

WWE: Day Of Reckoning FAQ

by ZeroWil

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Game Title: WWE Day of Reckoning
Game System: Nintendo Gamecube
Memory Card Usage: 32 Blocks
Developer: Jakks Pacific/Yuke
Publisher: THQ
Release Date: Tuesday, August 31, 2004

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Table of Contents

A) Version History

B). Game Controls

- 1.When opponent is standing
- 2.When opponent is lying on the ground
- 3.When Grappling Standing Opponent (Grappled State)
- 4.When Grappling Down Opponent
- 5.When on the turnbuckle
- 6.While Running
- 7.When Holding a Weapon
- 8.TLC and Ladder Match
- 9.Cage Match and Hell in a Cell Match (shared controls)
- 10.Cage Match
- 11.Hell in a Cell
- 12.Bra & Panties Match

C) Characters Bios (stats and special moves)

D) Updates from Wrestlemania XIX

- 1.The Authors and Song Titles

E) Review Corner

F) Game Menu

1. Exhibition Mode
 - Single
 - Tag Team
 - Triple Threat
 - Fatal 4 Way
 - Handicap
 - Royal Rumble
2. Story Mode
3. Shopzone
4. Tutourial
5. Create-a-Superstar (CAS)
6. Options

G) Review/Impressions Section

H) Newbie Guide

1. Newbie Guide
2. Questions and Answers

I) Notes from ZeroWil

J) Credits

K) Legal Content

L) Copyright

NOTE: This is my first ever FAQ. I will try to e-mail you if you ask for permission, since something is wrong with my computer. Also, this guide will not do story mode..... for now. One more thing. The controls are right out from the Instruction Manuals.

Version History

September 3, 2004

Version 1.0-This is the first version.

September 4, 2004

Version 1.2-I added some wrestlers, well most of them, but not their stats. Only their specials has been added, for some of them. Also added a section where there will be notes from me. And questions.

September 5, 2004

1.6- This may be one of the biggest version updates. I added the songs that were in the game. Some have the performances, authors, and courtesy of, but the rest just have the authors. Also, a few more wrestlers were added. Not all yet. Each also has their stats. Even their current state on Raw or SmackDown!

September 17, 2004

1.8- I've added a PPV Calendar starting at No Mercy so you could now the PPV Events and their dates. Also, I got the rest of the wrestlers. Oh yeah, I've added the WWE Roster for both SmackDown! and Raw.

September 17, 2004

1.9- This isn't really a big addition but I've added a review section. It's before the Question & Answer Section. If you want your review seen in this FAQ, then e-mail me at wil6192@optonline.net. You'll get the credit for it of course.

September 18, 2004

2.0- Today, I added a game menu section and their description. I've also used letters for the section and numbers for the mini-sections.

September 19, 2004

2.1- I added some questions I saw on the WWE:DOR Boards. Some may recognize the question 'you' asked. They may be answered but I'll put them for readers to see.

September 21, 2004

2.2- Made some minor corrections.

October 5, 2004

2.3- I put a note regarding e-mailing me. Please look at it.

October 10, 2004

2.5- I added a review/impressions section. If you want to submit a review, then e-mail me it. Please give a rating and an opinion. Reviews must be at least 2-7 Paragraphs. In any way you want to review WWE: Day of Reckoning. Impressions only have to be about 2-4 paragraphs long. Impressions aren't reviews. They are sort of like previews. :)

December 20, 2004

3.0- I haven't updated in a few months. Huge updates has been added. The Q and A section has been changed to a Newbie's Guide, but it still has questions. The old ones has been replaced with new ones. And the wrestler's current status will only tell the title they are currently holding and what PPV matches they're gonna be in.

July 10, 2005

Almost seven months later, I update my FAQ. The FAQ is a bit smaller. I took out some useless information. Thanks for the emails I still recieve though.

:)

Game Controls

When the Opponent is Standing

Control Stick	Move Character
B Button (tapped)	Light Strike
B Button (hold)	Heavy Strike
A Button (tapped)	Light Grapple
A Button (hold)	Heavy Grapple (grapple state)
Y Button (hold)	Run
Control Stick+Y Button	Climb/Jump onto Turnbuckle
Control Stick+Y Button (hold)	Move to Apron
Control Stick+Y Button (keep held)	Go inside or Outside the Ring
X Button	Pick up a Weapon
R Button	Strike Reversal
L Button	Grapple Reversal
A+Y Button	Irish Whip
B (imm. after pressing A+Y)	Pull Back Strike
A (imm. after pressing A+Y)	Pull Back Grapple
Control Stick+B (next to ropes)	Flying Outside Attack
Control Stick+B (on apron)	Flying Inside Attack
C-Stick (yellow stick)	Change Opponent
Control Pad (any direction)	Taunt
A+B	Special Taunt (/activation)
A+B (special state)	Special Move (some are flying/running)
L+R	Special Move Reversal
A+B (in Danger State)	Momentum Shift Move

When Opponent is Lying on the Ground

B Button (tap)	Ground Strike
A Button (tap)	Ground Grapple Attack
A Button (hold)	Down Grapple State
Y Button (tap)	Leap Over Downed Opponent
X Button (tap)	Pick Up Opponent, body facing you
X Button (double tap)	Pick Up Opponent, back facing you
X Button (hold)	Roll the Opponent (turn face-up/down)
Control Stick Down+A Button	Pinfall

When Grappling Standing Opponent (Grappled State)

B Button (w/ control stick)	Grapple Strike
A Button (w/ control stick)	Heavy Grapple Attack

Y Button	Irish Whip
X Button	Go behind enemy (still grappled)
L or R Button	Release Opponent

When Grappling Downed Opponent (Grappled State)

Move Control Stick	Drag Opponent
Y Button	Pick Up Opponent (grappled state)
L or R Button	Release Opponent

When Climbing the Turnbuckle

B Button (tap)	Flying Attack
Control Pad	Taunt
Y Button	Climb Down Turnbuckle

When Running

B Button	Running Strike
A Button	Running Grapple Attack
Control Stick+B Button	Sliding Attack to outside opponent
Control Stick+B Button	Springboard Attack

NOTE: Control Stick Must be held in the opposite direction in which you are running to execute a springboard attack.

When Holding a Weapon

B Button	Weapon Strike
A Button	Weapon Grapple Attack
A Button (w/ table)	Put opponent on table
X Button	Drop Weapon
B Button (while running)	Running Weapon Strike

Ladder & TLC Match

X Button (w/ ladder)	Set Up Ladder
Control Stick+Y Button	Climb Ladder
Control Stick Down+Y Button	Climb Down Ladder
Y Button (tap)	Stand on top of ladder
Y Button (while on ladder)	Stretch Out Hands To Grab Belt
B Button (tap)	Strike Attack on ladder
A Button (tap)	Grapple Attack on Ladder
B Button (tap, while on ladder)	Flying Attack

Cage Match & Hell in a Cell (shared controls)

Control Stick+Y Button	Climb Up Ladder
Y Button (tap)	Climb Down Cage
Control Stick	Move on Cage
B Button (tap)	Flying Attack, while near edge

Cage Match

A Button (tap)	Throw Opponent Off
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NOTE: I suggest holding the A Button, just in case

Hell in a Cell

Control Stick+A/B Button	Shake Cage
Control Stick+Y Button	Climb Down Cage

B Button

Flying Attack, while near edge

Bra & Panties Match

Control Stick Down+Y Button Rip of Clothes

NOTE: The A Button may also work.

Character Bios

Triple H

Main Stats:

Strength: 9

Speed: 6

Durability:9

Counter: 8

Charisma: 7.5

Submission:7

Overall: 88

Chris Benoit

Main Special(s): Crippler Crossface, Sharpshooter, Diving Headbutt

Stats:

Strength: 8

Speed: 6.5

Durability:8

Counter: 7

Charisma: 6.5

Submission:9.5

Overall: 86

The Rock

Main Special(s): Rock Bottom, People's Elbow

Stats:

Strength: 8

Speed: 6.5

Durability:8.5

Counter: 7.5

Charisma: 9.5

Submission:7

Overall: 88

Randy Orton (Legend Killer)

Main Special(s): RKO

Stats:

Strength: 7

Speed: 6.5

Durability:7.5

Counter: 7

Charisma: 7.5

Submission:6.5

Overall: 80

Batista

Main Special(s): Sit Down PowerBomb

Stats:

Strength: 9

Speed: 4

Durability:7.5

Counter: 6.5

Charisma: 6.5

Submission:5.5

Overall: 74

Nature Boy Ric Flair

Main Special(s): Flair's Figure 4 Leg Lock

Stats:

Strength: 5

Speed: 4

Durability:6.5

Counter: 6

Charisma: 6

Submission:7.5

Overall: 72

The Undertaker

Main Special(s): Tombstone, Rest in Peace

Stats:

Strength: 8.5

Speed: 5

Durability:9

Counter: 7

Charisma: 8.5

Submission:6.5

Overall: 84

Kane

Main Special(s): Chokeslam from Hell

Stats:

Strength: 9.5

Speed: 3.5

Durability:8

Counter: 6

Charisma: 5

Submission:5

Overall: 72

John Cena

Main Special(s): FU

Stats:

Strength: 8

Speed: 6

Durability:7.5

Counter: 7

Charisma: 8.5

Submission:5.5

Overall: 81

Matt Hardy Version 1.0

Main Special(s): Twist of Fate

Stats:

Strength: 5.5

Speed: 6.5

Durability:6

Counter: 5.5

Charisma: 6.5

Submission:4.5

Overall: 68

Booker T

Main Special(s): Scissors Kick, Book End

Stats:

Strength: 6.5

Speed: 5.5

Durability:5.5

Counter: 5

Charisma: 7

Submission:5

Overall: 68

Big Show

Main Special(s): Chokeslam

Stats:

Strength: 9.5

Speed: 2.5

Durability:7.5

Counter: 4.5

Charisma: 5.5

Submission:5.5

Overall: 68

Rey Mysterio

Main Special(s): 619

Stats:

Strength: 5

Speed: 9.5

Durability:5.5

Counter: 6.5

Charisma: 7

Submission:4

Overall: 73

Kurt Angle

Main Special(s): Angle Slam, Ankle Lock

Stats:

Strength: 7.5

Speed: 7

Durability:8

Counter: 8.5

Charisma: 8

Submission:9

Overall: 90

Eddie Guerrero

Main Special(s): Triple Suplex, Frog Splash

Stats:

Strength: 7

Speed: 7

Durability:7.5

Counter: 7.5

Charisma: 7.5

Submission:7.5

Overall: 83

Rob Vam Dam

Main Special(s): Five Star Frog Splash, Van Daminator

Stats:

Strength: 5.5

Speed: 8.5

Durability:6

Counter: 7.5

Charisma: 7

Submission:4

Overall: 74

Rhyno

Main Special(s): Gore, Rolling Spinebuster

Stats:

Strength: 7.5

Speed: 5

Durability:6

Counter: 4

Charisma: 4.5

Submission:4.5

Overall: 63

Chris Jericho

Main Special(s): The Walls of Jericho

Stats:

Strength: 6

Speed: 7

Durability:7

Counter: 7.5

Charisma: 7.5

Submission:7.5

Overall: 81

Edge

Main Special(s): Edgecution, Spear

Stats:

Strength: 6.5

Speed: 7

Durability:6

Counter: 6.5

Charisma: 6.5

Submission:6

Overall: 74

Shawn Michaels (Heart Break Kid)

Main Special(s): Sweet Chin Music
Stats:
Strength: 6
Speed: 7
Durability:8
Counter: 8
Charisma: 8
Submission:6
Overall: 82

Bret "The Hitman" Hart

Main Special(s): Sharpshooter
Stats:
Strength: 7.5
Speed: 6.5
Durability:8.5
Counter: 8
Charisma: 9
Submission:9.5
Overall: 92

Shelton Benjamin

Main Special(s): Super Kick, German Suplex
Strength: 6
Speed: 6.5
Durability:5.5
Counter: 6
Charisma: 5
Submission:7
Overall: 68

Charlie Haas

Main Special(s): Exploder, German Suplex Pin
Stats:
Strength: 5
Speed: 6.5
Durability:5.5
Counter: 6
Charisma: 5
Submission:7
Overall: 68

Hardcore Holly

Main Special(s): Alabama Slam
Stats:
Strength: 7
Speed: 5.5
Durability:5
Counter: 4.5
Charisma: 4.5
Submission:4.5
Overall: 62

Chavo Guerrero

Main Special(s): Brainbuster

Stats:

Strength: 5.5

Speed: 7.5

Durability:5

Counter: 5.5

Charisma: 4.5

Submission:6.5

Overall: 68

Val Venis

Main Special(s): Half Nelson Suplex, Grand Cross 200

Stats:

Strength: 5.5

Speed: 5.5

Durability:5

Counter: 5

Charisma: 6

Submission:5

Overall: 63

Roddy Piper

Main Special(s): Double Arm Suplex, Grapevine Choke

Stats:

Strength: 6.5

Speed: 4

Durability:7

Counter: 7

Charisma: 8

Submission:6.5

Overall: 75

Andre the Giant

Main Special(s): Sumo Choke Slam

Stats:

Strength: 10

Speed: 1.5

Durability:8

Counter: 5.5

Charisma: 8

Submission:6

Overall: 75

Brutus Beefcake

Main Special(s): Sleeperhold

Stats:

Strength: 6.5

Speed: 4.5

Durability:6

Counter: 6

Charisma: 6.5

Submission:6.5

Overall: 70

Greg Valentine

Main Special(s): Figure 4 Leg Lock

Stats:

Strength: 7.5
Speed: 4.5
Durability:7
Counter: 6
Charisma: 6.5
Submission:5.5
Overall: 72

Christian

Main Special(s): Unprettier

Stats:

Strength: 6
Speed: 6.5
Durability:6
Counter: 6
Charisma: 7
Submission:5
Overall: 71

Trish Stratus

Main Special(s): Stratusfaction

Stats:

Strength: 2.5
Speed: 6.5
Durability:3.5
Counter: 4
Charisma: 7
Submission:3.5
Overall: 55

Stacy Keibler

Main Special(s): Full Swinging Slap

Stats:

Strength: 2
Speed: 5.5
Durability:2.5
Counter: 3.5
Charisma: 8
Submission:3.5
Overall: 52

Victoria

Main Special(s): Widow's Peak

Stats:

Strength: 3.5
Speed: 6
Durability:4
Counter: 4
Charisma: 6
Submission:4.5
Overall: 57

Molly Holly

Main Special(s): Northern Light Suplex Pin

Stats:

Strength: 3

Speed: 6

Durability:3.5

Counter: 4.5

Charisma: 4

Submission:4

Overall: 52

Updates from Wrestlemania XIX

-Improved Graphics

-More Moves

-Better Story Mode

-Momentum Shift

-Limb Damage Display

-More Arenas (finally they have more, SummerSlam, No Way Out, and much more)

Author and Song Titles

"Bring the Noise"

Performed by Anthrax/Chuck D.

Written by Carlton Ridenhour, Hank Shocklee, Eric Sadler, Charlie Benante, Frank Bello, Dan Spitz, Joe Bellardini, Scott Rosenfield Published by NFP (ASCAP) Courtesy of the Island Def Jam Music Group Under License from Universal Music Enterprises

"Bonecracker"

Performed by Shocore Written by Paul Floyd, Sean Holowaychuck, Terry Murray, Andy Simpson, Cory White Published by 2001 Shocore Music Inc. (SOCAN) Courtesy of Shocore

"Can't Stop (22nd Century Lifestyle)"

Performed By Pre Thing Writte by Rust Epique Published by Mav Rust Music (ASCAP) (P) 2003 V2 Records, Inc. Courtesy of V2 Records, Inc.

"The Angle"

Performed by Core Written by Sasha Bem, Christopher Harris, Harald Jilg Published by BEM HARRIS JILG MUSIC (Bmi) as administrated by Bug Courtesy of Core, by arrangement with Bug

"Bottom Line"

Performed by Swollen Members Written By Shane Bunting, Daniel Henton, Kiley Hendricks, Robin Hooper Published by Battle Axe Music; EMI April Music, Inc. (ASCAP) (P) 2003 Battle Axe Records, Inc. Courtesy of Megadef Records, Inc.

The Quickies

"Superstars"

Styles of Beyond

"One of a Kind"

Breaking Point

"Polyamorous"

Breaking Benjamin

"Alone"
Zebrahead

"Falling Apart"
Zebrahead

"Whatever"
Our Lady Peace

"Rap Sheet"
Courtesy of Associated Music Production LLC

"Party All Night"
Written By John Costello III, David Hiker, Marcus Scott

"Chasing After"
Tantric

"FireFly"
Breaking Benjamin

Game Menu

Exhibition

This is where you fight in wreslting. One of the main points of the game.

Single

Two superstars enter the ring to compete inside the ring.

Tag Team

Pick a pair of Superstars to duke it out against two other Superstars. Make sure you use your tag team partner in the match to keep your superstar fresh.

Triple Threat

Three wrestlers enter the ring for a free-for-all. Concentrate on fighting one of your opponents quickly so you can get it down to a one-on-one match.

Fatal 4 Way

Now 4 Superstars are fighting in an all out war. Square of against one of the opponents first, then go after the others.

Handicap

Need a little boost, handicap the match by giving one opponent an edge over the other.

Royal Rumble

The WWE's signature event. Can you survive from getting thrown over the top rope?

Story Mode

This is one of WWE:DOR's main modes. Join either Raw or SmackDown! and go for the gold. This time, you won't have to beat up the same security guard over and over again. Your Created Superstar will get stronger and you can unlock many other goodies. Including cash for Shopzone.

Shopzone

Gain money, then spend it here. You can buy clothes, purchase moves and templates, even buy the PPV Arenas. Don't forget the weapons.

Tutorial

If you are a beginner, then come here. Also try out your created superstar's moves. You can also gain cash and have your striking combo up to 10.

Create-a-Superstar

Another main point of the game. Create your own fantasy superstar. From changing your the size of your body and from changing the size of your feet. Be a male or female superstar.

Options

This is where you change the opponent's difficulty, controller layout, and save your data on a Memory Card. If you have a friend over, then load their memory card so your created superstars can battle each other.

Reviews/Impressions

GameSpot:

8.2/10

Great

Day of Reckoning is truly the first great WWE game on the GameCube.

-Alex Navarro

Note: Only site reviews can be like this, since they might be like 2 pages long. E-mail me at wil6192@optonline.net if you want your review submitted.

WWE DAY OF RECKONING

Ever since the days of the SNES, people have looked to Nintendo systems to deliver great wrestling games. The N64 followed up with great hits such as WCW vs NWO: World Tour, WCW vs NWO: Revenge, Wrestlemania 2000 and the legendary WWF: No Mercy. For anybody that was a wrestling fan, their gaming bliss was found on a Nintendo console. Fast forward to the Gamecube Generation. In this generation, one of the most ambitious wrestling projects from YUKES and Jakks Pacific was Wrestlemania x18. Those starving for a decent wrestling title looked toward this game for solace but in the end found a very lackluster attempt at a great franchise with exemplary graphics. For nearly a year we had to choke down this embarrassment of a wrestling title, until the release of Yukes' next big project, Wrestlemania X19. Now this is more like it! Though still lacking a story/season mode, WWE X19 was leagues better and easier to stomach than its predecessor. Boasting the deepest

customization system to be found on any console and a pseudo story mode in the guise of Revenge Stages where you plot to foil Vince McMahon's Wrestlemania event. Close, but of course no cigar.

Thankfully, Yukes heeded the complaints and praises of fans who played their products and came up with a title that was slated to bring the greatness of the WWE franchise back to Nintendo in the name of WWE Day of Reckoning. Sporting everything that made the first two games good, adding in tons of extras and polishing it all up, Yukes has created a near perfect wrestling title that many are touting it as "the next NO MERCY" and rightly so. WWE Day of Reckoning is the answer to all wrestling fans' prayers who own a Nintendo Gamecube console. Day of Reckoning boasts more features than Triple H has muscles and pulls them off rather well. For one thing, the game's interface is a lot cleaner and more appealing than in past installments. Each feature/mode in the game has a depth of customization and options to tailor make matches to your personal tastes and desires. After customizing those options you are prompted to choose a wrestler. The main difference in this game though is that you aren't present with a huge screen filled with icons of each wrestler but a cycle menu in which you choose your wrestler. Is this good? Is it bad? Well it's up to the player. I personally found it very good as under your wrestler are displayed his stats and other information so you can gauge their strengths and weaknesses with your opponents. Same holds true with created characters ...speaking of which. The create a wrestler is option is back and again and better than ever! Sporting the deep customization from x19 and then expanding on it is truly a sight to behold. Things are more customizable, new moves have been added, new accessories are available and the layering system has been improved to allow for more customization on your character's actual physique than ever before. I mean come on, there's even an option to take a PICTURE of your Created Wrestler and use that as your icon on the wrestler select screen. (kudos to Yukes on that idea).

Along with create a wrestler is creating your own entrance. The same depth of customization here is just like in x19 but now more options are added. Better camera movements, panning options, full customization over lighting, pyrotechnics, fireworks...I can't say it all here. Let's just say that nearly any realistic entrance can be recreated in this mode. Next up is the coveted Story mode. Now this is Yukes' first time dealing with a story mode in the Wrestlemania games on GCN so it's no surprise they held back on a few things such as voice acting, but hey, if you could stomach it in No Mercy way back when, it's very easy to take it now. The story mode is very linear but presents a unique experience. Unlike other wrestling titles where you can take a Created Wrestler or preset jobber through the season mode, Yukes encourages the use of a created wrestler here. The story here is, your character has risen in the ranks in the minor league circuit and now Vince is giving you a chance to fight in the big leagues, but you have to prove yourself and work your way up through the likes of smaller events and eventually Sunday Night Heat. While you were once a big fish in a small pond, you are now a small fish in a giant lake. It's interesting to say the least and has been fun so far. Overall, the game so far has been well worth my money and I've only spent about six hours with the game. I'll try to put together a review in a few days that will be a bit more compressed when I get a better understanding, but for right now, the game is doing very well in my book and anyone that's interested, I'd encourage you to try it out. You won't be disappointed.

-Kezay from the Nintendo.com Forums

Reviewer: ZeroWil

Game: WWE: Day of Reckoning

Rating: 4/5

Review:

This may be one of the biggest wrestling game update, or any video game update, I've ever seen. The graphics has been enhanced. The sound is quite better and they even have Bra & Panties Match. Story Mode has been redone, so you won't have to fight the same police guard, crash into the same car, and such anymore. I know how many of you suffered.

In Story Mode, you use a created wrestler, battle him against many opponents, and watch him get stronger. You'll fight against wrestlers on either Raw or SmackDown! You'll be betrayed, attacked backstage, even get beaten with chairs. Story Mode offers you about 3-5 hours of fun time.

A new limb-damage metet has been added, so submission moves will show less mercy. Unlike the other wrestling game, where you can just get right back up, even if you have a special, and continue your assault. THQ made this so even if you have your special, you must keep tapping the A Button just to get up. Of course, new moves has been added, and the game features more than 40 wrestlers, 5 in which are WWE Legends. Dodging must now be quicker since last time, you had about 3 seconds to counter. This time, you must counter practically in a heartbeat and a blink of an eye.

They added some old elements such as interference and KOs. If you played WWF Wrestlemania 2000 or WWF No Mercy for the N64, some these elements has returned. Remember how when you jumped off a turnbuckle, you'll land directly on a certain spot. Well, in this game that feature has been updated a little. So you won't just land on the legs and such.

Otherwise, this game deserves a awesome rating of 4 out of 5.....

Newbie's Guide

This is the Newbie Guide. I'm sure there are naby of you gamers that have never played any WWE game. so this guide will help you get an idea of how the game plays.

First, using Finishing Moves requires you to fill up your Ardenline Bar (I think that's how you spell it). It's the bar under your rate thing, that changes colors, from Blue to Red. If your health bar is red, filling up Ardenline Bar will go faster.

Tip: Using submission moves will fill up that bar quickly if the health bar is red.

Many of you may not know how to climb out of a cage. Here's how it goes. You must get as close to the cage, 'till the point you player looks like he/she is walking in place. Press the Y Button to start climbing. While climbing, you might want to hold the joystick. Sometimes, you may just get off. When you get to the top, you must repeatedly press the A Button. If your health bar is red, you get out of the cage much faster.

This part is for people who need help in the Royal Rumble. It sometimes seems impossible to win since it's much harder. This is how you win. You must Irish Whip (press the A & Y Button at the same time) while near the ropes. If your opponent is hanging, then you must keep pressing the B Button. Holding the B Button will make your kicks harder.

In some occasions, the opponent may just stand. DON'T try to suplex them inside towards the ring. They can reverse that. ALSO!!!! Sometimes, if you're standing, ONE punch can knock you down. Why? I have no idea.

MORE COMING SOON

Questions & Answers

Q: Who are you?

A: I'm ZeroWil

Q: Can you unlock Eugene?

A: No, you can't.

Q: I'm having trouble adding a custom painting, via the CAS Paint Tool. How do you put it on your created Wrestler?

A: I'm not sure. When I find out, I'll tell you.

Q: Is there a PPV Mode, like in WWE No Mercy?

A: Sadly no.

Q: Is there online play.

A: No, PS2's SmackDown vs. Raw has it.

Q: Is there a better guide than this on GameFaqs?

A: Maybe. I always get e-mails though. So this is one of the best guides on GameFaqs. (plz rate my guide)

Q: How can I tag my partner in?

A: Press the Z Button when you're near your partner's corner.

More Questions later. E-mail me questions!

Notes From ZeroWil

-Story Mode will not be added yet. If you send a full FAQ for either Raw or SmackDown!, credit will go to you.

-Also, if you have the stats for some of the wrestlers, then feel free to submit them.

-These questions were not asked by anyone, these are just some questions I see around the forums sometimes.

-Emailing me! If you have any info on a wrestler if he/she has a leg injury, is in the hospital, then e-mail me about that. Also, if you are willing to send in "Custom CAS", then e-mail me about that as well. I'm thinking of adding a CAS section. Please give me the formula. ;)

-Also, for those of you who e-mailed me questions and other stuff, not about Bret Hart, please e-mail me them again please. I sort of deleted all my e-mail. :)

-I am now accepting reviews as well. I'll be looking at many reviews. If I like it, then I'll give you an e-mail asking for you permission Or you can e-mail me it.

Credits

The creator of GameFaqs.

Those who wrote FAQs, especially for MMBN4 Blue Moon.

THQ for creating the game.

Nintendo for the Official Seal of Quality and allowing it on GCN.

Also kenb215 and Zangulus for helping me fix my guide.
so it could be submitted.
Even my annoying brother who helped me in Story Mode and such....
viciousdave316 for helping me look over a huge mistake.
Kezay for his WWE: DOR Impression.
ZeroWil for making the FAQ

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