WCW Mayhem FAQ/Move List

by JChamberlin

Updated to vFinal on Jan 14, 2005

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WCW Mayhem
              System: Sony PlayStation & Nintendo 64
              Authors: Jim Chamberlin
                     (red phoenix 1@hotmail.com)
                     Vinnie Chand (limp-bizkit@antisocial.com or
                               xxstraightedgex@hotmail.com)
              Version: FINAL (09/29/01)
 ______
THIS GUIDE WILL NOT BE UPDATED UNTIL SOMEONE WANTS TO HELP ME OUT WITH IT. IF
YOU'RE INTERESTED IN FINISHING UP THE GUIDE, LET ME KNOW. YOU CAN EMAIL ME AT:
red phoenix 1@hotmail.com
<< Disclaimer >>
 This document may ONLY be found on the sites indicated at the end of this
 document.
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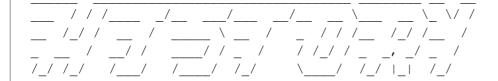
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Note: The Roman Numerals for in front of the wrestlers here, will not appear in the duration of the guide. I am using ASCII art to show the name of the wrestler instead. You should be able to notice the name of the wrestler you are looking for by scrolling down the guide. I also made the ASCII art all the same for the names of the wrestlers. If I didn't make them all the same, I would probably receive a complaint from a fan of a certain wrestler, who thinks his particular wrestler thinks that I should make it a certain way. This is to create all fairness. Besides, I had to find a type of ASCII art that would not require a wrestlers name to be in like four separate lines, if you know what I mean.

Note: I honestly don't recommend printing out this guide. Why? Well, the only bad thing about printing out the guide is the ASCII art. Some of the names are really long, so they won't show up too well, when you print the document. The names may appear all crushed together or something unattractive.

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09/27/99 - Began the guide. Only got the Table of Contents and the Introduction done. Hopefully I will get an update in every day.

09/28/99 - Edited the Table of Contents. Put in the ASCII art for the names of each wrestler, not a hard job, just a tedious, boring job.

Hopefully will get a little more in today.

09/29/99 - Didn't get anything else done after the ASCII stuff. I got caught up in my WWF Attitude Strategy Guide and WWF Attitude CAW Guide.

I'm trying to finish like six guides all at once. It's a damn hard job! There are three new games coming out in October for PC that I want, so I'm trying to get everything done ASAP.

09/30/99 - Worked on all the sections. Hopefully get the wrestler Bios done

today. Unfortunately, they probably won't get done until 10/01.

10/01/99 - Worked on updating the code section. I feel that since I sent how to do it to Cheat Code Central and Video Game Strategies, that it would make sense to put it in my guide, right?!? The biographies for each wrestler should be complete today, with the exception of the Title Belt Histories. For that, I'll have to do a little searching on my Iomega Zip Disk, since I have all my wrestling information saved on it. Hopefully, my partner will send me the information, since he is the one who wants that in the guide.

You have to admit that this new form (for my quide) does look a little better. I've received a bunch of e- mails commenting on how cookinwiththerock already has a guide out, and that his is the most complete out there. I have to agree, but for only one reason. He made that FAQ nearly three weeks prior to the release of WCW Mayhem! It is the most complete guide for Mayhem that I've seen, because it's the only one out there, at least until I get this one posted. He had a WWF Attitude guide posted before I did, but I still got my guide out there. It was one of, if not the best WWF Attitude guide out there. He, in my opinion, just wants to be the first one to get a particular guide on the internet. Well, that's just fine, but I have a different approach. I wait until I get a lot of stuff in the guide, before I post it. The guide that he has (the 9/5 version) just isn't very complete. The Bios aren't finished, and that's about the only thing in it. I'm not trying to say negative things about his work, I'm just making suggestions. He may not agree with what I said, but that's what makes every FAQ writer an individual, that and your Screen Name. =)

- 10/02/99 Well, the only thing not complete in the Bios is the title belt parts. That will be done one of these days. =) I might start on Raven's moves. But, then again, I'm busy; so, you don't really know. I'll try to at least get it started. It's kind of hard to figure out how exactly to pull off the finishers, if you know what I mean. According to the directions, it's supposed to be pretty easy, I guess. Raven's Evenflow DDT is the one kind of finishing move that is easy to pull off, much like DDP's and Goldberg's finishers. Unfortunately, not all finishers are of the Grapple variety. =(I doubt that I'll get far. I am planning to be downloading a bunch of stuff, and that slows down my PC, since it's only a 233MHz. I have my eyes set on both the PlayStation 2 and a Pentium III 600MHz or higher. It all depends on how much more Intel gets developed in the next year.
- 10/03/99 Only a few minor changes. Apparently, I can't spell Dean Malenko, so I had to change it. I didn't get a start on the moves. I got caught up with chatting with the guys I went to school with.
- 10/04/99 Not much of a change. Just put in a few moves.
- 10/06/99 Same as the other day. Just put in a few more moves.
- 10/12/99 Due to a large remodeling project, I haven't been able to work (71k) on this guide. :(I have put in a bunch of stuff, thanks to Vinnie. I have totally rewritten the Introduction, along, with a few other sections.

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10/13/99 - Added more moves, updated the Table of Contents, updated the FAQ
          section, and did a little more changing to the guide, I guess.
10/14/99 - Added many more moves. Added codes and a few other things.
 (137K)
10/15/99 - Added and took out a few small things. Just minor changes.
 (154K)
10/16/99 - Minor changes.
 (154K)
10/18/99 - Minor Changes.
 (154K)
10/25/99 - Changed Vinnie's AOL Instant Messenger Screen Name.
12/14/99 - From now on, go to Game Winners (http://www.gamewinners.com) or
          Video Game Strategies (http://vgstrategies.about.com) for all my
           guides and updates. I haven't had any time to do any updates or to
           even play the game. I would appreciate it people would begin
           submitting things. I need people to help me in the Move Lists
           department, especially. Credit will be given. Make sure the format
           is the same as what I have, please. It will allow the ease of cut-
           and- paste. I will have the moves checked to see if they are legit.
12/21/99 - Added the little notes.
  (155K)
01/13/00 - Added some ASCII art and changed my name and Email address.
  (157K)
03/26/00 - Minor Changes.
  (159K)
03/27/00 - Minor Changes.
  (159K)
06/05/00 - Added the URL of my Sid Meier's Alpha Centauri FAQ.
  (159K)
06/07/00 - A minor change.
  (159K)
06/17/00 - A few changes. I decided to add the Create- A- Wrestler options so I
          could delete that separate file from my hard drive. Other than that,
           there hasn't been too many changes.
06/23/00 - A few changes.
  (169K)
06/26/00 - A few minor changes.
  (170K)
07/17/00 - A few changes.
  (170K)
08/11/00 - A minor change.
  (170K)
```

09/29/02 - Added movelists of Kaz Hayashi, Eddy Guerrero, and Alex Wright. (173K)

Note: The wrestler's move lists won't be worked on until I find someone who is interested in helping me!

T. Introduction



I HAVEN'T HAD ANY TIME TO DO ANY UPDATES OR TO EVEN PLAY THE GAME. I WOULD APPRECIATE IT PEOPLE WOULD BEGIN SUBMITTING THINGS. I NEED PEOPLE TO HELP ME IN THE MOVE LISTS DEPARTMENT, ESPECIALLY. CREDIT WILL BE GIVEN. MAKE SURE THE FORMAT IS THE SAME AS WHAT I HAVE, PLEASE. IT WILL ALLOW THE EASE OF CUT- AND-PASTE. I WILL HAVE THE MOVES CHECKED TO SEE IF THEY ARE LEGIT.

This WCW Mayhem Guide was made with the special help of Vinnie Chand. He saw my WWF Attitude guide, and wanted to work with me, I guess. While putting this document, we have ran into certain problems, but they've all been taken care of. We both had certain sections that wanted to be in the guide, but I wanted to make only one guide. He covered the Nintendo 64 version, while I tackled the Sony PlayStation version. We both had reviews of the game to include, so they should be in here eventually. Just so you know Vinnie is not an experienced FAQ writer. This is his first one, so maybe he will write more. I am, however, an experienced FAQ. Well, that all depends on your definition on "experienced." I have written seven other FAQs, I believe. I haven't really kept count of how many I have written::-)

If you aren't familiar with FAQs, they contain all the hidden secrets and basically everything about the game you ever cared about knowing. This is certainly no different. It will have all the moves, cheats, codes, weapons, backstage areas, and everything else you can imagine about the game. If we can get a lot of CAWs (Create- A- Wrestler), we will probably make a separate CAW guide. I have done this before with my WWF Attitude.

This FAQ is bound to have a few mistakes. If u see any, report them to either myself or Vinnie. Our e- mail addresses are towards the beginning of the FAQ. We'll try to correct the mistake(s) as soon as possible.

II. Our Personal Opinions on Mayhem

Jim Chamberlin's Opinion

Well....Well.... My personal opinion on WCW Mayhem is not one that will be good towards it. When the first thought of being able to fight in various backstage areas, you really get interested and want to know more

about it. I was no different. I have played almost every wrestling game, well..., at least WCW and WWF wrestling game that's come out. There are a select few, like the first ones that came out for PlayStation, that I haven't played. But, I have played WWF Attitude, WWF Warzone, WCW Nitro, and WCW Thunder, for example.

When you see your favorite wrestler every Monday take an opponent into the back or parking lot, and beat the crap out of each other with anything they can get their hands on, you most certainly would like to simulate the same thing in a video game, right?!?

Mayhem did provide that in a game. Now I know that WCW was the first to offer this option in a game, but if they really wanted bang out a superb option in this, they shouldn't have made the walls of the backstage areas totally flat! I would have loved to slam an opponent into a cart of medical equipment, wouldn't you? This would have brought quite a game to the table.

Despite this option, I still like WWF Attitude as a wrestling game. Many of you may not agree with me, but that's okay, that's life in the world of a video game player. I think that the way that you pull off moves in Mayhem isn't all that great. I still like Attitude's way of doing this. Besides, if you can't press the buttons fast enough, well... then you shouldn't be playing console games. Go to your computer and surf the web. Just don't come crying to me because you can't do a vertical suplex because your reflexes are slow as possum shit.

If you can only handle one or two button presses to perform moves, stick with World's Crappiest Wrestling games. If you want to play a game that offers even the smallest degree of challenge, then go with WWF games. The moves aren't the least bit hard to perform. The only move that I had trouble with pulling off, was Ken Shamrock's Ankle Lock in WWF Warzone, because you had to press Square and Circle simultaneously.

I do have one good comment about Mayhem besides the backstage areas. It is an improvement on Nitro and Thunder. Other than that, that's it! Sorry WCW and Mayhem fans. ROFLMAO

Vinnie Chand's Opinion

I really like this game overall. There are some things about this game that really made me mad.

The bad features:

- 1. it is glitchy at some points
- 2. not enough modes of play i wanted a cage, a 40 man battle royal
- 3. caw could have more options
- 4. could have more weapons
- 5. no costume change
- 6. backstage areas need a little work. For example like actually make them bigger and pick up stuff from the walls and not just weapons.
- 7. some moves are giving to the wrong wrestler
- 8. when u first buy the game the controls are a bit odd
- 9. quest for best(like the one in revenge better)
- 10. no blood
- 11. a better background crowd
- 12. wrestlers entrances need a little work
- 13. no costume change

The good features:

1. really awesome graphics

- 2. really good gameplay
- 3. the fact is has backstage areas
- 4. all tv and ppv events
- 5. lots and lots of wrestlers to choose from $\,$
- 6. it has weapons
- 7. it has a caw
- 8. get used to controls really fast
- 9. ppv password mode
- 10. tony does commentary
- 11. really big ring
- 12. the multiplayer stuff
- 13. overall just a really good game
- 14. the chants that the crowd does-- I really like the goldberg one!
- 15. can choose from all tv and ppv arenas
- 16. the fact it has the wrestlers entrances

IF U ARE A WRESTLING FAN GET THIS GAME IT IS AWESOME. U WILL BE SASTIFIED NO DOUBT ABOUT IT!!!!!

You can also send things to Vinnie. His e- mail is towards the beginning. I don't want to forget him and all of his work. :)

ツツツツツツツツツツツツツツツ \mid You may have noticed that this section wasn't in the Table of Contents. I \mid | put it in kind of late, and I thought that you'd be able to notice it, since| | it has the ASCII box around it. :) Please read the Notice in this big box | | a little further down; it is very important. Well... sort of. /\ `\ /\ \ \ \ \L\ \\//\ \ \\,_/\\\\\\'_`\\\\\ \/_/ \/__/\/_/ `/__/> \ \ \,\L\ \ \/__/ \/__/ \/__/ L2 R2 L1R1 TT L R [] 0 | L1- L1 Button On Controller | L2- L2 Button On Controller | R1- R1 Button On Controller | R2- R2 Button On Controller | U- Up On D- Pad

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| D- Down On D- Pad
| L- Down On D- Pad
| R- Right On D- Pad
/\- Triangle On Controller
| []- Square On Controller
| O- Circle On Controller
  X- X On Controller
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    L BUTTON
                        R BUTTON
   up start up
eft right left C right
  left right
    down
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                      Α
             Analog
 KEY:
| B- B BUTTON ON N64 CONTROLLER
| A- A BUTTON ON N64 CONTROLLER
| CD- C DOWN ON N64 CONTROLLER
| CU- C UP ON N64 CONTROLLER
| CL- C LEFT ON N64 CONTROLLER
| CR- C RIGHT ON N64 CONTROLLER
| Z- Z BUTTON ON N64 CONTROLLER
| ANALOG- ANALOG ON N64 CONTROLLER
| LE- LEFT ON THE N64 D-PAD
| RI- RIGHT ON THE N64 D-PAD
U- UP ON THE N64 D-PAD
| D- DOWN ON THE N64 D-PAD
| R- R BUTTON ON N64 CONTROLLER
 L- L BUTTON ON N64 CONTROLLER
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   When the moves are being listed, the Nintendo 64 Version buttons \mid
\mid \mid are listed first. The PlayStation buttons are listed second in \mid
| | parentheses. I hope this will eliminate any confusion when
| | observing the lists of moves.
  MOVES WHILE BOTH WRESTLERS ARE STANDING:
   1. Initiate Grapple- B ([])
   2. Quick Punch- CD (O)
   3. Power Punch- CD+U OR CD+D (D-Pad + O)
   4. Quick Kick- A (X)
   5. Power Kick- A+U OR A+D (D-Pad + X)
   6. Throw Opponent Out Of Ring- R+D-PAD (D-Pad + R1)
   7. Block- L (L1)
   8. Special Move 1- CL (/\)
   9. Special Move 2- CL+U OR CL+D (D-Pad + /\)
   10. Taunt- CU (R2)
   11. Run- R (R1)
   12. Change Focus- CR (L2)
   BOTH IN GRAPPLE
   1. Irish Whip- R+D-PAD (D-Pad + R1)
   2. Finisher- (while your momentum meter is flashing)
      hit the analog stick ([])
   3. Grapple Move 1- CL (/\)
   4. Grapple Move 2- CL+U (U + /\ or L + /\)
   5. Grapple Move 3- CL+D (D + /\ or R + /\)
   6. Grapple Move 4- CD ([] or O)
   7. Grapple Move 5- CD+U (U + [] or 0 or L + [] or 0)
   8. Grapple Move 6- CD+D (D + [] or O or R + [] or O)
   9. Grapple Move 7- A (X)
   10. Grapple Move 8-A+U (U+X or L+X)
   11. Grapple Move 9- A+D (D + X \text{ or } R + X)
   WITH YOUR CHARACTER STANDING AND AN OPPONENT RUNNING TOWARDS YOU AFTER AN
   IRISH WHIP
   1. Running Rope Attack 1- CL (/\)
   2. Running Rope Attack 2- B OR CD ([] or O)
   3. Running Rope Attack 3- A (X)
   WITH YOUR CHARACTER RUNNING AND AN OPPONENT STANDING IN FRONT OF YOU
   1. Running Attack Move 1- A,B,CD,OR CL (X, [], O or /\)
   WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING FACE DOWN ON THE MAT
   1. Pick Up Opponent-B ([])
   2. Roll Opponent Over- CD (O)
   3. Face Down Move 1- CL (/\)
   4. Face Down Move 2- CONTROL PAD+CL (D-Pad + /\)
   5. Face Down Move 3- A (X)
   6. Face Down Move 4- CONTROL PAD+A (D-Pad + X)
   WITH YOUR CHARACTER GRAPPLING AN OPPONENT FROM BEHIND
   1. Rear Grapple Move 1- CL (/\)
   2. Rear Grapple Move 2- B OR CD ([] or O)
   3. Rear Grapple Move 3- A (X)
```

```
WITH YOUR CARACTER STANDING AND AN OPPONENT LYING ON HIS BACK
1. Pick Up Opponent-B ([])
2. Roll Opponent Over- CD (O)
3. Face Up Move 1- CL (/\)
4. Face Up Move 2- CONTROL PAD+CL (D-Pad + /\)
5. Face Up Move 3- A (X)
6. Face Up Move 4- CONTROL PAD+CL (D-Pad + X)
7. Pin- L (L1)
WITH YOUR CHARACTER STANDING AND AN OPPONENT LYING ON A TURNBUCKLE
1. Move Opponent To Sit On Turnbuckle- B ([])
2. Corner Attack Move 1- CL (/\)
3. Corner Attack Move 2- CD (O)
4. Corner Attack Move 3- A (X)
WITH YOU CHARACTER STANDING AND AN OPPONENT SITTING ON A TURNBUCKLE
1. TURNBUCKLE ATTACK- A,B,CD,OR CL (X, [], O, or /\)
WITH YOUR CHARACTER STANDING ON A TURNBUCKLE AND AN OPPONENT STANDING
1. Jump Down- B ([])
2. Turnbuckle Attack 1- A,CD,OR CL (X, O, or /\)
WITH YOUR CHARACTER STANDING ON A TURNBUCKLE AND AN OPPONENT LYING DOWN
1. Jump Down- B ([])
2. Turnbuckle Attack 2- A,CD,OR CL (X, O, or /\)
WITH YOUR CHARACTER IN THE CENTER OF THE RING, RUNNING TOWARDS AN OPPONENT
OUTSIDE THE RING
1. Ring To Floor Attack- A,B,CD, OR CL (X, [], O, or /\)
WITH YOUR CHARACTER STANDING ON THE RING APRON AND YOUR OPPONENT STANDING
OR LYING DOWN OUTSIDE THE RING

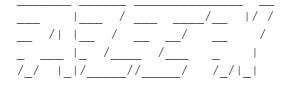
    Leaping Apron Attack- A, CD, OR CL (X, O, or /\)

WITH YOUR CHARACTER STANDING ON THE RING APRON AND YOUR OPPONENT STANDING
IN THE RING
1. Apron Grapple- B ([])
2. Apron Attack- A,CD,OR CL (X, O, or /\)
FROM AN APRON GRAPPLE
1. Apron Attack Move- A,B,CD, OR CL (X, [], O, or /\)
WITH YOUR CHARACTER HOLDING A WEAPON AND AN OPPONENT STANDING OR LYING
1. Pick Up/ Drop Object-B ([])
2. Hit Over The Head- CL
3. Swinging Attack- CD (0)
4. Stab Attack- A (X)
5. Throw Weapon Into Ring- Get A Weapon Go Near The Ring And Press B ([]) |
WITH YOUR CHARACTER STANDING OUTSIDE THE RING AND AN OPPONENT STANDING
INSIDE THE RING, NEAR THE ROPES
1. Trip Opponent- A,B,CD,OR CL (X, [], O, or /\)
```

| The game, so don't e- mail me saying that so and so's height isn't correct. | | Well, I know. But that was up to Electronic Arts, not me. Some of the moves | | in the game aren't even done by that particular individual. I mean, when | | was the last time I saw Goldberg Chokeslam someone...hmmm....NEVER!! There | | is one other thing in Mayhem that is screwed up, the heights of the | | wrestlers. The fives and sixes look almost the same! Also, I don't think | | that Juventud Guerrera is an inch shorter than Rey Mysterio Jr. This one | | area that EA is gonna have to work on. |

|There may also be some moves that I will have to alter their name slightly. | |I am pretty busy right now, so when I get around to it, I'll do it. |

'-----



Real Name: Alex Wright

Previous Identities: Das Wunderkind Alex Wright, Berlyn

Wrestling Organizations Involved In: WCW

Height: 6'3" Weight: 223

From: Berlin, Germany



ATTACKER STANDING-OPPONENT STANDING

BACK ELBOW- CL (/\)

UPPERCUT- CL+U (/\ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

ROUNDHOUSE KICK- A+U (X + U)

JUMPING JACK (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

ARM WRENCH W/ SHOULDER THRUST- B OR CD ([] or O)

HEADLOCK AND PUNCH- CL (/\)

BACKSLIDE- CL+U (/ + U)

BACKBREAKER- CL+D (/\ + D)

SMALL PACKAGE- CD+U (O + U)

SNAP SUPLEX- CD+D (O + D)

DROP TOE HOLD- A (X)

SNAP MARE TAKEOVER- A+U (X + U)

BELLY TO BELLY SUPLEX- A+D (X + D)

FISHERMAN SUPLEX (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

```
KNEE TO GUT- B OR CD ([] or O)
BELLY TO BELLY SUPLEX- CL (/\)
FACE JAM- A (X)
ATTACKER RUNNING-OPPONENT STANDING
RUNNING DROPKICK- CL OR A (/\ or X)
RUNNING DROPKICK- CD (O)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
ABDOMINAL STRETCH- B OR CD ([] or O)
GERMAN SUPLEX- CL (/\)
COBRA CLUTCH- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW DROP- CL (/\)
BOSTON CRAB- CL+U (/\ + U)
STOMP- A (X)
REVERSE SURFBOARD- A+U (X + U)
COCKY POINT (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
LEG DROP- CL (/\)
HEADBUTT TO GROIN- CL+U (/\ + U)
ELBOW DROP- A (X)
SENTON SPLASH- A+U (X + U)
BLOWN AWAY (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
MISSILE DROPKICK- CL OR CD OR A (/\, 0, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
SMASH FACE INTO TURNBUCKLE- CL OR A (/\ or X)
SHOULDER THRUSTS TO MIDSECTION- CD (O)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
TOP ROPE ELBOW- CL OR CD OR A (/\, O, or X)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING
MISSILE DROPKICK- CL OR CD OR A (/\, 0, or X)
ATTACKER RUNNING IN RING-OPPONENT OUTSIDE OF RING
SUICIDE DIVE- B OR CL ([] or /\)
ATTACKER ON APRON GRAPPLE-OPPONENT INSIDE RING GRAPPLE
ROPE DROP GUILLOTINE- B, CL, CD, or A ([], /\, O, or X)
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE
TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O)
TOP ROPE HURRICANRANA- CL OR A (/\ or X)
            __ /| |__ /_/ /__ |/ /
  ___ |_ _, _/ _ /| /
/_/ |_|/_/ |_| /_/ |_/
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Previous Identities: Arn Anderson; Super Olympia; Marty Lunde Wrestling Organizations Involved In: GA; WCW, AL, JCP; WWF; ECW; SMW; Mid-South Height: 6'0" Weight: 249 From: Minneapolis, MN (\/) / \ () () (_) / __)) ((())\\//))\ (_/\/_) __/ (__) (___) (___/ Real Name: Scott Charles Bidelow Previous Identities: Bam Bam Bigelow; Crusher Yurkof; Crusher Bigelow; Crusher Bam Bam Bigelow Wrestling Organizations Involved In: WCW; WWF; ECW; WCCW; NJPW; NWA; TX; UWF(BW); Memphis Height: 6'3" Weight: 368 From: Asbury Park, NJ (\/) / \ () () (_) / __)) ((())\\//))\\ (_/\/_) __/ (__) (___) (___/ __ _ |_ /| |_ /_ /_ /_ /_ /

Real Name: Barry Windham

Provious Identities: Parry Windham: Plackis

Real Name: Marty Lunde

Previous Identities: Barry Windham; Blackjack Windham; The Stalker; The

Widowmaker; The Dirty Yellow Dog; Blackjack Mulligan Jr.; The Stable Stud Wrestling Organizations Involved In: JCP; WCW; FL; WWF; FL;

Height: 6'5" Weight: 253

From: Sweetwater, TX

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ATTACKER STANDING-OPPONENT STANDING

KIDNEY PUNCH- CL (/\)

DOUBLE AXE HANDLE- CL+U (/\ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A OR A+U (X or X + U)

COME GET SOME (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

SPINNING CLOTHESLINE- B OR CD ([] or O)

NECK CHOP- CL OR A (/\ or X)

BODY SLAM- CL+U (/\ + U)

GUT WRENCH GUT BUSTER- CL+D (/\ + D)

SHOULDERBREAKER- CD+U (O + U)

PUMPHANDLE SUPLEX- CD+D (O + U)

DDT-A+U (X + U)

POWERSLAM- A+D (X + D)

BRANDING IRON (FINSIHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

KNEE TO GUT- B OR CD ([] or O)

THROAT LIFT- CL (/\)

BELLY TO BELLY SUPLEX- A (X)

ATTACKER RUNNING-OPPONENT STANDING

KNEE CLIP- CL (/\)

FLYING CLOTHESLINE- CD (O)

FLYING KNEE- A (X)

ATTACKER REAR GRAPPLE-OPPONENT STANDING

ABDOMINAL STRETCH- B OR CD ([] or O)

SIDE SLAM- CL (/\)

FULL NELSON SLAM- A (X)

ATTACKER STANDING-OPPONENT FACE DOWN

ELBOW DROP- CL (/\)

STOMP- CL+U (/ + U)

LEG DROP- A (X)

CAMEL CLUTCH- A+U (X + U)

COME GET SOME (TAUNT) - CU (R2)

ATTACKER STANDING-OPPONENT FACE UP

ELBOW TO HEAD- CL (/\)

GROIN HEAD BUTT- CL+U (/\ + U)

BODY KNEE DROP- A (X)

RUNNING LEG DROP- A+U (X + U)

SHAKING HEAD (TAUNT) - CU (R2)

ATTACKER ON APRON-OPPONENT STANDING OUT OF RING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, o, or X)

ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE STANDING SHOULDER BUTTS- CL OR A (/\ or X) STOMP AND KICK- CD (O)

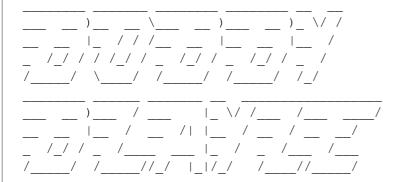
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE KNEE DROP- CL OR CD OR A (/\, O, or X)

ATTACKER ON TURNBUCKLE-OPPONENT STANDING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A $(/\, 0, or X)$

ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING OUTSIDE RING SLIDE KICK- B OR CL ([] or /\)

ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([])

ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O) SUPERPLEX- CL OR A (/\ or X) COME GET SOME (TAUNT) - CU (R2)



Real Name: Robert Smedley

Previous Identities: Bobby Blayze; Bobby Blaze; Kendo the Samurai #2

Wrestling Organizations Involved In: WCW; SMW

Height: 6'1" Weight: 222

From: Charlotte, NC

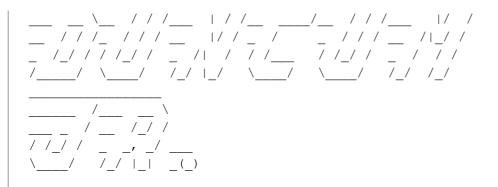


ATTACKER-STANDING-OPPONENT STANDING SPINNING BACK FIST- CL (/\) SIDE TO HEAD ELBOW- CL+U (/ + U)QUICK PUNCH- CD (O) POWER PUNCH- CD+U (O + U) FRONT KICK- A (X) SPINNING BACK KICK- A+U (X + U)

STOMP AND CLAP (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE NECK CHOP- B OR CD ([] or O)

SHOULDER BUTTS ARM TWIST- CL (/\) RUSSIAN LEG SWEEP- CL+U (/\ + U) POWER SLAM- CL+D $(/\+ D)$ DROP TOE HOLD- CD+U (O + U) PILEDRIVER- CD+D (O + D) HIPTOSS- A (X) SHOULDER BREAKER- A+U (X + U) VERTICAL SUPLEX- A+D (X + D) FIRESTARTER (FINISHER) - ANALOG ([]) ATTACKER STANDING-OPPONENT STANDING BACK DROP- B OR CD ([] or O) SLEEPER- CL (/\) BELLY TO BELLY SUPLEX- A (X) ATTACKER RUNNING-OPPONENT STANDING HEAD RUNNING DROP KICK- CL OR A (/\ or X) FLYING HEAD SCISSORS- CD (O) ATTACKER REAR GRAPPLE-OPPONENT STANDING ATOMIC THROW- B OR CD ([] or O) VICTROY ROLL- CL (/\) FULL NELSON SLAM- A (X) ATTACKER STANDING-OPPONENT FACE DOWN ELBOW DROP- CL (/\) CAMEL CLUTCH- CL+U (/ + U)STOMP- A (X) KNEE DROP- A+U (X + U) STOMP AND CLAP (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE STANDING SHOULDER BUTTS- CL OR A (/\ or X) MONKY FLIP- CD (O) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE SPLASH- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING FLYING CLOTHESLINE- CL OR CD OR A (/\, O, or X) ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING PESCADO- B OR CL ([] or /\) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPERPLEX- B OR CL ([] or /\) FINGER SWEEP (TAUNT) - CU (R2)



Real Name: Bobby Duncum Jr.

Previous Identities: Bobby Duncum Jr.

Wrestling Organizations Involved In: WCW; ECW; AJPW

Height: 6'4"
Weight: 255
From: Austin, TX

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ATTACKER STANDING-OPPONENT STANDING

HEAD BUTT- CL (/\)

DOUBLE AXE HANDLE- CL+U (/\ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A OR A+U (X or X + U)

JACK ARM (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

SPINNING CLOTHESLINE- B OR CD ([] or O)

ELBOW SMASH- CL (/\)

POWER SLAM- CL+U (/ + U)

UNDERHOOK POWERBOMB- CL+D (/\ + D)

RUSSIAN LEG SWEEP- CD+U (O + U)

GUT WRENCH GUT BUSTER- CD+D (O + D)

FRONT FACE LOCK- A (X)

DDT- A+U (X + U)

RUNNING POWERSLAM- A+D (X + D)

WIDOWMAKER (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

THROAT LIFT- B OR CD ([] or O)

FACE SLAM- CL (/\)

BELLY TO SUPLEX- A (X)

ATTACKER RUNNING-OPPONENT STANDING

KNEE CLIP- CL OR A (/\ or X)

FLYING CLOTHSLINE- CD (O)

ATTACKER REAR GRAPPLE-OPPONENT STANDING

ATOMIC THROW- B OR CD ([] or O)

SIDE SLAM- CL (/\)

GERMAN SUPLEX- A (X)

ATTACKER STANDING-OPPONENT FACE DOWN

ELBOW DROP- CL (/\)

CRIPPLER CROSS FACE- CL+U (/\ + U) LEG DROP- A (X) SENTON- A+U (X + U) JACK ARM (TAUNT) - CU (R2) ATTACKER-STANDING-OPPONENT FACE UP LEG DROP- CL (/\) TEXAS CLOVERLEAF- CL+U (/\ + U) BODY KNEE DROP- A (X) RUNNING LEG DROP- A+U (X + U) SHAKING HEAD (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING MISSILE LEG DROP- CL OR CD OR A $(/\, O, or X)$ ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE STANDING SHOULDER BUTTS- CL OR A (/\ or X) STOMP AND KICK- CD (O) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE KNEE DROP- CL OR CD OR A $(/\, 0, or X)$ ATTACKER ON TURNBUCKLE-OPPONENT STANDING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING PESCADO- B OR CL ([] or /\) MOVE 2- CD OR A (O or X) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O) GUTBUSTER DROP- CL OR A (/\ or X) JACK ARM (TAUNT) - CU (R2) Real Name: Robert Lee Eaton Previous Identities: Bobby Eaton; Sir Robert Eaton Wrestling Organizations Involved In: WCW; Memphis; Mid-South; WCCW; NJPW; SMW; ECW; JPC Height: 6'0" Weight: 233 From: Huntsville, AL

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ATTACKER STANDING-OPPONENT STANDING
DOUBLE AXE HANDLE- CL (/\)
KIDNEY PUNCH- CL+U (/\ + U)
QUICK PUNCH- CD (O)
POWER PUNCH- CD+U (O + U)
FRONT KICK- A (X)
STANDING DROP KICK- A+U (X + U)
COME GET SOME (TAUNT) - CU (R2)
ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE
HIPTOSS- B OR CD ([] or O)
FRONT FACE LOCK- CL (/\)
BACK SLIDE- CL+U (/ + U)
INVERTED NECK BREAKER- CL+D (/\ + D)
BACKBREAKER- CD+U (O + U)
BELLY TO BELLY SUPLEX- CD+D (O + D)
DROP TOE HOLD- A (X)
BODY SLAM- A+U (X + U)
DOUBLE LEG SLAM- A+D (X + D)
WOLFMAN SLAM (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
SPINEBUSTER- B OR CD ([] or O)
KNEE GUT- CL (/\)
BACK DROP- A (X)
ATTACKER RUNNING-OPPONENT STANDING
HEAD RUNNING DROP KICK- CL OR CD OR A (/\, O, or X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
NERVE HOLD- B OR CD ([] or O)
REAR CLOTHESLINE- CL (/\)
FULL NELSON SLAM- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW DROP- CL (/\)
BOSTON CRAB- CL+U (/\ + U)
STOMP- A (X)
CAMEL CLUTCH- A+U (X + U)
COME GET SOME (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
CHIN LOCK- CL (/\)
SPINNING TOE HOLD- CL+U (/\ + U)
BODY KNEE DROP- A (X)
GROIN HEAD BUTT- A+U (X + U)
COME GET SOME (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
FLYING CLOTHESLINE- CL OR CD OR A (/\, 0, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
TURNBUCKLE SMASH- CL OR A (/\ or X)
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STOMP AND KICK- CD (O)

ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP

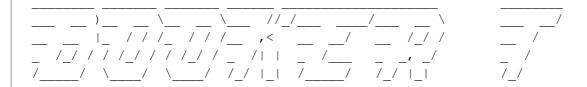
TURNBUCKLE LEG DROP- CL OR CD OR A (/\, O, or X)

ATTACKER ON TURNBUCKLE-OPPONENT STANDING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A ($/\$, O, or X)

ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING SUICIDE DIVE- B OR CL ([] or /\)

ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([])

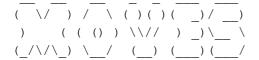
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE
TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O)
SUPERPLEX- CL OR A (/\ or X)
COME GET SOME (TAUNT)- CU (R2)



Real Name: Robert or Booker Hoffman

Previous Identities: Booker T; Kole; G.I. Bro Wrestling Organizations Involved In: TX; WCW; GWF

Height: 6'3"
Weight: 285
From: Harlem, NY



ATTACKER STANDING-OPPONENT STANDING

DOUBLE AXE HANDLE- CL (/\)

SPINNING BACK FIST- CL+U (/ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

HARLEM SIDE KICK- A+U (X + U)

ONE ARM BICEP KISS (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

HIPTOSS- B OR CD ([] or O)

SHOULDER BUTTS ARM TWIST

SHOULDER BREAKER- CL+U (/\ + U)

FRONT SUPLEX- CL+D (/ + D)

BODY SLAM- CD+U (O + U)

PILEDRIVER- CD+D (O + D)

INVERTED NECK BREAKER- A (X)

SMALL PACKAGE- A+U (X + U)

BACKBREAKER- A+D (X + D)

110TH STREET SLAM (FINSIHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

BACK DROP- B OR CD ([] or O)

TILT A WHIRL GUT BUSTER- CL (/\)

HARLEM SIDEKICK- A (X) STOMP AND CLAP (TAUNT) - CU (R2) ATTACKER RUNNING-OPPONENT STANDING HEAD RUNNING DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER REAR GRAPPLE-OPPONENT STANDING BULLDOG- B OR CD ([] or O) REAR CLOTHESINE- CL (/\) CRADLE INSIDE- A (X) ATTACKER STANDING OPPONENT FACE DOWN STOMP- CL (/\) SURFBOARD- CL+U (/ + U)KNEE DROP- A (X) CAMEL CLUTCH- A+U (X + U) COME GET SOME (TAUNT) - CU (R2) ATTACKER STANDING-OPPONENT FACE UP SPINNING BOOT SCRAPE- CL (/\) GROIN HEAD BUTT- CL+U (/\ + U) BODY STOMP- A (X) SENTON- A+U (X + U) COME GET SOME (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE TURNBUCKLE SMASH- CL OR A (/\ or X) STOMP AND KICK- CD (O) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE KNEE DROP- CL OR CD OR A $(/\, 0, or X)$ ATTACKER ON TURNBUCKLE-OPPONENT STANDING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING SOMERSAULT PLANCHA- B OR CL OR CD OR A ([], /\, O, or X) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT STTING ON TURNBUCKLE SUPER BELLY TO BELLY SUPLEX- B OR CL ([] or /\) SUPLEX- CD OR A (O or X) FLIPPER POINT (TAUNT) - CU (R2) ____/ / /____ |___ __ __ /_/ /__ __/ __ / __ /_/ / __ /| |__ /_/ /__ / _ /_/ / _ _**,** _/ _ /___/ ___ |_ __ _/ _ Real Name: Bret Sergant Hart

Previous Identities: Bret "The Hitman" Hart

Wrestling Organizations Involved In: WCW/nWo; WWF; GA; Calgary; NJPW; WCCW;

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Memphis
Height: 6'0"
Weight: 255
From: Calgary, Alberta, Canada
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ATTACKER STANDING-OPPONENT STANDING
KIDNEY PUNCH- CL (/\)
HEAD BUTT- CL+U (/\ + U)
QUICK PUNCH- CD (O)
POWER PUNCH- CD+U (O + U)
FRONT KICK- A (X)
STANDING DROP KICK- A+U (X + U)
SHAKING HEAD (TAUNT) - CU (R2)
ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE
FRONT FACE LOCK- B OR CD ([] or O)
SMALL PACKAGE- CL (/\)
PILEDRIVER- CL+U (/\ + U)
VERTICAL SUPLEX- CL+D (/\ + D)
BACK SLIDE- CD+U (O + U)
RUSSIAN LEG SWEEP- CD+D (O + D)
HIPTOSS- A (X)
BELLY TO BELLY SUPLEX- A+U (X + U)
BACKBREAKER- A+D (X + D)
HITMAN SLAM (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
SPINEBUSTER- B OR CD ([] or O)
BACK DROP- CL (/\)
KNEE GUT- A
            (X)
ATTACKER RUNNING-OPPONENT STANDING
KNEE CLIP- CL OR A (/\ or X)
HEAD RUNNING DROP KICK- CD (O)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
BELLY TO BACK SUPLEX- B OR CD ([] or O)
REAR HEADBUTT- CL (/\)
SIDE SLAM- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW DROP- CL (/\)
SURFBOARD- CL+U (/ + U)
KNEE DROP- A (X)
STOMP- A+U (X + U)
SHAKING HEAD (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
ELBOW DROP TO BODY- CL (/\)
SHARPSHOOTER- CL+U (/\ + U)
GROIN HEAD BUTT- A (X)
SPINNING TOE HOLD- A+U (X + U)
POWER FLEX (TAUNT) - CU (R2)
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ATTACKER ON APRON-OPPONENT STANDING OUT OF RING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, o, or X) POWER FLEX (TAUNT) - CU (R2) ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE STOMP AND KICK- CL OR A (/\ or X) TREE OF WOE- CD (O) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE SPLASH- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, o, or X) ATTACKER RUNNING IN RING-OPPONENT OUTSIDE OF RING PESCADO- B OR CL ([] or /\) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE TURNBUCKLE STAND AN DPUNCH- B OR CD ([] or O) SUPER BELLY TO BELLY SUPLEX- CL OR A (/\ or X) __)__ / / /__ ___/__ · /_/ / / / / / / / _ _ _ _ __ |_ / / / __ /_ Real Name: Marcus Bagwell Previous Identities: Buff Bagwell; Marcus Alexander Bagwell; Handsome Stranger; Fabian; Fabulous Fabian Wrestling Organizations Involved In: GA; WCW/nWo; GWF Height: 6'1" Weight: 247 From: Marietta, GA (\/) / \ () () (_) / __)) ((())\\//))\ (_/\/_) __/ (__) (___) (___/ ATTACKER STANDING-OPPONENT STANDING DOUBLE AXE HANDLE- CL (/\) SIDE TO HEAD ELBOW- CL+U $(/\ + \ U)$

ATTACKER STANDING-OPPONENT STANDING
DOUBLE AXE HANDLE- CL (/\)
SIDE TO HEAD ELBOW- CL+U (/\ + U)
QUICK PUNCH- CD (O)
POWER PUNCH- CD+U (O + U)
FRONT KICK- A (X)
ROUNDHOUSE- A+U (X + U)

ARMS KISS (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

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FRONT FACE LOCK- CL (/\)
DDT- CL+U (/ + U)
POWERSLAM- CL+D (/ + D)
SHOULDER BUTTS ARM TWIST- CD OR B (O + [])
SHOULDERBREAKER- CD+U (O + U)
PUMPHANDLE SUPLEX- CD+D (O + D)
DROP TOE HOLD- A
                 (X)
SNAP SUPLEX- A+U (X + U)
ATOMIC DROP INVERTED- A+D (X + D)
BUFF BLOCKBUSTER (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
TILT A WHIRL GUT BUSTER- B OR CD ([] or O)
BACK DROP- CL (/\)
FLAPJACK GUTBUSTER- A (X)
ARM KISS (TAUNT) - CU (R2)
ATTACKER RUNNING-OPPONENT STANDING
FLYING SHOULDER BLOCK- CL OR CD OR A (/\, O, or X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
ATOMIC DROP- B OR CD ([] or O)
INVERTED DDT- CL (/\)
REAR DOUBLE AXE HANDLE- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
STOMP- CL (/\)
ELBOW DROP- CL+U (/ + U)
KNEE DROP- A (X)
CAMEL CLUTCH- A+U (X + U)
ATTACKER STANDING-OPPONENT FACE UP
SPINNING BOOT SCRAPE- CL (/\)
CHIN LOCK- CL+U (/ + U)
BODY STOMP- A (X)
ELBOW DROP TO BODY- A+U (X + U)
ARM KISS (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X)
POWER FLEX (TAUNT) - CU
                       (R2)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
STOMP AND KICK- CL OR A (/\ or X)
TURNBUCKLE SMASH- CD (O)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
TURNBUCKLE SPLASH- CL OR CD OR A (/\, O, or X)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING
TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X)
ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING
SUICIDE DIVE- B OR CL ([] or /\)
ATTACKER ON APRON-OPPONENT INSIDE RING
GRAPPLE- B ([])
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE
SUPER BELLY TO BELLY SUPLEX
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POSE (TAUNT) - CU (R2)
Real Name: Salvador Guerrero III Previous Identities: Chavo Guerrero Jr. Wrestling Organizations Involved In: WCW Height: 5'10" Weight: 205 From: El Paso, TX
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Real Name: Christopher Benoit Previous Identities: Chris Benoit; Wild Pegasus; White Pegasus; Pegasus Kid Wrestling Organizations Involved In: NJPW; ECW; WCW; Calgary Height: 5'10" Weight: 220 From: Edmonton, Alberta, Canada
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TURNBUCKLE STAND AND PUNCH- CD (O)

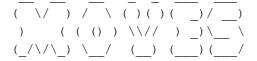
/
Real Name: Chris Kluscaritis Previous Identities: Chris Kanyon; Kanyon; Mortis Wrestling Organizations Involved In: WCW Height: 6'3" Weight: 244 From: Jersey Shores
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Real Name: Chris Irvine Previous Identities: Chris Jericho; Y2J; Lion Heart; Corazon de Leon Wrestling Organizations Involved In: WCW; WWF Height: 6'2" Weight: 225 From: Calgary, Alberta, Canada
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Real Name: Curt Hennig

Previous Identities: Curt Hennig; Mr. Perfect

Wrestling Organizations Involved In: WWF; WCW/nWo; AWA; PNW; Memphis

Height: 6'2"
Weight: 255
From: Mound, MN



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ATTACKER STANDING-OPPONENT STANDING

HEAD BUTT- CL (/\)

KIDNEY PUNCH- CL+U (/ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

STANDING DROP KICK- A+U (X + U)

HEAD TWIST (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

HIPTOSS- B OR CD ([] or O)

INVERTED NECK BREAKER- CL (/\)

SHORT ARM CLOTHESLINE- CL+U (/\ + U)

SNAP SUPLEX- CL+D $(/\ + D)$

SNAP MARE- CD+U (O + U)

SHOULDER BREAKER- CD+D (O + D)

DROP TOE HOLD- A (X)

SMALL PACKAGE- A+U (X + U)

POWER SLAM- A+D (X + D)

HENNING PLEX (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

SHOULDER BLOCK- B OR CD (X or O)

BACK DROP- CL (/\)

KNEE GUT- A (X)

FLEX (TAUNT) - CU (R2)

ATTACKER RUNNING-OPPONENT STANDING

RUNNING CLOTHESLINE- CL OR CD OR A $(/\, 0, or X)$

ATTACKER REAR GRAPPLE-OPPONENT STANDING

FULL NELSON SLAM- B OR CD (X or O)

REAR HEAD BUTT- CL (/\)

ATOMIC DROP- A (X)

ATTACKER STANDING-OPPONENT FACE DOWN

STOMP- CL (/\)

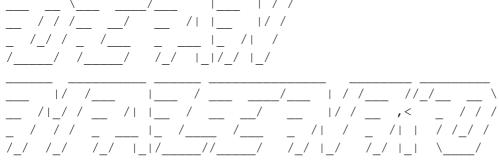
ELBOW DROP- CL+U (/ + U)

KNEE DROP- A (X)

BOSTON CRAB- A+U (X + U)

FLEX (TAUNT) - CU (R2)

ATTACKER STANDING-OPPONENT FACE UP GROIN HEAD BUTT- CL (/\) CHIN LOCK- CL+U (/ + U)BODY STOMP A (X) ELBOW DROP TO BODY- A+U (X + U) ONE HAND (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X) ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE FOOT CHOKE- CL OR A (/\ or X) STOMP ADN KICK- CD (O) SHAKING HEAD (TAUNT) - CU (R2) ATTACKER ON TURNBUCKLE-OPPONENT FACEDOWN OR UP TURNBUCKLE KNEE DROP- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X) ATTTACKER RUNNING IN RING-OPPONENT OUTSIDE RING OUTSIDE RING SLIDE KICK- B OR CL ([] or /\) MOVE 2- CD OR A (O or X) SHAKING HEAD (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O) SUPER HURRICARANA- CL OR A (/\ or X)



Real Name: Dean Simon

Previous Identities: Dean Malenko

Wrestling Organizations Involved In: FL; WCW; ECW; NJPW; AJPW

Height: 5'9" Weight: 215 From: Tampa, FL



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Real Name: Page Falkenberg

Previous Identities: Diamond Dallas Page

Wrestling Organizations Involved In: AWA; WCW

Height: 6'5" Weight: 253

From: Jersey Shores



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ATTACKER STANDING-OPPONENT STANDING

SPINNING BACK FIST- CL (/\)

ELBOW TO SIDE OF HEAD- CL+U $(/\ + \ U)$

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

STANDING DROPKICK- A+U (X + U)

DIAMOND CUTTER (TAUNT) - CU (R2)

ATTACKER-FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

SHOULDER BUTTS ARM TWIST- B OR CD ([] or O)

DROP TOE HOLD- CL (/\)

ATOMIC DROP INVERTED- CL+U (/\ + U)

DDT- CL+D (/ + D)

INVERTED NECK BREAKER- CD+U (O + U)

BACKBREAKER- CD+D (O + D)

SPINNING CLOTHESLINE- A (X)

BODY SLAM- A+U (X + U)

RUSSIAN LEG SWEEP- A+D (X + D)

DIAMOND CUTTER (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

SHOULDER BLOCK- B OR CD ([] or O)

SPINEBUSTER- CL (/\)

KNEE TO GUT- A (X)

DIAMOND CUTTER (TAUNT) - CU (R2)

ATTACKER RUNNING-OPPONENT STANDING

FLYING CLOTHESINE- CL OR CD OR A $(/\, 0, or X)$

ATTACKER REAR GRAPPLE-OPPONENT STANDING

BULLDOG- B OR CD ([] or O)

ATOMIC DROP- CL (/\)

REAR FOREARM SMASH- A (X)

ATTACKER STANDING-OPPONENT FACE DOWN

ELBOW DROP- CL (/\)

SURFBOARD- CL+U (/ + U)

STOMP- A (X)

CAMEL CLUTCH- A+U (X + U)

DIAMOND CUTTER (TAUNT) - CU (R2)

ATTACKER STANDING-OPPONENT FACE UP LEG DROP- CL (/\) CHIN LOCK- CL+U (/ + U)ELBOW DROP TO BODY- A (X) GROIN HEAD BUTT- A+U (X + U) DIAMOND CUTTER (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X) ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE TREE OF WOE- CL OR A (/\ or X) STOMP AND KICK- CD (O) DIAMOND CUTTER (TAUNT) - CU (R2) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE LEG DROP- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A $(/\, 0, or X)$ ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING OUTSIDE RING KICK- B OR CD ([] or O) PESCADO- CL OR A (/\ or X) DIAMOND CUTTER (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPERPLEX- B OR CL ([] or /\) SUPLEX- CD OR A (O or X) DIAMOND CUTTER (TAUNT) - CU (R2) /_/ / __/ / /____/ /___/ /___/ ____/___________\ / __ |/ / __ /_ /___ __, _/ _ /| / / / / / / ____/ /_/ |_| /_/ |_/ ___/ /| / _ _/ /_/ |_/ /_/ Real Name: Glen Gilbertti Previous Identities: Disco Inferno; The Boggie Man; Glen Gilbertti Wrestling Organizations Involved In: WCW; Independents Height: 6'1" Weight: 240 From: Atlanta, GA

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QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

ROUNDHOUSE KICK- A+U (X + U)

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COCKY POINT (TAUNT) - CU (R2)
ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE
DROP TOE HOLD- B OR CD ([] or O)
HEADLOCK AND PUNCH- CL (/\)
SHORT-ARM CLOTHESLINE- CL+U (/\ + U)
DDT- CL+D (/ + D)
BACKBREAKER- CD+U (O + U)
GUTBUSTER- CD+D (O + D)
INVERTED ATOMIC DROP- A (X)
NECKBREAKER- A+U (X + U)
FLATLINER- A+D (X + D)
HURRICANRANA (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
TILT-O-WHIRL GUTBUSTER- B OR CD ([] or O)
SHOULDER TACKLE- CL (/\)
KNEE TO GUT- A (X)
ATTACKER RUNNING-OPPONENT STANDING
RUNNING DROPKICK- CL OR A (/\ or X)
RUNNING DROPKICK- CD (O)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
GERMAN SUPLEX- B OR CD ([] or O)
HEADBUTT- CL (/\)
SPIN INTO HURRICANRANA- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
SENTON SPLASH- CL (/\)
REVERSE SURFBOARD- CL+U (/\ + U)
KNEE DROP- A (X)
CRIPPLER CROSSFACE- A+U (X + U)
ARMS OUT (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
SPIN ON FOREHEAD- CL (/\)
REAR CHINLOCK- CL+U (/\ + U)
SENTON SPLASH- A (X)
DRIVING ELBOW- A+U
                   (X + U)
ARMS OUT (TAUNT) - CU (R2)
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ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
MISSILE DROPKICK- CL OR CD OR A (/\, O, or X)

ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE MONKEY FLIP- CL OR A (/\ or X) TREE OF WOE WITH KICKS- CD (O)

ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TOP ROPE SPLASH- CL OR CD OR A (/\, O, or X)

ATTACKER ON TURNBUCKLE-OPPONENT STANDING MISSILE DROPKICK- CL OR CD OR A (/\, o, or X)

ATTACKER RUNNING IN RING-OPPONENT OUTSIDE OF RING ASAI MOONSAULT- B OR CL ([] or /\)

ATTACKER ON APRON GRAPPLE-OPPONENT INSIDE RING GRAPPLE ROPE DROP GUILLOTINE- B, CL, CD, or A ([], $/\$, O, or X)

ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE TOP ROPE HURRICANRANA- B OR CD ([] or O)
TOP ROPE HURRICANRANA- CL OR A (/\ or X)

Real Name: Eric Bischoff

Previous Identities: Eric Bischoff

Wrestling Organizations Involved In: WCW/nWo

Height: 5'9" Weight: 185

From: Minneapolis, MN



ATTACKER STANDING-OPPONENT STANDING

HEAD BUTT- CL (/\)

SPINNING BACK FIST- CL+U (/ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

SPINNING BACK KICK- A+U (X + U)

POINT (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

ARM TWIST- B OR CD ([] or O)

FRONT FACE LOCK- CL (/\)

FRONT SUPLEX- CL+U (/ + U)

ATOMIC DROP INVERTED- CL+D (/\ + D)

SNAP SUPLEX- CD+U (O + U)

DOUBLE LEG SLAM- CD+D (O + D)

SHOULDER BUTTS- A (X)

DDT-A+U (X + U)

HURRICANRANA-A+D (X + D)

HAIL TO THE CHIEF (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

SIDE KICK- B OR CD ([] or O)

FACE SLAM- CL (/\)

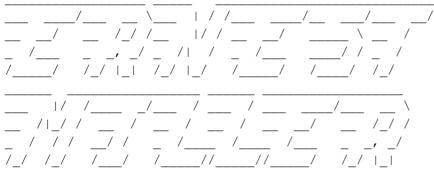
BACK DROP- A (X)

ATTACKER RUNNING-OPPONENT STANDING

KNEE CLIP- CL OR A $(/\ or X)$

FLYING BODY PRESS- CD (O)

ATTACKER REAR GRAPPLE-OPPONENT STANDING KNEE BREAKER- B OR CD ([] or O) REAR CHOKE- CL (/\) FOREARM SLEEPER- A (X) ATTACKER STANDING-OPPONENT FACE DOWN SENTON- CL (/\) BOW AND ARROW- CL+U (/ + U)LEG DROP- A (X) STF-A+U (X + U) HANDS ON HIPS (TAUNT) - CU (R2) ATTACKER STANDING-OPPONENT FACE UP HEAD BUTT- CL (/\) LEG DROP- CL+U (/ + U)SENTON- A (X) SPINNING TOE TOLD- A+U (X + U) HANDS ON HIPS (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE SMASH- CL OR A (/\ or X) TORANDO DDT- CD (O) HANDS ON HIPS (TAUNT) - CU (R2) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP SPLASH- CL OR CD OR A $(/\, 0, or X)$ ATTACKER ON TURNBUCKLE-OPPONENT STANDING DROP KICK- CL OR A (/\ or X) CLOTHESLINE- CD ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING SOMERSAULT PLANCHA- B OR CL ([] or /\) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONET SITTING ON TURNBUCKLE TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O) SUPERPLEX- CL OR A (/\ or X) HANDS ON HIPS (TAUNT) - CU (R2) __ ___ | / /___



Real Name: Ernest Miller

Previous Identities: Ernest Miller; The Cat

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Wrestling Organizations Involved In: WCW
Height: 6'2"
Weight: 225
From: Detroit, MI
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 ) ( ( () ) \\// ) _)\__ \
(_/\/_) \__/ (__) (___) (___
ATTACKER STANDING-OPPONENT STANDING
HEAD BUTT- CL (/\)
SPINNING BACK FIST- CL+U (/\ + U)
QUICK PUNCH- CL (/\)
POWER PUNCH- CL+U (/\ + U)
FRONT KICK- A (X)
SPINNING BACK KICK- C+U
BOXING CHAMP (TAUNT) - CU (R2)
ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE
ELBOW SMASH, ARM TWIST- B OR CD ([] or O)
FRONT FCE LOCK- CL (/\)
BACK SLIDE- CL+U (/ + U)
ATOMIC INVERTED DROP- CL+D (/\ + D)
SNAP SPLEX- CD+U (O + U)
INVERTED NECK BREAKER- CD+D (O + D)
ANKLE LOCK- A (X)
FRONT SUPLEX- A+U (X + U)
HURRICARANA-A+D (X + D)
CATS CRADLE (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
HARLEM SIDE KICK- B OR CD ([] or O)
FACE SLAM (WITH KICK) - CL (/\)
SPINE BUSTER- A (X)
BOXING (TAUNT) - CU (R2)
ATTACKER RUNNING-OPPONENT STANDING
FLYING HEAD SCISSORS- CL (/\)
HEAD RUNNING DROP KICK- CD (O)
SPINEBUSTER- A (X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
SHOULDER SPIN HURRICARANA- B OR CD ([] or O)
GERMAN SUPLEX- CL (/\)
NERVE HOLD- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN-
LEG DROP- CL (/\)
BOW AND ARROW- CL+U (/\ + U)
BODY STOMP- A (X)
BOSTON CRAB- A+U (X + U)
BOXING (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
CHIN LOCK- CL (/\)
RUNNING LEG DROP- CL+U (/ + U)
BODY STOMP- A (X)
BOSTON CRAB- C+U
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BOXING (TAUNT) - CU (R2)

ATTACKER ON APRON-OPPONENT STANDING OUT OF RING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$

ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE STOMP AND KICK- CL (/\)
TREE OF WOE- CD (O)
STOMP AND KICK- A (X)

ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE SPLASH- CL OR CD OR A (/\, O, or X)

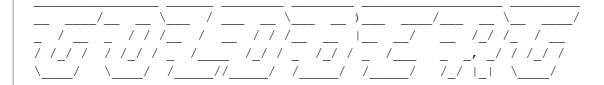
ATTACKER ON TURNBUCKLE-OPPONENT STANDING MISSILE DROP KICK- CL OR A (/\ or X) FLYING CLOTHESLINE- CD (O)

ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING

SOMMERSAULT PLANACHA- B OR CL OR CD OR A (X, /\, o, or X)

ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([])

ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPER BELLY TO BELLY SUPLEX- B OR CD ([] or O) SUPERPLEX- CL OR A (/\ or X) BOXING CHAMP (TAUNT)- CU (R2)



Real Name: William Scott Goldberg

Previous Identities: Goldberg; Bill Goldberg Wrestling Organizations Involved In: WCW

Height: 6'4"
Weight: 295
From: Tulsa, OK



ATTACKER STANDING-OPPONENT STANDING

DOUBLE AXE HANDLE- CL (/\)

ELBOW TO SIDE OF HEAD- CL+U (/\ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

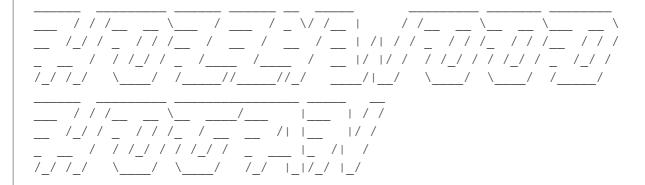
SPINNING BACK KICK- A+U (X + U)

JACKHAMMER SIGN (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE HIPTOSS- B OR CD ([] or O)

ARM TWIST INTO SHOULDER BUTT- CL (/\)

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BACKBREAKER- CL+U (/\ + U)
SNAP SUPLEX- CL+D (/\ + D)
BODY SLAM- CD+U (O + U)
GORILLA PRESS- CD+D (O + D)
ELBOW SMASH ARM TWIST-A (X)
CHOKESLAM- A+U (X + U)
UNDERHOOK POWERBOMB- A+D (X + D)
JACKHAMMER (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
SPEAR- B OR CD ([] or O)
GORILLA PRESS- CL (/\)
KNEE TO GUT- A (X)
ATTACKER RUNNING-OPPONENT STANDING
FLYING SHOULDER BLOCK- CL OR CD OR A (/\, 0, or X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
SIDE SLAM- B OR CD ([] or O)
REAR CLOTHESLINE- CL (/\)
FULL NELSON SLAM- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW DROP- CL (/\)
BOSTON CRAB- CL+U (/\ + U)
STOMP- A (X)
CAMEL CLUTCH- A+U (X + U)
HEAD SHAKE AND GROWL (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
BODY STOMP- CL (/\)
SPINNING TOE HOLD- CL+U (/ + U)
ELBOW DROP TO BODY- A (X)
ELBOW TO HEAD- A+U (X + U)
JACKHAMMER SIGN (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
TURNBUCKLE DOUBLE AAXE HANDLE- CL OR CD OR A (/\, o, or X)
ATTACKER STANDING-OPPONENT LAY IN TURN BUCKLE
STOMP AND KICK- CL OR A (/\ or X)
TREE OF WOE- CD (O)
JACKHAMMER SIGN (TAUNT) - CU (R2)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
TURNBUCKLE KNEE DROP- CL OR CD OR A (/\, 0, or X)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING
TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X)
ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING
SUICIDE DIVE- B OR CL ([] or /\)
JACKHAMMER SIGN (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT INSIDE RING
GRAPPLE- B ([])
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE
TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O)
SUPERPLEX- CL OR A (/\ or X)
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Real Name: Terry Gene Bollea

Previous Identities: Hollywood Hogan; Hulk Hogan; Hulk Machine; Sterling

Golden; Terry Boulder; Super Destroyer; Hulk Boulder; Terry Hogan

Wrestling Organizations Involved In: WCW/nWo; WWF; Memphis; Independents;

FL; AWA; NJPW; GA; Knoxville; AL;

Height: 6'7"
Weight: 275

From: Venice Beach, CA



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ATTACKER STANDING-OPPONENT STANDING

KIDNEY PUNCH- CL (/\)

HEAD BUTT- CL+U (/ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

STANDING DROP KICK- A+U (X + U)

POWER FLEX (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

FRONT FACE LOCK- B OR CD ([] or O)

ELBOW SMASH ARM TWIST- CL (/\)

PILEDRIVER- CL+U (/ + U)

VERTICAL SUPLEX- CL+D $(/\ + D)$

SHOULDER BREAKER- CD+U (O + U)

GORRILA PRESS- CD+D (O + D)

BODY SLAM- A (X)

BACKBREAKER- A+U (X + U)

ATOMIC DROP INVERTED- A+D (X + D)

POWER SLAM (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

CHOKE SLAM- B OR CD ([] or O)

GORRILA PRESS- CL (/\)

BACK DROP- A (X)

ATTACKER RUNNING-OPPONENT STANDING

RUNNING CLOTHESLINE- CL OR CD OR A $(/\, 0, or X)$

ATTACKER REAR GRAPPLE-OPPONENT STANDING BACK RAKE- B OR CD ([] or O) SLEEPER- CL (/\) FULL NELSON SLAM- A (X) ATTACKER STANDING-OPPONENT FACE DOWN STOMP- CL (/\) LEG DROP- CL+U (/\ + U) ELBOW DROP- A (X) BOSTON CRAB- A+U (X + U) CROWD CALL (TAUNT) - CU (R2) ATTACKER STANDING-OPPONENT FACE UP BODY STOMP- CL (/\) LEG DROP- CL+U (/ + U)ELBOW DROP- A (X) CHIN LOCK- A+U (X + U)POSE DOWN (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD (/\ or O) ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE TURNBUCKLE SMASH- CL OR A (/\ or X) FOOT CHOKE- CD (O) POSE DOWN (TAUNT) - CU (R2) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE KNEE DROP- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X) ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING BASEBALL SLIDE- B OR CL ([] or /\) ATTACKER ON APRON-OPPNENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPER PLEX- B OR CD ([] or O) POSE DOWN- CU (R2) ____/ / //_/ / ___, _/ __ __ |/ /__ /_/ /_/ ___/ /_/ |_ | /_/ |_ | /_/ |_ | ____//______ __ /_/ / _ | /| /

Real Name: Michael Bollea

Previous Identities: Predator; Horace; Horace Boulder

Wrestling Organizations Involved In: WCW

Height: 6'4"
Weight: 253

From: Malibu, CA

ATTACKER STANDING-OPPONENT STANDING

KIDNEY PUNCH- CL (/\)

HEAD BUTT- CL+U (/ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

STANDING DROP KICK- A+U (X + U)

POWER SHIREK (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

FRONT FACE LOCK- B OR CD ([] or O)

ELBOW SMASH ARM TWIST- CL (/\)

GORRILA PRESS- CL+U (/\ + U)

DOUBLE LEG SLAM- CL+D (/ + D)

INVERTED NECK BREAKER- CD+U (O + U)

FRONT SUPLEX- CD+D (O + D)

NECK CHOP- A (X)

BACKBREAKER- A+U (X + U)

ATOMIC DROP INVERTED- A+D (X + D)

BLACK AND BLUE (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

KNEE GUT- B OR CD ([] or O)

SPINE BUSTER- CL (/\)

BACK DROP- A (X)

CROWD CALL (TAUNT) - CU (R2)

ATTACKER RUNNING-OPPONENT STANDING

RUNNING CLOTHESLINE- CL OR CD OR A $(/\, 0, or X)$

ATTACKER REAR GRAPPLE-OPPONENT STANDING

BACK RAKE- B OR CD ([] or O)

NERVE HOLD- CL (/\)

SIDE SLAM- A (X)

ATTACKER STANDING-OPPONENT FACE DOWN

STOMP- CL (/\)

CAMEL CLUTCH- CL+U (/ + U)

ELBOW DROP- A (X)

RUNNING LEG DROP- A+U (X + U)

CROWD CALL (TAUNT) - CU (R2)

ATTACKER STANDING-OPPONENT FACE UP

BODY STOMP- CL (/\)

CHIN LOCK- CL+U (/ + U)

LEG DROP- A (X)

GROIN HEAD BUTT- A+U (X + U)

POSE DOWN (TAUNT) - CU (R2)

ATTACKER ON APRON-OPPONENT STANDING OUT OF RING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD (/\ or O)

ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE TURNBUCKLE SMASH- CL OR A (/\ or X) FOOT CHOKE- CD (O) POSE DOWN (TAUNT) - CU (R2) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE HEAD BUTT- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A $(/\, 0, or X)$ ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING SOMERSAULT PLANACHA- B OR CL ([] or /\) ATTACKER ON APRON-OPPNENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O) SUPERPLEX- CL OR A (/\ or X) POWER SHRIEK (TAUNT) - CU (R2) Real Name: Jimmy Hart Previous Identities: Jimmy Hart Wrestling Organizations Involved In: WCW; WWF Height: 5'5" Weight: 155 From: Memphis, TN (\/) / \ () () () /)) ((()) \\//) _)__ \ (_/\/_) __/ (__) (___) (___/

Real Name: Eduardo Anibal Gonzalez Hernandez Previous Identities: Juventud Guerrera Wrestling Organizations Involved In: WCW Height: 5'5" Weight: 165 From: Mexico City, Mexico (\/) / \ () () (_) / _)) ((())\\//))\\ (_/\/_) __/ (__) (___) (___/ **ツツツツツツツツツツツツツツツツツツツツツツツツツツツツ** ____ //_/___ |___/ __ ,< __ /| |__ Real Name: Kazuhiro Hayashi Previous Identities: Kaz Hayashi; Shiryu Wrestling Organizations Involved In: WCW Height: 5'6" Weight: 160 From: Tokyo, Japan (\/) / \ () () (_) / __)) ((()) \\//) _)__ \ (_/\/_) __/ (__) (___) (___ **ッッッッッッッッッッッッッッッッッッッッッッッッッッッッッ** ATTACKER STANDING-OPPONENT STANDING BACK ELBOW- CL (/\) SPINNING BACKFIST- CL+U (/ + U)QUICK PUNCH- CD (O) POWER PUNCH- CD+U (O + U) FRONT KICK- A (X) ROUNDHOUSE KICK- A+U (X + U) HAND ON FOREHEAD EYE SEARCH (TAUNT) - CU (R2) ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE HIP TOSS- B OR CD ([] or O) KNIFE EDGE CHOP- CL (/\) DDT- CL+U (/ + U)INVERTED ATOMIC DROP- CL+D $(/\ + D)$ SNAP SUPLEX- CD+U (O + U) NECKBREAKER- CD+D (O + D) DROP TOE HOLD- A (X) SMALL PACKAGE- A+U (X + U) RUSSIAN LEG SWEEP- A+D (X + D) HURRICANRANA (FINISHER) - ANALOG ([])

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ATTACKER STANDING-OPPONENT RUNNING
FLAPJACK GUTBUSTER- B OR CD ([] or O)
TILT-O-WHIRL GUTBUSTER- CL (/\)
BACK BODY DROP- A (X)
ATTACKER RUNNING-OPPONENT STANDING
FLYING BODY PRESS- CL OR A (/\ or X)
HEADSCISSORS- CD (O)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
ABDOMINAL STRETCH- B OR CD ([] or O)
GERMAN SUPLEX- CL (/\)
SCHOOL BOY- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW DROP- CL (/\)
BOSTON CRAB- CL+U (/\ + U)
STOMP- A (X)
REVERSE SURFBOARD- A+U (X + U)
ARMS OUT (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
LEG DROP- CL (/\)
HEADBUTT TO GROIN- CL+U (/ + U)
ELBOW DROP- A (X)
SENTON SPLASH- A+U (X + U)
HAND ON FOREHEAD EYE SEARCH (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
BODY SPLASH- CL OR CD OR A (/\, 0, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
MONKEY FLIP- CL OR A (/\ or X)
KICK IN CORNER- CD (O)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
"KAZSAULT" (MOONSAULT) - CL OR CD OR A (/\, 0, or X)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING
MISSILE DROPKICK- CL OR CD OR A (/\, 0, or X)
ATTACKER RUNNING IN RING-OPPONENT OUTSIDE OF RING
ASAI MOONSAULT- B OR CL ([] or /\)
ATTACKER ON APRON GRAPPLE-OPPONENT INSIDE RING GRAPPLE
ROPE DROP GUILLOTINE- B, CL, CD, or A ([], /\, O, or X)
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE
TOP ROPE HURRICANRANA- B OR CD ([] or O)
TOP ROPE HURRICANRANA- CL OR A (/\ or X)
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Real Name: Kenneth M. Stasiowski Previous Identities: Kenny Kaos; Kaos Wrestling Organizations Involved In: WCW

Height: 5'11"
Weight: 244

From: Pittsburgh, PA



ATTACKER STANDING-OPPONENT STANDING
ELBOW SIDE TO HEAD- CL (/\)
DOUBLE AXE HANDLE- CL+U (/\ + U)
QUICK PUNCH- CD (O)
POWER PUNCH- CD+U (O + U)
FRONT KICK- A (X)
STANDING DROP KICK- A+U (X + U)

STANDING DROP KICK- A+U (X + U) FLEX (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE
NECK CHOP- B OR CD ([] or O)
DOUBLE CHICKEN WING CRADLE- CL (/\)
BELLY TO BELLY SUPLEX- CL+U (/\ + U)
SPINNING CLOTHESLINE- CL+D (/\ + D)
BODY SLAM- CD+U (O + U)
VERTICAL SUPLEX- CD+D (O + D)
DROP TOE HOLD- A (X)
POWER BOMB- A+U (X + U)
PUMPHANDLE SUPLEX- A+D (X + D)

ATTACKER STANDING-OPPONENT RUNNING SPINE BUSTER- B OR CD ([] or O) BELLY TO BELLY SUPLEX- CL (/\) SLEEPER- A (X)

TOTAL KAOS (FINISHER) - ANALOG ([])

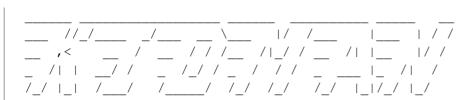
ATTACKER RUNNING-OPPONENT STANDING RUNNING CLOTHESLINE- CL OR CD OR A (/\, 0, or X)

ATTACKER REAR GRAPPLE-OPPONENT STANDING TORTURE RACK- B OR CD ([] or O) FOREARM SLEEPER- CL (/\)
ATOMIC THROW- A (X)

ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW DROP- CL (/\)
SENTON- CL+U (/\ + U)
STOMP- A (X)
BOW AND ARROW- A+U (X + U)
FLEX (TAUNT) - CU (R2)

ATTACKER STANDING-OPPONENT FACE UP SENTON- CL (/\)

FOOT IN BACK DOUBLE ARM BAR- CL+U (/\ + U) BODY STOMP- A (X) LEG DROP- A+U (X + U) FLEX (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE TORNADO DDT- CL OR A (/\ or X) TREE OF WOE- CD (O) FLEX (TAUNT) - CU (R2) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE LEG DROP- CL OR A (/\ or X) TURNBUCKLE SPLASH- CD (O) ATTACKER ON TURNBUCKLE-OPPONENT STANDING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING SOMERSAULT PLANCHA- B OR CL ([] or /\) MOVE 2- CD OR A (O or X) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPERPLEX- B OR CL ([] or /\) MOVE 2 - CD OR A (O or X) FLEX (TAUNT) - CU (R2) ____//_____/___| / //_____/___| / // | // Real Name: Kevin Nash Previous Identities: Kevin Nash; Diesal; Oz; Dr. X; The Master Blaster; Master Blaster Steele; Vinnie Vegas Wrestling Organizations Involved In: WWF; WCW/nWo; NJPW Height: 7'1" Weight: 367 From: Phoenix, AZ (\/) / \ () (_) / __)) ((()) \\//) _)__ (_/\/_) __/ (__) (___) (___/



Real Name: Peter Grunder

Previous Identities: Billy Kidman; Kidman; Kid Flash; El Technico Wrestling Organizations Involved In: WCW; ECWA; NWA; AWF; TWF;

Height: 5'11"
Weight: 195

From: Allentown, PA



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Real Name: Charles Carlos Espada Ashenoff)

Previous Identities: Konnan El Barbaro; Konnan; K- Dog; Max Moon; Electrico;

Relampogo; El Senturian

Wrestling Organizations Involved In: Mexico; WCW/nWo; ECW; AAA; UWA; WWF;

Calgary

Height: 6'2"
Weight: 251
From: Miami, FL



ATTACKER STANDING-OPPONENT STANDING

DOUBLE AXE HANDLE- CL (/\)

SPINNING BACK FIST- CL+U (/\ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

CRYONIC KICK- A+U (X + U)

CROWD CALL (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

SNAP MARE- B OR CD ([] or O)

FRONT FACE LOCK- CL (/\)

SPINNING CLOTHESLINE- CL+U (/\ + U)

FRONT SUPLEX- CL+D $(/\ + D)$

DDT-CD+U (O + U)

BACKBREAKER- CD+D (O + D)

HIPTOSS- A (X)

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SNAP SUPLEX- A+U (X + U)
POWER SLAM- A+D (X + D)
LA RAZA DRIVER (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
FLAPJACK GUT BUSTER- B OR CD ([] or O)
FACE SLAM (WITH KICK) - CL (/\)
KNEE GUT- A (X)
ATTACKER RUNNING-OPPONENT STANDING
RUNNING CLOTHESLINE- CL OR CD OR A (/\, O, or X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
GERMAN SUPLEX- B OR CD ([] or O)
VICTORY ROLE- CL (/\)
CRADLE INSIDE- A (X)
ATTACKER STANDING-OPPONENT FACEDOWN
KNEE DROP- CL (/\)
SENTON BOMB- CL+U (/\ + U)
STOMP- A (X)
CAMEL CLUTCH- A+U (X + U)
COME GET SOME (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
SPINNING BOOT SCRAPE- CL (/\)
TEQUILA SUNRISE- CL+U (/\ + U)
ELBOW DROP TO BODY- A (X)
LEG DROP- A+U (X + U)
CROWD CALL (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT OPPONENT STANDING OUT OF RING
FLYING CLOTHESLINE- CL OR CD OR A (/\, 0, or X)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
TURNBUCKLE ELBOW- CL OR CD OR A (/\, 0, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
TURNBUCKLE SMASH- CL OR A (/\ or X)
TREE OF WOE- CD (O)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING
SUPER FLYING HEAD SCISSORS- CL OR A (/\ or X)
FLYING CLOTHESLINE- CD (O)
ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING
PESCADO- B OR CD (X or O)
SUICIDE DIVE- CL OR A (/\ or X)
ATTACKER ON APRON-OPPONENT INSIDE RING
GRAPPLE- B ([])
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE
TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O)
SUPER BELLY TO BELLY SUPLEX- CL OR A (/\ or X)
CROWD CALL (TAUNT) - CU (R2)
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Real Name: Adolfo Tapio Previous Identities: La Parka Wrestling Organizations Involved In: WCW; AAA Height: 5'8" Weight: 221 From: Mexico City, Mexico
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/
Real Name: ? Previous Identities: Lash LeRoux Wrestling Organizations Involved In: WCW Height: 5'11" Weight: 195 From: Baton Rouge, LA
(\/) / \ () () (_) /)) (((()) \\//))\\ (_/\/_) \/ () () (/
Real Name: Lawrence Pfohl Previous Identities: Wrestling Organizations Involved In: FL; WWF; JCP; WCW/nWo Height: 6'4" Weight: 270 From: Atlanta, GA

(\/) / \ () () (_) /))
///////
Real Name: Juan Banos Jr. Previous Identities: Lizmark Jr.; Hijo de Lizmark Wrestling Organizations Involved In: WCW Height: 6'2" Weight: 220 From: Acapulco, Mexico
(
\\\/\/\/\/\/\/\
Real Name: Gene Okerlund Previous Identities: "Mean" Gene Okerlund Wrestling Organizations Involved In: WCW Height: 5'9" Weight: 212

(\/) / \ () () (_) / _)) (((()) \\//) _) _ \

From: Robbinsdale, MN

(_/\/_) __/ (__) (___) (___/ **ッッッッッッッッッッッッッッッッッッッッッッッッッッッッッ** __/___ |/ /____ __/____ Real Name: Norman Smiley Previous Identities: Norman Smiley; Black Magic Wrestling Organizations Involved In: WCW Height: 6'2" Weight: 225 From: Liverpool, England (\/) / \ ()()()/)) ((())\\//))\\ (_/\/_) __/ (__) (___) (___/ ATTACKER STANDING-OPPONENT STANDING ELBOW SIDE TO HEAD- CL (/\) KIDNEY PUNCH- CL+U (/\ + U) QUICK PUNCH- CD (O) POWER PUNCH- CD+U (O + U) FRONT KICK- A (X) SPINNING BACK KICK- A+U (X + U) HANDS ON HIPS (TAUNT) - CU (R2) ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE ELBOW SMASH ARM TWISTS- B OR CD ([] or O) NECK CHOP- CL (/\) HIPTOSS- CL+U (/\ + U) FRONT SUPLEX- CL+D $(/\ + D)$ BACKBREAKER- CD+U (O + U) BELLY TO BELLY SUPLEX- CD+D (O + D) DROP TOE HOLD- A (X) SNAP MARE- A+U (X + U) VERTICAL SUPLEX- A+D (X + D) NORMAN CONQUEST (FINISHER) - ANALOG ([]) ATTACKER STANDING-OPPONENT RUNNING KNEE GUT- B OR CD ([] or O) BACK DROP- CL (/\) FACE SLAM (WITH KICK) - A (X) ATTACKER RUNNING-OPPONENT STANDING HEAD RUNNING DROP KICK- CL OR CD OR A $(/\, 0, or X)$

ATTACKER REAR GRAPPLE-OPPONENT STANDING

FOREARM SLEEPER- B OR CD ([] or O) BACK RAKE- CL (/\) GERMAN SUPLEX- A (X) ATTACKER STANDING-OPPONENT FACE DOWN STOMP- CL (/\) INDIAN LEG LOCK- CL+U (/\ + U) RUNNING LEG DROP- A (X) BOW AND ARROW- A+U (X + U) COME AND GET SOME (TAUNT) - CU (R2) ATTACKER STANDING-OPPONENT FACE UP RUNNING LEG DROP- CL (/\) TEXAS CLOVERLEAF- CL+U (/\ + U) BODY STOMP- A (X) FOOT IN BACK DOUBLE ARM BAR- A+U (X + U) CROWD CALL (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING FLYING CLOTHESLINE- CL OR CD OR A (/\, O, or X) ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE MONKEY FLIP- CL OR CD OR A $(/\, 0, or X)$ COME GET SOME (TAUNT) - CU (R2) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE ELBOW- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING FLYING CLOTHESLINE- CL OR CD OR A (/\, O, or X) ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING SUICIDE DIVE- B OR CL ([] or /\) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPERPLEX- B OR CL ([] or /\) CROWD CALL (TAUNT) - CU (R2) _/__ | __ / / /__ //___ _

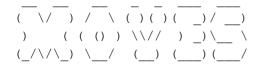
Real Name: Mike Haynor/ Rocky Iaukea

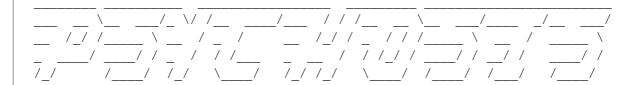
Previous Identities: Prince Iaukea; The Cheetah Kid; The Mad Dog of Bagdhad

Wrestling Organizations Involved In: WCW

Height: 5'10" Weight: 212

From: Honolulu, HI





Real Name: Dionicio Castellanos

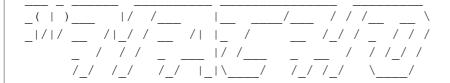
Previous Identities: Psychosis; El Savage

Wrestling Organizations Involved In: WCW; AAA; Promo Azteca

Height: 5'10"
Weight: 200

From: Tuuana, Mexico





Real Name: Randy Poffo

Previous Identities: Macho Man Randy Savage; The Executioner; Randy Poffo;

The Spider; The Destroyer; Mr. Madness

Wrestling Organizations Involved In: WWF; WCW; GA; ICW; Independents; SMW;

Memphis; Lexington

Height: 6'1"
Weight: 250

From: Sarasota, FL

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(_/\/_) \__/ (__) (___) (___
ATTACKER STANDING-OPPONENT STANDING
DOUBLE AXE HANDLE- CL (/\)
KIDNEY PUNCH- CL+U (/\ + U)
QUICK PUNCH- CD (O)
POWER PUNCH- CD+U (O + U)
FRONT KICK- A (X)
STANDING DROP KICK- A+U (X + U)
FLEX (TAUNT) - CU (R2)
ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE
FRONT FACE LOCK- B OR CD ([] or O)
SNAP MARE- CL (/\)
INVERTED NECK BREAKER- CL+U (/\ + U)
ATOMIC DROP INVERTED- CL+D (/\ + D)
BELLY TO BELLY SUPLEX- CD+U (O + U)
RUSSIAN LEG SWEEP- CD+D (O + D)
HIPTOSS- A (X)
BACKBREAKER- A+U (X + U)
VERTICAL SUPLEX- A+D (X + D)
MACHO MASHER (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
BELLY TO BELLY SUPLEX- B OR CD ([] or O)
BACKDROP- CL (/\)
GORILLA PRESS- A (X)
ATTACKER RUNNING-OPPONENT STANDING
RUNNING CLOTHESLINE- CL OR CD OR A (/\, O, or X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
BACK RAKE- B OR CD ([] or O)
REAR CHOKE- CL (/\)
BELLY TO BACK SUPLEX- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW TO HEAD- CL (/\)
STF- CL+U (/ + U)
STOMP- A (X)
KNEE DROP- +U
FLEX (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
RUNNING LEG DROP- CL (/\)
FOOT IN BACK, DOUBLE ARM BAR- CL+U (/ + U)
ELBOW TO HEAD- A (X)
ELBOW DROP TO BODY- A+U (X + U)
CROWD POINT (TAUNT) - CU (R2)
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ATTACKER ON APRON-OPPONENET STANDING OUT OF RING TURNBUCKLE DOUBLE AXE HANDLE- CL OR A OR CD (/\, X, or O)

ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE FOOT CHOKE- CL OR A (/\ or X)
STOMP AND KICK- CD (O)

ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE ELBOW- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X) ATTACKER RUNNING IN RING-OPPOENT OUTSIDE OR RING SUICIDE DIVE- B OR CL ([] or /\) SUICIDE DIVE- CD OR A (O or X) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPERPLEX- B OR CL ([] or /\) SUPERPLEX- CD OR A (O or X) FLEX (TAUNT) - CU (R2) ____|__| Real Name: Scott Levy Previous Identities: Raven; Scotty Flamingo; Scotty the Body; Johnny Polo; Wrestling Organizations Involved In: WCW; WWF; ECW; GWF; PNW; Independents Height: 6'2" Weight: 259 From: Short Hills, NJ ((()) \\//))\ (/\/\) \ / () () (/ ___, _/ _ /__/ /_/ |_| /___ / _____

Real Name: Oscar Gonzalez Gutierrez

Previous Identities: Rey Mysterio Jr.; Super Nino; Colibri

Wrestling Organizations Involved Height: 5'6" Weight: 165	d In: WCW; Mexico; ECW
From: San Diego, CA	
(\/) / \ () () (_) /)) (((()) \\//) _)\ \ (_/\/_) \/ () () (/	
Real Name: Richard Morgan Flieh Previous Identities: "Nature Boy Wrestling Organizations Involved Height: 6'1" Weight: 245 From: Charlotte, NC	y" Rick Flair; The Black Scorpion
(\/) / \ () () (_) /)) (((()) \\//) _)\ \ (_/\/_) \/ () () (/	
	_/ / // \ / / // / /
Real Name: Robert Rechsteiner Previous Identities: Rick Steine Wrestling Organizations Involved UWF (B/W) Height: 5'11" Weight: 290 From: Bay City, MI	er; Rob Rexsteiner d In: WCW; WWF; Mid- South; ECW; NJPW; JCP;
(\/) / \ () () (_)/)) (((()) \\//) _)\ \ (_/\/_) \/ () () (/	

```
SPNNING BACK FIST- CL+U (/\ + U)
QUICK PUNCH- CD (O)
POWER PUNCH- CD+U (O + U)
FRONT KICK- A (X)
STANDING DROP KICK- A+U (X + U)
DOG BARK (TAUNT) - CU (R2)
ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE
NECK CHOP- B OR CD ([] or O)
ARM TWIST SHOULDER BUTTS- CL (/\)
DDT- CL+U (/ + U)
UNDERHOOK POWER BOMB- CL+D (/\ + D)
SPINNING CLOTHESINE- CD+U (O + U)
PILEDRIVER- CD+D (O + D)
HIPTOSS- A (X)
SHOULDER BREAKER- A+U (X + U)
POWER BOMB- A+D (X + D)
PITBULL (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
FLAPJACK GUT BUSTER- B OR CD ([] or O)
THROAT LIFT- CL (/\)
BACK DROP- A (X)
ATTACKER RUNNING-OPPONENT STANDING
RUNNING CLOTHESLINE- CL OR CD OR A (/\, O, or X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
ATOMIC DROP- B OR CD ([] or O)
REAR CHOKE- CL (/\)
FULL NELSON SLAM- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW DROP- CL (/\)
CAMEL CLUTCH- CL+U (/\ + U)
STOMP- A (X)
KNEE DROP- A+U (X + U)
POWER FLEX (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
BODY STOMP- CL (/\)
FOOT IN BACK, DOUBLE ARM BAR- CL+U (/\ + U)
BODY KNEE DROP- A (X)
GROIN HEAD BUT- A+U (X + U)
ONE ARM BICEP KISS- CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUTSIDE OF RING
TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
STOMP AND KICK- CL OR A (/\ or X)
TREE OF WOE- CD (O)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
TURNBUCKLE LEG DROP- CL OR CD OR A (/\, O, or X)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING
```

FLYING CLOTHESLINE- CL OR CD OR A $(/\, 0, or X)$

KIDNEY PUNCH- CL (/\)

ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING OUTSIDE RING SLIDE KICK- B OR CL ([] or /\)
ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([])
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPERPLEX- B OR CL ([] or /\) DOG BARK (TAUNT)- CU (R2)
Real Name: Perry Satullo
Previous Identities: Perry Saturn; Saturn Wrestling Organizations Involved In: WCW; ECW; Memphis
Height: 5'10" Weight: 250
From: Boston, MA
(\/) / \ () () (_) /)) (((()) \\//) _) \ \ (_/\/_) \/ () () (/
<u> </u>
Real Name: Scott Hall Previous Identities: Scott Hall; Razor Ramon; Diamond Studd; Starship Coyote;
"Big" Scott Hall; "Magnum" Scott Hall; Texas Scott Wrestling Organizations Involved In: AWA; WCW/nWo; CWA; WWF; JCP; AL; FL;
KC Height: 6'7"
Weight: 292 From: Orlando, FL
(\/) / \ () () (_) /)) (((()) \\//) _) \ \ (_/\/_) \/ () () (/
<u> </u>



Real Name: Scott Norton

Previous Identities: Scott Norton

Wrestling Organizations Involved In: WCW/nWo; WWF; PNW; NJPW; OR; AWA; OWF

Height: 6'3"
Weight: 360

From: Minneapolis, MN



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ATTACKER STANDING-OPPONENT STANDING

HEAD BUTT- CL

SPINNING BACK FIST- CL+U

QUICK PUNCH- CL

POWER PUNCH- CL+U

FRONT KICK- A (X)

SPINNING BACK KICK- C+U

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

NECK CHOP- B OR CD ([] or O)

SHOULDER BUTTS ARM TWIST- CL (/\)

SPINNING CLOTHESLINE- CL+U (/\ + U)

GORRILA PRESS- CL+D $(/\ + D)$

BEAR HUG- CD+U (O + U)

CHOKESLAM- CD+D (O + D)

HIPTOSS- A (X)

BACKBREAKER- A+U (X + U)

UNDERHOOK POWER BOMB- A+D (X + D)

POWER BOMB (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

CHOKESLAM- B OR CD ([] or O)

THROAT LIFT- CL (/\)

BACK DROP- A (X)

ATTACKER RUNNING-OPPONENT STANDING

RUNNING CLOTHESLINE- CL OR A (/\ or X)

FLYING CLOTHESLINE- CD (O)

ATTACKER REAR GRAPPLE-OPPONENT STANDING

ATOMIC THROW- B OR CD ([] or O)

NERVE HOLD- CL (/\)

FULL NELSON SLAM- A (X)

ATTACKER STANDING-OPPONENT FACE DOWN

ELBOW DROP- CL (/\)

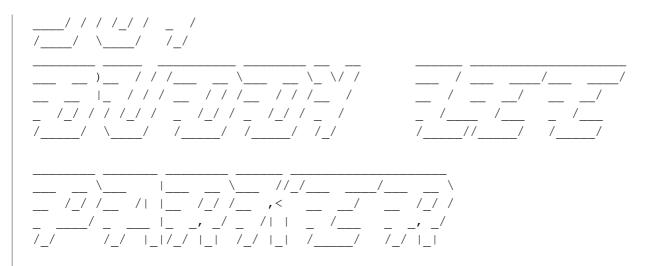
CAMEL CLUTCH- CL+U (/\ + U)

STOMP- A (X)

KNEE DROP- A+U (X + U)

COME GET SOME (TAUNT) - CU (R2)

ATTACKER STANDING-OPPONENT FACE UP GROIN HEAD BUTT- CL (/\) FOOT IN BACK DOUBLE ARM BAR- CL+ BODY KNEE DROP- A (X)
CHIN LOCK- A+U (X + U) FLEX (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/ O, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE FOOT CHOKE- CL (/\) TREE OF WOE- CD (O) STOMP AND KICK- A (X)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE SPLASH- CL OR CD OR A (/ O, or X)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING FLYING CLOTHESLINE- CL OR CD OR A (/ O, or X)
ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING OUTSIDE RING SLIDE KICK- B OR CL ([] or /\)
ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([])
ATTACKER STANDING-OPPONET SITTING ON TURNBUCKLE SUPER FIREMANS CARRY- B OR CL ([] or /\) GUTBUSTER DROP- CL OR A (/\ or X)
////////
Real Name: Scott Rechsteiner Previous Identities: Scott Steiner; Scott Rexsteiner Wrestling Organizations Involved In: WCW/nWo; WWA; WWF; NJPW: Memphis Height: 6'2" Weight: 290 From: Bay City, MI
(\/) / \ () () (_) /)) (((()) \\//) _)\\ (_/\/_) \/ () () (/
<u> </u>



Real Name: Dwayne Bruce

Previous Identities: Sgt. Buddy Lee Parker; Jack Boot; Braun The Leprichan

Wrestling Organizations Involved In: WCW

Height: 5'9"
Weight: 242

From: Atlanta, GA



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ATTACKER STANDING-OPPONENT STANDING

DOUBLE AXE HANDLE- CL (/\)

SPINNING BACK FIST- CL+U (/\ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

SPINNING BACK KICK- A+U (X + U)

COME GET SOME (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

FRONT FACE LOCK- B OR CD ([] or O)

DOUBLE CHICKEN WING CRADLE- CL (/\)

GUT WRENCH GUT BUSTER- CL+U (/\ or U)

UNDERHOOK POWER BOMB- CL+D (/\ + D)

RUSSIAN LEG SWEEP- CD+U (O + U)

DEATH VALLEY DRIVER- CD+D (O + D)

DROP TOE HOLD- A (X)

ATOMIC DROP INVERTED- A+U (X + U)

POWERSLAM- A+D (X + D)

POWER PLANTER (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

SPINEBUSTER- B OR CD ([] or O)

SPEAR- CL (/\)

BELLY TO BELLY SUPLEX- A (X)

SHAKING HEAD (TAUNT) - CU (R2)

ATTACKER RUNNING-OPPONENT STANDING

KNEE CLIP- CL OR A (/\)

FLYING CLOTHESLINE- CD (O)

ATTACKER REAR GRAPPLE-OPPONENT STANDING

ATOMIC THROW- B OR CD ([] or O) FOREARM SLEEPER- CL (/\) VICOTRY ROLL- A (X) ATTACKER STANDING-OPPONENT FACE DOWN ELBOW DROP- CL (/\) KNEE DROP- CL+U (/ + U)LEG DROP- A (X) INDIAN LEG LOCK- A+U (X + U) SHAKING HEAD (TAUNT) - CU (R2) ATTACKER STANDING-OPPONENT FACE UP LEG DROP- CL (/\) TEXAS CLOVERLEAF- CL+U (/\ + U) BODY KNEE DROP- A (X) ELBOW DROP TO BODY- A+U (X + U) SHAKING HEAD (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT STANDING OUT OF RING MISSILE DROP KICK- CL OR CD OR A $(/\, 0, or X)$ ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE STANDING SHOULDER BUTTS- CL OR A (/\ or X) TREE OF WOE- CD (O) ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP TURNBUCKLE KNEE DROP- CL OR CD OR A (/\, O, or X) ATTACKER ON TURNBUCKLE-OPPONENT STANDING MISSILE DROP KICK- CL OR CD OR A (/\, O, or X) ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING SOMERSAULT PLANCHA- B OR CL ([] or /\) SHAKING HEAD (TAUNT) - CU (R2) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE SUPER FIREMANS CARRY- B OR CL ([] or /\) COME GET SOME (TAUNT) - CU (R2) _ _ __ | / /_ _ _ _ _ |

Real Name: ?

Previous Identities: Sonny Onoo

Wrestling Organizations Involved In: WCW

Height: 5'5" Weight: 155

(\/) / \ () () (_) /)) (((()) \\//) _)\ \ (_/\/_) \/ () () (/
<u> </u>
Real Name: Steve McMichaels Previous Identities: Steve "Mongo" McMichaels Wrestling Organizations Involved In: WCW Height: 6'2" Weight: 251 From: Austin, TX
(\
Real Name: Lane Hoffman Previous Identities: Stevie Ray; Kane (WCW) Wrestling Organizations Involved In: UWF(HA); KC; WCW/nWo; GWF Height: 6'5" Weight: 292 From: Harlem, NY

From: Osaka, Japan

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ATTACKER STANDING-OPPONENT STANDING
DOUBLE AXE HANDLE- CL (/\)
SPINNING BACK FIST- CL+U (/ + U)
QUICK PUNCH- CD (O)
POWER PUNCH- CD+U (O + U)
FRONT KICK- A (X)
HARLEM SIDE KICK- A+U (X + U)
POSE (TAUNT) - CU (R2)
ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE
CLOTHESLINE SHORT ARM- B OR CD ([] or O)
SHOULDER BUTTS ARM TWIST- CL (/\)
NECK BREAKER- CL+U (/\ + U)
GUT BUSTER- CL+D (/\ + D)
BODYSLAM- CD+U (O + U)
PILEDRIVER- CD+D (O + D)
NECK CHOP- A (X)
SHOULDERBREAKER- A+U (X + U)
VERTICAL SUPLEX- A+D (X + D)
110H STREET SLAM (FINISHER) - ANALOG ([])
ATTACKER STANDING-OPPONENT RUNNING
BELL TO BELLY SUPLEX- B OR CD ([] or O)
FACE SLAM- CL (/\)
HARLEM SIDE KICK- A (X)
ATTACKER RUNNING-OPPONENT STANDING
RUNNING CLOTHESLINE- CL OR A (/\ or X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
SIDE SLAM- B OR CD ([] or O)
FULL NELSON SLAM- CL (/\)
ATOMIC THROW- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
STOMP- CL (/\)
BOW AND ARROW- CL+U (/ + U)
KNEE DROP- A (X)
CAMEL CLUTCH- A+U (X + U)
FLEX (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
ELBOW- CL (/\)
GROIN TO HEADBUTT- CL+U (/\ + U)
BODY STOMP- A (X)
SPINNING TOE HOLD- A+U (X + U)
CROWD POINT (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
FLYING CLOTHESLINE- CL OR CD OR A (/\, 0, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
STANDING SHOULDER BUTTS- CL OR A (/\ or X)
STOMP AND KICK- CD (O)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
KNEE DROP- CL OR CD OR A (/\, 0, or X)
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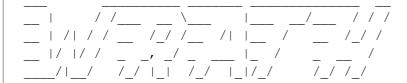
ATTACKER ON TURNBUCKLE-OPPONENT STANDING

FLYING CLOTESLINE- CL OR CD OR A $(/\, 0, or X)$ ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING OUTSIDE RINGSLIDE KICK- B OR CL ([] or /\) ATTACKER ON APRON-OPPONENT INSIDE RING GRAPPLE- B ([]) ATTACKER STANDING-OPPONET SITTING ON TURNBUCKLE TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O) SUPERPLEX- CL OR A (/\ or X) POSE (TAUNT) - CU (R2) __ / __ |/ / _ / _ __/ / _ _ / | / / / / / / /__/ / _/ |_ / | / / / / / Real Name: Steve Borden Previous Identities: Sting; Blade Runner Sting; Blade Runner Flash; Steve "Flash" Borden Wrestling Organizations Involved In: WCW/nWo; UWF(B/W); JCP; Memphis; Mid-Height: 6'3" Weight: 252 From: Venice Beach, CA (\/) / \ ()()(_)/ __) ((()) \\//) _)__ \ (_/\/_) __/ (__) (___) (___ ATTACKER STANDING-OPPONENT STANDING DOUBLE AXE HANDLE- CL (/\) KIDNEY PUNCH- CL+U (/\ + U) QUICK PUNCH- CD (O) POWER PUNCH- CD+U (O + U) FRONT KICK- A (X) STANDING DROPKICK- A+U (X + U) HOWL (TAUNT) - CU (R2) ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE HIPTOSS- B OR CD ([] or O) NECK CHOP- CL (/\) BACKBREAKER- CL+U (/\ + U) SNAP SUPLEX- CL+D $(/\ + D)$ BACK SLIDE- CD+U (O + U) FRONT SUPLEX- CD+D (O + D) SHORT ARM CLOTHESLINE- A (X) POWERBOMB- A+U (X + U) VERTICAL SUPLEX- A+D (X + D) STINGER SLAM (FINISHER) - ANALOG ([]) ATTAKCER STANDING-OPPONENT RUNNING KNEE TO GUT- B OR CD ([] or O) BELLY TO BELLY SUPLEX- CL (/\) BACKDROP- A (X)

HOWL (TAUNT) - CU (R2)

```
ATTACKER RUNNING-OPPONENT STANDING
FLYING BODY PRESS- CL (/\)
FLYING HEAD SCISSORS- CD (O)
FLYING SHOULDER BLOCK- A (X)
ATTACKER REAR GRAPPLE-OPPONENT STANDING
GERMAN SUPLEX- B OR CD (X or O)
SCORPION DEATH DROP- CL (/\)
BELLY TO BELLY SUPLEX- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
ELBOW DROP- CL (/\)
INDIAN LEG LOCK- CL+U (/ + U)
STOMP- A (X)
BOSTON CRAB- A+U (X + U)
HOWL (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
ELBOW DROP TO BODY- CL (/\)
SCORPION DEATH LOCK- CL+U (/\ + U)
LEG LOCK- A (X)
BODY KNEE DROP- A+U (X + U)
HOWL (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
STOMP AND KICK- CL OR A (/\ or X)
TREE OF WOE- CD (O)
HOWL (TAUNT) - CU (R2)
ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
TURNBUCKLE SPLASH- CL OR CD OR A (/\, O, or X)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING
SUPER FLYING HEAD SCISSORS- CL OR A (/\ or X)
TURNBUCKLE DOUBLE AXE HANDLE- CD (O)
ATTACKER RUNNING IN RING-OPPONET OUTSIDE RING
SUICIDE DIVE- B OR CL ([] or /\)
HOWL (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT INSIDE RING
GRAPPLE- B ([])
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE
TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O)
SUPERPLEX- CL OR A (/\ or X)
HOWL (TAUNT) - CU (R2)
```

If you actually thought that I would put something here, you are out of your mind. What's the point of repeating something said, only a few paragraphs before this? As far as I know, the only difference in the two is the color of Sting's facepaint and outfit.



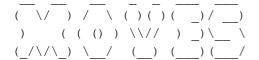
Real Name: Brian Emmeth Clarke

Previous Identities: Wrath; Adam Bomb; Nightstalker

Wrestling Organizations Involved In: WCW; AWA; WWF; SMW; Independents

Height: 6'6"
Weight: 272

From: Harrisburg, GA



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ATTACKER STANDING-OPPONENT STANDING

SPINNING BACK FIST- CL (/\)

DOUBLE AXE HANDLE- CL+U (/\ + U)

QUICK PUNCH- CD (O)

POWER PUNCH- CD+U (O + U)

FRONT KICK- A (X)

STANDING DROP KICK- A+U (X + U)

ONE ARM BICEP KISS (TAUNT) - CU (R2)

ATTACKER FRONT GRAPPLE-OPPONENT FRONT GRAPPLE

SHOULDER BUTTS ARM TWIST- B OR CD ([] or O)

FRONT FACE LOCK- CL (/\)

PUMP HANDLE SUPLEX- CL+U (/\ + U)

GORILLA PRESS- CL+D $(/\ + D)$

FRONT SUPLEX- CD+U (O + U)

POWERSLAM- CD+D (O + D)

SPINNING CLOTHESLINE- A (X)

BACKBREAKER- A+U (X + U)

POWERBOMB- A+D (X + D)

MELTDOWN (FINISHER) - ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

CHOKE SLAM- B OR CD ([] or O)

SPINE BUSTER- CL (/\)

KNEE GUT- A (X)

ATTACKER RUNNING-OPPONENT STANDING

FLYING SHOULDER BLOCK- CL OR CD OR A $(/\, 0, or X)$

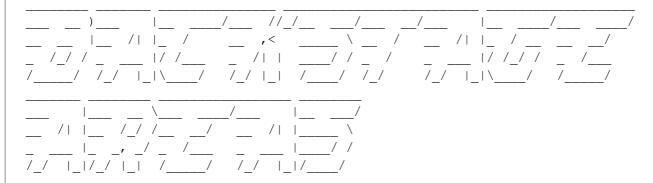
ATTACKER REAR GRAPPLE-OPPONENT STANDING

REAR CLOTHESLINE- B OR CD ([] or O)

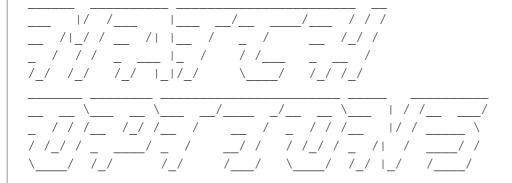
```
REAR CHOKE- CL (/\)
SIDE SLAM- A (X)
ATTACKER STANDING-OPPONENT FACE DOWN
RUNNING LEG DROP- CL (/\)
ELBOW DROP- CL+U (/ + U)
STOMP- A (X)
CAMEL CLUTCH- A+U (X + U)
POSE (TAUNT) - CU (R2)
ATTACKER STANDING-OPPONENT FACE UP
RUNNING LEG DROP- CL (/\)
BODY KNEE DROP- CL+U (/\ + U)
BODY STOMP- A (X)
ELBOW DROP TO BODY- A+U (X + U)
FLEX (TAUNT) - CU (R2)
ATTACKER ON APRON-OPPONENT STANDING OUT OF RING
TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X)
ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE
TREE OF WOE- CL OR A (// + X)
FOOT CHAKE- CD (O)
ATTACKER ON TURNBCUKLE-OPPONENT FACE DOWN OR UP
TURNBUCKLE KNEE DROP- CL OR CD OR A (/\, 0, or X)
ATTACKER ON TURNBUCKLE-OPPONENT STANDING
TURNBUCKLE DOUBLE AXE HANDLE- CL OR CD OR A (/\, O, or X)
ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING
PESCADO- B OR CL ([] or /\)
POWER FLEX- CU (R2)
ATTACKER ON APRON-OPPONENT INSIDE RING
GRAPPLE- B ([])
ATTACKER STANDING-OPPONENT SITTNG ON TURNBUCKLE
TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O)
SUPERPLEX- CL OR A (/\ or \ X)
POSE (TAUNT) - CU (R2)
______
XXXXXIV. Backstage Areas, Weapons, Match Options, and Run-Ins
______
                             __\__\__\
       - Metal Chair (folded)
```

- Kitchen Sink
- Crutch
- Steel Grid
- Table (used like a folded chair)
- "No Access" Sign

- Black Bat
- Standard Brown Bat
- Kendo Stick/ Singapore Cane
- Tazer (The Best Damn Weapon in Mayhem!)
- Silver Pole



- Locker Room
- Storage Room
- Parking Lot (Day)
- Parking Lot (Night)
- Hallway
- Boiler Room
- Ticket Office
- Loading Room
- Restroom
- Office (Day)
- Office (Night)
- Media Room
- First Aid Room



These are taken right out of the manual to the PlayStation version.

MATCH SETUP

MATCH TYPE

Singles - A one- on- one fight to the finish.

Handicap - A single player must face a two- wrestler tag team.

Four Way Dance - A four wrestler battle in which a competitor must be pinned to be eliminated. The winner is the last man standing.

Battle Royal - A fighter is eliminated once he is thrown over the ropes and touches the floor. The winner is the last man in the ring.

Tag Team - A two- on- two contest. One wrestler from each team competes in the ring at a time and must tag a partner to switch off.

MATCH LENGTH - Set up the match time limit.

EVENT - Select a venue to compete in.

DIFFICULTY - Choose the CPU skill level for your match

SPECIAL RULES - Choose to enforce extra rules for the match.

Pin Anywhere - Pins can take place anywhere in the building.

None - A typical match, where normal rules are enforced.

Raven's Rules - Pins or submissions can take place anywhere.

No DQ - Anything goes! Matches can be won with pins and submissions.

Weapons Match - Wrestlers can fight with any of the weapons scattered around the arena

COUNTOUTS - Choose the amount of time a wrestler can safely stay outside the ring before being disqualified. When OFF, no count out take place.

SUBMISSIONS - When ON, wrestlers can win a match with a submission hold.

ROPE BREAKS - When ON, wrestlers can escape a submission hold by touching a rope.

RUN- INS - When ON, wrestlers not involved in the match randomly enter the ring and attack the other wrestlers.



Goldberg= Nash

Rick Steiner= Scott Steiner

Konnan= Rey Mysterio Jr.

Ernest Miller= Sonny Onoo

Curt Henning= Barry Windham

Barry Windham= Bobby Duncum Jr.

Bobby Duncum Jr. = Barry Windham

Kenny Kaos= Booker-T

Bobby Eaton= Bobby Blayze

Bobby Blayze= Bobby Eaton

Horace= Stevie Ray

Scott Norton= Stevie Ray

Stevie Ray= Scott Norton

Eric Bischoff= Hollywood Hogan

Hollywood Hogan= Nash

Scott Steiner= Rick Steiner

Lex Luger= Sting

Scott Hall= Nash

Wolfpac Sting= Sting

Ric Flair= Arn Anderson

Arn Anderson= Ric Flair

Chris Benoit= Saturn

Rey Mysterio Jr.= Konnan

Psychosis= La Parka

La Parka= Psychosis

Raven= Saturn

Bam Bam Bigelow= Kanyon

Kanyon= Bam Bam Bigelow

Sonny Onoo= Ernest Miller

XXXXXV. All Codes, Passwords, Cheats, FAQs, & Tips

Even though these aren't necessarily codes, they do unlock th hidden wrestlers. This list is complete, so don't send me something saying that if you do so- and- so, you will unlock Sid. Sid isn't in the game, plain

```
.------ U N L O C K =======-----
                             ツツツツツツツツツツツツツツ
Rick Steiner
  Win Quest For The Best with any wrestler on Hard Difficulty.
  Barry Windham
  Win Quest For The Best with a non- Cruiserweight on Medium Difficulty.
  Sqt. Buddy Lee Parker
  Win Quest For The Best with any wrestler on Easy Difficulty.
  Bobby Eaton
  Win Quest For The Best with a Cruiserweight on Easy Difficulty.
  Bobby Blayze
  Win Quest For The Best with a non-Cruiserweight on Easy Difficulty.
  Eric Bischoff
  Win Quest For The Best with a non- Cruiserweight on Hard Difficulty.
  Scott Hall
  Win Quest For The Best with any wrestler on Hard Difficulty.
  Wolfpac Sting
  Win Quest For The Best with any wrestler on Hard Difficulty.
  Ric Flair
  Win Quest For The Best with a non- Cruiserweight on Hard Difficulty.
  Win Quest For The Best with a Cruiserweight on Hard Difficulty.
  Chris Jericho
  Wrestle in all 13 backstage areas during the Quest For The Best.
 Lash LeRoux
  Win Quest For The Best with a Cruiserweight on Medium Difficulty.
  Bam Bam Bigelow
  Win Quest For The Best with a non- Cruiserweight on Medium Difficulty.
  "Mean" Gene Okerlund
  Win Quest For The Best with a non- Cruiserweight on Hard Difficulty.
  Sonny Onoo
  Win Quest For The Best with any wrestler on Easy Difficulty.
  Doug Dellinger
  Win Quest For The Best with a Cruiserweight on Hard Difficulty.
  Jimmy Hart
  Win Quest For The Best with any wrestler on Hard Difficulty.
```

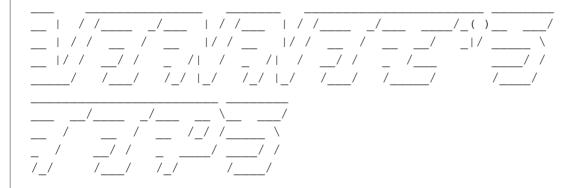


- 1. Where can I see your guides? You can see them at numerous sites. But, the three sites that I most commonly send them to are: GameFaqs (http://www.gamefaqs.com), Cheat Code Central (http://www.cheatcc.com), and Video Game Strategies (http: vgstrategies.about.com). From now on only go to Video Game Strategies.
- 2. Can I work with you on a strategy guide for a particular game? You will have to email me first. I highly doubt I'll work with anyone on a guide. But, if you think you can convince me to work with you, email me with the name of the game. To save you any trouble, I don't have a N64, so if it's a N64 game you want me to work with you on, you can pretty much as forget it!
- 3. Is Sid in the game?

 I have one word for you: No! You can create him though, somehow.
- 5. How do you change wrestler's costumes?
 I am not sure yet. But, when I find out, I'll let you know.
- 6. What's the deal with the wrestler's finishers?

 This is the most commonly asked question, by far! Everyone has a Grappling finisher. This is a stupid idea, in my opinion. Many people who have finishers from other positions in real life, will often have their real life finisher in the game, but not as a finishing move. Take Bret Hart, for example. In real life he does the Sharpshooter, a move from the ground. This move can still be done, just not as the finisher. You are able to perform this move anytime during the match. Eddy's Frog Splash isn't really a Frog Splash, but a regular Splash. There are many variations of moves in this game. This is as good as I can explain it without ranting.

There will be many more here. These are the ones that I felt like putting here, since, I'm commonly asked them.



1. Grapple- Once you grapple, you can do over 10 deadly moves.

- 2. Finishing Moves- Once you grapple, and your momentum meter is flashing, hit the analog stick for a deadly finisher. Press Square for the PlayStation.
- 3. Reversals- Sometimes these happen at random points, or when you keep doing the same move over and over again.
- 4. Weapons- These are very deadly. The most powerful one is the tazer. These can be found in and outside the ring, and backstage.
- 5. Handicap Meter- Right before you start the match, you can make it go up or down. If it is at the highest, the wrestler will be really powerful, his moves will have more damage, and he can recover more quickly. If it is at the lowest, the wrestler will be really weak.
- 6. Interference- If a wrestler is getting a big beat down, then someone backstage will come and help the wrestler. If this happens, use weapons on both opponents, or keep running around the ring. Just jeep beating both of them down until one leaves.
- 7. In the ring- Keep taunting your opponent to put the crowd on your side, and try to beat the crap out of your opponent. Use weapons if u have to. If u are getting a beatdown, then try to escape and keep running around the ring or use a weapon.
- 8. Backstage Tips- Use the weapons-- be as hardcore as you can. If a wrestler is waiting in the back for you, try to keep running around or use weapons. If you are really good, beat the crap out of both opponents, until one leaves.

We hope these tips help you out. If we get around to it, we'll add more tips. We may even add tips on how to use a particular wrestler and/or how to defeat a particular wrestler.

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	PRNTSTMN	STAMINA PRINT ON MOMENTUM METER	
	PRNTMMNTM	MOMENTUM PRINT IN MIDDLE	
	CBCKRMS	ALL BACKROOMS	
	PLYHDNGYS	ALL HIDDEN WRESTLERS	
	CHT4DBST	Q. F. T. B. CHEAT	
	PLYNTRCLSC	CLASSIC NITRO SET	
	MSKDLTLRY	REY MYSTERIO WITH MASK	
	MKSPRCWS	CREATE A WRESTLERS WITH FULL ATT.	
	DPLGNGRS	PLAY AS SAME WRESTLERS	
	NGGDYNLN	KIDMAN LOOKS LIKE A JOBBER	
	td^pKRmZ-(less than sign)yL		
	ENTER THESE CODES IN THE PPV PASSWORD MENU		
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	"""""""""""""""""""""""""""""""""""""	<u> </u>	
	======PlayStation Codes======		
		1	
	1J Reverse Joker Command	D009E988 ????	

| 8009ADD8 FFFF | 8009ADDA FFFF

| D009E988 0001 | 800F9BF0 0001

01

02

| Unlock All Wrestlers

| Left Player Instant Win

I	1	D009E988 0001
1		800F9BF4 0200
03	 Left Player Full Meter	D008AB3C 0001
1 03	Descriayes russ meter	800F9A82 005D
l		·
		D008AB3C 0001
		800F9A84 005C
04	Right Player Full Meter	D008AB3C 0001
I		800F9A82 0000
I		D008AB3C 0001
I		800F9A84 0000
1 05	Left Player Full Strength	D008AB3C 0001
1		800F9A80 0575
1 06	Left Player Low Strength	D008AB3C 0001
1		800F9A80 0000
07	Right Player Full Strength	DOO8AB3C 0001
		800F9C20 0575
08	Right Player Low Strength	D008AB3C 0001
1		800F92C0 0000
09	Call- In Full Strength	D008AB3C 0001
1		800F9C20 0575
10	Call- In Low Strength	D008AB3C 0001
1		800F9DC0 0000
İ	======Create-A-Wrestler Codes======	=
i	i I	i i
11	Max Strength	D009F738 0002
i		80186824 0009
1 12	Max Impact	D009F738 0002
·		8018B894 0009
1 13	Max Speed	D009F738 0002
1	Ham Speed	8018E0E4 0009
1 14	Max Quickness	D009F738 0002
1 11	Max Quickness	80190934 0009
1 15	Max Aerial	D009F738 0002
1 13	Max Aeriar	80193184 0009
1 16	Marr Mat Ability	D009F738 0002
1 10	Max Mat Ability	, , , , , , , , , , , , , , , , , , , ,
	I May 0 harden	801959D4 0009
17	Max Submission	D009F738 0002
		80198224 0009
18	Max Brawling	D009F738 0002
1		8019AA74 0009
19	Max Dirtiness	D009F738 0002
l		8019D2C4 0009
I	======Nintendo 64 Codes======	=
I		
01	Full Meter Bar P1	800E399D 0060
02	Empty Meter Bar P1	800E399D 0000
03	Full Meter Bar P2	800AD80D 0060
0 4	Empty Meter Bar P2	800AD80D 0000
I	=====Create-A-Wrestler Codes=====	=
1		I
05	Max Strength	802F16F5 0009
1 06	Max Impact	80312185 0009
07	Max Speed	803156F5 0009
08	Max Quickness	803176B5 0009
09	Max Aerial	80317675 0009
10	Max Mat Ability	8031B635 0009
	Max Submission	8031D5F5 0009
12	Max Brawling	8031F5B5 0009
	Max Dirtiness	80321575 0009
•	L GAMESHARK CODES ARE TAKEN, WITH PERMISS	
,		,

XXXXXXVI. Create- A- Wrestler

When creating a wrestler you can edit his name, appearance, and abilities. There are nine different abilities:

- 1. STRENGTH- The stronger the wrestler, the better his chances of overpowering his opponent in a grapple
- 2. AERIAL- This alters the wrestlers' ability to take to the sky and crush his opponent
- 3. IMPACT- This determined how powerful the outcome of the wrestler's move will be
- 4. MAT ABILITY- A wrestler with high mat ability can string moves together more fluently
- 5. DIRTINESS- A wrestler who plays dirty will use a weapon and forget all about the rules
- 6. SPEED- This affects the speed that a wrestler can move around the ring, either walking or running
- 7. SUBMISSION- Change this meter to the effectiveness of a wrestler's submission hold
- 8. QUICKNESS- How quickly can he pull a move off or how quickly he can climb to the top turnbuckle
- 9. BRAWLING- He is better at hitting and kicking than grapple and a street fighter

I've decided to add the Create- A- Wrestler options. These are more or less the options you get to choose from while making a wrestler.

Note: This list is only for the Sony PlayStation. From what I understand, the Nintendo 64 version doesn't feature very many of these features.

EDIT NAME

NAME

You Choose

NICKNAME

NONE

SORCERER

ASSASSIN

BLACK NINJA

DARK SAMURAI

WHITE PALADIN

PALADIN

KNIGHT

BLACK KNIGHT

WHITE KNIGHT

WIZARD

HORNET

CRIPPLER

AVENGER

GUARDIAN

WOLVERINE SPIDER RED SCORPION SCORPION DRAGON RED DRAGON BADGER GORILLA BEAR BLACK BEAR GRIZZLY LION CHEETAH FALCON DEMON FUEGO DEATH KID KID LIGHTNING MISSISSIPPI KID EXPRESS PAIN EXPRESS RING KING KING YELLOWJACKET WASP PIRATE CYCLOPS CYCLONE RAGE DESTRUCTION MASH DEVASTATION SLAMMER FURY RED FURY WAR MACHINE EL MAESTRO TORMENT TRAUMA BODYBREAKER HEATSEEKER TROOPER MUERTE DIABLO IL MEDICO EL LEON EL GIGANTE MYSTERY WRESTLER DISCIPLE MOVE SET BOBBY BLAYZE BOBBY DUNCAM JR. BOOKER- T BRET HART BUFF BAGWELL

STALLION

CHRIS BENOIT CURT HENNIG DEAN MALENKO DDP DISCO INFERNO EDDY GUERRERO ERNEST MILLER GOLDBERG HOLLYWOOD HOGAN FORACE JUVI KANYON KAZ HAYASHI KENNY KAOS KEVIN NASH KIDMAN KONNAN LA PARKA LEX LUGER LIZMARK JR. NORMAN SMILEY PRINCE IAUKEA PSYCHOSIS RANDY SAVAGE RAVEN REY MYSTERIO JR. SATURN SCOTT NORTON SERGEANT PARKER SONNY ONOO STEVE McMICHAEL STING FINISHERS -----BELLY/BELLY SUPLEX MELTDOWN 110TH STREET SLAM NECK BREAKER BUFF BLOCKBUSTER HURRICANRANA U-HOOK PWRBOMB HENNIG-PLEX PUMP SUPLEX DIAMOND CUTTER CHART BUSTER HURRICANRANA RUSSIAN LEG SWEEP JACKHAMMER RUNNING PWRSLAM U-HOOK PWRBOMB JUVI DRIVER FLAT LINER HURRICANRANA DEATH VALLEY DRVR HURRICANRANA GORILLA PRESS HURRICANRANA HENNIG-PLEX

CHAVO GUERRERO

HURRICANRANA HURRICANRANA RUNNING PWRSLAM EVENFLOW DDT HURRICANRANA DEATH VALLEY DRVR POWERBOMB OUTSIDER'S EDGE RUNNING PWRSLAM POWERSLAM MELTDOWN EDIT APPEARANCE SIZE LARGE POWERFUL SMALL TEMPLATE -----NONE WASP BIONIC INVISIBLE GRID MAYHEM SAMURAI DEATH DIABLO HILLBILLY NUKE CICLOPE REF SKIN TYPE -----BARE 1 BARE 2 BARE 3 BARE 4 BARE 5 BARE 6 BARE 7 FACE GENERIC MUTANT ENFORCER BIKER SCAR SCAB ANGRY UNDEAD HILLBILLY REF MAYHEM

INVISIBLE HEAD 1 HEAD 2 HEAD 3 HEAD 4 HEAD 5 HEAD 6 HEAD 7 HEAD 8 HEAD 9 HEAD 10 CHEAT HEAD 1 CHEAT HEAD 2 HAIR STYLE -----BALD CLOSE-SHAVEN SHORT HAIR FLAT TOP LONG HAIR MOHAWK PONYTAIL AFRO HAIR COLOR BLONDE BROWN BLACK WHITE FACIAL HAIR -----NONE FULL BEARD LUMBERJACK BIKER HANDLE BAR CHOPS MOUNTAIN MAN GREY BEARD MOUSTACHE BUSHY MOUSTACHE BLONDE GOATEE BROWN GOATEE BLONDE GOATEE 2 BROWN GOATEE 2 MASK ____ STRAP LUCHADORE DEMON IRON LEATHER KNIGHT SUPER HERO LIZMARK JR. REY JR.

MYSTERIOUS LION BEAST WARLORD DAMIAN ZOMBIE NINJA SAMURAI DEATH DIABLO KABUKI MANIAC ALIEN SKULL CICLOPE CRIMSON SKULL BIONIC WASP CORPSE SUPER CALO GRID INVISIBLE SUNGLASSES -----NONE STYLE 1 STYLE 2 STYLE 3 STYLE 4 STYLE 5 STYLE 6 HEAD PIERCING -----NONE SINGLE EARRING MULTIPLE EARRINGS PIERCED BROW PIERCED LIP LIP/NOSE COMBO NECK TATOO NONE HEART VINE SUN BARBWIRE RING BARBWIRE CHOKER HEAD WEAR _____ BANDANNA 1 HEADBAND 1 HEADBAND 2 HEADBAND 3 HEADBAND 4 BANDANNA 2 BANDANNA 3

BANDANNA 4 HEADBAND 5 BANDANNA 5 HEADBAND 6 HEADBAND 7 HEADBAND 8 HEADBAND 9 BANDANNA 6 SHIRT NONE BLACK TANKTOP T-SHIRT WHITE TANK TOP SINGLET COLLEGIATE DAMIAN HILLBILLY RED SHIRT BLACK SHIRT BLACK SLEEVELESS WHITE DRESS SHIRT CLASSIC JUNGLE APE MAN STINGER HELLION DARK LORD DRESS SHIRT 2 WHITE KARATE BLACK KARATE ZOMBIE NINJA SAMURAI DEATH DIABLO NUKE CICLOPE REF BLACK STAR WASP BIONIC GRID INVISIBLE SHIRT LOGO _____ NONE NWO LOGO NWO LOGO 2 WCW LOGO EA LOGO MAYHEM LOGO FOUR HORSEMEN KODIAK SHIRT HEM -----REGULAR

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RIPPED 1
RIPPED 2
RIPPED 3
SLEEVE LENGTH
-----
You choose
JACKET
NONE
STUDDED LEATHER
COWBOY VEST
MAYHEM
LEATHER JACKET
BIKER VEST
LEATHER VEST
NECKTIE
-----
NONE
NECKTIE 1
NECKTIE 2
NECKTIE 3
NECKTIE 4
BOLO TIE
BOWTIE
CHAINS
----
NONE
SILVER CHAIN
HIPPIE BEADS
WAR CHAIN
DISCO CHAIN
ROCKER CHAIN
BANDOLIER
BODY PIERCING
NONE
NAVEL RING
RIGHT NIPPLE
LEFT NIPPLE
BOTH NIPPLES
CHEST RINGS 1
CHEST RINGS 2
NIPPLE TO NAVEL
FRONT TATTOO
_____
NONE
THE BEAST
RADIATION
AZTEC
CELTIC
CRYPTIC
SKULL
STYLIN' SKULL
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LOCO SKULL LEAF HEART MOM MOON AND STAR BARBED WIRE BLACK SKULL ALIEN ANIMAL HEAD YIN AND YANG TRIBAL TRIBAL 2 ANARCHY SUN SNAKE WCW LOGO BACK TATTOO -----NONE SPINAL CHAOS ANIMAL HEAD YIN AND TANG FLAMES STYLIN' SKULL REBEL FLAG LOCO SKULL LEAF HEART MOM MOON AND STAR BARBED WIRE THE BEAST RADIATION WIRED POINTED CRYPTIC TRIBAL TRIBAL 2 ANARCHY SUN SNAKE WCW LOGO ARM BANDS _____ NONE GOLD PURPLE RED BLUE BLACK YELLOW PURPLE STRIPE RED STRIPE BLUE STRIPE ELBOW PADS

REBEL FLAG

NONE BLUE AND GOLD GOLD AND PURPLE GREEN AND RED PURPLE GREEN GOLD BLUE BLOOD RED BLACK SUPPORTS HAND TIE NONE GOLD AND PURPLE RED AND GREEN BLUE AND WHITE RED GREY WRIST TAPE GLOVES NONE LIGHT BLUE GOLD PURPLE AND WHITE AQUA BLUE RED GOLDBERG GLOVES FINGERLESS 1 FINGERLESS 2 DIABLO DEATH DAMIAN INVISIBLE GRID BIONIC WASP L ARM TATTOO NONE SKULL SKELETON HEAD BAND AND FLOWER BARBED WIRE BAND AND THORNS ORNATE VINE WILD THING YIN AND YANG REBEL FLAG CIRCLE AND VINE LOCO LEAF HEART MOM

MOON AND STAR BLACK SKULL ANIMAL HEAD FLAMES THE BEAST RADIATION WIRED POINTED TRIBAL TRIBAL 2 ANARCHY SUN WCW LOGO SNAKE BARBED WIRE 2 R ARM TATTOO -----NONE SKULL SKELETON HEAD BAND AND FLOWER BARBED WIRE BAND AND THORNS ORNATE VINE WILD THING YIN AND YANG REBEL FLAG CIRCLE AND VINE LOCO LEAF HEART MOM MOON AND STAR BLACK SKULL ANIMAL HEAD FLAMES THE BEAST RADIATION WIRED POINTED TRIBAL TRIBAL 2 ANARCHY SUN WCW LOGO SNAKE BARBED WIRE 2 ARM MISC. NONE BICEP TAPE MEDIEVAL CUFFS PANTS _____ DAMIAN CAMEL NINJA

SAMURAI DEATH DIABLO PATCHES CIRCUS **JEANS** NUKE CICLOPE REF SUPER CALO MAYHEM BLACK TIGHTS BLUE TIGHTS WHITE TIGHTS RED TIGHTS CAMOUFLAGE OLD GLORY CONFEDERATE FOOTBALL STYLE WOLFPAC WHITE KARATE BLACK KARATE GOLD SWEATS JUVI LASH CANDY STRIPES PURPLE PASSION JERICHO MADMAN HELLION BIKINI BIKER SHORTS CUT JEANS BLUE BIKINI BOXER LONG BOXER OLD GLORY TRUNKS DISCO TRUNKS FANCY RED BIKINI LIZARD SKIN LIGHTNING STINGER FIREBALL GOLD BIKINI SNAKE SKIN BIONIC WASP GRID INVISIBLE PANT PATTERN NONE ZEBRA LEOPARD STRIPES STARS CHECK

LIGHTING FLAMES UNION JACK JAPAN MEXICO IRELAND AFRICA CANADA TIGER COWBOY PANT LENGTH -----You choose KNEE HOLE NONE BOTH LEFT RIGHT BELT NONE KARATE BLACK KARATE RED KARATE GREEN KARATE BLUE COWBOY REAR END LOGO NONE DAH BOMB CRAZY BANDIT BUFF COOL RAD LOCO HOTSTUFF MADMAN DA BONE FUN BAD OUTLAW RIPPED FLEX POWER FRESH SWEET L LEG TATTOO NONE TRIBAL AZTEC YIN AND YANG ANARCHY SUN

WCW LOGO SNAKE FLAMES SKULL SKULL TWO BAND AND FLOWER BARBED WIRE BAND AND THORNS ORNATE VINE STYLIN' SKULL REBEL FLAG CIRCLE AND VINE LOCO SKULL LEAF HEART MOM MOON AND STAR TRIBAL 3 ANIMAL HEAD THE BEAST RADIATION WIRED POINTED R LEG TATTOO NONE TRIBAL AZTEC YIN AND YANG ANARCHY SUN WCW LOGO SNAKE FLAMES SKULL SKULL TWO BAND AND FLOWER BARBED WIRE BAND AND THORNS ORNATE VINE STYLIN' SKULL REBEL FLAG CIRCLE AND VINE LOCO SKULL LEAF HEART MOM MOON AND STAR TRIBAL 3 ANIMAL HEAD THE BEAST RADIATION WIRED POINTED LEFT KNEEPAD NONE

RED STAR SUPPORT BLACK AND YELLOW RIGHT KNEEPAD NONE HEAVY BRACE NEOPRENE BLACK RED STAR SUPPORT BLACK AND YELLOW BOOTS ----BAREFOOT SPATS GREY RED AND WHITE WHITE GOLD AND WHITE SNEAKERS COWBOY PURPLE AND RED BLACK STRAPPED WHITE AMERICAN BROWN STRIPE BLACK AND WHITE DARK BLUE NINJA SAMURAI DEATH DIABLO REF LOW-TOPS NUKE BIONIC WASP GRID INVISIBLE EDIT PERSONALITY FACTION WCW NWO BLACK & WHITE NWO WOLFPAC

HEAVY BRACE NEOPRENE BLACK

HORSEMEN
CRUISERWEIGHT
HARDCORE

STYLE TECHNICAL DIRTY LUCHADORE POWER ATTITUDE -----BABYFACE HEEL NEUTRAL INTRO MUSIC -----NONE FACTION THEME KIDMAN THEME DISCO THEME SELF HIGH FIVE INVASION KANYON THEME K-DOGG THEME BUFF DADDY WHAT A MATCH! WHAT ABOUT ME? PSYCHO DOG POUND SATURN THEME STING WRATH THEME CAT'S THE GREATEST EDIT ABILITIES (55 PTS TOTAL) IMPACT (1-9)SPEED (1-9) QUICKNESS (1-9) AERIAL (1-9) MAT ABILITY (1-9) SUBMISSION (1-9) BRAWLING (1-9)DIRTINESS (1-9)_____ XXXXXXVII. Dialogue Guide _____ This section will contain a list of everything said by all three of the announcers. The Nintendo 64 version only has two announcers: Tony Schivonne and "Mean" Gene Okerlund. The PlayStation version has three: Tony Schivonne, "Mean" Gene Okerlund, and Bobby "The Brain" Hennan. XXXXXXVIII. Credits/Thanks

ASCII Art created using SigZag by James Dill: (freeware!)

http://www.geocities.com/southbeach/marina/4942/sigzag.htm

This FAQ was writen entirely using the GWD Text Editor: (shareware) http://www.gwdsoft.com/

- Vinnie Chand for helping me in this guide. (He did the N64 side of the Mayhem guide)
- CJayC and GameFaqs--http://www.gamefaqs.com
- Al and Video Game Strategies -- vgstrategies.about.com
- Dave and Cheat Code Central--http://www.cheatcc.com
- Dan Simpson (manymoose@hotmail.com) for giving me permission to use his "New" ASCII Art Box Design
- Vinnie would like to thank Prima Games for their WCW Mayhem Strategy Guide for Nintendo 64.
- Vinnie would like to thank chezipoof@aol.com and menacer21@aol.com for telling him that his information for Mayhem was good, as well as supporting him.
- Vinnie would also like to thanks his next door neighbor, drew231@aol.com for his support.
- Monk1984 for sending me the run- ins.
- cmgsccc.com for giving me permission to use their GameShark codes
- wcw.com for any and all future PPV codes
- rr a ven for the move lists of Kaz Hayashi, Eddy Guerrero, and Alex Wright
- If u wish to send in Created Wrestlers for WCW Mayhem, send them to one of the e- mail addresses at the beginning of the FAQ. We will give each and every one of you credit.

<< Disclaimer >>

This document may ONLY be found on the following sites:

- 1. GameFAQs (http://www.gamefaqs.com)
- 2. Game Winners (http://www.gamewinners.com)
- 3. Video Game Strategies (http://vgstrategies.about.com)
- 4. Game Castle (http://www.gamecastle.virtualave.net/main.html)
- 5. Happy Puppy (http://www.happypuppy.com)
- 6. Game Revolution (http://www.game-revolution.com)
- 7. Gaming Planet (http://www.gamingplanet.com)
- 8. PlayStation Pit (http://www.psxpit.com)
- 9. X Cheater (http://www.xcheater.com)
- 10. Phat Games (http://www.phatgames.com)
- 11. The Cheat Empire (http://home.planetinternet.be/~twuyts)
- 12. http://www.psxcodez.com
- 13. http://www.hype.se
- 14. http://www.supercheats.com
- 15. http://www.psxgamer.com

- 16. http://apolyton.net/smac
- 17. Cheat Code Central (http://www.cheatcc.com)
- 18. The Adrenaline Vault (http://www.avault.com)
- 19. Fresh Baked Games (http://www.fbgames.com)
- 20. IGN (http://www.ign.com)

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XXXXXXIX. Farewell!

Note: You may have noticed that I didn't specifically put in a section just for what you would like fixed or put in for the next World's Crappiest Wrestling game. If I receive enough, I may put in a Viewers Comments section or something.

Most of the negative comments towards WCW and their games have been made by me, Jim Chamberlin. I am not a fan of WCW, and probably never will be. You may ask about why I buy WCW's games. The answer is plain and simple: I will buy "almost" any wrestling game. However, the commentary has to be in English. There's nothing like watching guys get their asses kicked, and you're part of it!! (You aren't getting hurt either!!)

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