

WWF SmackDown! FAQ/Move List

by JChamberlin

Updated to vFinal on Jan 14, 2005

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WWF SmackDown!
System: Sony PlayStation
By Jim Chamberlin
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Version: Final (06/11/01)

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Vers. - 1.0 Everything is new, of course.
1.1 Added a secret for "crotching" people.
1.2 Minor changes.

AN HTML VERSION (WITH PICTURES AND EVERYTHING) CAN BE FOUND AT THE FOLLOWING ADDRESS: <http://www.gameadvice.com/html/WWFSmackDown/index.html>

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Before you decide to email me a bunch of questions, read the Frequently Asked Questions section. If I feel your question can be answered in that section, you will NOT get a reply.

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I'm sure many of you wondered why I didn't make a SmackDown FAQ earlier. I did, actually. It was one in HTML, which meant it was in a different format and it was exclusive to another site. A link to the HTML version can be found near the top of the FAQ.

Before I decided to start the Text Version of this, I looked at what was already on websites. My buddy, The 64 Chimp, did a great job with his FAQ. It's rather unfortunate he couldn't finish it the way he wanted to. Then again, you must realize that working for a UK game magazine or any game mag for that matter doesn't offer a whole heck of a lot of free time, especially if you are towards the top of the "corporate ladder."

I also saw Stinger 3:16's HUGE FAQ. It's nice, but this FAQ has far too many "tables" in it. I realize he wanted to organize his move lists, but it just makes the viewer wait longer for the FAQ to load in their browser. He also doesn't follow the "80 character" suggestion, so depending on what you have your screen size set at, it could make it difficult viewing with a small screen. As many folks say, "Bigger doesn't always mean better."

2. Features

Game Modes and Matches

Season Mode

Do you have what it takes to take on the most gifted Superstars in sports-entertainment? From the People's Eyebrow to the Stunner, each Superstar will use every move at their disposal to stop your roody-poo, candy @\$# from getting ahead. So put on those elbow pads Jabroni, select SEASON or PRE-SEASON, and prepare to Layeth the SmackDown!™

Season

Select either NEW GAME to begin at the start of the season, or CONTINUE to go back to your previously saved game. You can only use your created Superstars in the Season Mode after they've proven themselves in the Pre- Season Mode.

New Game

First determine which Superstar you will control. Four players can play through the same season together.

Press L1 or R1 to cycle through the list of talent. Your created characters will appear at the end of the list.

Use the Directional Buttons to highlight the character you want to control. Select CP and press the X Button

Now choose 1P, 2P, 3P, or 4P for a human controlled Superstar, or choose CP to give control to the computer.

You can exclude up to four Superstars from competing in the Season mode. Highlight the Superstar to remove and press the X Button.

Select RANDOM for WWF SmackDown!™ to decide which Superstars will not participate in your season.

Next, select DECISION and press the X Button. Now you can view the current WWF Superstar rankings, check out the current title holders, or begin a match.

Match - Begin the next match in your quest for the title.

Title Holder List - See who needs to be defeated for each belt.

Ranking List - Find out who the number- one contender is for the World Wrestling Federation Title. Select a Superstar and press the X Button to view individual season statistics.

Exit - Return to the Season Mode screen.

Multi-Player Season

By adding two or more created Superstars to a new season, you can create your own groups or allies. After selecting DECISION from the Season Mode screen, you will continue to the Group Menu.

Solo - Each created Superstar will begin the season on their own.

A Group of Two People - Two created Superstars will be allied will be allied with each other. Any other created characters will begin on their own.

A Group of Three People - Three created Superstars will join as a group. If a fourth created character is involved, he will begin the season alone.

A Group of Four People - All four created Superstars will begin as a solid unit, to romp through the Season Mode together.

Two Groups of Two People - The four created Superstars can split off and go through the Season Mode in pairs.

Note: You will have to battle your allies in certain matches, like the Royal Rumble where it's every man for himself.

Continue

Return to a previously saved Season. By selecting continue, your saved season will automatically load for you to resume where you left off.

Pre-Season

In the Pre-Season mode, you can take your Superstar through a full year of matches in the World Wrestling Federation. Being victorious here has it's advantages - you will be awarded points to add to your Superstar's abilities. Having more abilities will unlock more moves to use in the ring. Try to win as many matches as you can - you can only enter this mode once per Created Superstar.

Pause Menu

While laying the SmackDown!™, press START at any time to Pause the action. While paused, you can access the following options.

Return to Game - Press the X Button to get back to the action!

Exit Game - End the current match and return to the Main Menu.

Entrance Movies - Choose between ON or OFF.

Moves Name - Toggle the display ON and OFF.

Camera Angle - Select ON to view the television style camera angles.

Player's Indicator - Select ON to view different colored icons beneath each

Superstar. The icon will have a different colored arrow pointing towards the opponent you are focused on.

Create A PPV

Create the ultimate Pay-Per-View event, building each card before playing through all six matches.

Audience Ranking

The crowd ultimately decided who the most popular Superstar in the ring is, and the fate of those less fortunate. Check out which matches have tallied the loudest crowds in the Pay-Per-View events, and which matches have been the loudest overall. Use the Directional Buttons to highlight an option, then press the X Button to confirm.

Create A PPV

Build each card of the Pay-Per-View event by selecting CREATE A P.P.V. from the Pay-Per-View menu.

The Card

The Card is made up of a group of matches for a single event and shows the style of match, the combatants, and which title (if any) is on the line. SmackDown!™ gives you complete control to customize each match on a Pay-Per-View card.

Toggle Matches - Press L1 or R1 to select a different match in your event.

Mode - Press the X Button to change the type of match.

Select Superstar - Highlight a Superstar to change and press the X Button to select a replacement.

Player Control - From the Select Superstar area, press RIGHT on the Directional Buttons to highlight the Player/CPU controlled characters. Press the X Button to change control from Player to CPU.

Title - Select a belt to put on the line for the title shot.

Completion - Press the X Button and choose either MATCH or SKIP. By selecting SKIP, the match will be simulated, with the outcome of the match shows on the screen. Select MATCH to begin the Pay-Per-View event.

Title Holder List - View the current champions for each title.

Single Match

Go head to head against a CPU opponent or a friend in a Single Match. Select NO MANAGER to brawl without the aid of a valet, or WITH MANAGER to have an ally enter the ring with you.

Tag Match

Whether by yourself or with up to three friends, you can pit four opponents against each other in a No-Holds Barred Tag Team Match.

Handicap

Think you can take on more than one opponent at a time? Select HANDICAP to find out! Or, if you need a little help taking on the opposition, wrestle with one or two partners against a top-ranked opponent.

One on Two - Just you against two not-so-friendly opponents.

One on Three - An all-out bash as three Superstars try to take you to the mat!
Battle Royal

Participate in an all-out brawl against three other opponents, all trying to be the last man standing. Eliminate all the other opponents to win!

Royal Rumble

One of the greatest spectacles ever created, the Royal Rumble consists of up to 32 Superstars competing for the right to be called the best in sports-entertainment. The event begins with four in the ring. As an opponent is eliminated, a new Superstar enters the fray! The only way to be eliminated is to be thrown over the top rope!

King of the Ring

Make your way through a bracket-style tournament to become the King of the Ring! When you begin, all eight opponents are listed and will be controlled by the computer.

Hardcore Match

Think you can handle the punishment? Each Hardcore Match is a free-for-all with no rules and plenty of weapons. You can even take the fight backstage by throwing your opponent up the ramp! Begin the fight backstage by choosing a new area on the Pre-Game Menu!

Anywhere Fall

Similar to the Hardcore Match, Anywhere Fall allows you to fight backstage by sending your opponent up the ramp. Perform a finishing move on the concrete for a KO, or try to pin your opponent after throwing a trash can at him!

Cage Match

There's no escape from the punishment in the Cage! The only way to win is to survive. The only way to survive is to climb out of the ring. If your opponent is climbing over the top, shake the cage and send him falling back to the mat! Make sure he's too tired to fight back, then start climbing for the top yourself.

Survival Match

Anything goes in a Survival Match! A combination of the Handicap and Hardcore Matches, the Survival Match puts up to 4 opponents in the ring in a no-rules fight to the finish.

Special Referee

The most unique game mode to make its way to the PlayStation. Special Referee allows you to assign a Superstar as a referee in your match. What makes it interesting is that the Referee will count fast or slow depending on who he likes or dislikes in the match. If you don't like the way the Ref is calling your match, bodyslam him to the mat! Up to three people can play in this mode, with the third person controlling the Ref. You will need a Multi Tap to control the Special Referee when three people are playing.

I Quit

Try your luck in a contest of skill where the only way to win is to make your opponent give up! Take the fight up the ramp, or anywhere else, and pummel your opponent until you are able to put the finishing submission move on him.

3. Tips

I always seem to get some mail from folks who can't seem to be able to win in particular match types. I definitely understand what they're going through. Some match types are certainly more difficult than others. So, I decided to shine a little more light into these areas to help out those who just can't quite seem to win a Hardcore Match or whatever match type you are faced with.

Single Match

A Single match is the easiest of all the matches in SmackDown!™. You're put together with one other opponent to fight without weapons to either a submission or pinfall combination to win the match.

At the set-up screen, you're given the choice of either "No Manager" or "Manager." I've been asked quite a bit which one is the best one to choose. Well, to be honest, it's a personal opinion. If you want the true WWF feel of the game, choose "Manager." Your opponent's manager will get involved in the match, which can really hurt your chances of winning at times, especially if your Difficulty Setting is on Hard, for example.

If you have a manager outside the ring, clothesline your opponent over the ropes in his direction for a little punishment.

If possible, don't let your opponent get many shots in. The faster you can get to a SmackDown!™, the better chances are for you to do your finisher and win the match.

If you have to content with a persistent manager from the opponent, don't hesitate to perform your finisher on him, if possible at the moment.

Speaking of the manager, when he comes down the ramp to the ring area, engage your opponent (not the manager) in a continuous number of grappling maneuvers. When you are grappling, you are basically untouchable. Once the manager is outside the ring, you can carry out the match as normal.

One of the easiest ways to wear down your opponent is ground attacks. If have your wrestler's move combinations down, you can pull off a series of moves which can, and often do, make the opponent give up. Use either a Leg Lock or some kind of Arm Bar when you want him to submit, if you believe he's endured enough punishment.

Remember, there are no weapons in this match, so you must resort to the basics of good sound wrestling.

Tag Team Match

This is another basic match put into all wrestling games. You get a partner and you face two other folks. No weapons in this match, just like a Single Match.

The biggest tip I can give here is to pin your opponent as close to your own corner without getting a "Rope Break." If you don't, your opponent's partner will run in and break up the pinning combination. However, if you pin him in your own corner, your partner will often cut off the other partner and DDT him or something to delay his arrival to the pinning combination.

When the opponent is tagging out and the other guy is coming in, don't hesitate to use a Clothesline here. A favorite of mine is a Power Clothesline, while running at them. At times, I will knock both guys down at the same time, so they both don't come at me once the tag is made.

An obvious strategy would be to stay out of your opponent's corner. If you are too close to the fella on the apron, he'll sometimes punch you.

Handicap

A Handicap Match seems to be one of the most difficult matches to win.

This match requires you to be on the move a lot. If you do a hit- and- run attack, you could do well. You have to stay away from attacks as much as possible.

If you stand at one corner, while two guys are battling in the corner across from you, run at them and do a Power Clothesline, for example. Sometimes you can knock both of them down. If one of the guy has his back turned to you, run at him and do a Bulldog. This type of match will require you to perform a Finisher if you plan on winning. Using Finishers, however, increases the chances of a Knock Out. Knock Outs, I'm told, don't give you as many points as a pinfall in the rankings. If this is true, then don't use too many finishers!

I love doing Flying Clotheslines off the Top Rope in the corner closest to the action. You can often knock all the guys down with one move! The reason being they are all fighting and close together, allowing for someone to attack them from above.

Battle Royal

Believe it or not, but this is one of my favorite matches. You are put in a ring with three other Superstars and you must battle it out until one guy is remaining. There is NOT just one pin in this match, so each wrestler has to be pinned to win the match. Use the strategies from the Single Match for this match, because that's basically what this is.

Try to separate yourself from the others. Walk around the ring floor. Enjoy the show!

Don't use your Finisher until you really have to. Sometimes it isn't necessary because everyone has been beat up pretty well.

Royal Rumble

Ahh, the biggest spectacle in the industry. You are put into a ring with up to 32 guys, only 4 at a time. The whole object in this match is to knock everyone over the top rope, and have both feet touch the ground.

The most obvious tip would be to stay in the middle of the ring. If you get too close to the ropes, you can either get tied up in them and punch and kicked over the top rope, or you could get the Irish Whip and flip over the top.

If you're knocked down, don't be in a hurry to get up. Being on the mat doesn't leave you susceptible to being tossed over the ropes.

Use either a chop or a punch to knock the guys over a tied up wrestler. I've used Power Clotheslines, but they don't always work. Also, when you are about to knock a guy who is tied up in the ropes, make sure you are facing him correctly. If you're to the side of him, you will probably not knock him over, but rather knock him loose of the ropes and he'll be free to run around in the ring once again.

King of the Ring

Hmmm...not much to say here. It's just a tournament set up as Single Matches, so use the earlier tips for this.

Hardcore Match

This is a match for those of you who love weapons! Press R1 to pick up or drop a weapon and X to use the weapon.

There really isn't much to say for strategies for this type of match. The weapons can be blocked rather easily.

Falls Count Anywhere

This is a great match because it allows you to see all the backstage areas crafted by THQ, which were done pretty well. I am glad we didn't have the plain, pathetic walls of WCW Mayhem!

A few things you may want to know deal with the kitchen. If you throw your opponent into the stove, a flame will burst out; if you throw him into a sink, water will splash; if you throw him into the area with the plates, you will get a plate to fall to the ground, which can be used as a weapon; if you throw him into some boxes, a watermelon will fall down, which will be used as a weapon. Overall, the kitchen is a neat little place for hidden things to occur. There are other places with these kinds of things. The parking garage, for example, will net a fire extinguisher, when you slam him into the fire extinguisher hanging on the wall, plus a car's horn and lights will go off if you slam him into one.

Don't forget to use the weapons!

Cage Match

This is a great match in theory. Pain is usually the first thing announcers will mention when referring to this match, although most of us know that on TV, some kind of interference is almost always going to happen.

Use your Finisher!

Survival Match

If you want to win, break up every other pin!

As soon as someone beats up another guy, and the guy hits the mat, pound on him with some gound attacks. Knee Drops and Leg Locks will help boost your SmackDown!™ meter.

Special Referee

This is the mode SmackDown!™ was advertised for. It is a first in the industry. I love this match in real life, especially, because the deck is often stacked against you.

Don't hit the damn referee! If you do, he will attack you during the match and may not count for you in the end.

If you and your opponent are both attacking the referee, make sure your opponent is the last one to hit the referee. The referee's AI lacks a long-term memory. The referee will go after the last attacker.

If you're the referee, don't count for the guy you don't like. You could also use your Finisher on him and cause him to lose!

I Quit

I love this match as well. You must grab a microphone and make him submit to win this match.

Use submission moves a lot in this match.

I recommend using your Finisher once or twice. I've won without using it, but it just speeds things along.

When you decide to go for the microphone, make sure he is thoroughly beaten. A minute and a half into the match usually isn't the best time to go for the mic!

4. Controls

What You Want To Have Happen	How To Make It Happen
Pause the game	START
Move Your Superstar	Directional Pad
Striking Attacks	X
Use Weapon	X
Irish Whip into the Ropes	O
Grapple Attacks	Directional Pad + O
Reverse or Counter A Move	Square
Throw Weapon	Square
Run	Triangle
Stop Running	Triangle, if you started running under your own control
Pin Opponent	Down + O
Finisher	L1 (conditions apply)
Taunt	L2
Count Out (Special Referee Move)	L2
Referee Taunts (Special Referee Move)	L2 + Directional Pad
Tag Partner	R1
Pick Up/Drop Weapon	R1
Hop off the Top Rope	R1
Climb in/ out of the Ring	R1 + Directional Pad
Change Focus of your Superstar	R2

5. Wrestlers' Move Lists

Here's what everyone wants, the move lists. Well, here we go...

.-----.
| Stone Cold Steve Austin |
'-----'

Striking Moves

Austin Punches- X
Overhand Punch- Up + X
Toe Kick- Right + X
Clothesline- Down + X
Snap Jab- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Suplex- Right + O
Side Buster- Down + O
Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Turn Facing Front- Right + O
Bulldog- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Piledriver- Up + O
DDT- Right + O
Side Buster- Down + O
Stunner- Left + O **Trademark**

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Austin Elbow Drop- Right + X
Angry Stomp- Down + X
Austin Elbow Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Mounted Punches- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Kick To Groin- Left + O

While Running

Press and Knuckle- O
Press and Knuckle- Left or Right + O
Press and Knuckle- Up or Down + O
Power Clothesline- X
Power Clothesline- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)
Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Boot Choke- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)
Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)
Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)
Driving Elbow- X
Driving Elbow- Left or Right + X
Driving Elbow- Up or Down + X

Finishing Move
Stone Cold Stunner - While Facing a Standing and Groggy Opponent- L1

.-----.
| Triple H |
'-----'

Striking Moves
Snap Jab- X
Elbow Smash- Up + X
Chop- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)
Irish Whip into the Ropes- O
Eye Rake- Up + O
Arm Wrench- Right + O
Knee Smash- Down + O ****Trademark****
Scoop Slam- Left + O

Grappling (Rear)
Irish Whip into the Ropes- O
Dragon Sleeper- Up + O
Turn Facing Front- Right + O
Diving Reverse DDT- Down + O
Back Drop- Left + O

Grappling (Groggy)
Irish Whip into the Ropes- O
Reverse Suplex- Up + O
Manhattan Drop- Right + O
Rib Breaker- Down + O
Jumping Arm Breaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Double Knee Drop- Up + X
Angry Stomp- Right + X
Double Knee Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Reverse Chin Lock- Up + O
Knee Smash- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Figure Four Leg Lock- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Spear- Left or Right + O
Spear- Up or Down + O
Jumping Knee Attack- X
Clothesline- Left or Right + X
Clothesline- Up or Down + X
School Boy (Pin) - Behind- O
Schhol Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Superplex- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X

Knee Drop- Left or Right + X

Knee Drop- Up or Down + X

Finishing Move

Pedigree - While Facing a Standing and Groggy Opponent- L1

.-----.
| The Rock |
'-----'

Striking Moves

The Rock Punches- X

Double Axe Handle- Up + X

Elbow Smash- Right + X

Clothesline- Down + X

Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Eye Rake- Up + O

Club To Neck- Right + O

DDT- Down + O

Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

Sleeper Hold- Up + O

Russian Leg Sweep- Right + O

Atomic Drop- Down + O

Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Suplex- Up + O

Jump Swinging DDT- Right + O

Manhattan Drop- Down + O

Rock Bottom- Left + O ****Trademark****

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Angry Stomp- Up + X

Rock Stomp- Right + X

Angry Stomp- Down + X

Rock Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Mounted Punches- Up + O

Knee Smash- Right + O

Pin- Down + O

Sleeper Hold- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Kick To Leg- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Clothesline- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
School Boy (Pin)- O
School Boy (Pin)- Left or Right + O
School Boy (Pin)- Up or Down + O

Opponent Running

Monkey Toss- O
Samoan Drop- Left or Right + O
Samoan Drop- Up or Down + O

Opponent in TB (Front)

Shoulder Thrusts- Left or Right + O
Superplex- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

People's Elbow - While Standing at the Head of a Downed Opponent- L1

.-----.
| The Undertaker |
'-----'

Striking Moves

Throat Thrust- X
Double Axe Handle- Up + X
Body Punch- Right + X
Back Elbow Smash- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Club To Neck- Up + O
Hard Scoop Slam- Right + O
Shoulder Breaker- Down + O
DDT- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Atomic Drop- Right + O
Pumphandle Slam- Down + O
Diving Reverse DDT- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Choke Slam- Up + O **Trademark**
Rib Breaker- Right + O
Jackknife Powerbomb- Down + O
DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Knee Drop- Right + X
Leg Drop- Down + X
Knee Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Mounted Punches- Up + O
Sleeper Hold- Right + O
Darkness Pin- Down + O
Darkness Choke- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Leg- Up + O
Knee Stomp- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Running DDT- Left or Right + O
Running DDT- Up or Down + O
Flying Lariat- X
Diving Shoulder- Left or Right + X
Diving Shoulder- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O

Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Walk On The Ropes- Left or Right + O
Choke- Up or Down + O
Pick up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Right + O
Shoulder Block - While Runing- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Down

On TB (Opponent on Mat)

Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

Tombstone Piledriver - Facing a Standing & Groggy Opponent- L1

.-----.
| Paul Bearer |
'-----'

Striking Moves

Chop- X
Double Axe Handle- Up + X
Austin Punches- Right + X
Body Punch- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Club To Neck- Right + O
Arm Wrench- Down + O
Snap Mare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Reverse Pin- Up + O
Turn Facing Front- Right + O
Reverse Pin- Down + O
Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Scoop Slam- Up + O
Club To Neck- Right + O

Arm Wrench- Down + O

Snap Mare- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Angry Stomp- Up + X

Angry Stomp- Right + X

Angry Stomp- Down + X

Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Sleeper Hold- Up + O

Knee Smash- Right + O

Pin- Down + O

Knee Smash- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Overhead Toss- Up + O

Leg Lock- Right + O

Leg Hook Pin- Down + O

Leg Lock- Left + O

While Running

Neckbreaker- O

Neckbreaker- Left or Right + O

Neckbreaker- Up or Down + O

Shoulder Block- X

Shoulder Block- Left or Right + X

Shoulder Block- Up or Down + X

Bulldog - Behind- O

Bulldog - Behind- Left or Right + O

Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O

Powerslam- Left or Right + O

Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O

Choke- Left or Right + O

Shoulder Thrusts- Up or Down + O

Help up Opponent - Lower- O

Choke - Lower- Left or Right + O

Choke - Lower- Up or Down + O

Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move

DDT - While Facing a Standing and Groggy Opponent- L1

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| Kane |
'-----'

Striking Moves

Body Punch- X
Kane Throat Thrust- Up + X
Big Boot- Right + X
Standing Clothesline- Down + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Lifting Choke Hold- Up + O
Side Buster- Right + O
Stomach Crusher- Down + O
Hard Scoop Slam- Left + O

Grappling (Rear)

Full Nelson Slam- Up + O
Back Drop- Right + O
Diving Reverse DDT- Down + O
Reverse Brainbuster- Left + O

Grappling (Groggy)

Whip Opponent into the Ropes- O
Spine Buster- Up + O
Manhattan Drop- Right + O
Tombstone Piledriver- Down + O **Trademark**
Pendulum Backbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Camel Clutch- Right + O
Darkness Pin- Down + O
Darkness Choke- Left + O

Opponent on Mat (Near Feet)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Kick To Leg- Left + O

While Running

Neckbreaker Drop- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Clothesline- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent into Opposite Turnbuckle- O
Choke- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Right + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move

Chokeslam - While Facing a Standing and Groggy Opponent- L1

.-----.
| Mankind |
'-----'

Striking Moves

Austin Punches- X
Body Punches- Up + X
Chop- Right + X

Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Scoop Slam- Right + O
Manhattan Drop- Down + O
DDT- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Diving Reverse DDT- Up + O
Back Drop- Right + O
School Boy Pin- Down + O
Face Crusher- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Pulling Piledriver- Up + O
Hard Scoop Slam- Right + O
Jackknife Powerbomb- Down + O
Double Arm DDT- Left + O **Trademark**

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Leg Drop- Right + X
Elbow Drop- Down + X
Leg Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Mounted Punches- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Camel Clutch- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Leg Lock- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Clothesline- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Face Crusher - Behind- O
School Boy (Pin) - Behind- Left or Right + O

School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O

Powerslam- Left or Right + O

Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O

10 Punch- Left or Right + O

Mudhole Stomping- Up or Down + O

Help up Opponent - Lower- O

Choke - Lower- Left or Right + O

Choke - Lower- Up or Down + O

Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Front Dropkick- Left or Right + X

Front Dropkick- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X

Knee Drop- Left or Right + X

Knee Drop- Up or Down + X

Finishing Move

Mandible Claw - While Facing a Standing and Groggy Opponent- L1

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| Big Show |
'-----'

Striking Moves

Chop- X

Double Axe Handle- Up + X

Body Punch- Right + X

Standing Clothesline- Down + X

Big Boot- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Pendulum Backbreaker- Up + O

Side Buster- Right + O

Choke Toss- Down + O

Hard Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

Sleeper Hold- Up + O

Turning Face Front- Right + O

Atomic Drop- Down + O

Full Nelson Slam- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Body Press Drop- Up + O **Trademark**
Bearhug- Right + O
Jackknife Powerbomb- Down + O
Strong Headbutt- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Darkness Choke- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Boston Crab- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Shoulder Block- X
Dropkick- Left or Right + X
Dropkick- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Boot Choke - Lower- Left or Right + O
Boot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Front Dropkick- Left or Right + X

Front Dropkick- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X

Elbow Drop- Left or Right + X

Elbow Drop- Up or Down + X

Finishing Move

The Show Stopper - While Facing a Standing and Groggy Opponent- L1

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| X-Pac |

'-----'

Striking Moves

Middle Kick- X

Spinning Wheel Kick- Up + X

Spining Kick- Right + X

Spinning To Face XPac (Enziguri)- Down + X

Snap Jab- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Eye Rake- Up + O

DDT- Right +O

Headlock and Punch- Down + O

Snapmare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

School Boy (Pin)- Up + O

Turn Facing Front- Right + O

Reverse Pin- Down + O

Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Hurracanrana- Up + O

Fisherman's Suplex- Right + O

Piledriver- Down + O

Spinning Back Drop- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Angry Stomp- Up + X

Leg Drop- Right + X

Angry Stomp- Down + X

Leg Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Knee Smash- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Leg- Up + O
Kick To Groin- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running
Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Flying Lariat- X
Bronco Buster- Left or Right + X **Trademark**
Bronco Buster- Up or Down + X **Trademark**
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running
Monkey Toss- O
Pulling Walk Slam- Left or Right + O
Pulling Walk Slam- Up or Down + O

Opponent in TB (Front)
Whip Opponent to Opposite Turnbuckle- O
10 Punch- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Bronco Buster - While Running- /\, X, or O **Trademark**

Opponent in TB (Rear)
Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)
Double Axe Handle- X
Spinning Wheel Kick- Left or Right + X
Spinning Wheel Kick- Up or Down + X

On TB (Opponent on Mat)
Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + O

Finishing Move
X-Factor - While Facing a Standing and Groggy Opponent- L1

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| Mr. Ass |
'-----'

Striking Moves

Snap Jab- X
Drop Kick- Up + X
Chop- Right + X
Double Axe Handle- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Brainbuster (Jackhammer)- Up + O **Trademark**
Club To Neck- Right + O
Arm Wrench- Down + O
Headlock and Punch- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Back Drop- Up + O
Russian Leg Sweep- Right + O
Atomic Drop- Down + O
Bulldog- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Body Press Slam- Up + O
DDT- Right + O
Piledriver- Down + O
Falling Neckbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Austin Elbow Drop- Up + X
Knee Drop- Right + X
Austin Elbow Drop- Down + X
Knee Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Rear Chin Lock- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Leg- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Rolling Clutch Pin- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Right + O
Back Elbow Attack- X
Drop Kick- Left or Right + X

Drop Kick- Up or Down + X
Bulldog - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running
Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)
Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Tornado DDT- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)
Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)
Double Axe Handle- X
Diving Fame Asser- Left or Right + X
Diving Fame Asser- Up or Down + X

On TB (Opponent on Mat)
Knee Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move
Fame Asser - While Facing a Standing and Groggy Opponent- L1

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| Road Dogg |
'-----'

Striking Moves
Shake Jab- X
Shake, Rattle, & Roll - Must Connect five times- X (Rapidly) ****Trademark****
Clothesline- Up + X
Chop- Right + X
Body Punch- Down + X
Snap Jab- Left + X

Grappling (Front)
Irish Whip into the Ropes- O
Stomach Crusher- Up + O
Double Arm Suplex- Right + O
Jumping Arm Breaker- Down + O
Snapmare- Left + O

Grappling (Rear)
Irish Whip into the Ropes- O
Sleeper Hold- Up + O

Face Crusher- Right + O
School Boy (Pin)- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Jackknife Powerbomb- Up + O
Fallaway Slam- Right + O
Piledriver- Down + O
DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Shaky Knee Drop- Right + X
Angry Stomp- Down + X
Shaky Knee Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Leg Lock- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Rolling Clutch Pin- O
Neckbreaker Drop- Left or Right + O
Neckbreaker Drop- Up or Down + O
Clothesline- X
Back Elbow Attack- Left or Right + X
Back Elbow Attack- Up or Down + X
Face Crusher - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
10 Punch- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Missile Dropkick- Left or Right + X

Missile Dropkick- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X

Knee Drop- Left or Right + X

Knee Drop- Up or Down + X

Finishing Move

Pumphandle Drop - While Facing the Back of a Standing and Groggy Opponent- L1

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| Chyna |

'-----'

Striking Moves

Austin Punches- X

Double Axe Handle- Up + X

Toe Kick- Right + X

Standing Clothesline- Down + X

Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Eye Rake- Up + O

Snap Mare- Right + O

Club To Neck- Down + O

Snap Mare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

Low Blow- Up + O **Trademark**

Turn Facing Front- Right + O

Low Blow- Down + O **Trademark**

Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Stomach Crusher- Up + O

Rib Breaker- Right + O

Piledriver- Down + O

Arm Wrench- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Elbow Drop- Up + X

Angry Stomp- Right + X

Elbow Drop- Down + X

Angry Stomp- Left + X

Opponent on Mat (Near Head)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Mounted Punches- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Kick To Groin- Right + O
Leg Hook Pin- Down + O
Kick To Groin- Left + O

While Running
Spear- O
Spear- Left or Right + O
Spear- Up or Down + O
Shoulder Block- X
Big Thump- Left or Right + X
Big Thump- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running
Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)
Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Choke- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)
Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)
Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)
Elbow Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move
The Pedigree - While Facing a Standing and Groggy Opponent- L1

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| Chris Jericho |
'-----'

Striking Moves

Snap Jab- X
Spinning Back Kick- Up + X
Chop- Right + X
Standing Clothesline- Down + X
Middle Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Reverse Suplex- Up + O
Jumping Arm Breaker- Right + O
DDT- Down + O
Snapmare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Reverse Brainbuster- Up + O
School Boy (Pin)- Right + O
Reverse Pin- Down + O
Diving Reverse DDT- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Fisherman's Suplex- Up + O
Small Package- Right + O
Jackknife Powerbomb- Down + O
Double Arm Backbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Austin Elbow Drop- Right + X
Angry Stomp- Down + X
Austin Elbow Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Reverse Chin Lock- Up + O
Knee Smash- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Kick To Leg- Right + O
Pin- Down + O
Walls of Jericho- Left + O ****Trademark****

While Running

Neckbreaker- O

Rolling Clutch Pin- Left or Right + O
Rolling Clutch Pin- Up or Down + O
Back Elbow Attack- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Face Crusher - Behind- O
Face Crusher - Behind- Left or Right + O
Face Crusher - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Superplex- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Missile Dropkick- X
Spin Wheel Kick- Left or Right + X
Spin Wheel Kick- Up or Down + X

On TB (Opponent on Mat)

Diving Headbutt- X
Diving Headbutt- Left or Right + X
Diving Headbutt- Up or Down + X

Finishing Move

Double Powerbomb - While Facing a Standing and Groggy Opponent- L1

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| Bradshaw |
'-----'

Striking Moves

Chop- X
Double Axe Handle- Up + X
Snap Jab- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Side Buster- Right + O
Fall Away Slam- Down + O **Trademark**
Hard Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Full Nelson Slam- Up + O
Bulldog- Right + O
Pumphandle Slam- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Rib Breaker- Up + O
DDT- Right + O
Jackknife Powerbomb- Down + O
Pendulum Backbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + O
Elbow Drop- Down + O
Angry Stomp- Left + O

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Camel Clutch- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Boston Crab- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Knee Drop- Left + O

While Running

Neckbreaker- O
Spear- Left or Right + O
Spear- Up or Down + O
Power Clothesline- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Superplex- Up or Down + O
Help up Opponent - Lower- O

Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

Strong Lariat (Clothesline From Hell) - While Facing a Standing and Groggy
opponent- L1

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| Faarooq |
'-----'

Striking Moves

Austin Punches- X
Double Axe Handle- Up + X
Chop- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Rib Breaker- Up + O
DDT- Right + O
Bearhug Front Slam- Down + O
Hard Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Full Nelson Slam- Up + O
Abdominal Stretch- Right + O
Atomic Drop- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Body Press Slam- Up + O
Spine Buster- Right + O ****Trademark****
Jackknife Powerbomb- Down + O
Rib Breaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X

Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Boston Crab- Up + O
Kick To Groin- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running
Neckbreaker- O
Spear- Left or Right + O
Spear- Up or Down + O
Clothesline- X
Diving Shoulder- Left or Right + X
Diving Shoulder- Up or Down + X
Bulldog - Lower- O
Bulldog - Lower- Left or Right + O
Bulldog - Lower- Up or Down + O

Opponent Running
Powerslam- O
Spine Buster- Left or Right + O **Trademark**
Spine Buster- Up or Down + O **Trademark**

Opponent in TB (Front)
Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
Choke- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)
Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)
Double Axe Handle- X
Flying Clothesline- Left or Right + X
Flying Clothesline- Up or Right + X

On TB (Opponent on Mat)
Diving Headbutt- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

Dominator- While Facing a Standing and Groggy Opponent- L1

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| Jeff Hardy |
'-----'

Striking Moves

Chop- X

Shuffle Side Kick- Up + X

Austin Punches- Right + X

Drop Kick- Down + X

Snap Jab- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Suplex- Up + O

Scoop Slam- Right + O

Arm Wrench- Down + O

Snap Mare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

Back Side Slam- Up + O

German Suplex Pin- Right + O

Diving Reverse DDT- Down + O

Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Hurracanrana- Up + O **Trademark**

Gangrel Suplex- Right + O

Knee Strikes- Down + O

DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Flip Splash- Up + X

Double Knee Smash- Right + X

Flip Splash- Down + X

Double Knee Smash- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Knee Smash- Up + O

Sleeper Hold- Right + O

Pin- Down + O

Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Overhead Toss- Up + O

Kick To Leg- Right + O

Leg Hook Pin- Down + O

Knee Stomp- Left + O

While Running

Neckbreaker- O

Spear- Left or Right + O

Spear- Up or Down + O

Spinning Wheel Kick- X

Back Elbow Attack- Left or Right + X

Back Elbow Attack- Up or Down + X

School Boy (Pin) - Behind- O

School Boy (Pin) - Behind- Left or Right + O

School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O

Powerslam- Left or Right + O

Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O

Shoulder Thrusts- Left or Right + O

Frankensteiner- Up or Down + O

Help up Opponent - Lower- O

Foot Choke - Lower- Left or Right + O

Foot Choke - Lower- Up or Down + O

Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Missile Dropkick- Left or Right + X

Missile Dropkick- Up or Down + X

On TB (Opponent on Mat)

Twisting Knee Drop- X

Diving Moonsault- Left or Right + X

450- Up or Down + X

Finishing Move

Senton Bomb (Swanton Bomb) - While On the Top Rope and your Opponent is on the
Mat- L1

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| Matt Hardy |
'-----'

Striking Moves

Snap Jab- X

Rolling Wheel Kick- Up + X

Chop- Right + X

Drop Kick- Down + X

Back Elbow Smash- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Suplex- Up + O

Scissors Sweep- Right + O
Arm Wrench- Down + O
Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
German Suplex Pin- Right + O
Diving Reverse DDT- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
DDT- Right + O
Rib Breaker- Down + O
Falling Neckbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Austin Elbow Drop- Up + X
Angry Stomp- Right + X
Leg Drop- Down + X
Elbow Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Reverse Chin Lock- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Pin w/ Bridge- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker Drop- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Diving Forearm Smash- X
Power Clothesline- Left or Right + X
Power Clothesline- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Samoan Drop- Left or Right + O
Samoan drop- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Tornado DDT- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Spinning Wheel Kick- Left or Right + X
Spinning Wheel Kick- Up or Down + X

On TB (Opponent on Mat)

Senton Bomb- X
Diving Moonsault- Left or Right + X
Diving Moonsault- Up or Down + X

Finishing Move

Northern Lights Suplex - While Facing a Standing and Groggy Opponent- L1

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| Buh Buh Ray Dudley |
'-----'

Striking Moves

Body Punch- X
Double Axe Handle- Up + X
Overhand Punch- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Manhattan Drop- Up + O
Belly To Back Suplex- Right + O ****Trademark****
Eye Rake- Down + O
Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Pumphandle Slam- Up + O
Back Drop- Right + O
Back Side Slam- Down + O
Bulldog- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Body Press Slam- Up + O
Bearhug- Down + O
Piledriver- Down + O
DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Knee Smash- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Clothesline- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + O
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Whirl Side Slam- Left or Right + O
Whirl Side Slam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Superplex- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Front Dropkick- Left or Right + X
Front Dropkick- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move

Jackknife Powerbomb - While Facing a Standing and Groggy Opponent- L1

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| D-Von Dudley |
'-----'

Striking Moves

Austin Punches- X
Double Axe Handle- Up + X
Toe Kick- Right + X
Shuffle Side Kick- Down + X
Chop- Left + X

Grappling (Front)

Whip Opponent into the Ropes- O
Suplex- Up + O
Club To Neck- Right + O
DDT- Down + O **Trademark**
Snap Mare- Left + O

Grappling (Rear)

Whip Opponent into the Ropes- O
Diving Reverse DDT- Up + O
Bulldog- Right + O
Atomic Drop- Down + O
Back Drop- Left + O

Grappling (Groggy)

Whip Opponent into the Ropes- O
Manhattan Drop- Up + O
Pendulum Backbreaker- Right + O
Piledriver- Down + O
Fallaway Slam- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Leg Drop- Up + X
Angry Stomp- Right + X
Leg Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Mounted Punches- Right + O
Pin- Down + O
Knee Smash- Left + X

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Kick To Leg- Right + O

Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Power Clothesline- X
Diving Shoulder- Left or Right + X
Diving Shoulder- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Foot Choke- Left or Right + O
Superplex- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Diving Headbutt- Left or Right + X
Diving Headbutt- Up or Down + X

Finishing Move

Jacknife Powerbomb - While Facing a Standing and Groggy Opponent- L1

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| Vince McMahon |
'-----'

Striking Moves

Middle Kick- X
Double Axe Handle- Up + X
Toe Kick- Right + X
Double Axe Handle- Down + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Club To Neck- Up + O

Eye Rake- Right + O
Arm Wrench- Down + O
Eye Rake- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Turn Facing Front- Up + O
Turn Facing Front- Right + O
Turn Facing Front- Down + O
Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Club To Neck- Up + O
Piledriver- Right + O
Arm Wrench- Down + O
Side Buster- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Knee Smash- Right + O
Pin- Down + O
Knee Smash- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Shoulder Block- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move

Stunner - While Facing a Standing and Groggy Opponent- L1

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| Shane McMahon |
'-----'

Striking Moves

Snap Jab- X
Double Axe Handle- Up + X
Chop- Right + X
Body Punch- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Scoop Slam- Up + O
Club To Neck- Right + O
Suplex- Down + O
Eye Rake- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
School Boy (Pin)- Up + O
Turn Facing Front- Right + O
School Boy (Pin)- Down + O
Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Hard Scoop Slam- Up + O
Hard Scoop Slam- Right + O
DDT- Down + O **Trademark**
Snap Mare- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Knee Smash- Right + O
Pin- Down + O
Knee Smash- Left + O

Opponent on Mat (Near Feet)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running
Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Back Elbow Attack- X
Bronco Buster- Left or Right + O
Bronco Buster- Up or Down + O
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running
Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)
Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)
Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)
Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)
Elbow Drop- X

Dragon Attack- Left or Right + X
Dragon Attack- Up or Down + X

Finishing Move

Test Diving Elbow - While on the Top Rope and your Opponent is on the Mat- L1

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| The Godfather |
'-----'

Striking Moves

Austin Punches- X
Standing Clothesline- Up + X
Overhand Punch- Right + X
Shuffle Side Kick- Down + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Club To Neck- Up + O
Suplex- Right + O
Manhattan Drop- Down + O
Hard Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Diving Reverse DDT- Up + O
Bulldog- Right + O
Atomic Drop- Down + O
Russian Leg Sweep- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Headlock And Punch- Up + O
Bulldog- Right + O
Piledriver- Down + O
Pendulum Backbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Leg Drop- Right + X
Elbow Drop- Down + X
Leg Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Short Arm Scissors- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Camel Clutch- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Leg Lock- Up + O

Kick To Leg- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Rolling Clutch Pin- Left or Right + O
Rolling Clutch Pin- Up or Down + O
Diving Shoulder- X
Ho Train- Left or Right + X **Trademark**
Ho Train- Up or Down + X **Trademark**
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Samoan Drop- Left or Right + O
Samoan Drop- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Shoulder Thrusts- Left or Right + O
10 Punch- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move

The Pimp Drop - While Facing a Standing and Groggy Opponent- L1

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| D'Lo Brown |
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Striking Moves

Snap Jab- X
Double Axe Handle- Up + X
Shuffle Side Kick- Right + X
Jumping Calf Kick- Down + X
Austin Punches- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Suplex- Up + O
Side Buster- Right + O
Piledriver- Down + O
Hard Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
School Boy (Pin)- Right + O
Atomic Drop- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Sky High- Up + O **Trademark**
Pendulum Backbreaker- Right + O
Running Powerbomb- Down + O
Whirl Side Slam- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
D'Lo Leg Drop- Right + X
Angry Stomp- Down + X
D'Lo Leg Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Mounted Punches- Right + O
Pin- Down + O
Sleeper Hold- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Leg Lock- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
D'Lo Leaf- Left + O

While Running

Neckbreaker- O
Rolling Clutch Pin- Left or Right + O
Rolling Clutch Pin- Up or Down + O
Drop Kick- X
Clothesline- Left or Right + X
Clothesline- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Pulling Walk Slam- Left or Right + O
Pulling Walk Slam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Frankensteiner- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block- While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Spinning Wheel Kick- X
Front Dropkick- Left or Right + X
Front Dropkick- Up or Down + X

On TB (Opponent on Mat)

Twisted Body Attack- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

The Lo- Down - While Standing on the Turnbuckle and your Opponent is on the
Mat- L1

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| Val Venis |
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Striking Moves

Chop- X
Double Axe Handle- Up + X
Elbow Smash- Right + X
Standing Clothesline- Down + X
Austin Punches- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Scissors Sweep- Right + O
Arm Wrench- Down + O
DDT- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Octopus Stretch- Up + O
German Suplex Piin- Right + O
Atomic Drop- Down + O
Russian Leg Sweep- Left + O ****Trademark****

Grappling (Groggy)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
Spine Buster- Right + O
Fisherman's Suplex- Down + O
Double Arm Suplex- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Reverse Chin Lock- Right + O
Pin- Down + O
Mounted Punches- Left + X

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Groin- Up + O
Kick To Leg- Right + O
Pin with Bridge- Down + O
Leg Lock- Left + O

While Running

Neckbreaker Drop- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Back Elbow Smash- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Pulling Walk Slam- Left or Right + O
Pulling Walk Slam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Superplex- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)
Elbow Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

Money Shot - While Standing on the Turnbuckle and Opponent is on the Mat- L1

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| Big Bossman |
'-----'

Striking Moves

Toe Kick- X
Double Axe Handle- Up + X
Austin Punches- Right + X
Boss Man Uppercut- Down + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Side Buster- Right + O
Manhattan Drop- Down + O
Headlock And Punch- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Neck Breaker- Up + O **Trademark**
Back Elbow Attack- Right + O
Bulldog- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
Pendulum Back Breaker- Right + O
Jackknife Powerbomb- Down + O
Rib Breaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Reverse Chin Lock- Right + O
Pin- Down + O
Camel Clutch- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O
Kick To Leg- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Kick To Groin- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Clothesline- X
Back Elbow Attack- Left or Right + X
Back Elbow Attack- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Sidewalk Slam w/ Pin- Left or Right + O
Sidewalk Slam w/ Pin- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Foot Choke- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Elbow Drop- Left or Right + X
Elbow Drop- Up or Down + X

Finishing Move

Side Walk Slam - While Facing a Standing and Groggy Opponent- L1

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| Gangrel |
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Striking Moves

Chop- X
Shuffle Side Kick- Up + X
Body Punch- Right + X
Standing Clothesline- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
DDT- Right + O
Manhattan Drop- Down + O
Gangrel Suplex- Left + O **Trademark**

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Diving Reverse DDT- Right + O
Pumphandle Slam- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Manhattan Drop- Right + O
Piledriver- Down + O
Gangrel Suplex- Left + O **Trademark**

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Double Knee Drop- Right + X
Elbow Drop- Down + X
Double Knee Drop- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Mounted Punches- Right + O
Pin- Down + O
Sleeper Hold- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Groin- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Neckbreaker Drop- Left or Right + O
Neckbreaker Drop- Up or Down + O
Back Elbow Attack- X
Clothesline- Left or Right + X
Clothesline- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O

Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O

Mudhole Stomping- Left or Right + O

Tornado DDT- Up or Down + O

Help up Opponent - Lower- O

Choke - Lower- Left or Right + O

Choke - Lower- Up or Down + O

Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Flying Clothesline- Left or Right + X

Flying Clothesline- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X

Knee Drop- Left or Right + X

Knee Drop- Up or Down + X

Finishing Move

Inverted DDT - While Facing a Standing and Groggy Opponent- L1

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| Edge |
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Striking Moves

Snap Jab- X

Shuffle Side Kick- Up + X

Elbow Smash- Right + X

Drop Kick- Down + X

Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Reverse Suplex- Up + O

Scoop Slam- Right + O

Scissors Sweep- Down + O

Snap Mare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

Electric Chair Drop- Up + O ****Trademark****

Face Crusher- Right + O

Full Nelson Slam- Down + O

Back Side Slam- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Stomach Crusher- Up + O

Rib Breaker- Right + O

DDT- Down + O

Spinning Back Drop- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Leg Drop- Up + X

Angry Stomp- Right + X

Leg Drop- Down + X

Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Knee Smash- Up + O

Short Arm Scissors- Right + O

Pin- Down + O

Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Overhead Toss- Up + O

Knee Stomp- Right + O

Pin w/ Bridge- Down + O

Leg Lock- Left + O

While Running

Spear- O

Spear- Left or Right + O

Spear- Up or Down + O

Spinning Wheel Kick- X

Drop Kick- Left or Right + X

Drop Kick- Up or Down + X

Face Crusher - Behind- O

School Boy (Pin) - Behind- Left or Right + O

School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O

Shoulder Back Toss- Left or Right + O

Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O

Shoulder Thrusts- Up or Down + O

Frankensteiner- Up or Down + O

Help up Opponent - Lower- O

Choke - Lower- Left or Right + O

Choke - Lower- Up or Down + O

Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Missile Drop Kick- X

Diving Spear- Left or Right + X

Diving Spear- Up or Down + X

On TB (Opponent on Mat)

Knee Drop- X

Knee Drop- Left or Right + X

Knee Drop- Up or Down + X

Finishing Move

Downward Spiral - While Facing a Standing and Groggy Opponent- L1

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| Christian |
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Striking Moves

Austin Punches- X

Drop Kick- Up + X

Chop- Right + X

Standing Clothesline- Down + X

Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Suplex- Up + O

Side Buster- Right + O

Arm Wrench- Down + O

Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

Sleeper Hold- Up + O

German Suplex Pin- Right + O

Reverse Pin- Down + O

Diving Reverse DDT- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Northern Lights Suplex- Up + O ****Trademark****

Sambo Suplex- Right + O

Stomach Crusher- Down + O

DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Leg Drop- Up + X

Angry Stomp- Right + X

Leg Drop- Down + O

Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Knee Smash- Up + O

Mounted Punches- Right + O

Pin- Down + O

Reverse Chin Lock- Left + O

Opponent on Mat (Near Feet)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Overhead Toss- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Knee Stomp- Left + O

While Running

Neckbreaker- O
Spear- Left or Right + O
Spear- Up or Down + O
Back Elbow Attack- X
Clothesline- Left or Right + X
Clothesline- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Mudhole Stomping- Left or Right + O
Foot Choke- Up or Down + O
Help up Opponent - Lower- O
Foot Choke - Lower- Left or Right + O
Foot Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Front Dropkick- Left or Right + X
Front Dropkick- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

Impaler - While Facing the Back of a Standing and Groggy Opponent- L1

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| Al Snow |
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Striking Moves

Snap Jab- X
Uppercut- Up + X
Chop- Down + X

Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Suplex- Up + O

Shoulder Breaker- Right + O

Scissors Sweep- Down + O

Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

Reverse Brainbuster- Up + O

Bulldog- Right + O

Diving Reverse DDT- Down + O

Back Drop- Down + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Piledriver- Up + O

Huracanrana- Right + O

Jackknife Powerbomb- Down + O **Trademark**

DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Elbow Drop- Up + X

Angry Stomp- Right + X

Elbow Drop- Down + X

Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Mahistrol Cradle- Up + O

Mounted Punches- Right + O

Pin- Down + O

Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Kick To Leg- Up + O

Knee Stomp- Right + O

Leg Hook Pin- Down + O

Texas Cloverleaf- Left + O

While Running

Neckbreaker- O

Spear- Left or Right + O

Spear- Up or Down + O

Clothesline- X

Shoulder Breaker- Left or Right + X

Shoulder Breaker- Up or Down + X

School Boy (Pin) - Behind- O

School Boy (Pin) - Behind- Left or Right + O

School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Frankensteiner- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Diving Moonsault- Left or Right + X
Diving Moonsault- Up or Down + X

Finishing Move

Snow Plow - While Facing a Standing and Groggy Opponent- Ll

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| Steve Blackman |
'-----'

Striking Moves

Low Kick- X
Shuffle Sidekick- Up + X
Chop- Right + X
Drop Kick- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Eye Rake- Up + O
Scissors Sweep- Right + O
DDT- Down + O
Knee Kicks- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Atomic Drop- Up + O
German Suplex Pin- Right + O
Diving Reverse DDT- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Shoulder Breaker- Up + O

Dragon Screw- Right + O
Piledriver- Down + O
Knee Strikes- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Sleeper Hold- Right + O
Pin- Down + O
Arm Bar- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Kick To Leg- Up + O
Knee Stomp- Right + O
Pin w/ Bridge- Down + O
Knee Stomp- Left + O

While Running

Spear- O
Spear- Left or Right + O
Spear- Up or Down + O
Karate Kick- X **Trademark**
Diving Shoulder- Left or Right + X
Diving Shoulder- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O
School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Foot Choke- Left or Right + O
Mudhole Stomping- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Front Dropkick- Left or Right + X
Front Dropkick- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

Fisherman's Suplex - While Facing a Standing and Groggy Opponent- L1

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| Test |
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Striking Moves

Chop- X
Standing Clothesline- Up + X
Austin Punches- Right + X
Big Boot- Down + X
Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Stomach Crusher- Up + O
Suplex- Right + O
Falling Neckbreaker- Down + O
Side Buster- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Pumphandle Drop- Right + O
Full Nelson Slam- Down + O
Pumphandle Slam- Left + O ****Trademark****

Grappling (Groggy)

Irish Whip into the Ropes- O
Test Neckbreaker- Up + O
Small Package- Right + O
Falling Powerslam- Down + O
Falling Neckbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Elbow Drop- Up + X
Angry Stomp- Right + X
Elbow Drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Camel Clutch- Up + O
Sleeper Hold- Right + O
Pin- Down + O

Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Leg Lock- Up + O

Kick To Leg- Right + O

Leg Hook Pin- Down + O

Boston Crab- Left + O

While Running

Neckbreaker- O

Neckbreaker Drop- Left or Right + O

Neckbreaker Drop- Up or Down + O

Power Clothesline- X

Yakuza Kick- Left or Right + X

Yakuza Kick- Up or Down + X

Bulldog - Behind- O

Bulldog - Behind- Left or Right + O

Bulldog - Behind- Up or Down + O

Opponent Running

Shoulder Back Toss- O

Powerslam- Left or Right + O

Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O

10 Punch- Left or Right + O

Mudhole Stomping- Up or Down + O

Help up Opponent - Lower- O

Foot Choke - Lower- Left or Right + O

Foot Choke - Lower- Up or Down + O

Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Flying Clothesline- Left or Right + X

Flying Clothesline- Up or Down + X

On TB (Opponent on Mat)

Test Diving Elbow- X

Knee Drop- Left or Right + X

Knee Drop- Up or Down + X

Finishing Move

Diving Powerbomb - While Facing a Standing and Groggy Opponent- L1

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| Ken Shamrock |
'-----'

Striking Moves

Low Kick- X

Body Punch- Up + X
Back Elbow Smash- Right + X
Standing Clothesline- Down + X
Middle Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Dragon Screw- Up + O
Hurricane- Right + O
Belly To Back Flip- Down + O
Club To Neck- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Sleeper Hold- Up + O
Back Side Slam- Right + O
German Suplex Pin- Down + O
Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Flipping Arm Bar- Up + O
Fisherman's Suplex- Right + O
Rolling Leg Lock- Down + O
Knee Strikes- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Knee Drop- Up + X
Angry Stomp- Right + X
Knee drop- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Arm Bar- Up + O
Knee Smash- Right + O
Pin- Down + O
Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Kick To Leg- Right + O
Leg Hook Pin- Down + O
Ankle Lock- Left + O **Trademark**

While Running

Spear- O
Spear- Left or Right + O
Spear- Up or Down + O
Back Elbow Attack- O
Spinning Wheel Kick- Left or Right + X
Spinning Wheel Kick- Up or Down + X
School Boy (Pin) - Behind- O
School Boy (Pin) - Behind- Left or Right + O

School Boy (Pin) - Behind- Up or Down + O

Opponent Running

Monkey Toss- O

Hurricane- Left or Right + O

Hurricane- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O

Shoulder Thrusts- Left or Right + O

Superplex- Up or Down + O

Help up Opponent - Lower- O

Foot Choke - Lower- Left or Right + O

Foot Choke - Lower- Up or Down + O

While Running - While Running- / \, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O

Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Double Axe Handle- Left or Right + X

Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X

Elbow Drop- Left or Right + X

Elbow Drop- Up or Down + X

Finishing Move

Shamrock Ankle Lock - While Facing a Standing and Groggy Opponent- L1

.-----.
| Mark Henry |
'-----'

Striking Moves

Chop- X

Double Axe Handle- Up + X

Overhand Punch- Right + X

Standing Clothesline- Down + X

Toe Kick- Left + X

Grappling (Front)

Irish Whip into the Ropes- O

Club To Neck- Up + O

Side Buster- Right + O

Arm Wrench- Down + O

Hard Scoop Slam- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O

Full Nelson Slam- Up + O

Atomic Drop- Right + O

Back Side Slam- Down + O

Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Body Press Slam- Up + O **Trademark**
Side Buster- Right + O
Front Body Press Drop- Down + O
Pendulum Backbreaker- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Sleeper Hold- Up + O
Knee Smash- Right + O
Pin- Down + O
Camel Clutch- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Boston Crab- Up + O
Overhead Toss- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Shoulder Block- X
Clothesline- Left or Right + X
Clothesline- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Powerslam- Left or Right + O
Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down +
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O

Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X

Double Axe Handle- Left or Right + X

Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X

Elbow Drop- Left or Right + X

Elbow Drop- Up or Down + X

Finishing Move

Bearhug- While Facing a Standing and Groggy Opponent- L1

.-----.

| Debra |

'-----'

Striking Moves

Slap- X

Double Axe Handle- Up + X

Chop- Right + X

Middle Kick- Down + X

Toe Kick- Left + X

Grappling (Front)

Whip Opponent into the Ropes- O

Arm Wrench- Up + O

Snap Mare- Right + O **Trademark**

Club To Neck- Down + O

Snap Mare- Left + O **Trademark**

Grappling (Rear)

Whip Opponent into the Ropes- O

Reverse Pin- Up + O

Turn Facing Front- Right + O

Reverse Pin- Down + O

Turn Facing Front- Left + O

Grappling (Groggy)

Whip Opponent into the Ropes- O

Arm Wrench- Up + O

Snap Mare- Right + O **Trademark**

Suplex- Down + O

Snap Mare- Left + O **Trademark**

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Angry Stomp- Up + X

Angry Stomp- Right + X

Angry Stomp- Down + X

Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Sleeper Hold- Up + O
Knee Smash- Right + O
Pin- Down + O
Knee Smash- Left + O

Opponent on Mat (Near Feet)
Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running
Neckbreaker- O
Neckbreaker- Left or Right + O
Neckbreaker- Up or Down + O
Shoulder Block- X
Shoulder Block- Left or Right + X
Shoulder Block- Up or Down + X
Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running
Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)
Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)
Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)
Double Axe Handle- X
Double Axe Handle- Left or Right + X
Double Axe Handle- Up or Down + X

On TB (Opponent on Mat)
Knee Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move
DDT - While Facing a Standing and Groggy Opponent- L1

.-----.
| Tori |
'-----'

Striking Moves

Middle Kick- X
Double Axe Handle- Up + X
Back Elbow Smash- Right + X
Drop Kick- Down + X
Slap- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Scoop Slam- Up + O
Snap Mare- Right + O **Trademark**
Club To Neck- Down + O
Snap Mare- Left + O **Trademark**

Grappling (Rear)

Irish Whip into the Ropes- O
Reverse Pin- Up + O
Turn Facing Front- Right + O
Reverse Pin- Down + O
Turn Facing Front- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O
Small Package- Up + O
Suplex- Right + O
DDT- Down + O
Suplex- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Angry Stomp- X
Angry Stomp- Up + X
Angry Stomp- Right + X
Angry Stomp- Down + X
Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Smash- Up + O
Knee Smash- Right + O
Pin- Down + O
Knee Smash- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O
Raise Opponent - Behind- O + O
Knee Stomp- Up + O
Leg Lock- Right + O
Leg Hook Pin- Down + O
Leg Lock- Left + O

While Running

Neckbreaker- O
Rolling Clutch Pin- Left or Right + O
Rolling Clutch Pin- Up or Down + O
Shoulder Block- X
Drop Kick- Left or Right + X
Drop Kick- Up or Down + X

Bulldog - Behind- O
Bulldog - Behind- Left or Right + O
Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O
Shoulder Back Toss- Left or Right + O
Shoulder Back Toss- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O
Choke- Left or Right + O
Shoulder Thrusts- Up or Down + O
Help up Opponent - Lower- O
Choke - Lower- Left or Right + O
Choke - Lower- Up or Down + O
Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)

Double Axe Handle- X
Missile Dropkick- Left or Right + X
Missile Dropkick- Up or Down + X

On TB (Opponent on Mat)

Elbow Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move

Tori Suplex - While Facing a Standing and Groggy Opponent- L1

.-----.
| Hardcore Holly |
'-----'

Striking Moves

Austin Punches- X
Double Axe Handle- Up + X
Toe Kick- Right + X
Standing Clothesline- Up + X
Chop- Left + X

Grappling (Front)

Irish Whip into the Ropes- O
Arm Wrench- Up + O
Scoop Slam- Right + O
Club To Neck- Down + O
Snap Mare- Left + O

Grappling (Rear)

Irish Whip into the Ropes- O
Diving Reverse DDT- Up + O
Bulldog- Right + O
Atomic Drop- Down + O

Back Drop- Left + O

Grappling (Groggy)

Irish Whip into the Ropes- O

Piledriver- Up + O

Manhattan Drop- Right + O

Jackknife Powerbomb- Down + O **Trademark**

DDT- Left + O

Opponent on Mat (Striking Moves)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Angry Stomp- X

Double Knee Drop- Up + X

Angry Stomp- Right + X

Double Knee Drop- Down + X

Angry Stomp- Left + X

Opponent on Mat (Near Head)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Sleeper Hold- Up + O

Knee Smash- Right + O

Pin- Down + O

Mounted Punches- Left + O

Opponent on Mat (Near Feet)

Raise Opponent - Front- O

Raise Opponent - Behind- O + O

Overhead Toss- Up + O

Kick To Leg- Right + O

Leg Hook Pin- Down + O

Knee Stomp- Left + O

While Running

Neckbreaker- O

Spear- Left or Right + O

Spear- Up or Down + O

Drop Kick- X

Shoulder Block- Left or Right + X

Shoulder Block- Up or Down + X

Bulldog - Behind- O

Bulldog - Behind- Left or Right + O

Bulldog - Behind- Up or Down + O

Opponent Running

Monkey Toss- O

Powerslam- Left or Right + O

Powerslam- Up or Down + O

Opponent in TB (Front)

Whip Opponent to Opposite Turnbuckle- O

Frankensteiner- Left or Right + O

Shoulder Thrusts- Up or Down + O

Help up Opponent - Lower- O

Choke - Lower- Left or Right + O

Choke - Lower- Up or Down + O

Shoulder Block - While Running- /\, X, or O

Opponent in TB (Rear)

Whip Opponent to Opposite Turnbuckle- O
Super Back Drop- Left or Right + O
Super Back Drop- Up or Down + O

On TB (Opponent Standing)
Double Axe Handle- X
Front Dropkick- Left or Right + X
Front Dropkick- Up or Down + X

On TB (Opponent on Mat)
Elbow Drop- X
Knee Drop- Left or Right + X
Knee Drop- Up or Down + X

Finishing Move
Falcon Arrow - While Facing a Standing and Groggy Opponent- L1

6. Cheats/Secrets

Seasons Completed	What You Get
1	Ivory's Head
2	Prince Albert's Head
3	Jacqueline's Head
4	Viscera's Head
5	80 Points for the C-A-S mode
6	Mideon's Head
7	Gerald Brisco's Head
8	Pat Patterson's Head
9	No Bonus
10	90 Points for the C-A-S mode
20	100 Points for the C-A-S- mode

Morphing Hands

When creating a superstar, pick the last shirt. When you start a match, your hands will morph into different forms as you fight, taunt, etc.

Double Team Springboard Plancha

Select either the Hardy Boyz or Edge and Christian. Set your opponent up in the corner, then move one of your wrestlers a few steps in front of him. The other wrestler should be a couple of steps behind him. Press L2 for the wrestler in front and he will squat on all fours. Press Triangle for the other wrestler and he will run on and jump off his partner. If you press X in the air, he will land on his opponent.

Note: Your opponent doesn't have to be in the corner, but it just looks better.

In a Royal Rumble, when an opponent is caught in the ropes, you and a friend can use the Double Team Springboard Plancha to knock him out.

Double Senton Bomb

Select a Handicap Match and set it up as 1P and 2P Vs. Com. Have a friend be Player 2. Select the Hardy Boyz as players one and two. Beat up the opponent pretty badly, until Jeff Hardy had a SmackDown! (green dot) in the bar under

his name. Then, slam your opponent face-up in the middle of the ring. Both players, 1 and 2, should climb the turnbuckles opposite of each other. Have the player controlling Jeff Hardy press L1, and the player controlling Matt Hardy, press X at the same time. If done correctly, they will perform a Double Senton Bomb and score an easy victory.

Dudley Death Drop (3D)

This move is NOT in the game. THQ has confirmed it!!!

Chris Jericho's Asai Moonsault

This is a neat little move I noticed while playing as Y2J. If your opponent is near the center of the ring, go to the ropes. When you get right to the ropes, press Triangle and quickly press X. Your opponent doesn't have to be on the mat to do this. I've been able to take out the guy when he's standing.

Jeff Hardy's Asai Moonsault

I've noticed this little puppy while playing with Jeff just the other day. This move is aimed to go after someone who is outside the ring, as opposed to Jericho's Moonsault. The way to perform is the same exact way. This move is pretty cool, and the Hardy Boyz are certainly known for this type of high-flying!

Crotching Opponents

[This is taken straight from an email I received from a good friend]

You can crotch your opponent on the ring post! It's easier if two players work together, but you CAN do this yourself if you're fast. First, whip (or knock) the opponent into the corner - they MUST be "in the corner" and not just next to it. Also, it doesn't matter if they're facing toward the ring or away. Next, slide out of the ring, and while they are still hooked on the corner, press O (grapple button) near the victim's legs. Instead of just tripping them, you'll pull them to the mat, then into the turnbuckle - OUCH!

7. Frequently Asked Questions

In my experience in FAQ writing, I've had many, many emails asking questions which were answered right in the FAQ. I know other FAQ writers suffer from the same dilemma. If you have a question, email me at [Address Removed By Author].

Where can I find your other FAQs?

You can find them at Game Winners, GameFAQs, and Cheat Code Central.

Is there an Inferno Match?

NO!

Is Kurt Angle in the game?

NO!

Is there a Table Match?

NO!

How do I do the Dudley Death Drop?

Well, my speculation was correct. The 3D is not in the game!! That's right, folks. My good friend, 64 Chimp, has been in contact the 'em for a while now, and they've confirmed it! So, please stop the rumors!

Can you do moves off the very top of the cage?

It doesn't appear possible. When you get a certain distance up the cage, the

computer seems to take control, leaving you no time to do a move. I have, however, heard you can do an Elbow Drop from half-way up the cage. I've never tried, it, but when you are half way up the cage, press Back + X. Remember, I haven't tried it, so I can't really say whether or not this move works.

Can you create your own belts?

Although that would be cool, there is no way to do this. Perhaps with the PlayStation2, THQ will be able to do this along with many other features.

If you're facing Big Show, is there a way to kick in in the groin as he's going for the Show Stopper?

No. Once the animation begins, you have to take the punishment.

How do I win an "I Quit" match?

Well, this is a pretty cool match, actually. Basically, you have to go outside the ring and locate the microphone. Pick up the microphone (L1) and ask your opponent, while he's on the ground, if he's done (Down + O). If he's has enough, he'll quit. This doesn't necessarily happen quickly in the match. I usually use my finishing move once in the match, although I've won the match just by dishing out punishment through regular moves and Leg Locks, for example.

Can you choose more than one special stipulation for a match?

Nope.

Can I add text to my creation's shirt?

No, try ECW: Hardcore Revolution

Is Tazz in the game?

No.

Is Chris Benoit or any member of The Radicals in the game?

No. They just got to the WWF!

Is Rikishi in the game?

No. Please stop asking me who is in the game! There is a list to the left of these questions. There are a few select hidden characters, but they are the heads only. You must take their heads and create a body and fill in the moves.

Why can't I take Chris Jericho through the Pre- Season?

The Pre-Season was designed for creations only!

Does The Lord of Darkness do the Top Rope Walk?

Oh Hell Yeah. Just to make you happy, I've included a screenshot.

Are the walls flat and pathetic like WCW Mayhem?

Oh, how I love people bashing WCW. Aren't walls generally flat in the first place? Heh..I know what you mean. Well, the walls are flat, but everything in the room next to the walls aren't flat. So, boxes or whatever are normal-looking. Everything looks as it should for the most part.

Are the Acolytes still with the Ministry?

No, they are on their own now. Story lines are a little further along than that.

When a favored wrestler comes down the ramp, does the crowd noise drown out the theme music

No, the crowd noise has little affect to the theme music.

I unlocked Ivory, but I can't play as her. Why not?

You are only given a head. You must create the body and give your creation moves.

Is the Clothesline From Hell in the game?

Absolutely. The ass-kickin' Texan, Bradshaw, does do the famous Clothesline, however, it's referred to as "Strong Lariat."

I accidentally pinned someone, but I want to dish out more punishment before I end the match. How do I release the pin?

If you press [R1], you will be able to release the pin.

Can you send me the moves list for [Insert Wrestler's Name Here]?

NO! If you want the moves list, it's all in this guide! Go to the page you want, and print it out!

Can you send me the creation instructions for [Insert Created Wrestler's Name Here]?

No! The same as the last question hold up here too.

I've seen screenshots with a bunch of numbers in them. What are they for?
The screenshots you have see were taken from the beta version of the game. They were simply programming numbers that showed what was taking place.

Which weapon causes the most damage?

The Red Phoenix Axe...just kidding. The fact is there is no way to tell. SmackDown! doesn't feature a damage meter like WWF Attitude. So, we have to assume that all the weapons have the same effect as one another, although we all know that isn't true in real life.

I've see screenshots of SmackDown with blood on the wrestlers. I thought THQ didn't put blood in the game.

You are correct. The screenshot that you may have see is commonly referred to as a doctored screenshot. Folks can make them in just a couple of minutes.

I have a question about the Pre- Season.

First off, don't ask me about the Pre- Season. I only played it once. I have included everything I know about it for sure.

Where is the [Insert Weapon Name Here]?

I don't know. If you don't see the weapon there, look harder. If you can't find it after a while, too damn bad. I don't look like THQ, so don't bitch to me because you can't find the damn table or any other weapon for that matter!!!

I am a lower ranked wrestler in the Season mode, so how do I get a title shot?
Well, title shots, just like in the pros, depend on your rank. Below is a list of the criteria that you need to meet to get a shot at a strap.

Belt Name	Rank	Gender
World Wrestling Federation Heavyweight	1st - 5th	Male
Intercontinental	1st - 10th	All
European	1st - 20th	All
Tag Team	All	All
Women's	All	Female
Hardcore	1st - 20th	All

8. Create- A- Superstar

Since everyone has a wild imagination, there will almost always be a Create a Wrestler or Create a Superstar mode in wrestling games. Not only does the human

imagination cause this, but the WWF and THQ won't be adding Sting or any other wrestler from a different wrestling organization in the game. So, they leave it up to us to create our own superstar. Whether you try to create Goldberg or Jay Leno, the choice is up to you...that's the beauty of this feature.

Sting

Profile-

Real Name: Steve Borden

Nickname: Sting

Age: 46

Sex: Male

Hometown/ Birth Place: Omaha, Nebraska

Favorite Star: Anyone (Preferably Kane)

Movie Intro.: Kane

Appearance-

Head: Kane or Val Venis

Top: Black Tank Top

Bottom: Any Black Pants (Preferably An Alcolyte's due to leg and top build/
muscularity)

Height: 45% Of Height Scale

Weight: 30-45% Of Weight Scale

Skin Type: Second Selection From The Left

Weapon: Baseball Bat

Skills-

Personality/Style: Average

Character: Loner, Favorite, or Speed (Skill, Attack, Defense)+ (Best
description of Sting is Loner)

Abilities:

Power- Skill5 Attack3 Defense3

Speed- Skill4 Attack4 Defense3

Tech.- Skill5 Attack3 Defense3

Rough- Skill3 Attack1 Defense2

Logic: Grapple, and Average or Aerial

Moves-

Front Grapples:

Down O= Piledriver

Left O= DDT

Up O= Suplex

Right O= Hard Scoop Slam

Front Dazed Grapples:

Down O= Bear Hug Front Slam

Left O= Fisherman's Suplex

Up O= Torture Rack

Right O= Body Press Drop FW

Striking Attacks:

Down X= Clothesline

Left X= Kane Throat Thrust

Up X= Dropkick

Right X= Middle Kick

Behind Grapples:

Down O= Russian Leg Sweep

Left O= Back Drop

Up O= Sleeper Hold

Right O= Turn To Face Forward

Upper Body Ground Grapples:

Down O= Cross Body Pin

Left O= Armbar

Up O= Camel Clutch

Right O= Reverse Chin Lock

Lower Body Ground Grapples:

Down O= Hook Leg Pin

Left O= Sharpshooter

Up O= Pin With A Bridge

Right O= Figure Four Leg Lock

Opponent On Ground Stiking Attacks:

X= Angry Stomp

Down X= Rock Stomp

Left X= Elbow Drop

Up X= Senton Splash

Right X= Leg Drop

Front Faced Turnbuckle Grapples:

Down or Up O= Choke Toss or Ten Punch

Left or Right O= Superplex

Back Faced Turnbuckle Grapples:

Down or Up O= Back Side Slam

Left or Right O= Super Back Drop

Opponenet On Lower Turnbuckle Grapples:

Down or Up O= Foot Choke

Left or Right O= Choke

Running To Opponenet On Lower Turnbuckle Attack:

Triangle then X= Bronco Buster (Shoulder Block never connects)

Opponent Hooked on Ropes Grapple:

Down, Left, Up, Right O= Scoop Slam or Running Knee Strike

Jump Down Over Move:

Triangle then X= Vaulting Body Press

Top Turnbuckle Jump Down Over Move:

X= Flying Body Press

Standing Opponent Aerial Moves:

X= Missile Dropkick

Down or Up X= Flying Clothesline

Left or Right X= Double Axe Handle

Opponent On Mat Aerial Moves:

X= Elbow Drop

Down or Up X= Test Diving Elbow

Left or Right X= Knee Drop

Front Facing Running Grapples:

O= Spear

Down or Up O= Neckbreaker or Neckbreaker Drop

Left or Right O= Running DDT

Back Facing Running Grapples:

O= Bulldog

Down or Up O= Facecrusher

Left or Right O= School Boy

Running Attacks:

Triangle then X= Clothesline or Power Clothesline

Triangle then Down or Up X= Back Elbow Attack

Triangle then Left or Right X= Ho Train Attack (Resembles Stinger Splash)

Running Counters:

O= Samoan Drop

Down or Up O= Shoulder Back Toss

Left or Right O= Whirl Slam or Side Walk Slam

Favorite Move:

Left O= Sharpshooter

Rename: Scorpion Deathlock

Finishing Move:

L1: Diving Reverse DDT (Because Sharpshooter can't be selected as a Finisher)

Rename: Scorpion Deathdrop

Appealing-

Taunt 1: Cut Throat

Taunt 2: Shouting

Winning Celebration Move: Normal or Hardcore Holly Taunt

Entrance Move: Normal, Edge, or Stone Cold

Get Into The Ring Move: Normal or Over Top Rope

Get Out Of The Ring Move: Normal or Over Top Rope

Raven

Head:jeff Hardy(27/75) or HHH(5?)

Body:Mideon(36/81)

Legs:The short jeans(it's near the endi think it is 87/95)

Skin:2nd from left

Weapon:Blue Chair

Height and weight:default

Finsher:Doulble Arm DDT

rename:Evenflow DDT

Trademark(favorite move):Scissor sweep

Rename:Drop Toehold

Kevin Nash

Head:Test(15/79)

Body:24/82

Legs:49/96

Weapon:Chair(?)

Height:Full

Weigth:40%(?)

Finisher:Jacknife Powerbomb

Trademark:Sidewalk Slam or Big Boot

-
- Jeff "CJayC" Veasey and GameFAQs (<http://www.gamefaqs.com>) for posting my FAQs.
 - Al Amaloo and Game Winners (<http://www.gamewinners.com>) for posting my FAQs.
 - Dave and Cheat Code Central (<http://www.cheatcc.com>) for posting my FAQs.
 - I also took the Match Information from the SmackDown!™ game manual.
 - I would like to thank my buddy, 64 Chimp, for clearing up the 3D rumor. THQ was confirmed the 3D is not in there. Good job!
 - I almost forgot my friend, Creed for some miscellaneous information like how to win an I Quit match and a few other little things.
 - I would like to thank Harold Ko for pointing out that the creations submitted were for WWF Wrestlemania 2000, and not WWF SmackDown!.
 - I would like to thank Johmil Eslao for sending me that Sting creation.
 - I would like to thank RAVENTRUEDEATH for his Raven creation.
 - I would like to thank Surge_Protektor for a bunch of creations!

ASCII Art created using SigZag by James Dill: (freeware!)
<http://www.geocities.com/southbeach/marina/4942/sigzag.htm>

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

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(` o-o ')

-----ooO-()-Ooo-----
"There is nothing easy, except failure."

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<< 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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