

# WWF Warzone Triple-H FAQ

by JChamberlin

Updated to v3.2 on Jan 14, 2005

This walkthrough was originally written for WWF Warzone on the PSX, but the walkthrough is still applicable to the N64 version of the game.

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WWF Warzone - Character Move List: Triple H  
System: Sony PlayStation  
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Version - 0.1 Everything is new, of course.  
          0.2 A few changes.  
          0.3 A few minor changes.  
          0.4 A minor change.

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1. Controls

With any video game there are controls you will have to learn and understand. This is especially true with a fighting game. Many fighting games require very fast-fingered action and coordination. For the most part, wrestling are the same to an extent. They don't require you to memorize an eight or ten button combination, but they usually require you to do them somewhat quickly. Anywho, let's get on with the list of controls, shall we?

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| Button   | Effect      |
|----------|-------------|
| L1       | Dodge Left  |
| L2       | Climb       |
| R1       | Dodge Right |
| R2       | Run         |
| Triangle | Punch       |
| Square   | Kick        |
| Circle   | Tie Up/ Pin |
| X        | Block       |

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2. General Gameplay Information

The Power Meter

When you begin a match, your Power Meter is green, which more or less says you have plenty of energy to continue fighting. As you get more and more involved in the match, you will see your meter turn orange. Orange says you are getting tired and you should "mash" buttons to escape from submissions and pins. It's more or less saying that maybe you should start fighting! When your reach red, you are in trouble. If your opponent hits you with his/her finishing move, you done. If you are in the red, and you are being pinned, "mash" the buttons and see if you can escape. Sometimes you can, others you can't.

Recovery Meter

When you or your opponent are "stunned," you lose control for a short period of time. The Power Meter will say Stun, indicating that the Power Meter is now acting as a Recovery Meter. The meter turns blue, and empties as the "stun time" decreases. If your Recovery Meter is on, "mash" the buttons to make the meter

move faster. On the other hand, if your opponent is the one who's stunned, stomp a mudhole in his ass and walk it dry! As the match continues on, the "Stunned Time" will be increased due to the fact that he's tired and unable to rejuvenate his energy and strength as quickly.

#### Hold Meter

When a wrestler is in a normal hold, the Power meter will say "Hold." The meter will turn red and slowly deplete as the "hold time" decreases. This works the same, for the most part, as the Recovery Meter.

#### Pain Meter

When a wrestler is in a submission hold, the Power meter will say "pain." It starts out empty and increases as more pain is inflicted. If the Pain Meter fills up, then you will lose the match. This meter works the same way as the two previous meters.

#### Pin Meter

When a wrestler is being pinned, the Power Meter will say "pin." The meter will slowly diminish when the "pin time" decreases. Sometimes, you can "mash" the buttons and kick out of a pin.

#### Move Damage Meter

Below the Power Meter is the Move Damage meter. This simply indicates how much damage the move is having on your opponent.

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### 3. Move List

#### WHILE STANDING

- Arm Wrench- Right, Right, Triangle or Left, Left, Triangle
- Clothesline- Right, Down, Triangle or Left, Down, Triangle
- Hammerlock- Up, Up, Triangle
- Japanese Arm Drag- Down, Down, Triangle
- Neckbreaker- Right, Up, Triangle or Left, Up, Triangle
- Inside Forearm- Down, Triangle or Up, Triangle
- Punch- Right, Triangle or Left, Triangle
- Wild Punch- Triangle
- Overhead Belly- to- Belly Suplex- Right, Left, Circle or Left, Right, Circle
- Vertical Suplex- Right, Down, Circle or Left, Down, Circle
- Fisherman's Suplex- Right, Up, Circle or Left, Up, Circle
- Sleeper Hold- Right, Right, Circle or Left, Left, Circle
- Tie Up- Circle
- DDT- Right, Down, Square or Left, Down, Square
- Drop Toe Hold- Down, Down, Square
- Knee Breaker- Right, Up, Square or Left, Up, Square
- Knee to Face- Right, Right, Square or Left, Left, Square
- Kick- Down, Square or Up, Square
- Quick Kick- Square
- Irish WHip- Right, Right, X or Left, Left, X
- FINISHER: The Pedigree- Right, Down, Left, Triangle + Circle or Left, Down, Right, Triangle + Circle

#### TIED- UP

- Double Underhook Suplex- Down, Up, Triangle or Up, Down, Triangle
- Gutwrench Powerbomb- Right, Triangle or Left, Triangle
- Neckbreaker- Triangle
- Powerbomb- Right, Up, Circle or Left, Up, Circle
- Northern Lights Suplex- Right, Circle or Left, Circle
- Shoulder Breaker- Circle

Overhead Belly- to- Belly Suplex- Right, Down, Square or Left, Up, Square  
Fisherman's Suplex- Right, Square or Left, Square  
Hammerlock- Square  
Irish Whip- X

#### BEHIND OPPONENT

Pump Handle Slam- Right, Right, Triangle or Left, Left, Triangle  
Cobra CLutch- Triangle  
Shoulder Neckbreaker- Right, Up, Up, Circle or Left, Up, Up, Circle  
Atomic Drop- Right, Right, Square

#### WHILE RUNNING

Running Clothesline- Triangle  
Cross Body Block- Circle  
Running Dropkick- Square

#### WHILE YOUR OPPONENT IS RUNNING

Back Body Drop- Triangle  
Powerslam- Up, Circle  
Clothesline- Circle  
Drop Toe Hold- Square

#### WHILE STANDING AT THE HEAD OF A FALLEN OPPONENT

Blatant Choke- Right, Down, Left, Triangle or Left, Down, Right, Triangle  
Arm Wrench- Right, Right, Triangle or Left, Left, Triangle  
Rear Chinlock- Right, Left, Triangle or Left, Right, Triangle  
Knee to Back- Down, Up, Triangle or Up, Down, Triangle  
Fist Drop- Triangle  
Pick Up your Opponent- Circle  
Falling Headbutt- Down, Square

#### WHILE STANDING AT THE FEET OF A FALLEN OPPONENT

Fist Drop- Triangle  
Figure Four Leglock- Right, Up, Right, Square or Left, Up, Left, Square  
Texas Cloverleaf- Down, Up, Square or Up, Down, Square  
Stepover Toe Hold- Right, Right, Square or Left, Left, Square  
Half Crab- Right, Left, Square or Left, Right, Square  
Falling Headbutt- Down, Square

#### WHILE STANDING NEXT TO A FALLEN OPPONENT

Fist Drop- Triangle  
Pin- Circle  
Falling Headbutt- Down, Square  
Leg Lock- Square

#### WHILE RUNNING AT A FALLEN OPPONENT

Knee Drop- Triangle  
Running Fist Drop- Square

#### WHILE STANDING ON THE TURNBUCKLE, OPPONENT STANDING

Shoulder Tackle- Triangle + Circle  
Axe Handle Smash- Triangle  
Cross Body Press- Up, Right, Circle + X or Up, Left, Circle + X  
Diving Clothesline- Square + X

#### WHILE STANDING ON THE TURNBUCKLE, OPPONENT ON THE GROUND

Senton Bomb- Up, Up, Triangle + Square  
Driving Elbow Drop- Triangle + Circle  
Knee Drop- Triangle  
Double Foot Stomp- Square + X

WHILE STANDING, OPPONENT STANDING ON THE TURNBUCKLE

Punch- Triangle

Knock him off the Turnbuckle- Circle

WHILE OPPONENT IS IN THE CORNER

Top ROpe Double Underhook Suplex- Right, Right, Triangle or Left, Left, Triangle

Chest Chop- Triangle

Top Rope Superplex- Right, Right, Circle or Left, Left, Circle

Charging Shoulder- Circle

Belly- to- Belly Suplex- Right, Right, Square or Left, Left, Square

Choke with Boot- Square

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#### 4. Cheats and Secrets

You can enter the following code at the Title ("Press Start") screen to view all the FMV (Full-Motion Video) movies in the game:

- 1) Up+Triangle, Right+O, Down+X, Left+Square x4
- 2) R1+L1, R2+L2 x2

You'll see "Movie 1". Use Up and Down to scroll through them and hit X to play it.

#### Random Select

To let the computer choose a wrestler for you at the selection screen, hold Up and hit Block.

#### Choosing Your Outfit

Most of the wrestlers have two outfits, Austin and Goldust have four. For your first outfit, you can hold L1 when choosing your wrestler or just choose him normally. For the wrestler's second outfit, hold L2 while you choose him. For Austin or Goldust's third outfit, hold R1 when choosing, or for their fourth outfit, hold R2 when choosing.

#### Call for a Run-In

To call for a certain wrestler to run in during a match, hold all four top buttons (L1+L2+R1+R2) and press a direction + a button. Each combination of a direction and a button corresponds to each of the 16 wrestlers in the game. Note: it becomes a Handicap match with you and whoever you called in against your opponent, but no matter what happens, your opponent will win by Disqualification. Also, it can only be done in a 1-on-1 Match (either VS or Challenge mode). Here are the combinations corresponding to the wrestler it calls out:

| Button Combination     | Wrestler            |
|------------------------|---------------------|
| =====                  | =====               |
| L1+L2+R1+R2+Up+Kick    | Steve Austin        |
| L1+L2+R1+R2+Up+Punch   | Faarooq             |
| L1+L2+R1+R2+Up+TieUp   | Mankind             |
| L1+L2+R1+R2+Up+Block   | Ahmed Johnson       |
| L1+L2+R1+R2+Down+Kick  | Ken Shamrock        |
| L1+L2+R1+R2+Down+Punch | Kane                |
| L1+L2+R1+R2+Down+TieUp | Thrasher            |
| L1+L2+R1+R2+Down+Block | Mosh                |
| L1+L2+R1+R2+Left+Kick  | The British Bulldog |
| L1+L2+R1+R2+Left+Punch | Shawn Michaels      |
| L1+L2+R1+R2+Left+TieUp | Bret Hart           |
| L1+L2+R1+R2+Left+Block | Owen Hart           |
| L1+L2+R1+R2+Right+Kick | The Rock            |

|                         |                |
|-------------------------|----------------|
| L1+L2+R1+R2+Right+Punch | Goldust        |
| L1+L2+R1+R2+Right+TieUp | Triple H       |
| L1+L2+R1+R2+Right+Block | The Undertaker |

### The Basement

To access the basement, hit L1 and then R1 at the elevator (Main Menu). It's a menu with a FEATURES and MODES column. Winning the WWF title in the Challenge mode on Medium or Hard with a certain wrestler will earn a particular Feature or Mode.

NOTE: You MUST stay on either Medium or Hard throughout your Challenge. If you change the difficulty setting (ie. started in Hard, changed to Medium half way through, or vice versa) you will NOT earn the cheat.

| FEATURES        | Win With                                  | Description  |
|-----------------|---|--|
| =====           | -----                                     | -----  |
| Cactus and Dude | Mankind                                   | Unlocks Cactus Jack and Dude Love as hidden characters.  |
| Ladies Night    | Shawn Michaels<br>or Triple H             | Unlocks the FEMALE body type for use in the creation mode.   |
| Sue             | Bret Hart<br>or Owen Hart                 | Unlocks Sue the ring girl as a hidden character found under "Custom". She uses Bret's move set.  |
| Trainer         | N/A (Just<br>Access the<br>Training Mode) | Unlocks the Trainer (Jeff Robinson, a game tester) as a hidden character found under "Custom". He is uses Bulldog's move set.          |
| New Duds        | Kane                                      | Adds more shirts, jackets, etc. for use in the creation mode.  |
| Extra Gold      | Goldust                                   | Unlocks Goldust's 3rd (DustyDust) and 4th (MarilynDust) outfits. See "Choosing Your Outfit" in this section.                           |
| Extra Cold      | Steve Austin                              | Unlocks Austin's 3rd (Jeans & Black Vest) and 4th (Jeans and AUSTIN 3:16 T-Shirt) outfits. See "Choosing Your Outfit" in this section. |
| RattleSnake     | Any "Custom"<br>Wrestler                  | Unlocks RattleSnake (a "maxed out" Steve Austin) as a hidden character under "Custom".   |

| MODES     | Win With                     | Description   |
|-----------|------------------------------|---|
| =====     | -----                        | -----   |
| Beans     | Either of the<br>Headbangers | Makes players burp and fart during matches when it's enabled.                           |
| Big Head  | Bulldog and<br>The Rock      | Inflates the size of the wrestlers' heads.  |
| Ego       | Ahmed Johnson                | Makes the wrestler's head inflate when he gets cheered, and shrink when he gets boo'ed. |
| No Meters | Undertaker                   | Removes all of the power meters.  |
| No Wimps  | Ken Shamrock<br>or Faarooq   | Disables Blocking.  |

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### 5. Credits

Acclaim Sports for making a good game.

Al Amaloo and <http://www.gamewinners.com> for posting this FAQ  
Jeff "CJayC" Veasey and <http://www.gamefaqs.com> for posting this FAQ  
Dave Allison and <http://www.cheatcc.com> for posting this FAQ  
Marshall Mathers a.k.a. Eminem for making a great CD

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

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