

WWF No Mercy FAQ/Move List

by Brakker Z

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WWF No Mercy FAQ/Walkthrough/Move List Version 1.4

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1. Introduction

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Man do I love WWF No Mercy! It is one of the best games of all time. That is why I have decided to make a FAQ/Walkthrough/Move List. I have been working on this for weeks and hope you like it. I din't tell anyone about this cause I wanted it to be a surprise(that's also why I stopped sending in WWF No Mercy Wrestler FAQs). Here it is!

Let`s get Ready To Rumble....

2. Updates

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Version 1.0- 02-27-01: I have been working on this for weeks now and have finally submitted the first version which is not 100% complete but has lots of stuff.

Version 1.2- 03-01-01: I put everything that I did not put the other day. Put up some more of the wrestler FAQs, made the splicing moves, sharklink and smackdown mall and several other sections. I completed the Did You Know?! section. Yes, I know the hardcore and intercontinental maps are screwed up. I will try to fix them ASAP.

Version 1.3- 03-04-01: Small update. Changed some mistakes in the Did You Know?! section.

Version 1.4- 03-05-01: Corrected some more errors in the Did You Know? section. Added a couple of wrestlers' FAQs/move lists.

3. Move List

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[Coming Soon]

4. Walkthrough

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= C> INTRO / HOW TO USE THIS WALKTHROUGH =

NO MERCY has a great story mode. It also gauges you on how far you've come to completing the story by giving you a percentage. To increase this percentage you must unlock the many scenarios for each championship. To do this you need to meet certain conditions (which most of the time is win or lose) at key chapters in the game. This faq will help you find out which chapters you should do these criteria. Also note that the blocks won't be added unless you complete the the championship. Meaning that if you unlock several new blocks, it won't register it until you pass the game.

The following is a quick guide to getting the many scenarios for the different belts.

I didn't put in any details, since in the process of getting all of the "BLOCKS" you'll come across all the scenarios anyway.

The following diagrams are exact replacations of how the story trees are displayed in NO MERCY. So that way if you're missing a BLOCK you can see quickly how to get it.

The lines represent the different paths and the following rules will apply:

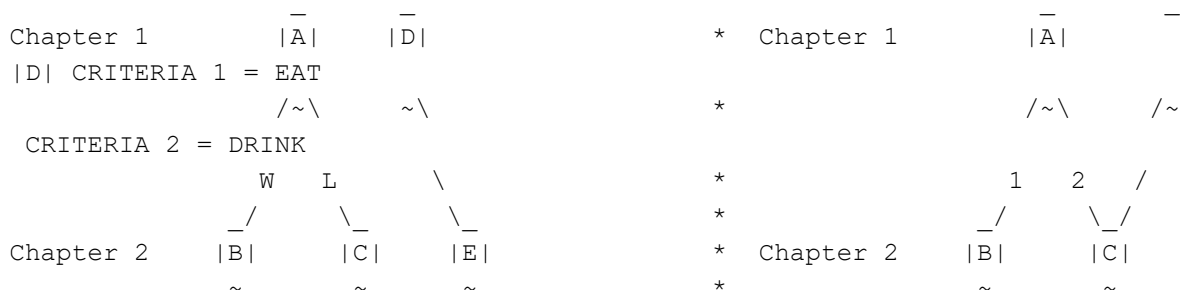
>> W indicates that a win must be made to follow that path (a win denotes that you successfully fill the criteria that counts as a win(i.e. Hit your opponent wit a weapon at least 5 times) if you don't do this, then it'll be considered a loss)

>> L indicates that a loss must be made to follow the path

>> An unbroken line mean that that is the only path available

>> if a number (i.e. 1,2,3,4..) is used, then a specific criteria must be made which will be noted underneath it's respective diagram

*****=EXAMPLES=*****



This example is straight forward. In order are used (hence the to get from point A to B You must win B follow what it says (NOTE: Read explanation of win above). to get from A to C To get from point A to C, you need to get Note also in this a loss. From point D to E means that for to C, many graphs are one reason or another, you can't go on any the best route for you. other path (i.e. You must win, or it doesn't matter W or L)

*
* In this example, criterias
* numbers). To get from A to
* for criterion 1 (EAT), and
* follow criteria 2 (DRINK).
* example that D also leads
* like this too... so find
*
*

>> For the quick paths, an * means that there is no alternate path that can be made.

for example: W,L,*,W

It means that on the first chapter you Win(W) second chapter Lose(L) and third chapter which is an * means that you don't have a choice where to go, and the forth chapter you need to Win(W) hence the W,L,*,W

>> The diagrams in in the following order (shortest first)

- 1> WOMEN'S 100% Total Blocks = 20
- 2> LIGHT HEAVYWEIGHT 100% Total Blocks = 25
- 3> EUROPEAN 100% Total Blocks = 49
- 4> WWF CHAMPION 100% Total Blocks = 52
- 5> HARDCORE 100% Total Blocks = 56
- 6> TAG-TEAM 100% Total Blocks = 56
- 7> INTERCONTINENTAL 100% Total Blocks = 57

I suggest that if this is your first time using the guide, follow the WOMEN'S belt so you can get the hang of it

NOTE: I've noticed that a lot of the criteria explained before the matches in Championship are incorrect (this is very apparent in IC and HARDCORE mode). So if the diagram says to lose, and the game says you have to win.. (at the risk of sounding arrogant) take the guide's path. And if you come across an error, please let me know.

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= D> WIN CRITERIA CLARIFICATIONS =

This section clarifies certain win condtions that are clear to several people

- MAKE OPPONENT BLEED

Means that you make the opponent bleed (duh), AND win match (however, sometimes you don't have to win, but just win to make sure)

- BEAT OPPONENT ON ANNOUNCER TABLE

Means that you need to get your (any) opponent onto the announcer table located directly below the ring (use C-UP to throw them on it, and to climb it) and do a move (to your opponent) that will break the table, then win the match

- USE WEAPON ON OPPONENT AT LEAST 5 TIMES

Just grab a weapon and beat the hell out of your opponent with it (throwing does not count as a hit) then win match

- USE WEAPON ON OPPONENT AT LEAST 10 TIMES

Same as above, except beat the hell out of your opponent twice as much

- USE STRONG GRAPPLE AT LEAST 10 TIMES

Um, yeah exactly what it says, if you don't know how to do a strong grapple better learn :-)
Then win match

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= E> GAMEPLAY TIPS =

Here are a few tips that'll help you get those wins/loses and other stuff a bit easier

- Try to pick someone with a quick special (Stone Cold Stunner is ideal) that way you can do

3-4 of them during one special. This really helps on handicap matches

- If you really want to lose a match, get counted out or DQed. if both are off, then do a move

that you know will be reversed into a small package (like the shoulder breaker) and hold the analog stick in any direction (this is a way to concede)

- Another trick that I found out to win fast and easy (especially in Tag-Team) is that if the

outside count is on, put your opponent outside (legal man for tag) and roll them onto the

announcer table. Stand just out of range of their kick, and you'll notice that the computer

will kind of stay on the table.. wait until the count reaches 19, then just before the number

19 fades away, slide in for the win.

- If countout is off, here's an easy way to win tag-team matches (bit lengthy though).

Throw your opponent outside (legal man of course) and keep doing the same submission hold

(make sure it's a hold you can win with) until the tap out. Of course if it isn't a hardcore

match, you won't get the win. Once you see the legal man tap, do the hold one more time so

that they tap out again. Now after the second (or 3rd, or 4th depending how cruel you want to

be) Toss him/her back inside and slap on the submission hold again. They'll tap out so quick, their partner won't be able to kick you off, and the win will be yours

- Last but not least if you find the game too difficult at times, take a breather and come back to it later. Spend the time making a new wrestler. Have fun, after all isn't this what is all about

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= F> IN DEPTH CHARTS =

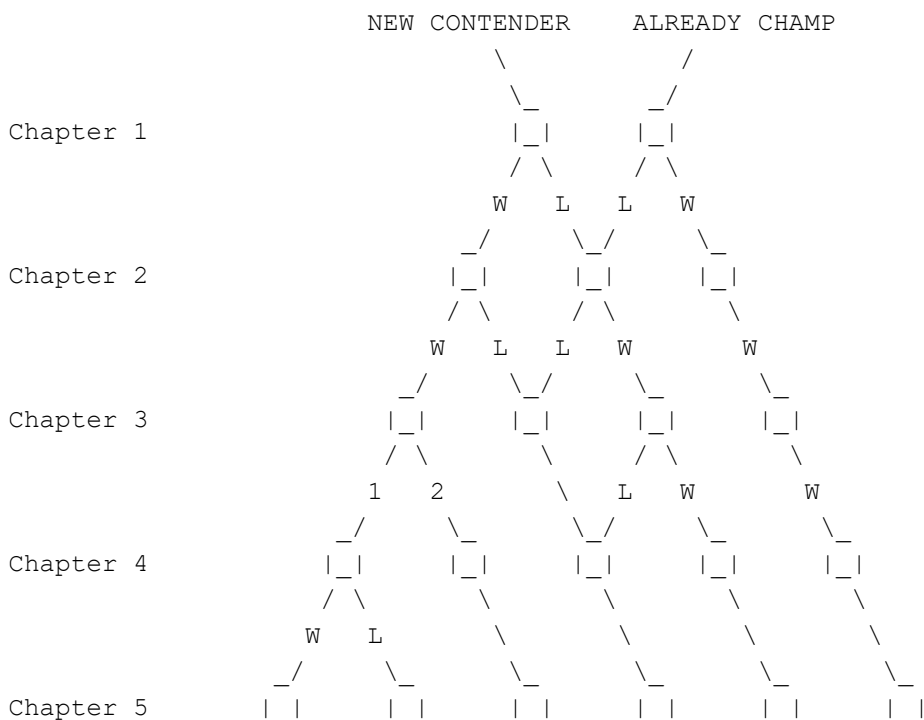
THE FOLLOWING IS THE IN DEPTH CHARTS FOR ALL THE CHAMPIONSHIPS

For the quick paths, an * means that there is no alternate path that can be made.

for example: W,L,*,W

It means that on the first chapter you Win(W) second chapter Lose(L) and third chapter which is an * means that you don't have a choice where to go, and the forth chapter you need to Win(W) hence the W,L,*,W

** 1> WOMEN'S CHAMPIONSHIP **

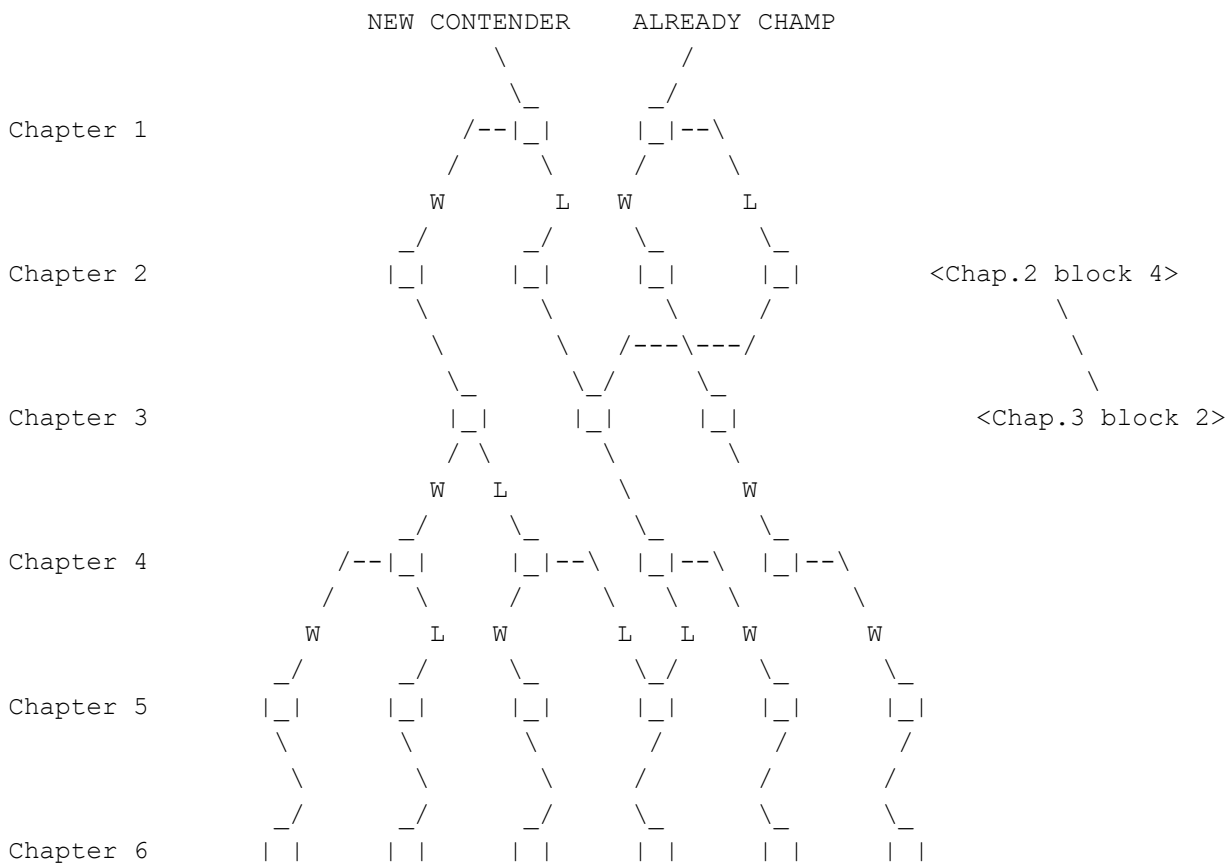


QUICK PATHS

NEW CONTENDER	ALREADY CHAMP
-----	-----
W,W,1,W	W,W,W,*
W,W,1,L	L,W,W,*
W,W,2,*	L,L,*,*

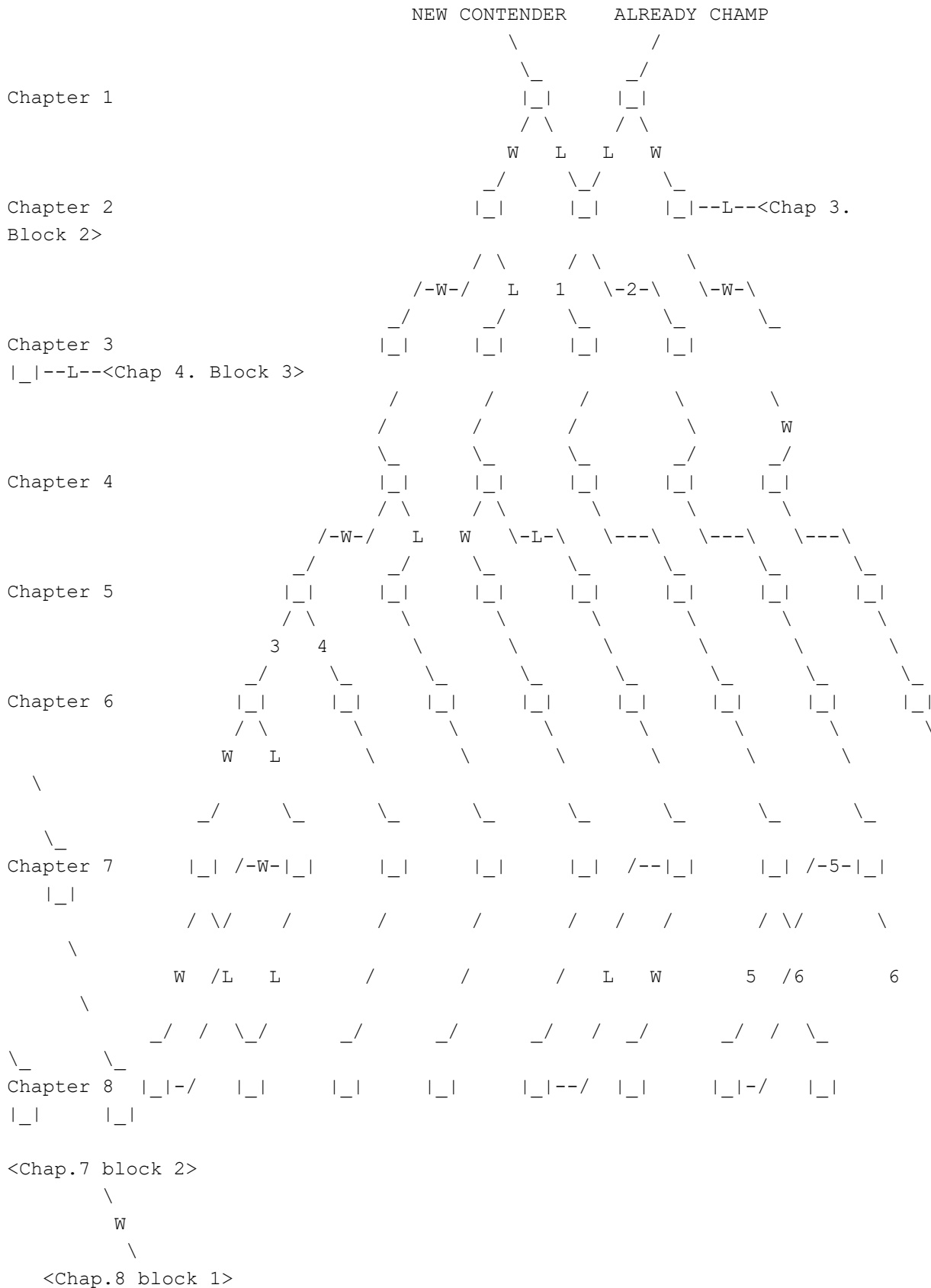
CRITERIA 1 - (AS GUEST REFEREE) LET PERSON WHO ASKED FOR HELP WIN
 CRITERIA 2 - (AS GUEST REFEREE) LET PERSON WHO ASKED FOR HELP LOSE

 ** 2> LIGHT HEAVYWEIGHT CHAMPIONSHIP **



QUICK PATHS

NEW CONTENDER	ALREADY CHAMP
-----	-----
W,* ,W,W,*	W,* ,W,W,*
W,* ,W,L,*	L,* ,*,W,*
L,* ,*,L,*	
W,* ,L,W,*	



QUICK PATHS

NEW CONTENDER	ALREADY CHAMP
W,W,*,W,3,W,W	W,W,W,*,*,*,*
W,W,*,W,3,L,L	L,1,*,*,*,*,5
W,W,*,W,4,*,*	L,1,*,*,*,*,6
W,W,*,L,*,*,*	L,2,*,*,*,*,6

/	/	/	/	/	\
UNLOCK	UNLOCK	UNLOCK	UNLOCK	UNLOCK	UNLOCK
MICK	LINDA	VINCE	EARL	ANDRE	SHAWN
FOLEY	McMAHON	McMAHON	HEBNER	THE GIANT	

MICHEALS

QUICK PATHS

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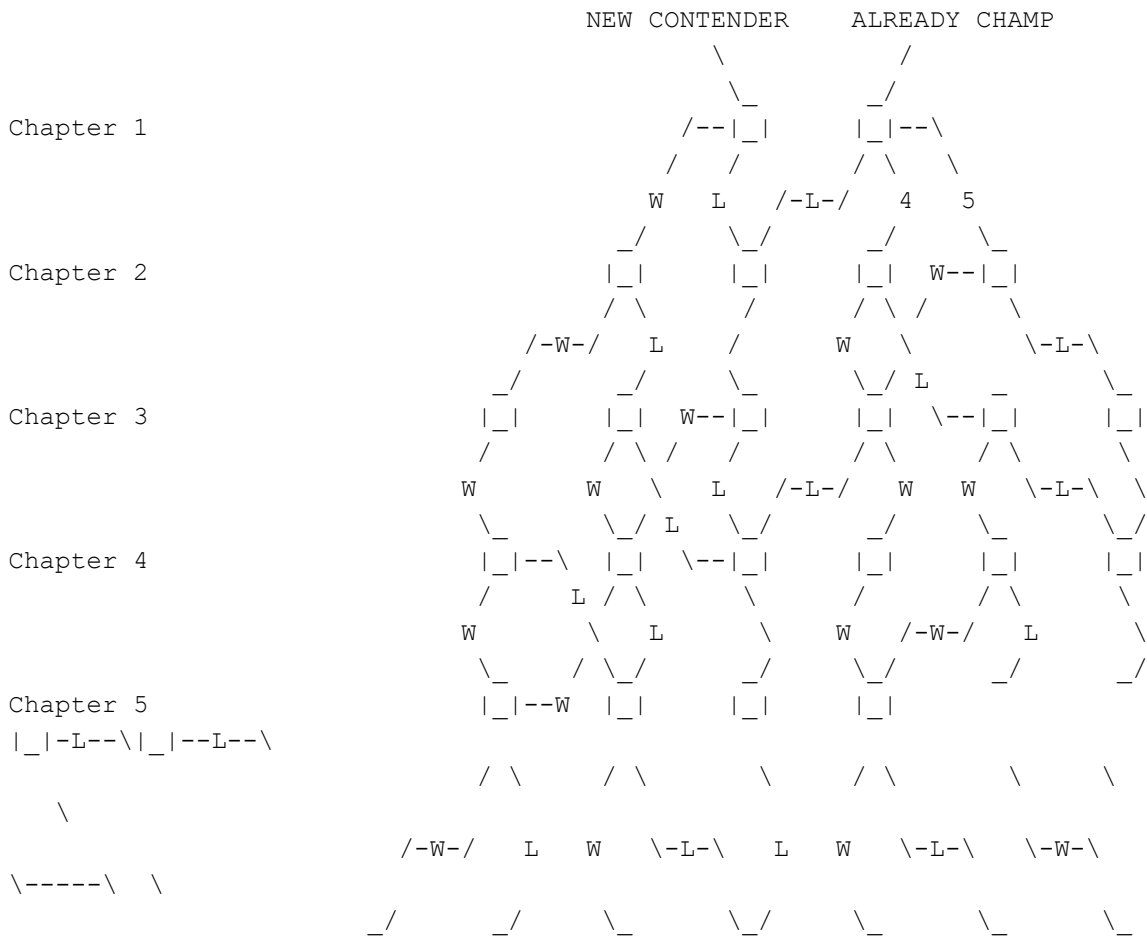
-----
NEW CONTENDER          ALREADY CHAMP
-----
W,W,*,*,*,*,*,W,*    W,*,*,*,*,*,*,*,W,*
W,W,*,*,*,*,*,L,*    W,*,*,*,*,*,*,*,L,*
L,*,W,*,*,*,*,W,*    L,1,*,*,*,*,*,*,*
L,*,L,*,*,*,*,L,*    L,2,*,*,*,*,*,*,*

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CRITERIA 1 - ELIMINATE 20+ OPPONENTS (BUT DON'T WIN)
 CRITERIA 2 - DON'T ELIMINATE 20+ OPPONENTS AND LOSE THE RUMBLE

 ** 5> HARDCORE CHAMPIONSHIP **

AUTHOR'S NOTE: Do to the complexity of the HARDCORE course I omitted several paths, due to it's redundancy (blocks can be acheived by other means) if you're still confused, just use the quick paths



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Chapter 6 /--1--|_| |_|--L |_| |_| |_|--\
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\-----L-----\ \ \
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Chap- |_|---/ |_| |_| |_| |_| |_| |_| \---|_|
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Chap- |_| L--|_| |_| |_| |_| |_| |_| |_| L--|_| |_|
      |_| |_| |_|
ter 8

```

UNLOCK
CACTUS
JACK

QUICK PATHS

```

-----
NEW CONTENDER          ALREADY CHAMP
-----
W,W,W,W,W,1,L         W,W,W,W,W,1,L
W,W,W,W,W,2,*         W,W,W,W,W,2,*
W,W,W,W,W,3,*         W,W,W,W,W,3,*
W,W,W,W,L,W,*         W,W,W,W,L,7,*
W,L,W,L,W,L,6         4,L,W,L,W,L,*
L,*L,*L,*L,*         5,L,**,L,*,*

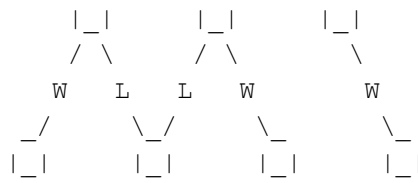
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- CRITERIA 1 - SAY NO TO APA AND THEN WIN FOLLOWING MATCH
- CRITERIA 2 - AGREE TO HIRE APA
- CRITERIA 3 - SAY NO TO APA AND THEN LOSE FOLLOWING MATCH
- CRITERIA 4 - WIN USING A WEAPON AT LEAST ONCE
- CRITERIA 5 - WIN WITHOUT USING A WEAPON
- CRITERIA 6 - SAY YES
- CRITERIA 7 - PAY THE MONEY
- CRITERIA 8 - SAY NO

** 6> TAG-TEAM CHAMPIONSHIP **

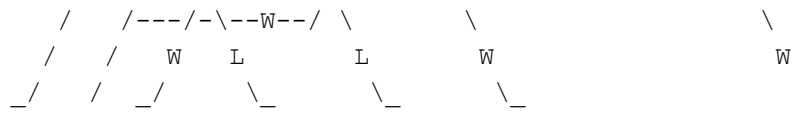


Chapter 2

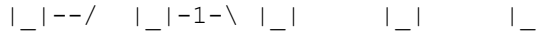


Chapter 3
block 3>

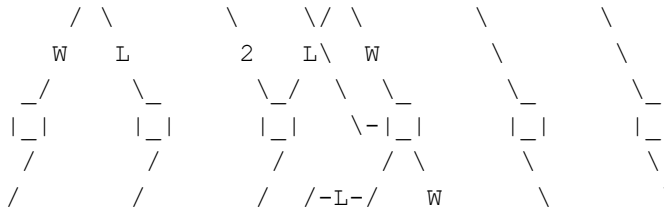
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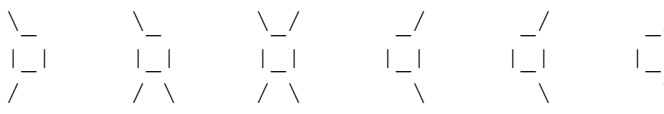
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<Chap.4 block 1>



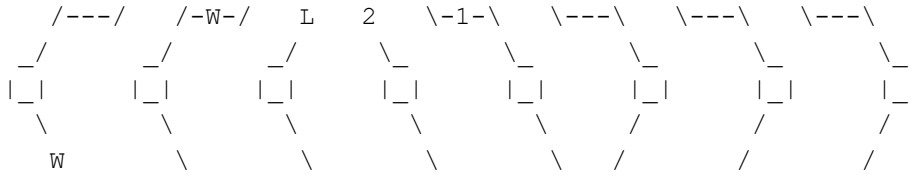
Chapter 5



Chapter 6



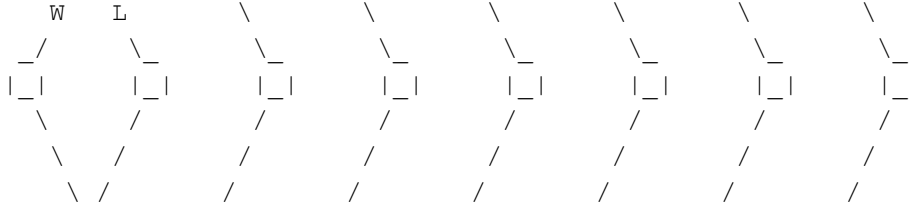
Chapter 7



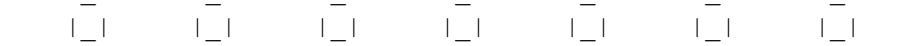
Chapter 8



Chapter 9



Chapter 10



QUICK PATHS

NEW CONTENDER	ALREADY CHAMP
W,W,*,W,*,*,W,W,*	W,W,W,*,*,*,*,*,*
W,W,*,W,*,*,W,L,*	L,W,L,*,*,*,*,*,*
W,W,*,L,*,W,*,*,*	L,L,L,W,W,*,*,*,*
W,W,*,L,*,L,*,*,*	L,L,L,W,L,1,*,*,*
L,L,W,2,*,2,*,*,*	

CRITERIA 1 - LET SHANE LOSE

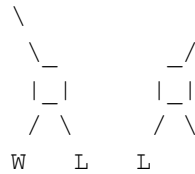
CRITERIA 2 - LET SHANE WIN

** 7> INTERCONTINENTAL CHAMPIONSHIP **

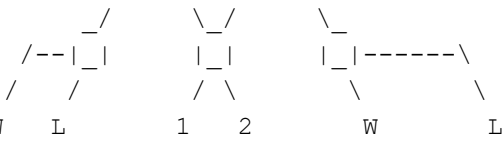
(Courtesy of: Daren Chencinski)

NEW CONTENDER ALREADY CHAMP

Chapter 1



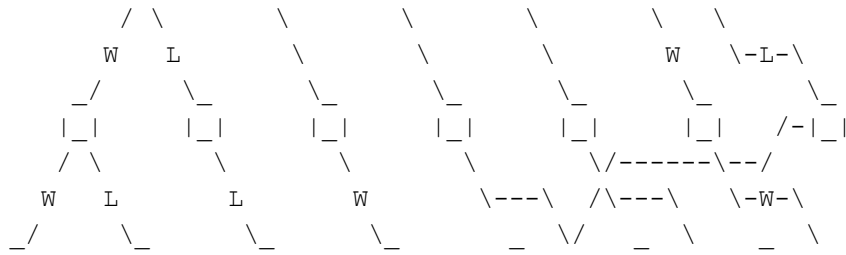
Chapter 2



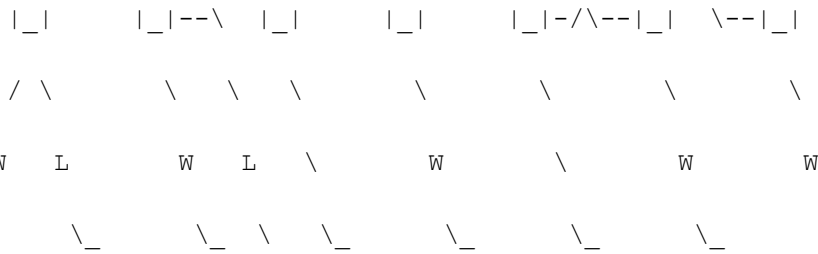
Chapter 3
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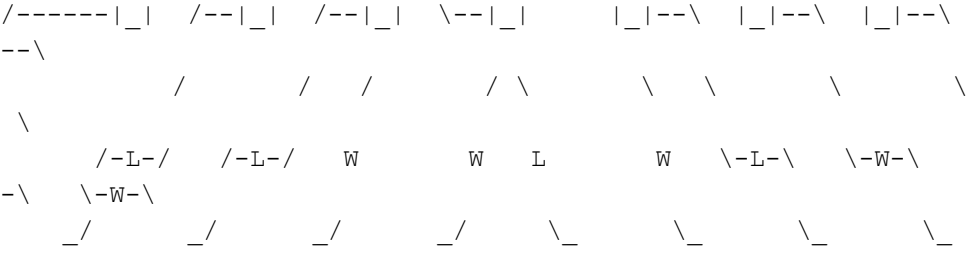
Chapter 4



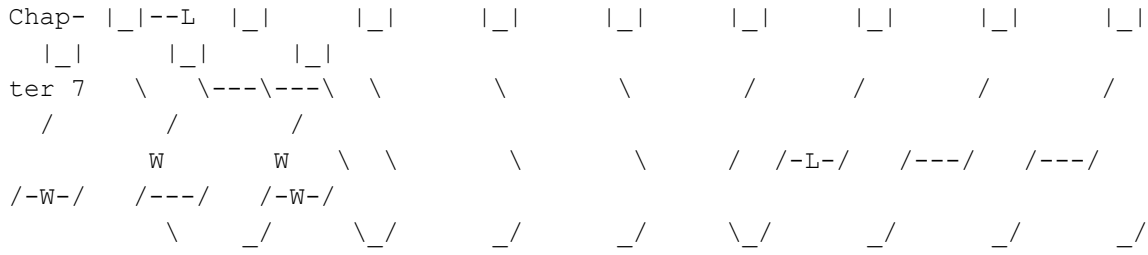
Chapter 5
\---|_|



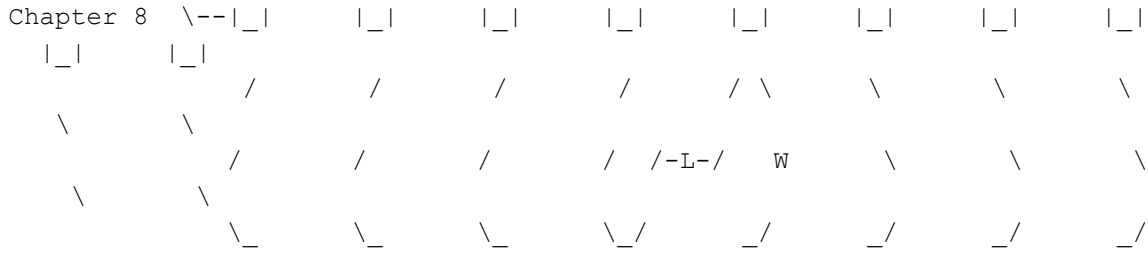
Chapter 6
|_|---\ |_|---\



Chapter 7



Chapter 8



Chapter 9
|_| |_|



QUICK PATHS

NEW CONTENDER	ALREADY CHAMP
-----	-----
W,W,W,W,W,*W,*	W,W,W,W,W,W,W,*
W,W,W,W,L,L,W,*	W,W,L,**,W,*,*
W,W,W,L,W,W,*,*	W,L,W,W,W,*W,*
W,W,W,L,W,L,*,*	L,1,*W,W,*W,*
W,W,L,L,*W,*,*	L,2,**,W,**,*
W,W,L,L,*L,*,*	
W,L,*W,W,W,L,W	
W,L,*W,W,L,*,*	

CRITERIA 1 - SAY NO (DOESN'T MATTER IF YOU WIN OR LOSE)
 CRITERIA 2 - SAY YES

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= G> HIDDEN CHARACTERS =

KEN SHAMROCK , MAE YOUNG and JERRY LAWLER can be gained in SURVIVOR mode
 (as well as all
 secret characters with exception of the HO).

HO can be purchased in SMACKDOWN MALL for a whopping 500,000

The following characters are gained in the Championship Mode (quick paths
 are listed
 below character)

[(N)=New Contenter , (C)=Already Champion]

WWF CHAMPION

=====

Mick Foley	Chap.10/1	---	(N)	W,W,**,*,*,*W,*
Linda McMahon	Chap.10/2	---	(N)	W,W,**,*,*,*L,*
Vince McMahon	Chap.10/3	---	(C)	L,1,**,*,*,*,*
Earl Hebner	Chap.10/4	---	(C)	L,2,**,*,*,*,*
Andre The Giant	Chap.10/7	---	(C)	W,**,*,*,*,*W
Shawn Micheals	Chap.10/8	---	(C)	W,**,*,*,*,*L

CRITERIA 1 - ELIMINATE 20+ OPPONENTS (BUT DON'T WIN)
 CRITERIA 2 - DON'T ELIMINATE 20+ OPPONENTS AND LOSE THE RUMBLE

INTERCONTINENTAL

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Shane McMahon	Chap.9/4	---	(N)	W,W,L,L,*W,*,*
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HARDCORE

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Cactus Jack	Chap.8/7	---	(C)	W,W,W,W,W,2,*
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CRITERIA 2 - AGREE TO HIRE APA

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= H> QUICK PATHS =

The following is a quick way to get 100% on all the belts

For the quick paths, an * means that there is no alternate path that can be made.

for example: W,L,*,W

It means that on the first chapter you Win(W) second chapter Lose(L) and third chapter which

is an * means that you don't have a choice where to go, and the forth chapter you need to Win(W) hence the W,L,*,W

> WOMEN'S 100% Total Blocks = 20

NEW CONTENDER	ALREADY CHAMP
W,W,1,W	W,W,W,*
W,W,1,L	L,W,W,*
W,W,2,*	L,L,*,*

CRITERIA 1 - (AS GUEST REFEREE) LET PERSON WHO ASKED FOR HELP WIN
CRITERIA 2 - (AS GUEST REFEREE) LET PERSON WHO ASKED FOR HELP LOSE

> LIGHT HEAVYWEIGHT 100% Total Blocks = 25

NEW CONTENDER	ALREADY CHAMP
W,*,W,W,*	W,*,W,W,*
W,*,W,L,*	L,*,*,W,*
L,*,*,L,*	
W,*,L,W,*	

> EUROPEAN 100% Total Blocks = 49

NEW CONTENDER	ALREADY CHAMP
W,W,*,W,3,W,W	W,W,W,*,*,*,*
W,W,*,W,3,L,L	L,1,*,*,*,*,5
W,W,*,W,4,*,*	L,1,*,*,*,*,6
W,W,*,L,*,*,*	L,2,*,*,*,*,6
W,L,*,W,*,*,*	
W,L,*,L,*,*,W	

CRITERIA 1 - SAY YES TO SHANE
CRITERIA 2 - SAY NO AND BEAT BIG BOSSMAN
CRITERIA 3 - MAKE IC CHAMPION WIN
CRITERIA 4 - LET IC CHAMPION LOSE
CRITERIA 5 - LET SHANE WIN
CRITERIA 6 - LET SHANE LOSE

> WWF CHAMPION 100% Total Blocks = 52

NEW CONTENDER	ALREADY CHAMP
W,W,*,*,*,*,*,W,*	W,*,*,*,*,*,*,*,W
W,W,*,*,*,*,*,L,*	W,*,*,*,*,*,*,*,L
W,1,*,*,*,*,*,*,*	
W,2,*,*,*,*,*,*,*	
L,*,W,*,*,*,*,W,*	
L,*,L,*,*,*,*,L,*	

CRITERIA 1 - ELIMINATE 20+ OPPONENTS (BUT DON'T WIN)
CRITERIA 2 - DON'T ELIMINATE 20+ OPPONENTS
AND LOSE THE RUMBLE

> HARDCORE 100% Total Blocks = 56

NEW CONTENDER	ALREADY CHAMP
W,W,W,W,W,1,L	W,W,W,W,W,1,L
W,W,W,W,W,2,*	W,W,W,W,W,2,*
W,W,W,W,W,3,*	W,W,W,W,W,3,*
W,W,W,W,L,W,*	W,W,W,W,L,7,*
W,L,W,L,W,L,6	4,L,W,L,W,L,*
L,*,L,*,L,*,*	5,L,*,*,L,*,*

CRITERIA 1 - SAY NO TO APA AND THEN WIN MATCH
CRITERIA 2 - SAY YES TO APA
CRITERIA 3 - SAY NO TO APA AND THEN LOSE MATCH
CRITERIA 4 - WIN USING A WEAPON AT LEAST ONCE
CRITERIA 5 - WIN WITHOUT USING A WEAPON
CRITERIA 6 - SAY YES
CRITERIA 7 - PAY THE MONEY

> TAG-TEAM 100% Total Blocks = 56

NEW CONTENDER	ALREADY CHAMP
W,W,*,W,*,*,W,W,*	W,W,W,*,*,*,*,*,*
W,W,*,W,*,*,W,L,*	L,W,L,*,*,*,*,*,*
W,W,*,L,*,W,*,*,*	L,L,L,W,W,*,*,*,*
W,W,*,L,*,L,*,*,*	L,L,L,W,L,1,*,*,*
L,L,W,2,*,2,*,*,*	

CRITERIA 1 - LET SHANE LOSE
CRITERIA 2 - LET SHANE WIN

> INTERCONTINENTAL 100% Total Blocks = 57

NEW CONTENDER	ALREADY CHAMP
W,W,W,W,W,*,W,*	W,W,W,W,W,W,W,*
W,W,W,W,L,L,W,*	W,W,L,*,*,W,*,*
W,W,W,L,W,W,*,*	W,L,W,W,W,*,W,*
W,W,W,L,W,L,*,*	L,1,*,W,W,*,W,*
W,W,L,L,*,W,*,*	L,2,*,*,W,*,*,*

W,W,L,L,*,L,*,*
W,L,*,W,W,W,L,W
W,L,*,W,W,L,*,*

CRITERIA 1 - SAY NO (DOESN'T MATTER IF YOU WIN OR LOSE)

CRITERIA 2 - SAY YES

5. The Wrestlers FAQs

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Here it is, they are listed in alphabetical order...

The ones not done/finished will be done/finished by the next update...

Al Snow:

Height: 6`0"

Weight: 234 Ibs.

From: Lima, Ohio

Finishing Move: Snow Plow™

Favorite Quote: "What does everybody want?"

Career Highlights: Hardcore Champion, Tag Team Champion, European Champion

For years, Al Snow™ tried to make a name for himself in the WWF™. However, his efforts never seemed to be enough, as Al continuously found himself at the bottom rung of the ladder. Tired of goofy gimmicks and less-than-envious win-loss record, Snow was determined to finally hit it big in the WWF™.

Interestingly enough, Al was not fueled by determination alone. Rather, it appeared as though he had gone somewhat insane, as well. Now, Al talks to a disembodied mannequin head, which he affectionately calls HEAD. Unbelievably, alongside HEAD, Al Snow™ has found much success.

Finally, Al Snow™ has made a name for himself in the WWF™. Now nobody can question whether Al Snow™ can make it in the WWF™. He`s already turned back his harshest critics, en route to a very successful career, despite being somewhat insane.

^=Up

< and >= Left and Right

|=Down

CP= Control Pad

AS= Analog stick

Front Grapple-Weak:

Double Axe Handle	A
Knee Lift	A<>
Overhand Punch	A^
Scoop Slam	A
Headlock Takedown	B
Arm Wrench with Elbow Smash	B<>
Suplex	B^
Piledriver	B

Front Grapple-Strong:

Headlock	A
Shoulder Thrusts	A<>
Northern Lights Suplex	A^
Backslide Pin	A
Manhattan Drop	B
Trapping Headbutts	B<>

Hurracanrana Pin B^
Snap Powerbomb B;

Back Grapple-Weak:

Back Drop A
Atomic Drop B

Back Grapple-Strong:

School Boy A
German Suplex B

Irish Whip Grapple-Weak:

Back Toss A
Monkey Toss A+CP

Irish Whip Grapple-Strong:

Tilt-a-Whirl Backbreaker A
Powerslam A+CP

Dash Grapple-Opponent Facing Toward:

Headscissor Takedown A

Dash Grapple-Opponent Facing Away:

Release German Suplex A

Front Turnbuckle Grapple-Weak

Shoulder Thrusts A
Eye Rake on Ropes B

Front Turnbuckle Grapple-Strong:

Superplex A
Frankensteiner B

Back Turnbuckle Grapple-Weak:

Forearm Smash A

Back Turnbuckle Grapple-Strong:

Super Backdrop A

Opponent To Apron-Weak:

Club To Chest A or B

Opponent To Apron-Strong:

Suplex To Inside A or B

Snow on Apron-Weak:

Guillotine A or B

Snow on Apron-Strong:

Sunset Flips over Ropes A or B

Running Attacks-Weak:

Shoulder Block C_i, B
Body Attack C_i, A+B

Running Attacks-Strong:

Clothesline C_i, B
Elbow Attack C_i, A+B

Running Attacks-Turnbuckle:

Clothesline Cj,B
Elbow Attack Cj,A+B

Flying Attacks:

Standing Opp. To Inside: Flying Body Press
Standing Opp. To Inside Special: None (He'll do his normal move instead)
Standing Opp. To Outside: Double Axe Handle

Laying Opp. To Inside: Guillotine Leg Drop
Laying Opp. To Inside Special: Back Flip Splash 01
Laying Opp. To Outside: Back Flip Splash 01

Opponent On Mat-Facing Up:

Clutching Punch A(near head)
Knee Smash A(near feet)
Stomp B
Elbow Drop Dashing B

Opponent On Mat-Facing Down:

Clutching Punch A(near head)
Single Crab A(near feet)
Elbow Drop B
Stomp Dashing B

Signature/Special Moves:

Snow Plow Front Grapple+AS

Spinning Hurracarana Back Grapple+AS

Snow Plow Irish Whip+AS

Super DDT Front Turnbuckle Grapple+AS

Albert:

Specials

Front Grapple: Double Chokelift Slam
Back Grapple: Walking Side Slam
Counter Punch Special: Double Chokelift Slam
Counter Kick Special: Walking Side Slam
Upper Body Facing Up Submission: None
Upper Body Facing Down Submission: None
Lower Body Facing Up Submission: None
Lower Body Facing Down Submission: None
Front Turnbuckle Grapple: Samoan Drop
Back Turnbuckle Grapple: Super Back Drop
Aerial Special (Opponent Standing): None
Aerial Special (Opponent Down): None
Ringside Grapple: None
Apron Grapple: None
Flying Attack To Ring Special: None
Irish Whip Special: Double Chokelift Slam

=====
Move List

* - Favorite Move
ALL CAPS - Special Move

Situation	Move Name	Button Combo
----- ----- -----		
Grappling		
Front		
Weak	Overhand Punch	A
	Club To Neck	Left/Right + A
	Head Butt 02	Up + A
	Scoop Slam	Down + A
	Headlock Takedown	B
	Double Underhook Suplex	Left/Right + B
	Suplex	Up + B
	Piledriver 02	Down + B
Strong	Headlock	A
	Russian Leg Sweep	Left/Right + A
	Fireman Carry To Pancake*	Up + A
	Jawbreaker	Down + A
	Manhattan Drop	B
	Bearhug	Left/Right + B
	Military Press	Up + B
	Front Powerslam	Down + B
	DOUBLE CHOKELIFT SLAM*	Control Stick
----- ----- -----		
Back		
Weak	Back Drop	A/D-Pad + A
	Back Rake	B/D-Pad + B
Strong	Sideslam	A/D-Pad + A
	Atomic Drop	B/D-Pad + B
	WALKING SIDE SLAM*	Control Stick
----- ----- -----		
Reversals		
Back Weak Grapple	Counter Elbow Strike	R
Back Strong Grapple	Counter Groin Kick	R
+++++ +++++ +++++		
Standing		
Weak Striking		
Arm	Hook Punch 01	B
	Elbow Strike	D-Pad + B
Leg	Front Kick 01	B
	Front Kick 05	D-Pad + B
----- ----- -----		
Strong Striking	Throat Thrust 02	B
	Standing Clothesline 01	D-Pad + B
	Jumping Karate Kick*	A + B
----- ----- -----		
Recovering Attack	Low Blow	B
----- ----- -----		
Counter Attack		
Counter Punch	Throat Thrust 02	R
	DOUBLE CHOKELIFT SLAM	R
Counter Kick	Back Kick Sweep Counter	A
	Elbow Crush Counter	B
	WALKING SIDE SLAM	R
+++++ +++++ +++++		
Running		
Attack		
Weak	Shoulder Block	B
	Back Elbow Smash 01	A + B
Strong	Clothesline R 01	D-Pad + B
	Kitchen Sink 01	D-Pad + A + B
----- ----- -----		

Grapple			
Front	Swinging Neck Breaker		A
Back	Bulldog		A
----- ----- -----			
Ground Attack			
Facing Up	Elbow Drop 01		B
Facing Down	Stomp		B
Sitting Up	Stomp		B
Sitting Down	Stomp		B
+++++ +++++ +++++			
Ground			
Submission			
Upper Body			
Facing Up	Choke Hold		A
Facing Down	Sitting Reverse Armbar		A
Sitting Up	Surfboard Stretch		A
Sitting Down	Camel Clutch		A
Lower Body			
Facing Up	Groin Knee Drop		A
Facing Down	Single Crab		A
----- ----- -----			
Attack			
Facing Up	Elbow Drop 06*		B
Facing Down	Stomp 01		B
Sitting Up	Kick		B
Sitting Down	Double Axe Handle		B
+++++ +++++ +++++			
Turnbuckle			
Attack			
Stationary	Front Kick 05		B
	Punch 01		D-Pad + B
Running	Body Avalanche		B
	Clothesline R 01		A + B
----- ----- -----			
Corner Counter	Boot To Face		R
----- ----- -----			
Tree of Woe			
Stationary	Front Kick 05		B/D-Pad + B
Running	Shoulder Block		B
----- ----- -----			
Front Grapple			
Weak	Shoulder Thrusts		A
	10 Punch		B
Strong	Foot Choke		A
	Multiple Clothesline*		B
	SAMOAN DROP		Control Stick
----- ----- -----			
Back Grapple			
Weak	Forearm Smash		A/B
Strong	Super Back Drop		A/B
	SUPER BACK DROP		Control Stick
----- ----- -----			
Counter Grapple			
Front	Throw		A
Back	Super Back Drop		A
----- ----- -----			
Flying Attack			
Standing Opp.			
Inside	Double Axe Handle		C-Down near TB
Outside	Double Axe Handle		C-Down near TB

Laying Opp.		
Inside	Back Elbow Drop	C-Down near TB
Outside	Back Elbow Drop	C-Down near TB

Inside Attack	Jumping Leg Drop	D-Pad + A
+++++		
Ringside		
Grapple to Apron		
Weak	Club to Chest	A/B
Strong	Suplex to Inside	A/B
Counter	Suplex Reversal to Inside	R

Rope Inside Attack	None	-----

Flying Attack to Outside		
Flying Attack	None	-----
Running Diving Attack	Baseball Slide	A/D-Pad + A

Rebound Flying Attack	None	-----
+++++		
Apron		
Attack		
To Inside	Middle Kick	B
To Outside	Weak Kick	B

Grapple		
Weak	Arm Breaker	A/B
Strong	Guillotine	A/B
Counter	Suplex Reverse	R

Flying Attack		
From Apron		
Normal	Dropping Elbow	D-Pad + A
Running	None	-----
To Ring		
Standing Opp.	None	-----
Laying Opp.	None	-----
+++++		
Irish Whip		
Attack	Back Elbow	B

Grapple		
Weak	Back Toss 01	Tap A
	Powerslam 01	Hold A
Strong	Samoa Drop 02	Tap A
	Double Handed Choke Lift*	Hold A
	DOUBLE CHOKELIFT SLAM	Control Stick
+++++		
Double Team		
Grapple		
Front	Double Powerbomb Drop	A
Back	Neck Breaker Backdrop	A
Sandwich	Double Powerbomb	A
Irish Whip	Double Arm Drag	A

Attack		
Double Team Attack	Doomsday Device	-----
To Outside	Doomsday Device	-----
To Ring	None	-----

Reversals	Punching Reversal	R	
_____	_____	_____	

=====
Andre
Bradshaw
Buh Buh Ray Dudley
Cactus Jack
Chris Benoit
Chris Jericho
Christian
Chyna
D-Von Dudley
Edge
Essa Rios
Faarooq
Hardcore Holly
HBK
Ho
Jeff Hardy
Kane
Ken Shamrock
Kurt Angle
Linda McMahon
Lita
Mankind
Mark Henry
Matt Hardy
Mick Foley
Mr. Ass
Rikishi
Road Dogg
Rock
Shane McMahon
Scotty Too Hotty
Steve Blackman:

Height: 6`2"
Weight: 245 lbs.
From: Annville, Pennsylvania
Finishing Move: The Guillotine™
Favorite Quote: "It`s Party Time!"
Career Highlights: Hardcore Champion

If silence were a weapon, Steve Blackman™ would be lethal. Hey wait a minute... he is the "Lethal Weapon™!"

Blackman™ may go down in history as the only WWF superstar who had his character and personality developed around the fact that he doesn`t possess either. A man who is about as exciting as a convent on a friday night, Blackman™ is interested in only one thing, kicking ass(sorry about the fowl language).

After an alliance with Al Snow™ din`t quite work out, although it did earn Blackman one hot date, Blackman™ decided to go to the place where he probably should have been all along, the hardcore division. Although watching Steve™ in a hardcore match may not be as funny as watching Head Cheese™ beat up a midget dressed up in a wedge of Swiss, it certainly is as unbelievable.

With the precision of a Rolex watch, Blackman™ dismantles his opponents

with anything he can get his hands on. Kendo sticks, garbage can lids, his fists, it doesn't matter. With the quickness he possesses thanks to years of martial arts training, Blackman™ usually puts his opponents away before they even have a chance to get on the offence.

^=Up

< and >= Left and Right

↓=Down

CP= Control Pad

AS= Analog stick

Front Grapple-Weak:

Club to neck	A
Chop	A<>
Elbow to Back Of Head	A^
Scoop Slam	A↓
Knee Strikes	B
Double Underhook Suplex	B<>
Snap Suplex	B^
Rib Breaker	B↓

Front Grapple-Strong:

Headlock	A
Belly-to-Belly	A<>
Back Body Flip	A^
Small Package	A↓
Manhattan Drop	B
Arm Wrench with Hook Kick	B<>
Stall Suplex	B^
Guillotine Choke	B↓

Back Grapple-Weak:

Back Drop	A
Pendulum	B

Back Grapple-Strong:

Sideslam	A
German Suplex Pin	B

Irish Whip Grapple-Weak:

Scissor Sweep	A
Monkey Toss	A+CP

Irish Whip Grapple-Strong:

Powerslam	A
Spinebuster	A+CP

Dash Grapple-Opponent Facing Toward:

Neckbreaker	A
-------------	---

Dash Grapple-Opponent Facing Away:

Bulldog

Front Turnbuckle Grapple-Weak

Shoulder Thrusts	A
High Kick	B

Front Turnbuckle Grapple-Strong:

Foot Choke	A
Multiple Clothesline	B

Back Turnbuckle Grapple-Weak:

Forearm Smash A

Back Turnbuckle Grapple-Strong:

Super Backdrop A

Flying Moves:

Standing Opp. To Inside: Double Axe Handle

Standing Opp. To Inside Special: Missile Dropkick

Standing Opp. To Outside: Double Axe Handle

Laying Opp. To Inside: Knee Drop

Laying Opp. To Inside Special: None (He'll do his normal move instead)

Laying Opp. To Outside: Knee Drop

Opponent To Apron-Weak:

Club To Chest A or B

Opponent To Apron-Strong:

Suplex To Inside A or B

Blackman On Apron-Weak:

Arm Breaker A or B

Blackman On Apron-Strong:

Guillotine A or B

Running Attacks-Weak:

Shoulder Block C_i, B

Jumping Back Elbow Attack C_i, A+B

Running Attacks-Strong:

Diving Shoulder Block: C_i, B

Jumping Karate Kick: C_i, A+B

Running Attacks-Turnbuckle:

Clothesline C_i, B

Jumping Karate Kick C_i, A+B

Opponent On Mat-Facing Up:

Clutching Punch A(near head)

Side Leg Lock A(near feet)

Jumping Punch B

Elbow Drop Dashing B

Opponent On Mat-Facing Down:

Sitting Reverse Armbar A(near head)

Bow And Arrow Lock A(near feet)

Falling Headbutt B

Stomp Dashing B

Signature/Special Moves:

Butterfly Lock Front Grapple+AS

Abdominal Strech Pin Back Grapple+AS

Hard Knee Strikes Turnbuckle Grapple+AS

Stone Cold Steve Austin
Taka Michinoku/Funaki
Tazz
Terri Runnels
Test
The Kat
Tori
Triple H
Trish Stratus
Undertaker
Vince McMahon
Viscera
X-Pac

6. Wrestlers FAQs who will be here in future update

=====
Big Boss Man
British Bulldog
Bull Buchanan
Crash Holly
Dean Malenko
D'lo Brown
Eddy Guerrero
Godfather/Goodfather
Gradmasta Sexai
Steven Richards
Val Venis

7. Complete Did You Know? Section!

=====
If you know any more Did You Knows for Steve Blackman, please e-mail me at
boysrus@videotron.ca

Al Snow:

-Al Snow also competed in the WWF under the names, Avatar and Leif Cassidy.

-Al Snow was once in a stable.

-Al's stable's name was 'The Job Squad'. The members included Al, Hardcore Holly, Scorpio, The Blue Meanie, and Gillberg.

-Al Snow has had 3 items he's talked to under the Al Snow gimmick: Head, Pierre (a dear head), and Pepper (a small Chihuahua).

-When Al had his Leif Cassidy gimmick, he was a member of a tag team with Marty Jannety called the New Rockers.

Albert:

-Albert broke into the WWF originally as a tattoo and piercing artist and tag team partner of Droz.

-Albert's finisher is the Sit-Down Powerbomb. It must kill when he does it to people, especially because of his size!

Big Boss Man:

-Big Boss Man original costume was a Georgia Police uniform.

-He originally was nickname "The cop from Cobb County, Georgia who gave people hard times".

-The Big Boss Man once envaded the funeral of Big Show's dad and attached his coffin to his car and drove away.

-He also once killed Al Snow's dog, Pepper and told Al that it was chicken, so Al ate it! When Al realised that it was Pepper, he barfed.

-Big Boss Man battled Shawn Micheals in tag team action at Wrestlemania V.

Bradshaw:

-Bradshaw is a financial genius and is known for his wise decisions in the stock market.

British Bulldog:

-British Bulldog made his proffesional debut at age 17 and competed at Wrestlemania 2, defeating Greg Valentine and Brutus Beefcake for the tag team championship.

-British Bulldog assaulted his wife several months ago.

-Once at a Montreal house show, an over-weight guy was holding a sign, Mr. McMahon could I be a wrestler? British Bulldog picked up the mick and said your too fat to be a wrestler. They got into a psysical fight but WWF Officials stopped the fight after several seconds.

Buh-Buh Ray Dudley:

-Buh-Buh once had a stuttering problem.

-Buh-Buh is mentally insane.

Bull Buchanan:

-Bull Buchanan was once Big Boss Man's slave.

-Bull Buchanan formerly competed in the WWF under the name Recon.

Chris Benoit:

-Chris Benoit was trained by the legendary Stu Hart.

-Chris Benoit is known as "The Best Damn Technical Wrestler".

Chris Jericho:

-Jericho is the son of NHL great, Ted Irvine.

Christian:

Christian defeated Taka Michinoku for the light-heavyweight championship in his WWF debut match.

Chyna:

-Chyna also competed in the Miss Fitness competitions.

Crash Holly:

-Crash Holly thought of the idea that the hardcore title should be defended 24/7.

-Crash Holly is sometimes called Elroy, due to his uncanny resemblance to Elroy Jetson.

Dean Malenko:

-Dean Malenko is the son of wrestling great Professor Boris Malenko.

D'lo Brown

-D'lo Brown was the first ever to have both the Intercontinental title and the European title at the same time.

-D'lo defeated Triple H for the European championship on July 14th, 1998.

-D'lo Brown is a certified accountant, and graduated from the University of Maine.

D-Von Dudley

-D-Von and Buh-Buh defeated The New Age Outlaws at No Way Out 00' for the tag team championship.

Eddy Guerrero

-Eddy Guerrero comes from a long line of professional wrestlers. He is the son of Gory Guerrero, nephew of Chavo Guerrero and brother of Mando and Hector Guerrero.

Edge

-In his native Canada, Edge defeated Jeff Jarrett for the intercontinental title at a house show, only to lose it the next day on RAW.

Essa Rios

-Essa Rios competed under the name Aguila at Wrestlemania 14.

Faarooq

-Faarooq played football in college for Florida State University.

Godfather/Goodfather

-The Godfather was part of the Nation Of Domination, competing as Kama Mustafa.

-The Godfather was formerly known as Papa Shango.

Grandmasta Sexay

-Too Cool was originally called Too Much.

-Grandmasta Sexay was also nicknamed "Too Sexy" Brian Christopher.

-The old Too Much gimmick was that they were....(shudder)...GAY!

Hardcore Holly

-Hardcore Holly once broke his arm during a match, and still finished it.

-Hardcore Holly used to be known as "Sparky Plugg" Bob Holly, and also was "Bombastic" Bob of the Midnight Express.

Jeff Hardy

-Jeff Hardy's favorite actor is Christian Slater.

Kane

-Kane is the brother of Undertaker and Paul Bearer is his father.

Kurt Angle

-Kurt Angle is a real gold winner from the 1996 olympics.

-The first time Kurt Angle appeared on WWF television, he was in his hometown, at the Pittsburg Civic Center.

Mankind

-Mankind's best friends were a sock puppet, Mr. Socko and The Rock.

-Mankind retired and came back as Cactus Jack who retired who came back as Mick Foley who also retired. LOL :)

-At SummerSlam 97', Mankind jumped from the top of a steel cage in a show of admiration towards one of his childhood idols, Jimmy "Superfly" Snuka.

Mark Henry

-Competing against some of the greatest athletes in the world, Mark Henry dunked on a regulation rim during the "Foot Locker Slam Dunk Championship" earning a perfect score and a standing ovation from the crowd.

-Mark Henry is a former winner of the World's Strongest Man Competition.

Matt Hardy

-Matt first won the WWF tag team championship in his home state of North-Carolina.

Mr. Ass

-When he gets time off, Billy Gunn likes to relax by riding his wave runner on the lakes around his Florida home.

Perry Saturn

-Before joining the WWF, Saturn competed regularly against Eddy Guerrero, Chris Benoit, Dean Malenko and Chris Jericho.

Rikishi

-Rikishi formerly competed in the WWF under the name The Sultan, until he was shot and out for three years!

Road Dogg

-Road Dogg was released because he takes drugs.

-Road Dogg was originally called The Roadie.

-Road Dogg's Brother, Bard, is also a professional wrestler.

Scotty Too Hotty

-One of Scotty's first matches was against Stone Cold Steve Austin!

-Scotty's old alias was "Too Hot" Scott Taylor.

-The old Too Much gimmick was that they were....(shudder)...GAY!

Stone Cold Steve Austin

-Steve Austin and WWF Diva Debra got married recently in Las Vegas.

Steve Blackman

- Steve Blackman™ made his WWF debut at the 1997 Survivor Series as part of the "American Team".

- Steve Blackman™ once ran over Ken Shamrock™!

Steven Richards

-When Steven Richards first came to the WWF, he dressed up as other wrestlers, he once even pretended to be Chyna and put on a thong!

-When he first came, he was partners with Blue Meanie.

-Steven Richards records a weekly audio message on his group's official website, www.righttocensor.com/

Taka Michinoku

-Taka was the first ever light-heavyweight champion.

-Taka's saying is "We are Evil".

-Taka has a hot girlfriend who always interrupts Funaki.

-Taka Michinoku debuted in July 1997's PPV, "Calgary Stampede". He took on the Great Sasuke.

-The original Kaientai also had Yamaguchi-san, Dick Togo, and Mens Teioh, who were all released.

Funaki

-Funaki has become popular because of his quote, "Indeed!".

-The original Kaientai also had Yamaguchi-san, Dick Togo, and Mens Teioh, who were all released.

Tazz

-Tazz helps design a lot of his own merchandise.

-Tazz is an announcer on Sunday Night Heat.

-Tazz once re-won the ECW champion and wore it on RAW is WAR!

Test

-Test was engaged with Stephanie McMahon, and had to beat all three Mean Street Posse members and Shayne McMahon to get her, only to see Triple H ruin his wedding and Stephanie married him instead.

-He also then when't out with Trish, who made the tag team, T & A(Test and Albert). She later double crossed him and beat him up with Albert.

-Test recently won the european championship.

The Rock

-The Rock has been the WWF champion more times than anyone else(6).

-The Rock gets his hair cut each week at the same barbershop he visited during college, in Miami.

Triple H

-Triple H was trained by the great Killer Kowalski.

Undertaker

-Undertaker has had three main gimmicks, The Phenom, The Lord Of Darkness and his most recent, The American Badass/Dead Man Inc.

Val Venis

-Val Venis' sister is married with Edge.

-Val Venis was a porn star before joining RTC.

-Val Venis had "relations" with one of the members wives, so Kaientai (the old group) tried to "choppy choppy his peepee", but Venis was saved by.....JOHN BOBBIT!!!!

Viscera

-Viscera is no longer in the WWF as he was released because the WWF wanted him to lose weight and he din't.

-Back in 1994, Viscera won the KoTr tournament under the name Mable.

-Mabel was in a tag team called Men on a Mission with "Mo".

X-Pac

-X-Pac came to the WWF when he was 16, he was then known as the 1-2-3 kid.

-With his partner, Bob Holly, X-Pac won the WWF Tag Team Championship at the 1995 Royal Rumble.

8. Frequently Asked Questions

=====

N/A

9. CAWs

=====

WWF CAWs

Droz

Chaz

Justin Credible

Jerry Lynn

Rodney

Pete Gas

Haku

Raven

Name: Droz

Short Name: Droz

Alias: None

Picture: None

Height: 6'4''

Weight: 270 lbs.

By: Alf Yung 11

---} Appearance

Body: Skinny 1 (1)

Head: Male 6

Face: Male 66

Hair: Ponytail 1 (Light Brown)

Front Hair: None

Facial Hair: 7

Masks/Etc.: None

Hats/Caps: Scotty Hat (Blue)

Ring Attire: Cut Jeans 4

Upper Body: None

Tattoo: Tribal 1

Gloves: None

Wrist Band: None

Elbow Pads L/R: None

Knee Pads L/R: Knee Pad 1 (Blue)

Feet: Boots 1

Entrance Attire: None

Weapons/Props: None

Name: Chaz

Short Name: Chaz

Alias: None

Picture: Chaz

Height: 6'3''

Weight: 250 lbs.

By: Brian Williams

---} Appearance

Body: Medium 2 (1)

Head: Male 3

Face: Male 19

Hair: Bald

Front Hair: None

Facial Hair: 04

Masks/Etc.: None

Hats/Caps: None
Ring Attire: Triple H (Black, Blue)
Upper Body: None
Tattoo: Chaz
Gloves: None
Wrist Band: Wrist Band 1 (Black)
Elbow Pads L/R: None
Knee Pads L/R: None
Feet: Pull Ons 5 (Black, Orange)
Entrance Attire: None
Weapons/Props: None

Name: Justin Credible
Short Name: Credible
Alias: None
Picture: Edit 1
Height: 6'0''
Weight: 245 lbs.
By: G Love 69

---} Appearance
Body: Hairy 2 (4)
Head: Male 1
Face: Male 15
Hair: Bald
Front Hair: None
Facial Hair: 2
Masks/Etc.: None
Hats/Caps: None
Ring Attire: Cut Jeans 1
Upper Body: None
Tattoo: None
Gloves: None
Wrist Band: Wrist Band 1 (White)
Elbow Pads L/R: Pad
Knee Pads L/R: Supporter 1
Feet: Boots 5 (Black, White)
Entrance Attire: Jerichoholic (Black)
Weapons/Props: Kendo Stick

Name: Rodney
Short Name: Rodney
Alias: None
Picture: Rodney
Height: 6'2''
Weight: 252 lbs.
By: Dean

---} Appearance
Body: Medium 2 (2)
Head: Male 1
Face: Male 59
Hair: Short Hair 3 (1st Blonde)
Front Hair: None
Facial Hair: None
Masks/Etc.: None
Hats/Caps: None
Ring Attire: Hardy (Black)
Upper Body: M.S.P. (Black)
Tattoo: None

Gloves: None
Wrist Band: None
Elbow Pads L/R: None
Knee Pads L/R: None
Feet: Boots 1 (Black)
Entrance Attire: None
Weapons/Props: None

Name: Pete Gas
Short Name: Pete Gas
Alias: None
Picture: Pete
Height: 6'6''
Weight: 330 lbs.
By: Dean

---} Appearance
Body: Thick 2 (2)
Head: Male 3
Face: Male 61
Hair: Short Hair 3 (Black)
Front Hair: None
Facial Hair: None
Masks/Etc.: None
Hats/Caps: None
Ring Attire: Hardy Pants (Black)
Upper Body: M.S.P. (Yellow)
Tattoo: None
Gloves: None
Wrist Band: None
Elbow Pads L/R: None
Knee Pads L/R: None
Feet: Boots 1 (Black)
Entrance Attire: None
Weapons/Props: None

Name: Haku
Short Name: Haku
Alias: None
Picture: None
Height: 6'4''
Weight: 375 lbs.
By: Webmaster Scott

---} Appearance
Body: Fat 1 (6)
Head: Male 3
Face: Male 90
Hair: Afro
Front Hair: None
Facial Hair: 21
Masks/Etc.: None
Hats/Caps: None
Ring Attire: Triple H Pants (Black, Gold)
Upper Body: None
Tattoo: None
Gloves: None
Wrist Band: None
Elbow Pads L/R: None
Knee Pads L/R: None

Feet: Pull Ons 2 (Black, Gold)
Entrance Attire: None
Weapons/Props: None

Name: Raven
Short Name: Raven
Alias: None
Picture: Edit 2
Height: 6'2''
Weight: 237 lbs.
By: Dragonegg5

---} Appearance
Body: Medium 2 (2)
Head: Male 7
Face: Male 97
Hair: Middle 3 (Dark Brown)
Front Hair: 07
Facial Hair: 4
Masks/Etc.: None
Hats/Caps: None
Ring Attire: Cut Jeans 2
Upper Body: Plain
Tattoo: Original 2
Gloves: Taping (Light White)
Wrist Band: None
Elbow Pads L/R: Pad
Knee Pads L/R: Knee Pad 1
Feet: Boots 5
Entrance Attire: Biker/Flannel
Weapons/Props: None

10.Smackdown Mall

=====
The Smack Down Mall has many various items, grouped into 3 categories. Here is a complete list and how much each item costs.

Costumes:

Basket Shorts - 800
Boxing 2 - 800
Cut Jeans - 5,000
Cut Jeans 4 - 800
Dude - 5,000
Triple H-DX - 4,000
Gi 1 - 2,000
Gi 2 - 1,500
Gi 3 - 1,000
Kat - 3,000
Leather Pants 2 - 8,000
Martial Arts 1 - 1,000
Martial Arts 2 - 1,000
Mawashi - 1,000
Original 1 (Short) - 3,000
Original 1 (Long) - 1,500
Original 2 (Short) - 3,000
Original 2 (Long) - 1,500
Original 3 - 3,000
Original 4 - 2,000
Original Pants - 2,000

Skirt - 1,000
Suits 7 - 5,000
Undertaker - 8,000
Wrestling - 1,000
AKI Gi - 5,000
Athletic - 1,500
Austin Jersey - 2,000
Basket - 800
Biker Jacket - 3,000
Biker Vest - 1,500
Boss Man (Old) - 5,000
Brown Shirt - 1,500
Coat - 1,500
Fire Gi - 2,000
Fire Jacket - 5,000
Flame Top - 8,000
Gothic - 1,000
Hawaii - 3,000
Headbangers - 1,000
Hooded - 2,000
Kanji - 3,000
Kung Fu - 5,000
Mankind (Old) - 5,000
M.S.P. - 1,000
Rock - 2,000
Sailor - 5,000
Soccer - 800
Striped - 800
Stylish - 2,000
Taped Up - 500
Thick Vest - 3,000
Torn Shirt - 5,000
Undertaker (Old) - 5,000
2 Layers - 1,500
\$800 Shirt - 80,000
Original 1 - 3,000
Original 2 - 3,000
Biker Jacket - 2,000
Robe - 2,000
Showster - 1,500
Taker Robe - 5,000
Chaz - 500
Scar 1 - 500
Scar 2 - 500
Thrasher - 500
Tribal 1 - 500
Tribal 2 - 500
Original 4 - 500
Original 5 - 500
Original 6 - 2,000
Original 7 - 500
Original 8 - 500
Bat - 500
Bat Mask - 1,000
Beast - 500
Hockey - 1,000
Kabuki Paint - 500
Kanji - 500
Leather Mask - 1,000
Phantom - 1,000

Serpent - 500
Boxing - 2,000
Boots 17 - 1,000
Boots 18 - 1,000
Boots 19 - 2,000
Boots 20 - 2,000
Boots 21 - 1,000
Kung Fu - 800
Padded 9 - 1,000
Pull-Ons 14 - 1,000
Pull-Ons 15 - 1,000
Pull-Ons 16 - 1,000
Pull-Ons 17 - 2,000
Pull-Ons 18 - 3,000
Pull-Ons 19 - 4,000
Pull-Ons 20 - 4,000
Supporter - 1,000
Tabi - 800
Taped - 500

Moves:

Big Swing - 1,500
Continuous Powerbomb/DVD - 8,000
Double Dragon Screw 1 - 2,000
Fireball - 1,500
Insider Edge - 2,000
Jackknife Powerbomb - 2,000
Jack Hammer - 2,000
Kicking Combination 2 - 5,000
Old Man Flop - 2,000
Poison Mist - 1,500
Russian Neck Drop - 10,000
Screwdriver - 2,000
Six Seconds Magic - 10,000
Ultimate Armbar - 10,000
Burning Hammer - 8,000
Cobra Clutch Suplex - 3,000
DD DDT - 2,000
Half Nelson Suplex - 3,000
Neck Crank - 5,000
Spinning Torture Rack - 2,000
Tiger Suplex '85 Pin - 5,000
Chokeslam - 1,500
T-Bone Suplex - 1,500
Half Nelson Suplex - 1,500
Release German Suplex - 1,500
Dragon Rana - 10,000
Jumping Armbar Takedown - 5,000
Misty Frankensteiner - 3,000
Stomp and Choke - 2,000
Super Brainbuster - 5,000
Turnbuckle Powerbomb - 5,000
Russian Neck Drop - 10,000
Ultimate Punching - 8,000
Backhand Blow 2 - 800
Back Spinning Wheel Kick - 800
Jumping Knee Strike - 800
Shouda 3 - 800
Spinning Back Elbow - 800

Standing Clothesline 2 - 800
Clothesline L 1 - 1,200
Elbow Attack 3 - 1,200
Kitchen Sink 2 - 1,200

Etc.:

Will be up by next update...

11. Superstars Replacements

=====

Use those CAWs but ignore the key moves, since you can't change them anyway. If a default guy has a hat, for example, and the CAW doesn't, take it off. Enjoy!

Al Snow

- 1.) Hugh Morrus
- 2.) General Rection

Albert

- 1.) Brian Adams
- 2.) Joey Abs
- 3.) Droz

Andre the Giant

- 1.) Mike Awesome

Chris Benoit

- 1.) New Jack
- 2.) Bret Hart
- 3.) Owen Hart
- 4.) Dynamite Kid
- 5.) Yugi Nagata

Big Bossman

- 1.) Roadkill
- 2.) Reno

Billy Gunn

- 1.) Shannon Moore
- 2.) Brutus "The Barber" Beefcake

Bradshaw

- 1.) Shawn Stasiak
- 2.) Stan Henson

British Bulldog

- 1.) Rick Steiner

Bubba Ray Dudley

- 1.) Johnny the Bull
- 2.) Hawk
- 3.) Diamond Dallas Page

Bull Buchanan

- 1.) Chris Chetti

Cactus Jack

- 1.) Terry Funk

Christian

- 1.) Little Guido
- 2.) Elix Skipper
- 3.) Billy Kidman
- 4.) Gangrel

Chyna

- 1.) Madusa
- 2.) Kevin Nash

Crash Holly

- 1.) Mike Sanders

D Lo Brown

- 1.) Chaz

D Von Dudley

- 1.) Big Vito
- 2.) Animal
- 3.) Axl Rotten

Debra

- 1.) Francine
- 2.) Midajah

Earl Hebner

- 1.) Ric Flair

Eddie Guerrero

- 1.) Chavo Guerrero

Edge

- 1.) Kwee Wee

Essa Rios

- 1.) Super Crazy
- 2.) Christopher Daniels

Farooq

- 1.) Animal

Godfather

- 1.) Norman Smiley

Hardcore Holly

- 1.) Mark Jindrak
- 2.) Corporal Cajun

Jeff Hardy

- 1.) Shane Helms
- 2.) Sean O' Haire

Jim Ross

- 1.) Tony Schiovene
- 2.) Joel Gertner

Kane

- 1.) Justin Credible
- 2.) The Wall

Ken Shamrock

- 1.) Jerry Lynn

Kurt Angle

- 1.) Alex Wright

Mae Young

1.) Goldberg

Mankind

1.) Crowbar

Mark Henry

1.) M. I. Smooth

Matt Hardy

1.) Evan Karagious
2.) Sabu

Perry Saturn

1.) Gangrel
2.) Rob Van Dam

Rikishi

1.) Balls Mahoney
2.) Mark Madden
3.) Yokozuna

Road Dogg

- 1.) Lash Leroux
- 2.) Roddy Piper

The Rock

- 1.) Booker T.

Shane McMahon

- 1.) Rodney
- 2.) Pete Gas

Shawn Michaels

- 1.) The Cat

Stephanie McMahon

- 1.) Francine

Steve Blackman

- 1.) The Cat

Steven Richards

- 1.) Lance Storm
- 2.) Glacier

Stone Cold Steve Austin

- 1.) Disco Inferno
- 2.) Mikey Whipwreck

Taka Minchinoku/Funaki

- 1.) Juventud Guerrera
- 2.) Vampiro

Tazz

- 1.) Mike Modest
- 2.) Scott Steiner

Terri

- 1.) Dawn Marie

Test

- 1.) Wrath
- 2.) Brian Clarke

Triple H

- 1.) Stevie Ray

Val Venis

- 1.) "Hacksaw" Jim Duggan
- 2.) Mr. Perfect

Vince McMahon

- 1.) Eric Bischoff

Viscera

- 1.) Dusty Rhodes
- 2.) Yokozuna
- 3.) Haku
- 4.) Vader

X Pac

- 1.) Rey Mysterio Jr.
- 2.) Konnan
- 3.) Jazz

12.Superstars Updates

=====

[Coming Soon]

13.Superstars Predates

=====

Random Notes:

- 1.) Change only what is listed.
- 2.) If no color is given, leave it as default.
- 3.) All Predates are credit to Sofa King Cool.

Albert

- 1.) Prince Albert

Original: Albert
Predate: Prince Albert

Ring Attire: Funaki (Dark Black, Black)

Al Snow

1.) Leif Cassidy

Original: Al Snow
Predate: Leif Cassidy

Facial Hair: None
Ring Attire: Henry (Black, Green)
Gloves: Grappling (White)
Wrist Bands: Wrist Bands 3 (Green)
Knee Pads L/R: Knee Pad 1

2.) Al Snow (J.O.B. Squad)

Original: Al Snow
Predate: Al Snow (J.O.B. Squad)

Hair Color: 2nd Blonde
Ring Attire: Crash 1 (Default, White)
Upper Body: A.P.A. (White, Black)

Bad Ass Billy Gunn

1.) Billy Gunn (Smoking Gunns)

Original: Bad Ass Billy Gunn
Predate: Billy Gunn (Smoking Gunns)

Ring Attire: Jeans 2
Upper Body: Biker Vest (Dark Yellow, Dark Yellow)
Wrist Bands: Wrist Band 1 (White)
Knee Pads L/R: None
Feet: Boots 1
Entrance Attire: Jim Ross

2.) Rock-A-Billy

Original: Bad Ass Billy Gunn
Predate: Rock-A-Billy

Ring Attire: Jeans 2 (Black, White)

Upper Body: King (Black, Black)
Feet: Athletic 3 (Black, White)

3.) Billy Gunn (Pre DX)

Original: Bad Ass Billy Gunn
Predate: Billy Gunn (Pre DX)

Hair: Short 2 (2nd Blonde)
Front Hair: 13
Ring Attire: Line Tights 1 (Black, Black)
Upper Body: None
Wrist Bands: None
Knee Pads L/R: Mr. Ass 1 (White, White)
Feet: Pull Ons 5 (Black, Default)

4.) Bad Ass Billy Gunn ('98 Royal Rumble)

Original: Bad Ass Billy Gunn
Predate: Bad Ass Billy Gunn ('98 Royal Rumble)

Ring Attire: Edge (Black, Black)
Knee Pads L/R: None
Feet: Pull Ons 14 (Black, White)

Big Boss Man

1.) Big Boss Man (Old)

Original: Big Boss Man
Predate: Big Boss Man (Old)

Hair: Short 1
Front Hair: 30
Hair Color: Dark Brown
Facial Hair: 1
Masks/Etc.: Bossman
Ring Attire: Rock (Default, Yellow)
Upper Body: Bossman (Old)
Gloves: None

Bradshaw

1.) Black Jack Bradshaw

Original: Bradshaw
Predate: Black Jack Bradshaw

Ring Attire: Jeans 2
Upper Body: Biker Vest (Dark Yellow, Dark Yellow)
Entrance Attire: Jim Ross (Dark Yellow)

2.) Justin "Hawk" Bradshaw

Original: Bradshaw
Predate: Justin "Hawk" Bradshaw

Hair: Middle 2 (1st Brown)
Front Hair: 25
Ring Attire: Jeans 2
Upper Body: Biker Vest (Dark Yellow, Dark Yellow)
Entrance Attire: Jim Ross (Dark Yellow)

British Bulldog

1.) British Bulldog (Old)

Original: British Bulldog
Predate: British Bulldog (Old)

Hair: Middle 1 (Black)
Front Hair: 36
Ring Attire: Rock 1 (White, Red)
Upper Body: Arm Bands (Blue, Blue)
Wrist Bands: None
Knee Pads L/R: Angle (White, White)
Feet: Pull Ons 14 (Default, Blue)

Bubba Ray Dudley

1.) Bubba Ray Dudley (ECW)

Original: Bubba Ray Dudley
Predate: Bubba Ray Dudley (ECW)

Ring Attire: Outfit 4 (Blue)
Upper Body: Dude (Purple)

2.) Big Bubba Rogers

Original: Bubba Ray Dudley
Predate: Big Bubba Rogers

Facial Hair: 3
Masks/Etc.: T & A
Ring Attire: Jeans 3

Upper Body: Austin 2
Wrist Bands: None
Entrance Attire: Biker Jacket (Black, Black)

Bull Buchanan

1.) Recon

Original: Bull Buchanan
Predate: Recon

Masks/Etc.: Christian
Hats: HHH (Red)
Ring Attire: Jeans 1
Upper Body: Plain (Dark Green)

Crash Holly

1.) The Leprachaun

Original: Crash Holly
Predate: The Leprachaun

Hair Color: 2nd Brown
Facial Hair: 19
Hat: Scotty (Green)
Ring Attire: Christian (Green, White)
Upper Body: Gothic (Green)
Feet: Boots 21 (Green, Default)

2.) Erin O' Grady

Original: Crash Holly
Predate: Erin O' Grady

Hair Color: Black
Ring Attire: Taka (White, Black)
Feet: Boots 15 (White, Black)

Chris Jericho

1.) Chris Jericho (ECW)

Original: Chris Jericho

Predate: Chris Jericho (ECW)

Hair: Long 3

Front Hair: 16

Facial Hair: None

Ring Attire: Original 1 (Black, Yellow)

Elbow Pads L/R: None

Knee Pads L/R: None

Entrance Attire: None

2.) Chris Jericho (Japan)

Original: Chris Jericho

Predate: Chris Jericho (Japan)

Facial Hair: None

Ring Attire: Y2J 2 (Blue, Black)

Wrist Bands: Wrist Band 1

Elbow Pads L/R: None

Knee Pads L/R: None

Entrance Attire: None

Christian

1.) Christian (Brood)

Original: Christian

Predate: Christian (Brood)

Ring Attire: Christian (Purple, Default)

Upper Body: Gothic

Chyna

1.) Chyna (DX)

Original: Chyna

Predate: Chyna (DX)

Ring Attire: Chyna 2 (Black, Black)

D Lo Brown

1.) D Lo Brown (Nation of Domination)

Original: D Lo Brown
Predate: D Lo Brown (Nation of Domination)

Hats/Caps: Triple H (Black)
Ring Attire: D Lo (Default, Black)
Upper Body: D Lo (Default, Red)
Feet: Boots 1

2.) D Lo Brown (Pimp)

Original: D Lo Brown
Predate: D Lo Brown (Pimp)

Ring Attire: Jeans 4
Upper Body: Godfather (Orange, Default)
Entrance Attire: Godfather

D Von Dudley

1.) D Von Dudley (ECW)

Original: D Von Dudley
Predate: D Von Dudley (ECW)

Ring Attire: Outfit 4 (Purple)
Upper Body: Overalls (Dark Blue, Default)

Edge

1.) Sexton Hardastle

Original: Edge
Predate: Sexton Hardastle

Ring Attire: Y2J 1 (Black, Red)
Upper Body: D Lo (Black, Red)
Wrist Band: Wrist Band 1 (Red)
Hair Color: 1st Brown
Knee Pads L/R: Knee Pad 1
Feet: Boots 4
Entrance Attire: None

Farooq

1.) Farooq Asad

Original: Farooq
Predate: Farooq Asad

Facial Hair: None
Hats/Caps: Triple H (Blue)
Ring Attire: Semi Short (Black)
Upper Body: Fire Gi (Blue, Black)
Wrist Bands: None

2.) Ron Simmons

Original: Farooq
Predate: Ron Simmons

Hair: Curly
Facial Hair: 18
Ring Attire: Long Tights (Black)
Upper Body: None
Gloves: None
Wrist Bands: Taped
Knee Pads L/R: Supporter 1

3.) Farooq (Nation of Domination)

Original: Farooq
Predate: Farooq (Nation of Domination)

Facial Hair: None
Hats/Caps: Triple H (Black)
Ring Attire: Angle (Black, Red)
Upper Body: Arm Bands
Gloves: Grappling
Wrist Bands: Taped

Godfather

1.) Papa Shango

Original: The Godfather
Predate: Papa Shango

Name: Papa Shango
Short Name: Shango

Hair: Bald
Facial Hair: None
Masks/Etc.: Undertaker
Ring Attire: Benoit (Black, Red)
Upper Body: X Pac (Black, Red)
Wrist Bands: Taped

Entrance Attire: Godfather (Black, Red)

2.) Kama Mustafa

Original: Godfather
Predate: Kama Mustafa

Hair: Short 1
Front Hair: 9
Ring Attire: Angle 1 (Red, Black)
Gloves: Taping
Knee Pads L/R: Knee Pad 2

3.) Godfather (Pre Pimp)

Original: Godfather
Predate: Godfather (Pre Pimp)

Hats/Caps: Scotty (Black)
Ring Attire: Jeans 4 (Black, Default)
Upper Body: Godfather (Black, Black)
Wrist Bands: None
Entrance Attire: Shades 1

4.) Godfather (Nation of Domination)

Original: Godfather
Predate: Godfather (Nation of Domination)

Hair: Short 1
Front Hair: 17
Facial Hair: 10
Hats/Caps: Triple H (Black)
Ring Attire: King (Black, Black)
Upper Body: Tanktop (Black)
Feet: Boots 1

Hardcore Holly

1.) Bob "Sparkplug" Holly

Original: Hardcore Holly
Predate: Bob "Sparkplug" Holly

Head: 2
Face: 12
Hair: Middle 4 (2nd Brown)
Front Hair: 45
Ring Attire: X Pac 1 (Red, White)
Upper Body: D Lo (Red, White)
Wrist Band: Wrist Band 1 (White)
Feet: Boots 4

Entrance Attire: Biker Jacket (Red, Default)

Jeff Hardy

1.) Jeff Hardy (Old)

Original: Jeff Hardy

Predate: Jeff Hardy (Old)

Hair: Long 2 (2nd Blonde)

Front Hair: 20

Facial Hair: None

Hats/Caps: Bandana 1 (Dark Red)

Ring Attire: Dude (Dark Red, Yellow)

Upper Body: None

Gloves: Grappling

Wrist Bands: Wrist Band 1 (Black)

Elbow Pads L/R: None

Feet: Kung Fu (White, Black)

Lita

1.) Miss Congeniality

Original: Lita

Predate: Miss Congeniality

Hair: Long 1 (1st Brown)

Front Hair: 53

Ring Attire: Line Tights 2 (Pink, Green)

Upper Body: Fitness (Pink, Green)

Wrist Bands: None

Kane

1.) Isaac Yankem, DDS.

Original: Kane

Predate: Isaac Yankem, DDS.

Head: 2

Face: 75

Hair: Curly Hair (1st Blonde)

Facial Hair: 17

Ring Attire: Gi 1 (Dark Blue)

Upper Body: Yuppie (White, Black)

Gloves: None

Wrist Bands: 2

Elbow Pads L/R: None

Knee Pads L/R: None

2.) Fake Diesel

Original: Kane

Predate: Fake Diesel

Face: 75

Hair: Middle 2 (Black)

Front Hair: 2

Facial Hair: 1

Ring Attire: Black Pants

Upper Body: Godfather (Black, Black)

Gloves: Grappling

Wrist Bands: Wrist Band 1

Elbow Pads L/R: Supporter

Mankind

1.) Mankind (Old)

Original: Mankind

Predate: Mankind (Old)

Ring Attire: Long Tights

Upper Body: Mankind (Old)

Feet: Pull Ons 12

Mark Henry

1.) Mark Henry (Olympics)

Original: Mark Henry

Predate: Mark Henry (Olympics)

Ring Attire: Angle 2 (Red, Blue)

Elbow Pads L/R: Angle (Red)

Knee Pads L/R: Angle (Red)

Feet: Boots 3 (White, White)

2.) Mark Henry (Nation of Domination)

Original: Mark Henry

Predate: Mark Henry (Nation of Dmination)

Ring Attire: Angle 2 (Black, Orange)
Elbow Pads L/R: Pad
Knee Pads L/R: Pad 2
Feet: Boots 1

Matt Hardy

1.) Matt Hardy (Old)

Original: Matt Hardy
Predate: Matt Hardy (Old)

Hair: Long 2
Front Hair: 22
Facial Hair: 13
Hats/Caps: Bandana 1 (Dark Red)
Ring Attire: Cactus (Dark Red, Yellow)
Upper Body: None
Elbow Pads L/R: Hardys 1 (Dark Red)
Feet: Boots 4

Road Dogg Jesse James

1.) Double J Jesse James

Original: Road Dogg Jesse James
Predate: Double J Jesse James

Hair: Shaved (2nd Brown)
Ring Attire: Outfit 1
Upper Body: A.B.A. 2 (Default, Black)
Wrist Bands: Kane (Blue)
Elbow Pads L/R: Supporter
Feet: Padded 4 (Default, Blue)
Entrance Attire: Jim Ross

2.) Road Dogg (Pre DX)

Original: Road Dogg Jesse James
Predate: Road Dogg (Pre DX)

Hair Color: 2nd Brown
Ring Attire: Road Dogg 2 (Default, White)
Upper Body: Cut Sleeves (White)
Elbow Pads L/R: Pad
Gloves: Taped
Feet: Padded 4 (Default, White)

Rikishi

1.) The Sultan

Original: Rikishi
Predate: The Sultan

Hair: Bald
Mask: Mankind
Ring Attire: Original 4 (Red, Gold)
Upper Body: Tanktop 2 (Red)
Wrist Bands: Wrist Band 3
Feet: Padded 2 (Gold, Gold)
Entrance Attire: Tazz Towel (Gold, Gold)

2.) Fatu

Original: Rikishi
Predate: Fatu

Body: Thick 2
Hair: Middle 4 (Black)
Front Hair: 36
Facial Hair: 2
Ring Attire: D Lo (Default, White)
Upper Body: None
Wrist Bands: Wrist Band 1
Elbow Pads L/R: Supporter

Rock

1.) Rocky Maivia

Original: The Rock
Predate: Rocky Maivia

Name: Rocky Maivia
Short Name: Rocky

Face: 57
Ring Attire: Short Tights (Blue)
Upper Body: Arm Bands (Blue, Blue)
Elbow Pads L/R: Pad (Blue)
Knee Pads L/R: Pad 2 (Blue, Blue)
Boots: Boots 3 (White, Blue)

2.) The Rock (Nation of Domination)

Original: The Rock
Predate: The Rock (Nation of Domination)

Ring Attire: Shamrock (Black, Yellow)
Elbow Pads L/R: Pad (Black)
Knee Pads L/R: Knee Pad 1 (Black)

Saturn

1.) Saturn (WCW)

Original: Saturn
Predate: Saturn (WCW)

Ring Attire: Skirt
Upper Body: Christian

Shawn Michaels

1.) Shawn Michaels (Old)

Original: Shawn Michaels
Predate: Shawn Michaels (Old)

Hair: Middle 2
Front Hair: 4
Ring Attire: HBK (White, Red)
Entrance Attire: HBK (White, Red)

2.) Shawn Michaels (Rockers)

Original: Shawn Michaels
Predate: Shawn Michales (Rockers)

Body: Skinny 1
Face: 16
Hair: Middle 3 (2nd Blonde)
Front Hair: 19
Ring Attire: Original 3 (Light Yellow, Light Green)
Upper Body: Arm Bands (Black, Black)
Elbow Pads L/R: Hardys 1 (Light Yellow)
Gloves: Taped (White)
Knee Pads L/R: Supporter 1 (White)
Feet: Boots 9 (Black)

Stephanie McMahon

1.) Stephanie McMahon (Different)

Original: Stephanie McMahon

Predate: Stephanie McMahon (Different)

Ring Attire: Tight Skirt 3

Upper Body: Stephanie 2 (Blue)

Face: 5

Hair: Long 5

Steven Richards

1.) Stevie Richards

Original: Steven Richards

Predate: Stevie Richards

Body: Skinny 2 (4)

Head: Male 1

Face: 9

Hair: Long 2 (2nd Brown)

Front Hair: 19

Ring Attire: Cut Jeans

Upper Body: Lita Top (White, Blue)

Knee Pads L/R: Knee Pad 1

Feet: Boots 2

Stone Cold Steve Austin

1.) "Stunning" Steve Austin

Original: Stone Cold Steve Austin

Predate: "Stunning" Steve Austin

Hair: Short 2

Front Hair: 4

Color: 1st Blonde

Ring Attire: Short Tights

Elbow Pads L/R: Pad

Knee Pads L/R: Knee Pad 2

Entrance Attire: Rikishi (Dark Red, Dark Red)

Tazz

1.) The Tazzmaniac

Original: Tazz

Predate: The Tazzmaniac

Facial Hair: 30

Ring Attire: Short Tights (Light Green)

Upper Body: One Shoulder (Light Green)

Tattoo: None

Gloves: None

Wrist Bands: Wrist Band 3

Feet: Supporter (Black, White)

2.) Taz (WWF Invasion)

Original: Tazz

Predate: Taz (WWF Invasion)

Upper Body: D Lo (Black, Orange)

Terri

1.) Marlana

Original: Terri

Predate: Marlana

Ring Attire: Outfit 3 (Gold, Gold)

Feet: High Heels

Hair Color: 1st Brown

2.) Alexandra York

Original: Terri

Predate: Alexandra York

Hair: Short 1 (1st Brown)

Front Hair: 52

Masks/Etc.: Eye Glasses

Ring Attire: Skirt (Black)

Upper Body: Stephanie (Black)

Test

1.) Test (Corporate)

Original: Test
Predate: Test (Corporate)

Face: 28
Ring Attire: Crash 2 (Black, Dark Orange)
Wrist Bands: Wrist Band 1
Feet: Boots 1
Entrance Attire: Test

Triple H

1.) Hunter Hearst Helmsley

Original: Triple H
Predate: Hunter Hearst Helmsley

Hair: Ponytail 2 (1st Brown)
Front Hair: 6
Ring Attire: D Lo (Default, White)
Gloves: None
Elbow Pads L/R: None
Knee Pads L/R: None
Wrist Bands: Taped (White)
Feet: Boots 17
Entrance Attire: Edge Robe (Blue)

2.) Triple H (DX War)

Original: Triple H
Predate: Triple H (DX War)

Hair: Long 2 (1st Brown)
Front Hair: 7
Facial Hair: 2
Hats/Caps: Triple H
Ring Attire: Dudleys 1 (Black, Dark Green)
Upper Body: Plain
Wrist Bands: None
Elbow Pads L/R: None
Knee Pads L/R: None
Feet: Boots 1
Entrance Attire: None
Weapons/Props: None

3.) Triple H (As The Crock)

Original: Triple H
Predate: Triple H (As The Crock)

Body Color: 4th from Last
Hair: Cleancut (Black)
Mask: Rock
Ring Attire: Short Tights

Upper Body: \$500 Shirt (Blue, Blue)
Knee Pads L/R: None

4.) Triple H (DX)

Original: Triple H
Predate: Triple H (DX)

Upper Body: None
Facial Hair: 2
Ring Attire: Dx - Triple H

5.) Terra Ryzin

Original: Triple H
Predate: Terra Ryzin

Hair: Middle 1
Front Hair: 14
Facial Hair: None
Ring Attire: Short Tights (Green)
Gloves: Taping
Elbow Pad L: None
Elbow Pad R: Supporter
Knee Pads L/R: Knee Pad 3
Feet: Boots 3 (Default, Black)

Undertaker

1.) Mean Mark Callous

Original: Undertaker
Predate: Mean Mark Callous

Body: Medium 2 (1)
Head: 2
Hair: Curly (1st Brown)
Facial Hair: 6
Masks/Etc.: None
Hats/Caps: None
Ring Attire: Short Tights
Upper Body: None
Tattoo: None
Gloves: Grappling
Wrist Bands: Taped
Elbow Pads L/R: None
Knee Pads L/R: Supporter
Feet: Boots 1
Entrance Attire: Biker Vest

Viscera

1.) Mable

Original: Viscera

Predate: Mable

Ring Attire: Viscera (Purple, Purple)

X Pac

1.) 123 Kid

Original: X Pac

Predate: 123 Kid

Head: 1

Facial Hair: None

Hair: Middle 2

Front Hair: 17 (Black)

Masks/Etc.: None

Ring Attire: Cactus (Blue, Yellow)

Upper Body: Original 2 (Blue, Yellow)

Wrist Bands: Wrist Band 1 (White)

Elbow Pads L/R: None

Knee Pads L/R: None

Feet: Padded 3 (Default, Blue)

2.) Syxx

Original: X Pac

Predate: Syxx

Head: 6

Face: 8

Hair: Middle 4 (Black)

Front Hair: 8

Facial Hair: 12

Masks/Etc.: X Pac

Ring Attire: X Pac 2 (Black, Red)

Upper Body: Kanji (Black, Red)

Wrist Bands: Wrist Bands 1

Elbow Pads L/R: Pad

Feet: Padded 3 (Default, Red)

3.) Kamikaze Kid

Original: X Pac

Predate: Kamikaze Kid

Head: 1

Body Color: 2
Hair: Long 1
Front Hair: 32
Facial Hair: None
Ring Attire: Y2J 2 (Red, Yellow)
Upper Body: Original 2 (Red, Yellow)
Wrist Bands: None
Elbow Pads L/R: None
Knee Pads L/R: None
Feet: Boots 2 (Red, Yellow)

14.Splicing Moves

=====

Welcome to the move splicing walkthrough. This is a beginner's guide to learn to make your own moves using your Gameshark Pro. The step by step guide is designed to show you how to make moves for Player 1(P1) to do to Player 2(P2). But, if you need to make a code involving P3 like a double team move, then the adresses will be posted in the Quick Reference Adress List. If you have little to no experience with a Gameshark, then I would recommend reading from the beginning. If you think you know what you're doing already, you can start at Thinking Of A Move To Make. Also if you have anything to add or any comments, you can email me at boysrus@videotron.ca.

Requirements

- 1) Nintendo 64 console w/ controller
- 2) Interact Gameshark Pro ver3.2 or above
- 3) 4MB Expansion Pack(installed)
- 4) WWF No Mercy cartridge

Beginners Setup

- 1) Turn on the Nintendo 64 with the Gameshark and cartridge in.
- 2) Create a WWF No Mercy game slot in the game select menu.
- 3) Select that game and go to new code.
- 4) Label the first code "Enable Code".
- 5) Go to the dots and type in F103E360 2400.

Getting Started

- 1) Turn on the enable code only and press start.
- 2) Move down on the menu where it says Code Generator and turn it on.
- 3) Now start the game with your selected codes on.

Thinking Of A Move To Make

- 1) When you replace a move with a "hacked" move or one that you have spliced in, EVERY property of the original move remains EXCEPT the looks of it, the animation.
- 2) This means that the timing of impact, sound, and damage will all track from the original move you replace.
- 3) Also, if you end a move with another animation you spliced in, the original move's ending position will remain.
- 4) So if you want to replace a DDT with a powerbomb, after the opponent lands and the animation clock of the original move (DDT) is over, the opponent will move to where the original move would have landed.
- 5) With that said, you should try to think of a move that will land in the same area, and have similar timing to the move you will splice in.
- 6) Stay away from multiple animation move such as submissions or moves that end in a pin.

Splicing Setup

- 1) Go to the Smackdown Mall and edit a superstar, preferably a CAW (Create-A-Wrestler) so you can edit moves.
- 2) Go to Move List and find the type of move you are looking to make or replace.
- 3) The first animation you will find is the the original move, the move that your "hacked" move will replace.
- 4) Find that move, and preview it watching the superstar and AKI man for timing and such.
- 5) When the move is at the point where you want to splice into another move, press the little button on the front of the Gameshark.
- 6) If the game didn't stop and go into a menu then you didn't turn code generator on or you don't have an expansion pack. Go Back to "Beginners Setup".
- 7) Select "Memory Editor" and press A once, it will say "Go To Address".

Finding The Values Part I

- 1) Type in 8006B454 & press A, this is the move animation value for player 1.
- 2) Write down the 2 highlighted hex numbers and the 2 directly after that as a 4 digit value.
- 3) Go to address 8006B456 and repeat step 2. This is the player 1 frame count value that tells how long the move has gone so far.
- 4) If you want P2 to do a different animation, you will need a splice for him too.
- 5) Find P2's animation value and frame count. P2 animation value will be 1 hex number larger than P1 and the frame count will be the same.
- 5) The address for P2 animation is 8006B514, and the address for P2 frame count is 8006B516.
- 6) Make sure you have 2 values for each player and go back to the game by pressing start.

Finding The Values Part II

- 1) Find the move you want to splice into the last move and preview it.
- 2) Press the GS button at the point where you want to splice in this move.
- 3) Go to this address 8006B460 and write down the value. This is a different format of move animation.
- 4) Go to this address 8006B462 and write down the value. This tells what frame the move will come in in a different format.
- 5) Repeat for P2, the addresses are 8006B520 for move animation, and 8006B522 for splice in frame point.

Putting It Together

- 1) Plug in the values you got at these addresses into the right spot.
- 2) Note that the addresses now instead of 800(in game) are 810 and D10 respectively.
- 3) The D10 tells the game "IF", then 810 tells the game "THEN".
- 4) Also note that you only have to put the code parts of what you want. Like if I want P1 to do a sitdown Super Snap Powerbomb 02 but I want P2 to land like normal. I would only have to have a splice in the P1 animation and no lines needed for P2.

Player 1

```
D106B454 ???? <-If P1 is doing(giving) ???? move animation,  
D106B456 ???? <-And is at frame ????,  
8106B460 ???? <-Then P1 does(gives) ???? move animation.  
D106B454 ???? <-Repeat Line 1  
D106B456 ???? <-Repeat Line 2  
8106B462 ???? <-Then splice in move at this point ????.
```

Player 2

```
D106B514 ???? <-If P2 is doing(receiving) ???? move animation,  
D106B516 ???? <-And is at frame ????,  
8106B520 ???? <-Then P2 does(receives) ???? move animation.  
D106B514 ???? <-Repeat Line 1  
D106B516 ???? <-Repeat Line 2  
8106B522 ???? <-Then splice in move at this point ????
```

Testing Your Spliced Move

- 1) Turn on your new code along with the code generator and start the game.
 - 2) Go to the Smackdown Mall like before and go to moves list.
 - 3) Find the original move you first found values for and preview it.
 - 4) If the characters start changing shape and shooting all around, quickly move to another move or it may freeze. Read the section about Ending a move animation early.
 - 5) If the new animation you spliced in does not finish or does not match the sound/impact of the original move, read below.
- ----

Fixing Timing & Touching Up Your Code

- 1) If the new animation you spliced in does not finish, that means you need to cut out some frames for it to fit into the original move's frames.
- 2) To do this, you can either end the first animation earlier or start the second animation later.
- 3) If you need to end the first animation earlier, try decreasing the D106B456(P1) and/or D106B516(P2) value or redoing the Finding The Values Part I section.
- 4) If you need to end the second animation later, redo the Finding The Values Part II section.

Ending a Move Animation Early

- 1) If the characters start changing shape and shooting all around, quickly move to another move or it may freeze.
- 2) This means that your spliced move ends earlier than the last one and the characters are trying to get to the original move's landing point.
- 3) So preview the move again and be ready to press the code generator button.
- 4) Press the button before any warping begins or it may freeze. Try to keep as much of the animation as possible and do it at the very last point. If you miss it and it freezes, then just reboot and try again.
- 5) Now go to the frame count address for P1(8006B456) and/or P2(8006B516).
- 6) Insert that address and the move animation value of the original move in the format below and put the lines in your code.
- 7) Retest the code, but this time try it in a match. End animation codes do not affect the preview in Smackdown Mall, so if it freezes in SD mall it is nice to tell people who will try the code.
- 8) I would also advise trying to end animation codes 1 player at a time, so you don't have unneeded lines in your code, and to keep it short.

P1 End animation code

```
D106B454 ???? <-Move animation of P1.  
D106B456 ???? <-Frame count value before freezing.  
8115AF52 0000 <-Countdown Adress, 0000 tells it to end.
```

P2 End animation code

```
D106B514 ???? <-Move animation of P1.  
D106B516 ???? <-Frame count value before freezing.  
8115B2AA 0000 <-Countdown Adress, 0000 tells it to end.
```

Quick Reference Adress List

Move Animations

```
P1 - 8006B454  
P2 - 8006B514  
P3 - 8006B5D4  
P4 - 8006B694
```

Frame Count

```
P1 - 8006B456
```

P2 - 8006B516
P3 - 8006B5D6
P4 - 8006B696

Move Animations (Splicing In)

P1 - 8006B460
P2 - 8006B520
P3 - 8006B5E0
P4 - 8006B6A0

Frame Count (Splicing In)

P1 - 8006B462
P2 - 8006B522
P3 - 8006B5E2
P4 - 8006B6A2

End Animation Clock (Use Value=0000)

P1 - 8115AF52
P2 - 8115B2AA
P3 - 8115B602
P4 - 8115B95A

15.Sharklink:

=====

Welcome to the Sharklink guide. This will give you about how to hook your Nintendo 64 to your computer and how to use the features it allows. I am explaining the features of the official "unofficial" program by Interact called Nintendo 64 Hacking Utilities. I know there is other software available, but if you know about that then you probably don't need this guide. I also recommend Interact's software because it is easy to use and very effective.

Features

---} Upload Codes from your computer to Gameshark
---} Download, backup, and archive codess on your hard drive
---} Upgrade to latest version of Softwaare from Interact ... FREE
---} Take Screenshots from games to use on computers
---} Advanced searching feature and codee tester

Requirements

---} Nintendo 64 console w/ controller ---} Gameshark Pro ver3.2 or above
---} Any Nintendo 64 game cartridge thatt doesn't need a key code, No mercy works
---} Printer Cable, 25m/25f. IF IT SAYS MODEM CABLE ON THE BOX DONT BUY IT!

---} 4MB Expansion Pack(installed) for ssome features
---} Television near computer for some ffeatures
---} Computer with parallel printer portt
---} Nintendo 64 Hacking Utilities software, click to download
self-executable file.

Setting Up

---} Insert the Gameshark Pro and game iinto the Nintendo 64.
---} Plug in the male end of the printerr cable into the computer, this may
already be done.
You must have a parallel printer port, MOST computers have this plus
extras. However some
cheap computers may only have Universal Serial Bus(USB) ports so you may
need aan adapter.
---} Unscrew or remove and screws or pinns on the other side that may block
it from going into the
Gameshark.
---} Plug in the female end of the cablee into the back of the Gameshark
Pro port.
---} Plug in the power source for the coonsole and turn it on.
---} Wait until the LED numbers on the GGameshark disappear, this tells you
it is in the
main menu.
---} Run the software application ";N64 Utils" and click Detect.
---} If it says Console did not respond,, go to the Troubleshooting section.

Downloading Codes From Your Gameshark

---} Click on the Code List tab in the ssoftware.
---} On the right side, specify a destinnation file to save your current
codes.
---} I recommend a MS Word document (.dooc) file or if you do not have
Word, a
text document (.txt) file.
---} Click download codes, and wait untiil it says it's done.

Editing your Code List

---} Open the file you just downloaded wwith the Hacking Utilities software.
---} If it says the file is too big to oopen in Notepad, press OK to open
it in WordPad or Word.

---} The format which is used to upload codes to the Gameshark is very specific and picky, so don't go pressing buttons once you open the file.
---} To add new codes to your code list,, follow the format below. The d in .end being the last character of the file, no spaces or lines after it.

"CODENAMENOMORETHAN30CHARACTERS"

ADDRESS# VALU

ADDRESS# VALU

ADDRESS# VALU

"NEXT CODE"

ADDRESS# VALU

"LAST CODE FOR CERTAIN GAME"

ADDRESS# VALU

.end

Uploading Codes To Your Gameshark

---} If you didn't download your previous code list, go up a few sections and do it now.

It's fast and you HAVE TO use the format.

---} Now you need to save your edited document to compile the codes.

---} I recommend saving the file as a (.txt) file from MS Word or whatever you are

using to edit. Be sure not to overwrite the downloaded file because if any problems

later, you know this file is correct.

---} Now go to the Code List tab of the software and click Compile Codes.

---} If you get any other kind of error,, or if the program closes after you press compile,

go the the Troubleshooting section.

---} If it says XX Games, XXX Codes, Blaah Blah successfully compiled then read below.

---} Now make sure your N64 is still on and press detect again to assure you are still on

the main menu.

---} Once the codes are compiled and thee software recognizes the console, press the

Upload Codes button underneath the Compile Codes button.

---} Once it says Upgrade Complete, swittch off the console and go try the codes.

---} If the menu freezes or doesn't recognize a game, then check out the Troubleshooting

section for help.

Taking Screenshots

---} This feature requires the 4MB Expansion pack because it uses the code generator feature.

It also requires a television near the computer so you can see what you are going to take

a picture of and to even get into the game.

---} Make sure that you have a good connection and Detect the console in the main menu before

you go any farther.

---} Turn the enable code, code generator, and any other codes you want on and start the game

with selected codes.

---} When you want to take a picture, go to the Other Utilities tab of the software and

click Grab Video Image.

---} Select a destination folder for the bitmap that the game will save, and press OK once

more to take the screenshot.

---} It will "freeze" the game and the status bar will increase until the capture is done

and the game will start again.

---} If you are trying to take several screenshots close together, I would advise doing what you

want and pinning the opponent right away so you get it in the replay. Then you can

take numerous angles and make cool animated pictures with the correct software.

---} You may also want an image editing program that can save an image as a numerous amount

of file types, I recommend (.gif) or (.jpeg). I use a screenshot program called

Hypersnap DX, it can save as a bunch of file types.

Cartridge Upgrade

---} Make sure you have a good connection and Detect the console in the main menu before

you go any farther.

---} Click on the Other Utilities tab and find the option on the right side.

---} You can check or uncheck the box labeled "Overwrite code list & settings" if you

want to go to Interact's default codes and settings. I recommend unchecking the box

so it will still upgrade your GS but it will leave the codes you already have.

---} Once it says upgrade complete, you can shut it off and back on to test it.

Troubleshooting

"I can't run the software program"

Did you download the zip file from somewhere else? We provide a self-extracting EXE installation file for this software, downloadable at the Requirements section. If you already have the zip file, you will need an unzip program such as Winzip to extract the files inside.

"There is no where to plug the cable in"

Do you have a GS Pro ver 3.2 or above? If yo do, haven't you ever wondered what that big computer lookin port on the back does?

"I have it plugged in but when I press detect, the console won't respond."

Are you positive that the Gameshark is in the main menu? To make sure of this, start the console and wait for the LED indicator numbers to disappear. Make sure that you have a compatible cable. Like I said before, a modem cable looks exactly the same, but 2 wires inside are criss-crossed and it won't work with the Gameshark. Make sure it's securely connected on both ends and if that still doesn't work, just try another cable. They are like 5 bucks anyways and if it still doesn't work then your computer port may be broken.

"After I press compile, it says 'problem at line or adress #'."

Were you using MS Word like I told you? Good then cause I can help you. Take the line number it said it had a problem at, and divide it by 23 in windows calculator. You can find it by pressing START, Run, then typing "calc" and pressing Enter. Now get that number after you divide it, say it's 14.487 or something. So go to the very first line of the code, move the blinking cursor to the first character of the document. Now press "Page Down" or "PgDn" 14 times. Now look about 1/2 the way down the age (.487) and here are some things to look for.

Look for spaces after a code.
Look for extra lines after a code.
Look for code names longer than 30 characters.
Look for missing ".end" tags that say when to end a game's codes and go to the next game.
Look at the lines between codes, check for any spaces there .. the lines should be empty.
Look for any codes written like d106b456-2359 and delete the dash. There should be a space there, not a dash.
Look for any o's, the letter not the number. The Gameshark recognizes zero because it is a hex number but not o's.
Look for l's, the letter also. When someone typed it they may have meant a 1, but put a lowercase L.

16.Gameshark Codes

=====

Match Codes

Night stick on a pole match

The Pole

8116C330 0000
8116C332 0005
8116C334 0000
8116C336 0005
8116C374 C362
8116C376 7CBD
8116C378 4381
8116C37A 6689
8116C37C C365
8116C37E D651
8116C382 0B80
8116C386 0000
8116C38A 0000
8116C38C FFFF
8116C38E FE59
81052C68 2D2F

The Weapon

8116C3E4 0000
8116C3E6 ****
8116C3E8 0000
8116C3EA ****
8116C428 C36F
8116C42A 0268
8116C42C 439F
8116C42E BD18
8116C430 C361
8116C432 83D4
8116C436 09CE
8116C43A 0D32
8116C43E 09CE
8116C440 FFFF
8116C442 F600

The Activators

D1064880 0014
8116C3E6 ****
D1064880 0014
8116C3EA ****
D1064880 0014
8116C3EC 0000
D1064880 0014
8116C3EE 0000
D1064880 0014
8116C3F0 0000
D1064880 0014
8116C3F2 0000
D1064880 0014
8116C3F4 0000
D1064880 0014
8116C3F6 0000
D1064880 0014
8116C3F8 0000
D1064880 0014
8116C3FA 0000
D1064880 0014
8116C3FC 0000
D1064880 0014
8116C3FE 0000
D1064880 2000
8115AF44 0001

Replaces the **** by :

0000 - Baseball Bat
0001 - Sledgehammer
0002 - Nightstick
0003 - Barbed Wire 2X4
0004 - 2X4
0006 - Pool Cue
0007 - Microphone
0008 - Head
0009 - Water Bottle
000A - Roses
000B - Chair
000C - Table Piece
000D - Headcheese
000E - Briefcase
000F - Foam Finger
0010 - Foam Bull
0011 - Stop Sign
0012 - Trash Can
0013 - Ring Steps
0014 - Steveweiser Beer Can
0015 - The Rock Says Book
0016 - Championship Belt
0017 - Ring Bell
0018 - Fire Extinguisher
***1TLC Match
81050190 09EF
81050192 09EF
81050194 09EF
81050196 2CFD

81052CE8 2CC1
81052CEC 2D0B

**2Stairway to Hell

81052CC0 2CD1
81052CC4 2CFB
8015AFAA 0000
8015B29C 0000
8015B30A 0000
8015AF44 0000
D1064880 2020
D015AF44 0000
8015AF44 0001
D1064880 2010
D015B29C 0000
8015B29C 0001

**3Stairway to Hell (Select Triple Threat Match)

81052CC0 2CD1
81052CC4 2CFB
8015AFAA 0000
8015B29C 0000
8015B30A 0000
8015AF44 0000
D1064880 2020
D015AF44 0000
8015AF44 0001
D1064880 2010
D015B29C 0000
8015B29C 0001
8015B5F4 0000
8015B94C 0000
D1064880 2030
D015B5F4 0000
8015B5F4 0001

**4Iron Man Cage Match

800AAAAE 0110
801931D8 0005

**54 Man Cage Match

800AAAAE 0210

Table Match (Press Z To Break Tables and win)

8116C330 0000
8116C332 000C
8116C334 0000
8116C336 000C
8116C374 C334
8116C376 37F2
8116C378 4340
8116C37A C2E3
8116C37C 4338
8116C37E 8A2E
8116C382 0660

8116C386 0F20
8116C38A 07C0
8116C38C FFFF
8116C38E FOEA
8116C3E4 0000
8116C3E6 000C
8116C3E8 0000
8116C3EA 000C
8116C428 C310
8116C42A 1084
8116C42C 4318
8116C42E 51DC
8116C430 4310
8116C432 AEBE
8116C436 0990
8116C43A 0F3E
8116C43E 0840
8116C440 FFFF
8116C442 F8FA
D1064880 2000
8116C378 42F0
D1064880 2000
8116C382 0600
D1064880 2000
8116C42C 42C6
D1064880 2000
8116C436 0830
8116C330 0000
8116C332 000C
8116C334 0000
8116C336 000C
8116C374 C204
8116C376 B355
8116C378 4336
8116C37A C05E
8116C37C C2C5
8116C37E 6E1C
8116C382 0800
8116C386 0000
8116C38A 0800
8116C38C FFFF
8116C38E F604
8116C3E4 0000
8116C3E6 000C
8116C3E8 0000
8116C3EA 000C
8116C428 4135
8116C42A E30A
8116C42C 4336
8116C42E A948
8116C430 C230
8116C432 63B0
8116C436 0810
8116C43A 0F14
8116C43E 0800
8116C440 FFFF
8116C442 FD46
D1064880 2000
8116C378 4304
D1064880 2000

8116C382 0650
D1064880 2000
8116C42C 4304
D1064880 2000
8116C436 0650
D1064880 2000
8115AF44 0001

**6Ultimate Cage 4 Way Match

D1064880 2000
810AAAAE 0010
8015AF44 0000
8015B29C 0000
8015B5F4 0000
8015B94C 0000
8015AF4A 0000
8015B30A 0000
D1064880 2020
D015AF44 0000
8015AF44 0001
D105B29C 2010
D015B29C 0000
8015B29C 0001
D1064880 2030
D015B5F4 0000
8015B5F4 0001
D1064880 2008
D015B94C 0000
8015B94C 0001

**7Certain Move Ends Match

D115B1BA ????
8015AF44 0001
D115B512 ????
8015B29C 0001
D115B86A ????
8015B5F4 0001
D115BBC2 ????
8015B94C 0001

*First Person to Touch Floor Loses (For 1 on 1 Matches Only)

D115AF32 0004
8015B29C 0001
D115B28A 0004
8015AF44 0001

*KO in Cage Match

D115AF56 3147
8015B29C 0001
D115AF56 3148
8015B29C 0001
D115B2AE 3147
8015AF44 0001
D115B2AE 3148
8015AF44 0001

*First Blood in Cage Match (Blood must be ON)

D115AF56 3150
8015B29C 0001
D115AF56 325F
8015B29C 0001
D115AF56 314D
8015B29C 0001
D115B2AE 3150
8015AF44 0001
D115B2AE 325F
8015AF44 0001
D115B2AE 314D
8015AF44 0001

*First Person to 100 Hits/Grapples Wins

D10A1328 0064
8015AF44 0001
D10A1332 0064
8015B29C 0001
D10A133C 0064
8015BF44 0001
D10A1346 0064
8015B94C 0001

*First to Hit Another Player with a Weapon Wins

D10A1368 0001
8015AF44 0001
D10A1372 0001
8015B29C 0001
D10A137C 0001
8015B5F4 0001
D10A1386 0001
8015B94C 0001

**First to Hit Another Player with a Weapon 20 Times Wins:

D10A1368 0020
8015AF44 0020
D10A1372 0020
8015B29C 0020
D10A137C 0020
8015B5F4 0020
D10A1386 0020
8015B94C 0020

*8Voodoo Match

D1064880 0022
8015AF5F 00FF
D0064880 0021
8015B2B7 00FF
D0064880 0024
8015B60F 00FF
D0064880 0028
8015B967 00FF
D0064881 0022
8015AF5F 0000

D0064881 0021
8015B2B7 0000
D0064881 0024
8015B60F 0000
D0064881 0028
8015B967 0000
D0064886 0021
8015AF5F 00FF
D0064886 0022
8015B2B7 00FF
D0064886 0024
8015B60F 00FF
D0064886 0028
8015B967 00FF
D0064887 0022
8015AF5F 0000
D0064887 0021
8015B2B7 0000
D0064887 0024
8015B60F 0000
D0064887 0028
D0064887 8002
8115B21E 0055
D0064887 8004
8115B576 0055
D0064887 8008
8115B8CE 0055
D0064880 8001
8115AEC6 0055
D0064880 8004
8115B576 0055
D0064880 8008
8115B8CE 0055

**9Table Match (Select Single Match)

D007C2FC 003F
D115AEC6 0031
8015B29C 0001
D007C2FC 003F
D115AEC6 0043
8015B29C 0001
D007C2FC 003F
D115AEC6 000C
8015B29C 0001
D007C2FC 003F
D115B21E 0031
8015AF44 0001
D007C2FC 003F
D115B21E 0043
8015AF44 0001
D007C2FC 003F
D115B21E 000C
8015AF44 0001

Street Match (Select RAW Arena)

810528F4 7223
810528F6 0119
81050124 2CFB

81050126 2CFB
81050128 2CFB
8105012A 2CFB
8105012C 2CFB
8105012E 2CFB
81050130 2CFB
81050132 2CFB
81050134 2CFB
81050136 2CFB
8105010E 0A27
8105010C 0A27
81052CE8 2CC9
81052CEC 2D1B
81050190 2CF9
81050192 2CF9
81050194 2CF9
81050196 2CF9

Truck Loader Match (Select No Way to Win & P1 vs P2)

D115B28A 00A0
8015AF44 0001
D115AF32 00A0
8015B29C 0001

1. Select Ladder Match. The winner is whoever grabs the Briefcase over top of the ladder, however there is also a Wooden Table (Replaced the Announcers Table) and it can be broken. If you pick up the stairs, they turn into Chairs.

2. Select Ladder Match. Go and 'win' the Ladder Match. Instead of catching the usual briefcase, you will win a barbwire. Now you can kick the crap out of your opponent with it. To finish the match, press Z+L to make Player 1 win, and Z+R to make Player 2.

3. Select Ladder Match. Go and 'win' the Ladder Match (actually a Triple Threat Ladder Match here.. Instead of catching the usual briefcase, you will win a barbwire. Now you can kick the crap out of your opponent with it. To finish the match, press Z+L to make Player 1 win, and Z+R to make Player 2. To make Player 3 win, press

4. You must actually do something with this code. Turn Enable on, then turn on Code Generator. Pick Royal Rumble, select 4 People, and then get to the VS Screen. Push GS Button, and then pick Memory Editor, followed by Goto Address, then pick 800AAAAE. In the last 4 spaces put 0210. Play the game.

5. You must actually do something with this code. Turn Enable on, then turn on

Code Generator. Pick Iron Man Match, and then get to the VS Screen. Push GS Button, and then pick Memory Editor, followed by Goto Address, then pick 800AAAAE. In the last 4 spaces put 0110. Play the game.

6. Z+L for Player 1 to win, Z+R - Player 2, Z+L+R - Player 3, Z+C^ - Player 4. You can enter and leave the cage. Make a Tag Team Exhibition Match to play it.

7. This code makes it so that if you do the following move, you win the match. Here is what to fill in '??' with:

04F6 - Big Swing
0500 - Brainbuster DDT
050A - Burning Combo
0514 - Butterfly Lock
051E - Censor Kick
0528 - Chicken Wing Jawbreaker
0532 - Continuous Powerbomb/DVD
053C - Cradle DDT
0546 - Cross DDT
0550 - Cross Heel Hold
055A - Dominator
0564 - Double Dragon Screw 01
056E - Double Dragon Screw 02
0578 - Downward Spiral
0582 - Emerald Fusion
058C - FameAsser
0596 - Figure 4 Combo Pin
05A0 - Fireball
05AA - Fire Thunder
05B4 - Flipping Armbar
05BE - Flowing DDT
05C8 - Front Russian Sweep
05D2 - Hangmans DDT
05DC - Helicopter Pin
05E6 - Hip Toss to Submission
05F0 - Huge Chokeslam
05FA - Insider Edge
0604 - Inverted DDT
060E - Iron Claw
0618 - Jack Hammer
0622 - Jackknife Powerbomb
062C - Jericho Powerbomb
0636 - Jump Swinging DDT
0640 - Kicking Combination 01
064A - Kicking Combination 02
0654 - Kohya-Otoshi
065E - Last Ride
0668 - Leg Sweep/Strong Punching
0672 - Linda Slap
067C - Mac Stunner
0686 - Mandible Claw
0690 - Mu-ken
069A - Old Man Flop
06A4 - Olympic Slam
06AE - Orange Crush Pin 06B8 - Pedigree
06C2 - Poison Mist
06CC - Powerbomb Pin w/Slide

06D6 - Powerbomb to Facebuster
06E0 - Power Clothesline
06EA - Punching Combination 01
06F4 - Punching Combination 02
06FE - Punching Combination 03
0708 - Rikishi Driver
0712 - Rios Driver
071C - Rock Bottom
0726 - Rushing Armbar
0730 - Russian Neck Drop
073A - Scoop Reverse DDT
0744 - Screwdriver
074E - Shake Rattle & Roll
0758 - Sidewalk Slam/Submission
0762 - Six Seconds Magic
076C - Sky High
0776 - Small Package DDT
0780 - Snowplow
078A - Spinning Falcon Arrow
0794 - Spiral Bomb
079E - Stephanie Slap
07A8 - STO 01
07B2 - STO 02
07BC - Stone Cold Stunner
07C6 - Striking Combination
07D0 - Strong Lariat
07DA - Sumo Attack 01
07E4 - Sumo Attack 02
07EE - Super Knee Strike
07F8 - Super Powerbomb Pin 01
0802 - Super Powerbomb Pin 02
080C - Super Snap Powerbomb 01
0816 - Super Snap Powerbomb 02
0820 - Sweet Chin Music
082A - Tazzplex
0834 - The Morality Check
083E - Tiger Driver
0848 - TKO
0852 - Tombstone Piledriver
085C - Twist of Fate
0866 - Two Handed Chokeslam
0870 - Ultimate Armbar
087A - X Factor
0884 - 3/4 Turn Neckbreaker
1D2E - Blue Thunder Pin
1D38 - Burning Hammer
1D42 - Cobra Clutch Suplex
1D4C - DD DDT
1D56 - Electric Chair Drop
1D60 - Full Nelson Driver
1D6A - Full Nelson Face Drop
1D74 - Impaler
1D7E - Multiple German Suplex
1D88 - Pump Handle Buster
1D92 - Pump Handle Slam
1D9C - Reverse DDT Drop
1DA6 - Reverse Tazzplex
1DB0 - Sleeper Drop
1DBA - Spinning Hurracanrana Pin
1DC4 - Spinning Torture Rack

1DCE - Stalling German Suplex
1DD8 - Tazzmission
1DE2 - Tiger Suplex '85 Pin
1DEC - Walking Sideslam
0C3C - Abdominal Stretch
0C46 - Back Body Flip
0C50 - Back Toss 01
05A - Back Toss 02
0C64 - Belly to Belly Suplex
0C6e - Body Press Drop
0C78 - Body Press Slam
0C82 - Double Handed Choke Lift
0C8c - Faarooq Spinebuster
0C96 - Huracanrana
0CA0 - Huracanrana Pin
0CAA - Lou Thesz Press Knuckle
0CB4 - Lou Thesz Press Pin
0CBE - Manhattan Drop
0CC8 - Monkey Flip
0CD2 - Monkey Toss
0CDC - Neck Breaker Drop
0CE6 - Powerslam 01
0CF0 - Powerslam 02
0CFA - Reverse Armbar
0D04 - Samoan Drop 01
0D0E - Samoan Drop 02
0D18 - Scissor Sweep
0D22 - Sleeper Hold
0D2C - Sleeper to Submission 01
0D36 - Sleeper to Submission 02
0D40 - Spinebuster
0D4A - Swinging Chokeslam
0D54 - Tilt A Whirl Backbreaker
0D5E - Tilt A Whirl Driver
0D68 - Tilt A Whirl Sideslam
0D72 - Tornado Backbreaker
0D7C - Underhook Belly to Belly
0D86 - Bossman Slam
0D90 - Flowing Hip Toss
0D9a - Crippler Cross Face
0DA4 - Press 3/4 Turn Neckbreaker
0DAE - Rock Spinebuster
0DC0 - Chin Breaker
0DCa - Chokeslam
0DD4 - Headscissor Takedown 01
0DDE - Headscissor Takedown 02
0DE8 - Huracanrana
0DF2 - Jump Swinging DDT
0DFC - Monkey Flip
0E06 - Neck Breaker
0E10 - Rock Spinning DDT
0E1A - Running DDT 01
0E24 - Running DDT 02
0E2E - Sambo Suplex
0E38 - Swinging Neckbreaker
0E42 - T-Bone Suplex
0E4C - Bulldog
0E56 - Face Crusher 01
0E60 - Face Crusher 02
0E6A - Half Nelson Suplex

0E74 - Release German Suplex
0E7E - Two Handed Facebuster
0FBE - Bronco Buster
0FC8 - Diamond Dust
0FD2 - Dragon Rana
0FDC - Dragonsteiner
0FE6 - Flipping Neckbreaker
0FF0 - Flipping Slam
0FFA - Jumping Armbar Takedown
1004 - Misty Frankensteiner
100E - Stink Face
1018 - Super Brainbuster
1022 - Super Death Valley Driver
102C - Super Hurricane Rana
1036 - Super Powerbomb
1040 - Super Tazzplex
104A - 3/4 Turn Neck Breaker
1068 - Reverse Frankensteiner
1072 - Super German Suplex

8. This Code allows for Spirit Changes by pressing certain buttons. It is recommended that you have a Tag Team Match, the rest is up to you, though.

Here

is how to get them to do certain things:

Player 1:

Z+Left - P1 Max Spirit
Z+Right - P2 Max Spirit
Z+Down - P3 Max Spirit
Z+Up - P4 Max Spirit
Z+C Left - P1 No Spirit
Z+C Right - P2 No Spirit
Z+C Down - P3 No Spirit
Z+C Up - P4 No Spirit
A+Left - Steal P2 Spirit
A+Down - Steal P3 Spirit
A+Up - Steal P4 Spirit

Player 2:

Z+Left - P1 Max Spirit
Z+Right - P2 Max Spirit
Z+Down - P3 Max Spirit
Z+Up - P4 Max Spirit
Z+C Left - P1 No Spirit
Z+C Right - P2 No Spirit
Z+C Down - P3 No Spirit
Z+C Up - P4 No Spirit
A+Right - Steal P1 Spirit
A+Down - Steal P3 Spirit
A+Up - Steal P4 Spirit

9. The winner of the match is whoever puts the other guy through the

Announcers

Table. Select a 1 on 1 Match, and then pick your Players. Next, Select these rules:

Time Limit: You decides

Count Out: No count

Pin: No

Submission: No

TKO: No

Rope Break: No

DQ: No

Move Codes

Double Sweet Chin Music (Replaces Double Underhook Drop)

- D115AF56 41F8
- 8115AF56 36ED
- D115B2AE 41F9
- 8115B2AE 36ED
- D115B606 41FA
- 8115B606 36EE

Super TKO (Replaces Body Press Drop in Irish Whip Grapple)

- D106B454 3A46
- D106B456 0019
- 8106B460 00BE
- D106B454 3A46
- D106B456 0019
- 8106B462 65BC
- D106B514 3A47
- D106B516 0019
- 8106B520 00BE
- D106B514 3A47
- D106B516 0019
- 8106B522 7C56

Super 450 Splash (Replaces 450 Splash)

- D106B454 40EE
- D106B456 001A
- 8106B460 0116
- D106B454 40EE
- D106B456 001A
- 8106B462 C62C

Dominator into Double Arm DDT (Replace Dominator)

- D106B454 3810
- D106B456 0058
- 8106B460 009C
- D106B454 3810
- D106B456 0058
- 8106B462 7850
- D106B514 3811
- D106B516 0058
- 8106B520 009C

D106B514 3811
D106B516 0058
8106B522 8FAE

Sitdown Dominator (Replaces Dominator)

D106B454 3810
D106B456 0050
8106B460 00C4
D106B454 3810
D106B456 0050
8106B462 334A

Angel Wings (replaces Fameasser)

D115AF56 3814
8115AF56 36FD
D115B2AE 3815
8115B2AE 36FE
D106B454 36FD
D106B462 9A1C
8106B460 00BE
D106B454 36FD
D106B462 9A1C
8106B462 9352
D106B514 36FE
D106B522 AAF8
8106B520 00BE
D106B514 36FE
D106B522 AAF8
8106B522 AE84

Red Thunder (Replaces Cannon Ball Buster)

D115AF56 38A2
8115AF56 3974
D115B2AE 38A3
8115B2AE 3975

Saturn's Slam (Replaces Brainbuster DDT)

D106B454 3783
D106B462 D46C
8106B460 009B
D106B454 3783
D106B462 D46C
8106B462 3BE4
D106B514 3784
D106B522 F062
8106B520 009B
D106B514 3784
D106B522 F062
8106B522 5B4C
D106B454 3783
D106B456 007F
8115AF52 0000
D106B514 3784
D106B516 007F
8115B2AA 0000

Fallen Angel (Replaces TKO)

D106B454 37C1
D106B456 0049
8106B460 00BF
D106B454 37C1
D106B456 0049
8106B462 B99E
D106B514 37C2
D106B516 0049
8106B520 00BF
D106B514 37C2
D106B516 0049
8106B522 CA18

Real Tiger Driver (Replaces Pedigree)

D115AF56 37FC
8115AF56 36FD
D115B2AE 37FD
8115B2AE 36FE
D106B454 36FD
D106B456 003C
8106B460 00C0
D106B454 36FD
D106B456 003C
8106B462 F748
D106B514 36FE
D106B516 003C
8106B520 00C1
D106B514 36FE
D106B516 003C
8106B522 1D94
D106B454 36FD
D106B456 0055
8115AF52 0000
D106B514 36FE
D106B516 0055
8115B2AA 0000

Smashmouth V2 (Replaces Powerbomb to Facebuster)

D106B454 37C3
D106B462 9106
8106B460 00BF
D106B454 37C3
D106B462 9106
8106B462 B752

Amittyville Horror (Replaces Inverted DDT)

D115AF56 37E6
8115AF56 34D3
D115B2AE 37E7
8115B2AE 34D4
D106B454 34D3
D106B456 003A
8106B460 00A3
D106B454 34D3
D106B456 003A

8106B462 C0F0
D106B514 34D4
D106B516 003A
8106B520 00A3
D106B514 34D4
D106B516 003A
8106B522 D6C6
D106B454 34D3
D106B456 0055
8115AF52 0000
D106B514 34D4
D106B516 0055
8115B2AA 0000

Spinning Tommyhawk (Replaces Fire Thunder)

D106B454 377B
D106B456 0058
8106B460 00BE
D106B454 377B
D106B456 00BE
8106B462 6496
D106B514 377C
D106B516 0058
8106B520 00BE
D106B514 377C
D106B516 0058
8106B522 7B30
D106B454 377B
D106B456 0080
8115AF52 0000
D106B514 377C
D106B516 007D
8115B2AA 0000

European Jawbreaker (Replaces Jawbreaker)

D106B454 34C5
D106B456 0000
8106B460 00B8
D106B454 34C5
D106B456 0000
8106B462 D4CE
D106B454 34C5
D106B456 0015
8106B460 009B
D106B454 34C5
D106B456 0015
8106B462 0D82
D106B514 34C6
D106B516 0000
8106B520 00B8
D106B514 34C6
D106B516 0000
8106B522 EAA4
D106B514 34C6
D106B516 0015
8106B520 009B
D106B514 34C6
D106B516 0015

8106B522 1964
D106B454 34C5
D106B456 0025
8115AF52 0000
D106B514 34C6
D106B516 0025
8115B2AA 0000

Powerbomb to Flatliner (Replaces Powerbomb to Facebuster)

D106B454 37C3
D106B456 0053
8106B460 00C3
D106B454 37C3
D106B456 0053
8106B462 1D88
D106B514 37C4
D106B516 0053
8106B520 00C3
D106B514 37C4
D106B516 0053
8106B522 2AF2
D106B454 37C3
D106B456 0073
8115AF52 0000
D106B514 37C4
D106B516 0073
8115B2AA 0000

*Money Maker (Replaces Pedigree)

D106B454 37FC
D106B456 0032
8106B460 0094
D106B454 37FC
D106B456 0032
8106B462 029E
D106B454 37FC
D106B456 0048
8106B460 0091
D106B454 37FC
D106B456 0048
8106B462 507C
D106B514 37FD
D106B516 0032
8106B520 0094
D106B514 37FD
D106B516 0032
8106B522 143E
D106B514 37FD
D106B516 0048
8106B520 0091
D106B514 37FD
D106B516 0048
8106B522 6468
D106B454 37FC
D106B456 005C
8115AF52 0000
D106B514 37FD
D106B516 005C

8115B2AA 0000

Reverse Twist of Fate (Replaces Reverse DDT 1)

D106B454 3858
D106B462 D602
8106B460 00C4
D106B454 3858
D106B462 D602
8106B462 78A4
D106B514 3859
D106B522 E6DE
8106B520 00CA
D106B514 3859
D106B522 E6DE
8106B522 32B2
D106B514 3859
D106B522 3686
8106B520 00C6
D106B514 3859
D106B522 3686
8106B522 EAB2
D106B454 3858
D106B456 003E
8115AF52 0000

Twist of Fate to Stunner (Replaces Twist of Fate)

D106B454 381E
D106B462 7CDA
8106B460 00C1
D106B454 381E
D106B462 7CDA
8106B462 5D8E
D106B514 381F
D106B522 8C90
8106B520 00C1
D106B514 381F
D106B522 8C90
8106B522 6B5A
D106B454 381E
D106B456 004A
8115AF52 0000
D106B514 381F
D106B516 004A
8115B2AA 0000

Full Nelson Sitout Face Drop (Replaces Dudley Atomic Drop)

D106B514 3879
D106B522 A5BA
8106B520 00CA
D106B514 3879
D106B522 A5BA
8106B522 D70C
D115B2AE 2FAA
8115B2AE 325F

German Sitout Face Drop (Replaces German Suplex 03)

D106B454 387A
D106B462 B44A
8106B460 00C8
D106B454 387A
D106B462 B44A
8106B462 94DE
D106B514 387B
D106B522 C1B4
8106B520 00CA
D106B514 387B
D106B522 C1B4
8106B522 D70C
D106B454 387A
D106B456 0035
8115AF52 0000
D106B514 387B
D106B516 0035
8115B2AA 0000

Smash Mouth V1 (Replaces Super Snap Powerbomb 02)

D106B454 378D
D106B456 005D
8106B460 00BF
D106B454 378D
D106B456 005D
8106B462 B93C
D106B514 378E
D106B516 005D
8106B520 00BE
D106B514 378E
D106B516 005D
8106B522 ADC0

Awesome Bomb (Replaces Snap Powerbomb 03)

D106B454 3467
D106B456 0042
8106B460 009D
D106B454 3467
D106B456 0042
8106B462 2270
D106B454 3467
D106B456 0062
8115AF52 0000

Calibur Bomb (Replaces Snap Powerbomb 03)

D106B454 3467
D106B456 003D
8106B460 009D
D106B454 3467
D106B456 003D
8106B462 2270
D106B514 3468
D106B516 003D
8106B520 009D
D106B514 3468
D106B516 003D
8106B522 3598

D106B454 3467
D106B456 005E
8115AF52 0000
D106B514 3468
D106B516 005E
8115B2AA 0000

Chicken Wing Implant DDT (Replaces Implant DDT)

D106B454 37E6
D106B456 0000
8106B460 00A4
D106B454 37E6
D106B456 0000
8106B462 64BE
D106B454 37E6
D106B456 0047
8106B460 00C0
D106B454 37E6
D106B456 0047
8106B462 7B92
D106B514 37E7
D106B516 0000
8106B520 00A4
D106B514 37E7
D106B516 0000
8106B522 7722
D106B514 37E7
D106B516 0047
8106B520 00C0
D106B514 37E7
D106B516 0047
8106B522 94DA
D106B454 37E6
D106B456 006A
8115AF52 0000
D106B514 37E7
D106B516 006A
8115B2AA 0000

Chicken Wing Reverse DDT (Replaces Cobra Clutch Suplex)

D106B454 38FA
D106B456 0000
8106B460 00CF
D106B454 38FA
D106B456 0000
8106B462 DC68
D106B454 38FA
D106B456 0010
8106B460 00CC
D106B454 38FA
D106B456 0010
8106B462 1438
D106B514 38FB
D106B516 0000
8106B520 00CF
D106B514 38FB
D106B516 0000
8106B522 E1C8

D106B514 38FB
D106B516 0010
8106B520 00CC
D106B514 38FB
D106B516 0010
8106B522 2576
D106B454 38FA
D106B456 002C
8115AF52 0000
D106B514 38FB
D106B516 002C
8115B2AA 0000

Tazzmission Reverse DDT(Replaces Cobra Clutch Suplex)

D106B454 38FA
D106B456 0000
8106B460 00CF
D106B454 38FA
D106B456 0000
8106B462 8954
D106B454 38FA
D106B456 000E
8106B460 00CC
D106B454 38FA
D106B456 000E
8106B462 1438
D106B514 38FB
D106B516 0000
8106B520 00CF
D106B514 8D8E
D106B516 0000
8106B522 E1C8
D106B514 38FB
D106B516 000E
8106B520 00CC
D106B514 38FB
D106B516 000E
8106B522 2576
D106B454 38FA
D106B456 002A
8115AF52 0000
D106B514 38FB
D106B516 002A
8115B2AA 0000

Atomic Chair Drop (Replaces Dudley Atomic Drop)

D106B454 3878
D106B456 0000
8106B460 00C5
D106B454 3878
D106B456 0000
8106B462 A5C8
D106B454 3878
D106B456 0023
8106B460 00C8
D106B454 3878
D106B456 0023
8106B462 94DE

D106B514 3879
D106B516 0000
8106B520 00C5
D106B514 3879
D106B516 0000
8106B522 BD26
D106B514 3879
D106B516 0023
8106B520 00CA
D106B514 3879
D106B516 0023
8106B522 D70C
D106B454 3878
D106B456 0047
8115AF52 0000
D106B514 3879
D106B516 0047
8115B2AA 0000
D115B2AE 2FAA
8115B2AE 325F

**Double Last Ride (Replaces Double Powerbomb Drop)

D106B454 41FE
D106B456 0069
8106B460 00B2
D106B454 41FE
D106B456 0069
8106B462 5900
D106B454 41FF
D106B456 0069
8106B460 00B2
D106B454 41FF
D106B456 0069
8106B462 5900
D106B514 41FE
D106B516 0069
8106B520 00B2
D106B514 41FE
D106B516 0069
8106B522 5900
D106B514 41FF
D106B516 0069
8106B520 00B2
D106B514 41FF
D106B516 0069
8106B522 5900
D106B5D4 4200
D106B5D6 0069
8106B5E0 00B2
D106B5D4 4200
D106B5D6 0069
8106B5E2 8382
D106B694 4200
D106B696 0069
8106B6A0 00B2
D106B694 4200
D106B696 0069
8106B6A2 8382
D106B454 41FE
D106B456 00A3

8115AF52 0000
D106B454 41FF
D106B456 00A3
8115AF52 0000
D106B514 41FE
D106B516 00A3
8115B2AA 0000
D106B514 41FF
D106B516 00A3
8115B2AA 0000
D106B5D4 4200
D106B5D6 00A3
8115B602 0000
D106B694 4200
D106B696 00A3
8115B95A 0000

Super Pedigree (Replaces Pedigree)

D106B454 3410
D106B456 003D
8106B460 34E7
D106B454 3410
D106B456 003D
8106B462 003F
D106B514 37FD
D106B516 0049
8106B520 00C0
D106B514 37FD
D106B516 0049
8106B522 9478
D106B454 3410
D106B456 0070
8115AF52 0000
D106B514 37FD
D106B516 0070
8115B2AA 0000

Roll The Dice (Replaces DD DDT)

D106B454 388E
D106B456 005D
8106B460 00E8
D106B454 388E
D106B456 005D
8106B462 84D2
D106B514 388F
D106B516 005F
8106B520 00BD
D106B514 388F
D106B516 005F
8106B522 6316

Censored Ass (Replaces Censor Kick)

D106B454 37BB
D106B456 0068
8106B460 00C3
D106B454 37BB
D106B456 0068

8106B462 B046
D106B514 37BC
D106B516 0068
8106B520 00C3
D106B514 37BC
D106B516 0068
8106B522 C2AA

TKO 2 (Replaces TKO)

D106B454 37C1
D106B456 004F
8106B460 00C4
D106B454 37C1
D106B456 004F
8106B462 7E00
D106B514 37C2
D106B516 004F
8106B520 00C4
D106B514 37C2
D106B516 004F
8106B522 8DB6
D106B454 37C1
D106B456 0063
8115AF52 0000
D106B514 37C2
D106B516 0063
8115B2AA 0000

Tossing Lariat (Replaces Powerbomb to Facebuster)

D106B454 37C3
D106B456 0058
8106B460 00B9
D106B454 37C3
D106B456 0058
8106B462 B18E
D106B514 37C4
D106B516 0058
8106B520 00B3
D106B514 37C4
D106B516 0058
8106B522 2A28
D106B454 37C3
D106B456 0071
8115AF52 0000
D106B514 37C4
D106B516 0071
8115B2AA 0000

Whippersnapper (Replaces 3/4 turn Neckbreaker - Corner)

D106B454 3D2A
D106B456 0057
8106B460 00F5
D106B454 3D2A
D106B456 0057
8106B462 2204
D106B514 3D2B
D106B516 0057

8106B520 00F5
D106B514 3D2B
D106B516 0057
8106B522 3AEA

Pearl Necklace (Replaces Inverted Implant DDT)

D106B454 37E6
D106B456 004F
8106B460 00C4
D106B454 37E6
D106B456 004F
8106B462 7D3C
D106B514 37E7
D106B516 004F
8106B520 00C4
D106B514 37E7
D106B516 004F
8106B522 8CF2
D106B454 37E6
D106B456 0069
8115AF52 0000
D106B514 37E7
D106B516 0069
8115B2AA 0000

Rhino Driver (Replaces Hangman's DDT)

D106B454 37EA
D106B456 0088
8106B460 00B6
D106B454 37EA
D106B456 0088
8106B462 B9A8
D106B454 37EA
D106B456 00A1
8115AF52 0000

Wham Bam (Replaces Pedigree)

D106B454 37FC
D106B456 004C
8106B460 009C
D106B454 37FC
D106B456 004C
8106B462 7A9C
D106B514 37FD
D106B516 004C
8106B520 009C
D106B514 37FD
D106B516 004C
8106B522 91FA
D106B454 37FC
D106B456 0068
8115AF52 0000
D106B514 37FD
D106B516 0068
8115B2AA 0000

Corner Tommyhawk (Replaces Flipping Slam - Corner)

D106B454 3D50
D106B456 0056
8106B460 00F5
D106B454 3D50
D106B456 0056
8106B462 2204
D106B514 3D51
D106B516 0056
8106B520 00F5
D106B514 3D51
D106B516 0056
8106B522 3AEA
D106B454 3D50
D106B456 0073
8115AF52 0000
D106B514 3D51
D106B516 0073
8115B2AA 0000

Bareback (Replaces Rockbottom)

D106B454 37FA
D106B456 005F
8106B460 00C0
D106B454 37FA
D106B456 005F
8106B462 F86E
D106B514 37FB
D106B516 005F
8106B520 009B
D106B514 37FB
D106B516 005F
8106B522 183E
D106B514 37FB
D106B516 007C
8115B2AA 0000

Realistic Evenflow (Replaces Flowing DDT)

D106B514 37A4
D106B516 0026
8106B520 00BE
D106B514 37A4
D106B516 0026
8106B522 AFAA

*Falling Last Ride (Replaces Last Ride)

D106B454 36FB
D106B456 00C7
8106B460 009D
D106B454 36FB
D106B456 00C7
8106B462 2396

Beast Bomb (Replaces Powerbomb to Facebuster)

D106B454 37C3
D106B456 004C

8106B460 009E
D106B454 37C3
D106B456 004C
8106B462 1AC8
D106B514 37C4
D106B516 004C
8106B520 009E
D106B514 37C4
D106B516 004C
8106B522 2A1C
D106B454 37C3
D106B456 0062
8115AF52 0000
D106B514 37C4
D106B516 0062
8115B2AA 0000

Beast Breaker (Replaces 2 Underhook Backbreaker)

D106B454 34E7
D106B456 0050
8106B460 009E
D106B454 34E7
D106B456 0050
8106B462 1DD8

Reverse Sitdown Suplex (Replaces Reverse Suplex)

D106B454 3493
D106B462 3BFE
8106B460 00B6
D106B454 3493
D106B462 3BFE
8106B462 B8E4

Reverse Powerbomb (Replaces Release German Suplex)

D106B454 4074
D106B462 2ADA
8106B460 0120
D106B454 4074
D106B462 2ADA
8106B462 CFEA
D106B514 4075
D106B522 396A
8106B520 00CA
D106B514 4075
D106B522 396A
8106B522 D5E6
D106B514 4075
D106B516 003D
8115B3E6 0000

Sit Down RockBottom (Replaces STO 2)

D106B454 375F
D106B462 B380
8106B460 00C1
D106B454 375F
D106B462 B380

8106B462 F67C
D106B514 3760
D106B522 BD78
8106B520 00C2
D106B514 3760
D106B522 BD78
8106B522 114C
D106B454 375F
D106B462 F804
8106B460 00CA
D106B454 375F
D106B462 F804
8106B462 7500

Split Leg Moonsault (Replaces Corner Body Splash)

D106B454 41AE
D106B462 12A2
8106B460 0070
D106B454 41AE
D106B462 12A2
8106B462 96FA
D106B454 41AE
D106B462 9B30
8106B460 011C
D106B454 41AE
D106B462 9B30
8106B462 EFC4
D106B454 41AE
D106B462 F336
8106B460 011D
D106B454 41AE
D106B462 F336
8106B462 1A4A

360 Legdrop (Replaces Guillotine Legdrop)

D115AF56 410B
8115AF56 40C0
D115B2AE 410B
8115B2AE 40C0

Edge-O-Matic (Replaces Reverse DDT 2)

D106B454 3890
D106B462 2484
8106B460 009E
D106B454 3890
D106B462 2484
8106B462 1446
D106B454 3890
D106B462 181A
8106B462 1A66

Kryptonite Krunch (Replaces Powerbomb to Facebuster)

D106B454 37C3
D106B462 9042
8106B460 00BF
D106B454 37C3

D106B462 9042
8106B462 B752
D106B454 37C3
D106B522 AE22
8106B520 00DC
D106B454 37C3
D106B522 AE22
8106B522 29F2
D106B454 37C3
D106B522 2E8A
8106B520 0085
D106B454 37C3
D106B522 2E8A
8106B522 A64A

Kick Pedigree (Replaces Pedigree)

D106B454 3800
D106B462 A5E8
8106B460 00C2
D106B454 3800
D106B462 A5E8
8106B462 1EB6
D106B514 3801
D106B522 B910
8106B520 00C2
D106B514 3801
D106B522 B910
8106B522 39E8

X - Stunner (Replaces X-Factor)

D106B454 3800
D106B462 A770
8106B460 00C1
D106B454 3800
D106B462 A770
8106B462 5C68
D106B514 3801
D106B522 BAFA
8106B520 00C1
D106B514 3801
D106B522 BAFA
8106B522 6A34

Fall Forward Powerbomb (Replaces Snap Powerbomb 01)

D106B454 3603
D106B456 003B
8106B460 009D
D106B454 3603
D106B456 003B
8106B462 2270
D106B514 3604
D106B516 003B
8106B520 009D
D106B514 3604
D106B516 003B
8106B522 3598

Super Spear (Replaces Spear)

D115AF56 3BBA

D115b2AE 3156

8115b2AE 3157

Super Kitchen Sink (Replaces Kitchen Sink 01)

D115AF56 3B6E

D115B2AE 3157

8115B2AE 3156

Double Underhook Piledriver (Replaces Double Underhook Suplex)

D106B454 340B

D106B456 0038

8106B460 0090

D106B454 340B

D106B456 0038

8106B462 D8F4

D106B514 340C

D106B516 0038

8106B520 0090

D106B514 340C

D106B516 0038

8106B522 EB58

*Double Powerbomb to Facebuster (Replaces Double Powerbomb)

D106B454 3820

D106B456 0085

8106B460 00BE

D106B454 3820

D106B456 0085

8106B462 9168

D106B514 3821

D106B516 0085

8106B520 00BE

D106B514 3821

D106B516 0085

8106B522 AC9A

Super Head Butt (Replaces Swanton Bomb)

D106B454 411C

D106B456 0011

8106B460 00F0

D106B454 411C

D106B456 0011

8106B462 915C

Falling TKO (Replaces TKO)

D106B454 37C1

D106B456 004E

8106B460 00BF

D106B454 37C1

D106B456 004E

8106B462 BA00

D106B514 37C2

D106B516 004E
8106B520 00BF
D106B514 37C2
D106B516 004E
8106B522 CA7A

Weird Rikishi Driver (Replaces Rikishi Driver)

D106B454 381A
D106B456 0054
8106B460 00C3
D106B454 381A
D106B456 0054
8106B462 F664

TOF Neckbreaker (Replaces Twist of Fate)

D106B454 381E
D106B456 002D
8106B460 009A
D106B454 381E
D106B456 002D
8106B462 B36C
D106B514 381f
D106B516 002D
8106B520 009A
D106B514 381F
D106B516 002D
8106B522 C138
D106B454 381E
D106B456 0036
8115AF52 0000
D106B514 381F
D106B516 0036
8115B2AA 0000

Super Diamond Dust (Replaces Diamond Dust)

D106B454 3D42
D106B456 0034
8106B460 00F4
D106B454 3D42
D106B456 0034
8106B462 DD76

Running Powerbomb (Replace Running Grapple Chokeslam)

D106B454 4141
D106B456 0010
8106B460 00C1
D106B454 4141
D106B456 0010
8106B462 F61A
D106B514 4142
D106B516 0010
8106B520 00C2
D106B514 4142
D106B516 0010
8106B522 10EA

Rios-Factor (Replaces Rios Driver)

D106B545 37BD
D106B456 0036
8106B460 00BE
D106B454 37BD
D106B456 0036
8106B462 93B4

Powerbomb to Pedigree (Replaces Powerbomb to Facebuster)

D106B454 37C3
D106B456 004B
8106B460 0113
D106B454 37C3
D106B456 004B
8106B462 7CA0
D106B454 37C3
D106B456 0076
8115AF52 0000
D106B514 37C4
D106B516 0076
8115B2AA 0000

*Powerbomb to RockBottom (Replaces Powerbomb to Facebuster)

D106B454 37C3
D106B456 0052
8106B460 00C1
D106B454 37C3
D106B456 0052
8106B462 F98C
D106B514 37C4
D106B516 0052
8106B520 00C2
D106B514 37C4
D106B516 0052
8106B522 145C
D106B454 37C3
D106B456 0078
8115AF52 0000
D106B514 37C4
D106B516 0078
8115B2AA 0000

Deadly Descent (Replaces Dominator)

D106B454 3810
D106B456 0056
8106B460 00BF
D106B454 3810
D106B456 0056
8106B462 903E
D106B514 3811
D106B516 0056
8106B520 00C1
D106B514 3811
D106B516 0056
8106B522 1DF6

Jackknife into Dominator (Replaces Jackknife Powerbomb)

D106B454 37AF
D106B456 0088
8106B460 00C3

D106B454 37AF
D106B456 0088
8106B462 621E
D106B514 37B0
D106B516 0088
8106B520 00C3
D106B514 37B0
D106B516 0088
8106B522 797C
D106B454 37AF
D106B456 009B
8115AF52 0000
D106B514 37B0
D106B516 009B
8115B2AA 0000

Diamond Dust Cutter (Replaces Diamond Dust)

D106B454 3D42
D106B456 005A
8106B460 00F3
D106B454 3D42
D106B456 005A
8106B462 5EB0
D106B514 3D43
D106B516 005A
8106B520 00F3
D106B514 3D43
D106B516 0056
8106B522 76D2
D106B454 3D42
D106B456 006F
8115AF52 0000
D106B514 3D43
D106B516 006F
8115B2AA 0000

*TommyHawk Stunner (Replaces Top Rope Flipping Slam)

D106B454 3D50
D106B456 0055
8106B460 00C1
D106B454 3D50
D106B456 0055
8106B462 5DF0
D106B514 3D51
D106B516 0055
8106B520 00C1
D106B514 3D51
D106B516 0055
8106B522 6BBC
D106B454 3D50
D106B456 0076
8115AF52 0000
D106B514 3D51
D106B516 0076
8115B2AA 0000

Old School Explosion (Replaces Reverse DDT 1)

D106B454 3858
D106B456 001E
8106B460 00C4

D106B454 3858
D106B456 001E
8106B462 7BB4
D106B454 3858
D106B456 0042
8115AF52 0000

Suplex to Evenflow DDT (Replaces Brainbuster DDT)

D106B454 3783
D106B456 0061
8106B460 00BB
D106B454 3783
D106B456 0061
8106B462 BEEC
D106B514 3784
D106B516 0061
8106B520 00BB
D106B514 3784
D106B516 0061
8106B522 D524
D106B454 3783
D106B456 008F
8115AF52 0000
D106B514 3784
D106B516 008F
8115B2AA 0000

Bronx Bomb (Replaces Rockbottom)

D106B454 37FA
D106B456 005E
8106B460 009C
D106B454 37FA
D106B456 005E
8106B462 7A9C
D106B514 37FB
D106B516 005E
8106B520 00AD
D106B514 37FB
D106B516 005E
8106B522 AB9E
D106B514 37FB
D106B516 007A
8115B2AA 0000

**Tossing Superkick (Replaces Powerbomb to Facebuster)

D106B454 37C3
D106B456 005A
8106B460 00B3
D106B454 37C3
D106B456 005A
8106B462 1A10
D106B514 37C4
D106B516 005C
8106B520 00B3
D106B514 37C4
D106B516 005C
8106B522 2A28
D106B454 37C3
D106B456 0075
8115AF52 0000

D106B514 37C4
D106B516 0075
8115B2AA 0000

Cooler Back Body Drop (Replaces Irish WhipBack Body Drop)

D115AF56 3A17
8115AF56 3A46
D115B2AE 3A18
8115B2AE 3A47
D106B514 3A47
D106B516 0012
8106B520 0115
D106B514 3A47
D106B516 0012
8106B522 4DAA
D106B514 3A47
D106B516 0024
8115B2AA 0000

*Body Press to Dropkick (Replaces Snap Powerbomb 02)

D115AF56 3603
8115AF56 3a81
D115B2AE 3604
8115B2ae 3A80
D106B454 3A81
D106B456 000F
8106B460 0115
D106B454 3A81
D106B456 000f
8106B462 1736
D106B454 3A81
D106B456 0022
8106B520 00b7
D106B454 3A81
D106B456 0022
8106B522 C088
D106B454 3A81
D106B456 002b
8115AF52 0000
D106B454 3A81
D106B456 002b
8115b2aa 0000

Tilt-a-Whirl Tombstone (Replaces Tilt-a-Whirl Piledriver)

D106B454 33E5
D106B456 0039
8106B460 00C3
D106B454 33E5
D106B456 0039
8106B462 F6C6
D106B514 33E6
D106B516 0036
8106B520 00C4
D106B514 33E6
D106B516 0036
8106B522 19A0

Running Rana (Replaces Super Dragon Screw)

D115AF56 3CE6
8115AF56 3D1C

D106B454 3D1C
D106B456 003C
8106B460 00F0
D106B454 3D1C
D106B456 003C
8106B462 A60C
D106B514 3CE7
D106B516 003C
8106B520 00F0
D106B514 3CE7
D106B516 003C
8106B522 B5C2
D106B454 3D1C
D106B456 0060
8115AF52 0000
D106B514 3CE7
D106B516 0060
8115B2AA 0000

Last Ride Reversed To Headscissors (Replaces the Last Ride)

D115AF56 36FB
8115AF56 36DC
D115B2AE 36FC
8115B2AE 36FB
D106B454 36FC
D106B456 00BD
8106B460 009E
D106B454 36FC
D106B456 00BD
8106B462 7E06
D106B454 36FC
D106B456 00BD
8106B520 009E
D106B454 36FC
D106B456 00BD
8106B522 8986

5. Arena Codes

Just A Cool Arena

part 1

810528f4 7223
810528f6 0119
81050100 2cfb
8105010e 2cfb
81050434 2cfb
810500E8 0A21
81050124 2cfb
81050126 2cfb
81050128 2cfb
8105012A 2cfb
8105012C 2cfb
8105012E 2cfb
81050130 2cfb
81050132 2cfb
81050134 2cfb

81050136 2cfb
8105010C 2cfb
81050400 2195
81050402 2195
81050404 2195
81050406 2195
81050408 2195
8105040a 2195
8105040c 2195
8105040e 2195
8105043E 2cfb
81050438 2cfb
8105043A 2cfb
81050436 2cfb

part 2

810500EC 06FA
810500EE 06FB
810500F0 06FC
810500F2 06FD
810500F4 06FE
810500F6 06FF
810500F8 07F9
810500FA 07F9
810500FC 07F9
810500FE 07F9
81050100 09CD
81050102 07F9

part 3

D1064880 2000
8115AFB0 42B4
D1064880 2000
8115B308 42B4
(z to get on car)

part 4

81050188 06e2
8105018a 06e3
8105018c 06e3
8105018e 06e2
81050190 09f1
81050192 09a9
81050194 09a9
81050196 09f1
81050158 c2c0
8105016c c428
8105015c 42b4
81050168 42b4
81050174 42b4
81050180 42b4

Japanese Arena *Replaces Raw Is War*:

Actual Arena:

8105042c 03a5
8105042e 21a5
81050430 21a5
81050432 21a5
81050434 21a5
81050436 043f
81050438 0899
8105043c 2cfb
8105043e 088f
81050440 03a5
81050442 03a5

Ring Apron:

81050400 03a5
81050402 03a5
81050404 043f
81050406 03a5
81050408 03a5
8105040a 03a5
8105040c 03a5
8105040e 043f

Black Ropes:

810528f4 7223
810528f6 0119

BarbedWire Mat

81050100 2cfb
8105010e 2cfb

Wooden Table On Outside

81050188 06e2
8105018a 06e3
8105018c 06e3
8105018e 06e2
81050190 09f1
81050192 09a9
81050194 09a9
81050196 09f1
81050158 c2c0
8105016c c428
8105015c 42b4
81050168 42b4
81050174 42b4

81050180 42b4

Old wwf arena

81050150 24C3---BLUE TURNBUCKLE POST

81050152 24C3---BLUE TURNBUCKLE PAD

810500F8 24C3

810500FA 24C3

810500FC 24C3

810500FE 24C3---BLUE RING STEPS

81050100 24C3

81050102 24C3

81052CE8 2CCA---BLUE RING STEPS (AFTER YOU PICK THEM UP)

81052CEC 24C3

81050400 21B7

81050402 21B7

81050404 21B7

81050406 21B7---BLACK RING APRON

81050408 21B7

8105040A 21B7

8105040C 21B7

8105040E 21B7

81050196 21B7---BLACK TABLE

81050124 2DOB

81050126 2DOB

81050128 2DOB

8105012A 2DOB

8105012C 2DOB

8105012E 2DOB---ECW STYLE BARRICADES (BEST I COULD DO)

81050130 2DOB

81050132 2DOB

81050134 2DOB

81050136 2DOB

81050440 0000

81050442 0000---NO UGO TRONS

81050436 2DC1---WWF ON TITAN TRON

81050432 0949---PUTS DOORS IN ENTRANCE WAY

8105043C 0000---TAKES AWAY WWF.COM SIGN

8105043E 0000---TAKES AWAY SCAFFOLD UNDER TRON

CREDIT: SPECTRUMZZ FOR ARENA ADDYS
CREDIT: PAPER CLIP88 FOR PUTTING IT TOGETHER

REPLACES RAW ARENA

ECW ARENA
Ring Mat
810500E8 24c3

Floor Mats
8105010E 24c3

Corner Floor Mats
8105010C 2dd7

Turnbuckle Pad
81050152 197c

Table
81050190 09a9
81050192 0000
81051094 09a9
81050196 09a9

Guard Rails -
81050124 0953
81050126 0953
81051028 0953
8105012a 0953
8105012c 0953
8105012e 0953
81050130 0953
81050132 0953
81050134 0953
81050136 0953

Ring Apron
810504F4 21a5
810504F6 21a5
810504F8 21a5
810504FA 21a5
810504FC 21a5
810504FE 21a5
81050500 21a5
81050502 21a5

Ring Set -

81050524 0957 - BACKGROUND
81050526 0000 - TOP LEFT OF K.O.R. SYMBOL
81050528 0000 - TOP RIGHT OF K.O.R. SYMBOL
8105052E 0000 - TOP CENTER OF K.O.R. SYMBOL
81050530 0951 - FAR LEFT OF K.O.R. SYMBOL
81050532 0951 - FAR RIGHT
81050534 0951 - INNER LEFT
81050536 0951 - INNER RIGHT
81050538 094d - LEFT OF WWF SIGN
8105053A 094d - RIGHT OF WWF SIGN
8105053C 0000 - RIGHT ARCHWAY
8105053E 0000 - LEFT ARCHWAY

Backyard Wrestling arena

Code 1

8105010E 1086
81052D14 04F9
81052D16 04F9
81052D18 2D0D
81052D1A 2CFD
8116C330 0000
8116C332 0018
8116C334 0000
8116C336 0018
8116C374 C37A
8116C376 66A0
8116C378 4310
8116C37A 2D89
8116C37C 4384
8116C37E 46FE
8116C382 0000
8116C386 F600
8116C38A FD00
8116C38C FFFF
810482F0 0033
D115AEC6 0018
8115AEC6 0016
D115B21E 0018
8115B21E 0016
D115B576 0018
8115B576 0016
D115B8CE 0018
8115B8CE 0016
810528F4 0404
810528F6 0404
81050150 2CFD
8105010C 1086
81052CB0 04F9
81052CB2 04F9
81052CB4 2CFD
81052CB6 2CFB
81050124 2cfd
81050126 2CFD
81050128 2CFD
8105012A 2CFD
8105012C 2CFD
8105012E 2CFD
81050130 2CFD

81050132 2CFD
81050134 2CFD
81050136 2CFD

Code 2

810500E8 2CFD
81050438 0899
81050436 0E22
81050400 0A21
81050402 0A21
81050404 0A21
81050406 0A21
81050408 0A21
8105040A 0A21
8105040C 0A21
8105040E 0A21
81050196 09EF
81050432 1086

No Way Out

8105042c 0a33
81050430 1026
81050436 21b7
8105043c 0e22
81050432 21b7
8105042e 21b7
81050440 21b7
81050442 21b7
8105040e 21b7
8105040c 0e22
81050400 0e22
81050402 21b7
81050408 2195
8105040a 21b7
81050404 2195
81050406 21b7

Cheese Arena *Replaces Raw Arena*

Baricade

81050124 2D11
81050126 2D11
81050128 2D11
8105012A 2D11
8105012C 2D11
8105012E 2D11
81050130 2D11
81050132 2D11
81050134 2D11
81050136 2D11

IT Replaces Wrestlemania

Barricades

81050124 - 81050136 2dod

Corner Post

81050150 2dod
81050152 2dod

Steps

81052ce8 2cca

81052cec 2dod

Apron

81050644 2dod
81050646 2dod
81050648 2dod
8105064a 2dod
8105064c 2dod
8105064e 2dod
81050650 2dod
81050653 2dod

Ring mat

810500e8 0803

Floor Mat

8105010c 0a57
8105010e 0a57

Table

81050190 2dod
81051092 2dod
81050194 2dod
81050196 2dod

Arena

8105066e 0a27
81050682 0a27
81050684 0a27
8105066a 0a57
81050670 - 81050678 0a27

Wooden Ladder (My Surprise)

81052d24 2d0d
81052d26 2d0d
81052d28 2d0d
81052d2a 2d0d

Misc. Codes

Ladder in Regular Match (must be J. Hardy & Reach For Weapon)

D106B454 3325
8116C768 0000
D106B454 3325
8116C76A 0019
D106B454 3325
8116C76C 0000

D106B454 3325
8116C76E 0019
D106B454 3325
8116C788 8104

*2 Players Championship Mode
810A755E 0002

**1Change Background Music
811533F8 ????

*2Fight in Crowd in Ladder Match (With Ladder)
D1064880 2000
8116C7B4 44FF

New Ladder
81052D28 2D13
81052D2A 2D13

Kendo Stick Replaces Briefcase in Ladder Match
81052CC0 2CBB
81052CC4 2CFF

*3Carry Ladder onto Table
D1064880 2000
8115AF9E 0000
D1064880 2100
8115AF9E 0021

Make Announce Table a Barbwire Platform
81050192 0000
81050196 2CFB

Fight In The Crowd
8015AF33 0000

Barbwire Bat (Replaces Bat)
81052C26 2CB9
81052C2E 2CFB

Barbwire Chair (Replaces Table Piece)
81052CBO 2CC1
81052CB2 2CC1
81052CB4 2DOB
81052CB6 2CFB

Barbwire Kendo Stick (Replaces Bat)
81052C24 2CBB
81052C26 2CBB

81052C2C 2CFF
81052C2E 2CFB

Blue Ropes

810528F4 0000
810528F6 0000

Pink Ropes

810528F4 FFFF
810528F6 FFFF

Speed Boost Player 1 (Press C-Down)

D0064881 0004
8015AF39 00FF

Speed Boost Player 2 (Press C-Down)

D0064887 0004
8015B291 00FF

Speed Boost Player 3 (Press C-Down)

D0064887 0004
8015B291 00FF

Speed Boost Player 4 (Press C-Down)

D0064887 0004
8015B291 00FF

Auto Win Player 1 (Press Z)

D0064880 0020
8015AF44 0001

Auto Win Player 2 (Press Z)

D0064886 0020
8015B29C 0001

Auto Win Player 3 (Press Z)

D006488C 0020
8015B5F4 0001

Auto Win Player 4 (Press Z)

D0064892 0020
8015B94C 0001

*First Person to Touch Floor Loses (For 1 on 1 Matches Only)

D115AF32 0004
8015B29C 0001
D115B28A 0004
8015AF44 0001

*No Win After Climbing Cage

8015AFAA 0000

8015B30A 0000

8015AF44 0000

8015B29C 0000

8015BF54 0000

8015B94C 0000

*4Make Player 1 Hold Weapon Differently

8015AF9E 00??

*4Make Player 2 Hold Weapon Differently

8015B2F6 00??

*4Make Player 3 Hold Weapon Differently

8015B64E 00??

*4Make Player 4 Hold Weapon Differently

8015B9A6 00??

*Wooden Table at Ringside

81050188 06E2

8105018A 06E3

8105018C 06E3

8105018E 06E2

81050190 09F1

81050192 09A9

81050194 09A9

81050196 09F1

81050158 C2C0

8105016C C428

8105015C 42B4

81050168 42B4

81050174 42B4

81050180 42B4

*Spaceship At Ringside

810500EC 06FA

810500EE 06FB

810500F0 06FC

810500F2 06FD

810500F4 06FE

810500F6 06FF

810500F8 09CD

810500FA 09CD

810500FC 09CD

810500FE 09CD

81050100 09CD

81050102 09CD

*Black Limo at Ringside

810500EC 06FA

810500EE 06FB
810500F0 06FC
810500F2 06FD
810500F4 06FE
810500F6 06FF
810500F8 07F9
810500FA 07F9
810500FC 07F9
810500FE 07F9
81050100 09CD
81050102 07F9

*100% on Everything (Career Mode)

810994B6 FFFF
810994B8 FFFF
810994BA FFFF
810994BC FFFF
810994BE FFFF
810994C0 FFFF
810994C2 FFFF
810994C4 FFFF
810994C6 FFFF
810994C8 FFFF
810994CA FFFF
810994CC FFFF
810994CE FFFF
810994D0 FFFF
810994D2 FFFF
810994D4 FFFF
810994D6 FFFF
810994D8 FFFF
810994DA FFFF
810944DC FFFF
800994DE FFFF

**5Crowd/Announcer Sound Effects

D0064880 0020
81048366 00??
D0064881 0020
81048366 0051

Barb-Wire Cage

810503F4 2CFB
810503F6 2CFB
810503F8 2CFB
810503FA 2CFB

1. Replaces ???? with one of the following:

0000 - No Music
0001 - Original 1

0002 - Original 2
0003 - Original 3
0004 - World Tour Theme!
0005 - Original 4
0006 - Cool 1
0007 - Cool 2
0008 - Original 5
0009 - Cool 3 (Doesn't last long)
000A - Cool 4 (Doesn't last long)
000B - Beginning of Entrance Video's Music
000C - Another Part of the Entrance Video
000D - Another Part of the Entrance Video
000E - Part of Main Menu BG Music
000F - Another Part of Main Menu BG Music
0010 - Another Part of Main Menu BG Music
0011 - Another Part of Main Menu BG Music
0012 - Another Part of Main Menu BG Music
0013 - Part of CAW BG Music
0014 - Another Part of CAW BG Music
0015 - Another Part of CAW BG Music
0016 - No Music
0017 - Kane
0018 - No Music
0019 - NAO
001A - Shamrock
001B - Val Venis
001C - X-Pac
001D - No Music
001E - Al Snow
001F - Bossman
0020 - Blackman
0021 - No Music
0022 - No Chance
0023 - D'Lo
0024 - DX
0025 - Edge
0026 - Godfather
0027 - Mark Henry
0028 - RTC
0029 - Raw Is War
002A - Mr. Ass
002B - Hardy Boyz
002C - Hardcore Holly
002D - No Music
002E - Dudley Boyz
002F - British Bulldog
0030 - Viscera
0031 - Essa Rios
0032 - Chyna
0033 - No Music
0034 - Dean Malenko
0035 - No Music
0036 - Taka Michinoku
0037 - Tazz
0038 - Real American
0039 - Triple H
003A - "Stone Cold" Steve Austin
003B - The Rock
003C - Acolytes
003D - Mankind

003E - Too Cool
003F - Cactus Jack
0040 - Shawn Michaels
0041 - Chris Jericho (Countdown)
0042 - Chris Jericho
0043 - Kurt Angle
0044 - No Music
0045 - Chris Benoit
0046 - T & A
0047 - Eddie Guerrero
0048 - Perry Saturn
0049 - Original 1
004A - Original 2
004B - Original 3
004C - Original 4
004D - Original 5
004E - Original 6
004F - Beginning of Entrance Video's Music

2. You have to make both players climb the ladder, and then have somebody press 'Z'. The ladder will then move to wherever you want it.

3. For this code to work, press 'Z' when you want to carry the ladder onto the Table, and then hold 'Z' and press right on the D-Pad to set up the ladder.

4. For this code, fill in the ?? with the following:

03 - Chair
05 - Bat
09 - Briefcase
11 - Trash Can
21 - Ladder

5. Press Z or C^. For some of the noises, credit goes to Kane Tombstone. Replaces ?? with one of the following:

4F - Asshole Chant
95 - Glass Break
96 - Police Siren
98 - Jerry Lawler Voice
99 - JR Voice
9A - Rock Voice (If ya Smell)
9F - "Exhibition"
A0 - "Pay Per View"
A1 - "Guest Referee"
A2 - "Ladder Match"
A3 - "Iron Man Match"
A4 - "Survival"
A5 - "Championship"
A6 - "Smackdown Mall"
A7 - "Options"
A8 - "Records"
A9 - "Royal Rumble"

AA - "King of the Ring"
AB - Male Grunt
AC - Male Grunt
AD - Male Grunt
AE - Male Grunt
AF - Male Grunt
B1 - Male Grunt
B4 - Male Grunts
B5 - Bell (Weapon)
B6 - Bell (Match Starts)
9E - Mick Foley Voice (Thank you very Much)

17.Codes and Secrets

=====

Stealing...

Opponent's Special:

When you have a special, Strong Grapple your opponent and press A+B.

Partner's Special:

Tag Match Only

When you have a special, Strong Grapple your opponent and press A+B+L+R.

Opponent's Taunt:

Rotate the Control Stick counter-clockwise.

Hidden Characters...

Championship Mode:

Character	Title	Mode/Chapter
Vince McMahon	World Title	10/3
Linda McMahon	World Title	10/2
Earl Hebner	World Title	10/4
Shawn Michaels	World Title	10/9
Mick Foley	World Title	10/1
Andre the Giant	World Title	10/8
Cactus Jack	Hardcore Title	9/7
Shane McMahon	Intercontinental Title	9/4

Smack Down Mall:

Cactus Jack
Earl Hebner
Ho
Ken Shamrock
Shawn Michaels

Survival Mode:

No Particular Order

Jerry Lawler
Shane McMahon
Mae Young
Cactus Jack
Ken Shamrock

Mick Foley
Vince McMahon
Shawn Michaels
Andre the Giant

Other...

Catching Weapons:

If a weapon is thrown at you, when it is very close, tap R to catch it.

18.Controls

=====

Also Coming Soon...

19.Taunts

=====

THANKS TO sdss9462!!

REGULAR, SPECIAL, AND CELEBRATION TAUNTS

1. Abdullah The Butcher
2. Great Sasuke 2
3. Arm Pump
4. Gedo/Jado
5. Shinjiro Otani Special
6. Jeff Jarrett
7. Meat
8. Karate Kid (Shane McMahon Special, WM2K)
9. Blue Meanie
10. Blue Meanie Special
11. Goldust "Shattered Dreams" (looks like NWO Point + Foot tapping)
12. Goldust
13. Raven/Tommy Dreamer
14. Eddy Guerrero "Kiss my ass"
15. Scott Hall Special
16. Scott Norton Special "It's Over"
17. Ultimo Dragon (Ear Cupping)
18. The Giant
19. The Giant Special
20. Genichiryu Tenryu (Checking Wrists)
21. Ric Flair 1 (Fixing Hair)
22. Ric Flair 2 (No, please)
23. Ric Flair Special (Strut)
24. Goldberg
25. DDP (Bang)
26. Rick Steiner (Bark)
27. Bret Hart
28. Booker T (Raise The Roof)
29. Stevie Ray "Surf's Up"
30. Disco Inferno
31. Meng (Down On One Knee)
32. Hulk Hogan (Ear Cupping)
33. Macho Man Randy Savage
34. Kevin Nash
35. Scott Hall (NWO Point)
36. Buff Bagwell
37. Big Poppa Pump Scott Steiner
38. Konnan
39. Double Arm Raise to Slow Crotch Chop (Scott Norton, Revenge)

40. Chris Jericho (WCW)
41. La Parka
42. Glacier
43. Thumps Left Side of Chest then Pounds Open Hand (Wrath, Revenge)*
44. Kanyon/Mortis
45. Billy Kidman (Old, Flock)
46. Fit Finlay
47. Roddy Piper
48. Women's Covering Up
49. Sting Special
50. Rick Steiner Special
51. Goldberg Special
52. Booker T Special
53. Disco Inferno Special
54. Meng Special
55. Rey Misterio Special (Hand Spinning + Upward Point)
56. Overhead Arm Cross
57. Hulk Hogan Special (Repeated Arm Flexing)
58. Macho Man Randy Savage Special
59. Kevin Nash Special
60. Buff Bagwell Special
61. Big Poppa Pump Scott Steiner Special
62. Van Hammer Special
63. "Aww Shucks"
64. Roddy Piper/Larry Zbysko Special
65. Fit Finlay Special
66. Alex Wright Special
67. Chavo Guerrero Jr. Special (Makes Circle with Arms and Shakes Head)
68. Toshiaki Kawada 1 (Wrist Check)
69. Giant Baba 1
70. Mitsuharu Misawa Special
71. Gut Smack
72. Kaientai Flexing
73. Akira Taue (Shoulder Rotate)
74. Toshiaki Kawada 2 (Calf Stretching)
75. Kenta Kobashi 1
76. Hiroshi Hase 2/Rick Rude (Girating)
77. Giant Baba 2
78. Mitsuharu Misawa (Finger Sniff)
79. Kenta Kobashi 2/Alexander Karelin
80. Giant Baba Special
81. Kenta Kobashi Special
82. No Fear Point
83. Lex Luger/Manabu Nakanishi (Racking Motion)
84. Masahito Kakihara
85. Masahito Kakihara Special
86. Vader 1/Andre The Giant Special (Double Bicep Flexing)
87. Vader 2 "You Ain't Got It Upstairs"
88. Vader 3 (Shimmy)
89. Stan Hansen Special
90. Stan Hansen
91. Generic "Bring It On" Taunt
92. Double Bicep + Chest Flexing
93. Arms Out + Chest Thump (Brian Adams, Revenge)
94. Triangle Of Power
95. Lex Luger/Mike Awesome Flexing
96. Quick Throat Swipe
97. Kimala (Belly Slapping)
98. Shin'ya Hashimoto
99. Akira Taue Special (Bending Single Arm Raise)

100. Hiroshi Hase Special
101. Hiroshi Hase
102. Kensuke Sasake/Masato Tanaka
103. Kensuke Sasake Special
104. Terry Funk/Shiro Koshinaka Special
105. Shiro Koshinaka
106. Kazuo Yamazaki
107. Akira Maeda
108. Yuji Nagata
109. Yuji Nagata Special
110. Masahiro Chono 1
111. Masahiro Chono 2 (Flexing)
112. Masahiro Chono Special
113. Grat Muta/Keiji Mutoh
114. Keiji Mutoh Celebration
115. Great Muta (Throat Swipe)
116. Satoshi Kojima Special (Left Throat Swipe)
117. Quick "It's Over"
118. Scott Norton 1
119. Jushin Liger Special
120. Jushin Liger
121. Jushin Liger/El Samurai (Flipping Off)
122. Shinjiro Otani 1/Bossman (Finger Waving)
123. Tatsuhiro Takaiwa Special
124. Shinjiro Otani Special
125. Dr. Wagner Jr. Special
126. Hayabusa
127. Hiromichi Fuyuki
128. Hayabusa Special
129. Mr. Gannosuke 1
130. Great Sasuke 1
131. Jinsei Shinzaki
132. Mr. Gannosuke (Mocking Shinzaki)
133. Super Delfin
134. Super Delfin Special
135. Gran Naniwa (Girating + Crotch Chop)
136. TAKA Michinoku/Rey Misterio
137. TAKA Michinoku Special
138. Tokyo Magnum 1
139. Alex Wright/Tokyo Magnum 2
140. CIMA Special
141. CIMA
142. Generic Hand Spinning
143. Kiyoshi Tamura 1 (Left Arm Wave + Knee Tap)
144. Shooting In
145. Kiyoshi Tamura 2 (Knee Swipe)
146. Tsuyoshi Kohsaka (Knee Shot)
147. Volk Han Special/Steven Regal (Old)
148. Volk Han (Hands To Knees)
149. Bitzarde Tariel (Martial Arts Dance)
150. Bitzarde Tariel Special/Steve Blackman (Martial Arts Stance)
151. "Brint It On" Taunt + Knee Tap
152. One Hand "Bring It On" Taunt
153. Masakatsu Funaki
154. Masakatsu Funaki Special
155. Minoru Suzuki
156. Ken Shamrock (Old)
157. Martial Arts Walk
158. Daisuke Ikeda
159. Boxer Shuffle 1

160. Boxer Shuffle 2
161. Generic Celebration Taunt (Straight Double Arm Raise)
162. Shin'ya Hashimoto Special
163. Kazuo Yamazaki Special
164. Martial Arts Bow
165. Regular Bow
166. Maya Inca Boy (Revenge)
167. Rick Steiner Ground Barking (Old)
168. Scott Steiner (Old)
169. Hulk Hogan Short Repeated Flexing (Old)
170. Sting
171. "Up Yours" Motion + Belt Motion
172. Joe Bruiser (World Tour)
173. Crazy Duck Dance
174. Long Fireball Motion (Vacuum Hadoken)
175. Tiger Mask (Salute)
176. Short Fireball Motion (Standard Hadoken)
177. Sabu
178. Generic Special Taunt
179. "Get Up!" Taunt (Used By The Rock and Others)
180. Jumbo Tsuruta
181. Jumbo Tsuruta Special
182. Dr. Death (Flipping Off)
183. Dr. Death Special
184. Bruiser Brody
185. Shoulder Rotate + Throat Swipe
186. Shogun (Revenge)
187. Naoya Ogowa
188. Antonio Inoki 1
189. Antonio Inoki Special
190. Antonio Inoki Celebration
191. Antonio Inoki 2
192. Throat Swipe + Breaking In Half Motion
193. Atsushi Onita
194. Terry Funk Special
195. Mil Mascaras
196. Dos Caras
197. Akira Maeda Celebration
198. Salute + Bow
199. Yoshiaki Fujiwara/Kenta Kobashi (Old)
200. Rickson Gracie
201. Andre The Giant
202. Double Arm Raise + Belt Motion

*-I'm told that Wrath had this taunt in Revenge, but I can't personally verify it as Wrath was only selectable through the use of a Gameshark and I don't own one.

IV--DUCKING TAUNTS

1. Double Bicep Flexing
2. Booker T "Raise The Roof"
3. Scott Steiner
4. Konnan
5. Glacier
6. Raven/Flock
7. Fit Finlay
8. Backing Off Motion
9. "Clearing The Cobwebs" Motion

10. Lex Luger (Elbow Tapping)
11. Double Arm Clutching "Yes!!"
12. Al Snow (Weird Arm Wave)
13. Manabu Nakanishi
14. Moving Arm Back and Forth Motion
15. Jushin Liger
16. Kenta Kobashi/TAKA Michinoku/Rey Misterio
17. Atsushi Onita (Pounding The Mat)
18. Jinsei Shinzaki
19. Ric Flair/Hollywood Hogan "No, Please"
20. Rick Steiner (Dog Peeing Motion)
21. Hair Fixing Motion
22. Mitsuharu Misawa

V--ENTRY WAY TAUNTS

-
1. HHH (Old)
 2. Generic Entry Way Taunt (Hands On Hips)
 3. Stephanie McMahon
 4. Jeff Jarrett
 5. Meat
 6. Mark Henry
 7. Blue Meanie
 8. Yuji Nagata (Revenge)
 9. The Giant (Revenge)
 10. Lex Luger
 11. DDP (Bang)
 12. Rick Steiner (Bark)
 13. Goldberg
 14. Booker T
 15. Disco Inferno
 16. Generic Entry Way Taunt (Hands On Hips)
 17. Stevie Ray "Surf's Up"
 18. Hollywood Hogan (Playing Belt Like a Guitar Motion)
 19. Macho Man Randy Savage
 20. Kevin Nash
 21. Scott Hall
 22. Buff Bagwell
 23. Big Poppa Pump Scott Steiner
 24. Konnan
 25. Ultimo Dragon (Arms Crossed Across Chest)
 26. Chris Jericho (Revenge)
 27. Rey Misterio
 28. Juventud Guerrera
 29. Wrist Checking Motion
 30. La Parka
 31. Arm Stretch
 32. Vincent
 33. Single Arm Raise (Kanyon + Others)
 34. Sonny Onoo
 35. Alex Wright
 36. Billy Kidman (Old)
 37. Kimberly Page (Mini Bang)
 38. AKI Man (Spells Out AKI With Body)

VI--APRON TAUNTS

-
1. Clapping

2. Shiro Koshinaka
3. Rey Misterio (Hand Spinning + Upward Point)
4. La Parka
5. Chris Benoit
6. Shinjiro Otani
7. NWO Point
8. Generic Hand Spinning
9. DDP
10. Booker T "Raise The Roof"
11. Glacier
12. Arms Outstretched

VII--CORNER TAUNTS

-
1. Booker T "Raise The Roof"
 2. Sting
 3. DDP
 4. Disco Inferno
 5. Ultimo Dragon (Headstand)
 6. Juventud Guerrera
 7. Single Arm Raise
 8. Double Arm Raise
 9. Leaning Against Turnbuckle
 10. Jumbo Tsuruta (5 Times Arm Pump)
 11. Buff Bagwell "Blockbuster" (Arm Pumping With Back To Crowd)
 12. Raven
 13. Goldberg (Holding Top Rope and Stretching)

VIII--TURNBUCKLE TAUNTS

-
1. Macho Man Randy Savage
 2. Asking Crowd For Support
 3. Arms Out To Sides
 4. Jushin Liger
 5. Single Arm Raise
 6. Throat Swipe
 7. Jinsei Shinzaki
 8. Clapping
 9. Standing On Turnbuckle and Raising Right Arm

IX--MISSING TAUNTS

So far, these are the taunts I've noticed that are not found in No Mercy, (excluding the obvious 'In The Ring' taunts from previous games...

- DDP Special (Points Into The Air, Spins And Makes Diamond Cutter Motion)
- DDP Ducking (Makes Diamond Cutter Motion While Rising From The Floor)
- Bas Rutten Celebration (Points Into The Air, Then Does a Jumping Split)
- Booker T Special Rising Taunt "Spinaronie"
- THQ Entrance Taunt (Spells Out THQ With Body)
- Scott Hall Celebration "Me me me!!!"
- Steven Regal's World Tour Taunt (Puts hand behind back and motions to crowd)

20. Credits

=====

Thanks to you for reading my FAQ.

Thanks to Jon Rodabaugh and Geronimo676 for helping me with the "Did You Knows?" for Al Snow.

Thanks to jabronikenshin(Walkthrough), sdss9462(Taunts) and PoWeRMaN5000(gave me lots of Gameshark codes) for being a big help!

Thanks to Invizion Inzanity for correcting my mistakes in the Did You know?! section.

21. Conclusion

=====

I hope this FAQ came in handy and you liked it! If you have any questions or comments or any ideas please feel free to e-mail me at boysrus@videotron.ca.

Also if you have any other Did You Knows? for any wrestler/wrestlers OR CAWs, please send them to me and I will credit you.

22. Copyright Info

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Thanks Everyone!!

-Ryan Rider

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