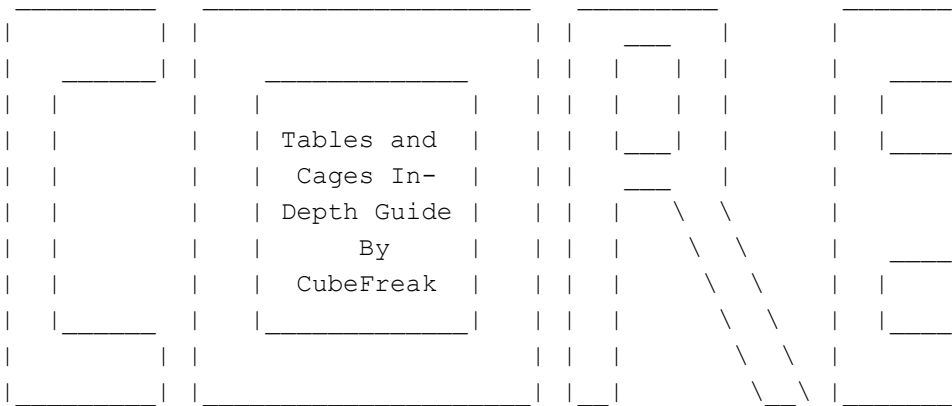
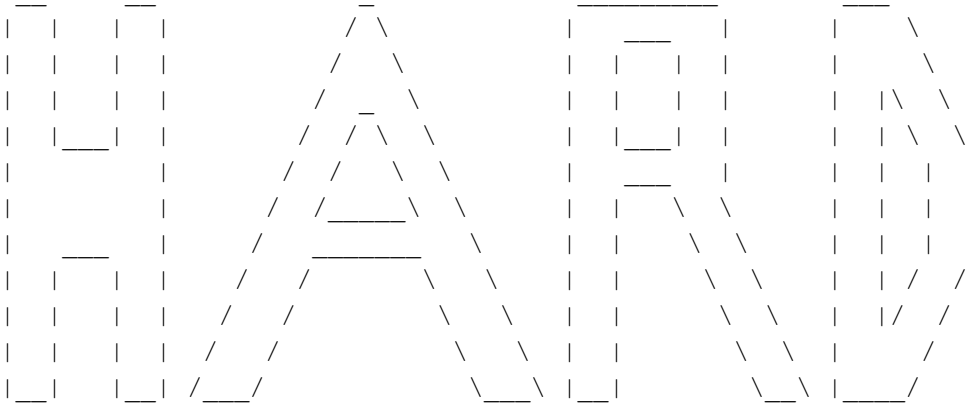


WWE Wrestlemania X8 Tables/Cages Guide

by Foxillusion

Updated to vFinal on May 7, 2003

This walkthrough was originally written for WWE WrestleMania X8 on the GC, but the walkthrough is still applicable to the PSX version of the game.



Game: WWE Wrestlemania X8
Platform: Gamecube
Author: Adam Tuck
Version FINAL
Last Updated: 30/04/03

Table Of Contents

- I. Introduction
- II. Version History
- ***THE BASICS***
- III. Steel Chairs: Not Just For Sitting On Anymore!
 - A) HARDcore Basics
 - B) Falls Count Anywhere!
- IV. Tables And Ladders and Chairs, Oh My!
 - A) Standing Tables
 - B) Jumping Tables
- V. The Art of Steel Smashing
 - A) Cage Matches

B) Hell In A Cell

FOR EXPERIENCED PLAYERS ONLY!

VI. Advanced Player's Tips

VII. SMACKmail!

VIII. Credits

IX. Contact Info

X. Copyright Info

I. Introduction

It's been a long, long road. Researching as many possible fun ways to have some HARDcore fun in Wrestlemania X8 as we can. (By "we", I'm saying me and my wrestling pals, Matt, Peter, and Jon.) This FAQ really has undergone some serious alterations in the past few months. But, it feels to me like we've really accomplished something here. So, my decision to close the SMACKmail lines and make this Guide a final version is a good decision, I think. This seems to me like it'll be informative to anyone else who hasn't learned the joys of HARDcore action, and I sure hope I'm right. Anyways, enjoy the Guide!

II. Version History

1.0 - I've posted my first-ever version of the FAQ! Woo! I think I'll keep these boring version history quotes in the vault until I confirm that anyone at all will be reading this. Well, this version has the basics, with TLC and Steel Smashing hints, along with the mandatory Copyright info and whatnot. I'm researching for more to add here.

2.0 - I've added a whole new section, my "extra tips". This'll be the place I'll add most of my interesting and helpful content. The rest is really the basics for TLC beginners. Extra tips are more for experienced players (for the most part). Give it a look anyways.

2.1 - Added some more extra tips, basically about help for fighting triple threats and fatal four ways, and getting nasty computer opponents on YOUR good side.

2.2 - Added another extremely cool feature I just researched: Ladder Duels! It's so fun to go head-to-head with a friend, and say, hit a Molly-Go-Round from the top of the ladder in the middle of the air. Sweet!

3.0 - New category now: reader tips. This'll be a spot for this FAQ's readers to post some tricks for us to learn. Already got two really good ones, one of which will innovate my TLC experience forever. Go check it out to see what I mean!

3.1 - Put in some more tips, along with another mail. (What a short, boring entry.)

4.0 - The ULTIMATE HARDCORE learning experience. I've innovated my reader tips. It is now SMACKmail (Cool)!! It's much more organized and has way more content than before. With new tips in the tips section, and me finally posting this Version History I've been keeping, I'm loving this FAQ more and more every day. Can't wait for Wrestlemania XIX to come out for Gamecube, to write a TLC FAQ for that as well.

5.0 - Adding yet another new section. Just realising how HARDcore this

FAQ already is, so I'm adding a HARDcore section into the basics. Should be helpful for first-timers. Also added Marlin Mealer's new record of smashing 4 tables at once off a Sky-High Superplex (with Vince as the victim)! The max the record can possibly reach is 6. Can anybody reach that?! Is it even... POSSIBLE?!?

5.1 - WOO! We got ASCII Art IN DA HOUSE... not too intricate, or anything, but art is art. I feel so fine! I feel so fine! ... Ahem, sorry... anyways, unless I get a flood of SMACKmail, I'm going to be closing the email and making this FAQ a finalized version. Why? Well, along with the fact that Wrestlemania XIX is on its way, I've simply got too much work to do back here in the real world. I'm thinking of contributing my few spare moments to another 'Cube game, as soon as I get myself some inspiration. Then it's basically back to the drawing board. But, don't lose hope. CubeFreak will be back to rock a different Caz-Ba somewhere else in the Gamecube world, be it XIX or likewise. Farewell from possibly the second-last update to the Guide!

FINAL - Made the few last changes necessary, then submitted the <final> version of this Guide, ever. Yea, I'm sorry I won't be here to continue to answer any SMACKmail, but I've got an Eternal Darkness Guide in the works, I'll tell you right now, so anyone who'd like to join me in that other world, please do so! Anyways, "Thaaaanks for the meeemoriees..." and I'll see you someday in the future, FAQing up some other game. Later!

III. Steel Chairs: Not Just For Sitting On Anymore!

HARDcore matches. One of the greatest, most fun aspects of Wrestlemania X8. Taking a variety of weapons to your opponents, such as the Sledgehammer, the Trash Can, and the wrestling trademark weapon, the Steel Chair (plus many more). That, and picking up falls on the ramp to the ring? Priceless. Let's go over some basics now, shall we?

A) HARDcore Basics

Here's the lowdown on one of our favourite match themes:

* There are 5 kinds of weapons: Steel chair, steel pipe, sledgehammer, steel plate, and my personal favourite, the trash can. (Tables and ladders, too, actually, but they don't count, 'cause you can't use them in hardcore matches.)

* Weapons can be used to quickly raise your adrenaline, and quickly lower your opponent's. They cannot be used to gain special moves.

* Hold X and press A to acquire a weapon from under the ring, or from the ground. When holding a weapon, tap B for a weak swing, or hold B for a massive swing. You can press A to throw a weapon you're holding away, or to attack an opponent. Press X to just drop the weapon.

* The chair, trash can, and steel plate can be used to suplex or slam your opponents onto to also inflict pain. (Well, so can the pipe and the hammer, but it's harder since they're thinner.)

* When your opponent has a weapon, remember to press the R button at the right time to steal the weapon from them. Even if they throw it at you this strategy will still work.

* The other fun aspect of this match is that...

A) Falls Count Anywhere!

Yes, you heard it, folks! You can be ABSOLUTELY ANYWHERE in the environment to pick up a win. Here's more tips:

* You can pick up the pinfall on the outside of the ring, but it's harder to because of the ref taking so darned long to get to you from his cozy watching spot from inside the ring. Still, it is possible, especially if you slam an opponent through an announcer table, then go for the win.

* The easiest way to get an out-of-ring victory is to take some HARDcore weaponry with you out onto the ramp that leads to the ring. If every wrestler is on that ramp, the referee will follow you out there. At the top of the ramp, you'll see a great spot to spread out and take it to 'em.

* When on the ramp, many of your attacks will hit both your opponent and the ref. (Good thing there's no disqualifications, eh?) That may mess up your pinfall, so be sure you'll have a concious ref to count it.

* Be sure to check out the Advanced Player's Tips and SMACKmail! for many more hints on these matches!

IV. Tables and Ladders and Chairs, Oh My!

Seriously, though, TLC matches can be so fun. Tables are one of the greatest aspects of this game, and finding new ways to break opponents through them is great fun. Now, on with the tips:

There are mainly two types of ways to do physical table breaks: normal set-up, or turnbuckle set-up. You can set up a table on the turnbuckle by pressing X + towards the corner. The table will lean against the corner, and you can whip-whip your opponent into it, then break them through it with an A or B attack. Some running specials look especially impressive, like Rhino's gore. I have also found the running leg scissors (running A grapple) to look impressive. Heck, while you're at it, why not grab a chair or a ladder and break them through it with that!

The alternative to this is to set up a table normally. This is done with X. You can do many, many things with this, which I'll break down into 2 parts.

A) Standing Tables

Standing tables can be done from the ground, or from on the table. This method most commonly involves some kind of slam, suplex, etcetera, to get the opponent through. I'll list some examples:

* An Irish whip off the ropes + a grapple through a table. There are lots of different Irish whip grapples that make your opponent taste wood! One of my personal favourites is the flap jack.

* A slam move with both players on the table. You'll both go physically through and be stunned. Not recommended if your adrenaline is low.

* A slam move with the table in front of the players (This one takes time to set up. You've got to make sure they're between you and the table, and that your chosen move will reach far enough to get the job

done).

* Let's not forget the double team, such as the 3-D through the table! Those can be done on or around pretty much any table. Double power bombs, double back breaker, the double flap jack (recommended) and many more. (See our SMACKmail! to learn about doing the 3-D.)

* Of course, we can't forget the announcer tables. Both players must be physically ON the table in order for him/her to break through it. You must remember this in certain situations. You can, however, hit an opponent on an announcer table if you soar off a ladder (which is very difficult as it is).

* Experiment, go wild, and use your imagination. There are perhaps hundreds of different ways to set these up, be creative and have fun!

B) Jumping Tables

This category covers any flying move through a table. You can execute these in many ways. From the top rope, off the ropes, and of course, adding the ladder makes thousands of possibilities. I'll list some scenarios:

* A table is set up inside the ring; opponent is put on the table, player attacks from top rope. Try to hit them while they're still lying down for maximum effect.

* A table is set up outside the ring; opponent is put on the table, player attacks from top rope. Once again, hit them while they're lying down.

* A ladder is set up inside/outside the ring, with a table nearby. Opponent is put on the table, player attacks from ladder. Hit 'em while they're lying down for the best results. This one, if planned well, can be executed beautifully through the announcer table(s).

* A ladder is set up inside/outside the ring, with a table nearby. Opponent and player climb ladder, opponent is suplexed off ladder through the table. Punching them off through the table does NOT work. While inside the ring, to suplex the opponent through the table, try setting up the table against the turnbuckle, then putting the ladder on a diagonal. The table doesn't get shuffled around.

* A table is set up outside the ring. The player stands on the apron (player must have the "suplex to outside" move) and suplexes the opponent through the table. Quick and effective.

* A table is set up outside the ring. The opponent is put on the table. The player performs their attack from either the apron or the inside of the ring, to put the opponent through the table. Some examples include:

- Double Axe Handle from apron
- Moonsault from apron
- Flip attack from inside the ring
- Flying body press from inside the ring

...There are many possibilities. Be creative, have fun, and make them taste wood!

V. The Art of Steel Smashing

Yes, it's always satisfying to grab William Regal by the neck and slam him down through the steel and onto the unforgiving canvas below. There are many things to keep in mind while battling while confined within steel, and I'll list some of the basics for you now. This will also be covered in 2 parts.

A) Cage Matches

Ah yes, the occasional cage match. There's not too much more to know about this, I'm only including it because it supposedly is directly related, or something like that. Anyway, here's a list of hints to keep in mind:

* Use the cage to inflict pain! No, not by smashing your opponent into it. Climb up, then once you're at the top, press B + toward the inside of the ring to perform a flying elbow drop.

* When your opponent is on the ropes, you can't send them toppling out of the ring. Keep them stuck for as long as possible by doing continuous B button attacks.

* When your opponent tries to escape the cage, you can either climb up and throw him to the ground with A, or bounce off the ropes on that wall of the cage to make him lose his balance and fall off. Of course, I'd recommend throwing him because it does him more adrenaline loss, but for a quick save then just go off the ropes.

* When you're trying to escape, hold A and wiggle the control stick as fast as possible to speed up the process.

* If you're playing a triple threat with computers in the cage, get the two interested in each other, preferably after their adrenaline is really low. Then, while they fight it out, sneak out of the cage and pick up the win.

* In the cage, you climb up to the top rope much faster. Try going aerial for your attacks, since you can get them off quicker.

* If you're in a triple threat, tag team, or fatal four way match, and your opponent is escaping (and no one else is gonna do squat about it), and you're over your head in a fight with another guy, irish whip him off the ropes against the wall of the escapee's cage to knock him off.

* I really can't think of anything else for this. Play on and good luck!

B) Hell In A Cell

I am SO glad the good people at THQ and Yuke's included this in Wrestlemania X8! This is THE most brutal match in the history of wrestling, free for you to set up and play in at will. So check out these extra tips and let the carnage begin!

* Let's begin with the basics. There's only 2 hardcore items under the ring, so use them wisely!

* Using the irish whip, throw your opponent into one panel of the cage 3 times. Then, it will break, allowing you access to the rest of the arena.

* The only tables in THIS match are the announcer tables. Awwwww :(

* You can climb the outside of the cage with X.

* If you spot your opponent climbing the cage, you can grab an item and hurl it at them, sending them crashing to the floor! HAH!

* If you're up top, and your opponent is climbing, punch them AS SOON

as they reach the top. Doing so will send them off the top and to the ground!!! This takes PERFECT TIMING. If you're even a little too late they won't fall. (See our SMACKmail! for more tips on this.)

* If you're up top, and you spot your opponent on the ground, press B + towards the edge to hurl yourself off the top and onto your opponent! Unfortunately, you can only use your first jumping attack, and not your second. If you're using your create-a-wrestler then be sure to plan that accordingly.

* Don't forget, if you're climbing up the side of the cage, you can always perform a flying elbow drop by pressing B + towards the outside.

* Okay. This match wouldn't be complete without a hit through the top of the cell! So grab your opponent and slam them onto the same panel THREE TIMES. After the THIRD time the panel will break.

* On that third slam, try moves like the neck hanged slam or the body press drop, so that only your opponent goes through and you stay safe up top. Then you can look down and laugh at them. Otherwise, you'll go down with them and will lose precious adrenaline.

* That's all for this section. Have some fun with this one!

VI. Advanced Player's Tips

Here are some miscellaneous tips for the more experienced player that I think are very useful.

* If you're planning a huge table break, then usually tables and ladders can be shuffled around. This gets annoying, to be sure to plan your breaks carefully.

* Computer opponents can screw up your table break set-ups very quickly, but don't get discouraged. If they take down your tables or ladders, just run up, special 'em, and give it another try. Don't let it annoy you.

* Specials through tables against turnbuckles are a very good idea. It's always impressive to see a Chokeslam From Hell, a Bigboot, or a Gore send them crashing through.

* Specials through ANY kind of tables are a very good idea, especially on those good-for-nothing-much-else announcer tables. Besides, it's always funny to watch J.R. and King scramble out of the way when your opponent gets rolled on!

* Underneath the ring, you can grab a bottomless supply of tables in a TLC or Table match (which is helpful to experiment with), and some hardcore items in any other match! Just hit X+A and towards the ring to see what you can find. Be warned, though... using those items too much in a match with DQ's will get a win for your opponent! (There is a maximum of 6 hardcore items beneath the ring. Just a little FYI.)

* If you're in a TLC or Ladder match, and you're just recovering on the outside as your opponent climbs to victory, grab a table, a ladder, an item, ANYTHING, and hurl it with A. Hopefully, it'll knock down the ladder, and your opponent with it. It's much faster than having to climb in yourself and stop him.

* But if the opponent is being dumb and trying that trick while you're on the INSIDE of the ring, take your time to decide how to stop him. Go up top and superplex them off the ladder, or punch them off, then climb up yourself. Knock the ladder down with a punch or kick. Grab the ladder right out from beneath them.

* In any match, smashing your opponent through the announcer's table is ok, even with DQ's on! Just be careful if there's a countout, so that you don't lose because you took too long. However, you CAN beat your opponent to the outside then leave them there so that THEY get counted out, but that's a cheap trick and shouldn't be used against other humans.

* If you're in a tag team match, then for heaven's sake, don't just stand there when you're not tagged in! Go around to the other illegal partner and beat 'em up! Smash him through tables! Give him specials! Then get him tagged in and just go right for the pin, without doing anything in the ring!

* In a tag team match, if you need to make a tag, throw the opponent to the outside via irish whip, and then make your tag. It's completely legal to do this, so you can double-team him to your heart's content. Watch out, though, as your illegal opponent may come around and make the save, so you'll have to fight him off, too. After that, simply roll him back to the inside and go for a pin.

* If that ref is really annoying you, then why not rough him up a little? Or a lot? Or completely destroy him? When in a no DQ, no countout match, fight your partner onto the ramp that leads to the ring. The ref will come down to join you. Then just turn around and do what you want to him. He'll stand really close; so most attacks will hit him too, anyway. You can even perform a special on him. It's so satisfying to Gore or Pump-Handle Slam the referee when he's being a jerk. Or even roll him onto a table and smash him through it! So many possibilities!

* You CANNOT jump from a ladder to the outside of the ring (unless the ladder is set up on the outside). I've tried, there's some sort of force field. Okay, it's just the programming, but it's annoying. So don't even try it.

* Why just use one when you can put them through two?!? When you're planning a suplex off the ladder, try using two tables instead of just one.

* Why just use two when you can put them through three?!? Same as above, but this one's harder to accomplish. The tables have to be as close as possible for it to work.

* Don't forget, you can lean tables and ladders against the turnbuckle by pressing X + towards the corner. Irish whip your opponent into it, and then smash 'em through. The ladder definitely costs them serious adrenaline.

* Another little FYI: if your submission move at the legs is the giant swing, then you can use this to a great advantage. While swinging, your opponent can break tables, knock over ladders and bowl over opponents.

* VERY IMPORTANT! When you're playing with or against more than one

opponent, keep this IMPORTANT tip in mind: computer players go for whoever hits them. So, if you're in a triple threat match, and they won't stop double-teaming you, take one and throw him into the other. Easier done than said, of course. Like I've mentioned, the giant swing works well in that aspect. Example: Both computers are attacking you, and they won't get off your back. You use a sidewalk slam and the opponent you're holding hits the other opponent. Now, the other opponent will attack the opponent you just slammed.

* Turn on the "player indicators" mode to see who is targeting whom. It helps a lot in triple threat or fatal four ways.

* LADDER DUELS! This is a recently researched fun pastime. When fighting in a ladder match against your friends (that are human), set up two ladders at opposite sides of the ring, then climb to the top. Have a third friend act as a "Referee". The ref counts to three, or says "go", or something to that effect, and both of you jump off at the same time. Obviously, the winner of the duel is the one that successfully hits his opponent down. Molly-Go-Rounds, Hurricanranas, and moves that grab your opponent like that look the most cool. Just make sure you aren't TOO far away from your opponent's ladder, or you'll both just fall to the ground helplessly. And, be sure to target the right person, or else you'll end up hitting the ref or something. Make up your own rules for this game... just have fun with it!

* VERY IMPORTANT! THIS IS ALL IN CAPITAL LETTERS SO IT WILL STAND OUT. THIS IS FOR ALL THOSE PEOPLE WHO ASK ABOUT CREATE - A - WRESTLER MODE (OR C.A.W. MODE). There are ABSOLUTELY NO MASKS in C.A.W. mode. Why? I don't know, so don't ask me this question anymore because I JUST TOLD YOU IN CAPITAL LETTERS! (Note from sane Adam: I've gotten many letters asking about masks, so you can understand my frustration. No more "Mask Mail", please. But, don't forget to send in any other questions. I've always answered them as best I can.)

* In SMACKmail!, we've read about sending your opponent off a ladder to the outside through a table. (If you haven't, go see mail #2 right now, silly.) I've found that the opposite can be accomplished as well! So, set up your tables on the INSIDE of the ring, and set up the ladder on the OUTSIDE, then suplex your opponent to the inside through that table.

* Don't forget hardcore! Here's some cool hints for you when in a match WITH disqualifications: firstly, you can bring hardcore into the ring, and slam your opponents onto those items, but you can't ever hit your opponent with them. So, bring in a chair and slam your opponent on it, it's totally legal and will put some pain on them. Secondly, in a tag team match-up, non tornado, and you're the partner that's not tagged in (not legal), you can whip out hardcore items from beneath the ring and pummel both your opponents without getting DQ'ed! If you're legal, though, then you're out of luck if you try that on either guy. It's great to wear out the other opponent while your partner softens up the guy on the inside, watch the tag get made a bit later then just cover him for the 1 - 2 - 3. Easy wins.

VII. SMACKmail!

Here's my official section for answering my mail, and basically conveying hints and tips to you all whilst proving that our readers are cool, crazy, and innovative. How great is that?! Well, how great WAS

that. I'm not taking any more mail, since the guide is closed, but hey. Don't let that stop you from reading the letters of those who took the time to SMACKdown their opinions and questions in the Guide! Learning from others is often times a very useful strategy!

#1 - From Jordan McColl:

"if you want to knock some one off the cell in hell in a cell you can use the spear move just as they are climbing on to the top (instead of punching). It cause a lot of pain to your opponent then you can jump off the call on them."

*ADAM SAYS: Keep in mind that opponents may dodge your attacks at any time, but not whilst climbing the cage. So, whack 'em good, but be careful NOT to miss when jumping off the top! Thanks for the mail, Jordan!

#2 - GotenksSSJ343 Wrote:

"OK I have a little hint for ladders.

It happened when I was in a ladder (TLC will work also with more funnier results) match when I was on the very edge of the inside of the ring. (Right before the ropes). My stupid COM opponent was driving me nuts so I was planning to smash him through a table after I suplexed him off a ladder. We after we both got to the top of the ladder (now this was as close as it could be set up to on the left ropes inside the ringed) I suplexed him and when we where halfway in the air and I let go he fell into the outside of the ring not only that. He fell right into the table I set up for later. After I recovered from the fall he never got from the time I set up the ladder in the middle of the ring until I was 2 grabs from getting to the belt which was about 10-15 seconds.

Plain and simple if you have a ladder in your hand go to the side so your back is almost touching the ropes set up the ladder get you and your opponent on the top and make sure your victim is on the end facing away from the outside your going to toss him to. Suplex them and luckily after good setting up and luck there on the outside of the ring and luckily if you put a table on the out side lined up with the ladder. (About halfway from the apron to the audience wall.) You should also get them through the table giving you a good guarantee of winning unless there on the highest difficulty then they get up quick.

Whew! Sorry for the long letter!"

*ADAM SAYS: I don't mind long letters at all, so don't be afraid to write them for me! And as for the tip, I have confirmed myself that this does indeed work! It's harder to do against a computer opponent, but it IS possible. Congratulations to Gotenks for figuring this one out. That is quite a feat!)

#3 - Now, One From Vep Yohinkinshwar:

"I was wondering if you had some sort of record for how many tables you've put an opponent through at one time. I can only smash two at a time. If you have any tips for smashing 3 or more, please send them."

*ADAM SAYS: Well, I won't only send them, I'll write them as well. It is very possible to smash three at once. I find this is easily done by setting up a ladder in the ring, then putting one table against the turnbuckle, and setting the other two up normally. Then suplex the opponent through all three. However, you can set up all three normally and do the suplex IF you put them close together, and in the right places. Try throwing other opponents onto the tables to add extra pain to the equation. I've never broken more than three at once, since three is the maximum number of tables allowed in a TLC match at one time.

However, since six are allowed at once in Table matches, it is very possible to break 4 to even 6 at one time. If anyone ever reaches four be sure to let me know so we can praise you for your excellence. Here's a suggestion: why not try a sky-high suplex through four tables? Hard, but possible!!!

#4 - Paul Holmes's Mail:

"I'm from Blackpool, England (same town as William Regal - yeah I know, he sucks, but were not all like him). I thought your FAQ on WMx8 was cool, and you mentioned about 3D'ing your opponents through tables. How exactly do you do that? I've done everything else on WMx8 except some cool tag team moves. If you know how, then I'd appreciate it if you could help."

*ADAM SAYS: I'm glad to know you're not all like Regal over there. Relief. (By the way, I'm extremely impressed about the readability of your letter, unlike many others. Well done!) Well, anyhow, a 3-D through a table is very possible. Any tag team move is best done with a human partner. You have to stand RIGHT NEXT to your teammate and both grapple at once. You can both grapple from the front, from the back, in a "sandwich" (one player in front, one in back) and off an Irish Whip. The 3-D is accomplished off an Irish Whip. It's easier to "Create A Wrestler" and then customize your own tag team moves.

I know it's hard to do this with a computer, but it can be done. It is possible to give your computer partner a command using the + control pad and Z button on your gamecube controller. When holding Z, press the + control pad in one of the four directions. This will either:

- Tell the CPU to attack the Referee (used to break up a count)
- Tell the CPU to attack the legal opponent (the one IN the ring)
- Tell the CPU to attack the illegal opponent (the one OUT of the ring)
- Tell the CPU to stand right next to you (to accomplish a tag team move).

I'm not quite sure which one is which, you can look them up in your instruction manual you got with your game (under "controls", right near the end of the chapter). It's still hard to get the CPU to do what you want it to. But take your time, and be patient, because CPU's are stupid and you have to be careful when setting up a partner move. Like I said, having a human partner is much better.

In any case, the 3-D. Set up a table right behind you (about in the middle of the ring) and stand in front of it, not quite at the middle, but a bit towards the top. Have your partner stand behind the table. If done correctly, it SHOULD work, it has for me anyway. Of course, don't stop there. Using almost any kind of double team, you can break a table using almost any method. Give 'em all a try.

#5 - Rob Saunders Writes:

"Hi I read the peace you wrote on table and cages. the game sounds good. I also write things on games and am hoping to make my own website. I will let you no if I do. I am thinking or getting it and was wondering if I could ask you a few questions.

1. Do the tables vanish once they have been used? (annoys me when they do)
2. is Reagle playable? (I am English and love the dude)
3. Is there a Mexican wrestling mask in the make a wrestler mode? (other words can you make Ray)
4. Is there blood."

*ADAM SAYS: Remember back in the day, I said some stupid thing about grammar... ahem! Firstly, the tables vanish, JUST LIKE IN NO MERCY, you wrestling obsessed peoples. Secondly, Reagle IS playable. I've already

yelled a lot about no masks, and there is absolutely no blood. There WILL be in Wrestlemania XIX though... that's about all we know about it right now anyway...

#6 - DejectedSeraphim Says:

"I saw that you did a Wrestlemania X8 FAQ on GameFAQs, however no one on the site lists how to set up an opponent on a table. How do you do it?"

*ADAM SAYS: You know? That's kinda funny, how nobody mentions this stuff... well, for those who don't know, you Irish Whip your opponent towards the long end of a table, and he'll roll on. Then, climb up yourself with X and break him through as you see fit!

#7 - Richard Edgson Wins The Longest Mail Award, And In It, Says:

"I read your review of WWE WrestleMania X8 on Gamespot and thought it was cool. I also read that you said you could answer any further questions about the game if we wanted to ask them. Sooo

Here's my Long-winded Question! (and mini story) ----->

I've been addicted to the THQ series of Wrestling games every since WCW/nWo REVENGE. I thought that game KICKED ASS !

I loved it because of the kinda "Back to Basics" element to the game play.

I found there was this new and weird kinda strategic way to play.

It was slow, which gave you time to think about your moves.

It had an amazing Counter system which meant the game play was never dominated by a player once they had "got there game on" and got going, this fresh counter system provided a second method of play.

The arcade style of "Button bashing" was another thing I absolutely adored! Like for example; when you get into a grapple and have to bash the A button until someone loses the duel.

All these things made the "typically Fighting Game" different for me and this is why me and my friends enjoyed it so much.

It became more of a "Thinking Game" rather than the typical fast-paste arcade fighters.

With the options of setting the matches up so that you could win with either:

A Pin

A Submission

A Knock Out (my favorite, coz it can be soo unexpected!)

As THQ released the next 2 in the line (WrestleMania 2000 and No mercy)I was abndont to purchase them, just to see what they might have improved!

Which brings me to the reason for this e-mail.

I have not bought a Game Cube, so I have not had the chance to try out this latest THQ offering.

If you would be soo kind as to answer some my questions, I would be SOOOO grateful ! e.g

~What's the game play like in general ? (Slow or Fast?)

~How similar is it to N64's (WrestleMania 2000 and No Mercy)

~Is the countering still as fun and are the little "Button Bashing Duels" still there?

~Does the Royal Rumble follow the same format, in the sense that by pressing (Z) you can take over a AI player ?

~Basically I would be really really grateful for a comparison to WrestleMania 2000 and No mercy.

~Thanks very much for reading this and if you could reply back ASAP that would be great!"

*ADAM SAYS: Well, you're not the first to ask me to compare this game

to No Mercy, and I'm sure you won't be the last, even AFTER I explain it... ahem! Let's see... we'll start with grappling. It's not like No Mercy where you stay in grapple for, say, two to three seconds. You go right from the grab to the move, basically increasing the realism. The game is also more striking than grappling-oriented, so it's better for first-time wrestling gamers. You also asked about counters, which there is no button bashing, much to the relief of your controllers. You've got to press the correct reversal button at the correct time, otherwise, the moves are unavoidable. As for the game play itself, it's much more fast paced, forcing you to really be nimble and literally "think fast", otherwise before you can say "holy ****" you'll be pinned for the 1 - 2 - 3. There's no real taking over for any other players in this game, nor are there backstage areas. This game mostly tries to model itself after the showcasing of the superstars, with the full entrance videos and songs. The CAW is less extensive, the specials you get can be saved up to be used for later, there's so many differences I'd be here from 3 in the morning to... well, 3 in the morning the next day explaining all of them. The best way to find all these details is to rent a gamecube and try it for yourself.

#8 - Richard Edgson Comes Back For More:

"Hi there! It's Rich here again,

I was in town today picking a copy of Edge Magazine, which had this special on looking back at retro games for the last , .. like 30 years or so and it got me thinking how much I've enjoyed watching the Computer Games industry (especially Nintendo and Sega) develop over the last 10 years.

Which made me wonder how is it, that I would go about getting a job at GameSpot or a similar position as yours, reviewing games, providing information , helping the public etc ?

Do Gamespot even take on people to work for them ?

I really couldn't get much information from the website.

I know it's not typically a question about gaming or a game.

But if you could give me some kind of feed back on my Inquiry that would be sooooo helpful.

My Up-points: I would be to say that I've got a vast knowledge in 1990's console games and I probably specialize best in Nintendo games right back to the NES classic's like Kung Fu and the original Metroid (Which I never did complete, bloody game)"

*FROM ADAM: Well, first, I got a laugh from the line, "getting a job at GameSpot or a similar position as yours". As if my position holds ANY importance whatsoever. AHEM! (I know this subject is off topic a bit, but It's helpful nonetheless.) Here at GameFaqs.com, you can submit things like FAQ's and reviews for free, but at Gamespot, you can become a paying member to express your opinion basically more professionally and for a wider audience. You DO have to pay, though, so you could just take the path I've chosen with this happy group here. I've loved writing for this site right here, myself. But, well, some people think otherwise... anyways, about your knowledge. By now, there's probably numerous people who have written about games as old as the ones you've told me about. However, I wouldn't lose hope at that line alone if I were you. You would definitely make a good game critic, reviewer, et cetera. Now, at Gamespot, you still have to be a member to review a game, or so I'm led to believe. But, still, there are many sites that would be greatly privileged with knowledge and experience such as yours. I'm positive you'll find the right place for you.

#9 - Marlin Mealer Has Broken Our Table Record:

"yo Adam i was in a Table match v.s. Vince and i superplexed him off

the top rope through 4 tables trying 6 now"

*FROM ADAM: That has a cool ring to it... I should really call this mail column "yo Adam". AHEM. Way to go, Marlin! Anyone think they can break 5 or 6?!? Just TRY to break that record! (And, I'm thinking that suplexing a TALLER and/or FATTER character might make it easier to break more tables, what with no weight recognition in this game and everything... *grumbles*)

VIII. Credits

Lesse... who to thank, who to thank...

-> Matt, Peter, and Jon, for helping me research all the glorious ways to break opponents through tables, duel with ladders... that list goes ever on and on.

-> CjayC, for hosting my Guides and running this most excellent website.

-> Yukes, THQ, Jakks Pacific, and Nintendo, for making this game happen in North America.

-> Everyone who has contributed to our SMACKmail.

-> Not forgetting YOU, for taking the time to read this Guide!

IX. Contact Info

Well, you CAN drop me a line at adamtuck5050@hotmail.com or adamtuck@rogers.com if you want help with this game, any other game, or with GameFAQs in general. Don't expect to see your letter in SMACKmail, though, since this guide has reached its FINAL version. Yes, it happens to every guide worth reading, and it sucks, I know. But let's deal with it.

X. Copyright Info

Here we go, once again, with the copyright. AHEM... this Guide is NOT Copyright 2003 for ANYBODY. This guide may be freely copied, plagiarized, printed for personal use or even duplicated and have all the names changed so everyone will think it's really somebody else's. I didn't make this thing to get credit. I made it for people to get informed. And if people copy the information to distribute to others, well, that's just doing what I HOPED would happen, right? (Oh, and don't send me mails asking to host this, alright? Just do it without my permission if you want to!) So, go ahead. Do whatever you wish with this information. This guide is for the peoples. Treat it as such! As for me... see you over in the XIX universe!

~ CubeFreak \\/\ Adam Tuck