

# WWE: Day Of Reckoning 2 FAQ/Move List

by BostonFuse51

Updated to v1.0 on Jul 10, 2007

WWE Day of Reckoning FAQ/Walkthrough  
For the Gamecube Console  
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Version 1.0

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## 1. Introduction

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Hello to all readers. If you haven't found out by now, I'm BostonFuse51, A.K.A Chris. Throught my FAQing career, I've FAQed a wide variety of games stretching from pokemon to star wars. My most common platform that I write for is the Xbox. I saw this game on the bounty list, and I thought that it was time for me to FAQ a wrestling game.

In this guide, I will bring you through an entire career in story mode, list all of the controls, give you the basics of wrestling, and its different matches, and also list and tell you how to unlock the different unlockables in WWeshop.com.

If you wish to contact me in any way, you can email me at bbeltchris92@netscape.net, and I will be happy to answer and of your questions, thoughts, suggestions, or comments. I hope that you enjoy the guide, as much as I am sure to enjoy writing it.

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## 2. Version History

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Version .34 - Finished 13 out of the total 38 move lists.

Version .36 - Finished 14 out of the total 38 move lists.

Version 1.0 - Complete the movesets, and put the finishing touches on the rest of guide.

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3. Controls  
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Control Summary...

\*\*\*\*\*  
When Opponent Is Standing  
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B Button - Strike (tap for a light strike, hold for a heavy caught state)

A Button - Grapple (tap for light grapple, hold for a heavy caught state)

Y Button - Run (use the control stick for the direction you want to go in)

X Button - Pick up a Weapon

R Button - Strike Reversal/Withstand Strike (tap for srike reversal,  
hold for withstand strike)

L Button - Grapple Reversal/Withstand Grapple (tap for grapple reversal, hold  
for withstand grapple)

A + Y Buttons - Irish Whip (when grappling)

C stick - Change your target (When there are more than one opponents in the  
ring)

Z Button - Tag your teammate (In a tage team match)

Control Pad - Taunt your opponent

A + B Buttons - Special Taunt (when special slot is filled)

A + B Buttons - Special Move (After a special taunt has been completed, and you  
have a full special slot)

A + B Buttons - Momentum Shift (when you are in the "danger state)

\*\*\*\*\*  
When Opponent Is Lying On The Ground  
\*\*\*\*\*

B Button - Ground Strike

A Button - Ground Grapple Attack

Y Button - Leap over the downed opponent

X Button - Pick up the downed opponent

A Button + Control Stick Down - Pin Fall

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## When Grappling The Opponent

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Control Stick - Caught State Drag

B Button - Caught State Strike

A Button - Caught State Grapple Throw

Y Button - Irish Whip

X Button - Go behind Opponent

L or R Button - Grapple Release

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### 4. Basics

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In this section, I'm just going to tell you how the typical wrestling match runs, and things such as that.

In the typical wrestling match, two men (or woman) put it all on the line for a win. This match can be for a title, a match to show the better of two wrestlers, or just for bragging rights. In a match, the two men or woman square off using submissions, (to wear an opponent down, or to get an opponent to tap out when the pain they're feeling is just to much) moves such as top-turnbuckle moves, or regular ground strikes, and also (if the case may be) weapons. In a normal match, weapons are not allowed. However, when the ref is knocked out, or not looking, wrestlers will be wrestlers. In most other forms of matches, weapons are allowed.

In a match, a wrestler's main objective is to get their opponent to tap out, or to pin them. In order to get your opponent to tap out, you must put a submission move on them causing extreme pain to one or more areas of the body. To get a pin, you must get your opponents shoulders down, and make sure that no part of their body is moving below their waste.

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### 5. Wrestlers

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#### Superstars

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Batista:

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Batista "The Animal" is the current holder of the Smackdown World HeavyWeight Champion. He is one of the strongest wrestlers in the WWE, and can put oponents down easily with his Batista Bomb, and some of his other moves in which he often uses. Batista is will rounded, and is above average in every aspect. A definate force to be reckoned with.

Strategy: Clean

Strength: 9.5/10

Speed: 6/10

Durability: 9/10

Counter: 7.5/10

Charisma: 7/10

Submission: 7/10

Overall: 87/100

Special Moves:

Standing Grapple (Front): Batista Bomb

Standing Grapple (Rear): Batista Bomb

Irish Whip Grapple: Leviathan Spine Buster

Momentum Shift: Leviathan Spine Buster

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Big Show

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Big Show is the biggest athlete in the world. He has perfect strength in this game, and is not matched in the power he can use on his unlucky opponents. Big Show has plenty of moves which shall inflict much damage on opponents, yet lacks in the smaller moves, and speed. A very good wrestler, who uses his size to his immediate advantage.

Strategy: Clean

Strength: 10/10

Speed: 3.5/10

Durability: 7/10

Counter: 7.5/10

Charisma: 7.5/10

Submission: 7.5/10

Overall: 82/100

Special Moves:

Standing Grapple (Front): Show Stopper

Standing Grapple (Rear): Show Stopper

Momentum Shift: Final Cut

=====

Booker T

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Can you dig it...Sucka! Booker T is a pretty good wrestler who has some good and bad things about him. Booker T is kind of mediocre for the fact that sometimes, he goes through a period of being an amazing superstar, to being someone who can't get a move in without getting nailed. All and all, a fairly above average wrestling superstar.

Strategy: Clean

Strength: 7.5/10

Speed: 7/10

Durability: 8/10

Counter: 6.5/10

Charisma: 7.5/10

Submission: 7/10

Overall: 83/100

Special Moves:

Standing Grapple (Front): Scissors Kick 01  
Standing Grapple (Rear): Scissors Kick 01  
Irish Whip Grapple: Book End  
Flying Attack (from Turnbuckle): Rolling Guillotine Leg Drop  
Momentum Shift: Low Blow 02

=====  
Carlito  
=====

This bushy haired, very young wrestler reminds me of Booker T. He goes through stages where you say to yourself "This guy is a future legend" and then can go pretty bad where he gets his butt kicked. He is young, and a rising star. Carlito has some room for improvement, but pulls his weight among the veterans of the WWE.

Strategy: Dirty

Strength: 7.5/10  
Speed: 7.5/10  
Durability: 7/10

Counter: 7/10  
Charisma: 7/10  
Submission: 7.5/10  
Overall: 80/100

Special Moves:

Standing Grapple (Front): Neck Crank Rolling  
Standing Grapple (Rear): Neck Crank Rolling  
Momentum Shift: Apple Spit

=====  
Chavo Guerrero  
=====

Chavo is an average wrestler. He has yet to receive any major pushes, but sticks around. He is the nephew of Eddie Guerrero, and they both play "dirty." This isn't the dirty where you try to end someone's career, just the dirty that has the audience in tears from laughing so hard. He is known to do things behind the refs back, and bring weapons into the ring, and pretend like he's been hit. Chavo is an average wrestler.

Strategy: Dirty

Strength: 6/10  
Speed: 8.5/10  
Durability: 7/10  
Counter: 6/10  
Charisma: 7/10  
Submission: 7.5/10  
Overall: 80/100

Special Moves:

Standing Grapple (Front): Gorry Special Bomb  
Standing Grapple (Rear): Brainbuster  
Momentum Shift: Super Eye Poke

=====  
Chris Benoit  
=====

Chris Benoit is the guy that everyone seems to love. He is usually the underdog for some strange reason. Chris is one of the best wrestlers in the WWE, and has a good moveset, so you can dish out different types of moves on different types of opponents. Chris Benoit is a major face, so he is one of the good guys that almost every fan likes. Chris Benoit is a great wrestler, and one that always gets the job done.

Strategy: Clean

Strength: 8/10  
Speed: 7/10  
Durability: 8/10  
Counter: 8.5/10  
Charisma: 7/10  
Submission: 10/10  
Overall: 91/100

Special Moves:

Standing Grapple (Front): Crippler Crossface  
Standing Grapple (Rear): Multiple German Suplex  
Irish Whip Grapple: Crippler Crossface  
Down Grapple Facing Up (Lower): Sharpshooter  
Down Grapple Facing Down (Side): Crippler Crossface  
Flying Attack (from Turnbuckle): Diving Headbutt 03  
Momentum Shift: Multiple German Suplex

=====  
Chris Jericho  
=====

Chris Jericho is a good, average wrestler. He is introduced to you early in the game. Chris has a fairly average moveset, and all aspects about him are around the average level. In this game, I think that he is overrated, but that's a different story. Chris is pretty much a face, and is liked by most WWE fans.

Strategy: Clean

Strength: 7.5/10  
Speed: 7/10  
Durability: 7.5/10  
Counter: 7.5/10  
Charisma: 8/10  
Submission: 8/10  
Overall: 86/100

Special Moves:

Standing Grapple (Front): Walls of Jericho  
Standing Grapple (Rear): Walls of Jericho  
Down Grapple Facing Up (Lower): Walls of Jericho

Flying Attack (Springboard Attack): Lionsault  
Momentum Shift: Low Blow 01

=====  
Chris Masters  
=====

Chris Masters is very much like Carlito. He is young, and new to the WWE, but he hangs just as well with the rest of the WWE. Masters seems to get better every match, and most of the time he does well. Masters is very lowly rated in this game. He has some room for improvement, but is even better than Carlito in my opinion. Overall, Chris Masters is an above average wrestling superstar.

Strategy: Dirty

Strength: 7.5/10  
Speed: 6/10  
Durability: 6/10  
Counter: 6/10  
Charisma: 5.5/10  
Submission: 8/10  
Overall: 75/100

Special Moves:

Standing Grapple (Front): Master Lock  
Standing Grapple (Rear): Master Lock  
Momentum Shift: Low Blow 03

=====  
Christian  
=====

Christian is a pretty good wrestler, and is liked by many WWE fans. He is famous for his "Peep Show" which is his talk show. Christian has a nice moveset but hasn't received the push to be ranked higher. Overall, Christian is a good wrestler.

Strategy: Dirty

Strength: 6.5/10  
Speed: 7.5/10  
Durability: 7/10  
Counter: 7.5/10  
Charisma: 8/10  
Submission: 7/10  
Overall: 83/100

Special Moves:

Standing Grapple (Front): Unprettier  
Standing Grapple (Rear): Unprettier  
Momentum Shift: Low Blow 03

=====  
Eddie Guerrero  
=====

Eddie Guerrero is known as "Latino Heat." He is known for his promos, most popular "lie, cheat, and steal." Eddie lies to people, cheats, and steals, yet never is caught, and always is loved. Fans have come to love his style, and

every time he goes out there, he gets a big, warm round of applause.

Strategy: Clean

Strength: 7.5/10

Speed: 7/10

Durability: 8/10

Counter: 8.5/10

Charisma: 8.5/10

Submission: 8.5/10

Overall: 90/100

Special Moves:

Standing Grapple (Front): Three Amigos

Standing Grapple (Rear): Three Amigos

Down Grapple Facing Up (Lower): El Paso

Down Grapple Facing Down (Lower): Lasso from El Paso

Flying Attack (from Turnbuckle): Frog Splash

Momentum Shift: Low Blow 02

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Edge

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Edge is a good wrestling superstar. He is a big heel, and is booed when he comes out. I happen to like edge, and think that he is a good wrestler who gets the job done when called upon. Edge's strategy is to use an assortment of different moves in order to crush his opponents.

Strategy: Dirty

Strength: 7.5/10

Speed: 7/10

Durability: 8/10

Counter: 8/10

Charisma: 6.5/10

Submission: 8/10

Overall: 85/100

Special Moves

Running Strike: Spear 01

Standing Grapple (Front): Edgecution

Standing Grapple (Rear): Edgecution

Down Grapple Facing Up (Lower): Edgecator

Momentum Shift: Edge O'matic

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Eugene

=====

Eugene is an...odd...wrestler. His promos include carrying a teddy bear out to the ring, and sticking his tongue out at his opponents. Many people dislike Eugene, and don't think that he should not be in the WWE including me. Overall, Eugene is average wrestling-wise.

Strategy: Clean

Strength: 7.5/10



Speed: 6.5/10  
Durability: 6.5/10  
Counter: 7.5/10  
Charisma: 8/10  
Submission: 6.5/10  
Overall: 81/100

Special Moves:

Standing Grapple (Front): Eugene Stunner  
Standing Grapple (Rear): Rock Bottom  
Down Grapple Facing Up (Upper): Eugene's Elbow  
Down Grapple Facing Up (Side): Running Leg Drop  
Momentum Shift: Hulk Up Combination

=====  
Heidenreich  
=====

Heidenreich is a wrestler still looking for a major push. He has some pretty okay promos such as be my friend, and the pump up he does when he walks down the main isle. Heidenreich, in my opinion is underated in this game, and deserves a better rating. Overall, Heidenreich is an average wrestler.

Strategy: Clean

Strength: 8.5/10  
Speed: 5/10  
Durability: 6.5/10  
Counter: 6/10  
Charisma: 6.5/10  
Submission: 5.5/10  
Overall: 73/100

Special Moves:

Standing Grapple (Front): Heidenreich Shoulder Buster  
Standing Grapple (Rear): Cobra Clutch  
Irish Whip Grapple: Scrap Buster  
Momentum Shift: Low Blow 01

=====  
JBL  
=====

JBL is the ultimate heel, and gets booed all the time. He claims that he is a wrestling god which indeed he is. JBL has a lot of moves that cause damage to his opponents, and is a very good wrestler. JBL has good strength, counter, and durability, and is a nightmare for all opponents to deal with.

Strategy: Dirty

Strength: 9/10  
Speed: 5.5/10  
Durability: 8.5/10  
Counter: 8/10  
Charisma: 7/10  
Submission: 7/10  
Overall: 85/100

Special Moves:

Running Strike: Clothesline from Hell  
Standing Grapple (Front): JBL Power Bomb  
Standing Grapple (Rear): Clothesline from Hell  
Momentum Shift: Low Blow 02

=====  
John Cena  
=====

John Cena is the current holder of the raw WWE World Championship belt. He is an extremely strong wrestler, and has the charisma, and durability to always get the job done. Whenever picking your wrestler to use, you will always have John Cena in the front of your mind. A definite force to be reckoned with.

Strategy: Clean

Strength: 8.5/10  
Speed: 7/10  
Durability: 8.5/10  
Counter: 8/10  
Charisma: 9.5/10  
Submission: 7/10  
Overall: 91/100

Special Moves:

Standing Grapple (Front): F-U  
Standing Grapple (Rear): F-U  
Down Grapple Facing Up (Upper): Five Knuckle Shuffle  
Momentum Shift: Chain Gang Fist

=====  
Kane  
=====

Kane is a very odd wrestler. His past is unknown, yet he is still a great superstar. Kane is a well-rounded wrestler who is pretty good in all wrestling aspects. He has some very powerful moves, and can punish anyone, anytime inside the ring. Overall, Kane is a very good wrestler who I like to use in the game.

Strategy: Dirty

Strength: 9.5/10  
Speed: 5/10  
Durability: 8/10  
Counter: 7.5/10  
Charisma: 7/10  
Submission: 7/10  
Overall: 83/100

Special Moves:

Standing Grapple (Front): Choke Slam from Hell  
Standing Grapple (Rear): Choke Slam from Hell  
Irish Whip Grapple: Choke Slam from Hell  
Momentum Shift: Tombstone Pile Driver

=====  
Kenzo Suzuki  
=====

Kenzo is not one to stick with the big boys in this game. All of his stats are around 5-6, and he is the average wrestler. I think that he needs a little higher rating, but there is nothing anyone can do about it. Overall, Keno is an average wrestler.

Strategy: Dirty

Strength: 6.5/10  
Speed: 6.5/10  
Durability: 6/10  
Counter: 6.5/10  
Charisma: 5/10  
Submission: 5.5/10  
Overall: 70/100

Special Moves:

Standing Grapple (Front): Iron Claw STO  
Standing Grapple (Rear): Iron Claw STO  
Momentum Shift: Low Blow 03

=====  
Kurt Angle  
=====

Kurt is the best wrestler in this game, and one of the best in current day. He has a bunch of moves which will quickly flatten an opponent. Also, Kurt is a gold medalist, which is one of his biggest promos. He has the strength and speed to take out any opponent, and is one no opponent wants to face.

Strategy: Dirty

Strength: 8/10  
Speed: 7/10  
Durability: 8/10  
Counter: 9.5/10  
Charisma: 8/10  
Submission: 10/10  
Overall: 94/100

Special Moves:

Standing Grapple (Front): Angle Slam  
Standing Grapple (Rear): Multiple German Suplex  
Turnbuckle Grapple (Front): Super Angle Slam  
Down Grapple Facing Down (Lower): Ankle Lock 01  
Flying Attack (from Turnbuckle): Moonsault Splash 01  
Momentum Shift: Low Blow 02

=====  
Muhammad Hassan  
=====

Muhammad is one of the most mediocre wrestlers around. Sometimes he's great, other times he's horrible. Muhammad is sort of well-rounded and does not have any aspect that really sticks out. Overall, Muhammad is a slightly above-average wrestler.

Strategy: Dirty

Strength: 7.5/10

Speed: 7/10

Durability: 7/10

Counter: 7/10

Charisma: 7.5/10

Submission: 8/10

Overall: 83/100

Special Moves:

Standing Grapple (Front): Modified STO

Standing Grapple (Rear): Modified STO

Down Grapple Facing Down (Upper): Camel Clutch

Momentum Shift: Super Eye Poke

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Orlando Jordan

=====

Orlando is a fairly good wrestler. He has some points, like a lot of other superstars where he looks great. However, at other times he doesn't look so great. Orlando can come in flying, and excited, or down and gloomy. You never know what you're going to get, but most of the time, the good outweighs the bad.

Strategy: Dirty

Strength: 7/10

Speed: 7.5/10

Durability: 6.5/10

Counter: 6.5/10

Charisma: 6/10

Submission: 5.5/10

Overall: 75/100

Special Moves:

Standing Grapple (Front): Shuffle Combination

Standing Grapple (Rear): Reverse Neck Breaker

Momentum Shift: Super Eye Poke

=====

Paul London

=====

Paul London is an okay wrestler still looking for a big push. He has a good assortment of moves, and can put people to shame when he wants to, or is determined to do. Overall, Paul London is a fairly average wrestler.

Strategy: Dirty

Strength: 5/10

Speed: 9.5/10

Durability: 7/10

Counter: 7/10

Charisma: 6.5/10

Submission: 5.5/10

Overall: 78/100

Special Moves:

Standing Grapple (Front): Waffle Face  
Standing Grapple (Rear): Waffle Face  
Flying Attack (from Turnbuckle): 450 Splash  
Momentum Shift: Climb Up Enzuigiri

=====  
Randy Orton  
=====

Randy is one of my favorite wrestlers in the game. In current day, he is one of the leaders of the WWE. Randy is known to play a little dirty, and is very aggressive at points. Sometimes, he gets too aggressive, and ruins the match for himself, but he is young, and still soaking in information with the help from his dad "Cowboy" Bob Orton.

Strategy: Clean

Strength: 8.5/10  
Speed: 7/10  
Durability: 8.5/10  
Counter: 7.5/10  
Charisma: 7.5/10  
Submission: 6.5/10  
Overall: 86/100

Special Moves:

Standing Grapple (Front): RKO  
Standing Grapple (Rear): RKO  
Momentum Shift: RKO

=====  
Rene Dupree  
=====

Rene is a french wrestler whose biggest promo is supporting his country. He is pretty much the average wrestler, and has some good moves. Sometimes he looks good and other times, not so much. Rene is powerful, and can cream you if you underestimate him.

Strategy: Dirty

Strength: 7/10  
Speed: 7/10  
Durability: 7/10  
Counter: 8/10  
Charisma: 7.5/10  
Submission: 6/10  
Overall: 81/100

Special Moves:

Standing Grapple (Front): Michinoku Driver  
Standing Grapple (Rear): Michinoku Driver  
Down Grapple Facing Up (Upper): French Tickler  
Momentum Shift: Nature Boy Special

=====  
Rey Mysterio  
=====

Rey is the ultimate face. Everyone likes him, and also likes the way that he fights and wins his matches. Rey is an above average wrestler, and uses his small height to his advantage. Rey has one of the best movesets in the WWE because of his size, and is someone who you don't want to mess with outside or inside the ring.

Strategy: Clean

Strength: 6/10  
Speed: 10/10  
Durability: 8/10  
Counter: 8/10  
Charisma: 8/10  
Submission: 5/10  
Overall: 85/100

Special Moves:

Standing Grapple (Front): Mysterio Rana  
Standing Grapple (Rear): Mysterio Rana  
Flying Attack (Springboard Attack): 619  
Momentum Shift: X-Factor

=====  
Ric Flair  
=====

Ric is known to be the dirtiest player in the game. He always comes up with some way to win using his methods, and is liked by most WWE fans. Ric has a lot of power even though he's getting to be too old, and he also has a lot of speed still left for when he needs it. Overall, Ric Flair is a very good wrestling superstar.

Strategy: Dirty

Strength: 6.5/10  
Speed: 5/10  
Durability: 7/10  
Counter: 8.5/10  
Charisma: 8.5/10  
Submission: 9.5/10  
Overall: 85/100

Special Moves:

Ground Lower: Nature Boy Figure 4  
Momentum Shift: Nature Boy Special

=====  
Rob Van Dam  
=====

Rob is a good wrestler. He has a lot of strength and speed, and all other aspects are in the above average range just as well. Rob is a dangerous opponent, and one that not many people look to fight. In this game, I think he

deserves a lower rating by 3 or so, but there is nothing anyone can do about it. Overall, Rob is a pretty good superstar.

Strategy: Clean

Strength: 7/10  
Speed: 9.5/10  
Durability: 8/10  
Counter: 8/10  
Charisma: 7/10  
Submission: 6/10  
Overall: 86/100

Special Moves:

Standing Grapple (Front): Combination Kick  
Standing Grapple (Rear): High Angle Rolling Clutch  
Flying Attack (from Turnbuckle): Five Star Frog Splash  
Momentum Shift: Low Blow 01

=====  
Shawn Michaels  
=====

Shawn Michaels is a very well known and loved wrestler. He has a bunch of good moves, and has a lot of skill in speed, strength, and most other aspects. Shawn is a face, and is liked by many people, and by many WWE fans. Overall, Shawn is a very good wrestler.

Strategy: Clean

Strength: 7/10  
Speed: 8/10  
Durability: 8/10  
Counter: 8/10  
Charisma: 8.5/10  
Submission: 8/10  
Overall: 89/100

Special Moves:

Running Strike: Side Kick  
Standing Grapple (Front): Sweet Chin Music  
Standing Grapple (Rear): Sweet Chin Music  
Flying Attack (from Turnbuckle): Heart Break Elbow Drop  
Momentum Shift: Low Blow 01

=====  
Shelton Benjamin  
=====

Shelton is a wrestler who most people don't like as much as the major wrestlers because he is a heel, and does not have many mic skills. This game is all about talent however. Shelton is well-rounded and is an overall good wrestler.

Strategy: Clean

Strength: 7.5/10  
Speed: 7/10

Durability: 7.5/10  
Counter: 8/10  
Charisma: 7/10  
Submission: 8.5/10  
Overall: 86/100

Special Moves:

Standing Grapple (Front): T-Bone Suplex 01  
Standing Grapple (Rear): T-Bone Suplex 01  
Momentum Shift: Super Kick

=====  
Snitsky  
=====

Snitsky is a very old wrestler, and his stats show that in this game. His only high one would be strength which is the best aspect that he has. Snitsky plays dirty sometimes, yet WWE fans still like him a lot. Overall, Snitsky is an average wrestler.

Strategy: Dirty

Strength: 8.5/10  
Speed: 4.5/10  
Durability: 6/10  
Counter: 6.5/10  
Charisma: 5.5/10  
Submission: 5.5/10  
Overall: 71/100

Special Moves:

Standing Grapple (Front): Pump Handle Slam  
Standing Grapple (Rear): Pump Handle Slam  
Momentum Shift: Rear Clothesline-R

=====  
Tajiri  
=====

Tajiri is a fairly good wrestler. He is very well-rounded, and all of his stats are between the average-above average range of 6-8. He is sort of a middle guy, and some WWE fans like him, while some don't.

Strategy: Clean

Strength: 6.5/10  
Speed: 7.5/10  
Durability: 7/10  
Counter: 8/10  
Charisma: 6/10  
Submission: 7/10  
Overall: 80/100

Special Moves:

Standing Grapple (Front): Buzzsaw Kick  
Standing Grapple (Rear): Dragon Suplex  
Turnbuckle Grapple (Rear): Tarantula



=====  
The Hurricane  
=====

Hurricane is a good wrestler. His promos include wearing the green mask, and using moves that are as powerful as a hurricane. Hurricane is willing to put his body on the line for the win, and is a middle man. Overall, hurricane is a pretty good wrestler who can get the job done.

Strength: 5.5/10  
Speed: 7.5/10  
Durability: 7/10  
Counter: 6/10  
Charisma: 7.5/10  
Submission: 6/10  
Overall: 76/100

Special Moves:

Standing Grapple (Front): Vertebreaker  
Standing Grapple (Rear): Final Cut  
Momentum Shift: Choke Slam from Hell

=====  
Triple H  
=====

Triple H "The game" is one of the most powerful, and feared wrestler in the WWE. He has all the aspects, and always takes out what he came to do. HHH is one of the best heels in the game, and plays his roll extremely well. Triple H, overall is a very good wrestling superstar.

Strategy: Dirty

Strength: 9/10  
Speed: 6/10  
Durability: 9/10  
Counter: 8.5/10  
Charisma: 9/10  
Submission: 7.5/10  
Overall: 92/100

Special Moves:

Standing Grapple (Front): Pedigree  
Standing Grapple (Rear): Pedigree  
Momentum Shift: Low Blow 03

=====  
Undertaker  
=====

Undertaker "The dead man" is one of the most radical wrestlers of all time. He doesn't speak much, but all his promos are of the dead, and the mysterious. Undertaker is an odd character, but always puts on a show for fans, and is undefeated at Wrestlemania. Undertaker is a huge face, and is loved by almost all WWE fans. Overall, Undertaker is an amazing wrestler.

Strategy: Clean

Strength: 9.5/10  
Speed: 5.5/10  
Durability: 10/10  
Counter: 7.5/10  
Charisma: 9/10  
Submission: 7.5/10  
Overall: 92/100

Special Moves:

Standing Grapple (Front): Tombstone Pile Driver  
Standing Grapple (Rear): Choke Slam 01  
Irish Whip Grapple: Choke Slam 01  
Down Grapple Facing Up (Upper): Rest in Peace  
Momentum Shift: Choke Slam 01

=====  
William Regal  
=====

William Regal is a pretty average wrestler. The only above average aspect that he has is his countering which he uses quite often. William Regal can look good, or bad depending on the day, like many other wrestlers. He is still looking for the push that will get him more noticed in the WWE.

Strategy: Clean

Strength: 6.5/10  
Speed: 5/10  
Durability: 6.5/10  
Counter: 8/10  
Charisma: 7/10  
Submission: 7.5/10  
Overall: 78/100

Special Moves:

Standing Grapple (Front): Running Knee Attack  
Standing Grapple (Rear): Running Knee Attack  
Down Grapple Facing Down (Lower): Regal Stretch  
Momentum Shift: Power of the Punch

\*\*\*\*\*  
Divas  
\*\*\*\*\*

=====  
Christy Hemme  
=====

Christy is a pretty good diva. She has some okay moves, and digs into some new moves and promos every match. Christy is probably the tied for second best diva in the game and overall isn't that bad to use in a diva match.

Strategy: Clean

Strength: 3/10  
Speed: 6/10

Durability: 3.5/10  
Counter: 4/10  
Charisma: 7.5/10  
Submission: 3.5/10  
Overall: 56/100

Special Moves:

Standing Grapple (Front): Twist of Fate  
Standing Grapple (Rear): Reverse Neck Breaker  
Momentum Shift: Low Blow 01

=====  
Stacy Keibler  
=====

Stacy is probably the hottest, but worst diva in the game. She doesn't have anything at least average besides charisma, and doesn't have any really big signature moves, or promos. In the beginning of the game, you're wrestler and her are dating!

Strategy: Clean

Strength: 2.5/10  
Speed: 5.5/10  
Durability: 2.5/10  
Counter: 3.5/10  
Charisma: 8/10  
Submission: 3.5/10  
Overall: 53/100

Special Moves:

Standing Grapple (Front): Full Swinging Slap  
Standing Grapple (Rear): Full Swinging Slap  
Momentum Shift: Golden Hip

=====  
Torrrie Wilson  
=====

Torry and Christy are most likely the second best divas in this game. Torry has more moves then Christy, and around an equal status range. Torry is always a diva you might want to think about using.

Strategy: Clean

Strength: 3/10  
Speed: 6/10  
Durability: 3/10  
Counter: 4/10  
Charisma: 8/10  
Submission: 3.5/10  
Overall: 56/100

Special Moves:

Standing Grapple (Front): Full Swinging Slap  
Standing Grapple (Rear): Full Swinging Slap  
Turnbuckle Grapple (Front): Shattered Dreams

Momentum Shift: Lip Lock

=====  
Trish Stratus  
=====

Trish is the second hottest diva and the best when it comes to wrestling. She is the current woman's champion and the best diva out there by far. Trish is listed as dirty, but I disagree. She usually never cheats to win, and always gets the job done. Overall, Trish is a good wrestling diva.

Strategy: Dirty

Strength: 3.5/10  
Speed: 6.5/10  
Durability: 4/10  
Counter: 5/10  
Charisma: 7/10  
Submission: 4/10  
Overall: 60/100

Special Moves:

Standing Grapple (Front): Stratusfaction  
Standing Grapple (Rear): Stratusfaction  
Turnbuckle Grapple (Front): Stratusphere  
Down Grapple Facing Up (Lower): Giant Swing  
Momentum Shift: Low Blow 01

\*\*\*\*\*  
Ledgends (Unlockables)  
\*\*\*\*\*

=====  
Bret Hart  
=====

Bret "The Hitman" Hart is known for his submissions, his durability, his charisma and his counter. All of these have boosted him to become a WWE ledgend, and continue to get him further in the business when called upon. Overall, The Hitman is a great wrestling ledgend.

Strategy: Clean

Strength: 7.5/10  
Speed: 7/10  
Durability: 9/10  
Counter: 8/10  
Charisma: 8/10  
Submission: 10/10  
Overall: 93/100

Special Moves:

Standing Grapple (Front): Sharpshooter  
Standing Grapple (Rear): Sharpshooter  
Down Grapple Facing Up (Lower): Sharpshooter  
Momentum Shift: Low Blow 01

=====

Hulk Hogan  
=====

Hulk Hogan rating wise, is the best wrestler in the game. In my opinion, that is not true at all. I believe that he is maybe the sixth best wrestler in the game behind Flair, The Rock, Angle, Mankind, Stone Cold, and others. However, he is rated the highest overall, and no matter what his rating is, Hulk is still a great wrestling superstar.

Strategy: Clean

Strength: 10/10  
Speed: 6/10  
Durability: 9.5/10  
Counter: 8/10  
Charisma: 10/10  
Submission: 7.5/10  
Overall: 95/100

Special Moves:

Running Strike: Axe Bomber 01  
Standing Grapple (Front): Hulk Up Combination  
Standing Grapple (Rear): Hulk Up Combination  
Down Grapple Facing Up (Side): Running Leg Drop  
Momentum Shift: Hulk Up Combination

=====  
Mankind  
=====

Mankind is one of the most famous wrestlers in the WWE. He is known for fighting in basements, and underground areas. His most famous scene or promo is him leaping off of one of his famous hell in the cell matches. Mankind is one of the best wrestlers ever, and is a hard-core wrestler.

Strategy: Clean

Strength: 8/10  
Speed: 6/10  
Durability: 9/10  
Counter: 7/10  
Charisma: 9.5/10  
Submission: 8/10  
Overall: 89/100

Special Moves:

Standing Grapple (Front): Mandible Claw  
Standing Grapple (Rear): Mandible Claw  
Momentum Shift: Grappling Low Blow

=====  
Steve Austin  
=====

Steve Austin "Stone Cold" is one of the most famous wrestlers to ever live. He is known for his "Stone Cold Stunner" which is his signature move. Stone Cold sticks up for the underdog, and is loved by almost all WWE fans. Overall, Stone Cold is an amazing wrestler.

Strategy: Clean

Strength: 9/10  
Speed: 6.5/10  
Durability: 8.5/10  
Counter: 8/10  
Charisma: 10/10  
Submission: 7.5/10  
Overall: 93/100

Special Moves:

Standing Grapple (Front): Stone Cold Stunner  
Standing Grapple (Rear): Stone Cold Stunner  
Down Grapple Facing Up (Lower): STF  
Down Grapple Facing Down (Lower): STF  
Momentum Shift: Stone Cold Stunner

=====  
The Rock  
=====

The Rock is the best wrestler of all time in most WWE fan's opinion. The Rock has great mic skills, and a ton of charisma to boot. When The Rock gets that fire in his belly (which is almost all the time) he is unstoppable, and destroys everything in his path. Overall, The Rock is the most famous wrestler of all time.

Strategy: Clean

Strength: 8/10  
Speed: 7/10  
Durability: 9/10  
Counter: 8/10  
Charisma: 10/10  
Submission: 8/10  
Overall: 93/100

Special Moves:

Standing Grapple (Front): Rock Bottom  
Standing Grapple (Rear): Rock Bottom  
Irish Whip Grapple: People's Spine Buster  
Down Grapple Facing Up (Upper): People's Elbow  
Down Grapple Facing Up (Lower): Sharpshooter  
Momentum Shift: Rock Bottom

+++++  
=====  
6. Match Types  
=====

In this section, I will list every match in the game.

\*\*\*\*\*  
Kinds of Matches  
\*\*\*\*\*

WWE Day of Reckoning 2 has tons of matches waiting to be fought. Once you select Exhibition Mode, you will have your choice of one of the following matches:

**SINGLE MATCH:** Two superstars enter the ring and duke it out until the end.

**TAG TEAM MATCH:** Pick a pair of superstars, and duke it out against two other wrestlers. Make sure you use your tag team partner in the match to keep both superstars fresh, and healthy.

**TRIPLE THREAT MATCH:** Three superstars enter the ring for a free-for-all. Concentrate on fighting one of your opponents quickly so that you can get it done to a one on one match.

**FATAL 4 WAY MATCH:** Now four superstars enter the ring, and fight in an all out war. Square off against one opponent first, and then go after the others.

**HANDICAP MATCH:** Need a little boost? Handicap the match by giving one opponent an edge over the other.

**ROYAL RUMBLE:** In the WWE's signature event, you must throw all other opponents over the top rope. Can you survive...?

Once you select the kind of match, select the specific match type.

\*\*\*\*\*  
Specific Match Types  
\*\*\*\*\*

**NORMAL MATCH:** On this match, no weapons are allowed, and it's a clean fight until the end.

**HARDCORE MATCH:** In this match, there is no disqualification, and also a No Falls Anywhere rule.

**LADDER MATCH:** In a ladder match, there are two ladders on either side of the ring. One or both opponents have to get a ladder in the ring and climb it in the middle, to reach the suitcase, belt, or other object. While ladders make nice climbing devices, they also make great weapons.

**TLC MATCH:** In this match, a wrestler may use a Table, a Ladder, or a Chair as a weapon.

**CAGE MATCH:** In a cage match, a wrestler will be in a steel cage with their opponent. The first one to climb out of the cage and fall outside of the ring wins the match.

**HELL IN A CELL MATCH:** This match is a steel cage match, but the top is closed, and there is no disqualification.

**BRA & PANTIES MATCH:** In these types of matches, divas must strip their opponents down to only bra and panties. A very enjoyable match indeed!

**LAST MAN STANDING MATCH:** In a last man standing match, the first man who stays on the ground for the 10-count loses the match.

**IRONMAN MATCH:** In this match, pin falls, submission tap outs, getting your

opponent to stay on the ground during a 10-count, and having your opponent hit you with a weapon, and getting DQed will give you one point. At the end of half an hour, or an hour, the wrestler with the most points wins.

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### 7. WWeshop.com Unlockables

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In this section, I will list everything that you can buy in WWeshop.com in the game.

\*\*\*\*\*

#### Arena Unlockables

\*\*\*\*\*

- "Judgment Day"-----\$500
- "Bad Blood"-----\$500
- "Great American Bash"--\$500
- "Taboo Tuesday"-----\$500

TOTAL ARENA COST: \$2,000

\*\*\*\*\*

#### Weapon Unlockables

\*\*\*\*\*

- Sledge Hammer-----\$100
- Fire Extinguisher--\$300
- Steel Pipe-----\$100
- Trash Can-----\$200
- Brass Knuckles-----\$150
- Crutch-----\$100

TOTAL WEAPONS COST: \$950

\*\*\*\*\*

#### Snapshot Expression Unlockables

\*\*\*\*\*

- Normal 02-----\$25
- Normal 03-----\$25
- Normal 04-----\$25
- Smile 02-----\$25
- Smile 03-----\$25
- Smile 04-----\$25
- Anger 02-----\$25
- Anger 03-----\$25
- Anger 04-----\$25
- Pain 01-----\$25
- Pain 02-----\$25
- Pain 03-----\$25
- Pain 04-----\$25
- People's Champ--\$25

TOTAL SNAPSHOT EXPRESSION COST: \$350

\*\*\*\*\*

#### Taunt Unlockables



\*\*\*\*\*

Just Bring It!-----\$125  
Ready for Rock Bottom--\$125  
Scream-----\$125  
Ready for Gore-----\$125  
Me, Baby! Me!-----\$125  
Gunz-----\$125  
What Now?-----\$125  
Psycho-----\$125  
Footwork 02-----\$125  
Texas is No. 1-----\$125  
3D!-----\$125  
Table!-----\$125  
Push Up & Kiss-----\$125  
Rock Out-----\$125  
1-2-3 Suck It!-----\$125  
Ready for the Worm!----\$125  
You Stink-----\$75  
Superfly-----\$75  
Breakdance-----\$75  
Flame Blade-----\$75  
Feet Stomp 02-----\$75  
Magician of Arabia-----\$75  
Wild Dance-----\$75  
High Foot Stomp-----\$75  
Jumping-----\$75  
Being Pulled-----\$75  
Booty Shaking-----\$75  
Beast Dancing-----\$75  
Hand Shakes-----\$75

TOTAL TAUNT COST: \$2,975

\*\*\*\*\*

Move Template Unlockables

\*\*\*\*\*

Batista-----\$300  
Big Show-----\$300  
Booker T-----\$300  
Carlito-----\$300  
Chavo Guerrero----\$300  
Chris Benoit-----\$300  
Chris Jericho----\$300  
Chris Masters-----\$300  
Christian-----\$300  
Eddie Guerrero----\$300  
Edge-----\$300  
Eugene-----\$300  
Heidenreich-----\$300  
JBL-----\$300  
John Cena-----\$300  
Kane-----\$300  
Kenzo Suzuki-----\$300  
Kurt Angle-----\$300  
Muhammad Hassan---\$300  
Orlando Jordan----\$300  
Paul London-----\$300  
Randy Orton-----\$300

Rene Dupree-----\$300  
Rey Mysterio-----\$300  
Ric Flair-----\$300  
Rob Van Dam-----\$300  
Shawn Michaels----\$300  
Shelton Benjamin--\$300  
Snitsky-----\$300  
Tajiri-----\$300  
The Hurricane-----\$300  
Triple H-----\$300  
Undertaker-----\$300  
William Regal-----\$300  
Christy Hemme-----\$150  
Stacy Keibler-----\$150  
Torrie Wilson-----\$150  
Trish Stratus-----\$150  
Bret Hart-----\$500  
Hulk Hogan-----\$500  
Mankind-----\$500  
Steve Austin-----\$500  
The Rock-----\$500

TOTAL MOVE TEMPLATE COST: \$13,300

TOTAL MOVES COST: \$16,275

\*\*\*\*\*

Appearance Unlockables

\*\*\*\*\*

Male Type 07----\$100  
Male Type 08----\$100  
Female Type 07--\$100  
Female Type 08--\$100

BASE MODEL TOTAL: \$400

Appearance TOTAL COST SO FAR: \$400

\*\*\*\*\*

Iris Unlockables

\*\*\*\*\*

Large Red 01-----\$25  
Large Red 02-----\$25  
Large Purple 01----\$25  
Large Purple 02----\$25  
Large Yellow 01----\$25  
Large Yellow 02----\$25  
Large Orange 01----\$25  
Large Orange 02----\$25  
Large Silver 01----\$25  
Large Silver 02----\$25  
Small Green 01-----\$25  
Small Green 02-----\$25  
Special Red-----\$50  
Special Purple-----\$50  
Special Yellow-----\$50  
Special Orange-----\$50  
Special Silver-----\$50  
Special Gold-----\$50  
Special White-----\$50

Special Lizard 01--\$50  
Special Lizard 02--\$50  
Special ESP-----\$50  
Special ESP2-----\$50

TOTAL IRIS COST: \$905  
APPEARANCE TOTAL COST SO FAR: \$1,305

\*\*\*\*\*  
Mask Unlockables  
\*\*\*\*\*

Chain Coif--\$175  
Ninja Hood--\$200  
Turban-----\$150  
Armor-----\$150  
Android-----\$200

TOTAL MASK COST: \$875  
APPEARANCE TOTAL COST SO FAR: \$2,180

\*\*\*\*\*  
Body Tattoo Unlockables  
\*\*\*\*\*

Both Arms 02-----\$50  
Combination Body 02--\$50  
Tribal Body 01-----\$50  
Sutra Body-----\$50  
Left Arm-----\$50

TOTAL BODY TATTO COST: \$250  
APPEARANCE TOTAL COST SO FAR: \$2,430

\*\*\*\*\*  
Upper Wear Unlockables  
\*\*\*\*\*

Maid-----\$100  
Football 01-----\$100  
Baseball 01-----\$100  
Tanktop 04-----\$125  
Decoration-----\$125  
Carnival-----\$125  
Bondage-----\$150  
Leather Vest 01--\$100  
Military Jacket--\$100  
Sailor Suit-----\$125  
Santa Claus-----\$125  
Football 02-----\$175  
Armor-----\$150  
Android-----\$150

TOTAL UPPER WEAR COST: \$1,750  
APPEARANCE TOTAL COST SO FAR: \$4,180

\*\*\*\*\*  
Bottom Wear Unlockables  
\*\*\*\*\*

Basketball-----\$125  
Jeans Loose 02--\$100  
Jeans Broken----\$100  
Jeans 60's-----\$100  
Apron Skirt-----\$100  
Skirt 01-----\$75  
Bondage 02-----\$50  
Bondage 03-----\$50  
Baseball-----\$75  
Football Pants---\$75  
Carpenter-----\$100  
Ninja Wear-----\$125  
Sumo Tights----\$125  
Armor-----\$150  
Android-----\$150

TOTAL BOTTOM WEAR COST: \$1,500  
APPEARANCE TOTAL COST SO FAR: \$5,680

\*\*\*\*\*  
Common Pattern Unlockables  
\*\*\*\*\*

Eddie Guerrero "Survivor Series 2004" Art--\$25  
Batista "Survivor Series 2004" Art-----\$25  
Rey Mysterio "Survivor Series 2004" Art----\$25  
Triple H "Survivor Series 2004" Art-----\$25  
Eugene Logo-----\$25  
"IN JBL WE TRUST"-----\$25  
Chain Gang Logo-----\$25  
HBK Knees Logo-----\$25  
"Survivor Series 2004" Collage Poster-----\$25  
"100% BABE"-----\$25  
Undertaker Logo-----\$25  
"AMERICA NEEDS A HERO"-----\$25  
Y2J Logo-----\$25  
Eddie Guerrero Collage-----\$25  
"Stone Cold" Skull-----\$25  
"Stunner Inc." Skull-----\$25  
Holla! Holla!-----\$25  
"Backlash" Logo-----\$25  
"Judgment Day" Logo-----\$25  
"Great American Bash" Logo-----\$25  
"Vengeance" Logo-----\$25  
"Summerslam" Logo-----\$25  
"Unforgiven" Logo-----\$25  
"Taboo Tuesday" Logo-----\$25  
"Survivor Series" Logo-----\$25  
"Armageddon" Logo-----\$25  
"Royal Rumble" Logo-----\$25  
"No Way Out" Logo-----\$25  
ECW Logo-----\$25

TOTAL COMMON PATTERN COST: \$750  
APPEARANCE TOTAL COST SO FAR: \$6,430

\*\*\*\*\*  
Footwear Unlockables  
\*\*\*\*\*

Western Short 02--\$50  
Western Long 02---\$50  
Baseball Shoes----\$25  
Magician-----\$75  
Loose Socks-----\$50  
Leg Warmer-----\$75  
Fin-----\$50  
Plaster Cast-----\$25  
Armer-----\$50  
Android-----\$50

TOTAL FOOTWEAR COST: \$500

APPEARANCE TOTAL COST SO FAR: \$6,930

\*\*\*\*\*

Handwear Unlockables

\*\*\*\*\*

Open Finger Gloves--\$100  
Boxing Gloves-----\$100  
Brass Knuckles-----\$50  
Baseball Gloves-----\$100  
Mr. Socko-----\$75  
Armor-----\$50  
Android-----\$50

TOTAL HANDWEAR COST: \$525

APPEARANCE TOTAL COST SO FAR: \$7,455

\*\*\*\*\*

All Other Gear Unlockables

\*\*\*\*\*

Crusher Hat-----\$25  
Baseball Cap-----\$25  
Sun Visor Clear----\$25  
Helmet Football----\$25  
Helmet Baseball----\$25  
Head Dress-----\$25  
Head Gear-----\$25  
Wig Front Curl-----\$25  
Wig Ponytail Curl--\$25  
Mustache-----\$25  
Long Beard-----\$25  
Mask Ice Hockey----\$25  
Mask Horror-----\$25  
Eye Mask-----\$25  
Sunglasses Heart---\$25  
Sunglasses Rock----\$25  
Goggles Pilot-----\$25  
Pendant-----\$25  
Corsage Rose-----\$25  
Horn Cow-----\$25  
Horn Bison-----\$25  
Bandanna-----\$25  
Mantle-----\$25  
Shield Knight-----\$25  
Ear Rabbit-----\$25  
Ear Bat-----\$25

Ear Robot-----\$25  
Ear Thorn-----\$25  
Wings Angel-----\$25  
Wings Bat-----\$25  
Buoy-----\$25  
Backpack-----\$25

TOTAL GEAR COST: \$800

APPEARANCE TOTAL COST: \$8,255

\*\*\*\*\*  
Enterance Template Unlockables  
\*\*\*\*\*

Template 22--\$75  
Template 23--\$75  
Template 24--\$75  
Template 25--\$75  
Template 26--\$75  
Template 27--\$75  
Template 28--\$75  
Template 29--\$75  
Template 30--\$75  
Template 31--\$75

TOTAL ENTERANCE TEMPLATE COST: \$750

COST OF ALL WWE.SHOW.COM ITEMS: \$30,280

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### 8. Story Mode Walkthrough

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Once you begin your season, it's time to create your superstar. If it's your first time playing, you only have 6 different styled wrestlers to choose from. The different types are:

New York, Weight: 243 pounds

United Kingdom, Weight: 231 pounds

Canada, Weight: 250 pounds

Japan, Weight: 234 pounds

Mexico, Weight: 230 pounds

New York, Weight: 260 pounds

I chose New York, Weight: 260 pounds because he looks the coolest, and looks like he's strong and will be a force to be reckoned with for all opponenents.

Once you pick your superstar you're going to be using, you can pick what his specialties will be. You can make it 5 attribute points to two things, 10 to one, or 3 to all. After this, you can choose which aspect you will want to focus more on such as striking, dirty attacks, or grappling. I chose well-balanced for both to improve in all aspects.

After this, you can choose your superstars name. Once you're done, press start, and it will take you right to your career.

In the first scene of your career, Eric Bischoff will come out onto the ring. He will tell the audience about last week on raw in a match between Triple H and Chris Jericho. He will show you footage. In it, Triple H is pinning Chris

Jericho, but when the count gets to 2, Triple H starts to tap out! Eric says the match is a draw, and vacates the world heavyweight title. Eric tells the audience of his new plan. A three week tournament between the raw superstars for the WWE World Heavyweight Title! The tournament begins tonight, and in three weeks, the champion will be decided at Wrestlemania! Eric then exits the ring...

From here, you will be inside your superstar's locker room. You can save if you want to, but otherwise, click continue to officially start your career!

\*\*\*\*\*  
Week 1: Major Problem

\*\*\*\*\*  
At the start, you will be in a cutscene with your girlfriend Stacy. You're mad because you won the title at wrestlemania last year, and that you automatically should be a shoe in for the spot as one of the contenders for the belt. Stacy will cheer you up by saying that it's just another chance to prove yourself and whoop everyone's butt in the WWE. She will give you a little kiss, and then Randy Orton walks in. He will say that you and him might have has some history with evolution, but he has come to respect you. Both of you will shake hands.

From here, the enterances will be shown, and then the match will begin.

TIPS: In this match, Randy Orton is very dangerous. He has already told you that he's going to be giving you his best, so watch out. Randy is very hard to

pin in all matches, especially this one. What I recommend doing is getting him into a bunch of submissions, and tire him out any way you can. Once you've got him really tired, and the match is wearing down, put your wrestler's best submission on him to get him to tap out. If this isn't working for you, use your X plus Control Stick combo to get him in the corner, and use a grappling move on him. This will have him fly off of the top rope with you burning his energy real fast. Multiple moves like this will get Orton too tired to get out of the pin fall when you go in for the pin.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week two of your career.

\*\*\*\*\*  
Week 2: Coming in Second

\*\*\*\*\*  
In the cutscene, you will see the Coach interviewing Chris Jericho. In the interview, Coach will tell him that he has a match against you tonight, and wants to know if he is at all intimidated. Chris says that it doesn't matter anyway and that he is the rightful WWE Champion for making Triple H tap out 2 weeks ago. Coach will remind Jericho that his shoulders were down and that he was pinned. He will also say that HHH has one his spot for the title at wrestlemania already, and that Jericho has some catching up to do. Jericho will argue back, and plans to take his anger out on you...

From here, the enterances will be shown, and then the match will begin.

TIPS: In this match, Jericho is not as tough as an opponent as Randy Orton. He is much easier to pin, but can be annoying when he won't stop putting you in submissions, or controlling the match, and not giving you time to get back in it. Also, Chris gets really annoying at the beginning of a match because you have to really wear him down before his body will allow you to put him in a submission. Chris doesn't have too many moves that he uses that are big nailers, but he has little nick attacks that can wear you down slowly but surely. Chris overall is a tough opponent, so wear him down quickly with submissions (once he is worn down enough), and big-bomb moves. Don't let him get ahead of you in the match, because he usually won't let you back in.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week three of your career.

\*\*\*\*\*  
Week 3: The Highlight Reel  
\*\*\*\*\*

In week three, the cutscene will go to Chris Jericho's talk show. He will like to call you out and congratulate you for beating him fair and square. You will both talk to each other on how well the other did in the match, and then Chris will ask you for a title shot once you beat Triple H at wrestlemania. Once he says this, Triple H will walk out and step into the ring. He will tell you that both you and Chris are getting to far ahead of yourself and that everyone

knows that he will be coming home with the gold at wrestlemania. Your superstar will speak up and tell Triple H that since he has so much time on his hands, how about a tag team match between Ric Flaire, Triple H against You, and Jericho. They will accept, and the match is set.

From here, the enterances will be shown, and then the match will begin.

TIPS: Ric Flaire is the weaker wrestler here, so when he is in, take advantage and use big bomb moves to get his energy down. Don't let him get the tag in because Triple H is very dangerous at that time. Don't use any submissions on Ric if possible unless you're trying to build up your special slot. Submissions won't tire him out as much as the bigger attacks you use from grapples, and top-turnstile moves. When Triple H comes in, I suggest that you put in Chris Jericho because he has better stats than your superstar up to this point. Get him tired so he has no choice but to tag Ric, and then once Ric is tired enough, put your best submission move on him to get him to tap out. Also note that Ric's special is a submission move, and one that is easy to get out of. Triple H's is The Pedigree which is hard to get out of, and will take down a lot of your energy. Go for the final submission with Flaire because he is alot easier to get to tap out then HHH.

Once the match is over, no matter what the outcome is, the game will show you and Jericho dog tired in the ring. All of a sudden, you see Flaire bring a steel chair in the ring. He is about to hit you, and Jericho blocks it, takes the chair, and beats Flaire up with it.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week four of your career.

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## WRESTLEMANIA Week 4: Death Warrant

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In the cutscene before the match, HHH will bust into your locker room. He is really pissed because of Jericho hitting Flaire. He hit Ric so hard that he couldn't be there that night, and missed his chance of being in wrestlemania. You and HHH are steaming off on one another about to start a fight right there when Stacy walks in. She'll say that Eric Bischoff is looking for both of you and that he's really mad.

In the second part of the cutscene, you and Triple H walk into his office and find him in panic. Someone has stolen the WWE World Heavyweight belt, so there can be no match tonight! Both superstars object saying that they want it, but it's not going to happen. Eric starts to get mad thinking of what Vice is going to do. He swears that he will find who has stolen it, and take them down with him. Whoever has stolen the WWE World Heavyweight Title, has just signed their death warrant.

In the third part of this long cutscene, Eric will tell the audience about the situation, and that the belt has been stolen from him, and that he has not lost it. He will turn to you and blame you for stealing the belt! Your superstar will get pissed, and claim that it was coming to you anyway, so why would you steal it. After this, you and Triple H will argue. All three of you will do some more talking, and then he will blame Triple H for taking it. Triple H says he didn't take anything. Then, your superstar will talk and blame Flaire since he isn't here tonight, and wasn't seen by anyone last night. Trip will object, saying that he's at home resting thanks to Jericho's unneeded attack. At this time, Muhammad Hassan will walk out onto the ring. He'll say that Eric is a moron for losing the title, and that you and Trip are idiots for not worrying more about the deal at hand. You and him will get in a big argument, and Eric will stop it all. He's making a special match between you and HHH at backlash in three weeks. It will feature you and Triple H in a steel cage match. For tonight, Triple H will take on Jericho, and you will deal with Muhammad Hassan.

From here, the enterances will be shown, and then the match will begin.

TIPS: Muhammad Hussan is the easiest opponent you have faced so far. It only takes around 3 powerful submissions for him to tap out, and one top-turnbuckle or special move to get him to give way to the pin fall. However, if you let him gain some confidance in the beginning of the match, it will be hard for you to get back in the match and win. So, take advantage of him early on, and start the match off with a strong grapple move. Deal with him quickly, and any way you seem fit. Just don't let him get ahead of you!

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week five of your career.

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## Week 5: Shut Your Mouth

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In the cutscene before the match, Triple H will be in the ring. Triple H will blame you for stealing the title again because Trip was going to win anywyas, and you must have took it because you were jealous. He will then ask you to return it and hand it over to Triple H. Once he says this, Stacy will walk out onto the isle. She will say that you were with her, and didn't steal the title. Triple H will insult Stacy, and then Edge will walk out onto the ring. He will say that he is sick of all the complaining. He will blame Triple H for

stealing it so that Triple H wouldn't have to face Edge after he won the title. He will say that he trusts Stacy, and then ask her out on a little date. Once this happens, your superstar will come out. You will challenge Edge to a hardcore match and the loser shuts his mouth for a week.

From here, the enterances will be shown, and then the match will begin.

Edge is a dangerous opponent and one that not many people want to face. He is dangerous when he has the advantage in a match, and even more dangerous when the odds are stacked against him. What I recommend doing is heading straight for one of the chairs on the southeast or northwest corners of the ring and nail him with it. Continue on as he gets up until his energy is really low and he's going on pure instinct. From here, do some top-tunbuckle moves, your best submissions, and grapple moves to wear down his last straw and to beat him fairly easily.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week six of your career.

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Week 6: Who's it going to be?  
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In the beginning cut scene, Chris Jericho and Randy Orton come up to you pleading their cases as to why they should be your tag team partner for tonight's match against Flaire and HHH. In the end, you must pick who you want to choose.

1. Randy, we both owe Triple H and Ric Flaire some payback from our evolution days. You're on.
2. Chris, I have not forgotten how you had my back in our last match against those guys. Let's hit the ring.

For this one, I picked Randy. You've already fought a tag team match against them with Jericho, so I think a change is in order.

From here, the enterances will be shown, and then the match will begin.

TIPS: Ric Flaire is the weaker wrestler here, so when he is in, take advantage and use big bomb moves to get his energy down. When he enters the ring, tag in Orton or Jericho because they have better stats than you. Don't let him get the tag in because Triple H is very dangerous when he is fresh coming in a match. Don't use any submissions on Ric if possible unless you're trying to build up your special slot. Submissions won't tire him out as much as the bigger attacks you use from grapples, and top-turnbuckle moves. When Triple H comes in, I suggest that you put in your superstar if he's healthy enough. If not, put in Jericho or Orton because he has better stats than your superstar up to this point, and also because Triple H is the more dangerous opponent here. Get him tired so he has no choice but to tag Ric, and then once Ric is tired enough, put your best submission move on him to get him to tap out. Also note that Ric's special is a submission move, and one that is easy to get out of. Triple H's is The Pedigree which is hard to get out of, and will take down a lot of your energy. Go for the final submission or pin with Flaire because he is a lot easier to get to tap out than HHH. Also, when you go in for a submission, a huge top turnbuckle move, or a pin fall, make sure that your partner has taken care of the opponent you aren't pinning. If your partner isn't doing anything, take care of it yourself. Otherwise, they'll come over and break it up every time.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. In here, save your game. The next match is a very tough one. Also, go into your profile, and with the EXP you've obtained so far, bump up speed and strength equally. After this, click continue, and head into Backlash!

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BACKLASH! Week 7: A kiss for luck  
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In the cutscene before the match, Edge will be talking with Stacy. He will be flirting with her, and when she says no to go out with him again, he'll talk all about how he's a real man and that she should date him. Also, Edge says that it's obvious that you took the title, but Edge doesn't think that Stacy is behind it. He'll say to come with him and don't let you drag her down. After this, Edge leaves, and you arrive. Stacy will tell you what Edge said and make sure that you aren't lying to her about the stolen title. You'll get all mad and get ready to go after Edge, but Stacy will keep you in tact. She'll say that even though this isn't a title match (because the title still hasn't been recovered); Trip is still pissed and is going to show that in the ring.

From here, the enterances will be shown, and then the match will begin.

TIPS: In this steel cage match, open up with around 3 grapple moves taking down Triple H's energy level quite a bit. Once he's down, he should be down for awhile, so try to climb the steel cage. This likely won't work, but continue this strategy until he gets too tired to get up and knock you off of the cage. Only climb the steel cage when you have full standima. You need it all while progressing to the top of the steel cage. Before you climb up, make sure that HHH is tied up in the ropes, or in the corner, and has little standima. This way, he doesn't have much energy to run over and knock you down off of the cage. One last thing...once you're at the top, it might seem like you're never going to get over and escape. Keep tapping A as fast as you possibly can, and eventually, you will rise over the top.

Once you're match has ended, you will be presented with two choices:

1. Since the World Heavyweight Title is missing, go after the Intercontinental Title.
2. Go after Edge and shut him up once and for all.

I chose to go with option 1. Winning a title belt is more important then getting revenge on one wrestler. Once you've made your choice, collect your EXP and cash. After this, the game will show that you have unlocked the arena "Backlash." After this, head straight to your locker for a nice rest. In here, save your game and then click continue to enter week eight of your story mode career.

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Week 8: The Number 1 Contender  
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In the cutscene, your superstar will be on the ring talking about how the missing title is rightfully his for beating HHH. Also, Stacy will inform us that Triple H is out for a few months after the match. Your superstar will then say that he's sick of contending for the World Heavyweight Title because no matter whom he beats, you will never get any gold. So then, you challenge Chrstian to an Intercontinental Title match tonight. With Eric's permission of

course. From here, Shelton Benjamin will walk out. He will say that you don't deserve the right to a match because he's busted his butt to become the number 1 contender for the Intercontinental Title, and he has a match already against Christian at Vengeance in three weeks. Your superstar will challenge him to put his money where his mouth is and come down to the ring right now for the number 1 contender spot! Shelton will agree, and start walking when Eric Bischoff will walk out onto the isle. He will tell Shelton that he won't let him risk his position in a match tonight, and because you're still a suspect, he won't just give you the Inter. Title chance. Eirc will say that if you want a shot, you will have to earn it just like Shelton did. You will start tonight with a Handicap Match against Hurricane and Tajiri...

From here, the enterances will be shown, and then the match will begin.

TIPS: Hurricane and Tajiri aren't as good as you, but combined, they have the edge against you. What I recommend doing is fighting the one who you think you could beat easier. Make sure that the other one doesn't get in the way, but focus on wearing down the one you're eventually going to pin. If I were you, I'd focus on Hurricane. He is in the ring first, and Tijiri can't do anything about it instead of breaking you two up in a pin fall or something like that. Beat up Hurricane, but before you do any special, top turnbuckle, or long grapple moves, make sure that you either throw Tijiri into the ring with the grapple, or use your combo on him to knock him off of the side of the ring. Once he is down for awhile, start using the big bomb moves on Hurricane, and eventually go in for the pin. Also, keep in mind that both of your opponents are very easy to submit. Make sure that the wrestler outside of the ring is taken care of, and then go for a submission. Two good submissions on either wrestler will have them tapping out. This match overall, is one of the easiest matches that you have had so far.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week nine of your career.

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Week 9: La Casa De Christian

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In the cutscene before the match, Christian will come out from backstage, and walk out onto the ring. He will say that everyone comes up to him asking him who the hell do you think that your wrestler is, and more. Christian says that he doesn't want you fighting for his title because the last time you did, you "Stole" it. He will tell the audience that there is no way in hell you will be getting the title from him. Once he says this, you will walk out from the back with Stacy, and join Christian in the ring. He will say that he talked with Eric Bischoff, and that they all agreed that if you beat Regal tonight, that your wrestler, and Shelton Benjamin will have a match for the number 1 contender for the Intercontinental Championship. Stacy will say that once you beat Shelton, you will be facing Christian in a ladder match at Vengeance! Christian will have the last insult saying that the only way that you will walk out with the gold is if it's done before the match just like at Wrestlemania. From here, the enterances will be shown, and then the match will begin.

TIPS: William Regal is a fairly easy opponent, but when he gets ahead, he has some big moves which will wear you down very quickly. From the get go, put some combo moves on him, and wear him down with submissions, and your best combos. Also, keep in mind that Regal is very hard to put grapples on because he has so much weight, and a pretty good counter. Don't attempt to put a grapple move on him until he is tired, and won't have any enery to try and counter your move. Once he's down to medium health or so, begin using top

turnbuckle moves, and you're special. If this doesn't work, continue to use submissions on him until he taps out, or keep wearing him down slowly, and then use your best move to get the pin fall. Regal isn't that tough when he's down, but when he gets ahead; he's very hard to stop.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week ten of your career.

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Week 10: A lot to lose  
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In the cutscene before the match, you and Shelton will have a little chat. You will start it off saying that you two didn't get off on the right foot, and that you thank him for agreeing to the match tonight even though he has a lot to lose. Shelton will get all fired up saying you're the one who has a lot to lose because when he beats you, he will have beaten a guy who had a title shot lined up for wrestlemania. Shelton will say that you are doing him the favor. Also, he will say that he saw a lot of guys in the locker room when the title went stolen. He says that he isn't saying anything just that...it's a fact.

From here, the enterances will be shown, and then the match will begin.

TIPS: This match is one of the tougher matches that you have had to fight. Shelton is a very good wrestler, and has a lot of speed, and strength. He is very hard to pin, and hardly ever taps out. What you have to do is get him mad. Use those little attacks on your move set and wear him down slowly. Once he thinks he knows what's coming next, hit him with a surprise grapple, or a top turn-buckle move. From here, keep mixing big bomb attacks with smaller annoying attacks so that his energy level drops to the floor. At a point where Shelton is really tired and on the ground, put him in a submission, and get the arrow to the drain area. This will wear him down, but he will be stading up soon. While he's getting up, give him a special taunt, and hit him with a special move. From here, go into the pin. He should give way, but if not, repeat the steps from "keep mixing big bomb attacks" all the way down." Shelton is a very tough opponent, so don't let him get ahead, and make sure you are much more on the offensive side then he is.

After the match, Chrstian will run out while you're back is turned, and will beat you up using his special move Unprettier. He will then talk saying that he told you to stay away, but you wouldn't listen. He will say that if you want this title, you will have to win it in the ring unlike last time, and that he'll see you at Vengeance. Or maybe not...and then he will start beating you in the face with his mic.

After the match, and Chrisitan's attack, collect your EXP points, and your money, and you will be back in your superstar's locker room. Here, save your game and then go into your profile. In here, boost up strength, speed, and durability so that it will be easier to beat Christian.

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VENGEANCE! Week 11: Up the latter  
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In this week, there is no cutscene before the match.

From here, the enterances will be shown, and then the match will begin.

TIPS: Christian is a very good wrestler, and a very tough opponent. He, like

Shelton Benjamin has a lot of moves that will have you on the mat for a long time. Christian is very dangerous in all aspects, so try and get rid of him quickly. He doesn't weigh much, and only has an average counter, so from the get go, use your best combo, followed up by a quick grapple move. This won't do much, but it will tire him down a little bit. From here, exit the ring, get a ladder and throw it in. Christian should just be getting up, so continue nailing him with the ladder. Once he isn't moving much, drop the ladder in the middle of the ring, climb up, and reach for the belt. Christian is very good at getting you in a position where he will begin to take over the match after you have already wiped the floor with him. Don't let him do this, and keep him from using grapples or any form of special on you. Continue beating him silly with the ladder until he is in the blue health zone, and flashing danger. This is when you should begin to climb. With your new speed, strength, durability, it should be much easier to beat Christian than it was to beat Shelton Benjamin. Christian is a good, dangerous wrestler, so take him out before he has the time to unleash that.

When the match is pretty much over, and you have the title, Edge will run out, and knock you out of the ring, and off of the ladder. He will set it up and allow Christian to climb it, and take your belt!

After the match, and Edge's attack, collect your EXP points, and your money. The game will show that you have unlocked "Vengeance" the arena. After this, you will be back in your superstar's locker room. Here, save your game if you want to, but otherwise click continue to start the week twelve.

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Week 12: Another Edition  
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In the cutscene before the match, Chris Jericho will be hosting Highlight Reel. He will make a big deal out of HBK and Kane being in the ring at the same time. It turns out that both of them have something important to say which is why they aren't at each other's throats. HBK says that he can vouch for Kane that he didn't steal the title. Kane vouches for HBK saying that both of them were watching matches backstage. Kane will say that he's sick and tired of all this crap about the title, and all signs turn to you once again. He will ask you to bring back the title so that everyone will be happy and get over it. From here, you will walk out from backstage and say that you don't have the title. Your wrestler is pissed at Kane, so he challenges him to a match right then and there.

From here, the enterances will be shown, and then the match will begin.

TIPS: Kane is a great wrestler, but you can take him. He's hard to grapple because he weights a lot, so forget about that until he's really tired. Start off using big bomb attacks. Use your best combo, and then head straight for the top turnbuckle. Don't use too many smaller attacks here, because Kane has a nice counter, and will take over the match. Take him out quickly, using the most powerful moves on your movelist. Kane is also hard to get a submission on, so only go for grapples and and submissions when he has low standima, and can't do anything about it. Kane is a great wrestler, so nail him down early so that he doesn't have a chance to show you just how good he really is. Kane also has one of the best special moves in the game (The Chokeslam) so when he does his special taunt, leave the ring or stay out of his way at all costs.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week thirteen of your career.

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Week 13: Finish the job  
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In the cutscene before the match, you and HBK are having a talk in the main hall. Shawn will say that he only wanted Kane and him to vouch for one another last week, and nothing else. He will say that he had no idea that Kane was going to blame you for it. Your superstar will say that if that's the case, HBK didn't fight for you too much. Shawn will say that he didn't have the time to stick up for you because instead of answering all of the questions, you challenged Kane to a match very quickly. Shawn will say that he doesn't think you did it. Stacy will then ask him to put in a good word for you about taking the title. You will object saying that you fight your own battles and that you don't need anyone's help. You will say that you don't need anyone to cover for you, and you don't want anyone's pity. You will say that you took Kane out last week, and this week you're going to finish the job. Shawn will agree and say that maybe he'll cool you off a bit tonight in the ring. After Shawn leaves, Stacy will yell at you saying that he was just trying to help and now you have to fight him in a match. You will say you're sorry, but you're sick and tired of everyone blaming you for the stolen title. You will say that you have to find a good reason for people to believe it's not you, or better yet, find out who did it. Stacy says that you will find the criminal together but until then, don't let this get to you. You will thank her, and say that without her, you would be nothing.

From here, the entrances will be shown, and then the match will begin.

TIPS: Shawn is a very good wrestler, just like Kane. Every aspect about him is above and beyond average. He has strength and speed, and is confident in all of his abilities. He also has a good special in sweet chin music which is a huge boot to the chin. Start off the match by making Shawn fight this match in your style. Make him fight the match quickly or slowly depending on what you're thinking of doing. Start off the match with a grapple, and then just put submissions on him. If he doesn't bite, start using your better moves soon evolving into your big bomb moves. Once you've begun your heavy moves, put him into more submissions. Soon enough he should tap out, but if not, go to your special and put him away. Shawn is a good wrestler, and can come back even after you've beaten on him for the majority of the match. Don't let him get ahead, and when he's dog tired, don't let him back in the match because if you do, he will take advantage of all your mistakes and quickly get into his special, and win the match. Shawn is probably the best wrestler you have faced so far, so remain patient when fighting him.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week fourteen of your career.

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Week 14: News Good and Bad  
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In the cutscene before the match, Eric Bischoff will walk out and say that he has some good and bad news. The good is that Summerslam, one of the best paper views is just a week away, but the World Heavyweight Title is still missing. Since they aren't any close to finding it, and RAW needs to have a good card for the paper view, he is making a 4-man escape-only cage match for the Intercontinental Title between Christian, Kane, HBK, and you. When he announces this, Christian will walk out from backstage. He will say that we should be worrying about Raw for just a moment. Christian will say that when he has the title, RAW has been better so he should have the right to keep it.

Eric will say that part of holding a title is defending it, and Christian knows, but just wanted to draw the line there. Christian will say that he does feel bad for Eric for blowing Wrestlemania and all, insulting him more. Christian will say that because Erik lost the title doesn't mean that he should be main-eventing putting his title on the line against the whole locker room. Erik will say that it wasn't fair for him at wrestlemania when-from here, Kane will walk out from backstage. He is sick of all the complaining, and now he doesn't want to hear about a champ defending his title. He will tell Christian that he won't have to worry about keeping his title at Summerslam, since he is going to hurt him, and take the title. Christian will say that he can take him anyday, and then Buschoff will say that it's Chris and HBK against Christian and Kane in a Tornado Tag Team Match tonight as a warmup!

From here, the enterances will be shown, and then the match will begin.

TIPS: A Tornado Tag Team Match is a tag team match, when both members of each team are in the ring with each other. This is one of the most fun, and most difficult matches that you have had to face so far. Once you first get in, HBK will pretty much automatically go after Kane, so that leaves the "champ" for you to feast on. Christian is the weakest wrestler out of him and Kane, so target him for all submissions, specials, and pin fall attempts. In this match, help HBK out. Kane is bigger and stronger than he is, so Kane is usually winning the mini battle over there. Many times, Christian will give you a blow and then Kane and him will double team Shawn. When this happens, get up as quick as you can, and take out whoever has the special right now. If no one does, take out the closest to him, or one doing the most damage to him. If either one has began a move on HBK, only break it up if yours is less powerful because it will cause damage to both your partner, and the person doing the move. However, if they are going in for a special, feel free to kick the person's ass. Once you and Christian are fighting, try and get Kane out of the ring with HBK leaving the ring to yourselves. Before they come back in, use your best grapple, turnbuckle, or special move to wear him down a lot. If he's already been worn out, go in for the pin and hope for the best. Christian is a very good opponent, with a lot of charisma, and strength, as is Kane. This match isn't one that you will win quickly, but if you and Shawn work together, it should only take you a few times to win the match. Since Kane and Christian have good special moves, when they go into them, get up and get him either out of the ring or on the ground before he has time to do anything. When either of these wrestlers hit their specials, there is a possibility of losing to KO, and it's extremely hard to get back in the match after you're hit with one of their specials.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. From here, I recommend bumping up strength and strikes. You'll need it because when you hit one of your opponents with a latter, you will lose a lot of standima, so you want it to count. If you want to, save your game, but otherwise, click continue to enter week fifteen of your career.

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SUMERSLAM Week 15: Holla Holla Holla  
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There are no cutscenes before the match, so from the time you click A, the enterances will be shown, and then the match will begin.

In this match, do not get caught up in the four superstars fighting each other in a huge brawl. This match is the hardest one that you have faced yet. No matter what moves you have put on your opponents, they still get up and knock



you down. A huge part of this match is luck. Sometimes when all members are down, and you have a lot of standima, try and climb. Hopefully two members get up and start fighting each other leaving you alone. This doesn't often happen, but hope for the best. In this match the most important thing is to keep your standima going. Don't let it go down into the reds or else you won't have any chance at all of winning the match. In the match, watch out because all three of the other wrestlers love to get specials and dominate. Don't get hit by anyone's special, or else your chances of winning the match drop a lot. Hopefully they bunch up in three, where you can nail them all with one fairly powerful move, maybe saving you some time to get up and out of the cage. In this match it's like the wrestlers have 100 percent standima all the time. They never get tired, and no matter what move you hit them with, they always get back up quickly. As you can see, this match is mostly about luck, so focus on whichever superstar you think is your biggest threat, and once he is really low, and all others are down attempt to climb the cage. In this match keep in the front thoughts of your head that Kane and Christian are the main targets you want to go after. They gang up on HBK, and they don't fight one another two often. Focus on getting them tired among everyone else inside the ring. This match is annoying, but work your way through it, and don't get angry.

At the end of the match, it will show you in the ring alone playing your entrance song. The last scene before the game cuts to the locker room is you raising your new belt high in the air.

Back in the locker room, Stacy will run up and congratulate you, telling you you that she knew you could do it. You will say that's it's great to get some gold especially because of what's been going on lately, and now your title is the top on raw. Stacy will go on again, and say that she has to go, but she will see you later tonight, and that you two are going to celebrate in style.

In the next cutscene, Stacy has just left you. From out of nowhere, Teddy Long the general manager of Smackdown walks in! He will say that you did a hell of a job in that cage tonight. Your superstar will say thanks, and that he hasn't seen Teddy in ages. Teddy congratulates you again, and tells you that he's been watching what's been happening on raw. He will say that a missing title isn't that big of a deal, and the big deal is that everyone seems to be blaming you. You will say that now that you have this title, maybe people will see that you have no title to hide. You will say that the way you see it, you're first in line for the belt when it is uncovered. Long will say that a wrestler like you is always welcomed on smackdown especailly if Eric isn't treating you well, or doesn't like what you bring to the table. You will say that if Teddy came earlier, you would have taken him up on his invitation. You will say that after tonight, you think your problems are behind you. Also, you say that since Stacy has a long term contract, he'd never make the jump to smackdown and leave her behind. Teddy will say okay, but if you ever change your mind, to look him up.

After the match and cutscenes, collect your EXP points and your money. A pop up screen will show, saying that you have unlocked the arena "Sumerslam." From here, you will be taken back in your superstar's locker room. If you want to, save your game but otherwise, click continue to enter week sixteen of your career.

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Week 16: Perfect Time  
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In the cutscene before the match, we will be taken to an addition of The Highlight Reel. Chris's guest is Batista "the former animal of Evolution and one of the scariest individuals in the locker room." Chris will let Batista

take the floor because he wants to say something. Batista will say that he's sick and tired of having no World Heavyweight Championship on Raw, because he deserves to wear that title. He says that every day that title is missing, it's a day that he should have it, and make his way to the best superstar of all time. Chris will agree, and say that that's how the fans here feel about him. He will ask Batista what he's trying to say. Batista will say that there were only two people who haven't been cleared, and they are HHH and you. Batista will say that since HHH is still injured, there is only one suspect left in the arena. Batista will say that even though you and Evolution turned on him, he has always had respect for your superstar, but he's not going to have that make him blind. Batista will say that this problem has got to be settled once and for all. He will ask you if you will do the honors, or will he have to call you out himself. Chris will say that he knows your watching, and to come on out to the ring. After this, your superstar will come walking out from backstage and into the ring. Inside the ring, you will say that Batista is still holding a grudge, and that you're ashamed. You will say that you are sick of being accused of having the title, and that you didn't steal it. From here, Muhammad Hassan will walk out.

When Hassan walks out, he will say "You're sick of being accused of something you didn't do? How do you think I feel every time I go into an airport?" He will say that your whining makes him sick. He will say that besides the fact that you and HHH don't have an alibi, you were still given and Intercontinental Title match! Meanwhile, he came out at Wrestlemania and was brave enough to blame you. He will say that he's sick of it, and he wants the title back. From here, you will speak up and ask him if he wants a hug, or maybe a hanky. Hasan will say that he wants respect and a shot at your title. Batista will tell him to back off, because he called you out to the ring. Batista will say that this is his time with the champ and not Hassan's. He will also say that if anyone deserves a title shot, it is him. Chris will also pipe in saying that he has defended you in the past, and it's only fair if he eventually got a title shot as well. He will say that Unforgiven is only a few weeks away, and it's up to you. Hassan or Batista? From here, you will get two options.

1. I can't believe Batista would accuse me after everything we went through last year. It's worth putting the title on the line to get him in the ring.
2. This is the second time Hassan has come out here and accused me. I'm going to shut his lying mouth once and for all.

I chose to take the second option since Hassan is much easier to beat than Batista is.

After you chose, the cutscene will end and you will be back in your locker room. If you want to, save your game but if not click continue to start the seventeenth week of your career.

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Week 17: Hassan loses his edge  
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In the cutscene before the match Edge will be in the ring. He will say that he didn't things could get any worse, but somehow they did. Since the title went missing, he has blamed you. And now we are here months later and everyone has an alibi except for...you! Edge will also say that you got a match you didn't deserve for the WHT, but somehow you have convinced Stacy to lie and cover up the fact that you have stolen the title. Also, Eric punishes you by giving you another title match for the Intercontinental Title. Edge will say that if you

were a real champion, you would face him at Unforgiven instead of some weakling like Hassan. From here, Hassan will walk out from backstage and up into the ring.

In the ring, Hassan will tell Edge that if he were American, Edge would gain respect for him, and he is sick of being treated different for being Arab. Hassan will then say that Edge is the outsider, and that he doesn't belong here for trying to steal his match. After all he's been through, Hassan says he deserves his match. Edge will say that he deserves the match because he's been screwed out of every title opportunity that has come his way. From here, you will walk out from backstage. He will ask Hassan and Edge to do him a favor and to shut the hell up, and that he's sick of hearing how the world has been so cruel to Edge and Hassan. You will say that they're both going to get their chance, and that maybe that will shut them up-but probably not. At Unforgiven, you will be taking Hassan and Edge on in a triple threat match for the Intercontinental Title! Hassan will be angry for not getting a singles match, and you will say that you knew he'd complain about that. You will say that you're going to give take him on tonight. If Hassan can beat you, they can figure out what they want to do at Unforgiven. When you beat them both in the next two weeks in singles matches, and together at Unforgiven, you will have proved beyond a doubt that the next time someone accuses you of stealing a title, they will remember taking on Hassan and Edge and still walking out with the title around your waist.

From here, the cutscene will end, the enterances will be shown, and then your match with Hassan will begin.

In this match you will notice that Hassan has gotten a little bit better from the match with him at Wrestlemania. Even with these new tricks however, he is still one of the easiest superstars you have faced in the game so far. In the beginning he will be very good at countering your grapples, so don't go into them from the get go. Wear him down with 3 good combos without him doing any major damage to you or your health, and from this point out he is pretty useless. Now he'll be too tired to counter your grapple attempts, so hit him hard with one or two. Now he's almost completely done so if you want to go into the pin from there. If not him once more with either your best grapple, special, or turnbuckle move. Either way he'll be fairly easy to pin. Once you go in for the pin, the ref will get up to a two count and then Edge will come onto the side of the ring and pretend to hit you. What he is really doing is waiting for Hassan to get up. Hassan will come to the side of the ring and tell Edge to go away (he obviously knows how important this match is.) Edge will look to hit Hassan with the chair, but instead backhands you with it therefore disqualifying Hassan! The ref will ring the bell and the match will come to a close.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week eighteen of your career.

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Week 18: Open for Business 24/7  
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In the opening cutscene, the extremely hot Trish Stratus will be in the ring. She will say that with all the accusations about the World Heavyweight Champtionship going around, it seems as though one diva has gotten a free ride. She will say that it's pretty clear that you stole the title, yet your girlfriend Stacy's innocent act seems to be keeping you and her off the hook, and Trish isn't buying it. Trish will say that she's a 5-time Womans Champ,

and she doesn't have to steal the gold, but Stacy has never been on the top of the division. Trish will say that she's always on the bottom, so it would seem reasonable why you and Stacy would have stole it together. She will then say that Stacy probably stole it herself since she's never had any real Championship gold in the first place. Trish will then say that Stacy always needs a man behind her driving the way for her to do anything. From here Stacy will walk out onto the ring. She will say that she is sick of Trish's attitude and that Trish has no one to back her up. Stacy will say that she doesn't know what's worse...Having someone accuse her of stealing the title, or having a slut like Trish accuse her of doing so. Stacy will then ask Trish to put her money, and her title where her mouth is. Stacy will then ask for a Championship Title match at Unforgiven. Trish will ask her what she's done to earn a shot at her title. Trish will follow up saying that if Stacy can beat her in a non title match this week, that she'll consider her challenge. Stacy will then say that tonight, the match should be a bra and panty match. (>\_>) Trish will try to back out and Stacy will tell her not to be scared. Stacy will also say that if Trish beats her, she'll forget about all of this and not petition Eric for a title match at Unforgiven. Trish will accept.

From here, the enterances will be shown, and then the match will begin.

This match isn't too bad if you know what you're doing. As soon as the match begins, put one easy combo on Trish just enough for her to fall down. Once that's done, go to the nearest side and press X to pick up a weapon. From here, enter the ring and use it on trish until the weapon breaks. From here, go to either side of her and press A. Stacy will stand over her, do a little move, and attempt to rip her bra off. Since you've used a weapon, it should be pretty close, or enough to take it off. If it isn't quite there, knock Trish to the ground once again, and go out and get another weapon. When you bring it back in, if Trish is up, hit her with it and then attempt to take off her bra. If she's still on the ground, hit her until the weapon breaks and then attempt to take it off. By this point it should be ready to to come off, but if not, pick up the weapon you use used and hit her once more, or go out and get a new one and hit her until it breaks. Once you get her first piece of clothing off, the second only takes one more submission, and a lot of tapping therefore stripping Trish to her Bra and Panties.

After the match, collect your EXP points and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter weeeek nineteen of your career.

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UNFORGIVEN: Week 19: Say Goodbye  
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In the opening cutscene, you will be with Stacy in the locker. She will say thanks for standing by her with Trish. You will say no problem, and that you'd do anything to help her out insdie and outside of the ring. Stacy will then ask you if you're sure you're going to be 100% for tonight's title match. You will say yes since having last week off let you recover from the chair shot. You will say that you are confident in beating them. Stacy will say that she doesn't think that Edge or Hassan really think that they can beat you.

She'll say to watch your back since they'll do anything to win your title. You will bring up the fact again that after you win tonight, no one will accuse you of stealing the title, since you could beat any opponent out there. Also, you'll say that you'll be out there supporting Stacy, and then you'll go and win your title match. Stacy will then leave to go get ready, and the cutscene will end.

In another cutscene, you will be in Eric's office asking why Eric wanted to see you. Eric will show you a picture of the title, and you'll say you're not stupid and that you know what it is. Eric will say that it's not about that and to look at the title closer. One of the gold bars is missing, and that the picture of it in the newspaper is dated today. Eric says that the belt is here in this very arena, and that he was left with a note and that picture. Eric will say that all we know is that it's a superstar since the person who took it must have had arena access. Eric will give you the chance to come clean, and you will say you know nothing about it. Eric will say that you're going to find the title since you're the only one who doesn't have a solid alibi. Eric says that he's the closest to finding the belt in months and he's not going to blow it now. Eric will tell you to find the belt tonight, or he's going to fire your ass. Eric will say that everyone is mad at him for not putting this on you more, and that if he goes down, he isn't going down alone. You will then say that you can't because tonight you have Stacy's match to watch, and also your own Triple Threat match. Eric will then tell you that you better hurry up or else he might decide to fire your little girlfriend too no matter if you're the champ or not.

In the next part of the cutscene, you will be out in the garage looking for the title, and Jericho will walk up to you asking why you're here. He'll say that you have big matches tonight, and that you should probably be getting ready for them. You will then explain the situation to him. Jericho will say that he's got nothing to do, and will help you to look for it. You'll accept, and Jericho and you will begin searching. While searching, you two will come across Orton and Edge talking. Chris will ask what's going on, and what are they two doing here. Edge will say that him and Randy were just taking care of a few loose ends. From here, Edge will spear you to the ground and Orton, and they will start beating the crap out of you. Chris will tell them not to do it...and to let him get in on the action! From here, all three of them continue to kick you, and beat you up. Chris will then ask Edge if he took care of that other little "piece" of business. Edge will say yes, and that he put it right where they were planning on putting it. They will then plan to keep you out for the night. Jericho will then say that he loves it when a plan like this comes together.

After this, yet another cutscene will be shown. Stacy will bust in and ask where were you, and that she can't believe you. She'll say that you were supposed to be ringside with her, but you weren't. She will say that she had Trish beat, but Trish had before pushed her into the ref, knocking him out. She says that she was ready to put Trish into a huge Power Bomb, and then Christian busted in, and tripped her. She will say that Trish landed right on top of her, and by that time the ref was aware of what was going on, and Trish pinned her. She will then blame you for not being there and say that she lost because of you. You will say that you can explain, but she doesn't want to hear it. You will ask her what time it is, and ramble on about missing the match.

Eric will then bust into the room and say that he thought he heard your voice. Eric will say that you didn't find the title, and you didn't even bother to come out for your Triple Threat match. You'll try to explain, but he'll keep talking. He will say that that's the last time you're going to ruin a Raw-Paper-View, and then you'll ask him to please be responsible. He'll cut you off, and say that he wants his title belt...almost as much as he wants you out of here. Eric will say that you're suspended, and that he's stripping you of your title belt. He'll say that you have five minutes to clean out your locker. He'll ask them to listen to you, and that you can explain. From here, you will open your locker, and the stolen golden bar will fall out! Eric will say that he doesn't believe it. Stacy will ask you what you're talking about? Eric will scream that it was you the whole time, and that you stole the belt,

and you brought it here tonight to blackmail him. Stacy will ask you if that's true. You will say that you don't know how it got in there, and that it isn't true. Stacy will yell at you saying that you had the belt the whole time and that you lied to everyone including her. Eric will say that you're not suspended, and that you're fired. He will then ask for where the title is. You will tell him that you don't know and say that the other guys..they..Eric will cut you short and say that he would call the cops, but this is the only evidence there is. But no matter, your career on RAW is over. Eric will say that he's leaving and that he doesn't want you around RAW ever again unless you bring his title back. Stacy will tell him to wait up and that this is the second time you've betrayed her trust tonight. She will then say that she doesn't want to see you ever again. Stacy and Eric will then walk out of the locker.

After all of the long cutscenes, a pop-up will come up showing that you have unlocked the wrestler "The Rock." Also, you have unlocked the new arena "Unforgiven." From here, you will finally be taken back in your superstar's locker room. If you want to, save your game but otherwise, click continue to enter week twenty of your career.

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NO MERCY: Week 20: New Tag Partner  
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In the beginning of the cutscene, Rob Van Dam will be in Teddy Long's office. He'll say that he doesn't get it. Teddy has RVD in a match for the Tag Team Championship, but his new tag team partner is a surprise? Teddy will say that's right player. Since your original partner, Rey Mysterio was taken out by the champs last week, your partner for this week has a secret identity.

Teddy will say that it's going to be a huge surprise when he heads out onto the ring, and to believe that. RVD will ask how is he supposed to come up with a plan if he doesn't know who his partner is so that he can beat Rene Dupree, and Kenzo Suzuki. Also, RVD will ask Teddy that if he's keeping it a secret, doesn't that make him the next likely target? Teddy will tell RVD to listen to him, and that he's Mr. Pay-Per-View and that since this is No Mercy, tonight is your night. Teddy will tell RVD to trust him, and that once he finds out who his new partner is, he won't be disappointed. RVD will say that he just hopes that this new fellow holds his own in the ring with him. Teddy will then in his own style tell RVD "Now you feel me player, holla holla holla"

From here, the entrances will be shown, and then the match will begin.

If you haven't figured it out yet, you're this new tag team partner, which means you're an official member of smackdown now. Once the match begins, you'll be in the ring with Kenzo. This guy isn't that hard to beat. He depends on speed, and doesn't have too much strength. However he is a little guy so he has some pretty nice moves, so don't let him get to you, or let him take over. As soon as you get in, get really offensive with him grappling him and wearing him down. Switch with you and RVD to keep the freshest superstar out there. Try not to let Kenzo get the tag since Dupree can be really dangerous at points. If Dupree does get in, switch to the freshest superstar, and try and get him to tag Kenzo back in, or wear him down the best you can. When going for the pin, look to pin Kenzo. Get Kenzo down for a little while, and use a combo to get Dupree to fall off of the stage. From here, use a special move on Kenzo, or a grapple to get him worn out and on the ground. From here, go into the pin. Nothing should stand in your way now that Dupree is out, but just in case Kenzo breaks out or Dupree gets up quick enough, continue to focus on Kenzo. If somehow Kenzo isn't done with the pin, continue the step from last time knocking Dupree off, and then going for the pin on

Kenzo. The tough thing about the tag team in which you're facing, is that they work really well together, so they always doing double team moves, and switching in and out. As long as you keep focus on Kenzo, and on pinning only when it's not going to get broken up, you should be good to go.

Once the match is over, you will be standing in the ring with RVD and your new Tag Team Championship belt! After the game leaves the ring, a pop-up screen will come on showing that you have unlocked the arena "No Mercy." From here, you will finally be taken back in your superstar's locker room. If you want to, save your game but otherwise, click continue to enter week twenty-one of your career.

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Week 21: Lifetime Contract  
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In the opening cutscene, Teddy Long will walk out onto the ring. He will introduce you and Rob Van Dam to the crowd as the new Tag Team Champions.

He'll adress the crowd telling them that he's sure they have a lot of questions. He will tell them and you that he believes you were wrongly terminated on Raw since there was no major evidence that you took the belt. Teddy will say that he trusts you as a former Tag Team Champ, Intercontinental Champ, and World Heavyweight Champ. He also feels that Raw's loss is Smackdown's gain. He will tell the crowd that he's happy to tell them that he has signed you for a lifetime contract! He says that he has no doubt that you will lead Smackdown to a new level of success. You will then thank Teddy, and then thank Rob Van Damn for letting you take over for his injured partner. Then you'll adress the crowd saying that after Raw, he is happy that Smackdown is taking you in. Then you'll adress Stacy on the camera saying that Jericho, Orton, and Edge were...

At this point, Eddie Guerrero will walk out. Eddie will say hello, and that he's got something to say to you. He'll congradulate you on your contract, and that you seem to be taking on Eddie's promo of lying, cheating, and stealing. Eddie is upset that Teddy gave you a Tag Team Championship match with it being your first night on Smackdown. Eddie says that he and Booker T were next in line after Rey got injured. Teddy will tell Eddie that he makes the rules on Smackdown, and not him. Teddy will then give Eddie and Booker a non-title tag team match against you and RVD. But first, you and RVD have to agree to the match. Teddy will tell Eddie that if his tag team partner and you can win, then he'll give Eddie and Booker a shot for the titles in four weeks at Survivor Series. But if they lose, Booker and Eddie will have to start from the bottom once again. Teddy will then ask you and RVD what you say to the match. RVD will automatically say yes, and will point to you. Everything is agreed on, and the cutscene ends.

From here, the enterances will be shown, and then the match will begin.

This match isn't all that tough if you know what you're doing. Once the match begins, I recommend putting a fairly simple combo on Eddie, just enough to get him onto the ground. From here, rush out and tag in RVD. In this match, even if your CAW (the wrestler you created) is healthier, I'd keep RVD in. In this match, you want to wear down your opponents as much as possible, and also stop them from making tags, so you need to speedy RVD to keep them from doing so. Also, every time you get Eddie on the ground, and he's trying to get back up, run over to Booker on the side and hit him with that jumping spinning kick by pressing B. This will keep Booker from breaking up submissions, or pin falls while keeping him not as healthy as he should be waiting to come in. The strategy I used for going into the pin was to get into special form while your

opponent is in the ring on the ground. Hopefully this is Eddie, but if not it's okay to use it against Booker since the two aren't all that different skill wise. Anyways, while he's on the ground, go into special status. From here, go to the sideline to the other opponent, and suplex them into the ring pressing A. From here, the other opponent should be just about up. Go over to them and nail them with RVD's special. From here, go into the pin and even though Booker/Eddie is starting to realize what's going on, he shouldn't be able to get to you on time. Once the person you're pinning is being counted out, on the two count (if you would have gone to three normally) the lights will go out for a second. Once they come back on, you will be standing up, and the person who you were in the pin with will be on the ground, with the Tag Team Championship Belt lying next to them. The ref assumes that you hit him with the belt while the lights were out, and rings the bell disqualifying RVD and your CAW.

After the match, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week twenty-two of your career.

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Week 22: Cheese-eater  
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In the opening cutscene, you will confront Teddy about what happen last week. You're mad at the fact that Eddie and Booker T got away with cheating in last week's Tag Team match. Teddy will say that the ref didn't see what happened when the lights went off, so he had no choice but to make the call. Teddy will say that at least the Tag Team Championship belts weren't on the line, even though they will be now at Survivor Series. You say that that's all fine and dandy, but you want Eddie tonight in a match to show him that this is the last time he cheats on you. From here, Dupree will come in, and join the conversation. He says that speaking of cheating, you and RVD have gotten away with the Tag Team Titles, eh? Dupress says that he doesn't think that you should be able to come on Smackdown and steal their titles without some payback. He will then ask you for a one-on-one match tonight to settle the score. You say that you'd be happy to take Dupree on, but tonight you have Eddie. Teddy then joins in and says that he knows a way to work this out. Teddy then makes a Triple Threat match between You, Eddie, and Dupree! From here, the cutscene ends.

From here, the enterances will be shown, and then the match will begin.

This match is one of the more difficult ones you have fought in this game so far. The best strategy here, is to focus on wearing down both opponents. I usually to tell you to pick one opponent, and spend most of your moves, and time on him..this time however, I want you to focus on wearing down both opponents, and split your moves and time between them. Once there is about 15 minutes or so left in the match, everyone in the ring is going to be really tired, and it takes awhile to get up on either opponent. This is the perfect time to go into those big bomb moves, and eventually the pin. Once Eddie and Dupree start fighting one another, and both end up on the ground, go into your special. Use your special on the first one to get up, and then once it's over, put your special on the other one who is probably just getting up. Once that's over, go to the second person who you used your special on, and go for the pin. You should win the match, but if not continue on. If you didn't get the pin earlier, continue on. What I now recommend doing is getting one of the superstars out of the ring (preferably the healthier one) and then go over to the other superstar. Put him in a quick submission move and lock it in just for a little while before the other wrestler has time to get back in the ring. All you need now is probably around 2 seconds since everyone is so beat up.



Since everyone is so slow to get up, and everything on them is hurt for the most part, it should be fairly easy to get them to tap out.

At the end of the match, they'll announce you winning, and then Booker T will run out onto the ring, and hit you with a scissor kick. From there, him and Eddie will start beating the crap out of you. Once they start, RVD will run out and nail Eddie, while you get up and hit Booker T with a couple of low blows. RVD will then nail Booker T knocking Eddie and Booker out of the ring, and walking up the ramp.

Once the match and cutscene are over, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter weeeek twenty-three of your career.

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Week 23: Extra-Curricular Activities  
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In the opening cutscene, you and RVD will be talking out in the far backstage area. He says that he can't believe that guys like Booker and Eddie would go off the deep end like they did last week. RVD says that he's worked with them, and it's not like them to get all bent out of shape. Your CAW will say that he knows how it is. Once you're the champion, everyone wants a piece of you. Your CAW also says that tonight you and me are going to keep a close watch on them since you have a match with Booker T, and I have a match against Eddie. From here, 3 options will appear...

1. I'm going to take it right to Eddie - I'll face Latino Head mano-a-mano in a Singles Match.
2. It's time for me to get some payback from Eddie, and I want to enjoy every minute of it. I'll make him tap out in a Submission Match.
3. Just to make sure no one is going to interrupt us, I've arranged to meet Eddie in a steel cage!

I picked option number 2, because I'm good at locking in submissions, and getting opponents to tap out. You however can pick any option you want, but I'll be covering the match in option 2. From here the cutscene ends.

From here, the enterances will be shown, and then the match will begin.

In this match, only when Eddie taps out can you win. If you go in for the pin, the ref will not count. This match is a fairly easy one. Right from when the bell rings, just start grappling Eddie, and using all the combos you have on him. When you use a big move on him such as a grapple, special, or a top turnbuckle move and you know he's going to be down for a long time, put him into a submission. Since he's already really tired, if it doesn't land on drain you should be able to take it down about an inch or so. Once the submission is broke, continue what I just said, only this time focus on wearing down the body part which the submission you used focuses on. When you're about to go into your submission move, use the same one as last time. This time it should be fairly easy to move the bar down closer to submit, however it is unlikely that you'll get the submission this time. From here, use the same step as I listed, and it should be pretty easy to get him to tap. All in all, this is an easy match as long as you don't let Eddie take over, and put a quick submission on you once you're really tired, or in the danger zone.

Once the match is over, collect your EXP points, and your money, and you will

be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week twenty-four of your career.

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Week 24: A Proposition

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In the opening cutscene, you will be talking with Teddy. Teddy says what he doesn't know...even though he's general manager, what your CAW is asking for involves RAW. Then your CAW says that we at least have to try and have her here tonight. It would be a good thing for the ratings at least. Imagine the line of divas smackdown could have if Torrie Wilson joining by...Stacy! Teddy will say that he knows you want her here, but there is no draft lottery lined up. Teddy says that the only way to get her here would be to propose a trade. Your CAW will agree asking if there is anyone on smackdown who would want to go to Raw. Teddy will say that he didn't hire you to make the decisions on Smackdown, and that that's his job. He will then ask why you want her here so bad, because you and her ended on such rough terms. You will say that you just need a chance to explain yourself, and she'd realize what happened. The thing is, you haven't gotten to see her any after Unforgiven, and she isn't exactly returning my calls. Teddy will then say that next week at Survivor Series your CAW and Teddy can try and get an interview with Eric. Teddy will then say that you have to promise to listen to whatever decision they make, and that whatever it is, it's final. Teddy then tells you that you have a match tonight against one of your survivor series opponents, Booker T who has requested a no DQ match.

From here, the enterances will be shown, and then the match will begin.

This is one of the easier matches you've had throughout this entire game. Begin the match as if it were a normal, singles match. Don't get any weapons unless you have full standima since when you hit him, your standima takes a huge blow. Once you begin the match, focus on wearing Booker down. Don't focus on just one area; inflict pain on a variety of places. Once you've got a couple of different body parts in the yellow, or one in the orange, rest up and build up your standima. Once it's built up, go out of the ring and get a weapon. Come back into the ring, and if Booker is up, drop it and beat him up using a combo, or a grapple. From here, beat him with the weapon until it breaks, and then go in for the pin. This match is extremely easy as long as you don't let your standima go down, and don't let Booker take over.

After the match, you'll be celebrating your win in the ring, and Eddie will creep up on you and hit you with a steel chair. Booker and Eddie will continue beating you up, and RVD will come out. He'll hit Eddie, and knock him on the ground, and then he'll take the chair, toss it to Booker, and nail the chair so that it smashes into Booker T. Eddie will then get up and get RVD onto the ground. By this time, Booker is up. He goes out of the ring and gets a belt. He begins beating you on the back with it, as Eddie beats up RVD driving his foot into the side of his body. Finally, the match and cutscene end.

Once the match and cutscene are over, collect your EXP points and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week twenty-five of your career.

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SURVIVOR SERIES: Week 25: This Conversation Is Over

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In the opening cutscene, Eric, Teddy, and your CAW will all be in a room

talking with one another. Teddy asks Eric about the possibility of trading Stacy to Smackdown. Long will ask Eric what he thinks about it, and Eric will say that he thinks your CAW put Teddy up to it. Yours CAW speaks up and asks so what if I did? Is it really that big of a proposal? Eric says no, but that it's the stupidest thing he's ever heard in his life...Eric is mad that smackdown signed you for a lifetime contract even after what back on RAW. Eric says that you should be out of wrestling for good. Eric then gives the simple answer of no. He asks why he should make your life happier when all you have done is ruin his. You will then ask Teddy to do something, and he'll back you up. Teddy asks that in the interest in business is there anything that can be done for a trade. Eric says that perhaps there is. Eric says that RAW has been without a belt for awhile now, and if you give a RAW superstar of his choice a shot at the WWE Championship, he will give Smackdown Stacy's contract. If the RAW superstar wins, he can bring it back to RAW so that they once again have a high championship belt. Teddy says that there is no way that would ever happen, and Eric says that that's the final offer. Eric then walks out saying that if you need him, you know how to reach him.

After he leaves, your CAW speaks to Teddy. He says to take the deal, because you can beat anyone on the RAW roster. Your CAW practically begs for Teddy to say yes, but Teddy says no can do. Teddy says he likes you, but it's not worth Smackdown's main title just to bring your girlfriend back. Teddy then says that John Cena the current WWE Champ might have something to say about it aswell. Your CAW puts up one last argument, but Teddy shuts you down, and says that you should be focusing on your match tonight anyways.

From here, the enterances will be shown, and then the match will begin.

This match is one of the more difficult ones you have fought in this game so far. The best strategy here, is to focus on wearing down both opponents. I usually to tell you to pick one opponent, and spend most of your moves, and time on him..this time however, I want you to focus on wearing down both opponents, and split your moves and time between them. Once there is about 15 minutes or so left in the match, everyone in the ring is going to be really tired, and it takes awhile to get up on either opponent. This is the perfect time to go into those big bomb moves, and eventually the pin. Once Eddie and Dupree start fighting one another, and both end up on the ground, go into your special. Use your special on the first one to get up, and then once it's over, put your special on the other one who is probably just getting up. Once that's over, go to the second person who you used your special on, and go for the pin. You should win the match, but if not continue on. If you didn't get the pin earlier, continue on. What I now recommend doing is getting one of the superstars out of the ring (preferably the healthier one) and then go over to the other superstar. Put him in a quick submission move and lock it in just for a little while before the other wrestler has time to get back in the ring.

All you need now is probably around two seconds since everyone is so beat up. Since everyone is so slow to get up, and everything on them is hurt for the most part, it should be fairly easy to get them to tap out. Another good time to go in for the submission is when you've got the main guy in for their team, and RVD is fighting the other member of their team outside of the ring.

Once you're about to win the match, the ligts will go dark once again, and when they come on the ref will be knocked out by Booker T. Rey (RVD'S old partner) comes in and nails the person who was going in for the pin with a springboard kick. Then, Eddie beats up RVD or your CAW enough to get him down for a while. Rey exits and by this time the ref is up, and counts one two three on the person who originally was going to win the match, and Booker T and Eddie win the match.

After the game leaves the ring, a pop-up screen will come on showing that you have unlocked the arena "Survivor Series." From here, you will be taken back in your superstar's locker room. If you want to, save your game but otherwise, click continue to enter week twenty-six of your career.

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Week 26: Too Small  
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In the opening cutscene, Coach will be in an interview with Rey. Coach says that many people are confused about Rey's actions, and coach asks him to elaborate on why you got involved in last week. Rey said that he's sick of people complaining about him. He is sick and tired of hearing "Rey you're too small" and stuff like that. Yet they continue to complain about him even though he has proved himself with a Cruiserweight Title, and a Tag Team Title, yet no one respects him still. Rey says that he got injured right after RVD and he became number one contenders for the belt. And then, Teddy gives the spot to your CAW on your first night on smackdown. Rey claims that he isn't going to be punked around like that especially after all the lack of respect he's had to deal with. Coach says that he believes that to be a reasonable response and that tonight, your CAW is looking to even the score, and that you've requested a one on one match tonight. Coach then asks Rey if he's going to take you up on the offer. Rey says that he's not afraid of you or anyone else and that he'll meet you out there. From here, the cutscene fades out and ends.

From here, the entrances will be shown, and then the match will begin.

Rey is easily one of the most difficult opponents you've had to face throughout the entire game so far. He's extremely fast, has an amazing counter, and always had the crowd on his side cheering him on. There isn't much of a strategy here, since Rey has so many moves he does a different type of thing every match. What I recommend doing before the match is beefing up your strength, speed, and charisma. You're going to need a lot of charisma for this match, because basically all Rey has to do is a grapple, and he already has one special meter filled up. And another thing...Rey has an awesome special called the Mysterio Rana. Almost everytime he uses it against you, and when he does, the match is pretty much over. As soon as the move ends, it goes right into

the pin so it's very hard to break and is the main source which wins Rey his matches. Watch out for your stamina in this match. If your stamina is low, Rey will be on you like a fat kid on cake, and it will take you the rest of the match to win it back. By the time you do end up getting it back, you'll probably be back in your locker. The main keys for this match are to use big bomb moves as much as you can. Even though Rey will end up countering a lot of them, when they hit it still does a lot of damage. Since Rey is so fast, he can get up very easily, and quickly so the longer he stays down, the better. Put him in submissions, and also put pressure on different areas. This is a quick way to build up your special meters. Put as many specials on Rey as you can. I put two chokeslams on him in one special, and he kicked out in 1 both times. If you stick with it, and don't get angry at the game, you should be eventually able to come out of this match with a win.

Once the match is over, you will celebrate in the ring. The game fades out but before it cuts to your locker, you will be presented with two options.

1. I taught Rey a lesson, but that doesn't bring back the Tag Team Titles. I think I'll see if RVD wants to take them back.

2. Well, that takes care of Rey. If he wants the Tag Team Titles, he's welcome to them. I'm going to challenge Big Show for the U.S title.

I chose option two. Since I've been on smackdown, I've faced the same opponents, and most of the time fought in two on two matches. I'm ready for something new. Once the match and option choosing are over, collect your EXP points, and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week twenty-seven of your career.

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Week 27: Goin solo again  
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In the opening cutscene, you will be out in the ring talking to the crowd. Your CAW will say that Rey cost me the Tag Team Title, but I think that me beating him last week sent a message to Rey to stay the hell out of my business. Beating Rey last week made me realize how much I like being solo. Even though it was great holding the Tag Team Title, it's time I continue my solo career. And what better way to resume my singles career than by challenging the United States Champ? Then your CAW will call Big Show out from backstage. From here, RVD will walk out from backstage! RVD will walk out to the ring. RVD says that it wasn't just your Tag Team Title, and when you got pinned at Survivor Series, you gave away our gold. RVD is angry because you're not even going to bother to try and win back the Tag Team Titles. Then he'll say that if you want to go for the U.S title, that's cool, but since I don't have a partner anymore, I'll be challenging Big Show for it as well. That way everyone will see how much I carried you in Our tag team matches. You'll ask RVD to stop making you laugh. Then, your CAW will say if you want to try and prove you're better than me, why don't you do it right here, right now. RVD will agree and say you're on.

From here, the enterances will be shown, and then the match will begin.

RVD was actually a very easy opponent for me. He was nothing compared to Rey, and it only took one special for me to get the pin. In this match, RVD is good and will most likely control most of the match, but he doesn't have to mant big bomb moves that will have you on the ground for to long besides his special. What I recommend doing for this match, it to use combos, submissions, and putting preasure on a certain area. Basically, do anything to build up your special meter. Once one special meter if full, get RVD on the ground with a weak combo, and then go into special moode. Once he gets up, use your special. If a body part of his is already in the yellow or orange, and one of your specials really focuses on that area \*for example, crossface onto heaad\* use that. You should be able to make him tap out with that. If he has nothing in the yellow or red, or you don't have any submission specials, put on your best special to him and go in for the pin. He should be done with, but if not, continue to build up your special meter, and repeat the last steps I listed. All and all this isn't a tough match unless you alow RVD to control the match so much that he puts his special on there. From there on out, it will be all down hill. So in this match, mainly focus on building up your special meter, and not let RVD take control/build up his.

After the match, collect your EXP points and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter week twenty-eight of your career.

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Week 28: Start earning it!  
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In the opening cutscene, your CAW will be out on the ring talking to the crowd. You will say that even though you haven't been on Smackdown for that long, you've already won tag team titles. Now, I'm not stranger to winning titles, and since I don't currently have any gold, I guess you can say I know something about losing them too. However, I have learned that when you lose, you must set even higher goals for yourself. That's why I have thrown my hat into the ring for the United States Championship here on Smackdown. I know everyone will say that I have to earn a spot to compete for the title, but I think my resume speaks for iteself. I've had every RAW title before, and I know I can win the U.S championship right here on Smackdown. Your CAW will then ask Big Show about how he feels about giving you a title shot. You'll say that you'll face him any time, anywhere and give him every advantage. What do you say? The camera pauses for a couple of minutes on the isle, but no one enters. Your CAW will start talking again. That's it, Show? You have nothing to say to me? You've got something more important going on? From

here, the biggest athlete in the world will walk out from backstage. Big Show will ask if he's hearing you right. Are you riding high off of beating Rey a couple of weeks ago? In case you haven't noticed, I'm seven feet tall, and I'm almost 500 pounds. As good as it is to be the U.S champion, it's not worth getting yourself killed for pal. This isn't RAW, this is Smackdown. All of those titles you won back then don't matter now. The RAW superstars have no shot against me and they try to pretend like I don't exist. But you're right about something. You don't deserve a match for the U.S championship because you haven't earned it. Your CAW will then ask What do I have to do to earn it then? Big Show says How about this for starters...from here, Heidenreich will enter the ring, and pound you in the back of the hamstring sending you down. Show will tell Heidenreich that this one is no DQ just like you like it. From here, the cutscene ends and the match goes straight into order.

Sadly, no DQ matches are very easy in this game. All you have to do is get a fake belt, or a seel plate, and beat them with it. But you must also not allow your standima to drop to low. In this match, begin it as though it is a regular singles match. Build up your special, and even put him in some submissions if that's your style. Once you've got about one and a half special meters full, do a move to get him on the ground for a long time. Next, go into your special mode. Once he gets up, but your special on him. Go in for the pin, and he will most likely break out of it. Even so, he will be on the ground for a long time, so exit the ring quickly, and grab a weapon. Use it to him if he's lying down still enough times so that the weapon breaks, or fades away. If he's standing up, use it and knock him down with a weak hit. If he was down and you hit him, go in for the pin and you'll probably win. If you only gave him one hit, you should now have enough in your special meter to go into your special. Once he gets up, hit him with it and go in for the pin most likely winning you the match. What you mostly want to focus on in this match is not letting him get ahead of you. Heidenreich is very good when he's ahead, and he's very good in no DQ matches. As soon as he gets ahead of you, he will go for the weapon, throw you back in the ring, nail you with another weapon, and put you away. Take control early in the match and make him wrestle your style.

After the match, collect your EXP points and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter weeck twenty-nine of your career.

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Week 29: The Big Show benefit plan  
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In the opening cutscene, you will confront Big Show in your locker room. Your CAW will say...Ok, you had it your way last week Big Show. But I still beat Heidenreich. How about you put your money where your mouth is and give me a title shot at Armageddon. Big Show will say Hold on a second pal. Just because you beat Heidenreich in a match last week doesn't mean you've earned the shot. You've got a long road ahead of you. For instance, you're coming in here and making demands when you haven't even won your hadicap tables match tonight. You'll say that you don't have one, when Orlando and Heidenreich attack you. Big Show will say..You know these guys. You did the right thing when you hooked up with me, the biggest superstar in Smackdown history. Smart moves on both of you. You will be happy to know that the Big Show benefit plan covers both medical and dental. So finish the job, and take that sorry son of a bitch out of the ring and put his ass through a table! I don't want to hear anything more about him getting a shot at my U.S Title. Orlando and Heidenreich will walk out with you, and the cutscene will end.

From here, the enterances will be shown, and then the match will begin.

This match for me was a record. What happened was Orlando went out, got a table and before I blocked it, he nailed me with it. He set it up, Irish whipped me onto it, and I got up and suplexed him through the table winning the match in 12 seconds. There isn't to much insight I can give on this match, but even though they have two superstars, you're better than them. Usually, the outside superstar doesn't break up table action so wear down both opponents, but focus more on the one in the ring. Once you've done a big move on them, Irish whip them onto the table. Even if they do get up, it's like a normal match, so grapple them and slam them through the table. For me, this was the easiest match I've had so far, but I imagine most of that is based off of luck. Also, please note to keep track of your standima. Tables take a lot out of you, do don't go to crazy.

Once the match is over, you will be celebrating in the ring and Big Show will come from behind you, punch you and then choke slam you onto the ring. Big Show will be celebrating, and the scene will fade out of the ring. Once this is all over, collect your money and EXP and you will be back in your CAW's locker room. If you want to save your game, but if not click continue to begin week thirty of your career.

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Week 30: What about RVD  
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In the opening cutscene, RVD will be out in the ring talking to the crowd. He'll say..."All right. So I know Chris has been pretty much taking over Big Show's attention lately, but I don't want anyone forgetting that Mr. Thursday Night's looking for some United States title too. So Big Show, I'm calling you out dude. Armageddon's only two weeks away, and I want you in a United States Title Match. From here, Big Show will walk out from behind stage with Heidenreich. He will say...Rob you're completely insane if you think I'm going to put my U.S Title on the line against you. For one thing, I must have missed the part where you became number one contender, and for another thing my conscience would really bother me. If I beat you in a title match after you got that beating from Orlando...RVD will interupt asking What beating? This Beating! Orlando will walk up behind RVD and punch him in the back of the head. Big Show will tell Heidenreich that it's time to take out the trash. I don't want Orlando to tire himself out before his match with Chris tonight, so help him get that garbage out of my ring. Heidenreich will run out into the ring, and will continue to pound on RVD using special moves, and every move in the book when two options will come before you.

1. I've got to get down there and help RVD right away! Looks like my singles match against Orlando just beacame a Tag Team Match!

2. RVD'S on his own tonight. Besides, I've already got a singles match against Orlando tonight. No sense in risking injury before that.

I chose option two. Doing tag team stuff is getting boring, and the matches can go on forever. I figure that facing Orlando tonight will be much more fun instead of having to deal with all of this Tag Team stuff.

From here, the enterances will be shown, and then the match will begin.

Orlando is a very easy opponent to beat when you stay on top. When he gets going though, he's like a train and is very hard to even slow down. What you have to do is just open up small. Use moves that wear him down, but don't really cause to much pain in areas. From here, go into your best grapple and get him on the ground. This is where the match gets very easy. Go over to his head, and go into those moves where it focuses on one type of area, and it wears him down quite a bit. Once it's broken, kick him and do it again. Do it for around three or four more times, and you should get the pin. Orlando is very easy to beat, but he's awesome when he's ahead, and he has a varried moveset to cause punishment on all of his opponents. Just don't let him get anything going, and shut him down completely. As long as he doesn't gain anything, you should be good to go.

After the match, collect your EXP points and your money, and you will be back in your superstar's locker room. If you want to, save your game, but otherwise, click continue to enter weeck thirty-one of your career.

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Week 31: He's hardcore  
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In the opening cutscene, you'll be walking in the parking lot, and RVD will stop you. He'll say...Look, I know we're not tag team partners anymore, but what the hell did I do to deserve getting beat down by those two last week. Your CAW will say...I don't know Rob, why don't you ask them. I've got my own stuff to deal with, so if you'll excuse me...RVD will say Hey, don't blow me off man. That's pretty weak considering what we've been through. You used to have my back man, but lately..I don't know where your head is at. I talked to the guys backstage who saw you watching me get my ass kicked. Not only did they say that you didn't even consider coming out to help me, they seemed as though you couldn't care less about what was going on. You'll say...Look Rob, we're in competition for the U.S Title. If you got taken out, that makes my job easier. It's that simple. Now I really don't have time for this. I've got to get ready for a match tonight against Heidenreich tonight, so...Rob will say...Yeah, about that match. Turns out that's not what you're doing tonight. See, I talked to Teddy and he seemed to think that it would be a better idea if you and I had a little number-one contender match for the United States Title tonight. Oh, and since you're kind of an "anything goes" guy, it's going to be a hardcore match. I'll try not to mess you up to bad out there, but no promises. From here, the cutscene will end.

From here, the enterances will be shown, and then the match will begin.

This match isn't to tough if you know what you're doing. As I've said before, all Hardcore and no DQ matches are very easy to win, and all you have to do is keep an eye out on your standima. I would use the same style that I used last match with no DQ. Fight the match like a singles match, and don't let RVD get ahead. If he picks up a weapon, leave the ring, and wait till he comes down to



you, wide open. Fight this match controlled, not wild. Once you have him down here, use combos, weapons, and grapples to really get him tired, and rocket up your special meter. Once your special meter is full, go into it and hit RVD with it just as he gets up. Once that's done, go in for the pin and he should tap out. If not, rest and recover your stamina. Once you're good to go, do everything in your power to build up your special meter, and raise it up high once again. Once it's full, hit him with it, which should give you the match.

Once you're about to win, the ref will get up to a two count, and Heidenreich and Orlando will come out and beat the crap out of you and RVD with weapons. Heidenreich will take the mic, and tell the bell guy to ring the bell, and that they're calling this match a no contest. From here, the small cutscene will end. Once it's over, collect your money and EXP. From here, you'll be taken back to your superstar's locker room where you can save or click continue to begin week thirty-two of your career.

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ARMAGEDDON: Week 32: Three-way Dance  
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In the opening cutscene, Orlando Jordan, Heidenreich, and Big Show will be out on the ring talking. Big Show will say...Well boys, here we are. It's Armageddon, and thanks to you two, there's no number one contender for my U.S championship. I don't know how to thank you...but I assume the usual large stacks of cash will do? From here, Teddy long will walk out onto the runway. Teddy will say...Now come on Big Show! You didn't really think that I was going to let you off that easy, did you? This is Armageddon player! We are on live pay-per-view, and these fans want to see a U.S Title match! Not only did Orlando and Heidenreich mess up my number one contender's match last week, they also got in the middle of some unfinished business between Chris and RVD. So here's what I'm going to do...Heidenreich and Orlando, you have the night off. Get the hell out of my ring. Big Show, you're going to have your United States Title defense. Since we don't have a number one contender, you're going to go against your CAW, and RVD in a steel cage match! Big Show will look outraged, and Long will continue to talk...That's right player! You need to hire better help because they're both here tonight, and they're ready to compete. So they're going to get a chance to settle their grudges with each other, and you at the same time! Holla, holla, holla! After this, the cutscene will end.

From here, the enterances will be shown, and then the match will begin.

Before you begin the match, I recommend switching to a fast, but strong special move like Chokeslam 02, or if you've earned enough credit, the Stone Cold Stunner. This is probably the easiest steel cage match you've had to fight in so far, even though it's against two very good opponents. In this steel cage, you have two very different styles in one ring. Big Show uses his strength to win matches, and RVD uses his strength to win his matches. What you have to do is keep them both tired and wore out. You can't do anything grappling wise against Big Show pretty much no matter much you tire him out, so focus on moves that will get him on the ground. Use the ropes when you're up against big show. Use moves while you're running, and Irish whip him to tire him out. Since Big Show is so big, he falls hard and takes longer than most wrestlers to get back up, into action. When facing RVD, use your grapples, and other big moves to keep him on the ground for a while. In this match, keep yourself in good shape and when the two start fighting, don't break it up. Always keep your stamina in top notch, and don't get yourself into the red zone. If you keep your stamina up the entire match, your chances of winning skyrocket since you'll have the energy to climb the cage when it comes down to crunch time. Build up your special meter, and whenever you have one full, use it. Using your specials in this match will be a key. Specials will wear them down, and

keep them on the ground granting you your needed climbing time. In this match, if you were to pick on one opponent on who to focus on more, it would be RVD. RVD gets up much faster than Big Show, and is much harder to wear down. Start the match by giving out equal time to each superstar, but as the match continues on, use your specials, and top turnbuckle moves more focused on RVD. Once you've done a special on both opponents, or both opponents are on the ground in the blue health zone, start climbing. Since they're so winded, they won't be able to get up fast enough, and soon enough they'll be a new United States Champion.

Once you successfully climb out of the cage, you will be celebrating in the ring, and the ref will give you your well earned title. You'll walk out backstage, with your new belt raised high above your head.

Once the cutscene is over, collect your money and EXP. The game will be loading, and you will unlock the arena "Armageddon." After this, you will be back in your superstar's locker room. You can save your game if you want to, but if not, click continue to begin week thirty-three of your career.

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Week 33: What's he doing here?  
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In the opening cutscene, you'll be out in the parking lot with your new United States Championship Belt. Chris Jericho, Randy Orton, and Edge will walk out. Edge will say...Well, well, well look who is! Long time no see! Orton will say...That's right! Never thought you'd show your face on RAW again. What the hell are you doing here? Your CAW will say...Look, I don't have time for you three punks right now. I'm here to find Stacy. I've got to talk to her. If you're smart, you will stay the hell out of my way. Jericho will then say...Whoa, hold on a second, Junior! What's that shiny object you've got with you? Why, it's the United States Title! Has anyone reported it missing? You do seem to have, shall we say, a reputation for petty theft after all. Your CAW will say...That's pretty freakin' hilarious Jericho, especially since you, Larry, and Curly here know damn well that I never stole RAW's Worldheavyweight Championship. Edge will say...Of course we know you didn't steal it! How could you have taken it when we beat you to it! You'll go on to say...Yeah, I figured out sometime between our last little "discussion" at Unforgiven and the time I regained consciousness. Bet you guys are pretty proud of yourselves. Edge will say...Yup! It was all too easy: Orton distracted Eric by asking about a title match after Wrestlemania. Jericho ran interference in the locker room to make sure nobody snuck off to the GM's office, and I grabbed the belt. The perfect crime. Orton will say...And all we had to do after that was cover for each other. It was easy! Who would have suspected that you and I would have worked together with a jerk like Edge or anything? And once it was done, all we needed was a patsy.

Jericho will say...The Highlight Reel was the perfect place to create a fall guy. You're so clueless you probably didn't even notice that every time I "defended" you, it just got more people talking about how you were one of the only suspects. Edge will say...You were the perfect mark. And you can think that idiot Triple H for paving the way. He diverted attention from himself by pointing out that you had the most to lose at Wrestlemania if you lost your title match. Orton will say...Once you injured him, he wasn't around for anyone to accuse. You suddenly became everyone's prime suspect. After that all we had to do was plan little seeds in the locker room and cast doubt on your alibi. Jericho will say...But I think that we saved the best "plant" for last. After we ripped that gold off the title to freak Eric out, Edge planted it right in your locker. Edge will say...I have to say...your sense of timing-finding the gold right in front of Eric, after you missed another PPV match-was

priceless. I'll never forget the look on your face...or Stacy's! You'll say...Wow, you three sure are a trio of evil geniuses. What did you do with the title? Take it back to your hidden underground lair? And what did you hope to gain with the WH Title out of the picture. Edge will say...Why? Do you even have to ask? There was no way in hell that we were going to let Triple H leave Wrestlemania with the WH Title-again. Triple H has screwed each and every one of us out of that damn title. Jericho will say...Hell! That Cerebral Ass-clown screwed me out of it a month before Wrestlemania! I made him tap, and everyone saw it. Orton will say...And when Evolution fell apart, who got the WH Title match? Me, the Legend Killer, the future of this business? Of course not...it was HHH! So we decided that until HHH was off of RAW, so is his precious title.

You'll say...And who thought he'd just leave? If he's so obsessed with being the World Heavyweight Champion, why wouldn't he just stick around until the title turned up, and claim it again? Edge will say...Yeah, because HHH is known for his patience, right? Get a clue: We figured he'd get sick of waiting and jump to smackdown at his first opportunity to go after the WWE Title, and get the hell out of our lives once and for all. You'll say...That's not going to happen! I need to win the WWE Title if I'm going to...Orton will say...What? What do you mean need it? You'll say...Nothing, forget it.

Jericho will say...Well, wouldn't that be ironic if ol' Hunter went to Smackdown to hunt for a new title? It could come down to you and him again. Only maybe there'd actually be a title match this time! You'll say...Look, I don't care what you have to do to my rep. I can take it, and I can certainly take you. But all I care about now is Stacy. I suppose you guys were using her the whole time to turn her against me? That's low, even for you. Edge will say...Using her? A looker like Stacy? No way! I mean, yeah getting your only alibi to doubt your story was key, but let's face it - her dumping you like a truck full of moose crap was the icing on the cake. Now that she's single again, she's been a little more receptive these days if you know what I mean. You'll say...That's it! Wait 'till I get my hands on you, you sorry son of a...Jericho will say..Hey guys, hold it! Someone's coming...Uh..hey, look it's \*your CAW\* what's he doing here? Yeah, didn't Eric ban him from RAW? He's got no business here! He must be here to steal the Intercontinental Title and bring it back to Smackdown. Get him!

From here, Orton, Edge, and Jericho will beat the crap out of you in front of Coach. From here, the cutscene will end.

From here, you'll be back in your superstar's locker room. If you want to, you can save your game, but if not click continue to begin week thirty-four of your career.

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Week 34: Pack your bags  
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In the opening cutscene, you will be in Teddy's office. He'll say...Now you listen to me, player. You made a big mistake by going to RAW last Monday. I told you - forget about Eric and forget about Smackdown giving a RAW superstar a shot at the WWE Title. You'll say...I know, Teddy! I didn't go to RAW for any of that! I just went to find Stacy. I didn't intend to get into a fight, but I didn't have a choice. Long will say...You had a choice! You could have chosen not to go there in the first place! And look at you now, dog! You got beat down for your trouble, and you never did find your girlfriend did you? You are a sorry sight if I've ever seen one. You'll say...Well, you should see the other guys. Long will say...That's just it, player! I did see the other

guys-live on RAW kicking the hell out of a smackdown superstar for the whole world to see! You feel me? You'll say...But Teddy, it didn't exactly go down like that...Long will interrupt...I don't care how it went down. But speaking of down, player I'm sending you down! I've cancelled your match tonight on smackdown. You'll need that time to pack your bags. See, instead of having a match tonight, you've got a match this weekend on Velocity, and you're lucky to have that. Now get moving! You'll say...Velocity? You're sending me there? Come on Teddys, that's not necessary. I'm the U.S Champion for crying out loud. Long will say...My mind is made up player! That's the last time you or anyone else will ever embarrass smackdown like that. Now believe that! After this, the cutscene will end.

From here, the enterances will be shown, and then the match will begin.

After your entrance has been shown, your opponent will walk out. It turns out that you'll be facing Kenzo Suzuki. You've faced Kenzo before in a tag team match, so I think you know how to handle this guy. Kenzo doesn't have anything but speed to his name. Speed however will not beat you. Early in the match, put Kenzo into strong grapples, just building up your special meter. Use some of your submission moves to build up your special, and wear him down at the same time. Once you have one special all set, go into it once he's starting to get up. Quickly hit him with it, and go in for the pin. If your move isn't powerful enough, he'll probably brake out of the three count in two. Since you just went in for a pin, he should get up quickly. As soon as he gets up, try and use your special on him again if your special is still active. Once you hit him for a second time, he should be in the blue health zone. Go in for the pin, and Kenzo should be done for. In this match, just watch out for Kenzo's submissions. He uses them often, so try and get out of them quickly. Stay on top, and get to your special quickly. If you do this, you'll have another win added to your record.

After the match, collect your money and EXP. Once finished, you will be back in your superstar's locker room. If you want to, save your game, but if not, click continue to begin week thirty-five of your career.

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Week 35: A very special tournament  
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In the opening cutscene, Teddy will be out on the ring talking to the crowd. He'll say...Let me holla at you, players! This Sunday is one of the greatest pay-per-views evens of all time, the Royal Rumble. In it, there will be 30 RAW and Smackdown superstars all competing for a title shot at Wrestlemania. He'll go on to say...I'm here to announce a very special tournament that will happen right here tonight on smackdown. You see, while the #28, #29, and #30 entry spots in the Rumble are spoken for, the #27 is the last spot to be filled. I don't need to tell you the advantage a superstar would have if he entered the Rumble in the 27th spot. He might only need to outlas 4 or 5 other superstars to win! So tonight, we are going to have a little tournament to see which smackdown superstar will earn that spot on Sunday. Anyone who doesn't have a title can sign up on the sheet outside my office. Good luck, players!

From here, the enterances will be shown, and then the match will begin.

Once the cutscene is over, you'll be facing Chavo in your first match for the tournament. Chavo is a good wrestler, but he doesn't have to much in the defense category. Chavo is a tough little guy, and had a good moveset. Right from the beginning, you have to dominate. Use your best moves, and put him into as many submissions you can think of. Chavo gets up after he's been hit very fast, so continue on the attack. Watch out for your special. If it gets

to low, exit the ring, and walk around a bit dodging him so that it comes back. Once you have a full special meter, put Chavo on the ground inside the ring with your best grapple move. Once you've done so, go into your special. As soon as he gets up, hit him quickly with it. After you've creamed him, climb to the top turnbuckle, and do your special from it. Once both specials have been applied, go straight into the pin winning you this fairly easy match.

From here, the entrances will be shown, and then the match will begin.

The second person you'll be facing is Heidenreich. This match is probably even easier than the one with Chavo, but you should be looking to do the same type of thing. The main thing that Heidenreich is good at is wearing down his opponent's stamina, so you must also not allow your stamina to drop to low. In this match, begin it using bigger, stronger moves and building up your special meter. Build up your special, and even put him in some submissions if that's your style. Once you've got about one and a half special meters full, do a move to get him on the ground for a long time. Next, go into your special mode. Once he gets up, hit your special on him. Go in for the pin, and he will most likely break out of it. Even so, he will be on the ground for a long time, so taunt him, and put him into submissions to build up that other special meter. By the time he gets up, you should have enough, so go into your special mode, hit him with it, and go in for the pin winning you another fairly simple match.

You'll be celebrating in the ring, thinking that you have won the tournament. In the middle of it all, JBL will ride out in his limo, and then step out and speak to you. He'll say...Now hold on just a minute there son. You may have beaten a human Chia pet and a poetry-reading basket case to get this far, but this here's the end of the road. That's because your opponent in the finals shall be none other than me. Let me remind you of who I am. I am JBL. I am a successful stock analyst, I am a captain of industry, and I'm a best-selling author. I am also a former and future WWE Champion. I am by all accounts, a wrestling GOD! Now look here...you seem like a reasonable man, so let me make you a proposal, how's that? What say you take the rest of the night off? I mean think about it. You're playing with house money. Why not just quit while you're ahead? The fact is, you've had a great showing in this tournament tonight and nobody can take that away from you. You're still the United States Champion! You've got nothing to hang your head about. Just walk away...there is no shame in that. I mean, you'll still be in the rumble right? If you leave now, you'll be sure to get to Sunday on a winning note. Hell, tell you what. I'll even consider you for my first defense of the WWE Title once I win it back at Wrestlemania. That's a great offer coming for a businessman like JBL. You've got nothing to lose! And let's face facts...you've lost a lot already this year. So you see? I'm giving you a chance to be a winner for a change! You'd be half crazy not to take it! So come on, what do you say? Your CAW will say...Well, I'd say I'm probably half-crazy JBL, because you can take your offer and shove it. You claim to be a wrestling god? Your little dog and pony show makes me sick. I need the WWE Championship more than you know, and there is no offer a ten-gallon goofball like you could possibly make that would convince me to walk away now. Not only am I getting to face you for that #27 spot, I'm going to do it right now. So get down here before I pull those stupid longhorns off your limo, and stick them so far up your ass you'll be able to use them for a toothpick. Once again, you'll be faced with two options...

1. I don't trust JBL as far as I can throw him! There's only one way to make sure he can't cheat me out of that #27 spot, and that's to face him in a match with no rules - A Hardcore Match!

2. I don't need any fancy gimmicks to beat that loser JBL. I can win this tournament the way I started it: One-on-one in a Singles Match. May the best man win!

I chose option 1. It's very easy to win Hardcore Match, and I like the competition in them.

From here, the enterances will be shown, and then the match will begin.

JBL is one of the best, and toughest oppoents you have faced so far in the game. He has some great moves, and stays on the ground hardly at all. What you have to do is use the weapons. Weapons are the only thing that will save you in the match, so use them! Look for the best weapon you can find, and hit him with it many times. Once he's on the ground, walk away and try to rebuild your standima back up. You'll have to do this many times to win the match, so continue drilling him with weapons, and keeping your standmia as high as possible. With all of these weapon strikings, you're special meters will be going up. Once you've hit him, and your standima is fairly high, use your special, and then go into the pin. He will probably break out, but after continue creaming him, and building up your special meter. Hit him again, and eventually you will get him to give up, and lose the match. After the match you'll be celebrating in the ring with your new #27 seed.

After the match, collect your money and EXP. Once finished, you will be back in your superstar's locker room. If you want to, save your game, but if not, click continue to begin week thirty-six of your career.

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ROYAL RUMBLE Week 36: Do you forgive me?  
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In the opening cutscene, Stacy will be walking around. She will turn to see you there. She'll say...Oh. Uhhh hi, I thought that I might see you here. You're CAW will say...Why haven't you returned any of my calls? I have so much to say to you! I want to explain all about what happened at Unforgiven. I was set up! I didn't mean to hurt you, miss your match, or make you think I was a liar. Stacy, it was Edge, Jericho, and Orton! They took the belt in order to keep it away from HHH. They're all bitter because they think HHH "screwed them over" for the belt in the past. They set me up, starting at Wrestlemania! Jericho and Orton pretended to be on our side, but it was all just a ruse. At the same time they "believed" I was innocent, they were turning the whole locker room against me. And Edge...he worked at you over and over to try and get you to doubt me. By the time that piece of the belt fell out of my locker, you had to admit that you didn't even consider that someone could have planted it. She'll say...No, I didn't...I...I'm...Then you'll say...I don't blame you, Stacy! I just want the chance to clear my name with you. I can't stand the thought of you thinking those things about me. The last few months have been rough, but I never gave up hope of explaining everything to you. Stacy will say...Look, the truth is...I never really thought you could have stolen the the title, but you missed my match. You promised me you'd be at ringside, but you weren't there for me. That's a lot more important to me than any championship. You will say...Stacy I fully meant to be there. Eric...he told me that if I didn't find the belt that night, he was going to fire me. He even threatened to fire you! I had to try and find the belt, for both our sakes! But Jericho led me into a trap. Stacy will say...He did what? What are you talking about? You'll say...He lefy me into a three-way beat down at the hands of Orton and Edge. They knocked me out, so I missed both of their matches, and while I was out cold that's also when Edge was able to plant that gold in my locker.

Stacy will say...I believe you, but I always thought it was Triple H who was behind the missing title. I mean...he's always been obsessed with it-stealing it at Wrestlemania isn't exactly a stretch. You'll say...Edge, Jericho, and Orton knew that everyone would point the finger at Triple H. An obvious suspect like him would initially cover their guilt, so they had him marked as the fall guy from the start. But once Triple H began to make his defense..present his witness and list possible motives for me to steal the title. The locker room started to see the logic in it. I guess that's when I started becoming the prime suspect. But that's all in the past now. Tonight, it's all about the Royal Rumble! This is going to be the most important match I've ever had. Stacy will say...What do you mean? I know you want to win the Rumble: everyone does, but you've had important matches before...You'll say...Stacy, I need to know - do you forgive me? She'll say...Forgive you? Of...of course I forgive you. You'll say...Okay, then here is the deal. When I went to smackdown, I signed a lifetime contract, because I knew that there was no way in hell Eric would ever have me back on raw. The problem is we can't be together if we're on different shows. So I asked Teddy and Eric if there were any chance that RAW would trade your contract to Smackdown provided we were...you know...back together. He said that there's one thing he'd trade you for...a WWE Title defense against a RAW superstar. Since RAW doesn't have it's WH Ttitle, Eric wants Smackdown's top belt. That's why I have to win the Royal Rumble tonight. If I win, I'll get a title opportunity for the WWE Championship! Once I win the WWE Title, I can accept the challenge from a RAW superstar. If I beat him, I keep the Title, but more importantly, your contract will be sent to Smackdown. She'll say...I don't know what to say. I thought I never wanted to see you again, but everything has happened so fast! I can't believe that you would go through all of this just for me. You'll say...Stacy, this title I have now and any championship I ever win from now on is worth nothing if you're not there to share it with me. Stacy will tell you to go get ready for the Royal Rumble, and that she'll be cheering for you.

After the cutscene, you'll be taken to the Royal Rumble already in progress.

When you first view the Royal Rumble, Shelton, Eddie, and Edge will be inside the ring. You will get to sit back and watch them. After about a minute, you'll come in as the 27th seed. In the Royal Rumble, I recommend just staying out of the way. At first try and keep a low profile, and only put a move on someone if they're wide open and not watching you. Once a superstar gets another to go over the top rope, do everything you can to help him out, or to take out the other superstar in the ring who might be looking to break it up. Using this strategy will get more people out of the ring, and getting you closer to winning. Once the first superstar has been eliminated, you will all fight for about 2 minutes, and then the next superstar (Chris Benoit) will come into the ring. When he's in the ring, try to get him out early so that he can't do any damage. If you can, irish whip him out when the other wrestlers in the ring are down, and work on getting him to fall from the rope. Hopefully you get Benoit out early since he is the best superstar in the ring right now. Once someone else has been eliminated, the next superstar (Kurt Angle) will enter the ring after about 2 minutes. Most of the original superstars will be going after him, and this is your chance to go in here and get it going. In this area of the rumble, be aggressive and go into as many specials as possible. Always be looking to irish whip someone out of the ring, and hopefully the other wrestlers will help you to eliminate him. The final wrestler to enter the ring will be Batista. Watch out for him, because he has a good special, counter, and always has the crowd on his side. Here, go after the best shape opponent, and try and team up with anyone else who will work with you to get him, or any of the other 28-30 seeds out of the ring. Once it's down to the final two, go all out. Go into every special you possibly can, and get him into the blue health zone. Once he's up, and is in the blue, irish whip him out, and then work on him until he falls to the ground and is

eliminated.

Once the match is over, you will celebrate in the ring. After this small cutscene, you will be able to pick up all of your EXP and cash. From here, the game will fade out. A pop-up screen will come across saying that you've unlocked the arena "Royal Rumble." After this, you'll be back in your superstar's locker room. If you want to, save your game, but otherwise click continue to begin week thirty-seven of your career.

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Week 37: A break with Tradition

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In the opening cutscene, Teddy will be out on the ring. He'll say..."Ladies and gentlemen, it is my pleasure to introduce you to the winner of last Sunday's Royal Rumble." After this, you will walk out from backstage with a mic in your hand. You'll walk out to the ring and say..."Thank you Teddy. Sunday was one of the greatest days of my career, and I owe it all to Smackdown. I'm proud that I could bring another Royal Rumble victory to Smackdown, and now I'm the number one contender for the title of my choice!" Teddy will then say..."Believe that player. So let me ask you, which title do you - oh wait a minute, I almost forgot! There is no top title on RAW. Something tells me that you're going to go after the WWE Title right here on Smackdown." You'll say..."That's absolutely right, Teddy. Smackdown is where I belong and it's where the real gold is. But, Teddy since I'm going to make my title match a smackdown exclusive, there's something I need to ask from you. Is it okay with you if we break tradition, and I get my title shot in four weeks at No Way Out?" Teddy will say..."I don't have a problem with that player. The WWE Champion John Cena is a fine champion, so I don't think that he will either. So yes, you heard it here first people, John Cena will defend his WWE Title in just four weeks at No Way Out." You'll say..."That's great Teddy because when I defeat John Cena at No Way Out, I intend to face the RAW superstar of Eric's choice at Wrestlemania and put up my WWE Title against the contract of Stacy!" Teddy will say..."What the...? You can't do that! I'm the general manager around here, and we talked about this before player. I won't risk the WWE Title just so you can get Stacy on Smackdown. You'll say..."Teddy, don't worry! If I don't win that match at Wrestlemania and retain the title for Smackdown, I also lose my chance at getting Stacy's contract, and that's not going to happen. Come on, Teddy! Have faith." Teddy will say..."I think you're getting ahead of yourself, player. You haven't even faced Cena for the title yet. Why don't you forget about Wrestlemania until after No Way Out? Not only are you talking nonsense, you're getting my blood pressure up for no reason!" You'll say..."Well okay, I'll drop it for now. But once I beat John Cena, there's nothing that can stop me from bringing Stacy to Smackdown, and...

At this point in the cutscene, Kurt Angle will walk out from backstage. He'll say..."You know, I've seen some pathetic displays in my time, but this might just be the worse. I mean, it's sure sweet and all, with you wanting to get your little girlfriend to come hold your hand, but this is Smackdown not some freakin' lonely hearts club!" You'll say..."Lonely Hearts Club? What are you Kurt, about 60-years-old? Angle will say..."Never mind how old I am. Unlike you, I know the true value of a championship and I certainly wouldn't throw it away on some dumb broad. You'll say..."Hey Angle - if you know the value of a championship, why don't you come down to the ring tonight, and prove it? If you win, you get my number 1 contender status. But if I beat you, just like I did at the Royal Rumble, you shut the hell up and take a vacation from Smackdown until after Wrestlemania." Angle will say..."All right, but I'm not screwing around here! If you want the stakes to be that high, you'd better make it a Submission Match!" You'll say..."That sounds fine to me, Kurt. I've



never made an Olympic gold metalist tap out!" From here, the cutscene will end.

From here, the enterances will be shown, and then the match will begin.

This is by far the toughest match you've had to face in the entire game, and probably the hardest one there is throughout the entire career mode. Kurt Angle is the best superstar in the game, and he won the Olympic gold medal back in 1996 before signing on with the WWE. He has a ton of moves, and everyone is a huge move that will leave you on the ground hurting. Kurt has an amazing counter, so in the match you want to try and be as unpredictable as possible. Use all kinds of different grapples both when he's facing forward, and backward. Keep him on the ground for as long as you can, and don't let him build up any special meter if you can. Kurt has many awesome specials including the Angle Slam, Ankle Lock, and Multiple German Suplexes. All three of these are extremely deadly, and you need to stay away from him when he's in special mode. When Kurt Activates his special, do everything you can to keep your distance. Get out of the ring, and run if you have to, just don't let him catch up to you. When Kurt gets one of his specials in, you can pretty much kiss the match good-bye. Also, another thing you want to focus on...Let's say your special is the Crossface. The entire match, you will want to focus on wearing down Angle's head so that when you go into the submission, he'll be close to giving in and submitting. Kurt taps out of every submission at an un-human speed, so only count on winning when the specific part of his body is really weak, or you get an opposite effect of what you clicked. When the part of the body that you're focusing on is in the red, use one big move on him focusing on that body part. From here, click "rest hold" and hope that the toll goes to submission. You want an opposite effect on everything to push it more towards him submitting. This match is extremely difficult, but try not to get angry. It took me quite a while to beat him as well. Angle is a powerhouse, and you will need multiple matches to beat him unless you happen to get lucky. Try to focus on the part of the body where your best submission focuses on, and don't let him gain any momentum. Do this, and eventually you shall beat him.

Once the match is over, you will collect your cash and all of your EXP points. Once this is finished, you will be back in your superstar's locker room. Save the game now. Once the game has finished saving, click continue to begin week thirty-eight of your career.

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Week 38: The Champ is Here!

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In the opening cutscene, John Cena will walk out onto the ring. He'll say..."Yo! Yo! Yo! Let me see if I've got this right...Last week, general manager Teddy Long came out here and told the world that I'd give \*your CAW\* his WWE Title opportunity at No Way Out instead of Wrestlemania? I believe the GM said that I was a "fine" champion and that I wouldn't have a problem giving up a title shot a month early. Well he was right about one thing: as the Chain Gang will represent, John Cena is a damn fine champion. He was also right about something else: When it comes to defending my title, I'll fight \*your CAW\* or any Smackdown superstar any place and anytime...even a month early at No Way Out. So no problem, right? Actually, wait a second. I think there is a problem here after all. See \*your CAW\*, what you wanna do is get all up in my grill, take my WWE Title and throw it away at Wrestlemania. All so you can get your little woman back? Nah, I don't think so - we ain't gonna roll like that. And Teddy Long? I can't believe that you would seriously consider giving \*your CAW\* that WWE Title Match at No Way Out at all knowing that's how he wants to play. I think you might need a checkup from the neck-up. Now

let's get something straight: The Chain Gang ain't worried about a thing because they know that the Champ aint going to lose his title at No Way out, or anywhere else!" Cena will then say "I will face you at No Way Out, but you have to do something for me. If you can beat the champ tonight in a Hardcore match, I'll give you that shot at No Way Out, just the way you want it. But, if you lose tonight, you give up your title shot. And with your ancient history, it'll be John Cena against the top RAW superstar at Wrestlemania."

From here, Teddy Long will walk out from backstage. He'll say..."Did I just hear you right, player? You want to beat \*your CAW\* so that you can put the WWE Title up against some RAW superstar at Wrestlemania? You must be joking dog." Cena will say that "this is no joke. \*Your CAW\* might have some crazy reasons why he wants to risk the WWE Title, but his idea of facing RAW's best at Wrestlemania? Now that makes sense! At Wrestlemania, I want to go up against the best of the rest. I've proven I'm the best on Smackdown, so let's see if RAW's got what it takes to beat me. I don't think so, but I want to find out." Long will say..."So now both \*your CAW\* and John Cena want to risk the WWE Title at Wrestlemania. Lord have mercy, I can't win! Well, I'll tell you what. You two can have your hardcore match tonight. Maybe you'll beat some sense into each other. However...if \*your CAW\* wins, then your match Sunday at No Way Out will be in a steel cage. Now believe that!

From here, the enterances will be shown, and then the match will begin.

John Cena really isn't that tough to beat in the game, but with this being a Harcore Match, the odds can sway. Cena doesn't get many weapons unless they're already in the ring, so try to use them sparingly. Fight it like a normal match, and use every move you have that gains you high special. Once it's full, nail Cena with it once or twice, and then go in for the pin. If he is able to get out of it, exit the ring, and come back in with a weapon. Once you have a clear shot, crack him over the head with it. Once he's down, hit him again and go in for the pin most likely winning you the match. This match is extremely easy especially after the war you just fought with Angle. Make sure you don't let Cena nail you with his special, "The F-U." Also, when he goes out and gets a weapon, get a smaller or a very large one and hit him with it before he can do anything with his weapon to you. Don't give him any opportunity to take over, and you should win this match fairly easily.

Once the match is over, you will collect your cash and all of your EXP points. Once this is finished, you will be back in your superstar's locker room. Save your game if you want to, but otherwise click continue to begin week thirty-nine of your career.

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NO WAY OUT: Week 39: Last Brand Standing  
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As soon as the game finishes loading, the enterances will be shown, and the cage match will begin.

This match can be either extremely easy, or extremely difficult. The thing that you need to focus on is dominating the match, and not letting Cena gain any momentum. Cena easily fills up his special meters, so don't let him even get one move on you if possible. Get right into the match, and be aggressive. Don't show any mercy, and fill up your special meter. Once you have a full special meter, use a move to get Cena onto the ground, and then go into your special. Lift him up, and then nail him with your shortest one. Then pull him up once more, and use your special which will wear him down the most. Once that's over, stand still and gain some standima while doing some taunts here or there. Eventually, you should get full standima, and also another special

meter full. Go over to him, and lift him up. Use a move to get Cena onto the ground if he already isn't, and then go into your special. Lift him up, and then nail him with your shortest one. Then pull him up once more, and use your special which will wear him down the most. Once the special has ended, sprint over the the cage and begin to climb. After being hit with multiple specials, Cena won't be getting up to fast, but tap A as fast as you can regardless. Keep climbing, and make your way out out escaping the cage.

Once the match is over, you will be out of the ring, and the ref will give you your newly one WWE Title! Once he gives it to you, you will raise your title to the sky. Once this small cutscene, a new one will begin.

Your CAW will now be out on a cleared out ring. You'll say..."Bischoff! I did it! I won the WWE Title! And now I want you to live up to your part of the deal, if you've got the grapefruits! I want to fight for Stacy's contract at Wrestlemania. Come on! I'll take on anyone on RAW." From here, Triple H will walk out onto the ring! HHH will say..."Well, well, well. You should be more careful what you wish for! Everybody in this arena and their inbred cousin knew that if you won here tonight, you'd make a challenge for Eric. But unfortunately for you, I'm the one who's accepting your challenge. You know...you and me go back a long way. Remember when you first came to the WWE, and it was me who took you under his wing? I made you part of Evolution, and how did you repay my kindness? I'll tell you how - by betraying me and doing everything you could to break up Evolution. We were the single most dominant faction this business had ever seen! But the chain is only as strong as its weakest link, isn't that right? And the weakest link was you-you and your petty jealousy. You were jealous of me. The leader of Evolution and power that title granted me. You were so green with envy that, like a cancer, you did everything you could to try and destroy Evolution from the inside out."

You will say..."As I recall, that's not exactly how it.." Triple H will say..."You shut your mouth when I'm talking to you. First, you turned Batista against us, and then you took out Orton and Flair. What choice did I have but to kick you out? Do you have any idea how hard it was to do something like that? No, you don't I suppose. And when it finally came down to you and me at Wrestlemania two years ago, you reached deep down into a part of yourself you didn't even know was there. You tapped reverses in yourself you never would have known you had, if I hadn't shown you how to do it. And you did the impossible-You beat me at Wrestlemania for the WH Championship. On that day, maybe the student became the master. Or maybe he just got lucky. But after a few months on your own, you lose a little something, didn't you? You lost that intangible, that little edge that you got from your time running with the wolves. And I saw what you had lost. I saw your weakness. I beat you and I took the title away from you. And while you tried to find yourself again, I was once again the World Heavyweight Champion. Until the night the title was vacated thanks to that little pest Y2J. And then, last year at Wrestlemania, well, I think we all know what happened there. I don't suppose you carry the WH Title around your new Smackdown digs, do you? So now? Now we've come full circle."

You'll say..."Wow. You know...beating the hell out of that whining nuisance Edge is pretty close to the top of my "to do" list. But he's right about one thing: you are a blowhard. The next time you feel like teaching a history lesson that long, I think that I'm going to order a pizza. So it's going to be me and you one more time? That's fine with me. I suppose that's how it should be. You and me for the WWE Title at Wrestlemania." HHH will say..."That's right. I guess the only question is, what kind of match should it be? Hell in a cell? Been there, done that. Ironman? Hell, I was the guy Sabbath wrote the damn song about." You'll say..."Then how about this: Triple H and \*your CAW\* in a no-DQ match where we beat one another senseless until one of us can't

get up within a count of ten? It'll be the ultimate face-off between Smackdown and RAW - the first ever "Last Brand Standing Match!" HHH will say..."A last brand standing match, huh? Okay, you got it. And when it's all over, when all the smoke has cleared, when I stand alone in victory, I am going to bring the WWE Title to its new home on RAW." You will say..."That's a nice fairytale, Hunter, but I like mine better. After I beat you, Stacy Keibler and I return to Smackdown with the WWE Title and everyone will live happily ever after."

Once the match is over, you will collect your cash and all of your EXP points. Once this is finished, you will be back in your superstar's locker room. Save your game if you want to, but otherwise click continue to begin week fourty of your career.

\*\*\*\*\*  
Week 40: The Deadman Cometh  
\*\*\*\*\*

In the opening cutscene, Teddy Long will be out on the ring talking to you. He'll say..."All right. First off, congradulations on becoming the WWE Champion. As you know, that means that the United States Title is now vacant according to Smackdown regulations." You'll say..."That's fine with me, Teddy. I'm glad everyone else has a title to go for, because the WWE Title isn't leaving my waist for a long, long time." Long will say..."I feel that. Now look, player, you know I respect you, and you are the new WWE Champion. But I'm going to ask you again, please, reconsider putting your championship against putting your title against HHH or any other RAW superstar at Wrestlemania." Your CAW will say..."Teddy, when you signed me for a lifetime contract, you gave me the right to make any single match I wanted after winning a title, remember?" Long will say..."I rememver, player. Believe that..." Your CAW will say..."Well, this is what I want. I know you don't agree with my decision, and I wish you did, since I owe you my entire career on Smackdown. But I have to do this. I am going to face Triple H at Wrestlemania." Teddy will say..."Okay dog, you're right. Leagally, I can't stop you from doing this. But if you can't make it to Wrestlemania, then the match can't happen." Your CAW will say..."What do you mean "if I'm not able to make it...?" Teddy will say..."The Last Brand Standing match is big trouble for Smackdown, and that means big trouble for you! I'm sorry to do this, but you leave me no choice, player. I wish there was another way. Lower the cell! From here the cutscene will end...

As soon as the game cuts out, you will be put into a Hell in the Cell match with...The Undertaker! Taker is known for owning his oppoennts in the cell, so I'd watch out. This match can be really difficult if you let it, or it can be really easy. What you have to do is to fight it like a singles match, and not use to many weapons. Undertaker actually gets up faster after being hit with a weapon instead of a grapple. Also, weapons get you tired easily, and you don't want to be tired with the Undertaker. Begin the match grappling, and building up your special meter. Make sure you get two meters before going into special status. Once you have two specials full, go into your special and do your toughest special on him. Once the special has ended, go into it again. Don't even bother going in for the pin because it's very likely that he'll kick out in two. Taker is the toughest superstar to pin in my opinion. Once you're in your second special meter, put any special you want to on him. If you have one that goes into a pin straight after the move has been applied, use it. Once he's down, go in for the pin and hopefully you here the bell rining. If not, continue to grapple, and build up your special. Try to be as unpredictable as possible so that he doesn't counter anything, and in turn doesn't take over the match. When Taker gets going, there is nothing that can stop him. He gains speical easily, and as soon as he applies his Tombstone Tiledriver, or Choke Slam from Hell, it's all over. Don't let him take over the match, or gain any

momentum with the crowd. Keeping that in mind, don't go for the piu unless you're confident that he's not going to kick out. Don't let him take control, and don't use weapons if possible, and you should be good as gold.

Once the match is over, you will collect your cash and all of your EXP points. Once this is finished, you will be back in your superstar's locker room. Save your game if you want to, but otherwise click continue to begin week fourty-one of your career.

\*\*\*\*\*  
Week 41: Confrontations

\*\*\*\*\*  
In the opening cutscnee, Stacy will be walking, and will hear your voice calling her. She turns around and the two start talking. Stacy says..."What are you doing here? If Eric sees you here, he'll..." Your CAW will say..."Well, I'm not exactly the most popular guy in the Smackdown locker room these days either, so I decided to come back here until Wrestlemania. Eric can't do anything worse to me than Teddy Long can, and at least I get to be with you. And soon, we're going to be together on Smackdown. Everything's going according to my plan. I've got the WWE Title match against Triple H at Wrestlemania!" Stacy will say..."I know! I've been watching Smackdown. I can't wait. If you can beat HHH, then my contract goes to Smackdown! But, I don't know if I've ever seen Triple H this determined before. He hasn't had a wiff of championship gold around here for so long, and now that he's got a chance to bring the WWE Title here, he's like a mad man. I know you've faced him before, but you're in for the fight of your life this time." Your CAW will then say..."I've beaten him before, Stacy and that was without your contract at stake. Listen, I've gotta get to the ring. I'll see you later, ok?" Stacy will say..."Okay, but be careful! Wait, you're heading to the ring?"

Out on the ring, you'll be talking and your enterance song will be playing. Your CAW will say..."I know. It's been a long time since you've all seen me in the middle of the ring here on RAW, and I also know that I'm probably not the most popular superstar in the building tonight. But this Sunday at Wrestlemania, I have the single most important match of my career. Once it's done, one way or another, you'll never see me on RAW again. So before I go there are a few things I want to get off of my chest. First and foremost, there's the matter of the missing WH Title belt. All along, I've sworn my innocence, but it didn't take too long for just about every finger in the locker room to point in my direction. But the fact is, I was set up by three RAW superstars. So I'd like to challenge each one of them to come out and face me tonight. I think that everyone here would like to clear the air once and for all. So, if they have the testicular fortitude, I'm calling out Randy Orton, Chris Jericho..." From here, Triple H will come out onto the ring.

Triple H will say..."Oh, excuse me. Were you in the middle of something important? Well hold the phone for just a second. Because here is a newsflash for you: Nobody Cares! Eric did RAW a huge favor by booting you from this show months ago. We didn't have to here you whine and make excuses about the title you stole anymore. The fact is, until you bring the title back here, nobody wants to hear you even mention it again. If I were you, I'd kiss your girlfriend good-bye, run back to Smackdown, and raise your medical insurance. Because this Sunday..." Your CAW will say..."Triple H, would you for once just shut the hell up??? If you'd just let me finish, maybe we can actually get the WH title back tonight and settle this once and for all." Triple H will say..."Oh, I see. Yeah, it all makes sense now! Last year at Wrestlemania, the title disappeared so you could avoid facing me for the championship back then. And tonight, in the days before our next title match, the title will re-appear right back on RAW! So let me see...that means RAW has its title back.

I don't have to bring the WWE Title here, and you can avoid me yet again." Your CAW will say..."If only it were that simple. For once, it's not all about you Triple H. No, what I'm ding is I'm calling out the actual thieves so I can beat their confessions out of them right here in this very ring. And if I were you, I'd stay out of my way." Triple H will say..."Well go right ahead. I can't wait to see this. I guess the floor is yours. This oughta be good." Your CAW will say..."So Orton, Jericho..."

From here, the lights will go out, and Jericho and Orton will start beating the hell out of you and Triple H. This has now turned into a Tornado Tag Team Match with you and HHH against Orton and Jericho.

This match is tough, but Triple H is your partner so it isn't too bad. Triple H will help you out when you're stuck; just make sure to scratch his back as well. Triple H is a good tag team partner because he keeps the other member of the opposing team busy. It's pretty much a one on one match because HHH will keep the other member on his toes the entire match. This is your chance to win it. Make sure you use as many moves in your moveset as you can, and raise up your special meter. Once you have one full, continue going until you are in the ring with one of their team's members, and the HHH and the other are outside of the ring. Go into your special, and put it on him. Lift him up, and then put him into a special move where it goes into the pin. Most likely Triple H will help you out and not allow the other member to break it up. If he does get in and break it up, or he simply kicks out, continue the attack. If your standima is highing fly, get a weapon and continue to work on the one who you used your special on. Once the same situation is going on as before, get them into the pin and you should be able to win the match. The most important thing in this match is to help Triple H out. They will gang up on him, and you have to get up and break it out. If you help him out, he'll make sure you're good to go come special and pin time. Don't let Orton or Jeircho go into their special, and if they do, stay away. Doing all of this should clinch a victory for you and HHH.

Once the match is over, you and HHH will be celebrating in the ring. Orton and Jericho will be walking away, and you two will raise your arms in victory.

Once the match and small cutscene is over, you will collect your cash and all of your EXP points. Once this is finished, you will be back in your superstar's locker room. Save your game if you want to, but otherwise click continue to begin week forty-two of your career.

\*\*\*\*\*  
Week 42: Redemption  
\*\*\*\*\*

In the opening cutscene, Edge will be in the locker room holding the stolen World Heavyweight Title belt. He will say..."Orton and Jericho got themselves taken out Monday, but we never needed them, did we? All we ever needed was each other. And after HHH and \*your CAW\* beat themselves senseless tonight, I'll come forward with you the World Heavyweight Title which I "found" in \*your CAW\*'s locker. I'll be the hero of RAW! At last I'll get the respect I've earned. And Stacy! Stacy won't be able to resist me. Everything's finally going to go my way! I'm finally going to get exactly what I deserve!" From here, Edge will put the title in the locker, and then your CAW will run down and start kicking the crap out of him. Your CAW will say..."Well, there was an enterance line if I've ever heard one. And you're right about one thing Edge: You're going to get exactly what you deserve tonight." From here, Ric Flair will walk into the room. Flair will say..."What's going on here? Hey, is that what I think it is? Is that..." You will hand Ric the title saying..."Here,

Ric. If anyone knows the value of this title, it's you. Keep it safe for RAW. Besides, this is a RAW title, and I'm a Smackdown superstar now. I've got some unfinished business to take care of with blondie here, but you tell Triple H that as soon as I'm done with Edge, he can come on down for our WWE Title Match. Come on, Edge. It's time for your big Wrestlemania moment. You and Edge will leave the room, and Flair will talk. He'll say..."Hardcore wrestling...more like glorified stuntman if you ask me...Woooo!"

From here, the match will start with your \*CAW\* and Edge in a singles match.

This match is actually quite easy. Edge will already have his head area in the yellow upon entering the ring, so he'll be hurting right off of the bat. Go in, and get the job done. Grapple him, and end this thing quick. Raise up your special by doing different grapples, and doing some different taunts while you're at it. Once you have one full special, immediately go into it, and hit Edge with it. As soon as he lands on the ground, pin him and hopefully win the match without even getting touched. Even though Edge is down, he isn't out. Don't let him get a counter in. Make him fight at your speed, and hopefully that's quick and painful. This match is one of the easier you've had to fight in so far, and it's meant to slow you down and not to beat you.

Once you've beaten Edge, the game will cut. It will load again, and from here, the entrances will be shown, and then your second match will begin.

This match is the final match of your career, so make it count. The objective is to kick Triple H's ass so bad that he stays down on the mat for a count of 10 by the ref, and you get the KO win. In this match, you will sadly have to use a lot of weapons to keep him down longer, and eventually for a 10 count. However, even though you need to use weapons, watch out for your standima. You can not let it drop in this match, because HHH will crush you. When you're running low, leave the ring and avoid him. Climb back in, and back out but just don't even use a move on him during this time. Once your back in action, continue to grapple, use weapons, and build up your special. Using your special in this match is key. Use it only once you have good standima, and HHH is on the ground slowly coming up, or you lift him up. You don't want him to counter it, and then take over. That would be a waste of a special, and HHH will probably then turn on his attack mode. Basically in this match, fight it normally, but just try to do more damage to him than you would normally. Always be aggressive and on the attack. This is NOT the match to play at a conservative level. Also, remember that the 10 count can be inside or outside the ring, so don't be afraid to do some damage outside of the ring. If you can, use weapons that are big, and are harder to counter. As long as you keep on the attack, and show no mercy, this match should be yours...

Once the match is over, you'll be going crazy in the ring with celebration. Stacy will run out to the ring, and give you a big hug. Once this has happened, Ric will walk out onto the ring and hand you the World Heavyweight Title. By this time, Triple H will be getting up. Your CAW will go over to him, and hand him the title. He will have this look of awe, but in the end will put a smile on his face. You two will both raise your titles, and the game fades out as you and Triple H lock and shake hands...

Once the match is over, you will get a couple of pop-ups. The first will say that you can now use the superstar Hulk Hogan in all of your Exhibition matches. The second will say that you can now use the arena "Wrestlemania" in all of your Exhibition matches. Once these have come up, the game will allow you to save. Take your final save of story mode, and then the game will go through a list of credits. Once this has been completed, story mode will officially have ended.





Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Leviathan  
Control Pad Down: Most Muscular 01  
Control Pad Left: The Animal  
Control Pad Right: The Animal

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Thumb Down

Taunts after win:

Batista

=====  
Standing: Strike  
=====

Light:

B - Hunter Punch  
B + C Stick - Light Middle Kick R

Combination Second:

B - Hunter Punch

Combination Third:

B - Hunter Punch

Combination Finish:

B - Jumping Clothesline  
B + Control Stick - Clothesline 03

Heavy:

B (hold) - Clothesline 01

B (hold) + Control Stick - Clothesline 03

Running Striking:

B - Clothesline R

B + Control Stick - Spear 01

=====  
Standing: Front Grapple  
=====

Normal:

A - Choke Throw

A + Control Pannel Up - Suplex

A + Control Pannel Down - High Angle Scoop Slam

A + Control Pannel Left - Stomach Breaker

A + Control Pannel Right - Military Slam

Running:

A - Neck Breaker

Catched Grapple:

A - Bear Hug

A + Control Pannel Up - Neck Hanged Slam

A + Control Pannel Down - Power Bomb Whip

A + Control Pannel Left - Power Bomb Slam

A + Control Pannel Right - Body Press Drop

Catched Strike:

B - Knee Lift R

B + Control Pannel Up - Clothesline R

B + Control Pannel Down - One Hand Sledge Hammer

B + Control Pannel Left - Beast Strike L

B + Control Pannel Right - Beast Strike R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Rough Throw

A + Control Pannel Up - Back Suplex 01

A + Control Pannel Down - School Boy  
A + Control Pannel Left - Falling Neck Breaker  
A + Control Pannel Right - Side Walk Slam

Running:

A - Bulldog

Catched Grapple:

A - Neck Hanging  
A + Control Pannel Up - Full Nelson Slam  
A + Control Pannel Down - Atomic Drop  
A + Control Pannel Left - Tilt Slam  
A + Control Pannel Right - Half Nelson Suplex 02

Catched Strike:

B - Punch R  
B + Control Pannel Up - Rear Clothesline R  
B + Control Pannel Down - Elbow Strike to Back of Head  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Mounted Punches

Down Grapple Side:

A - Guri Guri

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Toe Kick

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Back Mounted Punches

Down Grapple Side

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Double Axe Handle

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike

=====  
Normal:

B - Jumping Clothesline  
B + C Stick - Clothesline 03

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick - Power Slam

Heavy:

A (hold) - Neck Hanged Slam  
A (hold) + C Stick - Side Walk Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Rapid Punches  
A + C Stick - Knee Strikes

Heavy:

A (hold) - Shoulder Thrusts  
A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping and Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Stun Gun

On Ropes Rear:

A - Rope Choke

From Edge:

A - Choke Slam

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Knee Breaker

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Spine Buster

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

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Special

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Slot 1:

A + B - Batista Bomb

Slot 2:

A + B - Batista Bomb

Slot 3:

A + B - Leviathan Spine Buster

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=====

Basic: Fighting Style

=====

Fighting Stance:

Giant

Ring in Style:

Giant

Ring out Style:

Giant

Apron to Ring:

Giant

Turnbuckle Climbing:

Slow

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Heavy

Reversal Attack:

A - Push Down  
A + C Stick - Clothesline

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: I'm Ready!  
Control Pad Down: I'm Ready!  
Control Pad Left: Most Muscular 02  
Control Pad Right: Most Muscular 02

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Ahhhhhh

Taunts after win:

Big Show



=====  
Standing: Strike  
=====

Light:

B - Punch R  
B + C Stick - Back Chop 01

Combination Second:

B - Punch-R

Combination Third:

B - Punch-R

Combination Finish:

B - Clothesline 01  
B + Control Stick - Big Boot

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Kitchen Sink

Running Striking:

B - Clothesline R  
B + Control Stick - Kitchen Sink

=====  
Standing: Front Grapple  
=====

Normal:

A - High Angle Scoop Slam  
A + Control Pannel Up - Military Slam  
A + Control Pannel Down - Drop Suplex  
A + Control Pannel Left - Choke Throw  
A + Control Pannel Right - Knee Smash

Running:

A - Neck Breaker

Catched Grapple:

A - Neck Hanging  
A + Control Pannel Up - Alleyoop  
A + Control Pannel Down - Power Bomb Whip  
A + Control Pannel Left: Side Walk Slam  
A + Control Pannel Right: Shoulder Breaker

Catched Strike:

B - Grappling Headbutt  
B + Control Pannel Up - Strong Headbutt

B + Control Pannel Down - One Hand Sledge Hammer  
B + Control Pannel Left - Knee Lift L  
B + Control Pannel Right - Hammer Strike R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Rough Throw  
A + Control Pannel Up - Atomic Drop  
A + Control Pannel Down - One Hand Back Breaker  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Abdominal Stretch

Running:

A - Bulldog

Catched Grapple:

A - Neck Hanging  
A + Control Pannel Up - Leg Drop Hoglock  
A + Control Pannel Down - Full Nelson Slam  
A + Control Pannel Left - Stomach Breaker  
A + Control Pannel Right - Side Slam

Catched Strike:

B - Punch L  
B + Control Pannel Up - Headbutt  
B + Control Pannel Down - Sledge Hammer  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Elbow Drop

Running Strike:

B - Jumping Guillotine Leg Drop

Down Grapple Upper:

A - Hip Drop

Down Grapple Side:

A - Ground Punches

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Toe Kick

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Diving Shoulder Block

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Full Swing Punch R  
B + C Stick - Big Boot

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Manhattan Drop  
A + C Stick: Back Toss

Heavy:

A (hold) - Flap Jack 01  
A (hold) + C Stick - Side Walk Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Clothesline 01

Lower:

B - Stomp 01

Running:

B - Body Splash Attack

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Chop to Breast  
A + C Stick - Knee Strikes

Heavy:

A (hold) - Foot Choke  
A (hold) + C Stick - Back Elbow Combination

Lower:

A - Face Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Tree of woe Stomp

=====  
Others: Grapple  
=====

To Apron:

A - Throw into inside

From Apron:

A - Suplex

On Ropes Front:

A - Pull & Drop

On Ropes Rear:



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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Spin-a-Roonie

Leap Frog:

Turnbuckle Dodge 02

=====  
Basic: Reversal  
=====

Reversal Style:

Normal

Reversal Attack:

A - Elbow Stump  
A + C Stick - Push Down

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Five Times!  
Control Pad Down: Spin-a-Roonie

Control Pad Left: Five Times!  
Control Pad Right: Five Times!

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 02

Special Taunts:

A + B - I can dig that!

Taunts after win:

Booker T

=====  
Standing: Strike  
=====

Light:

B - Back Chop 01  
B + C Stick - Toe Kick 01

Combination Second:

B - Chop to Breast 01

Combination Third:

B - Back Chop 01

Combination Fourth:

B - Chop to Breast 01

Combination Finish:

B - Booker Back Chop  
B + Control Stick - Spinning Wheel Kick 02

Heavy:

B (hold) - Booker Back Chop  
B (hold) + Control Stick - Spinning Wheel Kick 02

Running Striking:

B - Clothesline R  
B + Control Stick - Kitchen Sink

=====  
Standing: Front Grapple  
=====

Normal:



A - Arm Drag  
A + Control Pannel Up - Headlock  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Arm Wrench with Hook Kick  
A + Control Pannel Right - Inside Cradle

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - DDT  
A + Control Pannel Up - Bionic Spine Buster  
A + Control Pannel Down - Book End  
A + Control Pannel Left: Side Walk Slam  
A + Control Pannel Right: Belly to Back Suplex

Catched Strike:

B - Punch R  
B + Control Pannel Up - Arm Wrench with Hook Kick  
B + Control Pannel Down - Heavy Knee Lift  
B + Control Pannel Left - Knee Lift L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Russian Leg Sweep

Running:

A - School Boy

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Atomic Drop  
A + Control Pannel Down - Reverse DDT  
A + Control Pannel Left - Falling Neck Breaker  
A + Control Pannel Right - Side Slam

Catched Strike:

B - Punch R  
B + Control Pannel Up - Elbow Strike  
B + Control Pannel Down - Rear Clothesline R  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 04

Running Strike:

B - Booker T Knee Drop

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Ground Punches

Down Grapple Lower:

A - Kick to Hamstring

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 04

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle  
B + C Stick - Missile Dropkick

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Missile Dropkick

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Spinning Wheel Kick 02  
B + C Stick - Crescent Heel Kick

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Manhattan Drop  
A + C Stick: Back Toss

Heavy:

A (hold) - Flap Jack 01  
A (hold) + C Stick - Bionic Spine Buster

=====  
Turnbuckle: Strike  
=====

Normal:

B - Booker Back Chop

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Stomp 01

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Knee Strikes

Heavy:

A (hold) - Chop to Chest Combination  
A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - School Boy

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====

Others: Grapple

=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====

Others: Double Team

=====

Front:

A - Double Flap Jack

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Back Body Drop

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====

Special  
=====

Slot 1:

A + B - Scissors Kick 01

Slot 2:

A + B - Scissors Kick 01

Slot 3:

A + B - Book End

Momentum Shift:

A + B - Rolling Guillotine Leg Drop

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Rough

Reversal Attack:

A - Elbow Stump

A + C Stick - Clothesline

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Come On! 02

Control Pad Down: Time Out

Control Pad Left: That's not cool

Control Pad Right: That's not cool

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Rope Bound

Special Taunts:

A + B - Hand Shaking

Taunts after win:

Carlito

=====  
Standing: Strike  
=====

Light:

B - Punch R

B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Missile Dropkick

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Shoulder Block  
B + Control Stick - Clothesline R

=====  
Standing: Front Grapple  
=====

Normal:

A - Eye Poke  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Rib Breaker 01  
A + Control Pannel Right - Neck Breaker

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - DDT  
A + Control Pannel Up - Fisherman's Suplex  
A + Control Pannel Down - Spine Buster  
A + Control Pannel Left: Twisting Back Breaker  
A + Control Pannel Right: Arm Bar 01

Catched Strike:

B - Knee Lift R  
B + Control Pannel Up - Headlock Smash  
B + Control Pannel Down - Clothesline R  
B + Control Pannel Left - Punch L  
B + Control Pannel Right - Punch R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:



A - Sleeper Hold  
A + Control Pannel Up - Face Crusher 01  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - Bulldog

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Backslide  
A + Control Pannel Left - Russian Leg Sweep  
A + Control Pannel Right - Side Slam

Catched Strike:

B - Back Rake  
B + Control Pannel Up - Elbow Strike to Back of Head  
B + Control Pannel Down - Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Toe Kick

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Face Cut

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Stomp to Groin

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Mihistrol Cradle

Down Grapple Lower:

A - Half Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle  
B + C Stick - Double Axe Handle

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====

Irish Whip: Strike  
=====

Normal:

B - Full Swing Punch R  
B + C Stick - Kitchen Sink

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Leg Scissor Take Down

Heavy:

A (hold) - Sleeper Hold  
A (hold) + C Stick - Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Missile Dropkick

Running Lower:

B - Gun Packet

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Eye Rake

Heavy:

A (hold) - Shoulder Thrusts  
A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Face Slam to Pole

Heavy:

A (hold) - School Boy  
A (hold) + C Stick - School Boy

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Eye Rake

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Atomic Drop

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====

Special

=====

Slot 1:

A + B - Neck Crank Rolling

Slot 2:

A + B - Neck Crank Rolling

Momentum Shift:

A + B - Apple Split

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Lucha Libre

Reversal Attack:

A - Elbow Stomp

A + C Stick - Elbow Stomp

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Give It to Me!

Control Pad Down: Give It to Me!

Control Pad Left: Let's Do This!

Control Pad Right: Let's Do This!

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Angry 01

Taunts after win:

Triple H

=====  
Standing: Strike  
=====

Light:

B - Punch R

B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R

B + Control Stick - Missile Dropkick

Heavy:

B (hold) - Full Swing Punch R

B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Kitchen Sink

B + Control Stick - Missile Dropkick

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 01

A + Control Pannel Up - Snap Suplex

A + Control Pannel Down - Scoop Slam 01

A + Control Pannel Left - Arm Wrench with Elbow Stomp

A + Control Pannel Right - Arm Drag

Running:

A - Head Scissor 01

Catched Grapple:

A - DDT

A + Control Pannel Up - Train Wreck

A + Control Pannel Down - Hurracanrana

A + Control Pannel Left: Northern Light Suplex

A + Control Pannel Right: Roll Throw

Catched Strike:

B - Upper Elbow Smash

B + Control Pannel Up - Eye Rake

B + Control Pannel Down - Knee Lift R

B + Control Pannel Left - Punch L

B + Control Pannel Right - Punch R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold

A + Control Pannel Up - Wrestling Lift

A + Control Pannel Down - Take Down

A + Control Pannel Left - Backslide

A + Control Pannel Right - Falling Back Suplex

Running:

A - School Boy

Catched Grapple:

A - Abdominal Stretch

A + Control Pannel Up - High Angle Rolling Clutch

A + Control Pannel Down - School Boy

A + Control Pannel Left - Pendulum Back Breaker

A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R

B + Control Pannel Up - Elbow Strike to Back of Head

B + Control Pannel Down - Elbow Strike

B + Control Pannel Left - Elbow Smash L



B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Face Cut

Down Grapple Side:

A - Ground Punches

Down Grapple Lower:

A - Kick to Hamstring

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Mahistrol Cradle

Down Grapple Lower:

A - Reverse Indian Death Lock

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick  
B + C Stick - Missile Dropkick

Down:

B - Diving Body Splash  
B + C Stick - Frog Splash

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Suicide Dive

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Moonsault Splash

=====  
Flying Attack: From Edge  
=====

Stand:

B - Missile Dropkick

Down:

B - Frog Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Missile Dropkick

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Arm Drag

Heavy:

A (hold) - Flap Jack 01  
A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - Hard Back Chop

Lower:

B - Stomp 01

Running:

B - Missile Dropkick

Running Lower:

B - Gun Packet

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Pulling Leg Thrust  
A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Sky High Superplex  
=====

Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - School Boy

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Flap Jack

Rear:

A - Double Back Drop

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Scissor Sweep

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Gorry Special Bomb

Slot 2:

A + B - Brainbuster

Momentum Shift:

A + B - Super Eye Poke

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:  
Normal

Ring out Style:  
Normal

Apron to Ring:  
Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Rough

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Snap & Roll

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Come On! 02  
Control Pad Down: Spoiled Child  
Control Pad Left: Chicken!  
Control Pad Right: Chicken!

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Hey Peepes!

Taunts after win:

Christian

=====  
Standing: Strike  
=====

Light:

B - Punch R  
B + C Stick - Toe Kick 02

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Low Blow

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Shoulder Block  
B + Control Stick - Missile Dropkick

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 02  
A + Control Pannel Up - Side Suplex  
A + Control Pannel Down - Manhattan Drop  
A + Control Pannel Left - Neck Breaker  
A + Control Pannel Right - Russian Leg Sweep

Running:

A - Head Scissor 01

Catched Grapple:

A - DDT  
A + Control Pannel Up - Gordbuster  
A + Control Pannel Down - Stomach Breaker  
A + Control Pannel Left: Belly to Back Suplex  
A + Control Pannel Right: Shoulder Arm Breaker

Catched Strike:

B - Punch R  
B + Control Pannel Up - Eye Rake

B + Control Pannel Down - Knee Lift R

B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Hair Pull Slam  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Pendulum Back Breaker

Running:

A - School Boy

Catched Grapple:

A - Reverse DDT  
A + Control Pannel Up - Atomic Drop  
A + Control Pannel Down - Backhand Crash  
A + Control Pannel Left - Russian Leg Sweep  
A + Control Pannel Right - Abdominal Stretch

Catched Strike:

B - Punch R

B + Control Pannel Up - Elbow Strike to Back of Head  
B + Control Pannel Down - Elbow Strike  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper:



A - Surfboard Stretch

Down Grapple Side:

A - Ground Punches

Down Grapple Lower:

A - Kick to Hamstring

=====  
Ground: Facing Down  
=====

Strike:

B - Toe Kick

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Knee Smash

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick

B + C Stick - Diving Shoulder Block

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Missile Dropkick

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Full Swing Punch R  
B + C Stick - Missile Dropkick

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Manhattan Drop

A + C Stick: Arm Drop

Heavy:

A (hold) - Flap Jack 01

A (hold) + C Stick - Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Missile Dropkick

Lower:

B - Stomp 01

Running:

B - Missile Dropkick

Running Lower:

B - Gun Packet

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Sky High Superplex

A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Sky High Superplex

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - School Boy

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Drop to Outside

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Flap Jack

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Unprettier

Slot 2:

A + B - Unprettier

Momentum Shift:

A + B - Low Blow 03

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=====

Basic: Fighting Style

=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====

Basic: Reversal

=====

Reversal Style:

CHRIS BENOIT

Reversal Attack:

A - Elbow Stomp

A + C Stick - Dragon Screw

Testing Power:

Test of Strength Flip

=====

Basic: Taunts

=====

Control Pad Up: Rabid Wolverine

Control Pad Down: Wrist Check

Control Pad Left: Arm Stretch

Control Pad Right: Arm Stretch

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 02

Special Taunts:

A + B - Cut Throat 01

Taunts after win:

Chris Benoit

=====

Standing: Strike

=====

Light:

B - Canadian Punch

B + C Stick - Toe Kick 01

Combination Second:

B - Canadian Punch

Combination Third:

B - Canadian Punch

Combination Finish:

B - Clothesline 01

B + Control Stick - Hard Back Chop

Heavy:

B (hold) - Clothesline 01

B (hold) + Control Stick - Hard Back Chop

Running Striking:

B - Kitchen Sink

B + Control Stick - Clothesline L

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 01

A + Control Pannel Up - Snap Suplex

A + Control Pannel Down - High Angle Scoop Slam

A + Control Pannel Left - Side Suplex

A + Control Pannel Right - Dragon Screw 02

Running:

A - Neck Breaker

Catched Grapple:

A - DDT

A + Control Pannel Up - Gordbuster

A + Control Pannel Down - Power Bomb Whip

A + Control Pannel Left: Twirl Pile Driver

A + Control Pannel Right: Northern Light Suplex

Catched Strike:

B - Punch L

B + Control Pannel Up - Clothesline L

B + Control Pannel Down - Heavy Knee Lift

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold

A + Control Pannel Up - Pendulum Back Breaker

A + Control Pannel Down - Wrestling Lift

A + Control Pannel Left - Shin Breaker

A + Control Pannel Right - Falling Back Suplex

Running:

A - Release German Suplex

Catched Grapple:

A - Abdominal Stretch

A + Control Pannel Up - Dragon Suplex

A + Control Pannel Down - Backslide

A + Control Pannel Left - Release German Suplex

A + Control Pannel Right - German Suplex

Catched Strike:

B - Elbow Strike to Back of Head

B + Control Pannel Up - Rear Clothesline L

B + Control Pannel Down - Elbow Strike

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

=====

Ground: Facing Up

=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Sleeper Hold

Down Grapple Side:

A - Cross Arm Breaker

Down Grapple Lower:

A - Half Boston Crab

=====

Ground: Facing Down

=====

Strike:

B - Elbow Drop

Running Strike:

B - Elbow Drop

Down Grapple Upper



A - Headlock

Down Grapple Side

A - Armbar

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick

B + C Stick - Missile Dropkick

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Suicide Dive

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Headbut 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Kitchen Sink  
B + C Stick - Hard Back Chop

Pull Back:

B (hold) - Clothesline  
B (hold) + C Stick - Shoulder Thrusts

=====  
Irish Whip: Grapple  
=====

Light:

A - Arm Drag  
A + C Stick: Back Toss

Heavy:

A (hold) - Front Suplex 01  
A (hold) + C Stick - Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Hard Back Chop

Lower:

B - Stomp 01

Running:

B - Clothesline L

Running Lower:

B - Toe Kick

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Superplex

Heavy:

A (hold) - Sky High Superplex  
A (hold) + C Stick - Super Front Suplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Sky High Superplex

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Sky High Back Drop  
A (hold) + C Stick - Sky High Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Stun Gun

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Back Body Drop

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Double Impact

=====

Special

=====

Slot 1:

A + B - Crippler Crossface

Slot 2:

A + B - Multiple German Suplex

Slot 3:

A + B - Crippler Crossface

Slot 4:

A +B - Sharpshooter

Slot 5:

A + B - Crippler Crossface

Slot 6:

A + B - Diving Headbutt 03

Momentum Shift:

A + B - Multiple German Suplex



=====  
Basic: Taunts  
=====

Control Pad Up: King of the World  
Control Pad Down: Come On! 01  
Control Pad Left: Footwork 01  
Control Pad Right: Footwork 01

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Angry 01

Taunts after win:

Chris Jericho

=====  
Standing: Strike  
=====

Light:

B - Punch R  
B + C Stick - Back Chop 01

Combination Second:

B - Back Chop 01

Combination Third:

B - Back Chop 01

Combination Finish:

B - Missile Dropkick  
B + Control Stick - Hard Back Chop

Heavy:

B (hold) - Enzuigiri  
B (hold) + Control Stick - Hard Back Chop

Running Striking:

B - Flying Forearm Attack  
B + Control Stick - Running Enzuigiri

=====  
Standing: Front Grapple  
=====

Normal:

A - Hecklock Takedown  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Leg Sweep Takedown  
A + Control Pannel Right - Rib Breaker 01

Running:

A - Swinging Neck Breaker

Caught Grapple:

A - DDT  
A + Control Pannel Up - Hurracanrana  
A + Control Pannel Down - Power Bomb Whip  
A + Control Pannel Left: Double Underhook Back Breaker  
A + Control Pannel Right: Side Suplex

Caught Strike:

B - Punch R  
B + Control Pannel Up - Eye Rake  
B + Control Pannel Down - Knee Lift R  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Face Crusher 01  
A + Control Pannel Down - Back Suplex 01  
A + Control Pannel Left - School Boy  
A + Control Pannel Right - Russian Leg Sweep

Running:

A - Face Crusher 01

Caught Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - German Suplex  
A + Control Pannel Down - Flashback  
A + Control Pannel Left - Pendulum Back Breaker  
A + Control Pannel Right - Full Nelson Face Drop

Catched Strike:

B - Elbow Strike  
B + Control Pannel Up - Back Rake  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====

Ground: Facing Up

=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Come on Babe!

Down Grapple Lower:

A - Half Boston Crab

=====

Ground: Facing Down

=====

Strike:

B - Toe Kick

Running Strike:

B - Stomp 01

Down Grapple Upper

A - Camel Clutch

Down Grapple Side



A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle  
B + C Stick - Missile Dropkick

Down:

B - Diving Elbow Drop 01  
B + C Stick - Moonsault Splash 01

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Diving Body Press 01

Springboard Attack:

B + C Stick - Lionsault

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Missile Dropkick

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Hard Back Chop  
B + C Stick - Spinning Wheel Kick 01

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Sleeper Hold  
A + C Stick: Arm Drag

Heavy:

A (hold) - Hurracanrana 02  
A (hold) + C Stick - Flashback

=====  
Turnbuckle: Strike  
=====

Normal:

B - Hard Back Chop

Lower:

B - Stomp 01

Running:

B - Back Elbow Strike

Running Lower:

B - Stomp 01

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Superplex

Heavy:

A (hold) - Super Huracanrana  
A (hold) + C Stick - Double Underhook Superplex

Lower:

A - Face Trample

On Turnbuckle:

A - Superplex

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - School Boy

Heavy:

A (hold) - Sky High Back Drop  
A (hold) + C Stick - Sky High Back Drop

On Turnbuckle:

A - Drop to Outside

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====





Control Pad Down: Most Muscular  
Control Pad Left: The Masterpiece  
Control Pad Right: The Masterpiece

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Guts Pose

Special Taunts:

A + B - Angry 01

Taunts after win:

Chris Masters

=====  
Standing: Strike  
=====

Light:

B - Punch R

B + C Stick - Toe Kick 02

Combination Second:

B - Punch R

Combination Finish:

B - Full Swing Punch R

B + Control Stick - Sledge Hammer

Heavy:

B (hold) - Full Swing Punch R

B (hold) + Control Stick - Sledge Hammer

Running Striking:

B - Back Elbow Strike

B + Control Stick - Clothesline R

=====  
Standing: Front Grapple  
=====

Normal:

A - Hecklock

A + Control Pannel Up - Suplex

A + Control Pannel Down - Scoop Slam 01

A + Control Pannel Left - Snapmare 01

A + Control Pannel Right - Headlock Takedown

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - Bear Hug

A + Control Pannel Up - Military Slam

A + Control Pannel Down - DDT

A + Control Pannel Left: Manhattan Drop

A + Control Pannel Right: Clothesline R

Catched Strike:

B - Knee Lift R

B + Control Pannel Up - Headlock Smash

B + Control Pannel Down - Eye Rake

B + Control Pannel Left - Punch L

B + Control Pannel Right - Punch R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Face Crusher 01

A + Control Pannel Up - Face Crusher 01

A + Control Pannel Down - Wrestling Lift

A + Control Pannel Left - Shin Breaker

A + Control Pannel Right - Falling Neck Breaker

Running:

A - Face Crusher 01

Catched Grapple:

A - Sleeper Hold

A + Control Pannel Up - Reverse Suplex

A + Control Pannel Down - School Boy

A + Control Pannel Left - Russian Leg Sweep

A + Control Pannel Right - Side Slam

Catched Strike:

B - Back Rake

B + Control Pannel Up - Sledge Hammer

B + Control Pannel Down - Grappling Low Blow

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Mounted Punches

Down Grapple Side:

A - Guri Guri

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Back Mounted Punches

Down Grapple Side

A - Knee Smash

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Double Axe Handle



Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Sledge Hammer

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Kitchen Sink

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Back Toss

Heavy:

A (hold) - Military Slam

A (hold) + C Stick - Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Back Chop 01

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts

A + C Stick - Knee Strikes

Heavy:

A (hold) - Superplex

A (hold) + C Stick - Superplex

Lower:

A - Face Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Face Slam to Pole

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - School Boy

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Eye Rake

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Atomic Drop

Sandwich:

A - High Angle Neck Breaker

Irish Whip:

A - Double Arm Drag



Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Cruiser

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Dragon Screw

Testing Power:

Test of Strength Flip

=====  
Basic: Taunts  
=====

Control Pad Up: Latino Dancing  
Control Pad Down: Time Out!  
Control Pad Left: Let's Do This!  
Control Pad Right: Escape!

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Latino Heat

Taunts after win:

Eddie Guerrero

=====  
Standing: Strike  
=====

Light:

B - Punch R  
B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Missile Dropkick

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Back Elbow Strike  
B + Control Stick - Missile Dropkick

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 01  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Leg Sweep Take Down  
A + Control Pannel Left - Headlock  
A + Control Pannel Right - Arm Wrench with Elbow Stomp

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - Gorry Special  
A + Control Pannel Up - Brainbuster  
A + Control Pannel Down - Cross Bomb  
A + Control Pannel Left: Shoulder Arm Breaker  
A + Control Pannel Right: Inside Cradle

Catched Strike:

B - Upper Elbow Smash  
B + Control Pannel Up - Headlock Smash  
B + Control Pannel Down - Eye Rake

B + Control Pannel Left - Punch L  
B + Control Pannel Right - Punch R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Atomic Drop  
A + Control Pannel Down - Take Down  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Russian Leg Sweep

Running:

A - School Boy

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Falling Back Suplex  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Release Tiger Suplex  
A + Control Pannel Right - Release German Suplex

Catched Strike:

B - Punch R  
  
B + Control Pannel Up - Elbow Strike to Back of Head  
B + Control Pannel Down - Back Rake  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Face Trample

Down Grapple Side:

A - Ground Punches

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Pretzel Swing

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Missile Dropkick

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:



YB + C Stick - Suicide Dive  
Y + C Stick B + C Stick - Diving Body Press 01

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

To Inside Stand:

B - Missile Dropkick

To Inside Down:

B - Slingshot Body Splash

=====  
Flying Attack: From Edge  
=====

Stand:

B - Missile Dropkick

Down:

B - Frog Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Full Swing Punch R  
B + C Stick - Missile Dropkick

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Arm Drag

Heavy:

A (hold) - Flap Jack 01  
A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - Hard Back Chop

Lower:

B - Stomp 01

Running:

B - Back Elbow Strike

Running Lower:

B - Toe Kick

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - Pulling Leg Thrust

Heavy:

A (hold) - Sky High Superplex

A (hold) + C Stick - Super Hurracanrana

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Super Hurracanrana

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Sky High Back Drop

A (hold) + C Stick - Flipping Power Bomb

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Sunset Flip

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Chin Lock

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Knee Breaker

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Scissor Sweep

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Neck Breaker Bomb

=====  
Special  
=====

Slot 1:

A + B - Three Amigos

Slot 2:

A + B - Three Amigos

Slot 3:

A + B - El Paso

Slot 4:

A + B - Lasso From El Paso

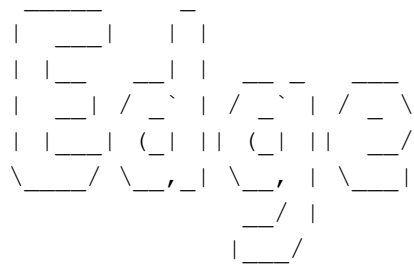
Slot 5:

A + B - Frog Splash

Momentum Shift:

A + B - Low Blow 02

\*\*\*\*\*



=====

Basic: Fighting Style

=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 02

=====  
Basic: Reversal  
=====

Reversal Style:

EDGE

Reversal Attack:

A - Push Down  
A + C Stick - Elbow Stomp

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Combing  
Control Pad Down: Combing  
Control Pad Left: Come On! 02  
Control Pad Right: Come On! 02

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Ready for Gore!

Taunts after win:

Edge

=====  
Standing: Strike  
=====

Light:

B - Punch R  
B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Finish:

B - Full Swing Punch R

B + Control Stick - Spining Wheel Kick 01

Heavy:

B (hold) - Full Swing Punch R

B (hold) + Control Stick - Dropkick to Knee 01

Running Striking:

B - Clothesline R

B + Control Stick - Spinning Wheel Kick

=====

Standing: Front Grapple

=====

Normal:

A - Headlock Takedown

A + Control Pannel Up - Suplex

A + Control Pannel Down - Inside Cradle

A + Control Pannel Left - Headlock

A + Control Pannel Right - Arm Drag

Running:

A - Head Scissor 01

Catched Grapple:

A - DDT

A + Control Pannel Up - Front Suplex

A + Control Pannel Down - Manhattan Drop

A + Control Pannel Left: Neck Breaker

A + Control Pannel Right: Russian Leg Sweep

Catched Strike:

B - Punch L

B + Control Pannel Up - Spinning Wheel Kick 01

B + Control Pannel Down - Dropkick to Breast

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Face Crusher 03  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Falling Back Suplex  
A + Control Pannel Right - Falling Back Suplex

Running:

A - School Boy

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Release German Suplex  
A + Control Pannel Down - Japanese Rolling Clutch  
A + Control Pannel Left - Side Slam  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R  
B + Control Pannel Up - Spinning Wheel Kick 01  
B + Control Pannel Down - Elbow Strike  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Sleeper Hold

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Toe Kick

Running Strike:

B - Toe Kick

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Armbar

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Dropkick

B + C Stick - Flying Body Attack

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:



B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Dropkick

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Spear 01

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Arm Drag

Heavy:

A (hold) - Flap Jack 01  
A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Spear

Running Lower:

B - Gun Packet

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - 10 Punches

Heavy:

A (hold) - Pulling Leg Thrust  
A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Sky High Back Drop  
A (hold) + C Stick - Sky High Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Eye Rake

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Flap Jack

Rear:

A - Double Knee Breaker

Sandwich:

A - High Angle Neck Breaker

Irish Whip:

A - Double Back Body Drop

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Spear 01

Slot 2:

A + B - Edgecution

Slot 3:

A + B - Edgecution

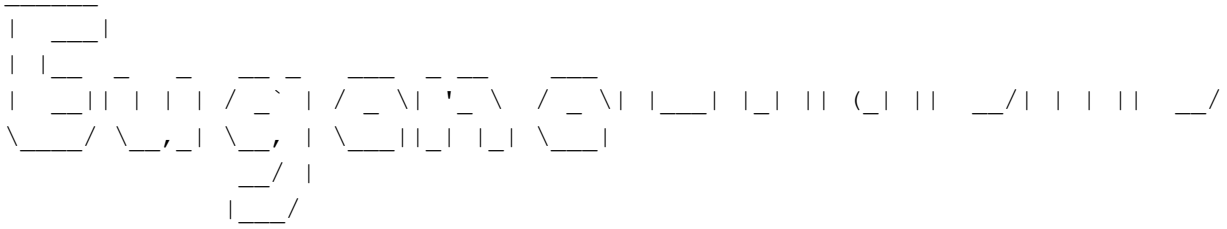
Slot 4:

A + B - Edgecator

Momentum Shift:

A + B - Edge O' Matic

\*\*\*\*\*



=====  
Basic: Fighting Style  
=====

Fighting Stance:

EUGENE

Ring in Style:

Normal  
Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Hulk Up

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Submission

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Snap & Roll

Testing Power:

Test of Strength Flip

=====  
Basic: Taunts  
=====

Control Pad Up: Air Plane  
Control Pad Down: Hulkamania  
Control Pad Left: Happy Clapping  
Control Pad Right: Happy Clapping

Taunts on Turnbuckle:

Control Pad - Taunt 02

Taunts on Apron:

Control Pad - Rope Bound

Special Taunts:

A + B - Feet Stomp 02

Taunts after win:

Eugene

=====  
Standing: Strike  
=====

Light:

B - Punch R

B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R

B + Control Stick - Jumping Clothesline

Heavy:

B (hold) - Full Swing Punch R

B (hold) + Control Stick - Jumping Clothesline

Running Striking:

B - Back Elbow Strike

B + Control Stick - Kitchen Sink

=====  
Standing: Front Grapple  
=====

Normal:

A - Headlock  
A + Control Pannel Up - Scoop Slam 01  
A + Control Pannel Down - Snapmare 01  
A + Control Pannel Left - Headlock Takedown  
A + Control Pannel Right - Fireman's Carry

Running:

A - Thesz Press

Catched Grapple:

A - Inside Cradle  
A + Control Pannel Up - Airplane Spin 01  
A + Control Pannel Down - Body Press Drop  
A + Control Pannel Left: Jumping Arm Breaker  
A + Control Pannel Right: Manhattan Drop

Catched Strike:

B - Knee Lift R  
B + Control Pannel Up - Headlock Smash  
B + Control Pannel Down - Wind Up Punch  
B + Control Pannel Left - Punch L  
B + Control Pannel Right - Punch R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Face Crusher 01  
A + Control Pannel Up - Atomic Drop  
A + Control Pannel Down - Take Down  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Russian Leg Sweep

Running:

A - Face Crusher 01

Catched Grapple:

A - Sleeper Hold  
A + Control Pannel Up - German Suplex  
A + Control Pannel Down - Back Suplex 01  
A + Control Pannel Left - School Boy

A + Control Pannel Right - Backslide

Catched Strike:

B - Back Rake

B + Control Pannel Up - Elbow Strike to Back of Head

B + Control Pannel Down - Elbow Strike

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

=====

Ground: Facing Up

=====

Strike:

B - Stomp 03

Running Strike:

B - Knee Drop

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Elbow Crush

=====

Ground: Facing Down

=====

Strike:

B - Stomp 03

Running Strike:

B - Knee Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Knee Smash

Down Grapple Lower:

A - Regal Stretch

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Elbow Strike  
B + C Stick - Elbow Strike

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Elbow Strike

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Full Swing Punch R  
B + C Stick - Jumping Clothesline

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====



Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Thesz Press

Heavy:

A (hold) - Manhattan Drop  
A (hold) + C Stick - Rolling Spine Buster

=====

Turnbuckle: Strike

Normal:

B - Hard Back Chop

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Running Knee Attack

=====

Turnbuckle: Front Grapple

=====

Light:

A - Chop to Breast  
A + C Stick - 10 Punches

Heavy:

A (hold) - Superplex  
A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====

Turnbuckle: Rear Grapple

=====  
Light:

A - Shoulder Thrusts

A + C Stick - Face Slam to Pole

Heavy:

A (hold) - Sky High Back Drop

A (hold) + C Stick - Sky High Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Chin Lock

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Atomic Drop

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Eugene Stunner

Slot 2:

A + B - Rock Bottom

Slot 3:

A + B - Eugene's Elbow

Slot 4:

A + B - Running Leg Drop

Momentum Shift:

A + B - Hulk Up Combination

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Boxing

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====

Basic: Reversal

=====

Reversal Style:

Heavy

Reversal Attack:

A - Push Down

A + C Stick - Clothesline

Testing Power:

Toe Kick

=====

Basic: Taunts

=====

Control Pad Up: Angry 01

Control Pad Down: Most Muscular 01

Control Pad Left: Angry 02

Control Pad Right: Angry 02

Taunts on Turnbuckle:

Control Pad - Taunt 02

Taunts on Apron:

Control Pad - Clapping Hands 02

Special Taunts:

A + B - Latino Heat

Taunts after win:

Heidenreich

=====  
Standing: Strike  
=====

Light:

B - Hell Punch  
B + C Stick - Toe Kick 01

Combination Second:

B - Step Hook L

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Clothesline 01

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Clothesline 01

Running Striking:

B - Shoulder Block  
B + Control Stick - Diving Clothesline 01

=====  
Standing: Front Grapple  
=====

Normal:

A - Headlock Takedown  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - High Angle Scoop Slam  
A + Control Pannel Left - Arm Wrench with Elbow Stomp  
A + Control Pannel Right - Hammerlock

Running:

A - Neck Breaker

Catched Grapple:

A - Bear Hug  
A + Control Pannel Up - Canadian Back Breaker  
A + Control Pannel Down - Choke Slam 02  
A + Control Pannel Left: Spine Buster  
A + Control Pannel Right: Belly to Back Suplex

Catched Strike:

B - Hammer Strike R  
B + Control Pannel Up - Clothesline R  
B + Control Pannel Down - One Hand Sledge Hammer  
B + Control Pannel Left - Body Blow L  
B + Control Pannel Right - Body Blow R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Rough Throw  
A + Control Pannel Down - Atomic Drop  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - One Hand Back Breaker

Running:

A - Bulldog

Catched Grapple:

A - School Boy  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Side Slam  
A + Control Pannel Left - Russian Leg Sweep  
A + Control Pannel Right - Full Nelson Slam

Catched Strike:

B - Punch R  
B + Control Pannel Up - Elbow Strike to Back of Head  
B + Control Pannel Down - Rear Clothesline R  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop  
Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Kick to Hamstring

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Back Mounted Punches

Down Grapple Side

A - Knee Smash

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Double Axe Handle

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Diving Clothesline

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Manhattan Drop

Heavy:

A (hold) - Side Walk Slam  
A (hold) + C Stick - Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Hell Punch



Lower:

B - Stomp 01

Running:

B - Clothesline L

Running Lower:

B - Stomp 01

=====

Turnbuckle: Front Grapple

=====

Light:

A - Knee Strike

A + C Stick - Back Elbow Combination

Heavy:

A (hold) - Rapid Punches

A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====

Turnbuckle: Rear Grapple=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====

Others: Grapple

=====

To Apron:

A - Throw into inside

From Apron:

A - Suplex

On Ropes Front:

A - Stun Gun

On Ropes Rear:

A - Rope Choke

From Edge:

A - Choke Slam

=====  
Others: Double Team  
=====

Front:

A - Double Choke Slam

Rear:

A - Double Atomic Drop

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Spine Buster

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====  
Special  
=====

Slot 1:

A + B - Heidenreich Shoulder Buster

Slot 2:

A + B - Cobra Clutch

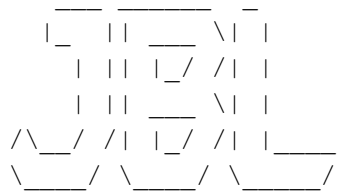
Slot 3:

A + B - Scrap Buster

Momentum Shift:

A + B - Low Blow 01

\*\*\*\*\*



=====  
 Basic: Fighting Style  
 =====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
 Basic: Reversal  
 =====

Reversal Style:

Heavy

Reversal Attack:

A - Clothesline

A + C Stick - Clothesline

Testing Power:

Toe Kick

=====

Basic: Taunts

=====

Control Pad Up: The Cabinet

Control Pad Down: Royal Greeting

Control Pad Left: To the moon, Alice!

Control Pad Right: To the moon, Alice!

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Angry 01

Taunts after win:

JBL

=====

Standing: Strike

=====

Light:

B - Punch R

B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Third:

B - Back chop 01

Combination Finish:

B - Sledge Hammer

B + Control Stick - Big Boot

Heavy:

- B (hold) - Full Swing Punch R
- B (hold) + Control Stick - Big Boot

Running Striking:

- B - Shoulder Block
- B + Control Stick - Diving Shoulder Block

=====  
Standing: Front Grapple  
=====

Normal:

- A - Headlock
- A + Control Pannel Up - Suplex
- A + Control Pannel Down - High Angle Scoop Slam
- A + Control Pannel Left - Arm Wrench with Elbow Stomp
- A + Control Pannel Right - Russian Leg Sweep

Running:

- A - Swinging Neck Breaker

Catched Grapple:

- A - Bear Hug
- A + Control Pannel Up - Bionic Spine Buster
- A + Control Pannel Down - DDT
- A + Control Pannel Left: Front Powerslam
- A + Control Pannel Right: Fallaway Slam

Catched Strike:

- B - Knee Lift R
- B + Control Pannel Up - Clothesline R
- B + Control Pannel Down - One Hand Sledge Hammer
- B + Control Pannel Left - Punch L
- B + Control Pannel Right - Punch R

Weapon Attack: Chair

- A - DDT to Weapon

Weapon Attack: Stick

- A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

- A - Abdominal Stretch
- A + Control Pannel Up - Wrestling Lift
- A + Control Pannel Down - Russian Leg Sweep

A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - School Boy

Running:

A - Bulldog

Catched Grapple:

A - Sleeper Hold  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Atomic Drop  
A + Control Pannel Left - Side Slam  
A + Control Pannel Right - One Hand Backbreaker

Catched Strike:

B - Elbow Strike to Back of Head

B + Control Pannel Up - Rear Clothesline R  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Elbow Drop

Running Strike:

B - Sledgehammer Drop

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Elbow Drop

Running Strike:

B - Jumping Guillotine Leg Drop

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle  
B + C Stick - Double Axe Handle

Down:

B - Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====

Irish Whip: Strike  
=====

Normal:

- B - Full Swing Punch R
- B + C Stick - Spinning Knuckle

Pull Back:

- B (hold) - Shoulder Thrusts
- B (hold) + C Stick - Clothesline

=====

Irish Whip: Grapple

=====

Light:

- A - Sleeper Hold
- A + C Stick: Leg Scissor Takedown

Heavy:

- A (hold) - Side Walk Slam
- A (hold) + C Stick - Power Slam

=====

Turnbuckle: Strike

=====

Normal:

- B - Back Chop 01

Lower:

- B - Stomp 01

Running:

- B - Jumping Knee Attack

Running Lower:

- B - Running Knee Attack

=====

Turnbuckle: Front Grapple

=====

Light:

- A - 10 Punches
- A + C Stick - Knee Strikes

Heavy:



A (hold) - Sky High Superplex  
A (hold) + C Stick - Super Fallaway Slam

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Face Slam to Pole

Heavy:

A (hold) - Sky High Back Drop  
A (hold) + C Stick - School Boy

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex



Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Normal

Reversal Attack:

A - Elbw Stomp  
A + C stick - Push Down

Testing Power:

Toe Kick

=====  
Basic: Taunt  
=====

Control Pad Up: Word Life 01  
Control Pad Down: Word Life 01  
Control Pad Left: You Can't See Me  
Control Pad Right: You Can't See Me

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Air Pump

Taunts after win:

JOHN CENA

=====  
Standing: Strike  
=====

Light:

B - Cena Punch

B + C Stick - Toe Kick 03

Combination Second:

B - Cena Punch

Combination Third:

B - Cena Punch

Combination Finish:

B - Full Swing Punch R

B + Control Stick - Clothesline 02

Heavy:

B (hold) - Missile Dropkick

B (hold) + Control Stick - Clothesline 02

Running Striking:

B - Missile Dropkick

B + Control Stick - Flying Body Press

=====  
Standing: Front Grapple  
=====

Normal:

A - Headlock Takedown

A + Control Pannel Up - Suplex

A + Control Pannel Down - Wrist Lock Scoop Slam

A + Control Pannel Left - Neck Breaker

A + Control Pannel Right - Arm Wrench with Elbow Stomp

Running:

A - Thesz Press

Caught Grapple:

A - DDT  
A + Control Pannel Up - Stalling Suplex  
A + Control Pannel Down - Michinoku Driver  
A + Control Pannel Left: Front Suplex  
A + Control Pannel Right: Spine Buster

Catched Strike:

B - Punch L  
B + Control Pannel Up - Eye Poke  
B + Control Pannel Down - Shoulder Thrusts  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Wrestling Lift  
A + Control Pannel Down - Backslide  
A + Control Pannel Left - Pendulum Back Breaker  
A + Control Pannel Right - Side Slam

Running:

A - Throw Back

Catched Grapple:

A - Grapevine Choke  
A + Control Pannel Up - Protoplex  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Release German Suplex  
A + Control Pannel Right - Back Suplex 01

Catched Strike:

B - Punch R  
B + Control Pannel Up - Rear Clothesline L  
B + Control Pannel Down - Elbow Strike  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Reverse Full Nelson

Down Grapple Side:

A - Knee Smash

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Oklahoma Roll

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick

B + C Stick - Flying Body Attack

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Body Splash

=====  
Flying Attack: From Ring  
=====

To Outside:

Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Flying Body Attack

Down:

B - Diving Body Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Missile Dropkick

B + C Stick - Clothesline 02

Pull Back:

B (hold) - Shoulder Thrusts

B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Takedown

A + C Stick: Arm Drag

Heavy:

A (hold) - Side Walk Slam  
A (hold) + C Stick - Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Elbow Strike R

Lower:

B - Stomp 01

Running:

B - Stinger Splash

Running Lower:

B - Elbow Drop

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Superplex  
A (hold) + C Stick - Super Front Suplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Superplex

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - School Boy  
A (hold) + C Stick - Sky High Back Drop



On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Sunset Flip

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Back Body Drop

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - F-U

Slot 2:

A + B - F-U

Slot 3:

A + B -Five Knuckle Shuffle

Momentum Shift:

A + B - Chain Gang Fist

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=====
Basic: Fighting Style
=====

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Fighting Stance:

Giant

Ring in Style:

Giant

Ring out Style:

Giant

Apron to Ring:

Giant

Turnbuckle Climbing:

Slow

Rising Style:

Dead Man

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Kane

Reversal Attack:

A - Push Down

A + C Stick - Clothesline

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Ready for Choke Slam

Control Pad Down: Hunchback

Control Pad Left: Tightening Glove

Control Pad Right: Tightening Glove

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Cut Throat! From Hell

Taunts after win:

KANE

=====  
Standing: Strike  
=====

Light:

B - Hell Punch

B + C Stick - Toe Kick 02

Combination Second:

B - Hell Punch

Combination Third:

B - Hell Punch

Combination Finish:

B - Heavy Upercut 01  
B + Control Stick - Big Boot

Heavy:

B (hold) - Heavy Upercut 01  
B (hold) + Control Stick - Big Boot

Running Striking:

B - Shoulder Block  
B + Control Stick - Clothesline R

=====  
Standing: Front Grapple  
=====

Normal:

A - High Angle Scoop Slam  
A + Control Pannel Up - Military Slam  
A + Control Pannel Down - Drop Suplex  
A + Control Pannel Left - Arm Wrench with Elbow Stomp  
A + Control Pannel Right - Choke Throw

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - Neck Hanging  
A + Control Pannel Up - Neck Hanged Slam  
  
A + Control Pannel Down - Falling Power Bomb  
A + Control Pannel Left: Side Walk Slam  
A + Control Pannel Right: Front Power Slam

Catched Strike:

B - Punch R  
B + Control Pannel Up - Clothesline R  
  
B + Control Pannel Down - Heavy Knee Lift  
  
B + Control Pannel Left - Body Blow L  
B + Control Pannel Right - Body Blow R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Abdominal Stretch  
A + Control Pannel Up - Rough Throw  
A + Control Pannel Down - Russian Leg Sweep  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - One Hand Back Breaker

Running:

A - Bulldog

Catched Grapple:

A - Neck Hanging  
A + Control Pannel Up - Reverse Suplex  
A + Control Pannel Down - Reverse DDT  
A + Control Pannel Left - Full Nelson Slam  
A + Control Pannel Right - Side Slam

Catched Strike:

B - Punch R  
B + Control Pannel Up - Rear Clothesline R  
B + Control Pannel Down - Elbow Strike  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Knee Smash

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Diving Clothesline 02

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Diving Clothesline 02

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Clothesline 01  
B + C Stick - Big Boot

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Manhattan Drop

Heavy:

A (hold) - Side Walk Slam  
A (hold) + C Stick - Front Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Heavy Upercut 01

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Stomp 01

=====  
Turnbuckle: Front Grapple  
=====

Light:

- A - Foot Choke
- A + C Stick - Knee Strikes

Heavy:

- A (hold) - Superplex
- A (hold) + C Stick - Superplex

Lower:

- A - Face Trample

On Turnbuckle:

- A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

- A - Face Slam to Pole
- A + C Stick - Shoulder Thrusts

Heavy:

- A (hold) - Super Back Drop
- A (hold) + C Stick - Super Back Drop

On Turnbuckle:

- A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

- A - Suplex

From Apron:

- A - Suplex

On Ropes Front:

- A - Pull & Drop

On Ropes Rear:



A - Rope Choke

From Edge:

A - Choke Slam

=====  
Others: Double Team  
=====

Front:

A - Double Choke Slam

Rear:

A - Double Back Drop

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Choke Slam

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Choke Slam From Hell

Slot 2:

A + B - Choke Slam From Hell

Slot 3:

A + B - Choke Slam From Hell

Momentum Shift:

A + B - Tombstone Pile Driver

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=====  
Basic: Taunts  
=====

Control Pad Up: Cut Throat 02  
Control Pad Down: King of the World  
Control Pad Left: Asian Fighting Stance  
Control Pad Right: Asian Fighting Stance

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Clapping Hands 02

Special Taunts:

A + B - Rising Sun

Taunts after win:

KENZO SUZUKI

=====  
Standing: Strike  
=====

Light:

B - Chop to Breast 02  
B + C Stick - Toe Kick 03

Combination Second:

B - Back Chop 01

Combination Third:

B - Chop to Breast 02

Combination Finish:

B - Hard Back Chop  
B + Control Stick - Double Back Chop

Heavy:

B (hold) - Double Back Chop  
B (hold) + Control Stick - Jumping Clothesline

Running Striking:

B - Shoulder Block  
B + Control Stick - Jumping Knee Attack 01

=====  
Standing: Front Grapple

=====  
Normal:

A - Headlock Takedown  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - High Angle Scoop Slam  
A + Control Pannel Left - Arm Wrench with Elbow Stomp  
A + Control Pannel Right -Headlock

Running:

A - Neck Breaker

Catched Grapple:

A - Neck Hanging  
A + Control Pannel Up - Neck Hanged Slam

A + Control Pannel Down - Falling Power Bomb  
A + Control Pannel Left: Side Walk Slam  
A + Control Pannel Right: Front Power Slam

Catched Strike:

B - DDT  
B + Control Pannel Up - Shoulder Arm Breaker  
B + Control Pannel Down - Shining Wizard 01  
B + Control Pannel Left - Back Body Flip  
B + Control Pannel Right - Hip Toss

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Atomic Drop  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - Face Crusher 01

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - German Suplex  
A + Control Pannel Down -Backslide  
  
A + Control Pannel Left -Back Head Crash  
A + Control Pannel Right - Russian Leg Sweep

Caught Strike:

B - Back Rake  
B + Control Pannel Up - Elbow Strike to Back of Head  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Knee Drop

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Shoulder Claw

Down Grapple Side:

A - Double Knee Drop

Down Grapple Lower:

A - Half Boston Crab

=====  
Ground: Facing Down  
=====

Strike:

B - Knee Drop

Running Strike:

B - Stomp 01

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Arm Wrench

Down Grapple Lower:

A - STF

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Double Axe Handle

Down:

B - Diving Guillotine Leg Drop 01

B + C Stick - Diving Guillotine Leg Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Baseball Slide

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Guillotine Leg Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike

B + C Stick - Kitchen Sink

Pull Back:

B (hold) - Shoulder Thrusts

B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Takedown

A + C Stick: Back Toss

Heavy:

A (hold) - Sleeper Hold

A (hold) + C Stick - Side Walk Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Jumping Knee Attack

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts

A + C Stick - Mixed Strikes

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - Super Back Drop

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Stun Gun

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:



A - Double Power Bomb

Irish Whip:

A - Double Scissor Sweep

Front Turnbuckle:

A - Double Piledriver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====  
Special  
=====

Slot 1:

A + B - Iron Claw STO

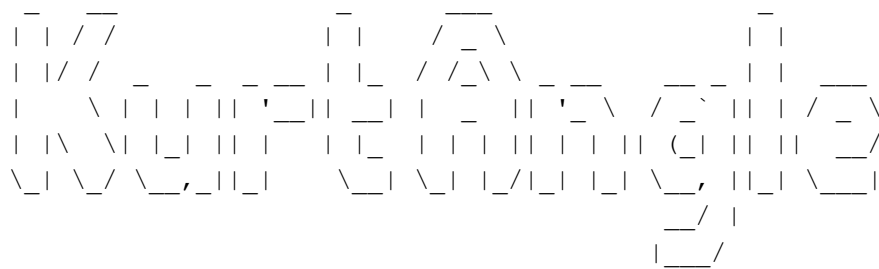
Slot 2:

A + B - Iron Claw STO

Momentum Shift:

A + B - Low Blow 03

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 02

=====

Basic: Reversal

=====

Reversal Style:

Kurt Angle

Reversal Attack:

A - Elbow Stomp

A + C Stick - Dragon Screw

Testing Power:

Test of Strength Flip

=====

Basic: Taunts

=====

Control Pad Up: Wooo! 02

Control Pad Down: Stand Up

Control Pad Left: Angle Taunt

Control Pad Right: Angle Taunt

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Angry Angle

Taunts after win:

Kurt Angle

=====

Standing: Strike  
=====

Light:

B - Angle Punch  
B + C Stick - Toe Kick 01

Combination Second:

B - Angle Punch

Combination Third:

B - Angle Punch

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Missile Dropkick

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Hard Back Chop

Running Striking:

B - Shoulder Block  
B + Control Stick - Lower Clothesline

=====

Standing: Front Grapple

Normal:

A - Fireman's Carry  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Rib Breaker 01  
A + Control Pannel Left - Arm Wrench with Elbow Stomp  
A + Control Pannel Right - Headlock Takedown

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - DDT  
A + Control Pannel Up - Back Body Suplex  
A + Control Pannel Down - Inside Cradle  
A + Control Pannel Left: Angle Front Suplex  
A + Control Pannel Right: Side Suplex

Catched Strike:

B - Punch R  
B + Control Pannel Up - Eye Rake  
B + Control Pannel Down - Heavy Knee Lift

B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Wrestling Lift  
A + Control Pannel Up - Sleeper Hold  
A + Control Pannel Down - Take Down  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Ruissian Leg Sweep

Running:

A - Release German Suplex

Caught Grapple:

A - Grapevine Choke  
A + Control Pannel Up - Release German Suplex  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Falling Back Suplex  
A + Control Pannel Right - Abdominal Stretch

Caught Strike:

B - Elbow Smash R  
B + Control Pannel Up - Rear Clothesline  
B + Control Pannel Down - Elbow Strike  
B + Control Pannel Left - Punch  
B + Control Pannel Right - Punch R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 03

Down Grapple Upper:

A - Sleeper Hold

Down Grapple Side:

A - Cross Arm Breaker

Down Grapple Lower:

A - Side Leglock

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 03

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Armbar

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick

B + C Stick - Flying Body Attack

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Diving Body Press 01

=====  
Flying Attack: From Apron

=====  
To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Missile Dropkick

Down:

B - Moonsault Splash 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Full Swing Punch R

B + C Stick - Jumping Clothesline

Pull Back:

B (hold) - Shoulder Thrusts

B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Arm Drag

A + C Stick: Back Toss

Heavy:

A (hold) - Armbar

A (hold) + C Stick - Front Suplex 01

=====  
Turnbuckle: Strike  
=====

Normal:

B - Hard Back Chop

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Stomp 01

=====

Turnbuckle: Front Grapple

=====

Light:

A - Shoulder Thrusts

A + C Stick - Knee Strikes

Heavy:

A (hold) - Super Front Suplex

A (hold) + C Stick - Double Underhook Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Superplex

=====

Turnbuckle: Rear Grapple

=====

Light:

A - Shoulder Thrusts

A + C Stick - Super Back Drop

Heavy:

A (hold) - School Boy

A (hold) + C Stick - Sky High German Suplex

On Turnbuckle:

A - Super Back Drop

=====

Others: Grapple

=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Chin Lock

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Back Body Drop

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Angle Slam

Slot 2:

A + B - Multiple German Suplex

Slot 3:

A + B - Super Angle Slam

Slot 4:



A + B - Ankle Lock 01

Slot 5:

A + B - Moonsault Splash 01

Momentum Shift:

A + B - Low Blow 02

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=====

Basic: Fighting Style

=====

Fighting Stance:

Male 02

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 02

=====  
Basic: Reversal  
=====

Reversal Style:

Rough

Reversal Attack:

A - Push Down  
A + C Stick - Snap & Roll

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: It is in Allah  
Control Pad Down: Hunchback  
Control Pad Left: It is in Allah  
Control Pad Right: It is in Allah

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Cut Throat 03

Taunts after win:

Muhammad Hassan

=====  
Standing: Strike  
=====

Light:

B - Punch R  
B + C Stick - Toe Kick 02

Combination Second:

B - Punch R

Combination Finish:

- B - Full Swing Punch R
- B + Control Stick - Missile Dropkick

Heavy:

- B (hold) - Full Swing Punch R
- B (hold) + Control Stick - Spinning Knuckle

Running Striking:

- B - Back Elbow Strike
- B + Control Stick - Clothesline R

=====

Standing: Front Grapple

=====

Normal:

- A - Snapmare 01
- A + Control Pannel Up - Snap Suplex
- A + Control Pannel Down - Scoop Slam 01
- A + Control Pannel Left - Headlock
- A + Control Pannel Right - Neck Breaker

Running:

- A - Inside Cradle

Catched Grapple:

- A - Inside Cradle
- A + Control Pannel Up - Manhattan Drop
- A + Control Pannel Down - Blind Low Blow
- A + Control Pannel Left - Russian Leg Sweep
- A + Control Pannel Right: Jumping Arm Breaker

Catched Strike:

- B - Knee Lift R
- B + Control Pannel Up - Eye Poke
- B + Control Pannel Down - Eye Rake
- B + Control Pannel Left - Punch L
- B + Control Pannel Right - Punch R

Weapon Attack: Chair

- A - DDT to Weapon

Weapon Attack: Stick

- A - Couple of Strikes

=====

Standing: Rear Grapple

=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Face Crusher 01  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - School Boy

Catched Grapple:

A - Cobra Clutch  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Russian Leg Sweep  
A + Control Pannel Left - One Hand back breaker  
A + Control Pannel Right - Reverse DDT

Catched Strike:

B - Back Rake  
B + Control Pannel Up - Rear Clothesline R  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Knee Drop

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Mounted Punches

Down Grapple Side:

A - Choke Hold

Down Grapple Lower:

A - Stomp to Groin

=====  
Ground: Facing Down  
=====

Strike:

B - Knee Drop

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Back Mounted Punches

Down Grapple Side

A - Arm Wrench

Down Grapple Lower:

A - Half Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick

B + C Stick - Diving Clothesline 01

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Guillotine Leg Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Missile Dropkick

Down:

B - Diving Guillotine Leg Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Kitchen Sink

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Back Toss

Heavy:

A (hold) - Sleeper Hold  
A (hold) + C Stick - Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Punch R

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Stomp 01

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Knee Strikes  
A + C Stick - 10 Punches

Heavy:

A (hold) - Superplex  
A (hold) + C Stick - Superplex

Lower:

A - Evil Stomp

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - School Boy

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Drop to Outside

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Eye Rake

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====





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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Hand Spring

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Normal

Reversal Attack:

A - Elbow Stomp

A + C Stick - Clothesline

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: The Cabinet

Control Pad Down: I'm Ready!

Control Pad Left: OJ  
Control Pad Right: OJ

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Angry 02

Taunts after win:

Orlando Jordan

=====  
Standing: Strike  
=====

Light:

B - Angle Punch  
B + C Stick - Toe Kick 02

Combination Second:

B - Body Blow

Combination Third:

B - Angle Punch

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Missile Dropkick

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Missile Dropkick  
B + Control Stick - Flying Forearm Attack

=====  
Standing: Front Grapple  
=====

Normal:

A - Fireman's Carry

A + Control Pannel Up - Manhattan Drop  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Hammerlock  
A + Control Pannel Right - Arm Drag

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - DDT  
A + Control Pannel Up - Front Power Slam  
A + Control Pannel Down - Modified STO  
A + Control Pannel Left - Belly to Back Suplex  
A + Control Pannel Right: Neck Breaker

Catched Strike:

B - Punch R  
B + Control Pannel Up - Knee Lift R  
B + Control Pannel Down - Full Swing Punch R  
B + Control Pannel Left - Body Blow L  
B + Control Pannel Right - Body Blow R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - School Boy  
A + Control Pannel Up - Wrestling Lift  
A + Control Pannel Down - Take Down  
A + Control Pannel Left - Pendulum Back Breaker  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - Face Crusher 01

Catched Grapple:

A - Sleeper Hold  
A + Control Pannel Up - Atomic Drop  
A + Control Pannel Down - Russian Leg Sweep  
A + Control Pannel Left - One Hand back breaker  
A + Control Pannel Right - Shin Breaker

Catched Strike:

B - Punch R

B + Control Pannel Up - Rear Clothesline R  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 04

Running Strike:

B - Stomp 04

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Stomp to Groin

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 04

Running Strike:

B - Stomp 04

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Arm Wrench

Down Grapple Lower:

A - Half Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle  
B + C Stick - Flying Body Attack

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Flying Body Attack

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Missile Dropkick

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Arm Drag

Heavy:

A (hold) - Back Toss  
A (hold) + C Stick - Flap Jack 01

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 04

Running:

B - Missile Dropkick

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Knee Strikes

Heavy:

A (hold) - Superplex  
A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Face Slam to Pole

Heavy:

A (hold) - School Boy

A (hold) + C Stick - School Boy

On Turnbuckle:

A - Drop to Outside

=====

Others: Grapple

=====

To Apron:

A - Throw into inside

From Apron:

A - Sunset Flip

On Ropes Front:

A - Eye Rake

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====

Others: Double Team

=====

Front:

A - Double Flap Jack

Rear:

A - Double Atomic Drop

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Neck Breaker Bomb

=====  
Special  
=====

Slot 1:

A + B - Shuffle Combination

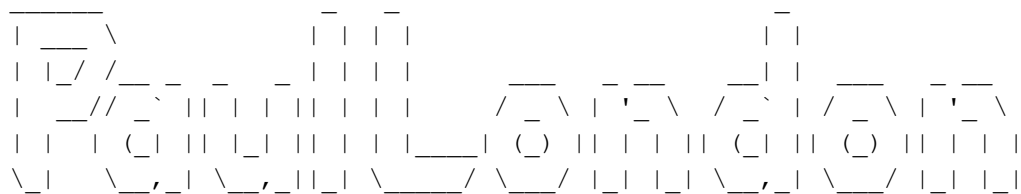
Slot 2:

A + B - Reverse Neck Breaker

Momentum Shift:

A + B - Super Eye Poke

\*\*\*\*\*



=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

First

Rising Style:

Hand Spring

Leap Frog:



Turnbuckle Dodge 02

=====  
Basic: Reversal  
=====

Reversal Style:

Cruiser

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Elbow Stomp

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Stand Up!  
Control Pad Down: Footwork 02  
Control Pad Left: What Now?  
Control Pad Right: What Now?

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Feet Stomp 01

Taunts after win:

Paul London

=====  
Standing: Strike  
=====

Light:

B - Elbow Strike R  
B + C Stick - Toe Kick 02

Combination Second:

B - Elbow Strike R

Combination Finish:

B - Dropsault  
B + Control Stick - Jumping Wheel Kick

Heavy:

B (hold) - Dropsault  
B (hold) + Control Stick - Jumping Wheel Kick

Running Striking:

B - Elbow Strike  
B + Control Stick - Jumping Wheel Kick

=====  
Standing: Front Grapple  
=====

Normal:

A - Headlock Takedown  
  
A + Control Pannel Up - Scoop Slam 01  
A + Control Pannel Down - Jaw Breaker 01  
A + Control Pannel Left - Arm Drag  
A + Control Pannel Right - Snapmare 01

Running:

A - Head Scissor 01

Catched Grapple:

A - Inside Cradle  
A + Control Pannel Up - Manhattan Drop  
A + Control Pannel Down - DDT  
A + Control Pannel Left - Northern Light Suplex  
A + Control Pannel Right: Frontsault Suplex

Catched Strike:

B - Punch R  
B + Control Pannel Up - Climb Up Enzuigiri  
B + Control Pannel Down - Dropsault  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Face Crusher 01  
A + Control Pannel Up - Wrestling Lift  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Pendulum Back Breaker  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - Face Crusher 01

Catched Grapple:

A - Sleeper Hold  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Japanese Rolling Clutch  
A + Control Pannel Left - Russian Leg Sweep  
A + Control Pannel Right - Abdominal Stretch

Catched Strike:

B - Punch R  
B + Control Pannel Up - Jumping Wheel Kick  
B + Control Pannel Down - Dropsault  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Dropkick

Down Grapple Upper:

A - Sleeper Hold

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Dropkick

Down Grapple Upper

A - Leg Sweep Cradle

Down Grapple Side

A - Oklahoma Roll

Down Grapple Lower:

A - Half Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick  
B + C Stick - Flying Body Attack

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

To Inside Stand:

B - Clothesline

To Inside Down:

Slingshot Elbow Drop

=====

Flying Attack: From Edge  
=====

Stand:

B - Flying Body Attack

Down:

B - 450 Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Dropsault

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down

A + C Stick: Arm Drag

Heavy:

A (hold) - Manhattan Drop  
A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - Jumping Wheel Kick

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Gun Packet

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - 10 Punches

Heavy:

A (hold) - Super Hurracanrana  
A (hold) + C Stick - Tornado DDT

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Face Slam to Pole

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Sunset Flip

On Ropes Front:

A - Pull & Drop

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Solid Shooter

Rear:

A - Double Atomic Drop

Sandwich:

A - Double Side Effect

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Waffle Face

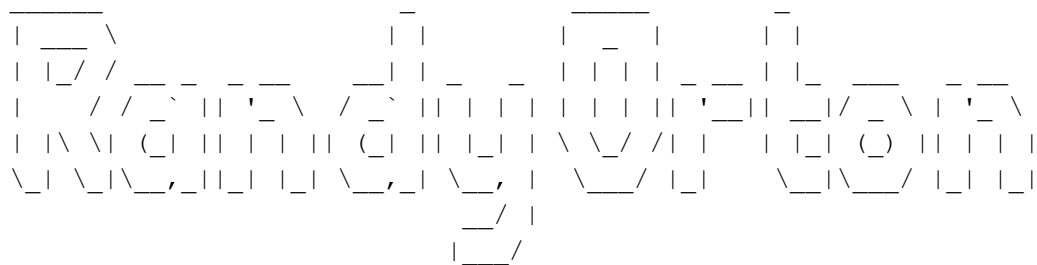
Slot 2:

A + B - Waffle Face

Momentum Shift:

A + B - 450 Splash

\*\*\*\*\*



=====  
Basic: Fighting Style  
=====

Fighting Stance:

Giant

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 02

=====  
Basic: Reversal  
=====

Reversal Style:

Normal

Reversal Attack:

A - Elbow Stomp

A + C Stick - Snap & Roll

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Legend Killer 01

Control Pad Down: Revolution

Control Pad Left: Legend Killer 01

Control Pad Right: Legend Killer 01



Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Footwork

Special Taunts:

A + B - Ready for the RKO

Taunts after win:

Randy Orton

=====  
Standing: Strike  
=====

Light:

B - Punch R

B + C Stick - Toe Kick 02

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R

B + Control Stick - Missile Dropkick

Heavy:

B (hold) - Full Swing Punch R

B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Shoulder Block

B + Control Stick - Missile Dropkick

=====  
Standing: Front Grapple  
=====

Normal:

A - Scoop Slam 01

A + Control Pannel Up - Snap Suplex

A + Control Pannel Down - Tiger Spin

A + Control Pannel Left - Inside Cradle

A + Control Pannel Right - Arm Drag

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - DDT

A + Control Pannel Up - Double Arm Suplex

A + Control Pannel Down - Higher Neck Breaker

A + Control Pannel Left - Neck Crank Rolling

A + Control Pannel Right - Armbar 01

Catched Strike:

B - Punch R

B + Control Pannel Up - Upper Elbow Smash

B + Control Pannel Down - Eye Rake

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Take Down

A + Control Pannel Up - Back Suplex 01

A + Control Pannel Down - Stretch Back Breaker

A + Control Pannel Left - Shin Breaker

A + Control Pannel Right - Falling Neck Breaker

Running:

A - School Boy

Catched Grapple:

A - Abdominal Stretch

A + Control Pannel Up - German Suplex

A + Control Pannel Down - School Boy

A + Control Pannel Left - Side Slam

A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R

B + Control Pannel Up - Rear Clothesline R

B + Control Pannel Down - Sledge Hammer

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

=====

Ground: Facing Up

=====

Strike:

B - Fist Drop

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Mounted Punches

Down Grapple Side:

A - Knee Smash

Down Grapple Lower:

A - Kick to Hamstring

=====

Ground: Facing Down

=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Oklahoma Roll

Down Grapple Lower:

A - Knee Breaker

=====

Flying Attack: From Turnbuckle

=====

Stand:

B - Missile Dropkick

B + C Stick - Flying Body Attack

Down:

B - Diving Body Splash  
B + C Stick - Diving Body Splash

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Flying Body Attack

Down:

B - Diving Body Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Clothesline R

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Arm Drag

Heavy:

A (hold) - Back Toss  
A (hold) + C Stick - Power Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Missile Dropkick

Running Lower:

B - Stomp 01

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - 10 Punches

Heavy:

A (hold) - Superplex  
A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - School Boy  
A (hold) + C Stick - Sky High Back Drop

On Turnbuckle:

A - Tree of woe Stomp

=====  
Others: Grapple  
=====

To Apron:

A - Throw into Inside

From Apron:

A - Guillotine

On Ropes Front:

A - Eye Rake

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Flap Jack

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Body Back Drop

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - RKO

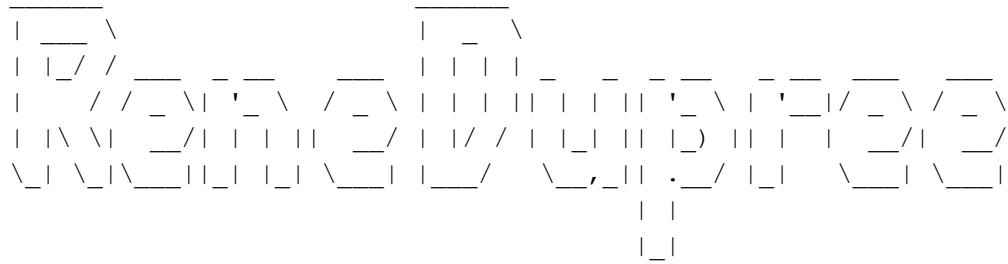
Slot 2:

A + B - RKO

Momentum Shift:

A + B - RKO

\*\*\*\*\*



=====  
 Basic: Fighting Style  
 =====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
 Basic: Reversal  
 =====

Reversal Style:

Rough

Reversal Attack:

A - Elbow Stomp

A + C Stick - Clothesline

Testing Power:

Toe Kick

=====

Basic: Taunts

=====

Control Pad Up: French Phenom

Control Pad Down: French Phenom

Control Pad Left: French Tickler

Control Pad Right: French Tickler

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Angry 01

Taunts after win:

Rene Dupree

=====

Standing: Strike

=====

Light:

B - Punch R

B + C Stick - Toe Kick 01

Combination Second:

B - Jab 01

Combination Third:

B - Jab 01

Combination Finish:



B - Full Swing Punch R  
B + Control Stick - Missile Dropkick

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Jumping Knee Attack 01  
B + Control Stick - Kitchen Sink

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 01  
  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Arm Wrench with Elbow Stomp  
A + Control Pannel Right - Neck Breaker

Running:

A - Neck Breaker

Catched Grapple:

A - DDT  
A + Control Pannel Up - Stalling Suplex  
A + Control Pannel Down - Power Bomb Whip  
A + Control Pannel Left - Rolling Spine Buster  
A + Control Pannel Right - Jumping Arm Breaker

Catched Strike:

B - Knee Lift R  
B + Control Pannel Up - Headlock Smash  
B + Control Pannel Down - Eye Poke  
B + Control Pannel Left - Punch L  
B + Control Pannel Right - Punch R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Wrestling Lift  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - One Hand Back Breaker  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - Face Crusher 01

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Russian Leg Sweep  
A + Control Pannel Left - Side Slam  
A + Control Pannel Right - Reverse DDT

Catched Strike:

B - Punch R  
B + Control Pannel Up - Elbow Strike to Back of Head  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Dropkick

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - STF

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Dropkick

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Oklahoma Roll

Down Grapple Lower:

A - Half Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Missile Dropkick

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Guillotine Leg Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Guillotine Leg Drop 01

=====  
Irish Whip: Strike

=====  
Normal:

B - Full Swing Punch R  
B + C Stick - Kitchen Sink

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Arm Drag

Heavy:

A (hold) - Power Slam  
A (hold) + C Stick - People's Spine Buster

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Jumping Knee Attack

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Knee Strikes

Heavy:

A (hold) - Superplex

A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts

A + C Stick - Face Slam to Pole

Heavy:

A (hold) - School Boy

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Atomic Drop

Sandwich:

A - Au Revoir

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====

Special

=====

Slot 1:

A + B - Michinoku Driver

Slot 2:

A + B - Michinoku Driver

Slot 3:

A + B - French Tickler

Momentum Shift:

A + B - Nature Boy Special

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Jumping

Apron to Ring:

Acrobat

Turnbuckle Climbing:

First

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 02

=====

Basic: Reversal

=====

Reversal Style:

Lucha Libre

Reversal Attack:

A - Elbow Stomp

A + C Stick - Push Down

Testing Power:

Toe Kick

=====

Basic: Taunts

=====

Control Pad Up: Drum Roll Point

Control Pad Down: Drum Roll Point

Control Pad Left: Come On! 01

Control Pad Right: Come On! 01

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Raising Arm

Special Taunts:

A + B - Scream

Taunts after win:

Rey Mysterio

=====  
Standing: Strike  
=====

Light:

B - Punch R

B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Finish:

B - Missile Dropkick

B + Control Stick - Spinning Wheel Kick 01

Heavy:

B (hold) - Missile Dropkick

B (hold) + Control Stick - Spinning Wheel Kick 01

Running Striking:

B - Missile Dropkick

B + Control Stick - Flying Body Press

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 01

A + Control Pannel Up - Headlock

A + Control Pannel Down - Leg Sweep Take Down

A + Control Pannel Left - Inside Cradle

A + Control Pannel Right - Arm Drag

Running:

A - Head Scissor 01

Catched Grapple:



A - DDT  
A + Control Pannel Up - Hurracanrana  
A + Control Pannel Down - Jaw Breaker 01  
A + Control Pannel Left - Neck Breaker  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R  
B + Control Pannel Up - Headlock Smash  
B + Control Pannel Down - Dropkick to Breast  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Face Crusher 01  
A + Control Pannel Up - Japanese Rolling Clutch  
A + Control Pannel Down - Take Down  
A + Control Pannel Left - Backslide  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - Face Crusher 01

Catched Grapple:

A - Grapevine Choke  
A + Control Pannel Up - High Angle Rolling Clutch  
A + Control Pannel Down - Full Nelson Face Drop  
A + Control Pannel Left - Russian Leg Sweep  
A + Control Pannel Right - Wrestling Lift

Catched Strike:

B - Punch R  
B + Control Pannel Up - Spinning Wheel Kick 01  
B + Control Pannel Down - Dropkick  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Guillotine Leg Drop

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Ground Punches

Down Grapple Lower:

A - Kick to Hamstring

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Dropkick

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Mahistrol Cradle

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Flying Body Attack

B + C Stick - Hurracanrana

Down:

B - Diving Guillotine Leg Drop 01

B + C Stick - Diving Body Splash

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Corkscrew Tope

Running to Outside:

YB + C Stick - Diving Body Press 01

Y + C Stick B + C Stick - Flip Attack

Springboard Attack:

B - 619

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Moonsault Splash

To Inside Stand:

B - West Coast Pop

To Inside Down:

B - Dime

=====  
Flying Attack: From Edge  
=====

Stand:

B - Hurracanrana

Down:

B - Diving Body Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Dropkick to Knee 01

B + C Stick - Spinning Wheel Kick 01

Pull Back:

B (hold) - Shoulder Thrusts

B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down

A + C Stick: Arm Drag

Heavy:

A (hold) - Hurracanrana 01

A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - Missile Dropkick

Lower:

B - Stomp 01

Running:

B - Dropkick

Running Lower:

B - Bronco Buster

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Pulling Leg Thrust

A (hold) + C Stick - Super Hurracanrana

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Super Hurracanrana

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - School Boy

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Tree of woe Stomp

=====

Others: Grapple

=====

To Apron:

A - Throw Into Inside

From Apron:

A - Sunset Flip

On Ropes Front:

A - Pull & Drop

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====

Others: Double Team

=====

Front:

A - Double Flap Jack

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Scissor Sweep

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Mysterio Rana

Slot 2:

A + B - Mysterio Rana

Slot 3:

A + B - 619

Momentum Shift:

A + B - X-factor

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Roll in

Ring out Style:

Roll out

Apron to Ring:

Normal

Turnbuckle Climbing:

Slow

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Rough

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Push Down

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: I Give Up  
Control Pad Down: Tired Ric  
Control Pad Left: Styling & Profiling  
Control Pad Right: Styling & Profiling

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 02

Special Taunts:

A + B - Wooo! 01

Taunts after win:

Ric Flair

=====  
Standing: Strike  
=====

Light:

B - Back Chop 01  
B + C Stick - Punch R

Combination Second:

B - Back Chop 01

Combination Third:

B - Back Chop 01

Combination Finish:

B - Hard Back Chop

B + Control Stick - Full Swing Punch R

Heavy:

B (hold) - Hard Back Chop

B (hold) + Control Stick - Full Swing Punch R

Running Striking:

B - Shoulder Block

B + Control Stick - Lower Clothesline

=====

Standing: Front Grapple

=====

Normal:

A - Scoop Slam 01

A + Control Pannel Up - Suplex

A + Control Pannel Down - Jaw Breaker 01

A + Control Pannel Left - Headlock Takedown

A + Control Pannel Right - Arm Wrench with Elbow Stomp

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - Neck Breaker

A + Control Pannel Up - Stalling Suplex

A + Control Pannel Down - Pile Driver

A + Control Pannel Left - Blind Low Blow

A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch L

B + Control Pannel Up - Headlock Smash

B + Control Pannel Down - Eye Rake

B + Control Pannel Left - Body Blow L

B + Control Pannel Right - Body Blow R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes



=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Hair Pull Slam  
A + Control Pannel Down - Falling Back Suplex  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Pendulum Back Breaker

Running:

A - School Boy

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Reverse Suplex  
A + Control Pannel Down - Atomic Drop  
A + Control Pannel Left - School Boy  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R  
B + Control Pannel Up - Back Rake  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Mounted Punches

Down Grapple Side:

A - Guri Guri

Down Grapple Lower:

A - Stomp to Groin

=====

Ground: Facing Down  
=====

Strike:

B - Elbow Drop

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Knee Smash

Down Grapple Lower:

A - Knee Breaker

=====

Flying Attack: From Turnbuckle

Stand:

B - Double Axe Handle

B + C Stick - Diving Shoulder Block

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====

Flying Attack: From Ring

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====

Flying Attack: From Apron

To Ouside:

B - Double Axe Handle

=====

Flying Attack: From Edge

Stand:

B - Diving Shoulder Block

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Hard Back Chop  
B + C Stick - Full Swing Punch R

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Inside Cradle

Heavy:

A (hold) - Sleeper Hold  
A (hold) + C Stick - Back Toss

=====  
Turnbuckle: Strike  
=====

Normal:

B - Hard Back Chop

Lower:

B - Stomp 01

Running:

B - Back Elbow Strike

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Mixed Strikes  
A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - School Boy  
A (hold) + C Stick - Sky High Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw



Basic: Fighting Style

=====

Fighting Stance:

RVD

Ring in Style:

Normal

Ring out Style:

Jumping

Apron to Ring:

Flying

Turnbuckle Climbing:

Jumping

Rising Style:

Hand Spring

Leap Frog:

Turnbuckle Dodge 03

=====

Basic: Reversal

=====

Reversal Style:

Cruiser

Reversal Attack:

A - Wheel Kick

A + C Stick - Wheel Kick

Testing Power:

Test of Strength Flip

=====

Basic: Taunts

=====

Control Pad Up: RVD Bounce

Control Pad Down: Asian Fighting Stance

Control Pad Left: R...V...D

Control Pad Right: R...V...D

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 02

Special Taunts:

A + B - Come On! 01

Taunts after win:

Rob Van Dam

=====

Standing: Strike

=====

Light:

B - Punch R

B + C Stick - Light Middle Kick R

Combination Second:

B - Light Middle Kick L

Combination Third:

B - Low Kick 01

Combination Finish:

B - Spinning Jump Kick 01

B + Control Stick - Spinning Wheel Kick 02

Heavy:

B (hold) - Leg Sweep 02

B (hold) + Control Stick - Spinning Wheel Kick 02

Running Striking:

B - Spinning Wheel Kick

B + Control Stick - Flying Body Press

=====

Standing: Front Grapple

=====

Normal:

A - Headlock Take Down

A + Control Pannel Up - Suplex

A + Control Pannel Down - Jaw Breaker 01

A + Control Pannel Left - Inside Cradle

A + Control Pannel Right - Arm Drag

Running:

A - Thez Press

Caught Grapple:

- A - DDT
- A + Control Pannel Up - Gordbuster
- A + Control Pannel Down - Northern Light Suplex
- A + Control Pannel Left - Double Underhook Back Drop
- A + Control Pannel Right - Roll Throw

Caught Strike:

- B - Punch R
- B + Control Pannel Up - Spinning Jump Kick 01
- B + Control Pannel Down - Dropkick to Breast
- B + Control Pannel Left - Elbow Smash L
- B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

- A - DDT to Weapon

Weapon Attack: Stick

- A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

- A - Sleeper Hold
- A + Control Pannel Up - Face Crusher 01
- A + Control Pannel Down - Take Down
- A + Control Pannel Left - Pendulum Back Breaker
- A + Control Pannel Right - Backslide

Running:

- A - School Boy

Caught Grapple:

- A - Reverse DDT
- A + Control Pannel Up - Release German Suplex
- A + Control Pannel Down - Japanese Rolling Clutch
- A + Control Pannel Left - Falling Neck Breaker
- A + Control Pannel Right - Abdominal Stretch

Caught Strike:

- B - Punch R
- B + Control Pannel Up - Spinning Wheel Kick 01
- B + Control Pannel Down - Leg Sweep 02
- B + Control Pannel Left - Elbow Smash L
- B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up



=====

Strike:

B - Spiral Guillotine Leg Drop

Running Strike:

B - Rolling Thunder

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Moonsault Splash 01

Down Grapple Lower:

A - Kick to Hamstring

=====

Ground: Facing Down

=====

Strike:

B - Stomp 01

Running Strike:

B - Dropkick

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Half Boston Crap

=====

Flying Attack: From Turnbuckle

=====

Stand:

B - Diving Karate Kick

B + C Stick - Flip Attack 01

Down:

B - Diving Elbow Drop 01

B + C Stick - Moonsault Splash 03

=====  
Flying Attack: From Ring  
=====

To Outside:

Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Suicide Dive

Springboard Attack:

Springboard Dropkick

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Moonsault Splash

=====  
Flying Attack: From Edge  
=====

Stand:

B - Flip Attack 01

Down:

B - Five Star Frog Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike

B + C Stick - Spinning Wheel Kick 02

Pull Back:

B (hold) - Shoulder Thrusts

B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss

A + C Stick: Arm Drag

Heavy:

A (hold) - Flap Jack 01

A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - Elbow Strike R

Lower:

B - Stomp 01

Running:

B - Spear

Running Lower:

B - Gun Packet

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - RVD Shoulder Thrusts

Heavy:

A (hold) - Pulling Leg Thrust

A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Sky High Back Drop  
A (hold) + C Stick - Flipping Power Bomb

On Turnbuckle:

A - Drop to Outside

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Sunset Flip

On Ropes Front:

A - Stun Gun

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Combination Kick

Slot 2:

A + B - High Angle Rolling Clutch

Slot 3:

A + B - Five Star Frog Splash

Momentum Shift:

A + B - Low Blow 01

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Hand Spring

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Cruiser

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Snap & Roll

Testing Power:

Test of Strength Flip

=====  
Basic: Taunts  
=====

Control Pad Up: Heartbreak Dancing  
Control Pad Down: Heartbreak Footwork  
Control Pad Left: Heartbrake Pose  
Control Pad Right: Heartbreak Pose

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Guts Pose

Special Taunts:

A + B - I can dig that!

Taunts after win:

Shawn Michaels

=====  
Standing: Strike

=====  
Light:

B - Punch R  
B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Hard Back Chop  
B + Control Stick - Full Swing Punch R

Heavy:

B (hold) - Hard Back Chop  
B (hold) + Control Stick - Full Swing Punch R

Running Striking:

B - Clothesline R  
B + Control Stick - Flying Forearm Attack

=====  
Standing: Front Grapple  
=====

Normal:

A - Hammerlock  
A + Control Pannel Up - Scoop Slam 01  
A + Control Pannel Down - Jaw Breaker 01  
A + Control Pannel Left - Neck Breaker  
A + Control Pannel Right - Arm Drag

Running:

A - Neck Breaker

Catched Grapple:

A - DDT  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Manhattan Drop  
A + Control Pannel Left - Inside Cradle  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R  
B + Control Pannel Up - Headlock Smash  
B + Control Pannel Down - Shoulder Thrusts

B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Face Crusher 01  
A + Control Pannel Up - Shin Breaker  
A + Control Pannel Down - Backslide  
A + Control Pannel Left - Falling Neck Breaker  
A + Control Pannel Right - Abdominal Stretch

Running:

A - Face Crusher 01

Catched Grapple:

A - Sleeper Hold  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Japanese Rolling Clutch  
A + Control Pannel Left - Reverse DDT  
A + Control Pannel Right - Atomic Drop

Catched Strike:

B - Punch R  
B + Control Pannel Up - Sidekick 02  
B + Control Pannel Down - Elbow Strike  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper:



A - Sleeper Hold

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Figure 4 Leglock

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Mahistrol Cradle

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick

B + C Stick - Flying Body Attack

Down:

B - Moonsault Splash 02

B + C Stick - Moonsault Splash 02

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Diving Body Press 01

=====  
Flying Attack: From Apron

=====  
To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Flying Body Attack

Down:

B - Heartbreak Elbow Drop

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike

B + C Stick - Sidekick 02

Pull Back:

B (hold) - Shoulder Thrusts

B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down

A + C Stick: Back Toss

Heavy:

A (hold) - Thez Press Knuckle

A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Superplex

A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - School Boy

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Throw Into Inside

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Flap Jack

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Back Body Drop

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Side Kick

Slot 2:

A + B - Sweet Chin Music

Slot 3:

A + B - Sweet Chin Music

Slot 4:



=====  
Reversal Style:

Shelton Benjamin

Reversal Attack:

A - Elbow Stomp

A + C Stick - Capture Suplex

Testing Power:

Test of Strength Flip

=====  
Basic: Taunts

=====  
Control Pad Up: Revolution

Control Pad Down: Footwork 02

Control Pad Left: It's a Piece of Cake

Control Pad Right: It's a Piece of Cake

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Footwork

Special Taunts:

A + B - Arm Shakes 01

Taunts after win:

Shelton Benjamin

=====  
Standing: Strike

=====  
Light:

B - Punch R

B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Sidekick 03

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Sidekick 03

Running Striking:

B - Missile Dropkick  
B + Control Stick - Flying Body Press

=====  
Standing: Front Grapple  
=====

Normal:

A - Fireman's Carry  
A + Control Pannel Up - Headlock  
A + Control Pannel Down - Jaw Breaker 01  
A + Control Pannel Left - Shoulder Breaker  
A + Control Pannel Right - Arm Drag

Running:

A - Crucifix

Catched Grapple:

A - DDT  
A + Control Pannel Up - Exploder  
A + Control Pannel Down - Armbar 01  
A + Control Pannel Left - Rib Breaker 01  
A + Control Pannel Right - Northern Light Suplex

Catched Strike:

B - Punch R  
B + Control Pannel Up - Shoulder Thrusts  
B + Control Pannel Down - Heavy Knee Lift  
B + Control Pannel Left - Knee Smash L  
B + Control Pannel Right - Knee Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Wrestling Lift  
A + Control Pannel Down - Falling Back Suplex  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Backslide

Running:

A - Face Crusher 01

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Release German Suplex  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Stomach Breaker  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R  
B + Control Pannel Up - Sidekick 03  
B + Control Pannel Down - Sledge Hammer  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Guillotine Leg Drop

Running Strike:

B - Stomp 01

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Knee Smash

Down Grapple Lower:

A - Grand Cross 200

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:



B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Arm Wrench

Down Grapple Lower:

A - Half Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick  
B + C Stick - Diving Clothesline 01

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Body Splash 02

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Somersault Plancha

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Flying Body Attack

Down:

B - Diving Body Splash

=====

Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Clothesline R

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====

Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Arm Drag

Heavy:

A (hold) - Power Slam  
A (hold) + C Stick - Samoan Drop

=====

Turnbuckle: Strike  
=====

Normal:

B - Back Chop 01

Lower:

B - Stomp 01

Running:

B - Stinger Splash

Running Lower:

B - Stomp 01

=====

Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - 10 Punches

Heavy:

A (hold) - Superplex

A (hold) + C Stick - Super Fisherman Suplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts

A + C Stick - Super Back Drop

Heavy:

A (hold) - School Boy

A (hold) + C Stick - Super German Suplex

On Turnbuckle:

A - Tree of woe Stomp

=====  
Others: Grapple  
=====

To Apron:

A - Throw Into Inside

From Apron:

A - Sunset Flip

On Ropes Front:

A - Pull and Drop

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Super Kick & Jackknife Hold

Rear:

A - Back Drop & Neck Breaker

Sandwich:

A - Leapfrog Body Guillotine

Irish Whip:

A - Double Back Body Drop

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====

Special

=====

Slot 1:

A + B - T-Bone Suplex 01

Slot 2:

A + B - T-Bone Suplex 01

Momentum Shift:

A + B - Superkick

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=====

Basic: Fighting Style

=====

Fighting Stance:

Rage

Ring in Style:

Giant

Ring out Style:

Giant

Apron to Ring:

Giant

Turnbuckle Climbing:

Slow

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Heavy

Reversal Attack:

A - Push Down  
A + C Stick - Clothesline

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Shoulder Stretch  
Control Pad Down: Shoulder Stretch  
Control Pad Left: I Can Dig That!  
Control Pad Right: I Can Dig That!

Taunts on Turnbuckle:

Control Pad - Taunt 02

Taunts on Apron:

Control Pad - Footwork

Special Taunts:

A + B - Angry 02

Taunts after win:

Snitsky

=====  
Standing: Strike  
=====

Light:

B - Rock Punch  
B + C Stick - Toe Kick 01

Combination Second:

B - Rock Punch

Combination Finish:

B - Sledge Hammer  
B + Control Stick - Big Boot

Heavy:

B (hold) - Sledge Hammer  
B (hold) + Control Stick - Big Boot

Running Striking:

B - Shoulder Block  
B + Control Stick - Kitchen Sink

=====  
Standing: Front Grapple  
=====

Normal:

A - Choke Throw  
A + Control Pannel Up - Drop Suplex  
A + Control Pannel Down - High Angle Scoop Slam  
A + Control Pannel Left - Stomach Breaker  
A + Control Pannel Right - Side Suplex

Running:

A - Neck Breaker

Catched Grapple:

A - Neck Hanging  
A + Control Pannel Up - Fallaway Slam  
A + Control Pannel Down - DDT  
A + Control Pannel Left - Spine Buster  
A + Control Pannel Right - Side Walk Slam

Catched Strike:

B - Beast Strike R  
B + Control Pannel Up - Clothesline R

B + Control Pannel Down - One Hand Sledge Hammer  
B + Control Pannel Left - Knee Lift L  
B + Control Pannel Right - Knee Lift R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold

A + Control Pannel Up - Rough Throw  
A + Control Pannel Down - Atomic Drop  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Russian Leg Sweep

Running:

A - Face Crusher 01

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Reverse DDT  
A + Control Pannel Left - Side Slam  
A + Control Pannel Right - Full Nelson Slam

Catched Strike:

B - Punch R  
B + Control Pannel Up - Rear Clothesline R  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Elbow Drop

Running Strike:

B - Jumping Guillotine Leg Drop

Down Grapple Upper:

A - Mounted Punches

Down Grapple Side:

A - Choke Hold

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 05

Running Strike:

B - Jumping Guillotine Leg Drop

Down Grapple Upper

A - Back Mounted Punches

Down Grapple Side

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Double Axe Handle

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====



To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Big Boot  
B + C Stick - Diving Clothesline

Pull Back:

B (hold) - Kitchen Sink  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Military Slam

Heavy:

A (hold) - Power Slam  
A (hold) + C Stick - Fallaway Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Rock Punch

Lower:

B - Stomp 05

Running:

B - Clothesline R

Running Lower:

B - Toe Kick

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Knee Strikes

Heavy:

A (hold) - Foot Choke  
A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Pull and Drop

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Spine Buster

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====  
Special  
=====

Slot 1:

A + B - Pump Handle Slam

Slot 2:

A + B - Pump Handle Slam

Momentum Shift:

A + B - Rear Clothesline R

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=====  
Basic: Fighting Style  
=====

Fighting Stance:

Mysterious 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Mysterious

Reversal Attack:

A - Wheel Kick

A + C Stick - Dragon Screw

Testing Power:

Test of Strength Flip

=====  
Basic: Taunts  
=====

Control Pad Up: Asian Bow

Control Pad Down: Asian Bow  
Control Pad Left: Clapping Hands 01  
Control Pad Right: Clapping Hands 01

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Karate Taunt 01

Taunts after win:

Tajiri

=====  
Standing: Strike  
=====

Light:

B - Karate Strike R  
B + C Stick - Middle Kick R

Combination Second:

B - Karate Strike L

Combination Third:

B - Low Kick 01

Combination Fourth

B - Middle Kick L

Combination Finish:

B - Missile Dropkick  
B + Control Stick - Spinning Wheel Kick 01

Heavy:

B (hold) - Missile Dropkick  
B (hold) + Control Stick - Spinning Wheel Kick 01

Running Striking:

B - Missile Dropkick  
B + Control Stick - Spinning Wheel Kick

=====  
Standing: Front Grapple

=====  
Normal:

A - Headlock Takedown  
A + Control Pannel Up - Snap Suplex  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Arm Drag  
A + Control Pannel Right - Inside Cradle

Running:

A - Head Scissor 01

Catched Grapple:

A - DDT  
A + Control Pannel Up - Tajiri Combination  
A + Control Pannel Down - Hurracanrana  
A + Control Pannel Left - Russian Leg Sweep  
A + Control Pannel Right - Northern Light Suplex

Catched Strike:

B - Punch R  
B + Control Pannel Up - Arm Wrench with Hook Kick  
B + Control Pannel Down - Dropkick to Breast  
B + Control Pannel Left - Body Blow L  
B + Control Pannel Right - Body Blow R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Backslide  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Face Crusher 01

Running:

A - Bulldog

Catched Grapple:

A - Octopus Stretch  
A + Control Pannel Up - Maya Suplex  
A + Control Pannel Down - Japanese Rolling Clutch  
A + Control Pannel Left - Abdominal Stretch

A + Control Pannel Right - Russian Leg Sweep

Caught Strike:

B - Punch R

B + Control Pannel Up - Elbow Strike to Back of Head

B + Control Pannel Down - Elbow Strike

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

=====

Ground: Facing Up

=====

Strike:

B - Moonsault Splash

Running Strike:

B - Jumping Knee Drop

Down Grapple Upper:

A - Surfboard Stretch

Down Grapple Side:

A - Knee Smash

Down Grapple Lower:

A - Leg Drop to Groin

=====

Ground: Facing Down

=====

Strike:

B - Stomp 01

Running Strike:

B - Dropkick

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Mahistrol Cradle

Down Grapple Lower:

A - Mexican Surfboard Stretch

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick  
B + C Stick - Hurracanrana

Down:

B - Moonsault Splash 01  
B + C Stick - Moonsault Splash 01

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Diving Body Press 01

Springboard Attack:

B + C Stick - Springboard Back Elbow

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

To Inside Stand:

B - Missile Dropkick

To Inside Down:

B - Slingshot Body Splash

=====  
Flying Attack: From Edge  
=====

Stand:

B - Hurracanrana

Down:

B - Moonsault Splash 01



=====  
Irish Whip: Strike  
=====

Normal:

B - Sidekick 02  
B + C Stick - Spinning Wheel Kick 01

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Arm Drag

Heavy:

A (hold) - Hurracanrana 01  
A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - High Kick

Lower:

B - Stomp 01

Running:

B - Missile Dropkick

Running Lower:

B - Gun Packet

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Pulling Leg Thrust

Heavy:

A (hold) - Superplex

A (hold) + C Stick - Super Huracanrana

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Super Huracanrana

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Tree of woe Stomp

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Sunset Flip

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - High Angle Neck Breaker

Irish Whip:

A - Double Scissor Sweep

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====

Special

=====

Slot 1:

A + B - Buzzsaw Kick

Slot 2:

A + B - Dragon Suplex

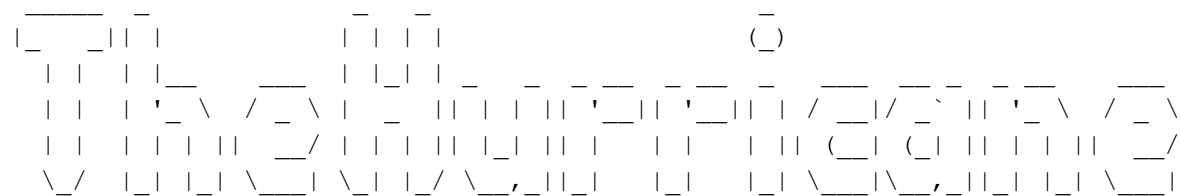
Slot 3:

A + B - Tarantula

Momentum Shift:

A + B - Poison Mist 01

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=====

Basic: Fighting Style

=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 02

=====  
Basic: Reversal  
=====

Reversal Style:

Cruiser

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Dragon Screw

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Super Hero 01  
Control Pad Down: Super Hero 01  
Control Pad Left: Super Hero 02  
Control Pad Right: Super Hero 02

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Ahhhhhh!

Taunts after win:

The Hurricane

=====  
Standing: Strike  
=====

Light:

B - Punch R  
B + C Stick - Toe Kick 02

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Missile Dropkick

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Jumping Wheel Kick

Running Striking:

B - Back Elbow Strike  
B + Control Stick - Flying Body Press

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 01  
A + Control Pannel Up - Snap Suplex  
A + Control Pannel Down - Russian Leg Sweep  
A + Control Pannel Left - Neck Breaker  
A + Control Pannel Right - Arm Drag

Running:

A - Head Scissor 01

Catched Grapple:

A - DDT  
A + Control Pannel Up - Hurracanrana  
A + Control Pannel Down - Inside Cradle  
A + Control Pannel Left - Shining Wizard 01  
A + Control Pannel Right - Jumping Arm Breaker

Catched Strike:

- B - Punch R
- B + Control Pannel Up - Headlock Smash
- B + Control Pannel Down - Shoulder Thrusts
- B + Control Pannel Left - Elbow Smash L
- B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

- A - DDT to Weapon

Weapon Attack: Stick

- A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

- A - Sleeper Hold
- A + Control Pannel Up - Face Crusher 01
- A + Control Pannel Down - Backslide
- A + Control Pannel Left - Shin Breaker
- A + Control Pannel Right - Falling Neck Breaker

Running:

- A - Face Crusher 01

Catched Grapple:

- A - Abdominal Stretch
- A + Control Pannel Up - Back Suplex 01
- A + Control Pannel Down - School Boy
- A + Control Pannel Left - Backhead Crash
- A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

- B - Punch R
- B + Control Pannel Up - Elbow Strike to Back of Head
- B + Control Pannel Down - Elbow Strike
- B + Control Pannel Left - Elbow Smash L
- B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

- B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Ground Punches

Down Grapple Lower:

A - Leg Drop to Groin

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Mahistrol Cradle

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Flying Body Attack

B + C Stick - Flip Attack 02

Down:

B - Diving Body Splash

B + C Stick - Diving Body Splash

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Somersault Plancha

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Moonsault Splash

=====  
Flying Attack: From Edge  
=====

Stand:

B - Flying Body Attack

Down:

B - Diving Body Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - People's Clothesline

B + C Stick - Missile Dropkick

Pull Back:

B (hold) - Shoulder Thrusts

B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down

A + C Stick: Arm Drag

Heavy:

A (hold) - Back Toss

A (hold) + C Stick - Hurracanrana 02

=====  
Turnbuckle: Strike  
=====

Normal:

B - Missile Dropkick



Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Gun Packet

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Superplex

A (hold) + C Stick - Tornado DDT

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - School Boy

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Sunset Flip

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Choke Slam

=====  
Others: Double Team  
=====

Front:

A - Double Choke Slam

Rear:

A - Back Drop & Neck Breaker

Sandwich:

A - High Angle Neck Breaker

Irish Whip:

A - Double Choke Slam

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Vertebreaker

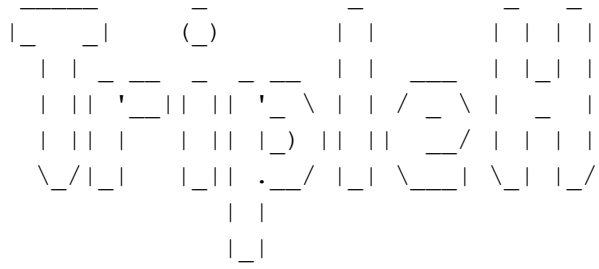
Slot 2:

A + B - Final Cut

Momentum Shift:

A + B - Choke Slam From Hell

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=====

Basic: Fighting Style

=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====

Basic: Reversal

=====

Reversal Style:

Triple H

Reversal Attack:

A - Elbow Stomp

A + C Stick - Snap & Roll

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Cerebral Assassin  
Control Pad Down: Cerebral Assassin  
Control Pad Left: Suck It!  
Control Pad Right: Suck It!

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Angry 01

Taunts after win:

Triple H

=====  
Standing: Strike  
=====

Light:

B - Hunter Punch  
B + C Stick - Toe Kick 02

Combination Second:

B - Hunter Punch

Combination Third:

B - Hunter Punch

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Bow Pulling Straight

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Clothesline 02

Running Striking:

B - Jumping Knee Attack 01  
B + Control Stick - Lower Clothesline

=====  
Standing: Front Grapple  
=====

Normal:

A - Headlock  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Rib Breaker 01  
A + Control Pannel Right - Neck Breaker

Running:

A - Jaw Breaker

Catched Grapple:

A - Front Neck Lock  
A + Control Pannel Up - Manhattan Drop  
A + Control Pannel Down - Pile Driver  
A + Control Pannel Left - Rolling Spine Buster  
A + Control Pannel Right - Shoulder Arm Breaker

Catched Strike:

B - Knee Lift R  
B + Control Pannel Up - Headlock Smash  
B + Control Pannel Down - Clothesline R  
B + Control Pannel Left - Punch L  
B + Control Pannel Right - Punch R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Hair Pull Slam  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - Bulldog

Catched Grapple:

A - Dragon Sleeper  
A + Control Pannel Up - Reverse Suplex

A + Control Pannel Down - School Boy  
A + Control Pannel Left - Russian Leg Sweep  
A + Control Pannel Right - Abdominal Stretch

Catched Strike:

B - Back Rake  
B + Control Pannel Up - Elbow Strike to Back of Head  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Knee Drop

Running Strike:

B - Knee Drop

Down Grapple Upper:

A - Mounted Punches

Down Grapple Side:

A - Choke Hold

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Knee Drop

Running Strike:

B - Knee Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Reverse Indian Death Lock

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle  
B + C Stick - Double Axe Handle

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Sledge Hammer  
B + C Stick - Clothesline R

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Sleeper Hold  
A + C Stick: Leg Scissor Take Down

Heavy:

A (hold) - Side Walk Slam  
A (hold) + C Stick - Rolling Spine Buster

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Jumping Knee Attack

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Knee Strikes

Heavy:

A (hold) - Sky High Superplex  
A (hold) + C Stick - Double Underhook Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:



A - Shoulder Thrusts  
A + C Stick - Face Slam to Pole

Heavy:

A (hold) - Sky High Back Drop  
A (hold) + C Stick - School Boy

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====  
Special  
=====

Slot 1:

A + B - Pedigree

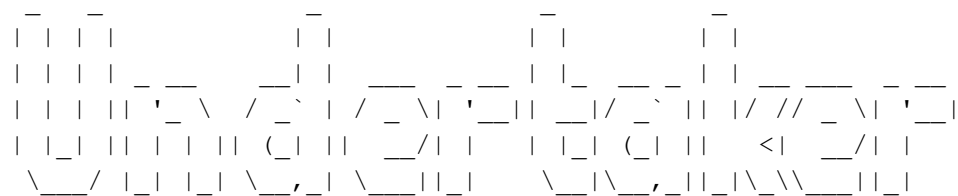
Slot 2:

A + B - Pedigree

Momentum Shift:

A + B - Low Blow 03

\*\*\*\*\*



=====  
Basic: Fighting Style  
=====

Fighting Stance:

Giant

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Dead Man

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Undertaker

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Clothesline

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Ready for Choke Slam  
Control Pad Down: Darkness Prayer  
Control Pad Left: Ready for the Last Ride  
Control Pad Right: I'm Ready!

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Go to Hell

Taunts after win:

Undertaker 02

=====  
Standing: Strike  
=====

Light:

B - Deadman Punch  
B + C Stick - Body Blow

Combination Second:

B - Deadman Punch

Combination Third:

B - Body Blow

Combination Finish:

B - Bow Pulling Straight  
B + Control Stick - Big Boot

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Big Boot

Running Striking:

B - Back Elbow Strike  
B + Control Stick - Diving Clothesline 02

=====  
Standing: Front Grapple  
=====

Normal:

A - Choke Throw  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - High Angle Scoop Slam  
A + Control Pannel Left - Neck Breaker  
A + Control Pannel Right - Arm Wrench Lift Up Throwing

Running:

A - Running DDT

Catched Grapple:

A - Armbar 01  
A + Control Pannel Up - Last Ride  
A + Control Pannel Down - DDT  
A + Control Pannel Left - Side Walk Slam  
A + Control Pannel Right - Modified STO

Catched Strike:

B - Punch R  
B + Control Pannel Up - One Hand Sledge Hammer  
B + Control Pannel Down - Heavy Knee Lift  
B + Control Pannel Left - Body Blow L  
B + Control Pannel Right - Body Blow R

Weapon Attack: Chair

A - Guillotine with Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple

=====  
Normal:

- A - Sleeper Hold
- A + Control Pannel Up - Back Suplex 01
- A + Control Pannel Down - Falling Neck Breaker
- A + Control Pannel Left - Shin Breaker
- A + Control Pannel Right - Abdominal Stretch

Running:

- A - Bulldog

Catched Grapple:

- A - Dragon Sleeper
- A + Control Pannel Up - Atomic Drop
- A + Control Pannel Down - Reverse DDT
- A + Control Pannel Left - Russian Leg Sweep
- A + Control Pannel Right - Side Walk Slam

Catched Strike:

- B - Punch R
- B + Control Pannel Up - Rear Clothesline R
- B + Control Pannel Down - Elbow Strike
- B + Control Pannel Left - Elbow Smash L
- B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

- B - Stomp 01

Running Strike:

- B - Jumping Guillotine Leg Drop

Down Grapple Upper:

- A - Mounted Punches

Down Grapple Side:

- A - Guri Guri

Down Grapple Lower:

- A - Side Leglock

=====  
Ground: Facing Down  
=====

Strike:

B - Elbow Drop

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Armbar

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Diving Shoulder Block  
B + C Stick - Diving Shoulder Block

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Diving Body Press 02

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Diving Shoulder Block

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Full Swing Punch R  
B + C Stick - Big Boot

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Manhattan Drop

Heavy:

A (hold) - Front Power Slam  
A (hold) + C Stick - Side Walk SLam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Body Blow

Lower:

B - Stomp 01

Running:

B - Stinger Splash

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Rapid Punches  
A + C Stick - Back Elbow Combination

Heavy:

A (hold) - Super DDT  
A (hold) + C Stick - Old School

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Choke Slam

=====  
Others: Double Team  
=====

Front:





=====  
Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Normal

Reversal Attack:

A - Elbow Stomp

A + C Stick - Elbow Stomp

Testing Power:

Test of Strength Flip

=====  
Basic: Taunts  
=====

Control Pad Up: Royal Greeting

Control Pad Down: Royal Greeting

Control Pad Left: Victory Sign 01

Control Pad Right: Victory Sign 01

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Footwork 01

Taunts after win:

William Regal

=====  
Standing: Strike  
=====

Light:

B - Elbow Strike L

B + C Stick - Toe Kick 01

Combination Second:

B - Punch R

Combination Third:

B - Punch R

Combination Finish:

B - Goo Punch

B + Control Stick - Full Swing Punch L

Heavy:

B (hold) - Hard Back Chop

B (hold) + Control Stick - Full Swing Punch L

Running Striking:

B - Elbow Strike

B + Control Stick - Shoulder Block

=====  
Standing: Front Grapple  
=====

Normal:

A - Headlock Takedown

A + Control Pannel Up - Snapmare 01

A + Control Pannel Down - Russian Leg Sweep

A + Control Pannel Left - Arm Wrench with Elbow Stomp

A + Control Pannel Right - Hammerlock

Running:

A - Swinging Neck Breaker

Caught Grapple:

A - Inside Cradle  
A + Control Pannel Up - Double Arm Suplex  
A + Control Pannel Down - Double Underhook Diver 01  
A + Control Pannel Left - Regal Cutter  
A + Control Pannel Right - Sambo Suplex

Caught Strike:

B - Elbow Smash L  
B + Control Pannel Up - Headlock Smash  
B + Control Pannel Down - Alternating Knee Strikes  
B + Control Pannel Left - Knee Strike L  
B + Control Pannel Right - Knee Strike R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Wrestling Lift  
A + Control Pannel Down - Take Down  
A + Control Pannel Left - Falling Neck Breaker  
A + Control Pannel Right - Shin Breaker

Running:

A - School Boy

Caught Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Half Nelson Suplex 02  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Atomic Drop  
A + Control Pannel Right - Back Suplex 01

Caught Strike:

B - Punch R  
B + Control Pannel Up - Elbow Strike to Back of Head  
B + Control Pannel Down - Back Rake  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up

=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Stomp

Down Grapple Upper:

A - Reverse Chin Lock

Down Grapple Side:

A - Knee Smash

Down Grapple Lower:

A - Kick to Hamstring

=====

Ground: Facing Down

=====

Strike:

B - Knee Drop

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Camel Clutch

Down Grapple Side

A - Headlock

Down Grapple Lower:

A - Half Boston Crab

=====

Flying Attack: From Turnbuckle

=====

Stand:

B - Double Axe Handle

B + C Stick - Double Axe Handle

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Full Swing Punch L

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Arm Drag

Heavy:

A (hold) - Flap Jack 01  
A (hold) + C Stick - Sambo Suplex

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch L

Lower:

B - Stomp 01

Running:

B - Shoulder Block

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - Knee Strikes

Heavy:

A (hold) - Double Underhook Superplex

A (hold) + C Stick - Double Underhook Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - School Boy

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Tree of woe Stomp

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Chin Lock

From Edge:

A - Throw

=====

Others: Double Team

=====

Front:

A - Double Suplex

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Scissor Sweep

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====

Special

=====

Slot 1:

A + B - Running Knee Attack

Slot 2:

A + B - Running Knee Attack



Slot 3:

A + B - Regal Stretch

Momentum Shift:

A + B - Power of the Punch

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=====

Basic: Fighting Style

=====

Fighting Stance:

Female 01

Ring in Style:

Woman

Ring out Style:

Woman

Apron to Ring:

Woman

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 03

=====

Basic: Reversal

=====

Reversal Style:

Diva

Reversal Attack:

A - Push Down

A + C Stick - Dragon Screw

Testing Power:

Toe Kick

=====

Basic: Taunts

=====

Control Pad Up: Skipping

Control Pad Down: Boast

Control Pad Left: Skipping

Control Pad Right: Skipping

Taunts on Turnbuckle:

Control Pad - Taunt 06

Taunts on Apron:

Control Pad - Happy

Special Taunts:

A + B - She-Devil

Taunts after win:

Christy Hemme

=====

Standing: Strike

=====

Light:

B - Slap 01

B + C Stick - Woman's Low Kick

Combination Second:

B - Woman's Low Kick

Combination Third:

B - Woman's Low Kick

Combination Finish:

B - Hard Slap  
B + Control Stick - Pretty Slap Combo

Heavy:

B (hold) - Hard Slap  
B (hold) + Control Stick - Leg Sweep 01

Running Striking:

B - Elbow Strike  
B + Control Stick - Jumping Hip Attack

=====

Standing: Front Grapple

=====

Normal:

A - Snapmare 02  
A + Control Pannel Up - Tomoe Throw  
A + Control Pannel Down - Scoop Slam 02  
A + Control Pannel Left - Neck Breaker  
A + Control Pannel Right - Arm Drag

Running:

A - Crucifix

Catched Grapple:

A - DDT  
A + Control Pannel Up - Jaw Breaker 03  
A + Control Pannel Down - Manhattan Drop  
A + Control Pannel Left - Bulldog  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R  
B + Control Pannel Up - Arm Wrench with Hook Kick  
B + Control Pannel Down - Axe Kick 01  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====

Standing: Rear Grapple

=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Face Crusher 04  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Take Down  
A + Control Pannel Right - Falling Neck Breaker

Running:

A - Face Crusher 01

Catched Grapple:

A - Hair Pull Slam  
A + Control Pannel Up - Grapevine Choke  
A + Control Pannel Down - Japanese Rolling Clutch  
A + Control Pannel Left - Side Slam  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R  
B + Control Pannel Up - Back Rake  
B + Control Pannel Down - Grappling Low Blow  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Woman's Stomp 01

Running Strike:

B - Woman's Stomp 02

Down Grapple Upper:

A - Hair Trample

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Jackknife Hold

=====  
Ground: Facing Down  
=====

Strike:

B - Woman's Stomp 01

Running Strike:

B - Woman's Stomp 02

Down Grapple Upper:

A - Back Mounted Punches

Down Grapple Side:

A - Oklahoma Roll

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle  
B + C Stick - Missile Dropkick

Down:

B - Diving Body Splash  
B + C Stick - Diving Body Splash

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Body Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Pretty Slap Combo  
B + C Stick - Jumping Clothesline

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Monkey Toss

Heavy:

A (hold) - Cat Fight Throw  
A (hold) + C Stick - Thez Press Knuckle

=====  
Turnbuckle: Strike  
=====

Normal:

B - Slap 01

Lower:

B - Woman's Stomp 02

Running:

B - Jumping Hip Attack

Running Lower:

B - Stomp 01

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Chop to Breast  
A + C Stick - Cat Fight Choke

Heavy:

A (hold) - Rapid Punches

A (hold) + C Stick - Shattered Dreams

Lower:

A - Mudhole Stomp

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts

A + C Stick - Face Slam to Pole

Heavy:

A (hold) - School Boy

A (hold) + C Stick - School Boy

On Turnbuckle:

A - Drop to Outside

=====  
Others: Grapple  
=====

To Apron:

A - Throw into Inside

From Apron:

A - Sunset Flip

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====





Woman

Ring out Style:

Woman

Apron to Ring:

Sensuous

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 02

=====  
Basic: Reversal  
=====

Reversal Style:

Diva

Reversal Attack:

A - Push Down  
A + C Stick - Push Down

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Boast  
Control Pad Down: Clapping Hands 02  
Control Pad Left: Royal Greeting  
Control Pad Right: Royal Greeting

Taunts on Turnbuckle:

Control Pad - Taunt 05

Taunts on Apron:

Control Pad - Happy

Special Taunts:

A + B - Look at Me!

Taunts after win:

Stacy Keibler

=====  
Standing: Strike  
=====

Light:

B - Slap 01  
B + C Stick - Front Kick

Combination Second:

B - Slap 01

Combination Third:

B - Woman's Low Kick

Combination Finish:

B - Axe Kick 01  
B + Control Stick - Woman's Spinning Kick

Heavy:

B (hold) - Axe Kick 01  
B (hold) + Control Stick - Woman's Spinning Kick

Running Striking:

B - Elbow Strike  
B + Control Stick - Clothesline R

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 01  
A + Control Pannel Up - Headlock  
A + Control Pannel Down - Jaw Breaker 01  
A + Control Pannel Left - Neck Breaker  
A + Control Pannel Right - Arm Drag

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - Cat Fight Throw

A + Control Pannel Up - Manhattan Drop  
A + Control Pannel Down - Arm Wrench with Hook Kick  
A + Control Pannel Left - Bulldog  
A + Control Pannel Right - Russian Leg Sweep

Caught Strike:

B - Elbow Smash R  
B + Control Pannel Up - Arm Wrench with Hook Kick  
B + Control Pannel Down - Axe Kick 01  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Face Crusher 04  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Take Down  
A + Control Pannel Right - Shin Breaker

Running:

A - School Boy

Caught Grapple:

A - Grapevine Choke  
A + Control Pannel Up - Atomic Drop  
A + Control Pannel Down - Hair Pull Slam  
A + Control Pannel Left - Abdominal Stretch  
A + Control Pannel Right - Russian Leg Sweep

Caught Strike:

B - Punch R  
B + Control Pannel Up - Back Rake  
B + Control Pannel Down - Woman's Spinning Kick  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Woman's Stomp 01

Running Strike:

B - Woman's Stomp 02

Down Grapple Upper:

A - Hair Trample

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Kick to Hamstring

=====  
Ground: Facing Down  
=====

Strike:

B - Woman's Stomp 01

Running Strike:

B - Woman's Stomp 02

Down Grapple Upper:

A - Camel Clutch

Down Grapple Side:

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Missile Dropkick

Down:

B - Diving Body Splash

B + C Stick - Diving Body Splash

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Body Splash

=====  
Irish Whip: Strike  
=====

Normal:

B - Low Blow  
B + C Stick - Woman's Spinning Kick

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Sleeper Hold  
A + C Stick: Leg Scissor Take Down

Heavy:

A (hold) - Monkey Toss  
A (hold) + C Stick - Cat Fight Throw

=====

Turnbuckle: Strike  
=====

Normal:

B - Slap 01

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Stomp 01

=====

Turnbuckle: Front Grapple

Light:

A - Chop to Breast

A + C Stick - Bulldog

Heavy:

A (hold) - Foot Choke

A (hold) + C Stick - Cat Fight Throw

Lower:

A - Stopping & Knee Trample

On Turnbuckle:

A - Throw

=====

Turnbuckle: Rear Grapple

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - School Boy

A (hold) + C Stick - School Boy

On Turnbuckle:

A - Drop to Outside

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Flap Jack

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Full Swinging Slap

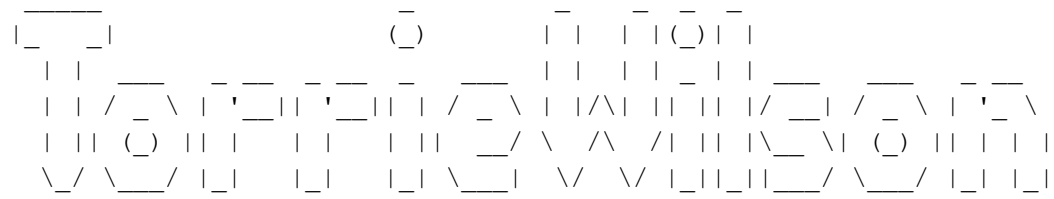
Slot 2:

A + B - Full Swinging Slap

Momentum Shift:

A + B - Golden Hip

\*\*\*\*\*



=====

Basic: Fighting Style

=====

Fighting Stance:

Female 01

Ring in Style:

Woman

Ring out Style:

Woman

Apron to Ring:

Woman

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 02

=====

Basic: Reversal

=====

Reversal Style:



Diva

Reversal Attack:

A - Push Down  
A + C Stick - Push Down

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: She-Devil  
Control Pad Down: Foot Stretch  
Control Pad Left: Clapping Hands 01  
Control Pad Right: Clapping Hands 02

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Happy

Special Taunts:

A + B - Help Me!

Taunts after win:

Torrie Wilson

=====  
Standing: Strike  
=====

Light:

B - Slap 01  
B + C Stick - Toe Kick 04

Combination Second:

B - Slap 01

Combination Finish:

B - Hard Slap  
B + Control Stick - Pretty Slap Combo

Heavy:

B (hold) - Hard Back Chop  
B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Elbow Strike  
B + Control Stick - Spear 01

=====  
Standing: Front Grapple  
=====

Normal:

A - Arm Drag  
A + Control Pannel Up - Snapmare 02  
A + Control Pannel Down - Inside Cradle  
A + Control Pannel Left - Headlock  
A + Control Pannel Right - Neck Breaker

Running:

A - Swinging DDT

Catched Grapple:

A - DDT  
A + Control Pannel Up - Jaw Breaker 03  
A + Control Pannel Down - Manhattan Drop  
A + Control Pannel Left - Bulldog  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R  
B + Control Pannel Up - Clothesline R  
B + Control Pannel Down - Dropkick to Breast  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Face Crusher 04  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Falling Neck Breaker  
A + Control Pannel Right - Hair Pull Slam

Running:

A - Bulldog

Catched Grapple:

A - Grapevine Choke

A + Control Pannel Up - Back Suplex 01

A + Control Pannel Down - Japanese Rolling Clutch

A + Control Pannel Left - Russian Leg Sweep

A + Control Pannel Right - Abdominal Stretch

Catched Strike:

B - Punch R

B + Control Pannel Up - Elbow Strike

B + Control Pannel Down - Grappling Low Blow

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

=====

Ground: Facing Up

=====

Strike:

B - Woman's Stomp 02

Running Strike:

B - Woman's Stomp 02

Down Grapple Upper:

A - Hair Trample

Down Grapple Side:

A - Guri Guri

Down Grapple Lower:

A - Kick to Hamstring

=====

Ground: Facing Down

=====

Strike:

B - Woman's Stomp 02

Running Strike:

B - Woman's Stomp 02

Down Grapple Upper:

A - Camel Clutch

Down Grapple Side:

A - Headlock

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Missile Dropkick

B + C Stick - Flying Body Attack

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Flying Body Attack

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Clothesline R  
B + C Stick - Hard Back Chop

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Leg Scissor Take Down  
A + C Stick: Arm Drag

Heavy:

A (hold) - Back Toss  
A (hold) + C Stick - Cat Fight Throw

=====  
Turnbuckle: Strike  
=====

Normal:

B - Slap 01

Lower:

B - Woman's Stomp 02

Running:

B - Elbow Strike

Running Lower:

B - Bronco Buster

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Bull Dog  
A (hold) + C Stick - Pulling Leg Thrust

Lower:

A - Stoping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - School Boy

A (hold) + C Stick - School Boy

On Turnbuckle:

A - Drop to Ouside

=====  
Others: Grapple  
=====

To Apron:

A - Throw into Inside

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Chin Lock

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Flap Jack



Ring in Style:

Woman

Ring out Style:

Woman

Apron to Ring:

Woman

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Diva

Reversal Attack:

A - Elbow Stomp  
A + C Stick - Push Down

Testing Power:

Test of Strength Flip

=====  
Basic: Taunts  
=====

Control Pad Up: Ready for Rock Bottom  
Control Pad Down: Ready for Rock Bottom  
Control Pad Left: Crowd Point  
Control Pad Right: Crowd Point

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:



A + B - Come On! 02

Taunts after win:

Trish Stratus

=====  
Standing: Strike  
=====

Light:

B - Back Chop 01  
B + C Stick - High Kick

Combination Second:

B - Back Chop 01

Combination Finish:

B - Hard Back Chop  
B + Control Stick - Steep High Kick

Heavy:

B (hold) - Hard Back Chop  
B (hold) + Control Stick - Step High Kick

Running Striking:

B - Clothesline R  
B + Control Stick - Missile Dropkick

=====  
Standing: Front Grapple  
=====

Normal:

A - Snapmare 02  
A + Control Pannel Up - Scoop Slam 03  
A + Control Pannel Down - Inside Cradle  
A + Control Pannel Left - Headlock  
A + Control Pannel Right - Arm Drag

Running:

A - Head Scissor 01

Catched Grapple:

A - DDT  
A + Control Pannel Up - Jaw Breaker 01  
A + Control Pannel Down - Hurracanrana  
A + Control Pannel Left - Cat Fight Throw  
A + Control Pannel Right - Neck Breaker

Catched Strike:

- B - Punch R
- B + Control Pannel Up - Eye Rake
- B + Control Pannel Down - Dropkick to Breast
- B + Control Pannel Left - Elbow Smash L
- B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

- A - DDT to Weapon

Weapon Attack: Stick

- A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

- A - Face Crusher 01
- A + Control Pannel Up - Sleeper Hold
- A + Control Pannel Down - School Boy
- A + Control Pannel Left - Shin Breaker
- A + Control Pannel Right - Hair Pull Slam

Running:

- A - Bulldog

Catched Grapple:

- A - Reverse DDT
- A + Control Pannel Up - Falling Back Suplex
- A + Control Pannel Down - High Angle Rolling Clutch
- A + Control Pannel Left - Russian Leg Sweep
- A + Control Pannel Right - Pendulum Back Breaker

Catched Strike:

- B - Punch R
- B + Control Pannel Up - Step High Kick
- B + Control Pannel Down - Elbow Strike
- B + Control Pannel Left - Elbow Smash L
- B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

- B - Woman's Stomp 02

Running Strike:

- B - Elbow Drop

Down Grapple Upper:

A - Head Pound

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Kick to Hamstring

=====  
Ground: Facing Down  
=====

Strike:

B - Toe Kick

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Camel Clutch

Down Grapple Side:

A - Armbar

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Diving Clothesline 01

B + C Stick - Missile Dropkick

Down:

B - Diving Body Splash

B + C Stick - Diving Body Splash

=====

Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====

Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====

Flying Attack: From Edge  
=====

Stand:

B - Missile Dropkick

Down:

B - Diving Body Splash

=====

Irish Whip: Strike  
=====

Normal:

B - Clothesline R  
B + C Stick - Step High Kick

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====

Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Monkey Toss

Heavy:

A (hold) - Cat Fight Throw  
A (hold) + C Stick - Flap Jack 01

=====

Turnbuckle: Strike

=====  
Normal:

B - Hard Back Chop

Lower:

B - Stomp 01

Running:

B - Elbow Strike

Running Lower:

B - Stomp 01

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Pulling Leg Thrust

A (hold) + C Stick - Bulldog

Lower:

A - Stopping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Throw into Inside

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Flap Jack

Rear:

A - Double Knee Breaker

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Throw

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Stratusfaction



=====  
Reversal Style:

Chris Benoit

Reversal Attack:

A - Elbow Stomp

A + C Stick - Snap & Roll

Testing Power:

Test of Strength Flip

=====  
Basic: Taunts

=====  
Control Pad Up: I Don't Understand  
Control Pad Down: I Don't Understand  
Control Pad Left: Arm Stretch  
Control Pad Right: Arm Stretch

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 02

Special Taunts:

A + B - Angry 01

Taunts after win:

Bret Hart

=====  
Standing: Strike

=====  
Light:

B - Canadian Punch

B + C Stick - Toe Kick 01

Combination Second:

B - Canadian Punch

Combination Third:

B - Canadian Punch

Combination Finish:

B - Full Swing Punch R



B + Control Stick - Hard Back Chop

Heavy:

B (hold) - Full Swing Punch R

B (hold) + Control Stick - Missile Dropkick

Running Striking:

B - Shoulder Block

B + Control Stick - Kitchen Sink

=====

Standing: Front Grapple

=====

Normal:

A - Headlock

A + Control Pannel Up - Scoop Slam 01

A + Control Pannel Down - Snapmare 01

A + Control Pannel Left - Hammerlock

A + Control Pannel Right - Leg Sweep Take Down

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - Manhattan Drop

A + Control Pannel Up - Suplex

A + Control Pannel Down - Jumping Pile Driver

A + Control Pannel Left - Inside Cradle

A + Control Pannel Right - Rib Breaker 01

Catched Strike:

B - Upper Elbow Smash

B + Control Pannel Up - Grappling Headbutt

B + Control Pannel Down - Knee Lift R

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====

Standing: Rear Grapple

=====

Normal:

A - Wrestling Lift

A + Control Pannel Up - Shin Breaker

A + Control Pannel Down - Backslide  
A + Control Pannel Left - Falling Neck Breaker  
A + Control Pannel Right - Pendulum Back Breaker

Running:

A - Bulldog

Catched Grapple:

A - Sleeper Hold  
A + Control Pannel Up - German Suplex  
A + Control Pannel Down - Falling Back Suplex  
A + Control Pannel Left - One Hand Back Breaker  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Elbow Strike to Back of Head  
B + Control Pannel Up - Back Rake  
B + Control Pannel Down - Elbow Strike  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Front Elbow Drop

Running Strike:

B - Front Elbow Drop

Down Grapple Upper:

A - Sleeper Hold

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Knee Smash

Down Grapple Lower:

A - Half Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Elbow Strike

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Body Splash

=====  
Flying Attack: From Ring  
=====

To Outside:

B - Vaulting Body Press

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Suicide Dive

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Elbow Strike

Down:

B - Diving Body Splash

=====

Irish Whip: Strike  
=====

Normal:

B - Kitchen Sink  
B + C Stick - Clothesline R

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Kitchen Sink

=====

Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Arm Drag

Heavy:

A (hold) - Sleeper Hold  
A (hold) + C Stick - Manhattan Drop

=====

Turnbuckle: Strike  
=====

Normal:

B - Missile Dropkick

Lower:

B - Front Elbow Drop

Running:

B - Clothesline R

Running Lower:

B - Stomp 01

=====

Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - 10 Punches

Heavy:

A (hold) - Bulldog  
A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop

A (hold) + C Stick - Sky High Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Suplex

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:



Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Hulk Up

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Normal

Reversal Attack:

A - Push Down  
A + C Stick - Elbow Stomp

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: The Shot Put  
Control Pad Down: Hulkamania  
Control Pad Left: Side Chest  
Control Pad Right: Most Muscular 02

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Rope Bound

Special Taunts:

A + B - Hulk Up!

Taunts after win:

Hulk Hogan

=====  
Standing: Strike  
=====

Light:

B - Hunter Punch  
B + C Stick - Back Chop 01

Combination Second:

B - Hunter Punch

Combination Third:

B - Hunter Punch

Combination Finish:

B - Cheap Shot  
B + Control Stick - Big Boot

Heavy:

B (hold) - Back Elbow Strike  
B (hold) + Control Stick - Jumping Knee Attack 01

Running Striking:

B - Back Elbow Strike  
B + Control Stick - Jumping Knee Attack 01

=====  
Standing: Front Grapple  
=====

Normal:

A - Front Grapple Push  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Headlock  
A + Control Pannel Right - Arm Wrench with Elbow Stomp

Running:

A - Swinging Neck Breaker

Catched Grapple:

A - DDT  
A + Control Pannel Up - Front Power Slam  
A + Control Pannel Down - Manhattan Drop  
A + Control Pannel Left - Rib Breaker 01  
A + Control Pannel Right - Shoulder Arm Breaker

Catched Strike:



B - Knuckle Punch  
B + Control Pannel Up - Wind Up Punch  
B + Control Pannel Down - Big Boot  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - Sleeper Hold  
A + Control Pannel Up - Face Crusher 01  
A + Control Pannel Down - School Boy  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Russian Leg Sweep

Running:

A - Face Crusher 01

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Atomic Drop  
A + Control Pannel Left - Pendulum Back Breaker  
A + Control Pannel Right - Backslide

Catched Strike:

B - Punch R  
B + Control Pannel Up - Big Boot  
B + Control Pannel Down - Back Rake  
B + Control Pannel Left - Elbow Smash L  
B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 01

Running Strike:

B - Elbow Drop

Down Grapple Upper:

A - Surfboard Stretch

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Elbow Crush

=====  
Ground: Facing Down  
=====

Strike:

B - Toe Kick

Running Strike:

B - Elbow Drop

Down Grapple Upper

A - Headlock

Down Grapple Side

A - Knee Smash

Down Grapple Lower:

A - Half Boston Crab

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Double Axe Handle

Down:

B - Diving Elbow Drop 02

B + C Stick - Diving Elbow Drop 02

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Outside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 02

=====  
Irish Whip: Strike  
=====

Normal:

B - Cheap Shot

B + C Stick - Back Elbow Strike

Pull Back:

B (hold) - Clothesline

B (hold) + C Stick - Shoulder Thrusts

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss

A + C Stick: Monkey Toss

Heavy:

A (hold) - Flap Jack 01

A (hold) + C Stick - Side Walk Slam

=====  
Turnbuckle: Strike  
=====

Normal:

B - Cheap Shot

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches  
A + C Stick - Mixed Strikes

Heavy:

A (hold) - Foot Choke  
A (hold) + C Stick - Superplex

Lower:

A - Face Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - School Boy  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Tree of woe Stomp

=====  
Others: Grapple  
=====

To Apron:

A - Throw into Inside

From Apron:

A - Suplex

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====  
Special  
=====

Slot 1:

A + B - Axe Bomber 01

Slot 2:

A + B - Hulk Up Combination

Slot 3:

A + B - Hulk Up Combination

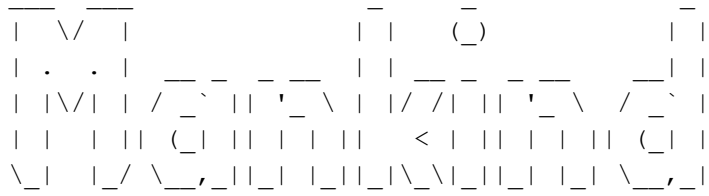
Slot 4:

A + B - Running Leg Drop

Momentum Shift:

A + B - Hulk Up Combination

\*\*\*\*\*



=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Rough

Reversal Attack:

- A - Push Down
- A + C Stick - Push Down

Testing Power:

Toe Kick

=====

Basic: Taunts

=====

Control Pad Up: Left Arm  
Control Pad Down: Bang! Bang!  
Control Pad Left: Left Arm  
Control Pad Right: Left Arm

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Mr. Socko

Taunts after win:

Mankind

=====

Standing: Strike

=====

Light:

B - Deadly Punch  
B + C Stick - Toe Kick 02

Combination Second:

B - Deadly Punch

Combination Third:

B - Deadly Punch

Combination Finish:

B - Full Swing Punch R  
B + Control Stick - Sledge Hammer

Heavy:

B (hold) - Full Swing Punch R  
B (hold) + Control Stick - Sledge Hammer

Running Striking:

B - Clothesline R  
B + Control Stick - Shoulder Block

=====

Standing: Front Grapple

=====

Normal:

- A - Headlock Takedown
- A + Control Pannel Up - Manhattan Drop
- A + Control Pannel Down - Scoop Slam 01
- A + Control Pannel Left - Arm Wrench with Elbow Stomp
- A + Control Pannel Right - Bulldog

Running:

- A - Swinging Neck Breaker

Catched Grapple:

- A - Double Underhook DDT
- A + Control Pannel Up - Drop Suplex
- A + Control Pannel Down - Bent Pile Driver
- A + Control Pannel Left - Neck Breaker
- A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

- B - Punch R
- B + Control Pannel Up - Eye Rake
- B + Control Pannel Down - One Hand Sledge Hammer
- B + Control Pannel Left - Body Blow L
- B + Control Pannel Right - Body Blow R

Weapon Attack: Chair

- A - DDT to Weapon

Weapon Attack: Stick

- A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

- A - Face Crusher 01
- A + Control Pannel Up - Back Suplex 01
- A + Control Pannel Down - School Boy
- A + Control Pannel Left - Russian Leg Sweep
- A + Control Pannel Right - Abdominal Stretch

Running:

- A - Face Crusher 01

Catched Grapple:

- A - Sleeper Hold
- A + Control Pannel Up - Atomic Drop
- A + Control Pannel Down - Reverse DDT
- A + Control Pannel Left - Falling Neck Breaker
- A + Control Pannel Right - Side Walk Slam



Catched Strike:

- B - Punch R
- B + Control Pannel Up - Elbow Strike
- B + Control Pannel Down - Sledge Hammer
- B + Control Pannel Left - Elbow Smash L
- B + Control Pannel Right - Elbow Smash R

=====  
Ground: Facing Up  
=====

Strike:

- B - Stomp 01

Running Strike:

- B - Elbow Drop

Down Grapple Upper:

- A - Head Pound

Down Grapple Side:

- A - Ground Punches

Down Grapple Lower:

- A - Kick to Hamstring

=====  
Ground: Facing Down  
=====

Strike:

- B - Stomp 01

Running Strike:

- B - Elbow Drop

Down Grapple Upper:

- A - Camel Clutch

Down Grapple Side:

- A - Arm Wrench with Toe Kick

Down Grapple Lower:

- A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle  
B + C Stick - Diving Clothesline 01

Down:

B - Diving Elbow Drop 01  
B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide  
Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Back Elbow Strike  
B + C Stick - Kitchen Sink

Pull Back:

B (hold) - Shoulder Crack  
B (hold) + C Stick - Kitchen Sink

=====  
Irish Whip: Grapple  
=====

Light:

A - Sleeper Hold

A + C Stick: Back Toss

Heavy:

A (hold) - Manhattan Drop

A (hold) + C Stick - Flap Jack 01

=====  
Turnbuckle: Strike  
=====

Normal:

B - Full Swing Punch R

Lower:

B - Stomp 01

Running:

B - Clothesline R

Running Lower:

B - Running Knee Attack

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - 10 Punches

A + C Stick - Knee Strikes

Heavy:

A (hold) - Superplex

A (hold) + C Stick - Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole

A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Super Back Drop  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Super Back Drop

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Choke

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - Striking Combination

Irish Whip:

A - Double Back Body Drop

Front Turnbuckle:

A - Double Pile Driver

Rear Turnbuckle:

A - Neck Breaker Bomb

=====

Special  
=====

Slot 1:

A + B - Mandible Claw

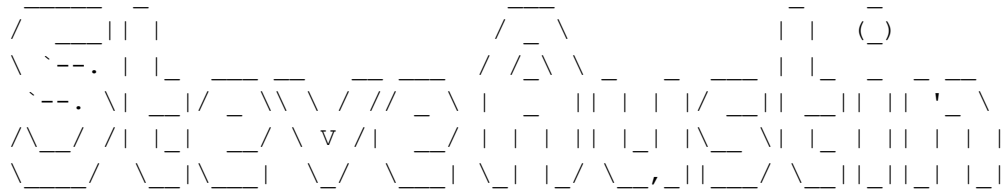
Slot 2:

A + B - Mandible Claw

Momentum Shift:

A + B - Grappling Low Blow

\*\*\*\*\*



=====  
Basic: Fighting Style  
=====

Fighting Stance:

Male 01

Ring in Style:

Normal

Ring out Style:

Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Normal

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

Rough

Reversal Attack:

A - Elbow Stomp

A + C Stick - Push Down

Testing Power:

Toe Kick

=====

Basic: Taunts

=====

Control Pad Up: The Finger

Control Pad Down: Abusing

Control Pad Left: The Finger

Control Pad Right: The Finger

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Ready for Stunner

Taunts after win:

Steve Austin

=====

Standing: Strike

=====

Light:

B - Bionic Punch

B + C Stick - Toe Kick 03

Combination Second:

B - Bionic Punch

Combination Third:

B - Bionic Punch

Combination Finish:

B - Bionic Heavy Punch

B + Control Stick - Hard Back Chop

Heavy:

- B (hold) - Bionic Heavy Punch
- B (hold) + Control Stick - Hard Back Chop

Running Striking:

- B - Kitchen Sink
- B + Control Stick - Diving Clothesline 01

=====  
Standing: Front Grapple  
=====

Normal:

- A - Headlock Takedown
- A + Control Pannel Up - Suplex
- A + Control Pannel Down - Scoop Slam 01
- A + Control Pannel Left - Arm Wrench with Elbow Stomp
- A + Control Pannel Right - Leg Sweep Take Down

Running:

- A - Neck Breaker

Catched Grapple:

- A - DDT
- A + Control Pannel Up - Bionic Spine Buster
- A + Control Pannel Down - Pile Driver
- A + Control Pannel Left - Manhattan Drop
- A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

- B - Knee Lift R
- B + Control Pannel Up - One Hand Sledge Hammer
- B + Control Pannel Down - Heavy Knee Lift
- B + Control Pannel Left - Punch L
- B + Control Pannel Right - Punch R

Weapon Attack: Chair

- A - DDT to Weapon

Weapon Attack: Stick

- A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

- A - Sleeper Hold
- A + Control Pannel Up - Atomic Drop
- A + Control Pannel Down - School Boy
- A + Control Pannel Left - Hair Pull Slam

A + Control Pannel Right - Wrestling Lift

Running:

A - Bulldog

Catched Grapple:

A - Cobra Clutch

A + Control Pannel Up - Back Suplex 01

A + Control Pannel Down - Grapevine Choke

A + Control Pannel Left - Abdominal Stretch

A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Punch R

B + Control Pannel Up - Elbow Strike to Back of Head

B + Control Pannel Down - Rear Clothesline R

B + Control Pannel Left - Elbow Smash L

B + Control Pannel Right - Elbow Smash R

=====

Ground: Facing Up

=====

Strike:

B - Front Elbow Drop

Running Strike:

B - Front Elbow Drop

Down Grapple Upper:

A - Mounted Punches

Down Grapple Side:

A - Guri Guri

Down Grapple Lower:

A - Stomp to Groin

=====

Ground: Facing Down

=====

Strike:

B - Stomp 01

Running Strike:

B - Stomp 01

Down Grapple Upper:



A - Headlock

Down Grapple Side:

A - Arm Wrench with Toe Kick

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Elbow Strike

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:

B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Elbow Strike

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - Kitchen Sink

B + C Stick - Jumping Clothesline

Pull Back:

B (hold) - Shoulder Thrusts

B (hold) + C Stick - Clothesline

=====

Irish Whip: Grapple

=====

Light:

A - Leg Scissor Take Down

A + C Stick: Sleeper Hold

Heavy:

A (hold) - Bionic Spine Buster

A (hold) + C Stick - Thez Press Knuckle

=====

Turnbuckle: Strike

=====

Normal:

B - Bionic Heavy Punch

Lower:

B - Stomp 01

Running:

B - Back Elbow Strike

Running Lower:

B - Running Knee Attack

=====

Turnbuckle: Front Grapple

=====

Light:

A - 10 Punches

A + C Stick - Knee Strikes

Heavy:

A (hold) - Mixed Strikes

A (hold) + C Stick - Sky High Superplex

Lower:

A - Mudhole Stomp

On Turnbuckle:

A - Superplex

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Face Slam to Pole

Heavy:

A (hold) - School Boy  
A (hold) + C Stick - Super Back Drop

On Turnbuckle:

A - Tree of woe Stomp

=====  
Others: Grapple  
=====

To Apron:

A - Suplex

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Guillotine

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Back Drop

Sandwich:

A - Striking Combination



Normal

Apron to Ring:

Normal

Turnbuckle Climbing:

Normal

Rising Style:

Hand Spring

Leap Frog:

Turnbuckle Dodge 01

=====  
Basic: Reversal  
=====

Reversal Style:

People's Champ

Reversal Attack:

A - Dragon Screw  
A + C Stick - Snap & Roll

Testing Power:

Toe Kick

=====  
Basic: Taunts  
=====

Control Pad Up: Come On! 02  
Control Pad Down: Come On! 02  
Control Pad Left: Just Bring It!  
Control Pad Right: Just Bring It!

Taunts on Turnbuckle:

Control Pad - Taunt 01

Taunts on Apron:

Control Pad - Clapping Hands 01

Special Taunts:

A + B - Ready for Rock Bottom

Taunts after win:

The Rock

=====  
Standing: Strike  
=====

Light:

B - Rock Punch  
B + C Stick - Toe Kick 01

Combination Second:

B - Rock Punch

Combination Third:

B - Rock Punch

Combination Finish:

B - People's Punch  
B + Control Stick - Jumping Clothesline

Heavy:

B (hold) - People's Punch  
B (hold) + Control Stick - Jumping Clothesline

Running Striking:

B - People's Clothesline  
B + Control Stick - People's Diving Clothesline

=====  
Standing: Front Grapple  
=====

Normal:

A - Headlock Takedown  
A + Control Pannel Up - Suplex  
A + Control Pannel Down - Scoop Slam 01  
A + Control Pannel Left - Arm Drag  
A + Control Pannel Right - Neck Breaker

Running:

A - Spinning DDT

Catched Grapple:

A - Dragon Screw 02  
A + Control Pannel Up - Spine Buster  
A + Control Pannel Down - People's DDT  
A + Control Pannel Left - Russian Leg Sweep  
A + Control Pannel Right - Belly to Belly 01

Catched Strike:

B - Punch R  
B + Control Pannel Up - People's Punch

B + Control Pannel Down - Heavy Knee Lift  
B + Control Pannel Left - Hammer Strike L  
B + Control Pannel Right - Hammer Strike R

Weapon Attack: Chair

A - DDT to Weapon

Weapon Attack: Stick

A - Couple of Strikes

=====  
Standing: Rear Grapple  
=====

Normal:

A - School Boy  
A + Control Pannel Up - Sleeper Hold  
A + Control Pannel Down - Hair Pull Slam  
A + Control Pannel Left - Shin Breaker  
A + Control Pannel Right - Pendulum Back Breaker

Running:

A - School Boy

Catched Grapple:

A - Abdominal Stretch  
A + Control Pannel Up - Back Suplex 01  
A + Control Pannel Down - Atomic Drop  
A + Control Pannel Left - Reverse DDT  
A + Control Pannel Right - Russian Leg Sweep

Catched Strike:

B - Elbow Smash R  
B + Control Pannel Up - Back Rake  
B + Control Pannel Down - Elbow Strike  
B + Control Pannel Left - Punch L  
B + Control Pannel Right - Punch R

=====  
Ground: Facing Up  
=====

Strike:

B - Stomp 06

Running Strike:

B - Stomp 06

Down Grapple Upper:

A - Sleeper Hold

Down Grapple Side:

A - Mounted Punches

Down Grapple Lower:

A - Strike to Groin

=====  
Ground: Facing Down  
=====

Strike:

B - Stomp 06

Running Strike:

B - Stomp 06

Down Grapple Upper:

A - Headlock

Down Grapple Side:

A - Mahistrol Cradle

Down Grapple Lower:

A - Knee Breaker

=====  
Flying Attack: From Turnbuckle  
=====

Stand:

B - Double Axe Handle

B + C Stick - Diving Clothesline 01

Down:

B - Diving Elbow Drop 01

B + C Stick - Diving Elbow Drop 01

=====  
Flying Attack: From Ring  
=====

Running to Outside:

YB + C Stick - Baseball Slide

Y + C Stick B + C Stick - Baseball Slide

=====  
Flying Attack: From Apron  
=====

To Ouside:



B - Double Axe Handle

=====  
Flying Attack: From Edge  
=====

Stand:

B - Double Axe Handle

Down:

B - Diving Elbow Drop 01

=====  
Irish Whip: Strike  
=====

Normal:

B - People's Punch  
B + C Stick - Jumping Clothesline

Pull Back:

B (hold) - Shoulder Thrusts  
B (hold) + C Stick - Clothesline

=====  
Irish Whip: Grapple  
=====

Light:

A - Back Toss  
A + C Stick: Arm Drag

Heavy:

A (hold) - Front Suplex 01  
A (hold) + C Stick - Samoan Drop

=====  
Turnbuckle: Strike  
=====

Normal:

B - People's Punch

Lower:

B - Stomp 06

Running:

B - Clothesline R

Running Lower:

B - Stomp 06

=====  
Turnbuckle: Front Grapple  
=====

Light:

A - Shoulder Thrusts  
A + C Stick - Knee Strikes

Heavy:

A (hold) - Sky High Superplex  
A (hold) + C Stick - Sky High Superplex

Lower:

A - Stomping & Knee Trample

On Turnbuckle:

A - Throw

=====  
Turnbuckle: Rear Grapple  
=====

Light:

A - Face Slam to Pole  
A + C Stick - Shoulder Thrusts

Heavy:

A (hold) - Sky High Back Drop  
A (hold) + C Stick - School Boy

On Turnbuckle:

A - Drop to Outside

=====  
Others: Grapple  
=====

To Apron:

A - Throw into Inside

From Apron:

A - Guillotine

On Ropes Front:

A - Rope Guillotine

On Ropes Rear:

A - Rope Chin Lock

From Edge:

A - Throw

=====  
Others: Double Team  
=====

Front:

A - Double Suplex

Rear:

A - Double Atomic Drop

Sandwich:

A - Double Power Bomb

Irish Whip:

A - Double Arm Drag

Front Turnbuckle:

A - Double Pile Drive

Rear Turnbuckle:

A - Double Impact

=====  
Special  
=====

Slot 1:

A + B - Rock Bottom

Slot 2:

A + B - Rock Bottom

Slot 3:

A + B - People's Spine Buster

Slot 4:

A + B - People's Elbow

Slot 5:

A + B - Sharpshooter

Momentum Shift:

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10. Legal/Illegal Information

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11. Credits

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Me - I wrote this guide

You - You read and used this guide

TheDoc91385 - For his WWESHOP.COM walkthrough. It helped me in telling me all the items, and the price for those items.

Cjayc - For posting this site and creating the best website in the world.





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