A, A, Toward and A
Godfather Combo 4 Spin - A, A, A, Away and A
High Angle Body Slam - B, B
Suplex - B, Up and B
Stomach Crusher - B, Down and B
Arm Twist - B, Left and B
Headlock Punch - B, Right and B

=====

BEHIND OPPONENT

=====

Godfather Combo 4 Punch - A, A, A, A
Godfather Combo 4 Spin - A, A, A, Away and A
School Boy - B, B
Russian Leg Sweep - B, Up and B
Russian Leg Sweep - B, Down and B
Chickenwing Pin - B, Left and B
Chickenwing Pin - B, Right and B

=====

OPPONENT ON MAT

=====

Guillotine Leg Drop - A

=====

OPPONENT ON MAT (FACE UP)

=====

Key Lock - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Strong Guillotine Drop - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Side Kick - A
Side Kick - R
Choke Attack - B, B

Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====
TURNBUCKLE MOVES (BEHIND OPPONENT)
=====

Side Kick - A
Side Kick - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Slam - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS
=====

Missile Dropkick - A
Diving Shoulder Attack - B
Strong Double Axe Hammer - R

=====
STAGGERING OPPONENT
=====

Side Kick - A (Facing)
Choke Throw - B (Facing)
German Suplex Pin - B (Behind)

=====
GROGGY OPPONENT
=====

Clothesline - A (Facing)
Power Bomb - B (Facing)
Reverse DDT - B (Behind)

=====
RUNNING ATTACK
=====

Shoulder Tackle - X and D-Pad, B
Swinging Neckbreaker - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Pimp Drop - R

=====
PARTNER ATTACKS
=====

=====

GROUP A

=====

Arm Wrench and Side Kick - A and B
Continual Attack - B and X
Pimp Drop - A and X

=====

GROUP B

=====

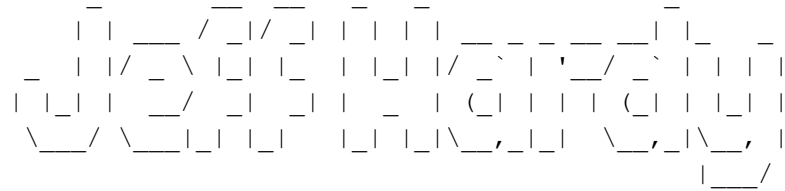
Arm Wrench and Side Kick - A and B
Ho Train Attack - B and X
Throw Item (Medium) - A and X

=====

GROUP C

=====

Toss and Side Slam - A and B
Ho Train Attack - B and X
Taunt Godfather - A and X



=====

BIOGRAPHY

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Jeff Hardy is one of those athletes you have to pay attention to at all times. When he is competing, you can not take a bathroom break, you can not talk on the phone, you can not even afford to blink for too long because you might miss something spectacular. He is that amazing. Drawing comparisons to a young Shawn Michaels, Jeff moves around in the ring - and in the air - at a pace few can even comprehend. In addition to his ability, Jeff possesses a daredevil instinct that allows him to execute maneuvers most men would not even attempt in their dreams.

If Jeff's performance in the No Mercy Ladder Match (October 1999) put him on the map, what he did at the 2000 Royal Rumble made him a legend before he turned 25.

In a tag team ladder match with The Dudley Boyz at the sold out Madison Square Garden, Jeff earned the victory for the Hardy Boyz when he sent D-Von through a table with a swanton bomb off the ledge over the entryway! What will he do for an encore at the 2001 Royal Rumble?

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

Jeff Hardy Combo 1 - A
Jeff Hardy Combo 2 - A, A
Jeff Hardy Combo 3 - A, A, A
Jeff Hardy Combo 4 Blackout Blow - A, A, A, A
Jeff Hardy Combo 4 Punch - A, A, A, Toward and A
Jeff Hardy Combo 4 Spin - A, A, A, Away and A
Body Slam - B, B
Suplex - B, Up and B
Body Slam - B, Down and B
Arm Twist - B, Left and B
Manhattan Drop - B, Right and B

=====
BEHIND OPPONENT
=====

Jeff Hardy Combo 4 Punch - A, A, A, A
Jeff Hardy Combo 4 Spin - A, A, A, Away and A
Abdominal Stretch - B, B
Back Drop - B, Up and B/B, Down and B
Dragon Sleeper - B, Left and B/B, Right and B

=====
OPPONENT ON MAT
=====

Sunset Flip - A

=====
OPPONENT ON MAT (FACE UP)
=====

Mounted Punch - B (Near Head)
Pin With Bridge - B (Near Legs)

=====
OPPONENT ON MAT (FACE DOWN)
=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====
OPPONENT ON MAT (SPECIAL ATTACK)
=====

Strong Sunset Flip - R

=====
TURNBUCKLE MOVES (FACING OPPONENT)
=====

Elbow Smash - A
Elbow Smash - R
10 Count Punch - B, B
Avalanche Suplex - B, Up and B/B, Down and B
Tornado DDT - B, Left and B/B, Right and B

=====
TURNBUCKLE MOVES (BEHIND OPPONENT)
=====

Elbow Smash - A
Elbow Smash - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS
=====

The 450 - A
Shooting Star Press - B
Swanton Bomb - R

=====
STAGGERING OPPONENT
=====

Clothesline - A (Facing)
Chicken Wing Suplex - B (Facing)
School Boy - B (Behind)

=====
GROGGY OPPONENT
=====

Clothesline - A (Facing)
DDT - B (Facing)
Back Drop - B (Behind)

=====
RUNNING ATTACK
=====

Dash Clothesline - X and D-Pad, B
Head Scissors Takedown - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Frankensteiner - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

DDT and Flip Smash - A and B
Spinning Wheel Kick - B and X
Swanton Bomb - A and X

=====
GROUP B
=====

DDT and Flip Smash - A and B
On All Fours and Wheel Kick - B and X

Throw Item (Medium) - A and X

=====
GROUP C

=====
Drop Kick and Rolling Clutch - A and B
On All Fours and Wheel Kick - B and X
Pin Interrupt - A and X

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=====
BIOGRAPHY
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It is curious to imagine how a lesser man would react if he were put in Kane's place. The Big Red Machine was burnt as a child by his big brother, told that Paul Bearer was his dad, and betrayed by his former best friend (X-Pac) and the woman he thought he was in love with (Tori). Unfortunately for Kane, he is the man who must endure all of this.

Kane tried to channel his anger by exacting revenge on his brother, The Undertaker, and going an eye for an eye. At the 1998 Royal Rumble, Kane provided one of the most spectacular moments that fans have ever witnessed when he locked his older brother inside a casket and set it on fire!

=====
MOVE LIST
=====

=====
FACING OPPONENT
=====

Toe Kick - A
Hell Strike - A, A
Hell Strike - A, A, A
Kane Combo 4 Blackout Blow - A, A, A, A
Kick Sweep Sever Medulla Oblongata - A, A, A, Toward and A
Kane Combo 4 Spin - A, A, A, Away and A
High Angle Body Slam - B, B
Choke Hold - B, Up and B
Stomach Crusher - B, Down and B
Side Slam - B, Left and B
Manhattan Drop - B, Right and B

=====
BEHIND OPPONENT
=====

Kane Combo 4 Punch - A, A, A, A
Kane Combo 4 Spin - A, A, A, Away and A
Atomic Drop - B, B
Reverse DDT - B, Up and B/B, Down and B
Face Crusher - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

Darkness Choke - B (Near Head)
Elbow Drop to Leg Lock - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Lift Up and Choke Slam - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Uppercut - A
Super Uppercut - R
Choke Attack - B, B
Avalanche Suplex - B, Up and B/B, Down and B
Choke Hold - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Uppercut - A
Super Uppercut - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Diving Clothesline - A
Double Axe Hammer - B
Strong Diving Clothesline - R

=====

STAGGERING OPPONENT

=====

Big Boot to the Face - A (Facing)
Argentine Back Breaker - B (Facing)
School Boy - B (Behind)

=====

GROGGY OPPONENT

=====

Uppercut - A (Facing)
Knee Buster - B (Facing)

Full Nelson Slam - B (Behind)

=====
RUNNING ATTACK
=====

Dash Clothesline - X and D-Pad, B
Swinging Neckbreaker - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Choke Slam - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

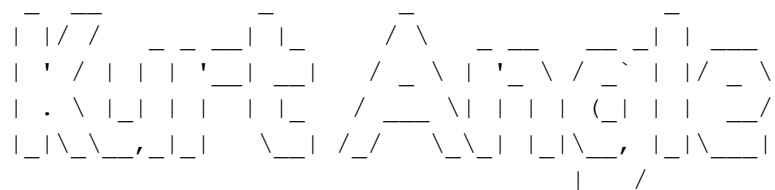
Double Suplex - A and B
Lariat - B and X
Choke Slam - A and X

=====
GROUP B
=====

Throw and Big Boot - A and B
Lariat - B and X
Throw Item (Large) - A and X

=====
GROUP C
=====

Dash Elbow - A and B
Double Diving Lariat - B and X
Double Lariat - A and X



=====
BIOGRAPHY
=====

For most men, entering the World Wrestling Federation with impeccable credentials might make it difficult to fully live up to expectations. But not for your Olympic Hero! In a few short months, Angle has accomplished feats that veterans of five years are still striving for. Already a former Intercontinental and European Champion, Angle has found his way simply by diligently sticking to his Three I's - Integrity, Intensity, and Intelligence.

One thing that Angle is still trying to figure out about the World Wrestling Federation, though, is what motivates people to boo their Olympic Hero. Angle's dedication and habit for speaking his mind have not endeared him to many Federation fans. Angle has earned one very special fan, however - Stephanie McMahon Helmsley. Stephanie's flirtatious attitude towards Kurt does not sit well with her husband, Triple H. At the 2000 Royal Rumble, The Game exacted a bit of revenge on the Olympic Hero by setting him up in a match against a mystery opponent who turned out to be Tazz!

=====
MOVE LIST
=====

=====
FACING OPPONENT
=====

Kurt Angle Combo 1 - A
Kurt Angle Combo 2 - A, A
Kurt Angle Combo 3 - A, A, A
Kurt Angle Combo 4 Blackout Blow - A, A, A, A
Kurt Angle Combo 4 Punch - A, A, A, Toward and A
Kurt Angle Combo 4 Spin - A, A, A, Away and A
Body Slam - B, B
Suplex - B, Up and B
Fireman's Carry - B, Down and B
Hip Throw - B, Left and B
Head Lock - B, Right and B

=====
BEHIND OPPONENT
=====

Kurt Angle Combo 4 Punch - A, A, A, A
Kurt Angle Combo 4 Spin - A, A, A, Away and A
Bulldog - B, B
Belly to Back Suplex - B, Up and B/B, Down and B
Sleeper Hold - B, Left and B/B, Right and B

=====
OPPONENT ON MAT
=====

Stomping - A

=====
OPPONENT ON MAT (FACE UP)
=====

Arm Bar - B (Near Head)
Elbow Drop to Leg Lock - B (Near Legs)

=====
OPPONENT ON MAT (FACE DOWN)

=====
La Mahistral - B (Near Head)
Knee Smash - B (Near Legs)

=====
OPPONENT ON MAT (SPECIAL ATTACK)
=====

Chicken Wing Face Lock - R

=====
TURNBUCKLE MOVES (FACING OPPONENT)
=====

Clothesline - A
Clothesline - R
Foot Choke - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====
TURNBUCKLE MOVES (BEHIND OPPONENT)
=====

Clothesline - A
Clothesline - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS
=====

Moonsault Press - A
Diving Shoulder Block - B
Strong Moonsault Press - R

=====
STAGGERING OPPONENT
=====

Drop Kick - A (Facing)
Small Package Press - B (Facing)
German Suplex - B (Behind)

=====
GROGGY OPPONENT
=====

Drop Kick - A (Facing)
Small Package Press - B (Facing)
German Suplex - B (Behind)

=====
RUNNING ATTACK
=====

Dash Clothesline - X and D-Pad, B
Swinging Neckbreaker - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B
=====

RUNNING ATTACK (OPPONENT ON MAT)

=====
Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE

=====
Olympic Slam - R

=====
PARTNER ATTACKS

=====
GROUP A

=====
Double Back Drop - A and B
Cross Body Attack - B and X
Olympic Slam - A and X

=====
GROUP B

=====
Double Back Drop - A and B
Cross Body Attack - B and X
Throw Item (Medium) - A and X

=====
GROUP C

=====
Throw and Power Slam - A and B
Cross Body Attack - B and X
Taunt Kurt Angle - A and X

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BIOGRAPHY

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Now that Mick Foley is no longer actively competing in the World Wrestling Federation, we can only appreciate him through his countless hours of highlight footage he provided us during his career as Mankind. If you took all that footage and produced a mini-series, the most compelling parts may be his Royal Rumbles.

Foley's performance in his I Quit match with The Rock at the 1999 Royal Rumble will never be forgotten. The two rivals exhausted themselves emotionally and physically with a match that moved all around the Arrow Head Pond of Anaheim. Foley was knocked out cold because of the number of chair shots he received, and he lost the match due to some technical trickery from The Rock and Shane McMahon. In what would prove to be his final Royal Rumble appearance, Foley thought he had the advantage going into a New York City Street Fight with World Wrestling Federation Champion Triple H in the 2000 event. With no rules to hold

him back, Mick could use any tactics he could think of during the contest. However, Triple H was able to match his opponent thumbtack for thumbtack and when it was all over, Foley came out on the losing end.

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

Mankind Combo 1 - A
Mankind Combo 2 - A, A
Mankind Combo 3 - A, A, A
Mankind Combo 4 Blackout Blow - A, A, A, A
Mankind Combo 4 Punch - A, A, A, Toward and A
Mankind Combo 4 Spin - A, A, A, Away and A
Body Slam - B, B
Suplex - B, Up and B
Head Butt - B, Down and B
Dragon Screw - B, Left and B
Manhattan Drop - B, Right and B

=====

BEHIND OPPONENT

=====

Mankind Combo 4 Punch - A, A, A, A
Mankind Combo 4 Spin - A, A, A, Away and A
School Boy - B, B
Reverse DDT - B, Up and B/B, Down and B
Bulldog - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Elbow Drop - A

=====

OPPONENT ON MAT (FACE UP)

=====

Mounted Punch - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Strong Elbow Drop - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Slap - A

Slap - R
10 Count Punch - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Slap - A
Slap - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Diving Clothesline - A
Diving Shoulder Attack - B
Strong Diving Clothesline - R

=====

STAGGERING OPPONENT

=====

Elbow Smash - A (Facing)
Double Arm DDT - B (Facing)
Reverse DDT - B (Behind)

=====

GROGGY OPPONENT

=====

Elbow Smash - A (Facing)
Double Arm DDT - B (Facing)
Reverse DDT - B (Behind)

=====

RUNNING ATTACK

=====

Dash Clothesline - X and D-Pad, B
Swinging Neckbreaker - X and D-Pad, B

=====

RUNNING ATTACK (FROM BEHIND)

=====

Bulldog - X and D-Pad, B

=====

RUNNING ATTACK (OPPONENT ON MAT)

=====

Dash Elbow Drop - X and D-Pad, A
Strong Dash Elbow Drop - X and D-Pad, R

=====

FINISHING MOVE

=====

Mandible Claw with Socko - R

=====

PARTNER ATTACKS

=====

=====

GROUP A

=====

Low Blow and Knee Kick - A and B
Lariat - B and X
Mandible Claw - A and X

=====

GROUP B

=====

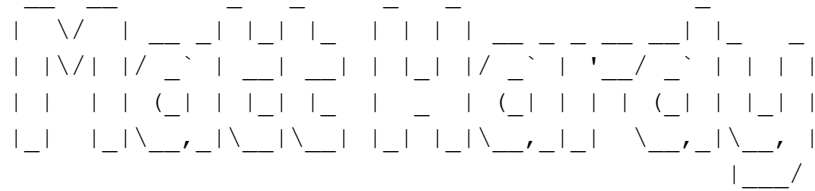
Low Blow and Knee Kick - A and B
Trash Can Attack - B and X
Throw Item - A and X

=====

GROUP C

=====

Throw and Low Blow - A and B
Trash Can Attack - B and X
Pin Interrupt - A and X



=====

BIOGRAPHY

=====

Matt Hardy has been forced to mature much quicker than your average World Wrestling Federation rookie. Aside from being one of the most talented Superstars on the roster, Matt also serves as the elder statesman for the most athletic tag team to come along in years. As the elder of the two Hardy Boyz, Matt is the one who takes the lead in the locker room.

If you use the 2000 Royal Rumble as a measuring stick, you will see how much of an impact Matt has had on the Hardy Boyz' success. As the leader, he made sure that the two brothers were able to perform despite being in the world's most famous arena, Madison Square Garden. And when it came time to perform, he made sure everyone got their money's worth. Matt set up a ladder and placed Buh Buh Ray Dudley on a table outside the ring. As you can guess, that table didn't stay in one piece for too long!

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

Matt Hardy Combo 1 - A
Matt Hardy Combo 2 - A, A
Matt Hardy Combo 3 - A, A, A

Matt Hardy Combo 4 Blackout Blow - A, A, A, A
Matt Hardy Combo 4 Punch - A, A, A, Toward and A
Matt Hardy Combo 4 Spin - A, A, A, Away and A
Body Slam - B, B
Suplex - B, Up and B
DDT - B, Down and B
Neck Breaker - B, Left and B
Manhattan Drop - B, Right and B

=====
BEHIND OPPONENT
=====

Matt Hardy Combo 4 Punch - A, A, A, A
Matt Hardy Combo 4 Spin - A, A, A, Away and A
Atomic Drop - B, B
Back Drop - B, Up and B/B, Down and B
Russian Leg Sweep - B, Left and B/B, Right and B

=====
OPPONENT ON MAT
=====

Guillotine Drop - A

=====
OPPONENT ON MAT (FACE UP)
=====

Sleeper Hold - B (Near Head)
Pin With Bridge - B (Near Legs)

=====
OPPONENT ON MAT (FACE DOWN)
=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====
OPPONENT ON MAT (SPECIAL ATTACK)
=====

Strong Guillotine Drop - R

=====
TURNBUCKLE MOVES (FACING OPPONENT)
=====

Elbow Smash - A
Elbow Smash - R
10 Count Punch - B, B
Avalanche Suplex - B, Up and B/B, Down and B
Swing DDT - B, Left and B/B, Right and B

=====
TURNBUCKLE MOVES (BEHIND OPPONENT)
=====

Elbow Smash - A
Elbow Smash - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Crucifix Super Power Bomb - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS

=====
Moonsault Press - A
Guillotine Drop - B
Strong Guillotine Drop - R

=====
STAGGERING OPPONENT
=====

Elbow Smash - A (Facing)
Fisherman Suplex - B (Facing)
Tiger Suplex - B (Behind)

=====
GROGGY OPPONENT
=====

Elbow Smash - A (Facing)
Double Arm Suplex - B (Facing)
Sleeper Hold DDT - B (Behind)

=====
RUNNING ATTACK
=====

Dash Clothesline - X and D-Pad, B
Swinging Neck Breaker - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Twist of Fate - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Double Leg Drop - A and B
High Flying Moves - B and X
Twister (Twist of Fate) - A and X

=====
GROUP B
=====

Double Face Crusher - A and B
High Flying Moves - B and X
Throw Item (Medium) - A and X
=====

GROUP C

=====

- Double Leg Drop - A and B
- Drop Kick and Rolling Clutch - B and X
- Pin Interrupt - A and X

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BIOGRAPHY

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Perhaps Jennifer Lopez should pay more attention to Rikishi. Thanks to the big Samoan, Lopez is no longer the owner of the most talked about backside in the entertainment industry. There is no need to argue which is more pleasing to the eye, but for some reason, Rikishi's rump is more in demand these days. With a punishing mat game that centers on the previously mentioned gluteus maximus, Rikishi has been picking up victories ever since his emergence in the Federation.

Despite his impressive record and unique style, it is unlikely that Rikishi's derriere would be as wildly popular as it without his two running buddies, Scotty 2 Hotty and Grandmaster Sexay. The trio's dancing sends sold-out crowds everywhere into a frenzy. And Madison Square garden is no different. The arena that hosted the 2000 Royal Rumble exploded with excitement when the three of them got stuck in the ring together. Although it is every man for himself, the three homies just could not resist cutting some rug for the New Yorkers. After this unforgettable highlight, Rikishi tossed his two smaller buddies over the ropes and got down to business.

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

- Rikishi Combo 1 - A
- Rikishi Combo 2 - A, A
- Rikishi Combo 3 - A, A, A
- Rikishi Combo 4 Blackout Blow - A, A, A, A
- Rikishi Combo 4 Punch - A, A, A, Toward and A
- Rikishi Combo 4 Spin - A, A, A, Away and A
- High Angle Body Slam - B, B
- Pile Driver - B, Up and B
- Stomach Crusher - B, Down and B
- Head Butt - B, Left and B
- Side Buster - B, Right and B

=====

BEHIND OPPONENT

=====

- Riksihi Combo 4 Punch - A, A, A, A

Rikishi Combo 4 Spin - A, A, A, Away and A
Bulldog - B, B
Rikishi's Low Blow - B, Up and B/B, Down and B
Sleeper Hold - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

Stink Face Drop - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Strong Guillotine Drop - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Throat Thrust - A
Throat Thrust - R
Foot Choke - B, B
Shoulder Tackle - B, Up and B/B, Down and B
Stink Face - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Throat Thrust - A
Throat Thrust - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Bonzai Drop - A
Double Axe Hammer - B
Strong Bonzai Drop - R

=====

STAGGERING OPPONENT

=====

Throat Thrust - A (Facing)
Power Slam - B (Facing)
Full Nelson Slam - B (Behind)

=====

GROGGY OPPONENT

Throat Thrust - A (Facing)
Toss Neck Breaker - B (Facing)
Reverse DDT - B (Behind)

RUNNING ATTACK

Dash Clothesline - X and D-Pad, B
Swinging Neck Breaker - X and D-Pad, B

RUNNING ATTACK (FROM BEHIND)

Bulldog - X and D-Pad, B

RUNNING ATTACK (OPPONENT ON MAT)

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

FINISHING MOVE

Rikishi Driver - R

PARTNER ATTACKS

GROUP A

Double Team Face Buster - A and B
High Flying Moves - B and X
Rikishi Driver - A and X

GROUP B

Double Team Face Buster - A and B
Diving Shoulder - B and X
Throw Item (Large) - A and X

GROUP C

Hammer Throw: Head Butt Attack - A and B
Weapon Attack (Drum Can) - B and X
Toe Curl Dance - A and X

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BIOGRAPHY

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The Road Dogg might be the best teammate in the World Wrestling Federation. His championship accomplishments as one half of the New Age Outlaws have been well documented, but equally important are his contributions to D-Generation-X and the McMahon-Helmsley Faction. Although he has got more charisma than a seasoned politician, Road Dogg has taken more of a supporting role with the two most influential groups the World Wrestling Federation has ever known. Whatever scheme the two groups have pulled off, the D-O-Double G has played a vital role.

There is little doubt that Road Dogg has the talent to succeed on his own. Considering what went down at the 2000 Royal Rumble though, it seems that talent might not be as important as friendship in the quest for victory. Road Dogg and Mr. Ass had a serious fight on their hands with the Acolytes, but were able to escape with their gold due to a timely appearance from X-Pac. Even if you're not a fan of Road Dogg's reliance on his pals, you have to admit - it is a strategy that works!

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MOVE LIST

=====

=====

FACING OPPONENT

=====

- Road Dogg Combo 1 - A
- Road Dogg Combo 2 - A, A
- Road Dogg Combo 3 - A, A, A
- Road Dogg Combo 4 Blackout Blow - A, A, A, A
- Road Dogg Combo 4 Punch - A, A, A, Toward and A
- Road Dogg Combo 4 Spin - A, A, A, Away and A
- High Angle Body Slam - B, B
- Pile Driver - B, Up and B
- DDT - B, Down and B
- Arm Twist - B, Left and B
- Fallaway Slam - B, Right and B

=====

BEHIND OPPONENT

=====

- Road Dogg Combo 4 Punch - A, A, A, A
- Road Dogg Combo 4 Spin - A, A, A, Away and A
- Abdominal Stretch - B, B
- Pumphandle Slam - B, Up and B/B, Down and B
- Pumphandle Slam - B, Left and B/B, Right and B
- Sleeper Hold - B, Left and B
- Sleeper Hold - B, Right and B

=====

OPPONENT ON MAT

=====

Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

Mounted Punch - B (Near Head)
Elbow Drop to Leg Lock - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Shaky Knee Drop - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Drop Kick - A
Drop Kick - R
10 Count Punch - B, B
Avalanche Suplex - B, Up and B/B, Down and B
Avalanche Frankensteiner - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Drop Kick - A
Drop Kick - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Missile Drop Kick - A
Diving Guillotine Drop - B
Strong Diving Heel Kick - R

=====

STAGGERING OPPONENT

=====

Drop Kick - A (Facing)
DDT - B (Facing)
Tiger Suplex Pin - B (Behind)

=====

GROGGY OPPONENT

=====

Drop Kick - A (Facing)
Double Arm Suplex - B (Facing)
Backdrop - B (Behind)

=====

RUNNING ATTACK

=====
Low Blow - X and D-Pad, B
Diving Clothesline - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Stomping - X and D-Pad, A
Strong Dash Stomping - X and D-Pad, R

=====
FINISHING MOVE
=====

Shake, Rattle, and Roll - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Double Drop Kick - A and B
Continual Attack - B and X
Shake, Rattle, and Roll - A and X

=====
GROUP B
=====

Double Drop Kick - A and B
Running Low Blow - B and X
Throw Item (Medium) - A and X

=====
GROUP C
=====

Throw and Low Blow - A and B
Bat Attack - B and X
Pin Interrupt - A and X

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BIOGRAPHY

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Most people thought Shane McMahon was insane when he challenged The Big Show to a no-holds barred contest at a World Wrestling Federation pay-per-view. But the young Simba showcased his cat-like quickness and earned a hard fought and well-deserved victory over the 500-pound monster! Shane did such a thorough job that the Big Show was forced to the sideline due to injuries he suffered during the match!

The Federation's latest giant killer has proven time and time again that he is as capable in the ring as he is in the boardroom. As a vital part of the McMahon-Helmsley Faction's brain trust, Shane-O-Mac is responsible for making sure the powerful regime stays in firm control of the World Wrestling Federation. After all, his family built the empire, why should someone like The Rock or The Big Show take it away? Now that every other Superstar is aware of what the young Simba can do in the ring, they will no doubt think twice before questioning his authority - or they will suffer the same fate as The Big Show!

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

- Shane McMahon Combo 1 - A
- Shane McMahon Combo 2 - A, A
- Shane McMahon Combo 3 - A, A, A
- Shane McMahon Combo 4 Blackout Blow - A, A, A, A
- Shane McMahon Combo 4 Punch - A, A, A, Toward and A
- Shane McMahon Combo 4 Spin - A, A, A, Away and A
- Body Slam - B, B
- Suplex - B, Up and B
- DDT - B, Down and B
- Face Rake - B, Left and B
- Headlock - B, Right and B

=====

BEHIND OPPONENT

=====

- Shane McMahon Combo 4 Punch - A, A, A, A
- Shane McMahon Combo 4 Spin - A, A, A, Away and A
- Bulldog - B, B
- Back Drop - B, Up and B/B, Down and B
- Sleeper Hold - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

- Elbow Drop - A

=====

OPPONENT ON MAT (FACE UP)

=====

- Sleeper Hold - B (Near Head)
- Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

The Corporate Elbow - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Reverse Horizontal Chop - A
Reverse Horizontal Chop - R
Choke Attack - B, B
Shoulder Tackle - B, Up and B/B, Down and B
10 Count Punch - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Reverse Horizontal Chop - A
Reverse Horizontal Chop - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Missile Drop Kick - A
Diving Shoulder Block - B
Strong Diving Kneel Kick - R

=====

STAGGERING OPPONENT

=====

Slap - A (Facing)
Snapmare - B (Facing)
German Suplex - B (Behind)

=====

GROGGY OPPONENT

=====

Slap - A (Facing)
Power Bomb - B (Facing)
Reverse Suplex - B (Behind)

=====

RUNNING ATTACK

=====

Low Blow - X and D-Pad, B
Swinging Neck Breaker - X and D-Pad, B

=====

RUNNING ATTACK (FROM BEHIND)

=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Elbow Drop - X and D-Pad, A
Dash Corporate Elbow - X and D-Pad, R

=====
FINISHING MOVE
=====

X-Factor - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Scoop Slam and Elbow Drop - A and B
Back Elbow Attack - B and X
Low Blow and Knee Kick - A and X

=====
GROUP B
=====

Double Team Punch - A and B
Back Elbow Attack - B and X
Throw Item (Large) - A and X

=====
GROUP C
=====

Scoop Slam and Elbow Drop - A and B
Throw and Low Blow - B and X
Pin Interrupt - A and X

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BIOGRAPHY
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If you take a step back and look at Stone Cold Steve Austin, you will realize why he is one of the most popular Superstars to ever compete in the World Wrestling Federation. When The Rattlesnake isn't busy stomping a mudhole in one of his peers, he is usually drinking beer, flipping someone off, or getting in the boss' face - and if you are really lucky,

he will be doing all three at the same time!

For Austin, the Royal Rumble has served as an extremely important event over the years - especially in 1998 and 1999. With professed Stone Cold fan "Iron" Mike Tyson watching from an executive suite, Austin outlasted all his peers and finally eliminated The Rock to earn the win and the trip to Wrestlemania. He eventually defeated Shawn Michaels to win his first World Wrestling Federation Championship at the March pay per view. The following year, The Rock got a measure of revenge on Stone Cold when he helped Vince McMahon accomplish one of the biggest upsets in Federation history. While Austin had his attention fixed on The People's Champion, who was outside the ring, McMahon attacked Austin from behind and threw him over the rope to win the 30-Superstar competition!

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

Austin Punches - A
Austin Punches - A, A
Austin Punches - A, A, A
Blackout Blow - A, A, A, A
Finger and Single Punch - A, A, A, Toward and A
Throw to Mat - A, A, A, Away and A
Bulldog - B, B
Suplex - B, Up and B
DDT - B, Down and B
Face Rake - B, Left and B
Headlock Submission - B, Right and B

=====

BEHIND OPPONENT

=====

Blackout Blow - A, A, A, A
Throw to Mat - A, A, A, Away and A
Bulldog - B, B
Back Drop - B, Up and B/B, Down and B
Sleeper Hold - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

Mounted Punch - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Double Axe Handle - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Elbow Smash - A
Elbow Smash - R
Avalanche Suplex - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Tazz Plex - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Hammer Punch - A
Super Hammer Punch - R
Foot Choke - B, B
Shoulder Thrusts - B, Up and B/B, Right and B
Avalanche Suplex - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Diving Elbow Drop - A
Double Axe Handle - B
Strong Diving Elbow Drop - R

=====

STAGGERING OPPONENT

=====

Clothesline - A (Facing)
Suplex - B (Facing)
German Suplex Pin - B (Behind)

=====

GROGGY OPPONENT

=====

Hammer Punch (Single) - A (Facing)
Power Bomb - B (Facing)
Back Drop - B (Behind)

=====

RUNNING ATTACK

=====

Diving Clothesline - X and D-Pad, B
Lou Thesz Press - X and D-Pad, B
Lou Thesz Press Knuckle - X and D-Pad, R

=====

RUNNING ATTACK (FROM BEHIND)

=====

Bulldog - X and D-Pad, B

=====

RUNNING ATTACK (OPPONENT ON MAT)

=====

None

=====
FINISHING MOVE
=====

Stone Cold Stunner - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Double Team Punch - A and B
Power Lariat - B and X
Stunner Attack - A and X

=====
GROUP B
=====

Double Team Punch - A and B
Power Lariat - B and X
Throw Item (Medium) - A and X

=====
GROUP C
=====

Hammer Throw: Lariat - A and B
Belt Attack - B and X
Double Lariat - A and X

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BIOGRAPHY
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There is nothing fancy about Tazz. What you see is what you get: a man who had a rough upbringing in Brooklyn. A 240-pound statue of a muscle that is ready to throw down wherever and whenever you want. With a complete arsenal of offensive maneuvers, which includes a dizzying number of suplexes, Tazz has met with success in the World Wrestling Federation since debuting at the 2000 Royal Rumble.

And what a debut it was! In front of his hometown crowd at Madison Square Garden, Tazz was brought in by Triple H to end Kurt Angle's winning streak - and the man from Red Hook did not disappoint. The sold-out arena exploded when he first appeared, and Kurt Angle's expression of disbelief said everything. From that point on, Tazz has continued to deliver exactly what the fans want from him: plenty of ass beatings!

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

- Tazz Combo 1 - A
- Tazz Combo 2 - A, A
- Tazz Combo 3 - A, A, A
- Tazz Combo 4 Blackout Blow - A, A, A, A
- Tazz Combo 4 Punch - A, A, A, Toward and A
- Tazz Combo 4 Spin - A, A, A, Away and A
- Body Slam - B, B
- Suplex - B, Up and B
- Belly to Belly Suplex - B, Down and B
- Side Slam - B, Left and B
- Single Uphook Suplex - B, Right and B

=====

BEHIND OPPONENT

=====

- Tazz Combo 4 Punch - A, A, A, A
- Tazz Combo 4 Spin - A, A, A, Away and A
- Bulldog - B, B
- Throw German Suplex - B, Up and B/B, Down and B
- Sleeper Hold - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

- Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

- Mounted Punch - B (Near Head)
- Elbow Drop to Leg Lock - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

- Camel Clutch - B (Near Head)
- Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

- Tazzmission - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

- Elbow Smash - A
- Elbow Smash - R
- Avalanche Suplex - B, B
- Shoulder Thrusts - B, Up and B/B, Down and B
- Avalanche Tazz Plex - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Elbow Smash - A
Elbow Smash - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Diving Clothesline - A
Diving Axehammer - B
Strong Diving Shoulder Attack - R

=====

STAGGERING OPPONENT

=====

Clothesline - A (Facing)
Northern Lights Suplex - B (Facing)
Half-Nelson Suplex - B (Behind)

=====

GROGGY OPPONENT

=====

Hammer Punch (Single) - A (Facing)
T Bone Suplex - B (Facing)
Reverse Tazz Plex - B (Behind)

=====

RUNNING ATTACK

=====

Dash Clothesline - X and D-Pad, B
Swinging Neckbreaker - X and D-Pad, B

=====

RUNNING ATTACK (FROM BEHIND)

=====

Bulldog - X and D-Pad, B

=====

RUNNING ATTACK (OPPONENT ON MAT)

=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====

FINISHING MOVE

=====

Tazz Plex - R

=====

PARTNER ATTACKS

=====

=====

GROUP A

=====

Double Suplex - A and B
Lariat - B and X

Continual Attack - A and X

=====
GROUP B

=====
Double Suplex - A and B
Hammer Throw: Tazz Plex - B and X
Throw Item (Medium) - A and X

=====
GROUP C

=====
Double Suplex - A and B
Hammer Throw: Tazz Plex - B and X
Double Face Crusher - A and X

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=====
BIOGRAPHY

=====
You will not see anyone like The Rock ever again. You may think that it is too bold a statement, but it just seems highly unlikely that a Superstar will be able to reach the levels of in-ring success and out-of-ring popularity that The Rock has attained.

The Royal Rumble certainly plays an important part in The People's History. In 1998, The Rock was the last man Stone Cold Steve Austin eliminated to win the Rumble. Despite the loss, The People's Champion's performance impressed a lot of people. It was not only because he came within inches of winning The Royal Rumble, but also because he finished defeating Ken Shamrock in an Intercontinental Championship match minutes before the start of the main event! The following year, The Rock (World Wrestling Federation Champion at the time) assisted Vince McMahon in his winning of the Royal Rumble and earned the hatred of Stone Cold Steve Austin. In the 2000 event, The Rock was not the champion, but he was obsessed with winning and knew he could start his quest that night. The People's Champion put on an amazing performance at the Royal Rumble and won by defeating the immovable Big Show!

=====
MOVE LIST

=====
FACING OPPONENT

=====
Rock Combo 1 - A
Rock Combo 2 - A, A
Rock Combo 3 - A, A, A
Rock Combo 4 Blackout Blow - A, A, A, A
Rock Combo 4 Punch - A, A, A, Toward and A
Rock Combo 4 Spin - A, A, A, Away and A

Body Slam - B, B
Hammer Punch - B, Up and B
DDT - B, Down and B
Face Rake - B, Left and B
Manhattan Drop - B, Right and B

=====
BEHIND OPPONENT
=====

Rock Combo 4 Punch - A, A, A, A
Rock Combo 4 Spin - A, A, A, Away and A
Atomic Drop - B, B
Back Drop - B, Up and B/B, Down and B
Sleeper Hold - B, Left and B/B, Right and B

=====
OPPONENT ON MAT
=====

Rock Stomps - A

=====
OPPONENT ON MAT (FACE UP)
=====

Knee Drop to Arm - B (Near Head)
Toss - B (Near Legs)

=====
OPPONENT ON MAT (FACE DOWN)
=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====
OPPONENT ON MAT (SPECIAL ATTACK)
=====

People's Elbow - R

=====
TURNBUCKLE MOVES (FACING OPPONENT)
=====

Rock Punch - A
Rock Punch - R
Avalanche Suplex - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====
TURNBUCKLE MOVES (BEHIND OPPONENT)
=====

Rock Punch - A
Rock Punch - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS
=====

Diving Clothesline - A
Diving Shoulder Attack - B

Strong Diving Shoulder Attack - R

=====
STAGGERING OPPONENT
=====

Clothesline - A (Facing)
Spine Bustwer - B (Facing)
German Suplex Pin - B (Behind)

=====
GROGGY OPPONENT
=====

Elbow Smash - A (Facing)
Spinning DDT - B (Facing)
Back Drop - B (Behind)

=====
RUNNING ATTACK
=====

Dash Clothesline - X and D-Pad, B
Swinging Neckbreaker - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B
Strong Dash Elbow - X and D-Pad, R

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Rock Bottom - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Double Face Crusher - A and B
Lariat - B and X
Rock Bottom - A and X

=====
GROUP B
=====

Throw and Spine Buster - A and B
Water Mist Attack - B and X
Throw Item (Large) - A and X

=====
GROUP C
=====

Continual Attack - A and B
Chair Attack - B and X
Hit Point Up - A and X

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BIOGRAPHY

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Ever since capturing the World Wrestling Federation Championship became Triple H's one and only mission, few Superstars have had the overall success that The Game has enjoyed. Not only did he complete his mission a few times over, but he has also become one of the most powerful players in the World Wrestling Federation due to his marriage to Stephanie McMahon-Helmsley and his position as one of the leaders of the McMahon-Helmsley Faction.

Triple H took part in one of the most incredible matches in Royal Rumble history when he defeated Cactus Jack at the 2000 installment of the Royal Rumble. The championship match was fought under New York City Street Fight rules, which means that everything was legal. Thumbtacks and steel chairs were all introduced into this physically exhausting match that saw Triple H hold onto his gold - and his spot in WWF history.

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

- Triple H Combo 1 - A
- Triple H Combo 2 - A, A
- Triple H Combo 3 - A, A, A
- Triple H Combo 4 Blackout Blow - A, A, A, A
- Triple H Combo 4 Punch - A, A, A, Toward and A
- Triple H Combo 4 Spin - A, A, A, Away and A
- Body Slam - B, B
- Pile Driver - B, Up and B
- Pendulum Back Breaker - B, Down and B
- Arm Twist - B, Left and B
- Manhattan Drop - B, Right and B

=====

BEHIND OPPONENT

=====

- Triple H Combo 4 Punch - A, A, A, A
- Triple H Combo 4 Spin - A, A, A, Away and A

Abdominal Stretch - B, B
Reverse DDT - B, Up and B/B, Down and B
Dragon Sleeper - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Knee Drop - A

=====

OPPONENT ON MAT (FACE UP)

=====

Mounted Punch - B (Near Head)
Figure Four Leg Lock - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Strong Knee Drop - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Back Elbow - A
Back Elbow - R
10 Count Punch - B, B
Avalanche Suplex - B, Up and B/B, Down and B
Choke Attack - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Back Elbow - A
Back Elbow - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Top Rope Knee Drop - A
Diving Shoulder Attack - B
Strong Top Rope Knee Drop - R

=====

STAGGERING OPPONENT

=====

Clothesline - A (Facing)
Small Package Press - B (Facing)
Low Blow - B (Behind)

=====

GROGGY OPPONENT

=====
Clothesline - A (Facing)
Double Underhook Suplex - B (Facing)
Reverse Suplex - B (Behind)

=====
RUNNING ATTACK
=====

Triple H Jumping Knee Attack - X and D-Pad, B
Swinging Neck Breaker - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Knee Drop - X and D-Pad, A
Strong Dash Knee Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Pedigree - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Back Drop and Knee Drop - A and B
Continual Attack - B and X
Pedigree - A and X

=====
GROUP B
=====

Throw and Knee Attack - A and B
Jumping Knee Attack - B and X
High Flying Moves - A and X

=====
GROUP C
=====

Back Drop and Knee Drop - A and B
Hammer Attack - B and X
Hit Point Up - A and X

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BIOGRAPHY

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Regardless of what else was going on in the World Wrestling Federation over the past decade, one thing you could always count on was the presence of The Undertaker. Making his way to the ring surrounded by smoke and eerie music, the Lord of Darkness destroyed everything in his way, much to the delight of his loyal creatures of the night. Recently, though, the Undertaker returned from a lengthy absence - and he did not look anything like the man he was when he left!

Now riding a motorcycle to the ring, this "American Bad Ass" continued to dominate, but with less macabre and more metal!

The Undertaker has competed in many unforgettable matches during his career; however, one that is sure to be talked about often is his Casket Match with Shawn Michaels at the 1998 Royal Rumble. Kane, The Undertaker's younger brother, made his presence known in that contest by causing his older sibling to lose and then locking Taker in the casket and setting it on fire!

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

Undertaker Combo 1 - A
Undertaker Combo 2 - A, A
Undertaker Combo 3 - A, A, A
Undertaker Combo 4 Blackout Blow - A, A, A, A
Undertaker Combo 4 Punch - A, A, A, Toward and A
Undertaker Combo 4 Spin - A, A, A, Away and A
High Angle Body Slam - B, B
Hammer Punch - B, Up and B
DDT - B, Down and B
Shoulder Arm Breaker - B, Left and B
Back Breaker - B, Right and B

=====

BEHIND OPPONENT

=====

Undertaker Combo 4 Punch - A, A, A, A
Undertaker Combo 4 Spin - A, A, A, Away and A
Choke Hold - B, B
Reverse DDT - B, Up and B/B, Down and B
Sleeper Hold - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Elbow Drop - A

=====

OPPONENT ON MAT (FACE UP)

=====

Darkness Choke - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)

Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Strong Elbow Drop - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Front Kick - A

Front Kick - R

Choke Attack - B, B

Walk on the Rope - B, Up and B/B, Down and B

Avalanche Suplex - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Front Kick - A

Front Kick - R

Avalanche Backdrop - B, B

Avalanche Backdrop - B, Up and B/B, Right and B

Turnbuckle Smash - B, Left and B/B, Right and B

=====

TURNBUCKLE ATTACKS

=====

Missile Drop Kick - A

Diving Shoulder Attack - B

Strong Diving Heel Kick - R

=====

STAGGERING OPPONENT

=====

Body Blow - A (Facing)

Head Butt - B (Facing)

Reverse DDT - B (Behind)

=====

GROGGY OPPONENT

=====

Body Blow - A (Facing)

Power Bomb - B (Facing)

Reverse Suplex - B (Behind)

=====

RUNNING ATTACK

=====

Dash Clothesline - X and D-Pad, B

Running DDT - X and D-Pad, B

=====

RUNNING ATTACK (FROM BEHIND)

=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Elbow Drop - X and D-Pad, A
Strong Dash Elbow Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

Tombstone Pile Driver - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

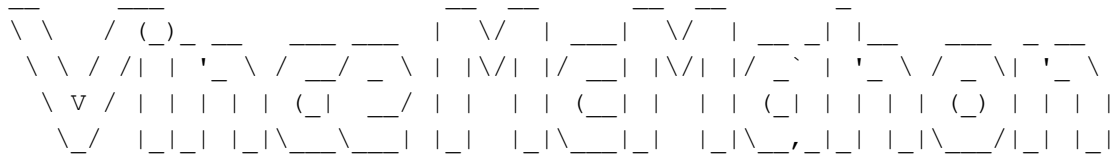
Punch and Slam - A and B
Flying Lariat - B and X
Tombstone Pile Driver - A and X

=====
GROUP B
=====

Throw and Big Boot - A and B
Weapon Attack (Drum Can) - B and X
Throw Item (Large) - A and X

=====
GROUP C
=====

Punch and Slam - A and B
Continual Attack - B and X
Undertaker Taunt - A and X



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BIOGRAPHY
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Is it the over-exaggerated gulp? Or the stare that could burn a hole through the ozone layer? Perhaps it is the way his voice gets all scratchy when he screams, Yousunuvabitch! Odds are that it is a combination of the three, along with all of his other unique traits and abilities, that has earned Vince McMahon a permanent spot in the emotional vault of millions of fans around the world. Love him or hate him, with his arrogance, perseverance, and great facial expressions, the distinguished owner of the World Wrestling Federation and leader of the McMahon-Helmsley Faction has become a central figure on World Wrestling

Federation television.

At the 1999 Royal Rumble, McMahon accomplished one of the most unbelievable upsets in the history of the event when he defeated Stone Cold Steve Austin to win the contest. Mr. McMahon employed strategy, intelligence, and a whole lot of help from his buddies in The Corporation to officially win The Royal Rumble and earn the right to take on the World Wrestling Federation Champion at Wrestlemania. McMahon celebrated in the ring after the match with The Rock, Shane, and others, by drinking beer and toasting Stone Cold Steve Austin - an image no one will soon forget!

=====

MOVE LIST

=====

=====

FACING OPPONENT

=====

Vince McMahon Combo 1 - A
Vince McMahon Combo 2 - A, A
Vince McMahon Combo 3 - A, A, A
Vince McMahon Combo 4 Blackout Blow - A, A, A, A
Vince McMahon Combo 4 Punch - A, A, A, Toward and A
Vince McMahon Combo 4 Spin - A, A, A, Away and A
Body Slam - B, B
Suplex - B, Up and B
DDT - B, Down and B
Face Rake - B, Left and B
Headlock - B, Right and B

=====

BEHIND OPPONENT

=====

Vince McMahon Combo 4 Punch - A, A, A, A
Vince McMahon Combo 4 Spin - A, A, A, Away and A
Bulldog - B, B
Back Drop - B, Up and B/B, Down and B
Sleeper Hold - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

Mounted Punch - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====
Strong Stomping - R

=====
TURNBUCKLE MOVES (FACING OPPONENT)

=====
Clothesline - A
Clothesline - R
Choke Attack - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
10 Count Punch - B, Left and B/B, Right and B

=====
TURNBUCKLE MOVES (BEHIND OPPONENT)

=====
Clothesline - A
Clothesline - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS

=====
Diving Clothesline - A
Diving Shoulder Attack - B
Strong Double Axe Hammer - R

=====
STAGGERING OPPONENT

=====
Clothesline - A (Facing)
Power Bomb - B (Facing)
Dragon Suplex Pin - B (Behind)

=====
GROGGY OPPONENT

=====
Elbow Smash - A (Facing)
Suplex - B (Facing)
Reverse DDT - B (Behind)

=====
RUNNING ATTACK

=====
Dash Clothesline - X and D-Pad, B
Swinging Neck Breaker - X and D-Pad, B
Swinging Diving Clothesline - X and D-Pad, R

=====
RUNNING ATTACK (FROM BEHIND)

=====
Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)

=====
Dash Stomping - X and D-Pad, A
Strong Dash Stomping - X and D-Pad, R

=====
FINISHING MOVE
=====

Mac Stunner - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

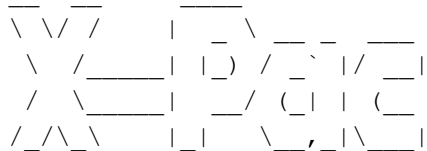
Double Team Punch - A and B
Running Low Blow - B and X
Mac Stunner - A and X

=====
GROUP B
=====

Toss and Eye Rake - A and B
Double Lariat - B and X
Throw Item (Medium) - A and X

=====
GROUP C
=====

Double Team Punch - A and B
Leg Tackle and Taunt - B and X
Taunt Vince - A and X



=====
BIOGRAPHY
=====

Of all the things you can fault X-Pac for (his treatment of Kane, his disrespect for the rules, his choice to align with the McMahon-Helmsley Faction, etc.) you have to admit he exudes energy, talent, and pride. Pyrotechnics explode behind X-Pac as he jumps around the ring and screams his head off before each match. Not one of the biggest Superstars on the roster, X-Pac does now know how to back down from a challenge - a quality that sometimes gets him into trouble.

In another life - when X-Pac competed as the 1-2-3 Kid - he and Bob (now Hardcore) Holly teamed up to win a Tag Team Championship tournament at the 1995 Royal Rumble. The two underdogs got a sweet taste of Federation gold by defeating Bam Bam Bigelow and Tatanka in the finals.

=====
MOVE LIST
=====

=====

FACING OPPONENT

=====

X-Pac Combo 1 - A
X-Pac Combo 2 - A, A
X-Pac Combo 3 - A, A, A
X-Pac Combo 4 Blackout Blow - A, A, A, A
X-Pac Combo 4 Punch - A, A, A, Toward and A
X-Pac Combo 4 Spin - A, A, A, Away and A
Snapmare - B, B
Suplex - B, Up and B
DDT - B, Down and B
Face Rake - B, Left and B
Headlock Punch - B, Right and B

=====

BEHIND OPPONENT

=====

X-Pac Combo 4 Punch - A, A, A, A
X-Pac Combo 4 Spin - A, A, A, Away and A
Bulldog - B, B
Back Drop - B, Up and B/B, Down and B
Reverse Pin - B, Left and B/B, Right and B

=====

OPPONENT ON MAT

=====

Stomping - A

=====

OPPONENT ON MAT (FACE UP)

=====

Sleeper Hold - B (Near Head)
Groin Kick - B (Near Legs)

=====

OPPONENT ON MAT (FACE DOWN)

=====

Camel Clutch - B (Near Head)
Knee Smash - B (Near Legs)

=====

OPPONENT ON MAT (SPECIAL ATTACK)

=====

Strong Stomping - R

=====

TURNBUCKLE MOVES (FACING OPPONENT)

=====

Spinning Heel Kick - A
Spinning Heel Kick - R
10 Count Punch - B, B
Shoulder Thrusts - B, Up and B/B, Down and B
Avalanche Suplex - B, Left and B/B, Right and B

=====

TURNBUCKLE MOVES (BEHIND OPPONENT)

=====

Spinning Heel Kick - A
Spinning Heel Kick - R
Avalanche Backdrop - B, B
Avalanche Backdrop - B, Up and B/B, Right and B
Turnbuckle Smash - B, Left and B/B, Right and B

=====
TURNBUCKLE ATTACKS
=====

Missile Drop Kick - A
Diving Shoulder Block - B
Strong Diving Kneel Kick - R

=====
STAGGERING OPPONENT
=====

Spin Kick - A (Facing)
Snapmare - B (Facing)
Dragon Suplex - B (Behind)

=====
GROGGY OPPONENT
=====

Spin Kick - A (Facing)
Spinning Wheel to Back Drop - B (Facing)
Low Blow - B (Behind)

=====
RUNNING ATTACK
=====

Dash Clothesline - X and D-Pad, B
Swinging Neck Breaker - X and D-Pad, B

=====
RUNNING ATTACK (FROM BEHIND)
=====

Bulldog - X and D-Pad, B

=====
RUNNING ATTACK (OPPONENT ON MAT)
=====

Dash Guillotine Drop - X and D-Pad, A
Strong Dash Guillotine Drop - X and D-Pad, R

=====
FINISHING MOVE
=====

X-Factor - R

=====
PARTNER ATTACKS
=====

=====
GROUP A
=====

Suplex and Elbow Drop - A and B
Continual Attack - B and X
X-Factor - A and X

=====
GROUP B
=====

Throw and Wheel Kick - A and B
Jumping Wheel Kick - B and X
Pass Small Item - A and X

=====
GROUP C
=====

Suplex and Elbow Drop - A and B
Jumping Wheel Kick - B and X
Taunt D-X - A and X

=====
6.0 GAME BASICS
=====

GRAPPLING: To initiate throwing your opponent, grapple him by pressing B. Once you have got him locked up, attack by pressing B again while moving the D-Pad in any direction. Then you will be delivering DDTs, Pile Drivers, and Body Slams just like your favorite Superstars. Start out the grapple by pressing A, which leads to other combos.

ATTACKING WITH ITEMS: When you are near an object on the ground such as a chair or a baseball bat, press A to pick it up, then press A again to attack with it. Once you get hit, you drop the item and it disappears, so use it for maximum damage while you have got it. Some of the weapons will break after an extended beating. Press A to attack with an item. You will keep the item until your opponent hits you or the item breaks from extended use.

BREAKING OUT OF A PIN: To get out of a pin, repeatedly move the D-Pad. You will see a pale blue bar cover up your health bar. Once the bar fills with blue, your Superstar kicks out, hopefully before the three-second count is up! When you are pinned, move the D-Pad around (or the R button if you have an S Letter) to break out.

STAGGERING VS. GROGGY: As you will notice in the "Arena Mode" section, there are moves you can perform on your opponent when he is staggering and some you can perform on your opponent when he is groggy. So what is the difference between staggering and groggy? If you grapple your opponent (B), then push him away (A and D-Pad), your opponent will be staggering. If you set up a combo move using A, A, A, Toward and A your opponent will be on his feet and groggy. Hitting him with a combo (A, A, A, Toward and A) leaves your opponent groggy. Grappling (B), then letting go (D-Pad and A) leaves your opponent staggering.

CLIMBING THE TURNBUCKLE: When your opponent is distracted or out on the mat, climb up the turnbuckle (A) and attack. You can do extra damage with these high-flying attacks. Climb the turnbuckle for a high flying attack.

THE SPECIAL METER: As you deal out the punishment in WWF Royal Rumble, your

Superstar's Special Meter fills up. Once it fills up, you gain an "S" and the meter starts back at zero. What can you use these letters for? You guessed it: special attacks. Use the letters (Press the R button) to break up pins, to stop being irish whipped to the ropes, or to reverse, perform special/stronger attacks, or to counter your opponent's moves. Take a look at your Superstar's move lists. You can perform moves like Stone Cold Steve Austin's Super Hammer Punch (R Turnbuckle Move, Behind Opponent) or the Undertaker's Strong Diving Knee Kick (R Turnbuckle Attack). Once you collect and save three of these letters, you can perform your Superstar's finishing moves, such as The People's Elbow or The Stone Cold Stunner. As you deal out the damage, you build up your special meter. Once you collect three "S" letters, press the R button to perform your Superstar's finishing move.

=====
7.0 GAME MODES
=====

=====
7.1 EXHIBITION MODE
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During exhibition mode, you first select your Superstar, then you select his or her partner. Then you begin your quest to defeat everyone in the ten stages. Each round gets a little bit harder until you reach the main event: a match against Vince McMahon with his son Shane McMahon as his partner. If you run out of time or get pinned in any of these matches, you have the opportunity to try again.

PARTNER ATTACKS: So why do you pick a partner? For help in the ring, of course! Each partner has three groups of attacks (you pick one group from a menu before the match starts). During the match you can call on help from your partner by pressing the key combination (either A and B, B and X, or A and X). These partner attacks are only available when the icon is lit on the upper left hand corner of the screen. Once a partner attack is used, the icon dims until that move is available again.

If the partner attack icon is red, the move is a double team attack. Usually for a red partner attack to work, you need to be within grappling distance of your opponent.

If the partner attack icon is yellow, your partner will run to the ring and deal out the punishment on your opponent. Be careful with these attacks. Moves such as Road Dogg's Bat Attack can also be dangerous to you, as well. Road Dogg swings his bat at your opponent, but if you are too close, you will also get hit!

If the partner attack icon is green, your opponent will help you out of a jam by either giving health, breaking up a pin attempt, tossing you a weapon, or taunting your opponent to distract him or her.

VINCE MCMAHON: In stage 10, the final stage of Exhibition Mode, you square off against Vince McMahon, along with his partner, Shane McMahon. This match will require all your skills and effort (and probably a few continues the first time around). Vince is quick and he uses the partner attacks from his son very effectively.

To beat Vince, pick a partner that has many yellow partner attacks. As soon as the match starts, bring your partner into the ring to get started quickly. Save

your special letters, too. Vince does a lot of damage and gets lots of pin chances. You will need to burn out your special letters (press the R button) to get out of the pins.

VICTORY: So what do you get for beating Vince in Exhibition Mode? You unlock a Superstar, that's what! After mastering Exhibition mode, you gain the ability to select the chairperson of the World Wrestling Federation, Vince McMahon.

=====
7.2 MATCH ARENAS
=====

=====
COMING SOON!
=====

=====
7.3 ROYAL RUMBLE MODE
=====

=====
COMING SOON!
=====

=====
8.0 MY OTHER WORKS, ETC.
=====

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E-Mail: mcfaddensteve@netscape.net, webmaster@wrestlingcolumns2000.com

My Web Pages Links: <http://gamereviewers.cjb.net>
<http://stephaniemcmahon.freesevers.com>
<http://www.wrestlingcolumns2000.com>
<http://www.reviewcritique.cjb.net>
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<http://www.gamefaqs.com/features/recognition/2134.html>

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AOL/AIM: McFaddenDaMan
MSN Messenger: neverforgotaboutdre@hotmail.com

TOTALS as of 11/13/00
Reviews: 378
FAQs: this was my 45th, I now have 45.

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=====
LINKS
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<http://www.gamefaqs.com> : GameFAQs
<http://vgstrategies.about.com>
<http://gamereviewers.cjb.net>
<http://stephaniemcmahon.freesevers.com>
<http://www.geocities.com/ultimaweapon2k> : Final Fantasy Chamber

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CREDITS
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-THQ for making the game.
-Sega for publishing the game
-Game FAQs for posting this guide (hopefully)
-Me, for writing this guide.
-Al Amaloo, and VG Strategies, for posting this guide (hopefully)
-To all the great writers at GameFAQs
-The usual suspects (you know who you are)
-Prima Games for the biographies, check out their guide!

=====
MY OTHER WORKS
=====

<http://www.gamefaqs.com/features/recognition/2134.html>

Reviews: 375 FAQs: 45

=====
WWF Royal Rumble (DC) Guides
=====

Complete Guide
Triple H

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WWF ATTITUDE Character Guides
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Al Snow
D-Lo Brown
Godfather
Triple H
X-Pac

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WWF Wrestlemania 2000 Character Guides
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Big Show

Blue Meanie
Chyna
Complete Guide
Debra
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Jerry Lawler
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Terri
Tori

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WWF Smackdown Guides
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Al Snow
Buh Buh Ray Dudley
Complete Guide
D-Von Dudley
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8. PlayStation Pit (<http://www.psxpit.com>)
9. X Cheater (<http://www.xcheater.com>)
10. Phat Games (<http://www.phatgames.com>)
11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
12. <http://www.psxcodez.com>
13. <http://www.hype.se>
14. <http://www.supercheats.com>
15. <http://www.psxgamer.com>
16. Game Castle (<http://gamecastle.virtualave.net/main.html>)
17. <http://gamereviewers.cjb.net>
18. <http://stephaniemcmahon.freesevers.com>
19. <http://www.geocities.com/ultimaweapon2k> : Final Fantasy Chamber
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=====
MY FUTURE PLANS
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FAQS

- Parasite Eve 2 (PSX) Spoiler-Free Walkthrough
- Legend of Legaia (PSX) Complete Guide
- Legend of Dragoon (PSX) Spoiler-Free Walkthrough
- WWF Smackdown 2 (PSX) Complete FAQ and Move List
- Character Guides for WWF Smackdown 2 (PSX) and WWF No Mercy (N64)
- Updating a lot of my older FAQs, especially the WWF Smackdown Complete guide, FAQ, and move list.

REVIEWS

- Updating more of my review contest reviews
- Mario Tennis, Tales of Destiny, Chrono Cross, Parasite Eve 2

CODES, GAME SAVES, ETC.

- Some here and there, not much though.
- =====

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- | 7. Gaming Planet (<http://www.gamingplanet.com>)
- | 8. PlayStation Pit (<http://www.psxpit.com>)
- | 9. X Cheater (<http://www.xcheater.com>)
- | 10. Phat Games (<http://www.phatgames.com>)
- | 11. The Cheat Empire (<http://home.planetinternet.be/~twuyts>)
- | 12. <http://www.psxcodez.com>
- | 13. <http://www.hype.se>
- | 14. <http://www.supercheats.com>
- | 15. <http://www.psxgamer.com>
- | 16. Game Castle (<http://gamecastle.virtualave.net/main.html>)

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