

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
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Vinnie Chand (limp-bizkit@antisocial.com or
xxstraightedgex@hotmail.com)
Version: FINAL (09/29/01)

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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 >>

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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 guide) 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 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.

10/13/99 - Added more moves, updated the Table of Contents, updated the FAQ
(75k) 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.
(154K)

12/14/99 - From now on, go to Game Winners (<http://www.gamewinners.com>) or
(155K) 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
(169K) 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)

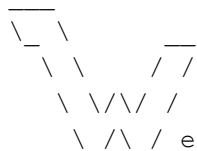
07/17/00 - A few changes.
(170K)

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!

=====
I. Introduction
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ell, Armageddon didn't take place. Anyone want to buy twenty cases of Spam? As indicated in the Update History section, I haven't really added a whole lot. Any and all "large" updates are being saved for Game Winners.

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
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Jim Chamberlin's Opinion
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Well....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

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#### Vinnie Chand's Opinion

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

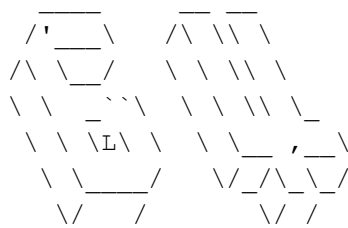
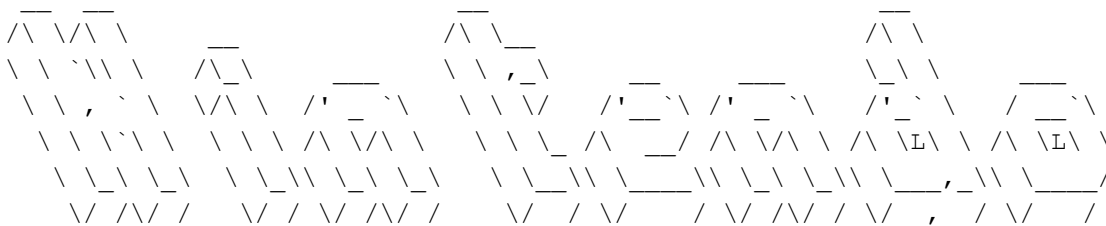
The bad features:

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

| 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



L BUTTON

R BUTTON

up
 left right
 down

start

up
 left C right
 down

B

A

Z
 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

----- N O T I C E -----

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When the moves are being listed, the Nintendo 64 Version buttons are listed first. The PlayStation buttons are listed second in 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 O or L + [] or O)
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 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 CHARACTER 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

- 1. 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 DOWN

- 1. Pick Up/ Drop Object- B ([])
- 2. Hit Over The Head- CL (/\\)
- 3. Swinging Attack- CD (O)
- 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 /\\)

NOTICE

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The facts such as Height, Weight, and where they're from are taken right from

Real Name: Marty Lunde

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

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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

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Real Name: Barry Windham
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 (/\  
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 (/\  
BODY SLAM- CL+U (/\  
GUT WRENCH GUT BUSTER- CL+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 (/\  
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 (/\  
BODY KNEE DROP- A (X)  
RUNNING LEG DROP- A+U (X + U)  
SHAKING HEAD (TAUNT)- CU (R2)





SHOULDER BUTTS ARM TWIST- CL (/\  
RUSSIAN LEG SWEEP- CL+U (/\  
POWER SLAM- CL+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 (/\  
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 (/\  
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 (/\  
O, 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)

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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 (/ \, 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
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)

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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 (/ \, O, 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

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)





FRONT FACE LOCK- CL (/\  
DDT- CL+U (/\  
POWERSLAM- CL+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

















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)

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 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 (/ \, O, 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 (/ \, O, 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-OPPONENT SITTING ON TURNBUCKLE

TURNBUCKLE STAND AND PUNCH- B OR CD ([] or O)

SUPERPLEX- CL OR A (/ \ or X)

HANDS ON HIPS (TAUNT)- CU (R2)

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Real Name: Ernest Miller  
Previous Identities: Ernest Miller; The Cat

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

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 (/ \, O, 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 AXE 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 (/ \, 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 / \)
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)

HEAD SHAKE AND GROWL (TAUNT)- CU (R2)

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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 (/ \, O, 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 / \)

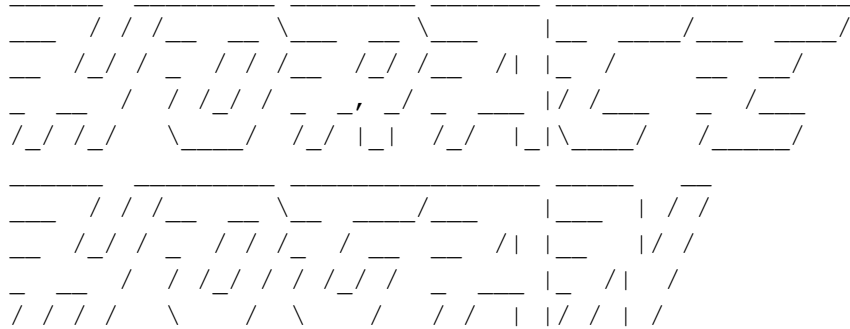
ATTACKER ON APRON-OPPONENT INSIDE RING

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

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ATTACKER STANDING-OPPONENT STANDING

KIDNEY PUNCH- CL (/\
HEAD BUTT- CL+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 (/\
DOUBLE LEG SLAM- CL+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 (/\
O, 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 (/\
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 (/\
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 (/ \, O, or X)

ATTACKER RUNNING IN RING-OPPONENT OUTSIDE RING

SOMERSAULT PLANACHA- 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)

POWER SHRIEK (TAUNT)- CU (R2)

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Real Name: Jimmy Hart
 Previous Identities: Jimmy Hart
 Wrestling Organizations Involved In: WCW; WWF
 Height: 5'5"
 Weight: 155
 From: Memphis, TN

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Real Name: Eduardo Anibal Gonzalez Hernandez  
Previous Identities: Juventud Guerrera  
Wrestling Organizations Involved In: WCW  
Height: 5'5"  
Weight: 165  
From: Mexico City, Mexico

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Real Name: Kazuhiro Hayashi
Previous Identities: Kaz Hayashi; Shiryu
Wrestling Organizations Involved In: WCW
Height: 5'6"
Weight: 160
From: Tokyo, Japan

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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 ([ ])

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 (/\  
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 (/\  
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 (/\  
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 (/\  
O, or X)

ATTACKER STANDING-OPPONENT LAY IN TURNBUCKLE  
MONKEY FLIP- CL OR A (/\  
KICK IN CORNER- CD (O)

ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP  
"KAZSAULT" (MOONSAULT)- 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 /\  
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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

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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)

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)

TOTAL KAOS (FINISHER)- ANALOG ([])

ATTACKER STANDING-OPPONENT RUNNING

SPINE BUSTER- B OR CD ([] or O)

BELLY TO BELLY SUPLEX- CL (/ \)

SLEEPER- A (X)

ATTACKER RUNNING-OPPONENT STANDING

RUNNING CLOTHESLINE- CL OR CD OR A (/ \, O, 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 (/ \)

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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

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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)
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)

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 (/\
O, or X)

ATTACKER ON TURNBUCKLE-OPPONENT FACE DOWN OR UP
TURNBUCKLE ELBOW- CL OR CD OR A (/\
O, 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: Norman Smiley  
Previous Identities: Norman Smiley; Black Magic  
Wrestling Organizations Involved In: WCW  
Height: 6'2"  
Weight: 225  
From: Liverpool, England

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ATTACKER STANDING-OPPONENT STANDING
ELBOW SIDE TO HEAD- CL (/\
KIDNEY PUNCH- CL+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 (/\
FRONT SUPLEX- CL+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 (/\
O, or X)

ATTACKER REAR GRAPPLE-OPPONENT STANDING

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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)

ATTACKER ON APRON-OPPONENT 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)



Wrestling Organizations Involved In: WCW; Mexico; ECW

Height: 5'6"

Weight: 165

From: San Diego, CA

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Real Name: Richard Morgan Fliehr
Previous Identities: "Nature Boy" Rick Flair; The Black Scorpion
Wrestling Organizations Involved In: NWA; AWA; JCP; WCW; WWF
Height: 6'1"
Weight: 245
From: Charlotte, NC

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Real Name: Robert Rechsteiner  
Previous Identities: Rick Steiner; Rob Rexsteiner  
Wrestling Organizations Involved In: WCW; WWF; Mid- South; ECW; NJPW; JCP;  
UWF (B/W)  
Height: 5'11"  
Weight: 290  
From: Bay City, MI

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ATTACKER STANDING-OPPONENT STANDING

KIDNEY PUNCH- CL (/\
SPINNING BACK FIST- CL+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 (/\
UNDERHOOK POWER BOMB- CL+D (/\
SPINNING CLOTHESLINE- 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 (/\
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 (/\
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 (/\
O, or X)

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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 (/\  
GORRILA PRESS- CL+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 (/\  
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 (/\  
STOMP- A (X)  
KNEE DROP- A+U (X + U)  
COME GET SOME (TAUNT)- CU (R2)









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ATTACKER STANDING-OPPONENT STANDING  
DOUBLE AXE HANDLE- CL (/\  
SPINNING BACK FIST- CL+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 (/\  
GUT BUSTER- CL+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 (/\  
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 (/\  
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 (/\  
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  
KNEE DROP- CL OR CD OR A (/\  
O, or X)

ATTACKER ON TURNBUCKLE-OPPONENT STANDING







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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.

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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 (/\
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 (/\
GORILLA PRESS- CL+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 (/\
O, 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 (/\
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 (/\
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 (/\
FOOT CHAKE- 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 (/\
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 ([)

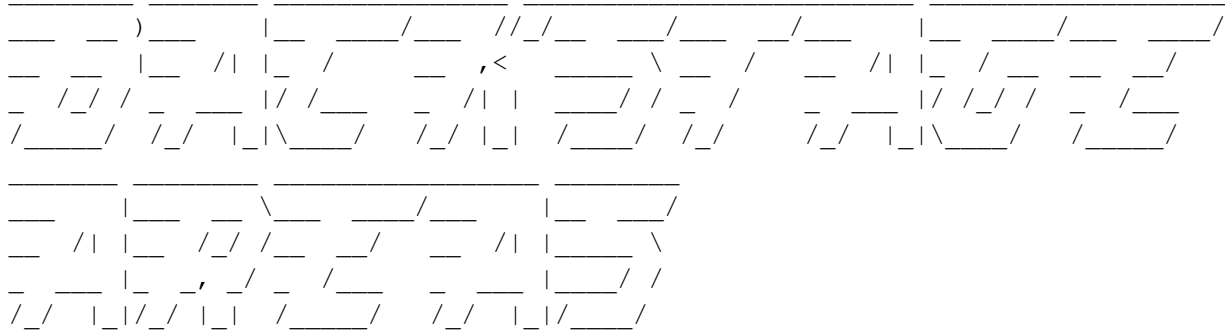
ATTACKER STANDING-OPPONENT SITTING ON TURNBUCKLE
TURNBUCKLE STAND AND PUNCH- B OR CD ([or O)
SUPERPLEX- CL OR A (/\
POSE (TAUNT)- CU (R2)

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XXXXXIV. Backstage Areas, Weapons, Match Options, and Run- Ins
=====

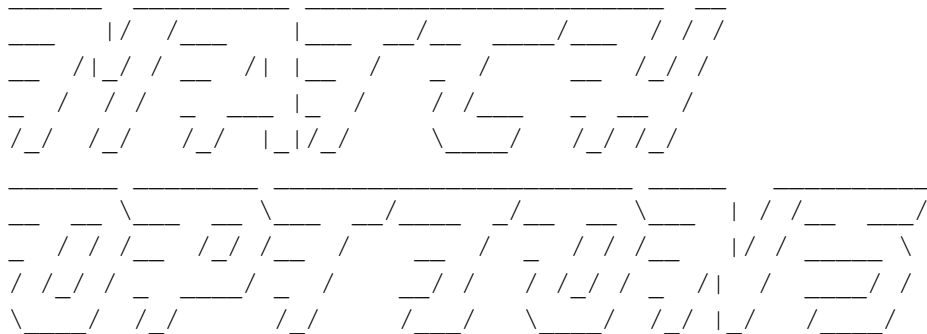
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- Metal Chair (folded)
- Kitchen Sink
- Crutch
- Steel Grid
- Table (used like a folded chair)
- "No Access" Sign

- 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 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

MATCH RULES

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.

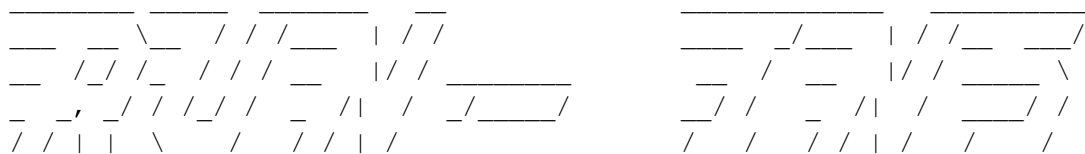
Weapons Match - Wrestlers can fight with any of the weapons scattered around the arena

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

		D009E988 0001
		800F9BF4 0200
03	Left Player Full Meter	D008AB3C 0001
		800F9A82 005D
		D008AB3C 0001
		800F9A84 005C
04	Right Player Full Meter	D008AB3C 0001
		800F9A82 0000
		D008AB3C 0001
		800F9A84 0000
05	Left Player Full Strength	D008AB3C 0001
		800F9A80 0575
06	Left Player Low Strength	D008AB3C 0001
		800F9A80 0000
07	Right Player Full Strength	D008AB3C 0001
		800F9C20 0575
08	Right Player Low Strength	D008AB3C 0001
		800F92C0 0000
09	Call- In Full Strength	D008AB3C 0001
		800F9C20 0575
10	Call- In Low Strength	D008AB3C 0001
		800F9DC0 0000
	===== <u>Create-A-Wrestler Codes</u> =====	
11	Max Strength	D009F738 0002
		80186824 0009
12	Max Impact	D009F738 0002
		8018B894 0009
13	Max Speed	D009F738 0002
		8018E0E4 0009
14	Max Quickness	D009F738 0002
		80190934 0009
15	Max Aerial	D009F738 0002
		80193184 0009
16	Max Mat Ability	D009F738 0002
		801959D4 0009
17	Max Submission	D009F738 0002
		80198224 0009
18	Max Brawling	D009F738 0002
		8019AA74 0009
19	Max Dirtiness	D009F738 0002
		8019D2C4 0009
	===== <u>Nintendo 64 Codes</u> =====	
01	Full Meter Bar P1	800E399D 0060
02	Empty Meter Bar P1	800E399D 0000
03	Full Meter Bar P2	800AD80D 0060
04	Empty Meter Bar P2	800AD80D 0000
	===== <u>Create-A-Wrestler Codes</u> =====	
05	Max Strength	802F16F5 0009
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
11	Max Submission	8031D5F5 0009
12	Max Brawling	8031F5B5 0009
13	Max Dirtiness	80321575 0009
	ALL GAMESHARK CODES ARE TAKEN, WITH PERMISSION, FROM CMGSCCC.COM	

XXXXXXXXVI. 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

STALLION
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

CHAVO GUERRERO
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

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

RIPPED 1
RIPPED 2
RIPPED 3

SLEEVE LENGTH

You choose

JACKET

NONE
STUDED 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

REBEL FLAG
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

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

HEAVY BRACE
NEOPRENE
BLACK
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
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
=====

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

This FAQ was written 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
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- cmgsc.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 >>

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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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XXXXXXXXIX. Farewell!
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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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