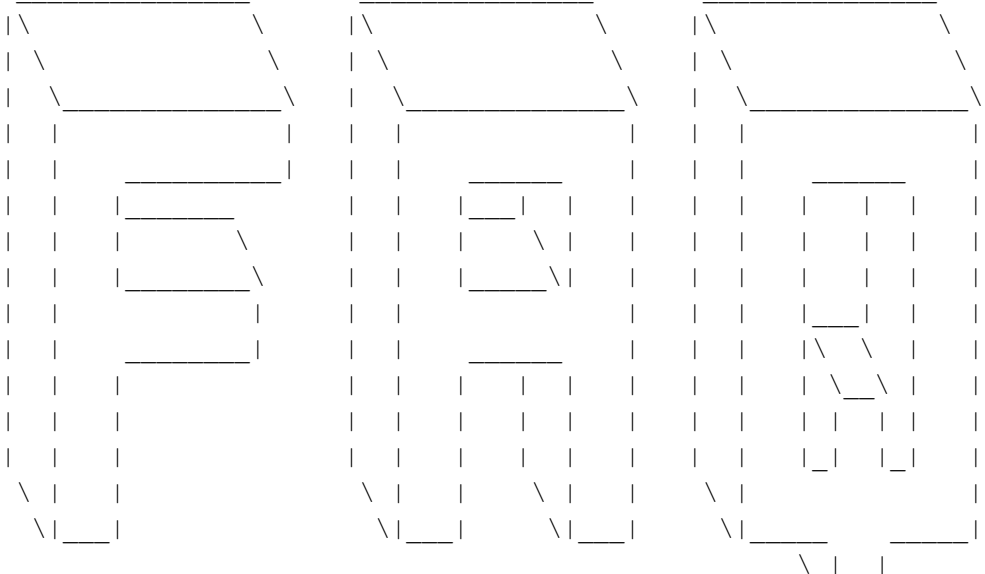
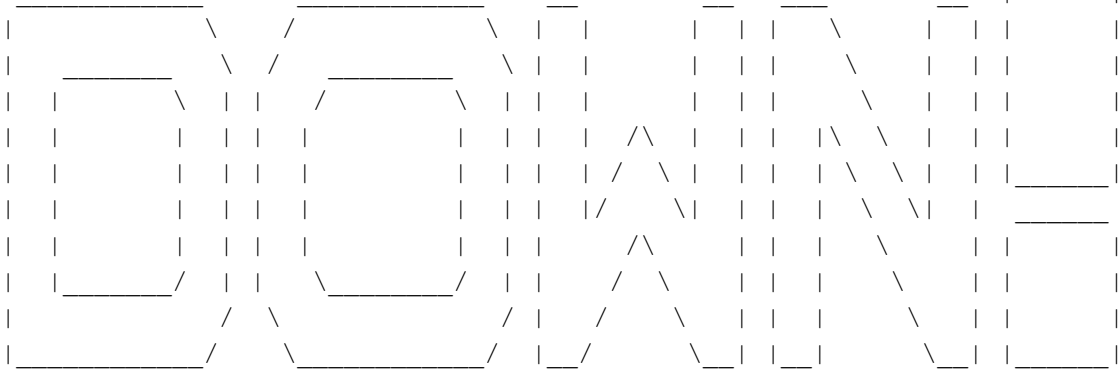
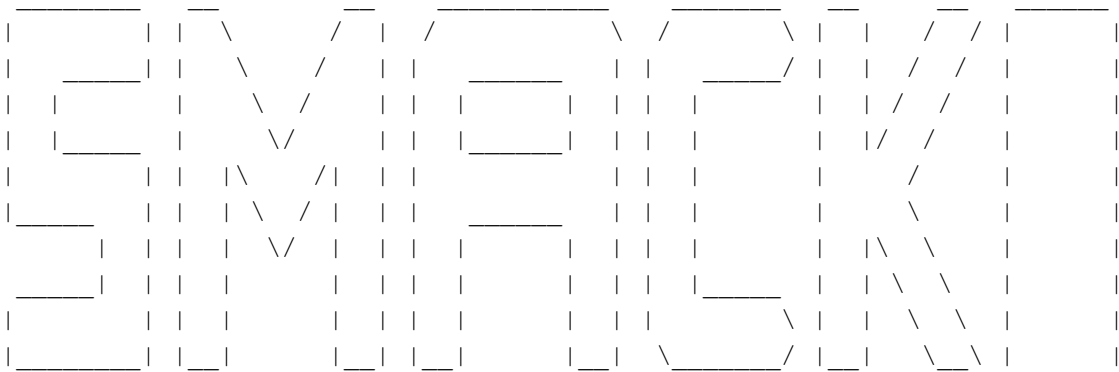


WWF SmackDown Move List/CAW/FAQ

by MTRodaba2468

Updated to v1.2 on Nov 4, 2000

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WWF SmackDown! FAQ

by MTRodaba2468 a.k.a. Matt Rodabaugh

Moves, Cheats, Characters, and More.

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Version History:

- v1.2 (11/3/00) -Added 2 questions concerning Jeff Hardy's Somersault Plancha.
 -Added a new interaction.
 -Added a THQ Man creation.
 -Added 2 new GameShark Codes.
- v1.1 (10/31/00) -Happy Halloween, everyone!
 -Added the Move List Modifier GS Code (very large code).
 -Answered 2 new questions in the Q & A.
 -Added an Alternate Stone Cold creation.
 -Added a Kurt Angle creation. It's true, it's true!
 -Added a Yokozuna (R.I.P.) creation.
 -Added a creation of the star of my favorite sitcom:
 Christopher Titus!
 -Added a Rikishi creation.
 -Added a possible tip on getting McMahon Family+.
 -Added official tips on getting Battle Royal+ and Battle
 Royal-.
 -Added the New Age Outlaws trick in the Extras section.
 -Added some more info about the Pin in a Cage GS Code.
- v1.08 (10/23/00) -Saw No Mercy in person yesterday, and saw Austin get
 arrested, Los Conquistadors defeat the The Hardy Boyz for
 the Tag Team Titles, and Kurt Angle upset The Rock for the
 championship!!
 -Added the GS code to Enable All Characteristics.
 -Completed the Characteristic Definitions List.
- v1.07 (10/22/00) -Added 3 new GameShark Codes from Ragnarok's FAQ (one by
 Ragnarok, two by ID).
- v1.06 (10/18/00) -Answered another question in the Q & A.
- v1.05 (10/16/00) -Added 2 more CAWs by 13 Reza.
- v1.04 (10/15/00) -Answered 3 new questions in the Q&A.
 -Added a New Undertaker CAW sent to me by 13 Reza.
- v1.03 (10/14/00) -Answered a new question in the Q&A.
 -Added my brother's CAW, "The Samurai's", finisher (I didn't
 know it at the time).
 -Added a Perry Saturn CAW sent to me by 13 Reza.
- v1.02 (10/12/00) -(Hopefully) Fixed bug involving odd characters in the ASCII
 art above.
 -Added an interaction that was accidentally left out in the
 Pre-Season Walkthrough.
 -Added a shovel to the weapons list.
- v1.01 (10/11/00) -Added tips on how to get Big Show+, Big Show-, Edge+,
 Christian+, Single Match-, Godfather+, and Godfather-.
 -Addressed another question in the Q & A.
- v1.0 (10/10/00) -First Version!!

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Introduction

Hey everybody. I've been thinking about doing a FAQ for a game for a while, so I decided to do one for my favorite PSX game, WWF SmackDown!. I know it's been a while since the game has come out. I just wanted to play the game long enough to get as much information as I could find. I'll probably do a FAQ for

WWF SmackDown! 2 when it comes out. Anyone who has any questions about the game can e-mail me at jrodabau@nycap.rr.com. Make sure you put WWF SmackDown! in the subject line, so I know what game you're talking about.

-MTRodaba2468

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Review

Graphics: 9/10

The graphics in SmackDown are some of the best I've ever seen. The character's entrances involve the wrestler doing his entrance taunt (Big Show raising his arm, Jericho coming out, back facing the crowd, with his arms outstretched) in front of their TitanTron video, which looks excellent. The wrestlers have only one outfit, but they all look like what they wear now (with the exception of Test). The graphics weren't motion captured, so collision detection is a lot better than in Warzone and Attitude.

Sound: 8/10

The game's sound is great, with OK music during the matches instead of commentary, which I prefer, so you don't have to hear the same things over and over, and all the wrestlers authentic theme music which sound great. The crowd doesn't chant, only cheers, which kind of takes away from the realism of the game (I'd rather hear the crowd cheer for guys like Rock and Stone Cold and boo for guys like DX), but it's not a real big deal.

Control & Gameplay: 9/10

The only game that even comes close to SmackDown's control is Wrestlemania's great control. SmackDown uses the grapple system like Wrestlemania on N64, but it's more fast paced, which I like, unlike the combo system Attitude has. It's easy for anyone to pick up and start playing the game for the first time, and start playing like a pro.

The game's main mode is it's unique Season Mode, which boasted an excellent story mode. There are some problems with it though. For one thing, there's only one show a month. Attitude's system is better in this case. The Pre Season Mode, where you must put CAWs through first, before they can go into Season Mode, is a lot more interactive.

Speaking of the Create A Wrestler Mode, it's absolute crap. Anyone who buys these games for the CAW will be turned off immediately from SmackDown. In Appearance, you can only choose 3 body parts: Head, Upper Body, and Lower Body. Except for skin color, weight, or height, you can't edit the looks. Not good at all. If you really care about the CAW this much, buy Attitude or WM2000.

Extras: 9/10

It's challenging to get everything in the game. SmackDown features 12 hidden characters, but they aren't pre-made. You have to create them in the CAW Mode. You can also earn extra ability points to start out with in CAW, and extra characteristics to use in CAW, and they add replay value to the game (mainly the characteristics, since it can take a while to earn them all without a GameShark).

Overall: 9/10

The game's graphic's and control are great, but the CAW kept it from getting a perfect 10 in this review.

=====

The Controls

Start	Pause/Unpause the Game
D-Pad	Move Wrestler
X	Striking Attacks
Circle (or O)	Irish Whip, Raise Opponent

Circle + D-Pad	Grapple Attacks (Circle + Down when opponent is on the ground pins him)
Square	Block/Reverse/Counter
Square (running)	Baseball Slide/Leapfrog/Sunset Flip
Triangle	Run Toward Opponent
Triangle + D-Pad	Run/Climb Turnbuckle
L1	Special Move (must be in certain position)
L2	Taunt, Count pin (in Special Referee Mode)
R1	Tag Partner (in Tag Team mode only), pick up weaopn
R1 + D-Pad	Climb In/Out Of Ring, Climb onto Cage , Climb up/down turnbuckle
R2	Change Focus Of Wrestler

=====
Matches

There are many different types of matches in this game.

Single Match:	Normal 1 on 1 match
Single Match w/ Manager:	1 on 1 match, with each superstar accompanied by another superstar
Tag Team Match:	2 on 2 match
Handicap Matches:	1 on 2 match, or 1 on 3 match
Battle Royal:	4 wrestlers against each other, winner is the only one not eliminated
Royal Rumble:	Starts out as 4 wrestlers against each other, and once one is thrown over the top rope, he or she is eliminated, and a new wrestler takes his or her place.
King of the Ring:	A tournament of 1 on 1 matches
Hardcore Match:	A no holds barred, falls count anywhere match up that starts in the ring.
Anywhere Falls Match:	Same as a hardcore match, only you can start anywhere in the building.
Cage Match:	1 on 1 match with a cage around the ring. The first one out of the cage wins
Survival Matches:	A 3-Way (1 on 1 on 1) or a 4-Way (1 on 1 on 1 on 1) Match, first fall wins.
Special Referee Match:	1 on 1 match, with a WWF superstar as a referee
I Quit Match:	1 on 1 match, where the only why to win is to have your opponent say he or she gives up in the microphone

=====
The Wrestlers, Favorites, and Finishers (These are the wrestlers actual finishers and favorites, along with their finishers and favorites in the game):

Name:	Stone Cold
Actual Finisher:	Stone Cold Stunner
Finisher in SmackDown:	Stone Cold Stunner
Actual Favorite:	Lou Theez Press
Favorite in Game:	Stunner

Name:	The Undertaker
Actual Finisher:	The Last Ride
Finisher in SmackDown:	Tombstone Piledriver
Actual Favorite:	Choke Slam
Favorite in Game:	Choke Slam

Name:	The Rock
Actual Finisher:	The Rock Bottom

Finisher in SmackDown: The People's Elbow
Actual Favorite: The People's Elbow
Favorite in Game: The Rock Bottom

Name: Triple H
Actual Finisher: Pedigree
Finisher in SmackDown: Pedigree
Actual Favorite: Knee Smash
Favorite in Game: Knee Smash

Name: The Big Show
Actual Finisher: The Showstopper
Finisher in SmackDown: The Showstopper
Actual Favorite: Giant Headbutt
Favorite in Game: Body Press Drop

Name: Mankind
Actual Finisher: Mandible Claw
Finisher in SmackDown: Mandible Claw
Actual Favorite: Double Arm DDT
Favorite in Game: Double Arm DDT

Name: X-Pac
Actual Finisher: X-Factor
Finisher in SmackDown: X-Factor
Actual Favorite: Bronco Buster
Favorite in Game: Bronco Buster

Name: Mr. Ass
Actual Finisher: Fame-asser
Finisher in SmackDown: Fame-asser
Actual Favorite: Jackhammer
Favorite in Game: Brainbuster (same thing, just a different name)

Name: Road Dogg
Actual Finisher: Pumphandle Slam
Finisher in SmackDown: Pumphandle Slam
Actual Favorite: Shake, Rattle, and Roll
Favorite in Game: Shake, Rattle, and Roll

Name: Kane
Actual Finisher: Choke Slam/Tombstone Piledriver
Finisher in SmackDown: Choke Slam
Actual Favorite: Flying Clothesline
Favorite in Game: Tombstone Piledriver

Name: "Y2J" Chris Jericho
Actual Finisher: Walls of Jericho
Finisher in SmackDown: Double Powerbomb Pin
Actual Favorite: Lionsault
Favorite in Game: Walls of Jericho

Name: Val Venis
Actual Finisher: The Money Shot
Finisher in SmackDown: The Money Shot
Actual Favorite: Fisherman Suplex
Favorite in Game: Russian Leg Sweep

Name: The Godfather
Actual Finisher: Pimp Drop

Finisher in SmackDown: Pimp Drop
Actual Favorite: Ho Train
Favorite in Game: Ho Train Attack

Name: D'Lo Brown
Actual Finisher: Lo Down
Finisher in SmackDown: Lo Down
Actual Favorite: Sky High
Favorite in Game: Sky High

Name: Mark Henry
Actual Finisher: Death From Above
Finisher in SmackDown: Bear Hug
Actual Favorite: Gorilla Press Slam
Favorite in Game: Body Press Slam

Name: Ken Shamrock
Actual Finisher: Ankle-Lock Submission
Finisher in SmackDown: Ankle-Lock Submission
Actual Favorite: Belly to Belly Suplex
Favorite in Game: Ankle Lock

Name: The Big Bossman
Actual Finisher: Boss Man Slam
Finisher in SmackDown: Boss Man Sidewalk Slam (same thing)
Actual Favorite: Boss Man Rope Attack
Favorite in Game: Rib Breaker

Name: Al Snow
Actual Finisher: Snow Plow
Finisher in SmackDown: Snow Plow
Actual Favorite: Moonsault
Favorite in Game: Jackknife Powerbomb

Name: Hardcore Holly
Actual Finisher: Hollycaust
Finisher in SmackDown: Falcon Arrow (same thing)
Actual Favorite: Standing Dropkick
Favorite in Game: Jackknife Powerbomb

Name: "Lethal Weapon" Steve Blackman
Actual Finisher: Karate Kick
Finisher in SmackDown: Fisherman Suplex
Actual Favorite: Backbreaker
Favorite in Game: Karate Kick

Name: Test
Actual Finisher: Diving Elbow
Finisher in SmackDown: Diving Powerbomb
Actual Favorite: Gutwrench Powerbomb, Pumphandle Slam
Favorite in Game: Pumphandle Slam

Name: Edge
Actual Finisher: Downward Spiral
Finisher in SmackDown: Downward Spiral
Actual Favorite: Spear
Favorite in Game: Electric Chair Drop

Name: Christian
Actual Finisher: The Unprettier

Finisher in SmackDown: The Impaler (same thing)
Actual Favorite: Diving Reverse DDT
Favorite in Game: Northern Lights Suplex

Name: Gangrel
Actual Finisher: Impaler
Finisher in SmackDown: Implant DDT (same thing)
Actual Favorite: Belly to Belly Suplex
Favorite in Game: Gangrel Suplex

Name: Faarooq
Actual Finisher: Dominator
Finisher in SmackDown: Dominator
Actual Favorite: Spinebuster
Favorite in Game: Spinebuster

Name: Bradshaw
Actual Finisher: Clothesline From Hell
Finisher in SmackDown: Strong Lariat (same thing)
Actual Favorite: Fallaway Slam, Powerbomb
Favorite in Game: Fall Away Slam

Name: Matt Hardy
Actual Finisher: Twist of Fate
Finisher in SmackDown: Northern Lights Suplex
Actual Favorite: Poetry in Motion (w/ Jeff Hardy), Leg Drop
(Dropshot)
Favorite in Game: NONE

Name: Jeff Hardy
Actual Finisher: Swanton Bomb
Finisher in SmackDown: Senton Bomb (same thing)
Actual Favorite: Poetry in Motion (w/ Matt Hardy), Whisper In The
Wind
Favorite in Game: Huracanrana

Name: Buh Buh Ray Dudley
Actual Finishers: 3D, Buh Buh Cutter
Finisher in SmackDown: Jackknife Powerbomb
Actual Favorite: Whassup! (w/ D'Von Dudley)
Favorite in Game: Belly To Back Flip

Name: D'Von Dudley
Actual Finishers: 3D, Inverted Brainbuster
Finisher in SmackDown: Jackknife Powerbomb
Actual Favorite: Whassup! (w/ Buh Buh Ray Dudley)
Favorite in Game: DDT

Name: Vince McMahon
Actual Finisher: Mac Stunner
Finisher in SmackDown: Stunner
Actual Favorite: NONE
Favorite in Game: NONE

Name: Shane McMahon
Actual Finisher: Diving Elbow
Finisher in SmackDown: Test Diving Elbow
Actual Favorite: NONE
Favorite in Game: DDT

Name: Chyna
Actual Finisher: Powerbomb, Sleeper/Neckbreaker
Finisher in SmackDown: Pedigree
Actual Favorite: Low Blow
Favorite in Game: Low Blow

Name: Tori
Actual Finisher: Tori Suplex
Finisher in SmackDown: Tori Suplex
Actual Favorite: ???
Favorite in Game: Snapmare

Name: Debra
Actual Finisher: NONE
Finisher in SmackDown: DDT
Actual Favorite: NONE
Favorite in Game: Snapmare

Name: Paul Bearer
Actual Finisher: NONE
Finisher in SmackDown: DDT
Actual Favorite: NONE
Favorite in Game: NONE

=====
Tips for Matches

Singles Matches:

I usually start out with a running grapple attack, to get the opponent off his feet. Once he's down, I use ground attacks to keep him down. After that, you just keep attacking him with anything in your arsenal of moves, and don't let him get anything on you. Once you get your special, don't use it right away, especially if your special is the Stone Cold Stunner or Tori Suplex. The reason is that with the Stunner or Tori Suplex, there's a very high chance that your opponent will go flying into the ropes, causing a rope break. Wait until you're sure that they're weak enough to get knocked out. Usually, if you're meter look higher than your opponents, and you have more specials, you're in good shape.

Tag Team Matches:

Keep your opponent on your half of the ring, and prevent him from tagging, while you tag often to stay fresh. If he does go over to his corner, quickly give him a running attack, or attack his partner so he falls off the apron, then bring him back to your side. When you pin the opponent, also make sure that your on your half, but not directly in the corner. If you're directly in the corner, you'll block your partner from stopping your opponent from stopping the pin. The best way to win is by TKO or submission, since you're opponent's partner obviously can't stop a TKO, and opponent's partner won't come in to stop the hold.

Handicap Matches:

These matches are tricky, especially the 3 on 1 match. If your competing against the 2 or 3 opponents, I find the best way to win is by focusing mainly on the weakest one (you can tell by looking at the hearts on the screen before the match), and keeping your distance from your other opponent(s). Don't ignore them, though, because you'll get creamed. Just try to keep your distance. When you can do your finisher, if you have been focusing on the weakest one, and he (she) hasn't gotten to many attacks in, use your finisher on the weakest one, and hope that it knocks him out, since you will almost never be able to get a pin, with the other guy(s) stopping it. Another idea is to raise up to your maximum amount of specials (2 in season/pre-season, as

many as you want in exhibition), knock down both or all 3 guys, then do your special on all of them. If you're lucky, they will stay down long enough for you to pick up the win. Or if they all won't stay down long enough, you could try doing a submission move (almost everyone has one). If in Pre-Season, you'll get more ability points than if you knocked one of them out, and I believe that the other guy(s) won't stop a submission hold.

Battle Royal:

These matches are always fun. It's basically a 1 on 1 on 1 on 1 match. The match ends when 3 wrestlers are eliminated, and only one is left. At the beginning, attack the person you are targeted on with a running attack, and stay focused on him, until he's eliminated. Once he's out, target onto the person with the smaller meter (he's been attacked more), and try to get him eliminated. Once he's done, treat this like a singles match to get the final guy eliminated, and give you a victory.

Royal Rumble:

This match starts out just like a Battle Royal, only once someone is thrown over the top rope, a new one comes in. You will usually start out as the first one in, so you don't want to be attacked too much, because if you are pretty weak, someone will eventually through you out of the ring. Treat this like a Battle Royal, and once you've gotten someone pretty weak, Irish Whip them toward the ropes closest to you. If your lucky, they'll just fall over the rope. Sometimes, the'll grab the ropes and try to roll back in. Give them a stomp to keep them from coming in. Other times, the'll just get tied up in the ropes. Give them something like a clothesline to knock them over the top rope. Be careful that they don't get you out, though. Another tip is to quickly eliminate everyone from the ring, making you the only person in the ring. When someone comes down, wait for him to start moving, and attack him (he'll usually counter it if you attack when he's just standing there). Pick him up, and quickly Irish Whip him toward the ropes closest to him to get him out. Keep this up until you've eliminated everybody. If you don't want to wait for him to start moving, go to the top turnbuckle, and when he comes in, do an aerial move onto him (works best if it's a Double Axe Handle). You'll either knock him down, since he can't block aerial moves, or if you miss, he'll still be standing there, but you can attack him without him countering you. Either pick him up and whip him toward the ropes closest to him, or just get behind him and whip him toward the closest ropes. No joke, I've beaten the Rumble in less than 10 minutes by doing the aerial attack strategy. There's another trick that works if you have a MultiTap and 4 controllers. When you go into the Rumble, press Select on controllers 2, 3, and 4 (unless your playing Exhibition Mode, then just choose a 4 player layout before the match begins). Then just whip the opponents into the ropes, and hopefully, they'll fall out. When the next guy comes in, press select on the corresponding controller. They'll now be human controlled, instead of CPU controlled. It should be cake to get them eliminated. Just keep this up, and you should have an easy Royal Rumble win!

King of the Ring:

This is nothing more than 3 singles matches in a row. Treat these like a normal singles match, and you should do fine.

Hardcore Match:

You start this match holding a weapon. Use the weapons to your advantage. Press X to attack them with the weapon, and Square to throw it at them. Take them backstage for more weapons. Keep attacking them with moves and weapons until you're able to pin them.

Anywhere Falls Match:

This match is just like a Hardcore Match, only there isn't as many weapons,

and you start out somewhere backstage. Treat it like a Hardcore Match, just use moves more than weapons, since there isn't as many. When you start out backstage, whip your opponent into the background to see some cool stuff, like car lights flashing into your opponents eyes, and fire burning your opponent.

Cage Match:

This is one of my personal favorites. Just attack your opponents enough to weaken them, then when you can, use your finisher on them. If they're weak enough, they won't be able to stop you from climbing over the cage (Press R1 to get on the cage, press all the direction buttons in a circle motion to climb higher). If they aren't as weak, they'll try to stop you. In that occasion, jump off the side of the cage, and give them an elbow drop from the cage. If they start to climb, press X to try to knock him off, or O to shake the cage.

Survival Matches:

These are 3-Way or 4-Way Matches. To win, concentrate on the weakest opponent, and try to win by knock-out or submission, because almost any pin attempt will have everyone else try to stop the pin. If everyone else is stunned, try pinning the weakest one. That way, the other wrestler may not be able to stop the count.

Special Referee Matches:

This match is just like a Singles Match, only there's a referee in the ring. No matter who the referee is (if it's being controlled by the computer), they will count for you, just as long as you don't attack them. Try to keep your distance from the referee, because if you accidentally hit them, they won't be on your side. If you do stand by the ref, your opponent may accidentally hit the ref, and the ref will favor you, making it easier for you to win.

"I Quit" Matches:

This match can take a long time to win. The only weapon available is the microphone. To win, you must pick up the microphone, and press Down + O when your opponent is on the ground. I find it easier if I try to get them to admit defeat right after giving them my guy's finisher. Sometimes it works, sometimes it doesn't. If it doesn't, keep attacking them until they give up.

=====

Q & A

If you have any questions, send them to me at jrodabau@nycap.rr.com. Just make sure you put SmackDown in the subject field, so I know what game you're talking about.

Q: How do I do the 3D?

A: Sorry, THQ has confirmed that it's not in the game.

Q: How can I go backstage at the SmackDown arena?

A: You can only go backstage at the Raw arena.

Q: I was playing in Season Mode, and after one season, it said I had unlocked Ivory. I went to the wrestler screen, and she wasn't there!

A: You have to create the hidden wrestlers. Their body parts appear in the create a superstar section, then you must create them and put them through Pre Season before you can use them in Season Mode.

Q: Could you e-mail me the moves for every wrestler?

A: NO! Are you too damn lazy to scroll down and look at the moves themselves? They're all there!

Q: I heard somewhere there was a casket in the game. Where is it? And is there

a casket match too?

A: The places I've found the casket is under the ring and on the stage. And there's no casket match. You'll have to wait for SmackDown! 2.

Q: How do I get infinite ability points, or all 5s in each skill?

A: You can't unless you have a GameShark. You can get extra ability points by playing 5, 10, and 20 seasons.

Q: In Season Mode, I was going to be in an I Quit Match against the Big Show. Chyna came out with me, and Big Show didn't come out at all. When the match started, Chyna started attacking Big Show, and made him quit. Then she started attacking me. I was able to win, and in the celebration scene, Chyna and I celebrated as if we were in a Tag Team Match. Did I stumble upon a new match or code?

A: You didn't find a new code. It's a glitch that occasionally occurs in I Quit and Cage Matches. It's not a real problem, so just have fun.

Q: Is it true that Pin With Bridge never causes a Rope Break?

A: No. Let's say your opponent is in the ropes, and you use the Pin With Bridge to pin him. If he is perpendicular to the ropes, a rope break wouldn't be called, because you move the legs or head away. If they are parallel to the ropes, his arm is in the ropes, and the rope break will be called. And don't send me mail saying this isn't true because I have gotten a few rope breaks using this pin. I haven't gotten a Rope Break with the Mahistrol Cradle, though, and I could tell my opponent's arm was in the ropes.

Q: I've heard that The Undertaker's ceremony and Gangrel's bloodbath is in the game. Is this true?

A: Yes.

Q: OK, how do I get to see them?

A: I believe the Undertaker ceremony and Gangrel's bloodbath cut scenes appear at random.

Q: How can I get a high ranked PPV?

A: There are some tips in the Create A PPV section of this FAQ.

Q: Is there a Hell in a Cell?

A: No. It's in SmackDown! 2, though.

Q: Are there any double team moves in this game?

A: The Hardy Boyz' Poetry in Motion is in the game.

Q: How do I do it?

A: Take a look in the Double Team Moves section.

Q: I was playing with D'Lo Brown, and I did a sunset flip! I went to go give my CAW that move, and I couldn't find it!

A: I've heard that it was taken out of the game, but that's not true. The game calls it the Rolling Clutch Pin.

Q: How do you do the Lionsault?

A: When playing as Jericho, go over to the ropes, press Triangle, then quickly press X. If you did it right, you should do the Lionsault. On a side note, Matt Hardy does this move too.

Q: Can I pull my opponent into the ringpost?

A: Yes. You can read how in the Extras section.

Q: What does Stephanie McMahon: Stage 65/House Show ED8 mean?

A: All I know about it is that's how to unlock Stephanie McMahon. The whole Stage 65/House Show ED8 confused me (as well as a lot of other people), so I made a Pre-Season Walkthrough, and figured out what it meant. You can see in the Extras section how to unlock all the hidden characters unlocked through the Pre-Season.

Q: How do I unlock Tiger Ali Singh?

A: Let me guess, you went to cheatplanet.com? There's no way to unlock Tiger Ali Singh's body parts. I stopped believing them when they posted codes on how to do the 3D in SmackDown, and how to get Hell in a Cell, Ladder, and Inferno Matches in Wrestlemania 2000.

Q: When I go to select my created wrestler, it says Superstar 1 instead of the name I gave it. How can I change this?

A: Sorry, you can't.

Q: What are Matt Hardy's, Vince McMahon's, and Paul Bearer's Favorite Moves?

A: As of right now, they are unknown. I can see why Vince and Paul don't have any, but I would have at least expected Matt Hardy to have a moonsault for his favorite. Then again, The favorite moves for Shane McMahon, Jeff Hardy, and the Dudleyz were unknown for a while, and now they've been discovered, so you never know.

Q: Is there any way to make your CAW not have a favorite?

A: I believe you can do this by going making your favorite a move you plan on changing, then changing it. Ex: Make your favorite Hard Scoop Slam, then change all the Hard Scoop Slams to moves you want. It should say that your favorite is the Hard Scoop Slam, yet you can't perform it.

Q: Is there anyway to make Player 1 a member of the 2 or 3 man team in a handicap match?

A: No. The only way a human player can be on the 2 or 3 man team is if there's more than one person playing the game.

Q: How can I back body drop someone over the top rope?

A: When you are tied up in the ropes, press Square right when they are about to attack you.

UPDATE (10/12/00): Some wrestlers do a different move other than a back body drop. Ex. Buh Buh Ray Dudley does a leap frog over the opponent.

Q: Do you have to be on a specific difficulty in order to unlock any of the hidden items?

A: No. Despite what some sites may say, you can unlock all the hidden body parts, characteristics, etc. on ANY difficulty.

Q: When does Season Mode end?

A: It doesn't.

Q: How do I put a belt other than the Hardcore Title in a Hardcore Match?

A: You can't. You can only defend the Hardcore title in a Hardcore Match. You could defend any other title in a Falls Anywhere Match. It's the same thing as a Hardcore Match, only you don't start out with a weapon in your hand, and you can go backstage.

Q: What is Viscera's lower body? What is Pat Patterson's upper and lower body?

A: Sorry, but I haven't seen Viscera's lower half. I do know that Pat Patterson's has the maroon button down shirt for upper body (#39) and his lower body is the white pants (#60).

Q: How do you raise your opponent so that you end up behind him?

A: I believe you have to tap O twice instead of once.

Q: Please could you tell me how to Reverse an Irish Whip, i've done it alot of times but don't have the slightest clue how it do it!!

A: I believe you must hit Square and maybe a direction, right when he's about to whip you, but I'm not to sure. If anyone knows how to officially do it, let me know.

Q: I noticed that The Rock has the Rock Bottom as his favorite, Kane has the Tombstone as his favorite, Undertaker has the Choke Slam as his favorite, and D'Lo has the Sky High as his favorite. Now when I make my CAW, I can't select these! What gives?!

A: Other than a GameShark, there's no way of using these moves other than finishers.

Q: how on earth do i perform matt hardy and jeff hardys dive in smackdown. that **** that u run towards the ropes andu jump above them in kinda swanton bomb way????

A: If you mean Jeff Hardy's Somersault Plancha, you run toward the ropes, then press Square, then press X. It takes almost perfect timing to pull off, but it looks cool.

Q: I want to give my guy Jeff Hardy's flip over the ropes to the outside, but I can't find it. how do you do this?

A: In the Aerial section, go to Run To Outside, and select "Rope Flip" (that's what SmackDown! calls it). Look in the above question on how to pull it off.

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Double Team Moves:

If you have any unofficial double teams, send them in at jrodabau@nycap.rr.com. Thanks to andy591 for letting me use his Doomsday Device and Kai En Tai Double Team from his CAW FAQ.

Dudley Death Drop (3D): Unfortunately, it's not in the game. You'll have to wait for SmackDown! 2 & No Mercy before you can do this.

Official Double Teams:

Hardyz Leg Drop: Irish Whip your opponent into the corner. With one Hardy, press L2 to get on all fours. With the other Hardy, run toward the opponent, and press X. You should jump off the Hardy on all fours and onto your opponent.

Edge and Christian Splash: Same as the Hardyz.

Unofficial Double Teams:

Headbangers Stage Dive: You can either make the Headbangers, make their finishers the Jackknife Powerbomb and their favorites the Diving FameAsser, or pick someone with the Jackknife (like the Dudleyz) and someone with the Diving FameAsser (Mr. Ass, obviously). Have the person with the Diving FameAsser on the turnbuckle, and when the other person performs the Jackknife, do the FameAsser onto the opponent. It'll look like the Stage

Doomsday Device (andy591):

Dive.

Select two wrestlers for a handicap match (one must have the Electric Chair Drop, like Edge, and one must have the Flying Clothesline, like Kane and The Undertaker). While the wrestler with the flying clothesline waits on the top rope, have the one with the Electric Chair Drop perform it in front of the turnbuckle. Before the wrestler falls, quickly perform the flying clothesline, to do the Doomsday Device.

Kai En Tai Move (andy591):

Make Taka and give him a Senton Splash for one of his ground moves and the "Hold Hands In Prayer" taunt. Make Funaki and give him the Camel Clutch as one of his ground moves. In a 2 on 1 match, have Funaki do the camel clutch, then have Taka do the Hold Hands in Prayer taunt in front of them, then do the Senton Splash. He'll dropkick the opponent in the face.

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Move Lists

Stone Cold

Attacks:

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

Front Grapple (Normal):

- Up + O - Eye Rake
- Down + O - Side Buster
- Left + O - Scoop Slam
- Right + O - Suplex

Front Grapple (Dazed):

- Up + O - Piledriver
- Down + O - Side Buster
- Left + O - Stunner
- Right + O - DDT

Back Grapple:

- Up + O - Sleeper Hold
- Down + O - Bulldog
- Left + O - Back Drop
- Right + O - Turn to Face

Opponent on Mat:

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

Upper Body:

- Up + O - Sleeper Hold
- Left + O - Mounted Punch

Right + O - Mounted Punch

Lower Body:

Up + O - Toss

Left + O - Leg Lock

Right + O - Kick to Groin

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Foot Choke

Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Stone Cold on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Diving Elbow

Up/Down/Left/Right + X - Diving Elbow

Run To Outside:

Square + X - Dive Through Ropes

Running Attacks:

X - Power Clothesline

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Press & Knuckle

Up/Down/Left/Right + O - Press & Knuckle

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: Stunner - Opponent Dazed, Left + O

FINISHER: Stone Cold Stunner - Opponent Dazed, L1

The Undertaker

Attacks:

X - Throat Thrust

Up + X - Double Axe Handle

Down + X - Back Elbow Smash

Left + X - Toe Kick

Right + X - Austin Punches

X + X + X + X - Throat Thrust, Toe Kick, Back Elbow Smash, Double Axe Handle

Front Grapple (Normal):

Up + O - Club to Neck

Down + O - Shoulderbreaker

Left + O - DDT

Right + O - Hard Scoop Slam

Front Grapple (Dazed):

Up + O - Choke Slam

Down + O - Jackknife Powerbomb

Left + O - DDT

Right + O - Rib Breaker

Back Grapple:

Up + O - Sleeper Hold

Down + O - Pumphandle Slam

Left + O - Diving Reverse DDT

Right + O - Atomic Drop

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Leg Drop

Left + X - Knee Drop

Right + X - Knee Drop

Upper Body:

Up + O - Mounted Punch

Left + O - Darkness Choke

Right + O - Sleeper Hold

Lower Body:

Up + O - Kick to Leg

Left + O - Knee Stomp

Right + O - Knee Stomp

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Choke

Left/Right + O - Walk on the Rope

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Undertaker on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Flying Clothesline

Opponent On Mat:

X - Knee Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Flying Lariat

Up/Down/Left/Right + X - Diving Shoulder

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Running DDT

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: Choke Slam - Opponent Dazed, Up + O

FINISHER: Tombstone Piledriver - Opponent Dazed, L1

The Rock

Attacks:

X - Rock Punches

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Elbow Smash

X + X + X + X - The Rock Punch, The Rock Punch, Elbow Smash, Double Axe Handle

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - DDT

Left + O - Scoop Slam

Right + O - Club to Neck

Front Grapple (Dazed):

Up + O - Suplex

Down + O - Manhattan Drop

Left + O - The Rock Bottom

Right + O - Jump Swinging DDT

Back Grapple:

Up + O - Sleeper Hold

Down + O - Atomic Drop

Left + O - Back Drop

Right + O - Russian Leg Sweep

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Rock Stomp

Right + X - Rock Stomp

Upper Body:

Up + O - Mounted Punch

Left + O - Knee Smash

Right + O - Sleeper Hold

Lower Body:

Up + O - Toss

Left + O - Leg Lock

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Superplex

Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, The Rock on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Samoan Drop

FAVORITE: The Rock Bottom - Opponent Dazed, Left + O

FINISHER: The People's Elbow - Opponent Dazed on Mat, L1

Triple H

Attacks:

X - Snap Jab

Up + X - Elbow Smash

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Chop

X + X + X + X - Snap Jab, Chop, Elbow Smash, Clothesline

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Knee Smash

Left + O - Scoop Slam

Right + O - Arm Wrench

Front Grapple (Dazed):

Up + O - Reverse Suplex

Down + O - Rib Breaker

Left + O - Jumping Arm Breaker

Right + O - Manhattan Drop

Back Grapple:

Up + O - Dragon Sleeper

Down + O - Diving Reverse DDT

Left + O - Back Drop

Right + O - Turn to Face

Opponent on Mat:

X - Angry Stomp

Up + X - Double Knee Drop

Down + X - Double Knee Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Reverse Chin Lock

Left + O - Mounted Punch

Right + O - Knee Smash

Lower Body:

Up + O - Figure 4 Leg Lock

Left + O - Knee Stomp

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Shoulder Thrusts

Left/Right + O - Superplex

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Triple H on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Flying Clothesline

Opponent On Mat:

X - Knee Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Jumping Knee Attack

Up/Down/Left/Right + X - Clothesline

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: Knee Smash - Down + O

FINISHER: Pedigree - Opponent Dazed, L1

The Big Show

Attacks:

X - Chop

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Big Boot

Right + X - Body Punch

X + X + X + X - Chop, Chop, Double Axe Handle, Big Boot

Front Grapple (Normal):

Up + O - Pendulum Backbreaker

Down + O - Choke Toss

Left + O - Hard Scoop Slam

Right + O - Side Buster

Front Grapple (Dazed):

Up + O - Body Press Drop

Down + O - Jackknife Powerbomb

Left + O - Strong Headbutt

Right + O - Bearhug

Back Grapple:

Up + O - Sleeper Hold

Down + O - Atomic Drop

Left + O - Full Nelson Slam

Right + O - Turn to Face

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Camel Clutch

Left + O - Mounted Punch

Right + O - Darkness Choke

Lower Body:

Up + O - Boston Crab

Left + O - Knee Stomp

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Big Show on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Front Dropkick

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Shoulder Block

Up/Down/Left/Right + X - Dropkick

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: Body Press Drop - Behind Opponent, Up + O

FINISHER: Showstopper Choke Slam - Opponent Dazed, L1

Mankind

Attacks:

X - Austin Punches

Up + X - Body Punch

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Chop

X + X + X + X - Austin Punch, Chop, Chop, Clothesline

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Manhattan Drop

Left + O - DDT

Right + O - Scoop Slam

Front Grapple (Dazed):

Up + O - Pulling Piledriver

Down + O - Jackknife Powerbomb

Left + O - Double Arm DDT

Right + O - Hard Scoop Slam

Back Grapple:

Up + O - Diving Reverse DDT

Down + O - School Boy

Left + O - Facecrusher

Right + O - Back Drop

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Leg Drop

Right + X - Leg Drop

Upper Body:

Up + O - Mounted Punch

Left + O - Camel Clutch

Right + O - Sleeper Hold

Lower Body:

Up + O - Leg Lock

Left + O - Knee Stomp

Right + O - Toss

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - 10 Punch

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Mankind on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Front Dropkick

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Facecrusher

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Double Arm DDT - Opponent Dazed, Left + O

FINISHER: Mandible Claw - Opponent Dazed, L1

X-Pac

Attacks:

X - Middle Kick

Up + X - Spinning Wheel Kick

Down + X - Spinning to Face X-Pac

Left + X - Snap Jab

Right + X - Spinning Kick

X + X + X + X - Middle Kick, Snap Jab, Middle Kick, Spinning to Face X-Pac

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Headlock & Punch

Left + O - Snapmare

Right + O - DDT

Front Grapple (Dazed):

Up + O - Hurracanrana

Down + O - Piledriver

Left + O - Spinning Back Drop

Right + O - Fisherman Suplex

Back Grapple:

Up + O - School Boy

Down + O - Reverse Pin

Left + O - Back Drop

Right + O - Turn to Face

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Leg Drop

Right + X - Leg Drop

Upper Body:

Up + O - Knee Smash

Left + O - Mounted Punch

Right + O - Sleeper Hold

Lower Body:

Up + O - Kick to Leg

Left + O - Knee Stomp

Right + O - Kick to Groin

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - 10 Punch

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Bronco Buster

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, X-Pac on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Spinning Wheel Kick

Opponent On Mat:

X - Knee Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Flying Lariat

Up/Down/Left/Right + X - Bronco Buster

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Pulling Walk Slam

FAVORITE: Bronco Buster - Opponent Sitting in Turnbuckle, X-Pac Running, X

FINISHER: X-Factor - Opponent Dazed, L1

Mr. Ass

Attacks:

X - Snap Jab

Up + X - Double Axe Handle

Down + X - Dropkick
Left + X - Toe Kick
Right + X - Chop
X + X + X + X - Snap Jab, Snap Jab, Chop, Dropkick

Front Grapple (Normal):

Up + O - Brainbuster
Down + O - Arm Wrench
Left + O - Headlock & Punch
Right + O - Club to Neck

Front Grapple (Dazed):

Up + O - Body Press Slam
Down + O - Piledriver
Left + O - Falling Neckbreaker
Right + O - DDT

Back Grapple:

Up + O - Back Drop
Down + O - Atomic Drop
Left + O - Bulldog
Right + O - Russian Leg Sweep

Opponent on Mat:

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

Upper Body:

Up + O - Camel Clutch
Left + O - Mounted Punch
Right + O - Reverse Chin Lock

Lower Body:

Up + O - Kick to Leg
Left + O - Leg Lock
Right + O - Toss

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Tornado DDT
Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Mr. Ass on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Diving FlameAsser

Opponent On Mat:

X - Knee Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Jumping Knee Attack

Up/Down/Left/Right + X - Clothesline

Facing Opponent:

O - Rolling Clutch Pin

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Brainbuster - Up + O

FINISHER: FlameAsser - Opponent Dazed, L1

Road Dogg

Attacks:

X - Shake Jab

Up + X - Clothesline

Down + X - Body Punch

Left + X - Snap Jab

Right + X - Chop

X + X + X + X - Shake Jab, Shake Jab, Shake Jab, Shake Rattle & Roll

Front Grapple (Normal):

Up + O - Stomach Crusher

Down + O - Jumping Arm Breaker

Left + O - Snapmare

Right + O - Double Arm Suplex

Front Grapple (Dazed):

Up + O - Jackknife Powerbomb

Down + O - Piledriver

Left + O - DDT

Right + O - Fallaway Slam

Back Grapple:

Up + O - Sleeper Hold

Down + O - School Boy

Left + O - Back Drop

Right + O - Facecrusher

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Shaky Knee Drop

Right + X - Shaky Knee Dropp

Upper Body:

Up + O - Knee Smash

Left + O - Mounted Punch

Right + O - Sleeper Hold

Lower Body:

Up + O - Leg Lock

Left + O - Knee Stomp

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - 10 Punch

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Road Dogg on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Missile Dropkick

Opponent On Mat:

X - Knee Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Back Elbow Attack

Facing Opponent:

O - Rolling Clutch Pin

Up/Down/Left/Right + O - Neckbreaker Drop

Behind Opponent:

O - Facecrusher

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Shake, Rattle, & Roll - X, X, X, X, must connect on last hit

FINISHER: Pumphandle Slam - Opponent Dazed, Behind Opponent, L1

Kane

Attacks:

X - Body Punch

Up + X - Kane Throat Thrust

Down + X - Clothesline

Left + X - Chop

Right + X - Big Boot

X + X + X + X - Body Punch, Chop, Kane Throat Thrust, Big Boot

Front Grapple (Normal):

Up + O - Lifting Choke Hold

Down + O - Stomach Crusher

Left + O - Hard Scoop Slam

Right + O - Side Buster

Front Grapple (Dazed):

Up + O - Spinebuster

Down + O - Tombstone Piledriver

Left + O - Pendulum Backbreaker

Right + O - Manhattan Drop

Back Grapple:

Up + O - Full Nelson Slam

Down + O - Diving Reverse DDT

Left + O - Reverse Brainbuster

Right + O - Back Drop

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Sleeper Hold

Left + O - Darkness Choke

Right + O - Camel Clutch

Lower Body:

Up + O - Knee Stomp

Left + O - Kick to Leg

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Kane on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Flying Clothesline

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker Drop

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Tombstone Piledriver - Opponent Dazed, Down + O

FINISHER: Choke Slam - Opponent Dazed, L1

Chris Jericho

Attacks:

X - Snap Jab

Up + X - Spinning Back Kick

Down + X - Clothesline

Left + X - Middle Kick

Right + X - Chop

X + X + X + X - Snap Jab, Snap Jab, Middle Kick, Spinning Back Kick

Front Grapple (Normal):

Up + O - Reverse Suplex

Down + O - DDT

Left + O - Snapmare

Right + O - Jumping Arm Breaker

Front Grapple (Dazed):

Up + O - Fisherman Suplex

Down + O - Jackknife Powerbomb

Left + O - Double Arm Backbreaker

Right + O - Small Package

Back Grapple:

Up + O - Reverse Brainbuster

Down + O - Reverse Pin

Left + O - Diving Reverse DDT

Right + O - School Boy

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Austin Elbow Drop

Right + X - Austin Elbow Drop

Upper Body:

Up + O - Reverse Chin Lock

Left + O - Mounted Punch

Right + O - Knee Smash

Lower Body:

Up + O - Toss

Left + O - Walls of Jericho

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Superplex

Left/Right + O - Mudhole Stomping

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Jericho on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent inside, you standing by the ropes):

Triangle + X - Moonsault

Aerial Attacks:

Opponent Standing:

X - Missile Dropkick
Up/Down/Left/Right + X - Spinning Wheel Kick

Opponent On Mat:

X - Diving Headbutt
Up/Down/Left/Right + X - Diving Moonsault

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Back Elbow Attack
Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker
Up/Down/Left/Right + O - Rolling Clutch Pin

Behind Opponent:

O - Facecrusher
Up/Down/Left/Right + O - School Boy

Running Counterattacks:

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

FAVORITE: The Walls of Jericho - Opponent on Mat, Left + O

FINISHER: Double Powerbomb Pin - Opponent Dazed, L1

Val Venis

Attacks:

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

Front Grapple (Normal):

Up + O - Eye Rake
Down + O - Arm Wrench
Left + O - DDT
Right + O - Scissors Sweep

Front Grapple (Dazed):

Up + O - Stomach Crusher
Down + O - Fisherman Suplex
Left + O - Double Arm Suplex
Right + O - Spinebuster

Back Grapple:

Up + O - Octopus Stretch
Down + O - Atomic Drop
Left + O - Russian Leg Sweep
Right + O - German Suplex Pin

Opponent on Mat:

X - Angry Stomp

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

Upper Body:

Up + O - Sleeper Hold
Left + O - Mounted Punch
Right + O - Reverse Chin Lock

Lower Body:

Up + O - Kick to Groin
Left + O - Leg Lock
Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping
Left/Right + O - Superplex

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Val on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

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

Opponent On Mat:

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Back Elbow Attack
Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker Drop
Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - School Boy
Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Pulling Walk Slam

FAVORITE: Russian Leg Sweep - Behind Opponent, Left + O

FINISHER: The Money Shot - Opponent Dazed on Mat, Venis on turnbuckle, L1

The Godfather

Attacks:

X - Austin Punches

Up + X - Clothesline

Down + X - Shuffle Side Kick

Left + X - Chop

Right + X - Overhand Punch

X + X + X + X - Austin Punch, Austin Punch, Chop, Shuffle Side Kick

Front Grapple (Normal):

Up + O - Club To Neck

Down + O - Manhattan Drop

Left + O - Hard Scoop Slam

Right + O - Suplex

Front Grapple (Dazed):

Up + O - Headlock And Punch

Down + O - Piledriver

Left + O - Pendulum Backbreaker

Right + O - Fall Away Slam

Back Grapple:

Up + O - Diving Reverse DDT

Down + O - Atomic Drop

Left + O - Russian Leg Sweep

Right + O - Bulldog

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Leg Drop

Right + X - Leg Drop

Upper Body:

Up + O - Short Arm Scissors

Left + O - Camel Clutch

Right + O - Sleeper Hold

Lower Body:

Up + O - Leg Lock

Left + O - Knee Stomp

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Shoulder Thrusts

Left/Right + O - 10 Punch

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Godfather on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Shoulder Block

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Diving Shoulder

Up/Down/Left/Right + X - Ho Train Attack

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Rolling Clutch Pin

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Samoan Drop

FAVORITE: The Ho Train - Opponent Dazed in Turnbuckle, Godfather running, X

FINISHER: Pimp Drop - Opponent Dazed, L1

D'Lo Brown

Attacks:

X - Snap Jab

Up + X - Double Axe Handle

Down + X - Jumping Calf Kick

Left + X - Austin Punches

Right + X - Shuffle Side Kick

X + X + X + X - Snap Jab, Snap Jab, Snap Jab, Jumping Calf Kick

Front Grapple (Normal):

Up + O - Suplex

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

Front Grapple (Dazed):

Up + O - Sky High
Down + O - Running Powerbomb
Left + O - Whirl Side Slam
Right + O - Pendulum Backbreaker

Back Grapple:

Up + O - Sleeper Hold
Down + O - Atomic Drop
Left + O - Back Drop
Right + O - School Boy

Opponent on Mat:

X - Angry Stomp
Up + X - Angry Stomp
Down + X - Angry Stomp
Left + X - D'Lo Leg Drop
Right + X - D'Lo Leg Drop

Upper Body:

Up + O - Knee Smash
Left + O - Sleeper Hold
Right + O - Mounted Punch

Lower Body:

Up + O - Leg Lock
Left + O - D'Lo Texas Cloverleaf
Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Frankensteiner
Left/Right + O - Shoulder Thrust

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, D'Lo on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

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

Opponent On Mat:

X - Twisting Body Attack

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Dropkick

Up/Down/Left/Right + X - Clothesline

Facing Opponent:

O - Neckbreaker Drop

Up/Down/Left/Right + O - Rolling Clutch Pin

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Pulling Walk Slam

FAVORITE: Sky High - Opponent Dazed, Up + O

FINISHER: The 'Lo Down - Opponent Dazed on Mat, D'Lo on turnbuckle, L1

Mark Henry

Attacks:

X - Chop

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Overhand Punch

X + X + X + X - Chop, Overhand Punch, Chop, Clothesline

Front Grapple (Weak):

Up + O - Club to Neck

Down + O - Arm Wrench

Left + O - Hard Scoop Slam

Right + O - Side Buster

Front Grapple (Strong):

Up + O - Body Press Slam

Down + O - Body Press Drop Forward

Left + O - Pendulum Backbreaker

Right + O - Side Buster

Back Grapple:

Up + O - Full Nelson Slam

Down + O - Back Side Slam

Left + O - Back Drop

Right + O - Atomic Drop

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Sleeper Hold

Left + O - Camel Clutch

Right + O - Knee Smash

Lower Body:

Up + O - Boston Crab

Left + O - Leg Lock

Right + O - Toss

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Shoulder Thrust

Left/Right + O - Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Mark on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Shoulder Block

Up/Down/Left/Right + X - Clothesline

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Body Press Slam - Behind Opponent, Up + O

FINISHER: Bearhug - Opponent Dazed, L1

Ken Shamrock

Attacks:

X - Low Kick

Up + X - Body Punch

Down + X - Clothesline

Left + X - Middle Kick

Right + X - Back Elbow Smash

X + X + X + X - Low Kick, Low Kick, Back Elbow Smash, Clothesline

Front Grapple (Normal):

Up + O - Dragon Screw

Down + O - Belly to Back Flip

Left + O - Club to Neck

Right + O - Hurracanrana

Front Grapple (Dazed):

Up + O - Flipping Armbar

Down + O - Rolling Leg Lock

Left + O - Knee Strike

Right + O - Fisherman Suplex

Back Grapple:

Up + O - Sleeper Hold

Down + O - German Suplex Pin

Left + O - Back Drop

Right + O - Back Side Slam

Opponent on Mat:

X - Angry Stomp

Up + X - Knee Drop

Down + X - Knee Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Armbar

Left + O - Mounted Punch

Right + O - Knee Smash

Lower Body:

Up + O - Knee Stomp

Left + O - Ankle Lock

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Superplex

Left/Right + O - Shoulder Thrust

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Shamrock on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Back Elbow Attack

Up/Down/Left/Right + X - Spinning Wheel Kick

Facing Opponent:

O - Spear

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Ankle Lock - Opponent Dazed on Mat, Left + O

FINISHER: Ankle Lock Submission - Opponent Dazed, L1

Big Bossman

Attacks:

X - Toe Kick

Up + X - Double Axe Handle

Down + X - Boss Man Uppercut

Left + X - Chop

Right + X - Austin Punches

X + X + X + X - Toe Kick, Double Axe Handle, Austin Punch, Boss Man Uppercut

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Manhattan Drop

Left + O - Headlock and Punch

Right + O - Side Buster

Front Grapple (Dazed):

Up + O - Stomach Crusher
Down + O - Jackknife Powerbomb
Left + O - Rib Breaker
Right + O - Pendulum Backbreaker

Back Grapple:

Up + O - Sleeper Hold
Down + O - Atomic Drop
Left + O - Back Drop
Right + O - Diving Reverse DDT

Opponent on Mat:

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

Upper Body:

Up + O - Sleeper Hold
Left + O - Camel Clutch
Right + O - Reverse Chin Lock

Lower Body:

Up + O - Kick to Leg
Left + O - Kick to Groin
Right + O - Toss

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Foot Choke
Left/Right + O - Mudhole Stomping

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Boss Man Attack

Jump to Outside (opponent outside, Boss Man on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

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

Opponent On Mat:

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Back Elbow Attack

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Boss Man Sidewalk Slam

FAVORITE: Rib Breaker - Opponent Dazed, Left + O

FINISHER: Bossman Sidewalk Slam - Opponent Dazed, L1

Al Snow

Attacks:

X - Snap Jab

Up + X - Boss Man Uppercut

Down + X - Shuffle Side Kick

Left + X - Toe Kick

Right + X - Chop

X + X + X + X - Snap Jab, Snap Jab, Chop, Shuffle Side Kick

Front Grapple (Normal):

Up + O - Suplex

Down + O - Scissors Sweep

Left + O - Scoop Slam

Right + O - Shoulder Breaker

Front Grapple (Dazed):

Up + O - Piledriver

Down + O - Jackknife Powerbomb

Left + O - DDT

Right + O - Hurracanrana

Back Grapple:

Up + O - Reverse Brainbuster

Down + O - Diving Reverse DDT

Left + O - Back Drop

Right + O - Bulldog

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Mahistorol Cradle
Left + O - Mounted Punch
Right + O - Mounted Punch

Lower Body:

Up + O - Kick to Leg
Left + O - Texas Cloverleaf
Right + O - Knee Stomp

Turnbuckle Moves:

Facing Opponent:
Up/Down + O - Frankensteiner
Left/Right + O - Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Al on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:
X - Double Axe Handle
Up/Down/Left/Right + X - Double Axe Handle

Opponent On Mat:

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline
Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker
Up/Down/Left/Right + O - Spear

Behind Opponent:

O - School Boy
Up/Down/Left/Right + O - School Boy

Running Counterattacks:

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

FAVORITE: Jackknife Powerbomb - Opponent Dazed, Down + O

FINISHER: Snow Plow - Opponent Dazed, L1

Hardcore Holly

Attacks:

X - Austin Punches

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Chop

Right + X - Toe Kick

X + X + X + X - Austin Punch, Chop, Double Axe Handle, Clothesline

Front Grapple (Normal):

Up + O - Arm Wrench

Down + O - Club to Neck

Left + O - Snapmare

Right + O - Scoop Slam

Front Grapple (Dazed):

Up + O - Piledriver

Down + O - Jackknife Powerbomb

Left + O - DDT

Right + O - Manhattan Drop

Back Grapple:

Up + O - Diving Reverse DDT

Down + O - Atomic Drop

Left + O - Back Drop

Right + O - Bulldog

Opponent on Mat:

X - Angry Stomp

Up + X - Double Knee Drop

Down + X - Double Knee Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Sleeper Hold

Left + O - Mounted Punch

Right + O - Knee Smash

Lower Body:

Up + O - Toss

Left + O - Knee Stomp

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Frankensteiner

Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Holly on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Front Dropkick

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Dropkick

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Jackknife Powerbomb - Opponent Dazed, Down + O

FINISHER: Falcon Arrow - Opponent Dazed, L1

Steve Blackman

Attacks:

X - Low Kick

Up + X - Shuffle Side Kick

Down + X - Dropkick

Left + X - Toe Kick

Right + X - Chop

X + X + X + X - Low Kick, Chop, Toe Kick, Shuffle Side Kick

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - DDT

Left + O - Knee Strike

Right + O - Scissor Sweep

Front Grapple (Dazed):

Up + O - Shoulder Breaker

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

Back Grapple:

Up + O - Atomic Drop
Down + O - Diving Reverse DDT
Left + O - Back Drop
Right + O - German Suplex Pin

Opponent on Mat:

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

Upper Body:

Up + O - Knee Smash
Left + O - Armbar
Right + O - Sleeper Hold

Lower Body:

Up + O - Kick to Leg
Left + O - Knee Stomp
Right + O - Knee Stomp

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping
Left/Right + O - Foot Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Blackman on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

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

Opponent On Mat:

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Karate Kick

Up/Down/Left/Right + X - Diving Shoulder

Facing Opponent:

O - Spear

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Karate Kick - Blackman Running, X

FINISHER: Fisherman Suplex - Opponent Dazed, L1

Test

Attacks:

X - Chop

Up + X - Clothesline

Down + X - Big Boot

Left + X - Toe Kick

Right + X - Austin Punches

X + X + X + X - Chop, Austin Punch, Chop, Big Boot

Front Grapple (Normal):

Up + O - Stomach Crusher

Down + O - Falling Neckbreaker

Left + O - Side Buster

Right + O - Suplex

Front Grapple (Dazed):

Up + O - Test Neckbreaker

Down + O - Falling Powerslam

Left + O - Falling Neckbreaker

Right + O - Small Package

Back Grapple:

Up + O - Sleeper Hold

Down + O - Full Nelson Slam

Left + O - Pumphandle Slam

Right + O - Pumphandle Drop

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Camel Clutch

Left + O - Mounted Punch

Right + O - Mounted Punch

Lower Body:

Up + O - Leg Lock

Left + O - Boston Crab

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - 10 Punch

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Test on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Flying Clothesline

Opponent On Mat:

X - Test Diving Elbow

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Power Clothesline

Up/Down/Left/Right + X - Yakuza Kick

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker Drop

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Shoulder Back Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Pumphandle Slam - Behind Opponent, Left + O

FINISHER: Diving Powerbomb (Gutwrench Powerbomb) - Opponent Dazed, L1

Edge

Attacks:

X - Snap Jab

Up + X - Shuffle Side Kick

Down + X - Dropkick

Left + X - Chop

Right + X - Elbow Smash

X + X + X + X - Snab Jab, Chop, Elbow Smash, Dropkick

Front Grapple (Normal):

Up + O - Reverse Suplex

Down + O - Scissors Sweep

Left + O - Snapmare

Right + O - Scoop Slam

Front Grapple (Dazed):

Up + O - Stomach Crusher

Down + O - DDT

Left + O - Spinning Back Drop

Right + O - Rib Breaker

Back Grapple:

Up + O - Electric Chair Drop

Down + O - Full Nelson Slam

Left + O - Back Side Slam

Right + O - Face Crusher

Opponent on Mat:

X - Angry Stomp

Up + X - Leg Drop

Down + X - Leg Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Knee Smash

Left + O - Mounted Punch

Right + O - Short Arm Scissors

Lower Body:

Up + O - Toss

Left + O - Leg Lock

Right + O - Knee Stomp

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Frankensteiner

Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Edge on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Missile Dropkick

Up/Down/Left/Right + X - Diving Spear

Opponent On Mat:

X - Knee Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Spinning Wheel Kick

Up/Down/Left/Right + X - Dropkick

Facing Opponent:

O - Spear

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - Facecrusher

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: Electric Chair Drop - Behind Opponent, Up + O

FINISHER: Downward Spiral - Opponent Dazed, L1

Christian

Attacks:

X - Austin Punches

Up + X - Dropkick

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Chop

X + X + X + X - Austin Punch, Austin Punch, Chop, Dropkick

Front Grapple (Normal):

Up + O - Suplex

Down + O - Arm Wrench

Left + O - Scoop Slam

Right + O - Side Buster

Front Grapple (Dazed):

Up + O - Northern Lights Suplex

Down + O - Stomach Crusher

Left + O - DDT

Right + O - Sambo Suplex

Back Grapple:

Up + O - Sleeper Hold
Down + O - Reverse Pin
Left + O - Diving Reverse DDT
Right + O - German Suplex Pin

Opponent on Mat:

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

Upper Body:

Up + O - Knee Smash
Left + O - Reverse Chin Lock
Right + O - Mounted Punch

Lower Body:

Up + O - Toss
Left + O - Knee Stomp
Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Foot Choke
Left/Right + O - Mudhole Stomping

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Christian on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

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

Opponent On Mat:

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Back Elbow Attack

Up/Down + X - Dropkick
Left/Right + X - Clothesline

Facing Opponent:

O - Neckbreaker
Up/Down/Left/Right + O - Spear

Behind Opponent:

O - School Boy
Up/Down/Left/Right + O - School Boy

Running Counterattacks:

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

FAVORITE: Northern Lights Suplex - Opponent Dazed, Up + O

FINISHER: Impaler - Behind Dazed Opponent, L1

Gangrel

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Attacks:

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

Front Grapple (Normal):

Up + O - Eye Rake
Down + O - Manhattan Drop
Left + O - Gangrel Suplex
Right + O - DDT

Front Grapple (Dazed):

Up + O - Headlock and Punch
Down + O - Piledriver
Left + O - Gangrel Suplex
Right + O - Manhattan Drop

Back Grapple:

Up + O - Sleeper Hold
Down + O - Pumphandle Slam
Left + O - Back Drop
Right + O - Diving Reverse DDT

Opponent on Mat:

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

Upper Body:

Up + O - Knee Smash
Left + O - Sleeper Hold
Right + O - Mounter Punch

Lower Body:

Up + O - Kick to Groin

Left + O - Knee Stomp

Right + O - Toss

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Tornado DDT

Left/Right + O - Mudhole Stomping

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Gangrel on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Flying Clothesline

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Back Elbow Attack

Up/Down/Left/Right + X - Clothesline

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker Drop

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Gangrel Suplex - Up + O

FINISHER: Inverted DDT - Opponent Dazed, L1

Faarooq

Attacks:

X - Austin Punches

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Chop

X + X + X + X - Austin Punch, Toe Kick, Chop, Double Axe Handle

Front Grapple (Normal):

Up + O - Rib Breaker

Down + O - Bearhug Front Slam

Left + O - Hard Scoop Slam

Right + O - DDT

Front Grapple (Dazed):

Up + O - Body Press Slam

Down + O - Jackknife Powerbomb

Left + O - Rib Breaker

Right + O - Spinebuster

Back Grapple:

Up + O - Full Nelson Slam

Down + O - Atomic Drop

Left + O - Back Drop

Right + O - Abdominal Stretch

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Camel Clutch

Left + O - Mounted Punch

Right + O - Sleeper Hold

Lower Body:

Up + O - Boston Crab

Left + O - Knee Stomp

Right + O - Kick to Groin

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Choke

Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Faarooq on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Flying Clothesline

Opponent On Mat:

X - Diving Headbutt

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Diving Shoulder

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Powerslam

Up/Down/Left/Right + O - Spinebuster

FAVORITE: Spinebuster - Opponent Dazed, Right + O

FINISHER: Dominator - Opponent Dazed, L1

Bradshaw

Attacks:

X - Chop

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Snap Jab

X + X + X + X - Chop, Snap Jab, Chop, Clothesline

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Fall Away Slam

Left + O - Hard Scoop Slam

Right + O - Side Buster

Front Grapple (Dazed):

Up + O - Rib Breaker

Down + O - Jackknife Powerbomb

Left + O - Pendulum Backbreaker

Right + O - DDT

Back Grapple:

Up + O - Full Nelson Slam
Down + O - Pumphandle Drop
Left + O - Back Drop
Right + O - Bulldog

Opponent on Mat:

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

Upper Body:

Up + O - Knee Smash
Left + O - Mounted Punch
Right + O - Camel Clutch

Lower Body:

Up + O - Boston Crab
Left + O - Knee Stomp
Right + O - Leg Lock

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Superplex
Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Bradshaw on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

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

Opponent On Mat:

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Power Clothesline
Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Fallaway Slam - Down + O

FINISHER: Strong Lariat (Clothesline From Hell) - Opponent Dazed, L1

Matt Hardy

Attacks:

X - Snap Jab

Up + X - Rolling Wheel Kick

Down + X - Dropkick

Left + X - Back Elbow Smash

Right + X - Chop

X + X + X + X - Snap Jab, Snap Jab, Back Elbow Smash, Rolling Wheel Kick

Front Grapple (Normal):

Up + O - Suplex

Down + O - Arm Wrench

Left + O - Scoop Slam

Right + O - Scissors Sweep

Front Grapple (Dazed):

Up + O - Stomach Crusher

Down + O - Rib Breaker

Left + O - Falling Neckbreaker

Right + O - DDT

Back Grapple:

Up + O - Sleeper Hold

Down + O - Diving Reverse DDT

Left + O - Back Drop

Right + O - German Suplex Pin

Opponent on Mat:

X - Angry Stomp

Up + X - Austin Elbow Drop

Down + X - Leg Drop

Left + X - Elbow Drop

Right + X - Angry Stomp

Upper Body:

Up + O - Knee Smash

Left + O - Mounted Punch

Right + O - Reverse Chin Lock

Lower Body:

Up + O - Pin with Bridge

Left + O - Knee Stomp

Right + O - Leg Lock

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Tornado DDT

Left/Right + O - Mudhole Stomping

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Matt Hardy on turnbuckle):

X - Diving Moonsault

Jump Down Over (opponent inside, you standing by the ropes):

Triangle + X - Moonsault

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Spinning Wheel Kick

Opponent On Mat:

X - Senton Bomb

Up/Down + X - Diving Moonsault

Left/Right + X - Knee Drop

Run to Outside:

Square + X - Rope Flip

Running Attacks:

X - Diving Forearm Smash

Up/Down/Left/Right + X - Power Clothesline

Facing Opponent:

O - Neckbreaker Drop

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Samoan Drop

FAVORITE: None

FINISHER: Northern Lights Suplex - Opponent Dazed, L1

Jeff Hardy

Attacks:

X - Chop
Up + X - Shuffle Side Kick
Down + X - Dropkick
Left + X - Snap Jab
Right + X - Austin Punches
X + X + X + X - Chop, Snap Jab, Snap Jab, Dropkick

Front Grapple (Normal):

Up + O - Suplex
Down + O - Arm Wrench
Left + O - Snapmare
Right + O - Scoop Slam

Front Grapple (Dazed):

Up + O - Hurrancanrana
Down + O - Knee Smash
Left + O - DDT
Right + O - Gangrel Suplex

Back Grapple:

Up + O - Back Side Slam
Down + O - Diving Reverse DDT
Left + O - Back Drop
Right + O - German Suplex Slam

Opponent on Mat:

X - Angry Stomp
Up + X - Flip Splash
Down + X - Flip Splash
Left + X - Double Knee Drop
Right + X - Double Knee Drop

Upper Body:

Up + O - Knee Smash
Left + O - Mounted Punch
Right + O - Sleeper Hold

Lower Body:

Up + O - Toss
Left + O - Knee Stomp
Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Frankensteiner
Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Jeff Hardy on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Asai Moonsault

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Missile Dropkick

Opponent On Mat:

X - Twisting Knee Drop

Up/Down + X - The 450

Left/Right + X - Diving Moonsault

Run to Outside:

Square + X - Rope Flip

Running Attacks:

X - Spinning Wheel Kick

Up/Down/Left/Right + X - Back Elbow Attack

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Hurracanrana - Opponent Dazed, Up + O

FINISHER: Senton Bomb - Opponent Dazed on Mat, Jeff on turnbuckle, L1

Buh Buh Ray Dudley

Attacks:

X - Body Punch

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Overhand Punch

X + X + X + X - Body Punch, Chop, Overhand Punch, Double Axe Handle

Front Grapple (Normal):

Up + O - Manhattan Drop

Down + O - Eye Rake

Left + O - Scoop Slam

Right + O - Belly to Back Flip

Front Grapple (Dazed):

Up + O - Body Press Slam

Down + O - Piledriver

Left + O - DDT

Right + O - Bearhug

Back Grapple:

Up + O - Pumphandle Drop
Down + O - Back Side Slam
Left + O - Bulldog
Right + O - Back Drop

Opponent on Mat:

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

Upper Body:

Up + O - Sleeper Hold
Left + O - Mounted Punch
Right + O - Knee Smash

Lower Body:

Up + O - Toss
Left + O - Knee Stomp
Right + O - Leg Lock

Turnbuckle Moves:

Facing Opponent:
Up/Down + O - Superplex
Left/Right + O - Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Buh Buh Ray on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:
X - Front Dropkick
Up/Down/Left/Right + X - Double Axe Handle

Opponent On Mat:

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline
Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Whirl Sideslam

FAVORITE: Belly to Back Flip - Right + O

FINISHER: Jackknife Powerbomb - Opponent Dazed, L1

D'Von Dudley

Attacks:

X - Austin Punches

Up + X - Double Axe Handle

Down + X - Shuffle Side Kick

Left + X - Chop

Right + X - Toe Kick

X + X + X + X - Austin Punch, Chop, Austin Punch, Shuffle Side Kick

Front Grapple (Normal):

Up + O - Suplex

Down + O - DDT

Left + O - Snapmare

Right + O - Club to Neck

Front Grapple (Dazed):

Up + O - Manhattan Drop

Down + O - Piledriver

Left + O - Fall Away Slam

Right + O - Pendulum Backbreaker

Back Grapple:

Up + O - Diving Reverse DDT

Down + O - Atomic Drop

Left + O - Back Drop

Right + O - Bulldog

Opponent on Mat:

X - Angry Stomp

Up + X - Leg Drop

Down + X - Leg Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Camel Clutch

Left + O - Mounted Punch

Right + O - Knee Smash

Lower Body:

Up + O - Toss

Left + O - Knee Stomp

Right + O - Leg Lock

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Superplex

Left/Right + O - Foot Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, D'Von on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Diving Shoulder

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: DDT - Down + O

FINISHER: Jackknife Powerbomb - Opponent Dazed, L1

Vince McMahon

Attacks:

X - Austin Punches

Up + X - Double Axe Handle

Down + X - Double Axe Handle

Left + X - Chop

Right + X - Toe Kick

X + X + X + X - Austin Punch, Chop, Toe Kick, Double Axe Handle

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Eye Rake

Left + O - Club to Neck

Right + O - Arm Wrench

Front Grapple (Dazed):

Up + O - Side Buster

Down + O - Piledriver

Left + O - Club to Neck

Right + O - Arm Wrench

Back Grapple:

Up + O - Turn to Face

Down + O - Turn to Face

Left + O - Turn to Face

Right + O - Turn to Face

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Sleeper Hold

Left + O - Knee Smash

Right + O - Knee Smash

Lower Body:

Up + O - Knee Stomp

Left + O - Leg Lock

Right + O - Kick to Leg

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Vince on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Knee Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Shoulder Block

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: None

FINISHER: Stunner - Opponent Dazed, L1

Shane McMahon

Attacks:

X - Snap Jab

Up + X - Double Axe Handle

Down + X - Body Punch

Left + X - Toe Kick

Right + X - Chop

X + X + X + X - Snap Jab, Body Punch, Chop, Double Axe Handle

Front Grapple (Normal):

Up + O - Scoop Slam

Down + O - Suplex

Left + O - Eye Rake

Right + O - Club to Neck

Front Grapple (Dazed):

Up + O - Hard Scoop Slam

Down + O - DDT

Left + O - Snapmare

Right + O - Arm Wrench

Back Grapple:

Up + O - School Boy

Down + O - School Boy

Left + O - Turn to Face

Right + O - Turn to Face

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Sleeper Hold

Left + O - Knee Smash

Right + O - Knee Smash

Lower Body:

Up + O - Knee Stomp

Left + O - Leg Lock

Right + O - Leg Lock

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Shoulder Thrusts

Left/Right + O - Mudhole Stomping

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Bronco Buster

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Shane on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Test Diving Elbow

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

Run to Outside:

Square + X - Dive Through Ropes

Running Attacks:

X - Back Elbow Attack

Up/Down/Left/Right + X - Bronco Buster

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: DDT - Opponent Dazed, Down + O

FINISHER: Test Diving Elbow - Opponent Dazed on Mat, Shane on Turnbuckle, L1

Chyna

Attacks:

X - Austin Punches

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Chop

Right + X - Toe Kick

X + X + X + X - Austin Punch, Austin Punch, Austin Punch, Double Axe Handle

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Club to Neck

Left + O - Snapmare

Right + O - Snapmare

Front Grapple (Dazed):

Up + O - Stomach Crusher

Down + O - Piledriver

Left + O - Arm Wrench

Right + O - Rib Breaker

Back Grapple:

Up + O - Low Blow

Down + O - Low Blow

Left + O - Turn to Face

Right + O - Turn to Face

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Mounted Punch

Left + O - Mounted Punch

Right + O - Mounted Punch

Lower Body:

Up + O - Knee Stomp

Left + O - Kick to Groin

Right + O - Kick to Groin

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Choke
Left/Right + O - Shoulder Thrusts

Behind Opponent:

Up/Down/Left/Right + O - Low Blow

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Chyna on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Shoulder Block

Up/Down/Left/Right + X - Thump

Facing Opponent:

O - Spear

Up/Down/Left/Right + O - Spear

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: Low Blow - Behind Opponent, Up/Down + O

FINISHER: Pedigree - Opponent Dazed, L1

Tori

Attacks:

X - Middle Kick

Up + X - Double Axe Handle

Down + X - Dropkick

Left + X - Slap

Right + X - Back Elbow Smash

X + X + X + X - Middle Kick, Middle Kick, Middle Kick, Dropkick

Front Grapple (Normal):

Up + O - Scoop Slam

Down + O - Club to Neck

Left + O - Snapmare

Right + O - Snapmare

Front Grapple (Dazed):

Up + O - Small Package

Down + O - DDT

Left + O - Suplex

Right + O - Suplex

Back Grapple:

Up + O - Reverse Pin

Down + O - Reverse Pin

Left + O - Turn to Face

Right + O - Turn to Face

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Sleeper Hold

Left + O - Knee Smash

Right + O - Knee Smash

Lower Body:

Up + O - Knee Stomp

Left + O - Leg Lock

Right + O - Leg Lock

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Shoulder Thrusts

Left/Right + O - Choke

Behind Opponent:

Up/Down/Left/Right + O - School Boy

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Tori on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Missile Dropkick

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Shoulder Block

Up/Down/Left/Right + X - Dropkick

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Rolling Clutch Pin

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: Snapmare - Right + O

FINISHER: Tori Suplex - Opponent Dazed, L1

Debra

Attacks:

X - Slap

Up + X - Double Axe Handle

Down + X - Middle Kick

Left + X - Toe Kick

Right + X - Chop

X + X + X + X - Slap, Chop, Middle Kick, Double Axe Handle

Front Grapple (Normal):

Up + O - Arm Wrench

Down + O - Club to Neck

Left + O - Snapmare

Right + O - Snapmare

Front Grapple (Dazed):

Up + O - Arm Wrench

Down + O - Suplex

Left + O - Snapmare

Right + O - Snapmare

Back Grapple:

Up + O - Reverse Pin

Down + O - Reverse Pin

Left + O - Turn to Face

Right + O - Turn to Face

Opponent on Mat:

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

Upper Body:

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

Lower Body:

Up + O - Knee Stomp
Left + O - Leg Lock
Right + O - Leg Lock

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Shoulder Thrusts
Left/Right + O - Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke
Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Debra on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

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

Opponent On Mat:

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Shoulder Block
Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker
Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

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

FAVORITE: Snapmare - Left/Right + O

FINISHER: DDT - Opponent Dazed, L1

Paul Bearer

Attacks:

X - Chop

Up + X - Double Axe Handle

Down + X - Body Punch

Left + X - Toe Kick

Right + X - Austin Punches

X + X + X + X - Chop, Austin Punch, Body Punch, Double Axe Handle

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Club to Neck

Left + O - Snapmare

Right + O - Club to Neck

Front Grapple (Strong):

Up + O - Scoop Slam

Down + O - Piledriver

Left + O - Snapmare

Right + O - Club to Neck

Back Grapple:

Up + O - Reverse Pin

Down + O - Reverse Pin

Left + O - Turn to Face

Right + O - Turn to Face

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Sleeper Hold

Left + O - Knee Smash

Right + O - Knee Smash

Lower Body:

Up + O - Toss

Left + O - Leg Lock

Right + O - Leg Lock

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Shoulder Thrusts

Left/Right + O - Choke

Behind Opponent:

Up/Down/Left/Right + O - School Boy

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Paul on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Shoulder Block

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

FAVORITE: None

FINISHER: DDT - Opponent Dazed, L1

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Create A Superstar Info

Profile:

Name: Type in a name for your wrestler

Nickname: Type in a nickname for your wrestler

Age: Select an age for your wrestler

Gender: Choose whether your wrestler is male, female, or ?

Hometown: Type in a hometown for your wrestler

Favorite Star: This will be your wrestler's run in partner

Entrance Movie: This will be your wrestler's theme music & TitanTron video

Appearance:

Heads: Pick from a variety of heads

* Hidden Heads

- 00: Stone Cold
- 01: Undertaker
- 02: The Rock
- 03: Big Show
- 04: Mankind
- 05: Ken Shamrock
- 06: Triple H
- 07: Kane
- 08: Val Venis
- 09: Big Boss Man
- 10: X-Pac
- 11: Vince McMahon
- 12: Mr. Ass
- 13: Road Dogg
- 14: Hardcore Holly
- 15: Test
- 16: Al Snow
- 17: Gangrel
- 18: Christian
- 19: Edge
- 20: Chyna
- 21: Tori
- 22: The Godfather
- 23: Debra
- 24: D-Lo Brown
- 25: Mark Henry
- 26: Matt Hardy
- 27: Jeff Hardy
- 28: Chris Jericho
- 29: Buh Buh Ray Dudley
- 30: Shane McMahon
- 31: Paul Bearer
- 32: Steve Blackman
- 33: Faarooq
- 34: Bradshaw
- 35: D-Von Dudley
- 36: Mideon*
- 37: Prince Albert*
- 38: Pat Patterson*
- 39: Gerald Brisco*
- 40: Ivory*
- 41: Jacqueline*
- 42: Stephanie McMahon*
- 43: Alternate Stone Cold*
- 44: Alternate Rock*
- 45: Viscera*
- 46: Stevie Richards*
- 47: Earl Hebner?
- 48: Brown Haired Girl
- 49: Guy with white hair and sunglasses
- 50: Black and gray mask w/ yellow star
- 51: Woman with green hair and lips (Godfather's Ho)
- 52: Japanese girl (Godfather's Ho)
- 53: Knight's helmet
- 54: Samurai mask and helmet

- 55: Red, yellow, and gray robot w/ THQ logo
- 56: Man w/ Japanese style hair
- 57: Dino head
- 58: Helmet w/ visor
- 59: The Blue Meanie*
- 60: Red Mask
- 61: Blue and yellow mask
- 62: Purple and black mask
- 63: Blue mask
- 64: Black and yellow mask
- 65: Hockey mask
- 66: Man w/ white hair and black and grey ninja-style mask
- 67: Blond haired man
- 68: Blond haired man w/ face paint
- 69: Blond haired man w/ goatee
- 70: Blond haired man w/ sunglasses
- 71: Old man
- 72: Old man w/ face paint
- 73: Old man with bandanna and fake eye
- 74: Hulk Hogan-ish style head
- 75: Gray robot

Upper Body: Pick from a variety of upper bodies

* Hidden Upper Bodies

- 00: Stone Cold
- 01: Undertaker
- 02: The Rock
- 03: Big Show
- 04: Mankind
- 05: Ken Shamrock
- 06: Triple H
- 07: Kane
- 08: Val Venis
- 09: The Big Bossman
- 10: X-Pac
- 11: Vince McMahon
- 12: Mr. Ass
- 13: Road Dogg
- 14: Hardcore Holly
- 15: Test
- 16: Al Snow
- 17: Gangrel
- 18: Christian
- 19: Edge
- 20: Chyna
- 21: Tori
- 22: The Godfather
- 23: Debra
- 24: D'Lo Brown
- 25: Mark Henry
- 26: Matt Hardy
- 27: Jeff Hardy
- 28: Chris Jericho
- 29: Buh Buh Ray Dudley
- 30: Shane McMahon
- 31: Paul Bearer
- 32: Steve Blackman
- 33: Faarooq
- 34: Bradshaw

35: D-Von Dudley
36: Mideon*
37: Black tank top
38: Prince Albert* (hairy body)
39: Maroon button down shirt
40: WWF Attitude shirt
41: One strap tank top
42: Black shirt
43: Stephanie McMahon* (beige women's suit)
44: Alternate Stone Cold* (Stone Cold Gym shirt)
45: Alternate Rock* (black Adidias shirt w/ white stripes)
46: Viscera*
47: Camoflauge T-shirt
48: Referee shirt
49: Female referee
50: Red suit w/ yellow tie
51: USA tank top
52: Green vest w/ blue THQ tank top
53: Women's blue top
54: Black tank top
55: One strap tank top
56: White shirt w/ knot
57: Ripped tank top
58: Black and white DX shirt
59: Black tank top
60: White shirt (skinny)
61: White shirt (fat)
62: Blue shirt
63: Red shirt
64: Stone Cold's vest
65: Blue top (female)
66: Red bikini
67: Knight
68: Samurai
69: Red, yellow, and gray robot
70: Samurai 2
71: Multicolored shirt
72: White sumo shirt
73: Tattooed body
74: Hairy body
75: Skinny body
76: Hawaiian shirt
77: Stevie Richards
78: Christian's old shirt
79: Fat referee
80: Paul Bearer w/ green tie
81: Gray robot

Lower Body: Pick from a variety of lower bodies
* Hidden Lower Bodies

00: Stone Cold
01: Undertaker
02: The Rock
03: The Big Show
04: Mankind
05: Ken Shamrock
06: Triple H
07: Kane
08: Val Venis

09: The Big Bossman
10: X-Pac
11: Vince McMahon
12: Mr. Ass
13: Road Dogg
14: Hardcore Holly
15: Test
16: Al Snow
17: Gangrel
18: Christian
19: Edge
20: Chyna
21: Tori
22: The Godfather
23: Debra
24: D'Lo Brown
25: Mark Henry
26: Matt Hardy
27: Jeff Hardy
28: Chris Jericho
29: Buh Buh Ray Dudley
30: Shane McMahon
31: Paul Bearer
32: Steve Blackman
33: Faarooq
34: Bradshaw
35: D-Von Dudley
36: Mideon
37: Black and red pants w/ designs
38: Samurai pants
39: Black pants
40: Gray pants
41: Black and pink pants w/ designs
42: Red skirt
43: Stephanie McMahon* (beige skirt)
44: Alternate Stone Cold* (Blue Jeans)
45: Alternate Rock* (black Adidas pants)
46: USA skirt
47: Army pants
48: Black pants
49: Black tights w/ green boots
50: Black pants
51: Red shorts
52: Blue mini skirt
53: Blue shorts
54: Green Samurai pants
55: Japanese pants
56: Japanese pants 2
57: Blue pants w/ white stripes
58: Black skirt
59: Purple pants and green stripes
60: White pants
61: Red pants w/ white stripes
62: Red pants
63: Blue pants
64: Black pants
65: Cowboy pants
66: Cowboy pants 2
67: Clown/jester pants
68: Black and purple skirt

- 69: White skirt
- 70: Black skirt
- 71: Pink skirt
- 72: Japanese pants 3 w/ wooden shoes
- 73: Green shorts
- 74: Droz?
- 75: Red shorts
- 76: Pink tights and white boots
- 77: Knight pants
- 78: Samurai pants
- 79: Red, yellow, and gray robot pants
- 80: Black and blue pants w/ designs
- 81: Multicolored pants
- 82: Karate pants
- 83: Blue shorts with tattoos
- 84: White shorts with tattoos
- 85: Orange shorts and boots
- 86: Blue tights and white boots
- 87: Blue shorts and black boots
- 88: Green shorts and boots
- 89: Black and white shorts
- 90: Yokozuna style pants
- 91: Christian's old pants
- 92: Triple (Red DX Tights)
- 93: Funaki
- 94: Paul Bearer w/ green tie
- 95: Robot pants

Height & Weight: Use sliding bars to determine the height and weight of your wrestler.

Skin: Choose from 4 different skin colors for your wrestler.

Weapon: Choose a weapon for your wrestler to start out with in a Hardcore match.

- Microphone
- Black chair
- Piped chair
- Ring bell
- Bell hammer
- Bat
- Mop
- Iron pipe
- Kendo stick
- Wood stick
- Extinguisher
- Trash can
- Head
- Pierre
- Soda can
- Nightstick
- Guitar
- Hammer
- Cane
- Urn

Personality:

Fighting Style: Pick a style for your wrestler.

Average: Learns all 4 skills at the same rate

Power: Learns power moves quickly, but learns speedy moves slower than

normal.

Speed: Learns speedy moves quickly, but learns power moves slower than normal.

Technical: Learns technical moves quickly, but learns roughneck moves slower than normal.

Roughneck: Learns roughneck moves quickly, but learns technical moves slower than normal.

Choosing a fighting style determines how many points it takes to fill up an ability meter. For example, if you choose a powerful fighting style, it will take only two points to raise one of the Power Abilities up a to Level 2, but it will take ten points to raise a Speed Ability to Level 2. Meanwhile, it will take 6 points to raise Technical and Roughneck Abilities up to Level 2. Here's a listing on how many points it will take to fill up the Ability Levels by picking a Fighting Style.

Power Fighting Style

	Power	Speed	Tech	Rough
Level 2	2	10	6	6
Level 3	6	18	12	12
Level 4	12	28	20	20
Level 5	20	40	30	30

Speed Fighting Style

	Power	Speed	Tech	Rough
Level 2	10	2	6	6
Level 3	18	6	12	12
Level 4	28	12	20	20
Level 5	40	20	30	30

Technical Fighting Style

	Power	Speed	Tech	Rough
Level 2	6	6	2	10
Level 3	12	12	6	18
Level 4	20	20	12	28
Level 5	30	30	20	40

Roughneck Fighting Style

	Power	Speed	Tech	Rough
Level 2	6	6	10	2
Level 3	12	12	18	6
Level 4	20	20	28	12
Level 5	30	30	40	20

Average Fighting Style

	Power	Speed	Tech	Rough
Level 2	6	6	6	6
Level 3	12	12	12	12
Level 4	20	20	20	20
Level 5	30	30	30	30

Character: Pick a character trait for your wrestler.

Characteristics Listing

Here is a complete list of all the character traits in the game.

Power Attack	Technical Attack
Speed Attack	Rough Attack
Power Defense	Technical Defense
Speed Defense	Rough Defense
Power Skill	Technical Skill
Speed Skill	Rough Skill
Singles Match	Tag Team Match
3-Way Dance	4-Way Dance
Battle Royal	Anywhere Falls Match
Hardcore Match	Cage Match
Royal Rumble	Tournament
"I Quit" Match	Title Match
Tag Title	IC Title
European Title	Women's Title
Hardcore Title	Handicap Match
S. Referee	Lucky
Favorite	Good Looks
Sexy	Good Speaker
Somber	Power Attack+
Power Attack-	Technical Attack+
Technical Attack-	Speed Attack+
Speed Attack-	Rough Attack+
Rough Attackk-	Power Defense+
Power Defense-	Technical Defense+
Technical Defense-	Speed Defense+
Speed Defense-	Rough Defense+
Rough Defense-	Power Skill+
Power Skill-	Technical Skill+
Technical Skill-	Speed Skill+
Speed Skill-	Rough Skill+
Rough Skill-	Singles Match+
Singles Match-	Tag Match+
Tag Match-	3-Way Dance+
3-Way Dance-	4-Way Dance+
4-Way Dance-	Battle Royal+
Battle Royal-	Anywhere Falls+
Anywhere Falls-	Hardcore Match+
Hardcore Match-	Cage Match+
Cage Match-	"I Quit" Match+
"I Quit" Match-	Royal Rumble+
Royal Rumble-	Handicap Match+
Handicap Match-	S. Referee+
S. Referee-	Injured Neck
Weak Neck	Injured Waist
Weak Waist	Injured Elbow
Weak Elbow	Injured Knee
Weak Knee	Lucky Life
Unlucky	Funny
Smart	Sensual
Lady	Noble
Don Juan	Femme Fatal
Sharp Tounge	Teriffic Speaker
Bad Speaker	Fashionable
Unfashionable	Good Health
Bad Health	Loner
Cooperative	Roughneck
Rowdy	Fair
Betrayer	Tenderhearted

Stone Cold+	The Rock+
Triple H+	Mankind+
Ken Shamrock+	Al Snow+
Hardcore Holly+	Big Show+
Kane+	The Undertaker+
Test+	X-Pac+
Road Dogg+	D-Generation X+
Mr. Ass+	Gangrel+
Edge+	Christian+
Big Bossman+	Val Venis+
Godfather+	Chyna+
Tori+	Vince McMahon+
McMahon Family+	D'Lo Brown+
Mark Henry+	Matt Hardy+
Jeff Hardy+	Hardy Boyz+
Chris Jericho+	Shane McMahon+
Paul Bearer+	Steve Blackman+
Faarooq+	Bradshaw+
Acolytes+	Buh Buh Ray+
D'Von+	Dudley Boyz+
Debra+	Stone Cold-
The Rock-	Triple H-
Mankind-	Ken Shamrock-
Al Snow-	Hardcore Holly-
Big Show-	Kane-
The Undertaker-	Test-
X-Pac-	Road Dogg-
D-Generation X-	Mr. Ass-
Gangrel-	Edge-
Christian-	Big Bossman-
Val Venis-	Godfather-
Chyna-	Tori-
Vince McMahon-	McMahon Family-
D'Lo Brown-	Mark Henry-
Matt Hardy-	Jeff Hardy-
Hardy Boyz-	Chris Jericho-
Shane McMahon-	Paul Bearer-
Steve Blackman-	Faarooq-
Bradshaw-	Acolytes-
Buh Buh Ray-	D'Von-
Dudley Boyz-	Debra-
Tournament+	Title Match+
Tag Title+	IC Title+
European Title+	Women's Title+
Hardcore Title+	Wealth
-	

Characteristic Definitions

Power Attack:	This superstar is good with powerful attacks.
Technical Attack:	This superstar is good with technical attacks.
Speed Attack:	This superstar is good with speedy attacks.
Rough Attack:	This superstar is good with roughneck attacks.
Power Defense:	This superstar is good against powerful attacks.
Technical Defense:	This superstar is good against technical attacks.
Speed Defense:	This superstar is good against speedy attacks.
Rough Defense:	This superstar is good against roughneck attacks.
Power Skill:	This superstar is skilled in power moves.
Technical Skill:	This superstar is skilled in technical moves.
Speed Skill:	This superstar is skilled in speedy moves.
Rough Skill:	This superstar is skilled in roughneck moves.

Singles Match:	This superstar is good in singles matches.
Tag Team Match:	This superstar is good in tag team matches.
3-Way Dance:	This superstar is good in 3 way dance matches.
4-Way Dance:	This superstar is good in 4 way dance matches.
Battle Royal:	This superstar is good in Battle Royal matches.
Anywhere Fall:	This superstar is good in Anywhere Fall matches.
Hardcore:	This superstar is good in Hardcore title matches.
Cage Match:	This superstar is good in Cage matches.
Royal Rumble:	This superstar is good in the Royal Rumble.
Tournament:	This superstar is good in King of the Ring.
"I Quit" Match:	This superstar is good in "I Quit" matches.
Title Match:	This superstar is good in World Wrestling Federation title matches.
Tag Title:	This superstar is good in Tag Team title matches.
IC Title:	This superstar is good in IC title matches.
European Title:	This superstar is good in European title matches.
Women's Title:	This superstar is good in Women's title matches.
Hardcore Title:	This superstar is good in Hard-core title matches.
Handicap Match:	This superstar is good in handicap matches.
S. Referee:	This superstar is good in Special Referee matches.
Lucky:	This superstar is lucky.
Favorite:	This superstar is popular.
Good Looks:	This superstar is a good looking.
Sexy:	This superstar is sexy.
Good Speaker:	This superstar has speaking talent.
Somber:	This superstar is melancholy.
Power Attack+:	This superstar is great with powerful attacks
Power Attack-:	This superstar is weak with powerful attacks.
Technical Attack+:	This superstar is great with technical attacks.
Technical Attack-:	This superstar is weak with technical attacks.
Speed Attack+:	This superstar is great with speedy attacks.
Speed Attack-:	This superstar is weak with speedy attacks.
Rough Attack+:	This superstar is great with roughneck attacks.
Rough Attack-:	This superstar is weak with roughneck attacks.
Power Defense+:	This superstar is great against powerful attacks.
Power Defense-:	This superstar is weak against powerful attacks.
Technical Defense+:	This superstar is great against technical attacks.
Technical Defense-:	This superstar is weak against technical attacks.
Speed Defense+:	This superstar is great against speedy attacks.
Speed Defense-:	This superstar is weak against speedy attacks.
Rough Defense+:	This superstar is great against roughneck attacks.
Rough Defense-:	This superstar is weak against roughneck attacks.
Power Skill+:	This superstar is very skilled in powerful moves.
Power Skill-:	This superstar is lacking in powerful moves.
Technical Skill+:	This superstar is very skilled in technical moves.
Technical Skill-:	This superstar is lacking in technical moves.
Speed Skill+:	This superstar is very skilled in speedy moves.
Speed Skill-:	This superstar is lacking in speedy moves.
Rough Skill+:	This superstar is very skilled in roughneck moves.
Rough Skill-:	This superstar is lacking in roughneck moves.
Singles Match+:	This superstar is great in singles matches.
Singles Match-:	This superstar is poor in singles matches.
Tag Match+:	This superstar is great in tag team matches.
Tag Match-:	This superstar is poor in tag team matches.
3-Way Dance+:	This superstar is great in 3-Way dances.
3-Way Dance-:	This superstar is poor in 3-Way dances.
4-Way Dance+:	This superstar is great in 4-Way dances.
4-Way Dance-:	This superstar is poor in 4-Way dances.
Battle Royal+:	This superstar is great in Battle Royals.
Battle Royal-:	This superstar is poor in Battle Royals.

Anywhere Falls+:	This superstar is great in Anywhere Falls matches.
Anywhere Falls-:	This superstar is poor in Anywhere Falls matches.
Hardcore Match+:	This superstar is great in Hardcore matches.
Hardcore Match-:	This superstar is poor in Hardcore matches.
Cage Match+:	This superstar is great in Cage matches.
Cage Match-:	This superstar is poor in Cage matches.
"I Quit" Match+:	This superstar is great in "I Quit" matches.
"I Quit" Match-:	This superstar is poor in "I Quit" matches.
Royal Rumble+:	This superstar is great in the Royal Rumble.
Royal Rumble-:	This superstar is poor in the Royal Rumble.
Handicap Match+:	This superstar is great in handicap matches.
Handicap Match-:	This superstar is poor in handicap matches.
S. Referee+:	This superstar is great in special referee matches.
S. Referee-:	This superstar is poor in special referee matches.
Injured Neck:	This superstar has an old neck injury.
Weak Neck:	This superstar's neck is badly injured.
Injured Waist:	This superstar has an old waist injury.
Weak Waist:	This superstar's waist is badly injured.
Injured Elbow:	This superstar has an old elbow injury.
Weak Elbow:	This superstar's elbow is badly injured.
Injured Knee:	This superstar has an old knee injury.
Weak Knee:	This superstar's knee is badly injured.
Lucky Life:	This superstar has great luck.
Unlucky:	This superstar has bad luck.
Funny:	This superstar is a clown.
Smart:	This superstar is a handsome.
Sensual:	This superstar is really sexy.
Lady:	This superstar is gifted with both wit and beauty.
Noble:	This superstar is well respected and honorable.
Don Juan:	This superstar is gentle with all women.
Femme Fatal:	This superstar is beautiful and mysterious.
Sharp Tounge:	This superstar is very abrasive.
Talented Speaker:	This superstar can really work the crowd.
Bad Speaker:	This superstar rarely speaks.
Fashionable:	This superstar is a professional model.
Unfashionable:	This superstar is not fashionable.
Good Health:	This superstar is in good health.
Bad Health:	This superstar is in bad health.
Loner:	This superstar has no friends.
Cooperative:	This superstar has many friends.
Roughneck:	This superstar tends to interrupt matches.
Rowdy:	This superstar enjoys interrupting matches.
Fair:	This superstar doesn't interfere in matches.
Betrayer:	This superstar is not trustworthy.
Tenderhearted:	This superstar is trustworthy.
Stone Cold+:	This superstar is on good terms with Stone Cold.
The Rock+:	This superstar is on good terms with The Rock.
Triple H+:	This superstar is on good terms with Triple H.
Mankind+:	This superstar is on good terms with Mankind.
Ken Shamrock+:	This superstar is on good terms with Ken Shamrock.
Al Snow+:	This superstar is on good terms with Al Snow.
Hardcore Holly+:	This superstar is on good terms with Hardcore Holly.
Big Show+:	This superstar is on good terms with Big Show.
Kane+:	This superstar is on good terms with Kane.
The Undertaker+:	This superstar is on good terms with The Undertaker.
Test+:	This superstar is on good terms with Test.
X-Pac+:	This superstar is on good terms with X-Pac.
Road Dogg+:	This superstar is on good terms with Road Dogg.
D-Generation X+:	This superstar is on good terms with D-Generation X.
Mr. Ass+:	This superstar is on good terms with Mr. Ass.

Gangrel+:	This superstar is on good terms with Gangrel.
Edge+:	This superstar is on good terms with Edge.
Christian+:	This superstar is on good terms with Christian.
Big Bossman+:	This superstar is on good terms with Big Bossman.
Val Venis+:	This superstar is on good terms with Val Venis.
Godfather+:	This superstar is on good terms with The Godfather.
Chyna+:	This superstar is on good terms with Chyna.
Tori+:	This superstar is on good terms with Tori.
Vince McMahon+:	This superstar is on good terms with Vince McMahon.
McMahon Family+:	This superstar is on good terms with the McMahon Family.
D'Lo Brown+:	This superstar is on good terms with D'Lo Brown.
Mark Henry+:	This superstar is on good terms with Mark Henry.
Matt Hardy+:	This superstar is on good terms with Matt Hardy.
Jeff Hardy+:	This superstar is on good terms with Jeff Hardy.
The Hardy Boyz+:	This superstar is on good terms with The Hardy Boyz.
Chris Jericho+:	This superstar is on good terms with Chris Jericho.
Shane McMahon+:	This superstar is on good terms with Shane McMahon.
Paul Bearer+:	This superstar is on good terms with Paul Bearer.
Steve Blackman+:	This superstar is on good terms with Steve Blackman.
Faarooq+:	This superstar is on good terms with Faarooq.
Bradshaw+:	This superstar is on good terms with Bradshaw.
Acolytes+:	This superstar is on good terms with The Acolytes.
Buh Buh Ray+:	This superstar is on good terms with Buh Buh Ray Dudley.
D'Von+:	This superstar is on good terms with D'Von Dudley.
Dudley Boyz+:	This superstar is on good terms with The Dudley Boyz.
Debra+:	This superstar is on good terms with Debra.
Stone Cold-:	This superstar is on bad terms with Stone Cold.
The Rock-:	This superstar is on bad terms with The Rock.
Triple H-:	This superstar is on bad terms with Triple H.
Mankind-:	This superstar is on bad terms with Mankind.
Ken Shamrock-:	This superstar is on bad terms with Ken Shamrock.
Al Snow-:	This superstar is on bad terms with Al Snow.
Hardcore Holly-:	This superstar is on bad terms with Hardcore Holly.
Big Show-:	This superstar is on bad terms with Big Show.
Kane-:	This superstar is on bad terms with Kane.
The Undertaker-:	This superstar is on bad terms with The Undertaker.
Test-:	This superstar is on bad terms with Test.
X-Pac-:	This superstar is on bad terms with X-Pac.
Road Dogg-:	This superstar is on bad terms with Road Dogg.
D-Generation X-:	This superstar is on bad terms with D-Generation X.
Mr. Ass-:	This superstar is on bad terms with Mr. Ass.
Gangrel-:	This superstar is on bad terms with Gangrel.
Edge-:	This superstar is on bad terms with Edge.
Christian-:	This superstar is on bad terms with Christian.
Big Bossman-:	This superstar is on bad terms with Big Bossman.
Val Venis-:	This superstar is on bad terms with Val Venis.
Godfather-:	This superstar is on bad terms with The Godfather.
Chyna-:	This superstar is on bad terms with Chyna.
Tori-:	This superstar is on bad terms with Tori.
Vince McMahon-:	This superstar is on bad terms with Vince McMahon.
McMahon Family-:	This superstar is on bad terms with the McMahon Family.
D'Lo Brown-:	This superstar is on bad terms with D'Lo Brown.
Mark Henry-:	This superstar is on bad terms with Mark Henry.
Matt Hardy-:	This superstar is on bad terms with Matt Hardy.
Jeff Hardy-:	This superstar is on bad terms with Jeff Hardy.
The Hardy Boyz-:	This superstar is on bad terms with The Hardy Boyz.
Chris Jericho-:	This superstar is on bad terms with Chris Jericho.
Shane McMahon-:	This superstar is on bad terms with Shane McMahon.
Paul Bearer-:	This superstar is on bad terms with Paul Bearer.
Steve Blackman-:	This superstar is on bad terms with Steve Blackman.

Faarooq-: This superstar is on bad terms with Faarooq.
Bradshaw-: This superstar is on bad terms with Bradshaw.
Acolytes-: This superstar is on bad terms with The Acolytes.
Buh Buh Ray-: This superstar is on bad terms with Buh Buh Ray Dudley.
D'Von-: This superstar is on bad terms with D'Von Dudley.
Dudley Boyz-: This superstar is on bad terms with The Dudley Boyz.
Debra-: This superstar is on bad terms with Debra.
Tournament+: This superstar is great in King of the Ring.
Title Match+: This superstar is great in World Wrestling Federation
Title matches.
Tag Title+: This superstar is great in Tag Team title matches.
IC Title+: This superstar is great in IC title matches
European Title+: This superstar is great in European title matches.
Women's Title+: This superstar is great in Federation Women's title
matches.
Hardcore Title+: This superstar is great in Hardcore title matches.
Wealth: This superstar's friends have intrest in money.
-

Tips on Getting Hidden Characteristics:

If you have gotten a characteristic that's not on here, or you got a characteristic a different way than the tips here, e-mail me at jrodabau@nycap.rr.com. Note: Using a GameShark doesn't count. Also, just because you follow a tip on here doesn't mean you will get the characteristic. You may have to do these many times before you finally get the characteristic. To help, save before the match so you can redo it if you don't get the characteristic, instead of starting over.

Power Attack+:
Power Attack-:
Technical Attack+:
Technical Attack-:
Speed Attack+:
Speed Attack-:
Rough Attack+:
Rough Attack-:
Power Defense+:
Power Defense-:
Technical Defense+:
Technical Defense-:
Speed Defense+:
Speed Defense-:
Rough Defense+:
Rough Defense-:
Power Skill+:
Power Skill-:
Technical Skill+:
Power Attack:
Technical Attack:
Speed Attack:
Rough Attack:
Technical Skill-:
Speed Skill+:
Speed Skill-:
Rough Skill+:
Rough Skill-:
Singles Match+:
Singles Match-: I got this by losing every match until October, then I
beat The Hardy Boyz in a handicap match, then losing to
Chris Jericho in a Singles Match.

Tag Match+: I got this by beating Rock n' Sock in a tag match with Triple H at Wrestlemania.

Tag Match-:

3-Way Dance+: Win all your 3-Way Dances in Pre-Season.

3-Way Dance-:

4-Way Dance+: I got this by losing the 4-Way match against X-Pac, Road Dogg, and Mr. Ass in February.

4-Way Dance-:

Battle Royal+: In March, if you've followed a specific win/loss pattern, you should face Vince McMahon, Stone Cold, and Triple H in a Battle Royal. Win the Battle Royal to get Battle Royal+.

Battle Royal-: In March, if you've followed a specific win/loss pattern, you should face Vince McMahon, Stone Cold, and Triple H in a Battle Royal. Lose the Battle Royal to get Battle Royal-.

Anywhere Falls+:

Anywhere Falls-:

Hardcore Match+:

Hardcore Match-:

Cage Match+: You must have a perfect record coming into Wrestlemania. If so, you should be in a Cage Match against Mankind. Win the match to get Cage Match+.

Cage Match-: You must have a perfect record coming into Wrestlemania. If so, you should be in a Cage Match against Mankind. Lose the match to get Cage Match-.

"I Quit" Match+: Win the I Quit Match against Rock in November.

"I Quit" Match-: Lose the I Quit Match against Rock in November.

Royal Rumble+: Win the Royal Rumble, and you might get this.

Royal Rumble-: I think you get this by losing the Rumble.

Handicap+: I beat The Dudley Boyz in Sept, and Rock N' Sock in Feb, and this characteristic appeared in my list.

Handicap Match-:

Special Referee+:

Special Referee-:

Injured Neck: I ended up getting this after beating Al Snow in a Hardcore Match, so I'm pretty sure you get this at random. I've heard rumors about getting this using Austin's head (because of his neck injury), but I wasn't using his head, so I don't know about that one.

Weak Neck:

Injured Waist:

Weak Waist:

Injured Elbow:

Weak Elbow:

Injured Knee:

Weak Knee:

Lucky Life:

Unlucky:

Funny:

Smart:

Sensual:

Lady:

Noble:

Don Juan:

Femme Fatal:

Sharp Tounge:

Talented Speaker:

Bad Speaker: I got this after losing to Kane in August.

Fashionable: Debra gave me some advice after I was in a Hardcore

Match against Mr. Ass in August. I thanked her, and at the end of the show's card, my characteristic screen came up, and "Fashionable" was added to it.

Unfashionable: I'm assuming that you get this if you tell Debra to shut up instead of saying thanks.

Good Health:
Bad Health:
Loner:
Cooperative:
Roughneck:
Rowdy:
Fair: I got this by always saying no when someone asked me to attack someone.

Betrayer:
Tenderhearted: When Al Snow was attacked, and I helped him, I gave him a nice response. This appeared after I beat him in a Hardcore Match.

Stone Cold+:
The Rock+: After losing the I Quit Match against the Great One, he came over and talked to me about the match. I said thanks to The Brahma Bull, and Rock+ appeared in my list.

Triple H+: At Wrestlemania, Triple H gave me some advice, and I said thanks. After a friendly encounter with the New Age Outlaws, it was me and Hunter vs. The Rock N' Sock Connection. We quickly won, and at the end of the month, Triple H+ appeared in my list.

Mankind+:
Ken Shamrock+:
Al Snow+: After I lost the Rumble, Bossman attacked Al Snow from behind. I saved him, and later, when he thanked me, I gave him a nice response. After he beat me in a Hardcore Match, I got this characteristic.

Hardcore Holly+: I got this by losing to him in a Hardcore Match in November.

Big Show+: I lost to Big Show at Summerslam, and after the match, he talked to me about it. I thanked him, and I ended up with Big Show+ at the end of the month.

Kane+:
The Undertaker+:
Test+:
X-Pac+: In February, X-Pac approached me and gave me some advice. After thanking him, I faced X-Pac, and the Outlaws in a 4-way Match. After X-Pac won the match, this appeared in my list.

Road Dogg+:
D-Generation X+: In March, I was approached by Triple H. He gave me some advice, and I thanked him. Later, The New Age Outlaws came over and helped me prepare for the next match, and I thanked them as well. My match was me and Triple H vs. The Rock and Sock Connection. After Triple H and I won, I got this at the end of the match.

Mr. Ass+:
Gangrel+:
Edge+: At Survivor Series, if you've had a perfect record, you should be facing Edge and Christian in a tag match with X-Pac as your partner. If you lose Edge and Christian will come over and talk to you about the match. If you say "Thanks", you might get Edge+.

Christian+: At Survivor Series, if you've had a perfect record, you

should be facing Edge and Christian in a tag match with X-Pac as your partner. If you lose Edge and Christian will come over and talk to you about the match. If you say "Thanks", you might get Christian+.

Big Bossman+: At Wrestlemania, following a near perfect winning streak (only losing the Rumble), Bossman approached me and asked me to attack The Big Show. For some odd reason, I agreed. After attacking The Big Show, and getting stopped by Rock N' Sock, I got Big Bossman+.

Val Venis+: In November, you may fight Val and D'Lo Brown in a 3-Way Dance, depending on what your win/loss pattern was. If you lose the match, both Val and D'Lo will talk to you about the match. If you say "Thanks" to them, you might get Val Venis+.

Godfather+: In December, if the Godfather talks to you, say "Thanks".

Chyna+: When she asked me to attack Ken Shamrock in February, I told her I would. After we beat up Shamrock backstage, I got this characteristic.

Tori+: After losing to Road Dogg at Summerslam, Tori talked to me about the match I had just had. I said Thanks to her, and Tori+ appeared in my list.

Vince McMahon+:
McMahon Family+:

A possibility is when in March, if Vince comes to you, say Thanks to him, then say to Thanks when Stephanie McMahon and Shane McMahon talk to you.

D'Lo Brown+: In November, you may fight Val Venis and D'Lo in a 3-Way Dance, depending on what your win/loss pattern was. If you lose the match, both Val and D'Lo will talk to you about the match. If you say "Thanks" to them, you might get D'Lo Brown+.

Mark Henry+:
Matt Hardy+:

After losing a handicap match against these two in August, these two approached me. I was in a good mood, so I was nice to them, and Matt Hardy+ was added to my characteristic list.

Jeff Hardy+: After losing a handicap match against these two in August, these two approached me. I was in a good mood, so I was nice to them, and Jeff Hardy+ was added to my characteristic list.

The Hardy Boyz+: After losing a handicap match against these two in August, these two approached me. I was in a good mood, so I was nice to them, and Hardy Boyz+ was added to my characteristic list.

Chris Jericho+: After having an amazing losing streak, I finally beat The Hardy Boyz in October. I faced Chris Jericho the next month, and continued my losing streak. Jericho approached me after the match, and since Y2J is my favorite wrestler, I said thanks to the Ayatollah of Rock and Rolla. The next thing I knew, I had gotten the Chris Jericho+ characteristic.

Shane McMahon+:
Paul Bearer+:
Steve Blackman+:

Faarooq+:
Bradshaw+:
Acolytes+:

If you are undefeated, including winning the Royal Rumble, Paul Bearer will give you advice. Say Thanks to him, then the Acolytes will talk to you. Say Thanks to them, and you might get this characteristic.

Buh Buh Ray+:
D'Von+:
Dudley Boyz+:
Debra+:
Stone Cold-:
The Rock-: After losing an I Quit match against the Great One in November, I was confronted by The Rock. I told him to shut up, and I got this.

Triple H-:
Mankind-:
Ken Shamrock-: Win every match, then lose the Royal Rumble. Chyna will ask you if you want to attack Shamrock. Say yes. Your match will be a 3-Way Match against X-Pac and Shamrock. Pin Shamrock. That will probably get you this characteristic.

Al Snow-:
Hardcore Holly-: This proves that Hardcore Holly is a sore loser. You can get this by beating him in a Hardcore Match in November.

Big Show-: I lost to Big Show at Summerslam, and after the match, he talked to me about it. I told him to shut up, and I ended up with Big Show- at the end of the month.

Kane-:
The Undertaker-: After an undefeated streak (including Royal Rumble), I walked into Wrestlemania. Undertaker asked me to attack Stone Cold. I refused, then later, he and Paul Bearer jumped me from behind. After beating Mankind in a steel cage, I got The Undertaker- characteristic.

Test-:
X-Pac-:
Road Dogg-:
D-Generation X-: X-Pac approached me, and gave me advice. I told him to shut up, and he got angry with me. Later, the New Age Outlaws beat me up backstage. After the fight, I faced all three of them in a 4-Way Match, and won. At the end of the month, this appeared.

Mr. Ass-:
Gangrel-:
Edge-: I had a perfect record at this point, and in November, Edge & Christian were my opponents. My tag partner (X Pac) and I lost the match, and Edge , along with Christian, came over to talk with me. I was still upset about my perfect record being destroyed, and told Edge to shut up. He got angry, and I had gotten Edge-.

Christian-: I had a perfect record at this point, and in November, Edge & Christian were my opponents. My tag partner (X Pac) and I lost the match, and Edge , along with Christian, came over to talk with me. I was still upset about my perfect record being destroyed, and told Edge to shut up. Christian apparently didn't like what I said to Edge, because I got Christian- at the end of the month.

Big Bossman-: Win every match except for the Royal Rumble. At Wrestlemania, Big Bossman should ask you to attack The Big Show. Say no. He will get mad at you. That is how I got it.

Val Venis-: In November, I beat both Val Venis and D'lo Brown in a 3-Way Match by pinning D'Lo. At the end of the month, this appeared.

Godfather-: In December, if The Godfather talks to you, tell him to shut up.

Chyna-: In February, Chyna asked me to attack Shamrock. I told her I wouldn't do it. Later, she and X-Pac attacked me. At the end of the month, Chyna- appeared in my characteristics list.

Tori-: After losing to Road Dogg at SummerSlam, Tori talked to me about the match. I told her to Shut up, and this appeared in my list.

Vince McMahon-:
McMahon Family-:
D'Lo Brown-:
Mark Henry-: I got this by beating Mark Henry in October.
Matt Hardy-: In October, I lost against the Hardyz in a handicap match. When they talked to me, I told them to shut up. This characteristic appeared in my list.

Jeff Hardy-: In October, I lost against the Hardyz in a handicap match. When they talked to me, I told them to shut up. This characteristic appeared in my list.

The Hardy Boyz-: In October, I lost against the Hardyz in a handicap match. When they talked to me, I told them to shut up. This characteristic appeared in my list.

Chris Jericho-:
Shane McMahon-:
Paul Bearer-:
Steve Blackman-:
Faarooq-:
Bradshaw-:
Acolytes-:
Buh Buh Ray-: After losing to the Dudley Boyz in a handicap match, Buh Buh Ray and D'Von talked to me about the match, and I told him to shut up. This appeared in my list.

D'Von-: After losing to the Dudley Boyz in a handicap match, Buh Buh Ray and D'Von talked to me about the match, and I told him to shut up. This appeared in my list.

Dudley Boyz-: After losing to the Dudley Boyz in a handicap match, Buh Buh Ray and D'Von talked to me about the match, and I told him to shut up. This appeared in my list.

Debra-: When Debra talks to you, tell her to shut up.

Tournament+: Complete 4 pre-seasons
Title Match+: Complete 8 pre-seasons
Tag Title+: Complete 7 pre-seasons
IC Title+: Complete 6 pre-seasons
European Title+: Complete 2 pre-seasons
Women's Title+: Complete 3 pre-seasons
Hardcore Title+: Complete 5 pre-seasons
Wealth: Complete 1 pre-season

Ability: Distribute ability points in 4 categories

Power Skill: The higher the skill level, the more power moves you can do.
Power Attack: The higher the attack level, the more damage your moves cause.
Power Defense: The higher the defense level, the less damage your opponent's moves cause.
Speed Skill: The higher the skill level, the more speed moves you can do.
Speed Attack: The higher the attack level, the more damage your moves cause.
Speed Defense: The higher the defense level, the less damage your opponent's moves cause.
Tech Skill: The higher the skill level, the more technical moves you can do.

Tech Attack: The higher the attack level, the more damage your moves cause.
Tech Defense: The higher the defense level, the less damage your opponent's moves cause.
Rough Skill: The higher the skill level, the more roughneck moves you can do.
Rough Attack: The higher the attack level, the more damage your moves cause.
Rough Defense: The higher the defense level, the less damage your opponent's moves cause.

Logic: Pick 2 logics for your wrestler.

Attack: Good at normal attacks
Grapple: Good at grapple attacks
Aerial: Good at high flying attacks
Ground: Good at ground attacks
Hardcore: Good at using weapons
Average: Good at all logics

Moves:

Moves to Choose From: Choose a set of moves for your wrestler.

*Powerful Moves
**Speedy Moves
***Technical Moves
****Roughneck Moves

Attack:

Level 1:

Body Punch*
Double Axe Handle*
Overhead Punch*
Elbow Smash**
Back Elbow Smash***
Snap Jab***
Chop***
Austin Punches****
Toe Kick****
Slap****
Throat Thrust****

Level 2:

Shake Jab***
Low Kick***
Mongolian****

Level 3:

Overhead Chop*
Clothesline*
Big Boot*
Spinning Kick**
Spinning Back Kick**
Spinning Wheel Kick**
Dropkick**
Middle Kick***
Sweep***
Shuffle Side Kick***
KANE Throat Thrust****

Level 4:

Roundhouse Dropkick**

Level 5:

Boss Man Uppercut*
Spinning to FaceX-Pac**

Front Grapple (Normal):

Level 1:

Scoop Slam*
Hard Scoop Slam*
Side Buster*
Snapmare**
Suplex***
Small Package***
Scissor Sweep***
Neckbreaker***
Eye Rake****
Club to Neck****

Level 2:

DDT*
Double Arm Suplex**
Knee Smash**
Shoulder Breaker***
Hip Toss***
Shin Breaker***
Falling Neckbreaker***
Arm Wrench***
Jumping Arm Breaker***
Headlock and Punch****
Strong Headbutt****

Level 3:

Bearhug*
Piledriver*
Brainbuster**
Belly to Back Flip**
Gangrel Suplex**
Dragon Screw***
Lifting Chokehold****
Manhattan Drop****

Level 4:

Choke Toss*
Bearhug Front Slam*
Body Press Slam*
Body Press Drop FW*
Body Press Drop*

Level 5:

Spinning Back Drop**

Front Grapple (Dazed)

Level 1:

Elbow Drop*
Scoop Slam*
Hard Scoop Slam*
Side Buster*
Snapmare**
Suplex***
Small Package***
Scissor Sweep***
Neckbreaker***
Eye Rake****

Club to Neck****

Level 2:

DDT*

Spinebuster*

Double Arm Suplex**

Falcon Arrow**

Knee Smash**

Shoulder Breaker***

Hip Toss***

Shin Breaker***

Falling Neckbreaker***

Arm Wrench***

Jumping Arm Breaker***

Headlock and Punch****

Strong Headbutt****

Level 3:

Stomach Crusher*

Pendulum Backbreaker*

Bearhug*

Rib Breaker*

Fall Away Slam*

Pulling Piledriver*

Piledriver*

Reverse Suplex**

Belly to Back Flip**

Fisherman Suplex**

Gangrel Suplex**

Tori Suplex**

Brainbuster**

Pulling Walk Slam***

Dragon Screw***

Lifting Chokehold****

Manhattan Drop****

Level 4:

Dominator*

Choke Toss*

Test Neckbreaker*

Diving Powerbomb*

Bearhug Front Slam*

Body Press Slam*

Torture Rack*

Double Powerbomb*

Body Press Drop FW*

Body Press Drop*

Stunner*

Running Powerbomb*

Whirl Sideslam*

Side Walk Slam*

Jackknife Powerbomb*

Northern Lights Suplex**

Michinoku Driver**

Hurricane**

Jump Swinging DDT**

Sambo Suplex***

Rolling Leg Lock***

Double Arm Backbreaker***

Knee Strike****

Double Arm DDT****

Level 5:

Spinning Back Drop**

Flipping Armbar***

Back Grapple:

Level 1:

Atomic Drop*
Bulldog*
Back Drop**
Reverse Pin***
School Boy***
Sleeper Hold****

Level 2:

Reverse Brainbuster*
Diving Reverse DDT**
Abdominal Stretch***
Back Side Slam***
Russian Leg Sweep***
Facecrusher***

Level 3:

Pumphandle Drop*
German Suplex Pin**
Dragon Sleeper***

Level 4:

Pumphandle Slam*
Electric Chair Drop**
Dragon Suplex Pin**
Octopus Stretch***

Level 5:

Full Nelson Slam*
Tiger Suplex Pin**
Low Blow****

Ground Attack:

Level 1:

Austin Elbow Drop*
Elbow Drop*
Leg Drop**
Knee Drop***
Angry Stomp****
Rock Stomp****

Level 2:

Double Leg Drop**
Shaky Knee Drop***
Flip Splash***
Senton Splash***

Level 3:

D'Lo Leg Drop***

Level 4:

Level 5:

Ground Grapple (Head):

Level 1:

Sleeper Hold*
Short Arm Scissors***
Knee Smash****

Level 2:

Reverse Chin Lock*
Camel Clutch*

Darkness Choke****

Level 3:

Darkness Pin*

Mahistrol Cradle**

Armbar***

Mounted Punch****

Level 4:

Level 5:

Ground Grapple (Legs):

Level 1:

Toss*

Mexican Surfboard**

Leg Lock***

Knee Stomp****

Level 2:

Boston Crab*

Kick to Leg****

Kick to Groin****

Level 3:

D'Lo Texas Cloverleaf**

Pin with Bridge**

Figure 4 Leg Lock***

Texas Cloverleaf***

Level 4:

Sharpshooter**

Walls of Jericho***

Level 5:

Ankle Lock***

Standing in Turnbuckle (Front)

Level 1:

Side Buster*

Shoulder Thrust*

Snapmare**

Suplex***

Scissor Sweep***

Neckbreaker***

Eye Rake****

Club to Neck****

Choke****

Level 2:

DDT*

Double Arm Suplex**

Knee Smash**

Shin Breaker***

Shoulder Breaker***

Hip Toss***

Falling Neckbreaker***

Jumping Arm Breaker***

Arm Wrench***

Superplex***

Mudhole Stomping****

Headlock and Punch****

Foot Choke****

Level 3:

Bearhug*

Piledriver*

Brainbuster**
Belly to Back Flip**
Gangrel Suplex**
Dragon Screw***
Frankensteiner***
Lifting Chokehold****
10 Punch****

Level 4:

Body Press Slam*
Body Press Toss*
Choke Toss*
Walk on the Rope**
Tornado DDT***

Level 5:

Flipping Armbar***

Standing in Turnbuckle (Back):

Level 1:

Reverse Brainbuster*
Back Drop**
Super Back Drop**
School Boy***
Sleeper Hold****

Level 2:

Diving Reverse DDT**
Back Side Slam***
Russian Leg Sweep***

Level 3:

Level 4:

Level 5:

Low Blow****

Sitting in Turnbuckle:

Level 1:

Foot Choke*
Choke****

Level 2:

Level 3:

Level 4:

Level 5:

Rope Down:

Level 1:

Scoop Slam*

Level 2:

Level 3:

Boss Man Attack*
Running Knee Strike***

Level 4:

Level 5:

Jump to Outside:

Level 1:

Diving Body Press***

Level 2:

Level 3:

Level 4:

Level 5:

Diving Moonsault**

Jump Down Over:

Level 1:

Vaulting Body Press***

Level 2:

Level 3:

Level 4:

Level 5:

Moonsault**

Aerial (Opponent Standing):

Level 1:

Double Axe Handle****

Level 2:

Level 3:

Flying Clothesline*

Front Dropkick**

Missile Dropkick**

Level 4:

Shoulder Block*

Spinning Wheel Kick**

Diving Spear***

Level 5:

Dragonrana***

Diving FameAsser***

Aerial (Opponent on Mat):

Level 1:

Elbow Drop*

Knee Drop****

Level 2:

Level 3:

Diving Elbow*

Test Diving Elbow*

Diving Headbutt****

Level 4:

Twisting Knee Drop**

Twisting Body Attack**

The 450***

Diving Moonsault***

Dragon Attack***

Level 5:

Senton Bomb**

Run to Outside:

Level 1:

Baseball Slide***

Level 2:

Level 3:

Dive Through Ropes**

Rope Flip**

Fake Diving Attack***

Level 4:

Asai Moonsault**

Level 5:

Running Attack:

Level 1:

Shoulder Block*

Back Elbow Attack***

Elbow Attack****

Level 2:

Clothesline*

Power Clothesline*

Dropkick**

Diving Forearm Splash**

Level 3:

Thump***

Level 4:

Diving Shoulder*

Flying Cross Chop**

Jumping Knee Attack**

Flying Lariat***

Karate Kick***

Spinning Wheel Kick***

Yakuza Kick****

Level 5:

Ho Train Attack*

Running Grapple (Front):

Level 1:

Neckbreaker***

Neckbreaker Drop***

Level 2:

Rolling Clutch Pin**

Level 3:

Level 4:

Press and Knuckle*

Spear***

Level 5:

Running DDT***

Running Grapple (Back):

Level 1:

Bulldog*

School Boy***

Level 2:

Facecrusher***

Level 3:

Level 4:

Level 5:

Running Counter:

Level 1:

Powerslam*

Shoulder Back Toss**

Monkey Toss***

Level 2:

Samoan Drop***

Level 3:

Pulling Walk Slam***

Level 4:

Whirl Sideslam*

Side Walk Slam*

Level 5:

Special Move:

Level 1:

Elbow Drop*

Scoop Slam*

Hard Scoop Slam*

Side Buster*

Atomic Drop*

Snapmare**

Back Drop**

Suplex***

Knee Drop****

Eye Rake****

Club To Neck****

Sleeper Hold****

Level 2:

Reverse Brainbuster*

DDT*

Double Arm Suplex**

Falcon Arrow**

Diving Reverse DDT**

Arm Wrench***

Jumping Arm Breaker***

Shin Breaker***

Shoulder Breaker***

Hip Toss***

Falling Neckbreaker***

Russian Leg Sweep***

Back Side Slam***

Abdominal Stretch***

Headlock and Punch****

Strong Headbutt****

Level 3:

Stomach Crusher*

Pendulum Backbreaker*

Bearhug*

Test Diving Elbow*

Rib Breaker*

Fall Away Slam*

Pulling Piledriver*

Pumphandle Drop*

Piledriver*

Diving Elbow*

Belly to Back Flip**

Fisherman Suplex**

Gangrel Suplex**

Tori Suplex**

Brainbuster**

Reverse Suplex**

German Suplex Pin**

Dragon Screw***

Dragon Sleeper***

Diving Heatbutt****

Lifting Chokehold****

Manhattan Drop****

Level 4:

Dominator*

Choke Toss*

Test Neckbreaker*

Diving Powerbomb*

Bearhug Front Slam*

Inverted DDT*

Falling Powerslam*

Body Press Slam*

Torture Rack*

Double Powerbomb*

Body Press Drop FW*

Body Press Drop*

Pimpdrop*

Stunner*

Running Powerbomb*

Pumphandle Slam*

Jackknife Powerbomb*

Northern Lights Suplex**

X-Factor**

Sky High**

Michinoku Driver**

Downward Spiral**

Huracanrana**

Electric Chair Drop**

Jump Swinging DDT**

Twisting Knee Drop**

Dragon Suplex Pin**

Impaler**

Dragon Attack***

Double Arm Backbreaker***

Snowplow***

Rolling Leg Lock***

The 450***

Diving Moonsault***

Octopus Stretch***

Double Arm DDT****

Knee Strike****

Level 5:

Strong Lariat*

Tombstone Piledriver*

Full Nelson Slam*

Chokeslam*

Show Stopper*

Stone Cold Stunner*

Spinning Back Drop**

Tiger Suplex Pin**

Senton Bomb**

The People's Elbow**

Shamrock Anklelock***

Pedigree***

The Rock Bottom***

FameAsser***

Flipping Armbar***

The Money Shot***

The 'Lo Down***

Mandible Claw****

Low Blow****

Appealing

Appealing

Taunt Stone Cold
Taunt The Rock 1
Taunt Kane
Taunt Big Show
Taunt Road Dogg
Taunt X-Pac 1
Taunt Val Venis
Taunt Mr. Ass
Peace Sign
Taunt Chyna
Taunt D'Lo Brown
Taunt X-Pac 2
On All Fours
Finger Appealing
Hand Beating
Swing Hips
Slow Cut Throat
Swing Right Arm
Swing Arms
Holdup & Down Hands
Skipping
Stamping
Hold Hands in Prayer
Sexual Walking
Muscle Appealing
Cut The Air
Stepping Around
Taunt Socko!
Taunt Godfather
Taunt DX
Taunt Hardcore Holly
Taunt Chris Jericho
Taunt Vince McMahon
Taunt Debra
Taunt The Rock 2
Taunt Edge
Taunt Pat Patterson

Winning

Taunt Stone Cold
Taunt The Rock 1
Taunt Kane
Taunt Big Show
Taunt Road Dogg
Taunt X-Pac 1
Taunt Val Venis
Taunt Mr. Ass
Peace Sign
Taunt Chyna
Taunt D'Lo Brown
Taunt X-Pac 2
On All Fours
Finger Appealing
Hand Beating
Swing Hips
Slow Cut Throat

Swing Right Arm
Swing Arms
Holdup & Down Hands
Skipping
Stamping
Hold Hands in Prayer
Sexual Walking
Muscle Appealing
Cut The Air
Stepping Around
Taunt Socko!
Taunt Godfather
Taunt DX
Taunt Hardcore Holly
Taunt Chris Jericho
Taunt Vince McMahon
Taunt Debra
Taunt The Rock 2
Taunt Edge
Taunt Pat Patterson
Stone Cold Special
The Rock
DX
The Undertaker
Mankind
Normal Win
Woman Win

Entrance

Stone Cold
The Undertaker
The Rock
Big Show
Mankind
Ken Shamrock
Triple H
Kane
Val Venis
Big Boss Man
X-Pac
Vince McMahon
Mr. Ass
Road Dogg
Al Snow
Gangrel
Edge
Chyna
Tori
Godfather
Debra
D'Lo Brown
Mark Henry
Chris Jericho
Paul Bearer
Normal
Pat Patterson

Ring In

Normal
Over The Rope
Woman

Ring Out

Normal
Over The Rope
Woman

-

Tips For Choosing a Finisher:

Don't pick a top rope finisher or a finisher off the ropes like The People's Elbow, because you can't use them backstage.

Another reason why the People's Elbow isn't a good finisher is that it can be stopped while you're running across the ropes, causing you to lose a Special, and not take care of your opponent.

The Stone Cold Stunner and Tori Suplex aren't the best moves to pick as finishers either, since there's a high chance your opponent will land in the ropes, so you can't pin them.

Pick quick finishers, instead of finishers with long set-ups. If you use something like the Falcon Arrow or Showstopper as a finisher in a 4-Way match, someone could hit a quick finisher on the other opponent, and get the knock out win while you are in the middle of your finisher.

-

Good Move Substitutes:

The following moves can be used as replacements of other moves.

The Spinning to Face X-Pac can be used as the Enziguri.

The Pimp Drop can be used as Saturn's Death Valley Driver and Kurt Angle's Olympic Slam.

The Senton Bomb can be used as Sean O'Haire's Seanton Bomb.

The Octopus Strech can be used as Saturn's Rings Of Saturn.

The Tombstone Piledriver can be used as Justin Credible's That's Incredible.

The Lo Down can be used as Eddie Guerrero's Frog Splash.

The Michinoku Driver can be used as Vampiro's Nail in the Coffin and Juventud Guerrera's Juvy Driver.

The Gangrel Suplex can be used as Kurt Angle's Belly to Belly Suplex.

The Inverted DDT can be used as Raven's Evenflow DDT.

The Stunner can be used as DDP's Diamond Cutter/Kanyon's Kanyon Cutter.

=====

Finisher Definitions

Bear Hug:	A submission move, where you grab your opponent and squeeze them, hurting their back.
Boss Man Slam:	Boss Man swings the opponent back after catching him off the ropes, and slams him to the mat.
Choke Slam:	Opponent is grabbed by the neck, lifted up in the air, and slammed to the mat.
DDT:	A front facelock, that ends by driving the opponent's face to the mat.
Diving Powerbomb:	A powerbomb, you fall foward doing it.
Dominator:	Opponent is picked up for a powerbomb, but is slammed face first.
Double Powerbomb:	Two powerbombs, one is a normal one, then opponent is lifted up and powerbombed again.
Downward Spiral:	A reverse Russian Leg Sweep, opponent landing face first.
Falcon Arrow:	A vertical suplex into a body slam.
FameAsser:	While opponent is standing, bent over, you give him a leg drop, sending him to the mat.
Fisherman Suplex:	A suplex where you hook the leg, and end in a

Impaler: pinning position.
 2x Arm Lock from behind, turns around, and lands in a sitting position, driving the opponent's face to the mat.

Inverted DDT: A DDT, where the opponent is lifted in the air first.

Jackknife Powerbomb: A strong powerbomb

Lo Down: A modified frog splash off the top rope.

Mandible Claw: A submission hold, where you grab the opponent's nerves under his tongue. You can use Socko to make this more powerful.

Money Shot: A splash off the top rope.

Northern Lights Suplex: Opponent gets you in a front facelock position, then you flip him onto his back.

Pedigree: Sets opponent up for a powerbomb, grabs the arms, and falls to the mat, opponent falling face first.

Peoples' Elbow: You take elbow pad off, bounce off the ropes, and drop an elbow on your opponent.

Pimp Drop: Opponent is put on shoulders, and is slammed to the mat. (Also known as the Death Valley Driver)

Pumphandle Drop: Grab opponent's arm, put it between their legs, and slam them to the mat.

Senton Bomb: A front flip off the top rope onto a laying opponent.

Shamrock Anklelock: A submission move, where the opponent's ankle is twisted.

Showstopper: A choke slam, only Big Show holds him up longer.

Snow Plow: Starts out like a suplex, and ends with a neckbreaker.

Stone Cold Stunner: For those of you who haven't heard of this move (all 3 of you), it's a kick to the gut, followed by a modified neckbreaker (you end in a sitting position, opponent's neck hits your shoulder).

Strong Lariat: A very strong clothesline.

Stunner: A weaker version of the Stone Cold Stunner

Test Diving Elbow: A diving elbow drop off the top rope.

Tombstone Piledriver: Opponent is flipped upside-down, and dropped on his head (you land on your knees)

Tori Suplex: Get opponent into a powerbomb position, then flip him (or her) up while falling backward (opponent lands face first)

X-Factor: A facebuster, where X-Pac pushes down on the opponent.

=====
 Pre-Season Walkthrough: Follow this to find out all the matches in the Pre Season Mode, and to determine which path to take to get all the hidden characters.

Easy:

April - House Show

Match: A
 Opponent: Al Snow
 Type of Match: Singles
 Win: B
 Lose: B

May - House Show

Match: B
Opponent: Ken Shamrock
Type of Match: Singles
Win: C
Lose: Shamrock gives advice, D

June - SmackDown! (C), Raw is War (D)

Match: C
Opponents: The Acolytes
Type of Match: Tag Team w/ Shane McMahon
Win: Shane speaks to you, E
Lose: Jacqueline speaks to you, F

Match: D
Opponent: D'Lo Brown
Type of Match: Singles
Win: E
Lose: Prince Albert speaks to you, F

July - House Show

Match: E
Opponent: Steve Blackman
Type of Match: Singles
Win: G
Lose: Stevie Richards speaks to you, H

Match: F
Opponent: Chyna
Type of Match: Singles
Win: I
Lose: The Blue Meanie speaks to you, J

August - SummerSlam (G & I), SmackDown! (H), Raw is War (I)

Match: G
Opponent: Road Dogg
Type of Match: Singles
Win: K
Lose: Tori will comment on your match (interaction), L

Match: H
Opponent: Kane
Type of Match: Singles
Win: L
Lose: L

Match: I
Opponent: Big Show
Type of Match: Singles
Win: L
Lose: Big Show will comment on your match (interaction), M

Match: J
Opponent: Mr. Ass
Type of Match: Hardcore
Win: Debra will give you advice (interaction), L
Lose: Debra will give you advice (interaction), M

September - House Show

Match: K

Opponents: Dudley Boyz

Type of Match: Handicap

Win: N

Lose: Buh Buh Ray will comment on your match (interaction), N

Match: L

Opponent: Test

Type of Match: Singles

Win: O

Lose: Test will comment on your match (interaction), O

Match: M

Opponent: The Godfather

Type of Match: Singles

Win: O

Lose: Godfather will give you advice, P

October - SmackDown! (N & P), Raw is War (O)

Match: N

Opponent: Mankind

Type of Match: Singles

Win: Q

Lose: R

Match: O

Opponent: Mark Henry

Type of Match: Singles

Win: S

Lose: T

Match: P

Opponents: The Hardy Boyz

Type of Match: Handicap

Win: U

Lose: Jeff Hardy will comment on your match (interaction), V

November - Survivor Series (Q, S, U), Raw is War (R, V), SmackDown (T)

Match: Q

Opponents: Edge and Christian

Type of Match: Tag Team w/ X-Pac

Win: W

Lose: Edge will comment on your match (interaction), X

Match: R

Opponent: The Rock

Type of Match: "I Quit" Match

Win: W

Lose: The Rock will comment on your match (interaction), X

Match: S

Opponents: The Acolytes

Type of Match: Handicap

Win: Y

Lose: Faarooq will comment on your match (interaction), X

Match: T

Opponents: Val Venis & D'Lo Brown

Type of Match: 3-Way Match

Win: Y

Lose: Val Venis will comment on your match (interaction), X

Match: U

Opponent: Chris Jericho

Type of Match: Singles

Win: Y

Lose: Jericho will comment on your match (interaction), Z

Match: V

Opponent: Hardcore Holly

Type of Match: Hardcore

Win: Steve Blackman offers advice (interaction), Y

Lose: Steve Blackman offers advice (interaction), Z

December - SmackDown! (W, Y), Raw is War (X, Z)

Match: W

Opponent: Kane

Type of Match: Singles

Win: Kane will comment on your match (interaction), AA

Lose: AA

Match: X

Opponent: Test

Type of Match: Hardcore

Win: Test will comment on your match (interaction), AB

Lose: AB

Match: Y

Opponent: Gangrel

Type of Match: Singles

Win: Gangrel will comment on your match (interaction), AC

Lose: AC

Match: Z

Opponent: The Godfather

Type of Match: Singles

Win: AD

Lose: The Godfather will comment on your match (interaction), AD

January - Royal Rumble

Match: AA

Opponents: Big Boss Man, Al Snow, Ken Shamrock

Type of Match: Royal Rumble

Win: Paul Bearer gives advice (interaction; if you say shut up, Mideon and Viscera attack you), AE

Lose: Chyna asks you to attack Ken Shamrock (if you say yes, you and Chyna attack Shamrock; if you say no, she and X-Pac attack you), AF

Match: AB

Opponents: Big Show, Kane, Val Venis

Type of Match: Royal Rumble

Win: Chyna asks you to attack Ken Shamrock (if you say yes, you and Chyna attack Shamrock; if you say no, she and X-Pac attack you), AF

Lose: Al Snow attacked (you save him), Al Snow will thank you (interaction; if

you say "Don't get any ideas!", Al Snow attacks you with a kendo stick), AG

Match: AC

Opponents: Mr. Ass, Test, Christian

Type of Match: Royal Rumble

Win: Al Snow attacked (you save him), Al Snow will thank you (interaction; if you say "Don't get any ideas!", Al Snow attacks you with a kendo stick), AG

Lose: X-Pac gives advice (interaction; if you say thanks, New Age Outlaws talk to you), AH

Match: AD

Opponents: Mankind, Hardcore Holly, Gangrel

Type of Match: Royal Rumble

Win: Triple H asks you to attack Vince McMahon (interaction; if you say yes, you and HHH attack Vince, Shane rescues him), AI

Lose: Triple H asks you to attack Vince McMahon (interaction; if you say yes, you and HHH attack Vince, Shane rescues him), AI

February - Raw is War (4, 6, 8), SmackDown! (5, 7)

Match: AE

Opponents: Rock n' Sock Connection

Type of Match: Handicap

Win: The Acolytes comment on your match (interaction; only occurs w/ a good response to Paul Bearer), Undertaker asks you to attack Stone Cold (interaction; if you say yes, you and Undertaker attack Stone Cold, if you say no, Undertaker and Paul Bearer attack you), AJ

Lose: Undertaker asks you to attack Stone Cold (interaction; if you say yes, you and Undertaker attack Stone Cold, if you say no, Undertaker and Paul Bearer attack you), AJ

Match: AF

Opponents: X-Pac & Ken Shamrock

Type of Match: 3-Way Match

Win: Big Bossman asks you to attack Big Show (interaction; if you say yes, you attack Big Show alone, and Rock N' Sock helps him out), AK

Lose: AK

Match: AG

Opponent: Al Snow

Type of Match: Hardcore

Win: Triple H gives advice (interaction; if you say Thanks, New Age Outlaws talk to you in another interaction, if you say Shut Up!, New Age Outlaws attack you, and Mankind helps you) AL

Lose: AL

Match: AH

Opponents: X-Pac, Mr. Ass, Road Dogg

Type of Match: 4-Way Match

Win: AM

Lose: AM

Match: AI

Opponent: Test

Type of Match: Anywhere Falls

Win: AL

Lose: AN

March - Wrestlemania

Match: AJ
Opponent: Mankind
Type of Match: Cage Match
Win: End of Pre-Season
Lose: End of Pre-Season

Match: AK
Opponents: Stone Cold, Big Show, The Rock
Type of Match: 4-Way Match
Win: End of Pre-Season
Lose: End of Pre-Season

Match: AL
Opponents: Rock n' Sock Connection
Type of Match: Tag Team w/ Triple H
Win: End of Pre-Season
Lose: End of Pre-Season

Match: AM
Opponent: Triple H
Type of Match: Special Referee (Shane McMahon)
Win: Pat Patterson will comment on your match (interaction), End of Pre-Season
Lose: Stephanie McMahon will comment on your match (interaction; if you tell her to shut up, she and Triple H attack you.), End of Pre-Season

Match: AN
Opponents: Stone Cold, Vince McMahon, Triple H
Type of Match: Battle Royal
Win: End of Pre-Season
Lose: Vince will comment on your match (interacton), Stephanie McMahon and Debra will both give you advice (interaction), End of Pre-Season

=====
Season Mode Info

The season mode is where you take your wrestler through as many seasons as you what. The seasons go by quickly, since it's only one match per month. You can start with anyone of the main wrestlers, or any created wrestlers you've put through Pre-Season.

Multi-Player Season:

If you have 2 or more created superstars that you want to add to the Season Mode, You can choose to have them as a group or solo. Here's a listing of choices.

Solo: All wrestlers are on their own.
Group of Two People: Two wrestlers will be allies. Anyone else will be by themselves.
Group of Three People: Three wrestlers will be allies. The fourth one will be by himself.
Group of Four People: Four wrestlers will be allies.
Two Groups of Two People: The wrestlers go through Season in pairs.

Cutscenes:

If you have seen a cutsceen in Season Mode that is not here, e-mail me, and I'll put it up.

*I wonder what _____ and _____ are talking about.
* _____ is calling out _____. Look! _____ is on the TitanTron! Who knows

what'll happen next.

*We have a new champion. _____'s dream has finally come true.

*_____ and _____ are handing out a lot of punishment.

*_____ and _____ are handing out a lot of punishment. _____ is attacking _____ with a weapon. The tide has turned and they'd better get out of there if they know what's good for them.

*Undertaker's ceremony (Is the Undertaker going to perform some kind of ceremony?)

*Gangrel's bloodbath (What's happening? All the lights are off! Damn it! How could he? Somebody stop this!)

*_____ and _____ look like they are up to no good.

*That's horrible! That's not right! _____ just attacked _____ from behind!

*That's horrible! That's not right! _____ just attacked _____ from behind!

Finally, _____ and _____ are here to stop this. The tide has turned, and _____ better get out of there if he knows what's good for him.

*We have a new champion. _____'s dream has finally come true.

*_____ is a true champion.

*_____ and _____ are leaving _____ and _____ something to think about.

*It looks like _____ has a few words for _____ before leaving.

*_____ is picking a fight with _____.

*_____ can't wait to get in the ring with _____.

*From the comment we just heard, it looks like _____ is ready for tonight's main event.

*_____ seems really angry at _____.

Season Schedule

Month	Show
-----	-----
April	House Show/Raw is War/SmackDown!
May	House Show/Raw is War/SmackDown!
June	King of the Ring
July	House Show/Raw is War/SmackDown!
August	SummerSlam
September	House Show/Raw is War/SmackDown!
October	House Show/Raw is War/SmackDown!
November	Survivor Series
December	House Show/Raw is War/SmackDown!
January	Royal Rumble
February	House Show/Raw is War/SmackDown!
March	Wrestlemania

=====

Create A Wrestlers: This section is devoted to wrestlers people create in the game. The Karate Master and Samurai were made by me and my brother. Flyboy was made by a friend of mine. If you have any CAWs you want to be put in the FAQ (doesn't matter if they're from WWF, WCW, ECW, hidden, or made up), send them to me at jrodabau@nycap.rr.com to get full credit. If you do see a CAW ripped off from someone else's FAQ, let me know and I'll take it off. Also, if anybody has any CAWs for the hidden characters, send them to me, and I'll put it up.

WWF

Earl Hebner

Name: Earl Hebner
 Nickname: Earl Hebner
 Age: 50
 Gender: Male
 Hometown: Richmond, Virginia

Favorite Star: Doesn't Matter
Entrance Movie: Doesn't Matter

Head: 47/75 (36/63 if nothing unlocked)
Upper Body: 48/81 (42/75 if nothing unlocked)
Lower Body: 11/95
Height: 0%
Weight: 50%
Skin: 2
Weapon: Doesn't Matter

Speed Skill: 4
Technical Skill: 5
Finisher: I used the Falcon Arrow. You can rename it to whatever
you want (Disqualification, Screwjob, etc.)
Favorite: I made it the Hurracanrana (Hebnercanrana)

Tazz

Name: Tazz
Nickname: Tazz
Age: 34?
Gender: Male
Hometown: Brooklyn, NY
Favorite Star: Doesn't Matter
Entrance Movie: Doesn't Matter (I used Ken Shamrock's)

Head: 71/75 (59/63 if nothing unlocked)
Upper Body: 24/75
Lower Body: either 3/92 or 45/95 (you must have unlocked the
Alternate Rock to use the second choice)
Height: 0%
Weight: 40-50%
Skin: 3
Weapon: Doesn't Matter

Characteristic: Either Chris Jericho- or Dudley Boyz-

Finisher: Either Octopus Hold or Dragon Sleeper (Rename to
Tazzmission)

Favorite: Northern Lights Suplex

Raven

Note: Must have Mideon unlocked

Name: Raven
Nickname: Raven
Age: ??
Gender: Male
Hometown:
Favorite Star: Unfortunately, his ally, Tazz isn't in the game. So you
can choose, but don't make it either of the Dudley Boyz
or Jericho.
Entrance Movie: Just choose what you think sounds like his new music.

Head: 27/75
Upper Body: 36/81
Lower Body: 87/95
Height: Default
Weight: Default

Skin: 2
Weapon: Black chair

Characteristic: Either Chris Jericho- or Dudley Boyz-
Power Skill: 4
Roughneck Skill: 4

Finisher: Inverted DDT (Rename to Evenflow DDT)
Favorite: Double Arm DDT

Steven Richards (Current RTC Gimmick)
Note: Must have Stevie Richards unlocked

Name: Steven Richards
Nickname: Steven Richards
Age: 25
Gender: Male
Hometown: ??
Favorite Star: Doesn't Matter
Entrance Movie: Doesn't Matter

Head: 46/75
Upper Body: 4/81
Lower Body: 11/95
Height: Default
Weight: Default
Skin: 2
Weapon: Ring Bell

Speed Skill: 5
Technical Skill: 4
Finisher: Senton Bomb (I saw him do it once in his copycat
gimmick)
Favorite: Karate Kick or Shuffle Side Kick (Rename to Steven Kick)

The Goodfather (Current RTC gimmick)

Name: The Goodfather
Nickname: The Goodfather
Age: ??
Gender: Male
Hometown: Las Vegas, Nevada
Favorite Star: Doesn't Matter
Entrance Movie: Anything except The Godfather's

Head: 22/63
Upper Body: 4/75
Lower Body: 11/92
Height: Default
Weight: Default
Skin: 3
Weapon: Black Chair

Power Skill: 5
Speed Skill: 2
Technical Skill: 3
Roughneck Skill: 3

Attacks:
X - Austin Punches

Up + X - Clothesline
Down + X - Shuffle Side Kick
Left + X - Chop
Right + X - Overhand Punch
X + X + X + X - Austin Punch, Austin Punch, Chop, Shuffle Side Kick
-
Front Grapple (Normal):
Up + O - Club To Neck
Down + O - Manhattan Drop
Left + O - Hard Scoop Slam
Right + O - Suplex
-
Front Grapple (Dazed):
Up + O - Headlock And Punch
Down + O - Piledriver
Left + O - Pendulum Backbreaker
Right + O - Fall Away Slam
-
Back Grapple:
Up + O - Diving Reverse DDT
Down + O - Atomic Drop
Left + O - Russian Leg Sweep
Right + O - Bulldog
-
Opponent on Mat:
X - Angry Stomp
Up + X - Elbow Drop
Down + X - Elbow Drop
Left + X - Leg Drop
Right + X - Leg Drop

Upper Body:
Up + O - Short Arm Scissors
Left + O - Camel Clutch
Right + O - Sleeper Hold

Lower Body:
Up + O - Leg Lock
Left + O - Knee Stomp
Right + O - Kick to Leg
-
Turnbuckle Moves:
Facing Opponent:
Up/Down + O - Shoulder Thrusts
Left/Right + O - 10 Punch

Behind Opponent:
Up/Down/Left/Right + O - Super Back Drop

Opponent in Lower Turnbuckle:
Up/Down/Left/Right + O - Foot Choke
Triangle + X - Shoulder Block
-
Rope Opponent:
Rope Down (opponent in the ropes):
O - Scoop Slam

Jump to Outside (opponent outside, Goodfather on turnbuckle):
X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

-

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Shoulder Block

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

-

Running Attacks:

X - Diving Shoulder

Up/Down/Left/Right + X - Ho Train Attack

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Rolling Clutch Pin

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

-

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Samoan Drop

-

Finisher: The Pimp Drop (Rename to Death Valley Driver, Censor Drop, etc.)

Favorite: Ho Train Attack (Rename to Censor Splash, etc.)

Val Venis (Current RTC gimmick)

Name: Val Venis

Nickname: Val Venis

Age: ??

Gender: Male

Hometown: Las Vegas, Nevada

Favorite Star: Doesn't Matter

Entrance Movie: Anything but Val Venis's old video

Head: 8/63

Upper Body: 4/75

Lower Body: 60/95 (57/92 if nothing unlocked)

Height: Default

Weight: Default

Skin: 2

Weapon: Black Chair

Power Skill: 3

Speed Skill: 3

Technical Skill: 5

Roughneck Skill: 3

Attacks:

X - Chop

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Austin Punches

Right + X - Elbow Smash

X + X + X + X - Chop, Austin Punch, Austin Punch, Double Axe Handle

-

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Arm Wrench

Left + O - DDT

Right + O - Scissors Sweep

-

Front Grapple (Dazed):

Up + O - Stomach Crusher

Down + O - Fisherman Suplex

Left + O - Double Arm Suplex

Right + O - Spinebuster

-

Back Grapple:

Up + O - Octopus Stretch

Down + O - Atomic Drop

Left + O - Russian Leg Sweep

Right + O - German Suplex Pin

-

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Sleeper Hold

Left + O - Mounted Punch

Right + O - Reverse Chin Lock

Lower Body:

Up + O - Kick to Groin

Left + O - Leg Lock

Right + O - Kick to Leg

-

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - Superplex

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

-

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Val on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

-

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

-

Running Attacks:

X - Back Elbow Attack

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker Drop

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

-

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Pulling Walk Slam

-

FAVORITE: Fisherman Suplex (It's better than using the Russian Leg Sweep)

FINISHER: The Money Shot

Lita (mine)

Note: You must Stephanie McMahon unlocked.

Name: Lita
Nickname: Lita
Age: 25
Gender: Female
Hometown: Fort Lauderdale, FL
Favorite Star: Matt or Jeff Hardy
Entrance Movie: Matt or Jeff Hardy

Head: 42/75
Upper Body: 52/81
Lower Body: 26/95
Height: Default
Weight: Default
Skin: 2
Weapon: Piped Chair

Speed Skill: 4 or higher
Technical Skill: 4 or higher

Favorite: Hurricanrana
Finisher: Diving Moonsault

Lita (Dagger)

Head: Stephanie McMahon/Ivory(if you can't create Steph yet)
Upper Body: red bikini top
Lower Body: Matt Hardy's pants/red track pants with white pipings st
the side.

Attributes: I placed most of her ability points in the Speed and
Technical category, emphasising mostly on skill.

Moves: Entirely up to the player. But try not to give her moves
where she is able to lift and hold her male opponents
above her head (eg: Falcon Arrow, Front Body Slam, etc.)
or power moves meant more for brute powerhouses (eg:
Jackknife Powerbomb, Bearhug Front Slam, etc.).

Favorite Move: Hurracanrana
Finisher: Diving Moonasult

New Test (mine)

Name: Test
Nickname: Test
Age: 26
Gender: Male
Hometown: Toronto, Ontario
Favorite Star: Doesn't Matter
Entrance Movie: Test

Head: 15/75
Upper Body: 15/81
Lower Body: /95
Height: Default
Weight: Default
Skin: 2
Weapon: Black chair

Power Skill: 5

Attacks:
X - Chop
Up + X - Clothesline
Down + X - Big Boot
Left + X - Toe Kick
Right + X - Austin Punches
X + X + X + X - Chop, Austin Punch, Chop, Big Boot

-
Front Grapple (Normal):
Up + O - Choke Toss
Down + O - Falling Neckbreaker
Left + O - Side Buster
Right + O - Suplex

-
Front Grapple (Dazed):
Up + O - Test Neckbreaker
Down + O - Diving Powerbomb
Left + O - Stomach Crusher
Right + O - Jackknife Powerbomb

-
Back Grapple:
Up + O - Sleeper Hold
Down + O - Full Nelson Slam

Left + O - Pumphandle Slam
Right + O - Pumphandle Drop

-

Opponent on Mat:

X - Angry Stomp

Up + X - Elbow Drop

Down + X - Elbow Drop

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Camel Clutch

Left + O - Mounted Punch

Right + O - Mounted Punch

Lower Body:

Up + O - Leg Lock

Left + O - Boston Crab

Right + O - Kick to Leg

-

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Mudhole Stomping

Left/Right + O - 10 Punch

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

-

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Test on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

-

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

Up/Down/Left/Right + X - Flying Clothesline

Opponent On Mat:

X - Test Diving Elbow

Up/Down/Left/Right + X - Test Diving Elbow

Run to Outside:

Square + X - Baseball Slide

-

Running Attacks:

X - Power Clothesline

Up/Down/Left/Right + X - Yakuza Kick

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker Drop

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

-

Running Counterattacks:

O - Shoulder Back Toss

Up/Down/Left/Right + O - Powerslam

-

Favorite: Diving Powerbomb, Pumphandle Slam, or Test Diving Elbow

Finisher: Pumphandle Slam or Test Diving Elbow

New Test (Dagger)

I have heard a few complaints from gamers about Test in Smackdown (eg: Lousy finisher, doesn't look like him, etc.). So I created a new Test more similar to the one in the WWF at the moment.

Head: Test

Upper: Test/Ken Shamrock

Lower: Full black leather pants

Attributes: I gave full ability points to the Power category until it maxed out and then if I received any more ability points, I would put them in either Speed and Technical. For Roughneck, I only increased his attack and defense.

Moves: I won't list out all his moves except for the ones I deem essential. The moves that I don't list out is for the player to decide himself/herself.

Ready Moves: Choke Toss

Groggy Moves: Stomach Crusher
Jackknife Powerbomb
Diving Powerbomb

Behind: Pumphandle Slam
Full Nelson Slam

Ready Attack: Power Clothesline
Big Boot
Clothesline

Top of Turnbuckle (Opp. Standing): Double Axe Handle
Flying Clothesline

Top of Turnbuckle (Opp. Lying Down): Test Diving Elbow

Favorite Move: Test Diving Elbow/ Pumphandle Slam (Up to the player's whim)

Finisher: Test Diving Elbow/ Pumphandle Slam (Once again, it's the player's choice)

Sable

Name: Sable

Nickname: Sable

Age: Doesn't matter

Gender: Female

Hometown: Doesn't matter
Favorite Star: Doesn't matter
Entrance Movie: Doesn't matter

Head: 21/75
Upper Body: 20/81
Lower Body: 20/95
Height: Default
Weight: Default
Skin: 2
Weapon: Doesn't matter

Power Skill: 4
Speed Skill: 4

L2: Taunt Val Venis
D-Pad + L2: Taunt Val Venis

Finisher: Jackknife Powerbomb (Rename to Sablebomb)
Favorite: Frankensteiner (Rename to Sablecanrana)

Perry Saturn (13 Reza)

Head: 0 (Stone Cold)
Upper: 5 (Ken Shamrock)
Lower: 5 (Ken Shamrock)
Skin : 3
Finisher: Octopus Stretch (rename: Rings of Saturn)
Favorite: ??????? (you choose)

New Undertaker (13 Reza)

Nickname: The Undertaker
Hometown: Death Valley

Head: 01 (The Undertaker)
Upper: 64 (Stone Cold Vest)
Lower: 26 (Matt Hardy)
Skin: 1
Finisher: Jackknife Powerbomb /Dominator (rename "The Last Ride")
Favorite: If you have gameshark use Chokeslam !

Essa Rios (13 Reza)

Name: Essa Rios
Nickname: Essa Rios
Age: ???
Gender: Male
Hometown: Tijuana, Mexico

Head: 18 (Christian)
Upper: 28 (Chris Jericho)
Lower: 61 (Red Pants w/white stripes) or 62 (Red Pants)
Height: 0%
Weight: Default
Finisher: Diving Moonsault
Favorite: Huracanrana

Kurt Angle

Name: Kurt Angle
Nickname: Kurt Angle
Age: ???
Gender: Male
Hometown: Pittsburgh, PA
Favorite Star: Doesn't matter, just as long as it's not The Rock or Triple H
Entrance Movie: Doesn't matter

Head: 5/75
Upper Body: 51/81
Lower Body: 61/95 (he wears this before matches, sometimes)
Height: Default
Weight: Default
Skin: 2
Weapon: Ring Bell or Sledgehammer

Fighting Style: Average
Character: European Title+, IC Title+, Title Match+, Tournament+, Triple H-, or The Rock- (or all of them, with the help of a GameShark)

Power Skill: 4
Speed Skill: 3
Technical Skill: 4
Roughneck Skill: 2
Logic: Grapple & Attack
Moves: He must have the Diving Moonsault. Give him the Gangrel Suplex and normal Suplex.

Finisher: Pimpdrop (Rename to Olympic Slam)
Favorite: Gangrel Suplex (Rename to Belly to Belly Suplex)

Yokozuna

Name: Yokozuna (or Rodney Anoai)
Nickname: Yokozuna
Age: 34
Gender: Male
Hometown: Polynesian Islands
Favorite Star: Doesn't matter
Entrance Movie: Doesn't matter

Head: 56/75
Upper Body: 3/81
Lower Body: 90/95
Height: Default
Weight: 100%
Skin: 3
Weapon: Doesn't matter

Fighting Style: Technical (Trust me. It's best for his finisher)
Character: Technical Skill or Technical Skill+
Power Skill: 4
Speed Skill: 2
Technical Skill: 5
Roughneck Skill: 2
Logic: Grapple & Attack

Finisher: The Money Shot (Rename to Bonzai Drop)
Favorite: Leg Drop (Ground Attack)

Rikishi

Name: Rikishi
Nickname: Rikishi
Age: 34?
Gender: Male
Hometown: Samoa
Favorite Star: Since he just broke up with Too Cool (who's not in the game anyway), and is on bad terms with The Rock and Stone Cold, pick some one other than those two.
Entrance Movie: Doesn't matter
Head: 15/75
Upper Body: 3/81
Lower Body: 3/95
Height: 10%
Weight: 100%
Fighting Style: Average
Character: Power Skill+, Speed Skill+, or Stone Cold- (or all three with the help of a GameShark)
Power Skill: 3
Speed Skill: 4
Technical Skill: 3
Roughneck Skill: 2
Logic: Grapple & Attack
Moves: He must have the running Thump, Shuffle Side Kick, Samoan Drop, and Belly to Back Flip
Finisher: Michinoku Driver (Rename to Rikishi Driver)
Favorite:

ECW

Justin Credible

Name: Justin Credible
Nickname: Justin Credible
Age: Doesn't matter
Gender: Male
Hometown: Ozone Park, NY
Favorite Star: Doesn't matter
Entrance Movie: Doesn't matter
Head: 0/75
Upper Body: 75/81
Lower Body: 87/95
Height: Default
Weight: Default
Skin: 2
Weapon: Kendo stick
Power Skill: 5
Speed Skill: 4
Technical Skill: 3
Roughneck Skill: 5
Logic: Grapple & Hardcore

Attacks:

X - Austin Punches

Up + X - Austin Punches

Down + X - Austin Punches

Left + X - Toe Kick

Right + X - Toe Kick

-

Front Grapple (Normal):

Up + O - Brainbuster (it's closest to the Hanging Vertical Suplex)

Down + O - Knee Smash

Left + O - Pendulum Backbreaker

Right + O - Shoulder Breaker

-

Front Grapple (Dazed):

Up + O - NorthernLightsSuplex

Down + O - Diving Powerbomb

Left + O - Jump Swinging DDT

Right + O - Shoulder Breaker

-

Back Grapple:

Up + O - Low Blow

Down + O - Low Blow

Left + O - Russian Leg Sweep

Right + O - School Boy

-

Opponent on Mat:

Attacks:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Angry Stomp

Right + X - Angry Stomp

Upper Body:

Up + O - Mounted Punch

Left + O - Armbar

Right + O - Armbar

Lower Body:

Up + O - Figure 4 Leg Lock

Left + O - Figure 4 Leg Lock

Right + O - Figure 4 Leg Lock

-

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Foot Choke

Left/Right + O - Foot Choke

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

-

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Justin on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

-

Aerial Attacks:

Opponent Standing:

X - Flying Clothesline

Up/Down/Left/Right + X - Dropkick

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

-

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Clothesline

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

-

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Powerslam

Favorite: Jump Swinging DDT (Rename to Spinning DDT)

Finisher: Tombstone Piledriver (Rename to That's Incredible)

Miscellaneous

The Samurai

Name: The Samurai
Nickname: The Samurai
Age: Doesn't matter
Gender: ?
Hometown: Tokyo, Japan
Favorite Star: Steve Blackman
Entrance Movie: Steve Blackman

Head: 54/75 (43/63 if nothing unlocked)
Upper Body: 68/81 (62/75 if nothing unlocked)
Lower Body: 78/95 (75/92 if nothing unlocked)
Height:
Weight:
Skin: Doesn't matter
Weapon: Kendo Stick

Speed Skill: 4

Technical Skill: 4

My brother's still working on him in Pre-Season, so I won't put in the entire move list until he's done. My brother did give him moves like the

Hurracanrana, Diving Moonsault, etc.

Favorite: Karate Kick
Finisher: Brainbuster (He renamed it the "Samurai's Blade")

The Karate Master

Name: Karate Master
Nickname: Karate Master
Age: 45
Gender: Male
Hometown: Japan
Favorite Star: Steve Blackman
Entrance Movie: Steve Blackman

Head: 56/75 (45/63 if nothing unlocked)
Upper Body: 72/81 (66/75 if nothing unlocked)
Lower Body: 82/95 (79/92 if nothing unlocked)
Height: Default
Weight: Default
Skin: 2
Weapon: Kendo Stick

Technical Skill: 4
Running Attack: Karate Kick

Fly Boy

Name: Fly Boy
Nickname: Fly Boy
Age: 21
Gender: Male
Hometown: New York
Favorite Star: Jeff Hardy
Entrance Movie: Christian

Head: 65/75 (53/63 if nothing unlocked)
Upper Body: 27/81
Lower Body: 26/95
Height: Default
Weight: Default
Skin: 2
Weapon: Hammer

Fighting Style: Speedy
Character: Speed Attack
Power Skill: 2
Power Attack: 2
Power Defense: 2
Speed Skill: 5
Speed Attack: 5
Speed Defense: 5
Technical Skill: 4
Technical Attack: 4
Technical Defense: 4
Roughneck Skill: 2
Roughneck Attack: 3
Roughneck Defense: 2
Logic: Aerial & Ground

Attacks:

X - Spinning Back Kick

Up + X - Shuffle Side Kick

Down + X - Roundhouse Dropkick

Left + X - Spinning Wheel Kick

Right + X - Spinning To FaceXpac

X + X + X + X - Spinning Back Kick, The Rock Punches, Slap, Double Axe Handle

-

Front Grapple (Normal):

Up + O - Suplex

Down + O - Gangrel Suplex

Left + O - Hard Scoop Slam

Right + O - Shoulder Breaker

-

Front Grapple (Dazed):

Up + O - Side Buster

Down + O - Hurracanrana

Left + O - Jump Swinging DDT

Right + O - NorthernLightsSuplex

-

Back Grapple:

Up + O - Abdominal Stretch

Down + O - Back Side Slam

Left + O - Electric Chair Drop

Right + O - Dragon Suplex Pin

-

Opponent on Mat:

X - Double Knee Drop

Up + X - Senton Splash

Down + X - Flip Splash

Left + X - Shaky Knee Drop

Right + X - Elbow Drop

Upper Body:

Up + O - Short Arm Scissors

Left + O - Mahistrol Cradle

Right + O - Knee Smash

Lower Body:

Up + O - D'LoTexas Cloverleaf

Left + O - Sharpshooter

Right + O - Toss

-

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Superplex

Left/Right + O - Walk on the rope

Behind Opponent:

Up/Down + O - Super Back Drop

Left/Right + O - Russian Leg Sweep

Opponent in Lower Turnbuckle:

Up/Down + O - Choke

Left/Right + O - Foot choke

Triangle + X - Bronco Buster

-

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Fly Boy on turnbuckle):

X - Diving Moonsault

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

-

Aerial Attacks:

Opponent Standing:

X - Spinning Wheel Kick

Up/Down + X - Missile Dropkick

Left/Right + X - Diving Spear

Opponent On Mat:

X - Twisting Body Attack

Up/Down + X - Senton Bomb

Left/Right + X - Twisting Knee Drop

Run to Outside:

Square + X - Asai Moonsault

-

Running Attacks:

X - Flying Cross Chop

Up/Down + X - Diving Forearm Smash

Left/Right + X - Jumping Knee Attack

Facing Opponent:

O - Neckbreaker

Up/Down + O - Neckbreaker Drop

Left/Right + O - Rolling Clutch Pin

Behind Opponent:

O - Facecrusher

Up/Down/Left/Right + O - Bulldog

-

Running Counterattacks:

O - Samoan Drop

Up/Down + O - Shoulder Back Toss

Left/Right + O - Monkey Toss

-

Appealing:

L2 - Taunt Chyna

D-Pad + L2 - Holdup & Down Hands

Winning Move: Cut The Air

Entrance Move: Normal

Ring in Move: Over The Rope

Ring Out Move: Over The Rope

-

Finisher: Impaler

Favorite: Hurracanrana

Eclipse

Name: Eclipse

Nickname: Eclipse

Age: ?

Gender: Male

Hometown: Pittsburgh

Favorite Star: Chris Jericho

Entrance Movie: Edge
Head: 70/75 (58/63 if nothing unlocked)
Upper Body: 57/81 (49/75 if nothing unlocked)
Lower Body: 87/95 (84/92 if nothing unlocked)
Height: Default
Weight: Default
Skin: 2
Weapon: Iron Pipe

Fighting Style: Speed
Characteristic: Power Skill+
Power Skill: 4
Speed Skill: 4
Technical Skill: 4
Logic: Grapple & Attack

Attacks:

X - Toe Kick
Up + X - Shuffle Side Kick
Down + X - Spinning Kick
Left + X - Spinning Side Kick
Right + X - Dropkick
X + X + X + X - Toe Kick, Toe Kick (R), Spinning Kick, Dropkick

-

Front Grapple (Normal):

Up + O - Brainbuster
Down + O - Piledriver
Left + O - DDT
Right + O - Jumping Arm Breaker

-

Front Grapple (Dazed):

Up + O - Hurracanrana
Down + O - Bearhug Front Slam
Left + O - Jump Swinging DDT
Right + O - Torture Rack

-

Back Grapple:

Up + O - Pumphandle Drop
Down + O - Bulldog
Left + O - Electric Chair Drop
Right + O - Russian Leg Sweep

-

Opponent on Mat:

X - Angry Stomp
Up + X - Leg Drop
Down + X - Leg Drop
Left + X - Flip Splash
Right + X - Flip Splash

Upper Body:

Up + O - Mahistrol Cradle
Left + O - Knee Smash
Right + O - Camel Clutch

Lower Body:

Up + O - Pin with Bridge
Left + O - Walls of Jericho
Right + O - Sharpshooter

-

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Tornado DDT
Left/Right + O - Walk on the Rope

Behind Opponent:

Up/Down + O - Reverse Brainbuster
Left/Right + O - Super Back Drop

Opponent in Lower Turnbuckle:

Up/Down + O - Foot choke
Left/Right + O - Foot choke
Triangle + X - Bronco Buster

-

Rope Opponent:

Rope Down (opponent in the ropes):
O - Running Knee Strike

Jump to Outside (opponent outside, Eclipse on turnbuckle):

X - Vaulting Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Moonsault

-

Aerial Attacks:

Opponent Standing:

X - Missile Dropkick
Up/Down + X - Spinning Wheel Kick
Left/Right + X - Diving Spear

Opponent On Mat:

X - Twisting Body Attack
Up/Down + X - Diving Moonsault
Left/Right + X - The 450

Run to Outside:

Square + X - Asai Moonsault

-

Running Attacks:

X - Flying Lariat
Up/Down + X - Jumping Knee Attack
Left/Right + X - Karate Kick

Facing Opponent:

O - Spear
Up/Down + O - Press & Knuckle
Left/Right + O - Running Clutch Pin

Behind Opponent:

O - Bulldog
Up/Down/Left/Right + O - Facecrusher

-

Running Counterattacks:

O - Powerslam
Up/Down + O - Samoan Drop
Left/Right + O - Samoan Drop

-

Appealing:

L2 - Taunt Edge
D-Pad + L2 - Slow Cut Throat

Winning Move: Taunt Stone Cold
Entrance Move: Chris Jericho
Ring in Move: Normal
Ring Out Move: Normal
-
Finisher: Michinoku Driver (Rename to Eclipse Driver)
Favorite: Pumphandle Drop (Rename to Block Out The Sun)

13 ReZA

Name: 13 ReZA
Nickname: 13 ReZA
Age: ??
Hometown: ???
Favorite Star: The Undertaker
Entrance Movie: The Undertaker

Head: 65 (Hockey Mask)
Upper: 32 (Steve Blackman)
Lower: 32 (Steve Blackman)
Height: Default
Weight: Default
Finisher: Michinoku Driver (Rename to 13 Driver)
Favorite: Karate Kick

Christopher Titus

Name: Christopher Titus
Nickname: Titus
Age: 29?
Gender: Male
Hometown: Newark, CA
Favorite Star: Doesn't Matter
Entrance Movie: Doesn't Matter

Head: 67/75
Upper Body: 40/81 (WWF Attitude Shirt)
Lower Body: 39/95
Height: Default
Weight: Default
Skin: 2
Weapon: Doesn't matter

Fighting Style: Average
Character: There's no "Ken Titus-" characteristic, so pick whatever you want.
Logic: Pick whatever 2 you like.
Ability: It doesn't matter what you give him.
Moves: Pick whatever you like.

THQ Man

Name: THQ Man
Nickname: THQ Man
Age: ?
Gender: ?
Hometown: Unknown
Favorite Star: Doesn't Matter
Entrance Movie: Doesn't Matter

Head: 55/75
Upper Body: 69/81
Lower Body: 79/95
Height: Default
Weight: Default
Skin: 2
Weapon: Doesn't Matter

Fighting Style: Doesn't Matter
Character: Doesn't Matter
Logic: Doesn't Matter
Ability: Doesn't Matter
Moves: Give him moves that match his ability.
Finisher: Doesn't Matter
Favorite: Just pick one of the moves you gave him.

Hidden Wrestlers

Jacqueline

Name: Jacqueline
Nickname: Jacqueline
Age: ??
Gender: Female
Hometown: Dallas, Texas
Favorite Star: Doesn't Matter
Entrance Movie: Doesn't Matter

Head: 41/75
Upper Body: 66/81
Lower Body: 46/95
Height: Default
Weight: Default
Skin: 3
Weapon: Doesn't Matter

Speed Skill: 4

Finisher: Jump Swinging DDT
Favorite: Doesn't matter

The Blue Meanie

Name: The Blue Meanie
Nickname: The Blue Meanie
Age: ??
Gender: Male
Hometown: Pepperland
Favorite Star: Doesn't Matter
Entrance Movie: Doesn't Matter (I used Al Snow's)

Head: 59/75
Upper Body: 60/81 (believe it or not, I mean the skinny one)
Lower Body: 87/95
Height: Doesn't Matter
Weight: 75%
Skin: 2
Weapon: Piped Chair

Technical Skill: 4
Finisher: Diving Moonsault (Rename to Meaniesault)
Favorite: DDT

Mideon

Name: Mideon
Nickname: Mideon
Age: ??
Gender: Male
Hometown: The Dark Side
Favorite Star: The Undertaker
Entrance Movie: The Undertaker

Head: 36/75
Upper Body: 36/81
Lower Body: 36/95
Height: Default
Weight: Default
Skin: 2
Weapon: Urn

Power Skill: 5
Technical Skill: 4

Finisher: Diving Reverse DDT (Rename To The Eye Opener)
Favorite: ???

Stephanie McMahon

Name: Stephanie McMahon
Nickname: Stephanie McMahon
Age: 23
Gender: Female
Hometown: Greenwich, Connecticut
Favorite Star: Triple H
Entrance Movie: Triple H

Head: 44/75
Upper Body: 43/81 (the official one) or 53/81 (it looks more like the outfits Stephanie wears now)
Lower Body: 43/95 (the official one) or 23/95 (it looks more like the outfits Stephanie wears now)
Height: Default
Weight: Default
Skin: 2
Weapon: Doesn't Matter

Power Skill: 2
Technical Skill: 5

Finisher: The Pedigree
Favorite: DDT

Stevie Richards (old gimmick, not current RTC one)

Name: Stevie Richards
Nickname: Stevie Richards
Age: 25

Gender: Male
Hometown: ??
Favorite Star: Doesn't Matter
Entrance Movie: Doesn't Matter

Head: 46/75
Upper Body: 77/81
Lower Body: 87/95
Height: Default
Weight: Default
Skin: 2
Weapon: Piped Chair

Speed Skill: 5
Technical Skill: 4

Finisher: Senton Bomb (I saw him do it once in his copycat gimmick)
Favorite: Karate Kick or Shuffle Side Kick (Rename to Stevie Kick)

Prince Albert

Name: Prince Albert
Nickname: Prince Albert
Age: 25
Gender: Male
Hometown: Boston, Massachusetts
Favorite Star: Test
Entrance Movie: Test

Head: 37/75
Upper Body: 42/81 or 38/81
Lower Body: /95
Height: Default
Weight: Default
Skin: 2
Weapon: Piped Chair

Power Skill: 4
Finisher: Falling Powerslam (Rename to Albert Bomb)
Favorite: Body Press Slam

Alternate Rock

Name: The Rock
Nickname: The Rock
Age: 28
Gender: Male
Hometown: Miami, FL
Favorite Star: The Rock, Mankind, or Stone Cold
Entrance Movie: The Rock

Head: 44/75
Upper Body: 45/81
Lower Body: 45/95
Height: Default
Weight: Default
Skin: 3
Weapon: Piped Chair

Attacks:

X - Rock Punches

Up + X - Double Axe Handle

Down + X - Clothesline

Left + X - Toe Kick

Right + X - Elbow Smash

X + X + X + X - The Rock Punch, The Rock Punch, Elbow Smash, Double Axe Handle

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - DDT

Left + O - Scoop Slam

Right + O - Club to Neck

Front Grapple (Dazed):

Up + O - Suplex

Down + O - Manhattan Drop

Left + O - Sambo Suplex

Right + O - Jump Swinging DDT

Back Grapple:

Up + O - Sleeper Hold

Down + O - Atomic Drop

Left + O - Back Drop

Right + O - Russian Leg Sweep

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Rock Stomp

Right + X - Rock Stomp

Upper Body:

Up + O - Mounted Punch

Left + O - Knee Smash

Right + O - Sleeper Hold

Lower Body:

Up + O - Toss

Left + O - Figure 4 Leg Lock

Right + O - Sharpshooter

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Superplex

Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, The Rock on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Elbow Drop

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

Run to Outside:

Square + X - Baseball Slide

Running Attacks:

X - Clothesline

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Neckbreaker

Up/Down/Left/Right + O - Neckbreaker

Behind Opponent:

O - School Boy

Up/Down/Left/Right + O - School Boy

Running Counterattacks:

O - Monkey Toss

Up/Down/Left/Right + O - Samoan Drop

Finisher: The Rock Bottom or The People's Elbow

Favorite: If Rock Bottom is finisher, Jump Swinging DDT (Rename to Laying the SmackDown OR Floatover DDT) or if People's Elbow is finisher, Sambo Suplex (Rename to The Rock Bottom)

Alternate Stone Cold

Name: Stone Cold OR Steve Austin

Nickname: Stone Cold

Age: 36

Gender: Male

Hometown: Victoria, TX

Favorite Star: The Rock, Mankind, or Stone Cold

Entrance Movie: Stone Cold

Head: 43/75

Upper Body: 44/81

Lower Body: 44/95

Height: Default

Weight: Default

Skin: 2

Weapon:

Fighting Style: Either Power or Average

Characteristics: Injured Neck, Injured Knee, Vince McMahon-, Triple H-, The Rock+, OR Title Match+ (or all 6, with the help of a

GameShark)

Logic: Attack & Hardcore

Power Skill: 5

Speed Skill:

Technical Skill:

Roughneck Skill:

--

Attacks:

X - Austin Punch

Up + X - Overhand Punch

Down + X - Clothesline

Left + X - Snap Jab

Right + X - Toe Kick

X + X + X + X - Austin Punch, Austin Punch, Austin Punch, Austin Punch

-

Front Grapple (Normal):

Up + O - Eye Rake

Down + O - Side Buster

Left + O - Scoop Slam

Right + O - Suplex

-

Front Grapple (Dazed):

Up + O - Piledriver

Down + O - Side Buster

Left + O - Stunner

Right + O - DDT

-

Back Grapple:

Up + O - Sleeper Hold

Down + O - Bulldog

Left + O - Back Drop

Right + O - Turn to Face

-

Opponent on Mat:

X - Angry Stomp

Up + X - Angry Stomp

Down + X - Angry Stomp

Left + X - Austin Elbow Drop

Right + X - Austin Elbow Drop

Upper Body:

Up + O - Sleeper Hold

Left + O - Mounted Punch

Right + O - Mounted Punch

Lower Body:

Up + O - Toss

Left + O - Leg Lock

Right + O - Kick to Groin

-

Turnbuckle Moves:

Facing Opponent:

Up/Down + O - Foot Choke

Left/Right + O - Shoulder Thrusts

Behind Opponent:

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

Opponent in Lower Turnbuckle:

Up/Down/Left/Right + O - Foot Choke

Triangle + X - Shoulder Block

-

Rope Opponent:

Rope Down (opponent in the ropes):

O - Scoop Slam

Jump to Outside (opponent outside, Stone Cold on turnbuckle):

X - Diving Body Press

Jump Down Over (opponent outside, you standing by the ropes):

Triangle + X - Vaulting Body Press

--

Aerial Attacks:

Opponent Standing:

X - Double Axe Handle

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

Opponent On Mat:

X - Diving Elbow

Up/Down/Left/Right + X - Diving Elbow

Run To Outside:

Square + X - Dive Through Ropes

-

Running Attacks:

X - Power Clothesline

Up/Down/Left/Right + X - Shoulder Block

Facing Opponent:

O - Press & Knuckle

Up/Down/Left/Right + O - Press & Knuckle

Behind Opponent:

O - Bulldog

Up/Down/Left/Right + O - Bulldog

-

Running Counterattacks:

O - Monkey Toss

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

-

Finisher: Stone Cold Stunner

Favorite: Press & Knuckle (Rename to Lou Theez Press)

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Extras

Pre-Season Extras:

1 pre-season: Wealth

2 pre-seasons: European Title & Ability

3 pre-seasons: Women's Title & Ability

4 pre-seasons: Tournament & Ability

5 pre-seasons: Hardcore Title & Ability

6 pre-seasons: IC Title & Ability

7 pre-seasons: Tag Team Title & Ability

8 pre-seasons: Title Match & Ability

10 pre-seasons: You can skip the matches in Pre-Season

The Blue Meanie: Lose to Chyna in July

Stevie Richards: Lose to Steve Blackman in July

Stephanie McMahon: Lose to Triple H at Wrestlemania

Alternate Stone Cold: Beat Stone Cold, Big Show, and Rock at Wrestlemania

Alternate Rock: Beat Rock n' Sock Connection at Wrestlemania

Season Mode Extras:

1 season: Ivory
2 seasons: Prince Albert
3 seasons: Jacqueline
4 seasons: Viscera
5 seasons: 80 Ability Points in CAW
6 seasons: Mideon
7 seasons: Gerald Brisco
8 seasons: Pat Patterson
10 seasons: 90 Ability Points in CAW
20 seasons: 100 Ability Points in CAW

Cool Backstage Info:

Stage: -Whip your opponent to get a piped chair, or the metal poles to get an iron pipe.
Hallway: -Whip your opponent into the soda machine to get a soda can.
Kitchen: -Whip your opponent into the stove to burn them, and the sink to splash them.
-Whip your opponent into the plate rack to get a plate, or the set of boxes to get a watermelon.
Boiler Room -Whip your opponent into the steam machines to blow steam in his/her face
-Whip your opponent into the cage style wall to get a barrel, or into the side walls to get an iron pipe.
Parking Lot -Whip your opponent into the parked cars for them to flash their lights and blind your opponent.
-Whip your opponent into the ambulance to get a stretcher, the fire extinguisher case to get an extinguisher, and the white boxes to get The Undertaker's urn.

Crotch Opponents into the Ringpost:

Irish Whip your opponent into the turnbuckle. Quickly go outside of the ring, and if he's still standing in the corner, press O. You'll pull him into the ringpost! It works easier if you do it with a partner. You can wait outside while your partner whips him into the post.

New Age Outlaws Appearance:

Play a tag team match with Road Dogg and Mr. Ass. When they come out, there will be a new Titantron video in the background with Road Dogg's music, and it will say New Age Outlaws.

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GameShark Codes:

If you have any GameShark codes that aren't up here, send them to me at jrodabau@nycap.rr.com to get credit.

Code Title:	Code:
-----	-----
Infinite Creation Points	D00ED41A 0001 800ED41A 0046
Max Creation Points	800ED418 0FFF
Unlock Extra Heads	80090F7C 00FF 80090F7E 00FF
Unlock Extra Tops	80090F90 00FF 80090F92 00FF
Unlock Extra Bottoms	80090FA4 00FF 80090FA6 00FF
Start With 5 Specials P1	8007AC53 0005

Start With 5 Specials P2	8007AC76 0005
Start With 5 Specials P3	8007AC8E 0005
Start With 5 Specials P4	8007ACA6 0005
Infinite Special P1	80047ACA 2400
	800497FE 2400
	8007AC5E 0005
	8007AC76 0000
	8007AC8E 0000
	8007ACA6 0000
Infinite Special P2	80047ACA 2400
	800497FE 2400
	8007AC5E 0000
	8007AC76 0005
	8007AC8E 0000
	8007ACA6 0000
Infinite Special P3	80047ACA 2400
	800497FE 2400
	8007AC5E 0000
	8007AC76 0000
	8007AC8E 0005
	8007ACA6 0000
Infinite Special P4	80047ACA 2400
	800497FE 2400
	8007AC5E 0000
	8007AC76 0000
	8007AC8E 0000
	8007ACA6 0005
Infinite Special P1/P2	80047ACA 2400
	800497FE 2400
	8007AC53 0005
	8007AC76 0005
	8007AC8E 0000
	8007ACA6 0000
Infinite Special P1/P3	80047ACA 2400
	800497FE 2400
	8007AC53 0005
	8007AC76 0000
	8007AC8E 0005
	8007ACA6 0000
Infinite Special P1/P4	80047ACA 2400
	800497FE 2400
	8007AC53 0005
	8007AC76 0000
	8007AC8E 0000
	8007ACA6 0005
Infinite Special P1/P2/P3	80047ACA 2400
	800497FE 2400
	8007AC53 0005
	8007AC76 0005
	8007AC8E 0005
	8007ACA6 0000
Infinite Special P1/P3/P4	80047ACA 2400
	800497FE 2400
	8007AC53 0005
	8007AC76 0000
	8007AC8E 0005
	8007ACA6 0005
Infinite Special P1/P2/P4	80047ACA 2400
	800497FE 2400
	8007AC53 0005

	8007AC76 0005
	8007AC8E 0000
	8007ACA6 0005
Infinite Special P2/P3	80047ACA 2400
	800497FE 2400
	8007AC53 0000
	8007AC76 0005
	8007AC8E 0005
	8007ACA6 0000
Infinite Special P2/P4	80047ACA 2400
	800497FE 2400
	8007AC53 0000
	8007AC76 0005
	8007AC8E 0000
	8007ACA6 0005
Infinite Special P2/P3/P4	80047ACA 2400
	800497FE 2400
	8007AC53 0000
	8007AC76 0005
	8007AC8E 0005
	8007ACA6 0005
Infinite Special P3/P4	80047ACA 2400
	800497FE 2400
	8007AC53 0000
	8007AC76 0000
	8007AC8E 0005
	8007ACA6 0005
Infinite Special All Players	80047ACA 2400
	800497FE 2400
	8007AC5E 0005
	8007AC76 0005
	8007AC8E 0005
	8007ACA6 0005
Infinite Special in Season Mode	80047ACA 2400
	800497FE 2400
	D007AC58 0000
	8007AC5E 0005
	D007AC70 0000
	8007AC76 0005
	D007AC88 0000
	8007AC8E 0005
	D007ACA0 0000
	8007ACA6 0005
Never Add A Special (everyone)	800496FE 2400
Never Lose A Special (everyone)	80047ACA 2400
No Power Meter (everyone)	800497DA 2400
P1 Control Modifier	8007AC58 00??
P2 Control Modifier	8007AC70 00??
P3 Control Modifier	8007AC88 00??
P4 Control Modifier	8007ACA0 00??
?? - Quantity Digits for Control	00 - Human
Modifier Codes	01 - CPU
Pin In A Cage	800849B8 F002 (NOTE: If you select a Singles Match, or are in one during Season Mode, you will be in a cage.)
Area Modifier	8007ACAC 0??? (NOTE: You can't leave the area you're in, and will freeze The Royal Rumble upon entry of the 3rd to 7th opponent.)
??? - Value to Determine Where	104 - Entrance Way

You Wrestle At	105 - Ringside (allows weapons in any match except for Cage & Royal Rumbles)
	106 - Corridor
	107 - Boiler Room
	108 - Kitchen
	109 - Parking Lot
Characteristic/Victory Music	80090020 ??xx
Modifier CAW Slot 1	80090022 ????
	80090024 ????
	80090026 05??
Characteristic/Victory Music	8009013E ??xx
Modifier CAW Slot 2	80090140 ????
	80090142 ????
	80090144 05??
Characteristic/Victory Music	8009025C ??xx
Modifier CAW Slot 3	8009025E ????
	80090260 ????
	80090262 05??
Characteristic/Victory Music	8009037A ??xx
Modifier CAW Slot 4	8009037C ????
	8009037E ????
	80090380 05??
?? - Characteristic Mod Value	00 - Power Attack
	01 - Technical Attack
	02 - Speed Attack
	03 - Rough Attack
	04 - Power Def.
	05 - Technical Def.
	06 - Speed Def.
	07 - Rough Def.
	08 - Power Skill
	09 - Technical Skill
	0A - Speed Skill
	0B - Rough Skill
	0C - Single Match
	0D - Tag Match
	0E - 3-Way Dance
	0F - 4-Way Dance
	10 - Battle Royal
	11 - Falls Anywhere
	12 - Hardcore
	13 - Cage Match
	14 - Royal Rumble
	15 - Tournament
	16 - "I Quit" Match
	17 - WWF Title
	18 - Tag Title
	19 - IC Title
	1A - European
	1B - Women's Title
	1C - Hardcore Title
	1D - Handicap
	1E - S. Referee
	1F - Lucky
	20 - Favorite
	21 - Good Looks
	22 - Sexy
	23 - Good Speaker
	24 - Somber

25 - Power Attack+
26 - Power Attack-
27 - Technical Attack+
28 - Technical Attack.-
29 - Speed Attack+
2A - Speed Attack-
2B - Rough Attack+
2C - Rough Attack-
2D - Power Def.+
2E - Power Def.-
2F - Technical Def.+
30 - Technical Def.-
31 - Speed Def.+
32 - Speed Def.-
33 - Rough Def.+
34 - Rough Def.-
35 - Power Skill +
36 - Power Skill -
37 - Technical Skill+
38 - Technical Skill-
39 - Speed Skill+
3A - Speed Skill-
3B - Rough Skill+
3C - Rough Skill-
3D - Single Match+
3E - Single Match-
3F - Tag Match+
40 - Tag Match-
41 - 3-Way Dance+
42 - 3-Way Dance-
43 - 4-Way Dance+
44 - 4-Way Dance-
45 - Battle Royal+
46 - Battle Royal-
47 - Falls Anywhere+
48 - Falls Anywhere-
49 - Hardcore+
4A - Hardcore-
4B - Cage Match+
4C - Cage Match-
4D - "I Quit" Match+
4E - "I Quit" Match-
4F - Royal Rumble+
50 - Royal Rumble-
51 - Handicap+
52 - Handicap-
53 - S. Referee+
54 - S. Referee-
55 - Injured Neck
56 - Weak Neck
57 - Injured Waist
58 - Weak Waist
59 - Injured Elbow
5A - Weak Elbow
5B - Injured Knee
5C - Weak Knee
5D - Lucky Life
5E - Unlucky
5F - Funny
60 - Smart

61 - Sensual
62 - Lady
63 - Noble
64 - Don Juan
65 - Femme Fatal
66 - Sharp Tounge
67 - Teriffic Speaker
68 - Bad Speaker
69 - Fashionable
6A - Unfashionable
6B - Good Health
6C - Bad Health
6D - Loner
6E - Cooperative
6F - Roughneck
70 - Rowdy
71 - Fair
72 - Betrayer
73 - Tenderhearted
74 - Stone Cold+
75 - The Rock+
76 - Triple H+
77 - Mankind+
78 - Ken Shamrock+
79 - Al Snow+
7A - Hardcore Holly+
7B - Big Show+
7C - Kane+
7D - The Undertaker+
7E - Test+
7F - X-Pac+
80 - Road Dogg+
81 - D-Generation X+
82 - Mr. Ass+
83 - Gangrel+
84 - Edge+
85 - Christian+
86 - Big Bossman+
87 - Val Venis+
88 - Godfather+
89 - Chyna+
8A - Tori+
8B - Vince McMahon+
8C - McMahon Family+
8D - D'Lo Brown+
8E - Mark Henry+
8F - Matt Hardy+
90 - Jeff Hardy+
91 - Hardy Boyz+
92 - Chris Jericho+
93 - Shane McMahon+
94 - Paul Bearer+
95 - Steve Blackman+
96 - Faarooq+
97 - Bradshaw+
98 - Acolytes+
99 - Buh Buh Ray+
9A - D'Von+
9B - Dudley Boys+
9C - Debra+

9D - Stone Cold-
9E - The Rock-
9F - Triple H-
A0 - Mankind-
A1 - Ken Shamrock-
A2 - Al Snow-
A3 - Hardcore Holly-
A4 - Big Show-
A5 - Kane-
A6 - The Undertaker-
A7 - Test-
A8 - X-Pac-
A9 - Road Dogg-
AA - D-Generation X-
AB - Mr. Ass-
AC - Gangrel-
AD - Edge-
AE - Christian-
AF - Big Bossman-
B0 - Val Venis-
B1 - Godfather-
B2 - Chyna-
B3 - Tori-
B4 - Vince McMahon-
B5 - McMahon Family-
B6 - D'Lo Brown-
B7 - Mark Henry-
B8 - Matt Hardy-
B9 - Jeff Hardy-
BA - Hardy Boyz-
BB - Chris Jericho-
BC - Shane McMahon-
BD - Paul Bearer-
BE - Steve Blackman-
BF - Faarooq-
C0 - Bradshaw-
C1 - Acolytes-
C2 - Buh Buh Ray-
C3 - D'Von-
C4 - Dudley Boys-
C5 - Debra-
C6 - Tournament+
C7 - Title Match+
C8 - Tag Title+
C9 - IC Title+
CA - European Title+
CB - Women's Title+
CC - Hardcore Title+
CD - Wealth
FF - Blank (No Data)
0E - Stone Cold
0F - The Undertaker & Paul Bearer
10 - The Rock
11 - The Big Show
12 - Mankind
13 - Ken Shamrock
14 - Triple H
15 - Kane
16 - Val Venis
17 - Big Boss Man

xx - Victory Music Mod Value

18 - X-Pac
19 - Vince & Shane McMahon
1A - Mr. Ass
1B - Road Dogg
1C - Hardcore Holly
1D - Test
1E - Al Snow
1F - Gangrel
20 - Christian
21 - Edge
22 - Chyna
23 - Tori
24 - The Godfather
25 - Debra
26 - D'Lo Brown
27 - Mark Henry
28 - Hardy Boyz
29 - Chris Jericho
2A - Steve Blackman
2B - Acolytes
2C - Dudley Boyz

Enable All Characteristics

80090700 FFFF
80090702 FFFF
80090704 FFFF
80090706 FFFF
80090708 FFFF
8009070A FFFF
8009070C FFFF
8009070E FFFF
80090710 FFFF
80090712 FFFF
80090714 FFFF

Move List Modifier CAW Slot 1

Front Grapple (Normal)

80090080 ????
80090082 ????
80090084 ????
80090086 ????

Front Grapple (Dazed)

8009008A ????
8009008C ????
8009008E ????
80090090 ????

Back Grapple

8009009E ????
800900A0 ????
800900A2 ????
800900A4 ????

Ground

800900AA ????
800900AC ????
800900AE ????

Running Grapple (Front)

800900EC ????
800900EE ????
800900F0 ????

Running Grapple (Back)

800900F8 ????
800900FA ????
800900FC ????

Running Attack

800900F2 ????
800900F4 ????
800900F6 ????

Running Counter

800900FE ????
80090100 ????
80090102 ????

Turnbuckle Grapple (Front)	800900C8	????
	800900CA	????
Turnbuckle Grapple (Back)	800900CE	????
	800900D0	????
Turnbuckle Grapple (Lower)	800900D4	????
	800900D6	????
Aerial (Standing)	800900DA	????
	800900DC	????
	800900DE	????
Aerial (Down)	800900E0	????
	800900E2	????
	800900E4	????
Move List Modifier CAW Slot 2		
Front Grapple (Normal)	80090193	????
	800901A0	????
	800901A2	????
	800901A4	????
Front Grapple (Dazed)	800901A8	????
	800901AA	????
	800901AC	????
	800901AE	????
Back Grapple	800901BC	????
	800901BE	????
	800901CO	????
	800901C2	????
Ground	800901C8	????
	800901CA	????
	800901CC	????
Running Grapple (Front)	8009020A	????
	8009020C	????
	8009020E	????
Running Grapple (Back)	80090216	????
	80090218	????
	8009021A	????
Running Attack	80090210	????
	80090212	????
	80090214	????
Running Counter	8009021C	????
	8009021E	????
	80090220	????
Turnbuckle Grapple (Front)	800901E6	????
	800901E8	????
Turnbuckle Grapple (Back)	800901EC	????
	800901EE	????
Turnbuckle Grapple (Lower)	800901F2	????
	800901F4	????
Aerial (Standing)	800901F8	????
	800901FA	????
	800901FC	????
Aerial (Down)	800901FE	????
	80090200	????
	80090202	????
Move List Modifier CAW Slot 3		
Front Grapple (Normal)	800902BC	????
	800902BE	????
	800902C0	????
	800902C2	????
Front Grapple (Dazed)	800902C6	????
	800902C8	????
	800902CA	????

	800902CC	????
Back Grapple	800902DA	????
	800902DC	????
	800902DE	????
	800902E0	????
Ground	800902E6	????
	800902E8	????
	800902EA	????
Running Grapple (Front)	80090328	????
	8009032A	????
	8009032C	????
Running Grapple (Back)	80090334	????
	80090336	????
	80090338	????
Running Attack	8009032E	????
	80090330	????
	80090332	????
Running Counter	8009033A	????
	8009033C	????
	8009033E	????
Turnbuckle Grapple (Front)	80090304	????
	80090306	????
Turnbuckle Grapple (Back)	8009030A	????
	8009030C	????
Turnbuckle Grapple (Lower)	80090310	????
	80090312	????
Aerial (Standing)	80090316	????
	80090318	????
	8009031A	????
Aerial (Down)	8009031C	????
	8009031E	????
	80090320	????
Move List Modifier CAW Slot 4		
Front Grapple (Normal)	800903DA	????
	800903DC	????
	800903DE	????
	800903E0	????
Front Grapple (Dazed)	800903E4	????
	800903E6	????
	800903E8	????
	800903EA	????
Back Grapple	800903F8	????
	800903FA	????
	800903FC	????
	800903FE	????
Ground	80090404	????
	80090406	????
	80090408	????
Running Grapple (Front)	80090446	????
	80090448	????
	8009044A	????
Running Grapple (Back)	80090452	????
	80090454	????
	80090456	????
Running Attack	8009044C	????
	8009044E	????
	80090450	????
Running Counter	80090458	????
	8009045A	????
	8009045C	????

Turnbuckle Grapple (Front)		80090422	????
		80090424	????
Turnbuckle Grapple (Back)		80090428	????
		8009042A	????
Turnbuckle Grapple (Lower)		8009042E	????
		80090430	????
Aerial (Standing)		80090434	????
		80090436	????
		80090438	????
Aerial (Down)		8009043A	????
		8009043C	????
		8009043E	????
???? - Move List Mod Value			
Powerful	Level 1	1396	- Scoop Slam
		1399	- Hard Scoop Slam
		13AC	- Side Buster
		14C1	- Atomic Drop
		15E1	- Bulldog
		0DDE	- Elbow Drop
	Level 2	1392	- DDT
		1581	- Spinebuster
		14BC	- Reverse Brainbuster
	Level 3	13A1	- Pendulum Backbreaker
		13A6	- Bearhug
		13A0	- Stomach Crusher
		13B2	- Rib Breaker
		13B6	- Fall Away Slam
		13DF	- Pulling Piledriver
		1394	- Piledriver
		14B6	- Pumphandle Drop
		0DAD	- Flying Clothesline
		0DDF	- Diving Elbow
		0DE6	- Test Diving Elbow
	Level 4	13B1	- Dominator
		13AE	- Choke Toss
		13B4	- Test Neckbreaker
		13A3	- Diving Powerbomb
		13B7	- Bearhug Front Slam
		13B8	- Inverted DDT
		13B9	- Falling Powerslam
		13BC	- Body Press Slam
		13C1	- Torture Rack
		13CC	- Double Powerbomb
		13D9	- Body Press Drop FW
		13DA	- Body Press Drop
		13A4	- Pimpdrop
		1388	- Stunner
		13AA	- Running Powerbomb
		14BD	- Pumphandle Slam
		1395	- Jackknife Powerbomb
	Level 5	13EA	- Strong Lariat
		138E	- Tombstone Piledriver
		14B9	- Full Nelson Slam
		1389	- Choke Slam
		139B	- Showstopper
		139D	- Stone Cold Stunner
Speedy	Level 1	13CD	- Snapmare
		14B4	- Back Drop
	Level 2	13BA	- Double Arm Suplex
		13AB	- Falcon Arrow

	157D - Knee Smash
	14C0 - Diving Reverse DDT
Level 3	13B0 - Reverse Suplex
	1390 - Belly to Back Flip
	13BD - Fisherman Suplex
	139F - Gangrel Suplex
	13DC - Tori Suplex
	13A2 - Brainbuster
	14C3 - German Suplex Pin
	0DAC - Front Dropkick
	0DB4 - Missile dropkick
Level 4	13CA - Northern Lights Suplex
	138B - X-Factor
	13DB - Sky High
	13BE - Michinoku Driver
	13E8 - Downward Spiral
	1391 - Huracanrana
	14BA - Electric Chair Drop
	1397 - Jump Swinging DDT
	0DE5 - Twisting Knee Drop
	14C4 - Dragon Suplex Pin
	14CC - Impaler
	0DAF - Spinning Wheel Kick
	0E1B - Twisting Body Attack
Level 5	13A8 - Spinning Back Drop
	14C5 - Tiger Suplex Pin
	0DE4 - Senton Bomb
	173E - The People's Elbow
Technical Level 1	1393 - Suplex
	13D1 - Small Package
	1582 - Scissor Sweep
	15AE - Neckbreaker
	14C7 - Reverse Pin
	15E0 - School Boy
Level 2	13C5 - Shoulder Breaker
	13C9 - Hip Toss
	13B3 - Shin Breaker
	13D4 - Falling Neckbreaker
	13A5 - Arm Wrench
	13A7 - Jumping Arm Breaker
	14BF - Abdominal Stretch
	14BB - Back Side Slam
	14B8 - Russian Leg Sweep
	15E2 - Face Crusher
Level 3	1583 - Pulling Walk Slam
	13C2 - Dragon Screw
	14B7 - Dragon Sleeper
Level 4	0E1C - Dragon Attack
	13D6 - Double Arm Backbreaker
	13DE - Snowplow
	13BF - Rolling Leg Lock
	13CB - Sambo Suplex
	0DE7 - The 450
	0E1A - Diving Moonsault
	14C6 - Octopus Stretch
	0DB1 - Diving Spear
Level 5	13D8 - Shamrock Anklelock
	138C - Pedigree
	138D - The Rock Bottom
	138A - Fame Asser

Roughneck Level 1

Level 2

Level 3

Level 4

Level 5

Tornado Match

All Titles on the Line

=====

Weapons List

If there are any weapons in the game that aren't on this list, let me know, so I can add it.

Microphone

Black chair

Piped chair

Ring bell

Bell hammer

Bat

Mop

Iron Pipe

Kendo stick

Wood stick

Extinguisher

Trash can

Head

Pierre

Soda can

Nightstick

Guitar

Hammer

Cane

Urn

Ring steps

Casket

Strecher

Title belt

Box

Watermelon

Loading Cart

Plate

Barrel

Shovel

=====

139A - Flipping Armbar

0DE0 - The Money Shot

0DE3 - The Lo' Down

14CE - Turn Facing Front

0DB2 - Dragonrana

0DB3 - Diving FameAsser

139E - Eye Rake

13CE - Club to Neck

14B5 - Sleeper Hold

0DAE - Double Axe Handle

0DE2 - Knee Drop

13C6 - Headlock and Punch

13AF - Strong Head Butt

13A9 - Lifting Chokehold

13C3 - Manhattan Drop

0DE1 - Diving Headbutt

1398 - Double Arm DDT

13C8 - Knee Strike

138F - Mandible Claw

14BE - Low Blow

14D3 - Reverse Death Valley

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Create A PPV

In this mode, you can either make your own PPV event, or you check check out your highest ranked PPVs or matches.

Create A PPV

You can choose from all the game's matches (except for King of the Ring and Royal Rumble). Name your PPV, decide what types of matches you want (limit of six matches), choose the wrestlers, choose if any titles will be on the line, and start the show!

Some tips on getting a higher ranked PPV:

- The more title matches you have, the higher the ranking. Put all six titles on the line to get a higher ranked PPV
- Your ranking will be higher if there's more people in the ring. 4-Way Matches and Battle Royals are perfect.
- The fans love backstage action too. Put in some Hardcore, Anywhere Falls, and/or I Quit Matches, and take the match out of the ring.

Audience Ranking

You can check out your 10 highest ranking PPVs, and your 10 highest ranking matches

=====

Default Champions and Belt Rankings:

Just for the sake of including everything, here are the default champions. If a created wrestler has a belt, and then is deleted, the belt will go back to the default wrestler.

Belt	Default Champion
----	-----
WWF Champion	Triple H
Intercontinental Champion	Chris Jericho
European Champion	Val Venis
Hardcore Champion	Big Boss Man
Tag Team Champions	Road Dogg
	Mr. Ass
Women's Champion	Tori

To qualify for the belts, your wrestler must be a certain gender, and at a certain ranking. Here is a list of the belts and their ranking and gender needed in order to get a shot at the belt.

Belt	Ranking Needed	Gender
----	-----	-----
WWF Champion	5th or better	Male
Intercontinental Champion	10th or better	Doesn't Matter
European Champion	20th or better	Doesn't Matter
Hardcore Champion	20th or better	Doesn't Matter
Tag Team Champions	Doesn't Matter	Doesn't Matter
Women's Champion	Doesn't Matter	Female

=====

Options/Pause Menus

Main Menu:

Exhibition: Choose the type of match, wrestlers, the amount of

players, and play.
Create a PPV: You can make a PPV, or look at the rankings of previous PPVs.
Season Mode: You can play in the Season Mode, where you go for titles, or Pre-Season, where you must put a CAW through first to gain enemies and alliances.
Create A Superstar: Make up to 4 wrestlers to play as.
Belt Records: Check to see who's the current champion for 6 belts, as well as their titler holder history.
Ranking: See what ranking your wrestler is, so you know what belts your wrestler is eligible for.
Options: Change the difficulty, copy CAWs, and more.

Pre-Game Options:

Match Length (in min): NL/60/45/30/15
Interruption: On/Off/Random
KO & Give Up: On/Off
Rope Break: On/Off
Out of the Ring: On/Off
Count Out: 10/20/No Countout
Arena: Arena 1 (SmackDown), Arena 2 (Raw), Arena 3 (KOTR)
Ring: Blue, SmackDown!, White, Raw, Heat, KOTR, SummerSlam, Survivor Series, Royal Rumble, Wrestlemania

Pause Menu:

Return to Game
Exit Game: Yes/No
Entrance Movie: On/Off
Move Names: On/Off
Camera Angle: On/Off
Players Indicator: On/Off

Options Screen:

Difficulty: Easy/Normal/Hard
Entrance Movies: On/Off
Moves Indicator: On/Off
Camera Angle: On/Off
Vibration: On/Off
Players Indicator: On/Off
Auto Save: On/Off
Sound: Stereo/Mono
BGM: 1/2/3/4/5/Random
Music Volume: Silent/Minimal/Normal/Maximum
Sound Effects Vol: Silent/Minimal/Normal/Maximum
System Data Save
System Data Load
Create Superstar Copy

=====

Known Glitches

If you have experienced a glitch that isn't up here, e-mail me at jrodabau@nycap.rr.com.

-Cage/I Quit Match Glitch

This is probably the glitch that everyone that owns the game (and a few

people who don't) knows about. Sometimes, in a Cage Match or an I Quit Match, either you come out with someone (usually the women wrestlers), and your opponent doesn't come out at all, or the opposite (you don't come out, and your opponent comes out with someone). When the match starts, the extra person who came out will help the person she came out with. In a Cage Match, it allows either you or your opponent to get a very quick victory. In an I Quit Match, after you or your opponent gives up, the extra person starts attacking you, and then you or your opponent must get her to quit. At the end, the extra person celebrates with either you or your opponent, as if you both won a tag match.

-CAW Bug

If you delete a CAW, sometimes, one of the existing CAW's nickname will appear as the deleted CAW's nickname (Ex: After I deleted my first Lita creation, because it didn't turn out good, it said my created Mideon's nickname was Lita in the Biography mode)

=====
Credits:

Me, for writing this FAQ, and all the CAWs except for Samurai, Flyboy, Lita, New Test, Raven, and all of 13 Reza's CAWs.
Sephiroth X and Double H for making the first two Pre-Season Maps, which gave me the idea to make my own.
andy591 for letting me use the Doomsday Device and Kai En Tai Double Teams from his CAW FAQ.
Syed Fazrein (Dagger) for letting me use his Lita and New Test creations, along with my own.
13 Reza, for sending me his Perry Saturn CAW, Essa Rios CAW, 13 Reza CAW, and New Undertaker CAW.
My friend Tyler, for letting me use his Flyboy CAW.
My brother, for letting me use his Samurai wrestler in my FAQ.
Fredd, for letting me use his Raven CAW
Cheat Code Central (<http://www.cheatcc.com>) for all the GS codes except for the Pin in A Cage code.
Game Over, for the Pin In A Cage GS Code.
RagnaroK, for letting me use the Area Modifier GS code off his FAQ.
ID for letting me use his Characteristic and Victroy Music Modifier GS Codes.
UnknownGreatOne for letting use his Move List Modifier GS Codes.
www.gameshark.com for the Enable All Characteristics GS code.
www.ign.com for the Season Schedule.
Danny Strathman for the All Titles on the Line and Tornado Match GS Codes.
Yukes and THQ for making the best PSX wrestling game ever.
The WWE, for signing THQ to make this game.
And finally, you for reading this FAQ.

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- 1: GameFAQs (www.gamefaqs.com)
- 2: Game Advice (www.gameadvice.com OR vgstrategies.about.com)
- 3: www.psxcodez.com
- 4: www.neoseeker.com

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( M M M T R R o o d d a a b b a a 2 4 6 6 8 8 )
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