

WWF Warzone Goldust 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: Goldust
System: Sony PlayStation
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Version: 3.2 (06/11/01)

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Version - 0.1 Everything is new, of course.
0.2 A few minor changes.
0.3 A few changes.
0.4 A few minor changes.
0.5 A minor change.
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If you have anything you would like to submit, please do so. Send it to [Address Removed By Author]. I would appreciate it if you would put "WWF Warzone" in the Subject Line. It helps me weed through my mailbox without deleting something important. I don't consider SPAM and Porn important, if you know what I mean, although some of you may think otherwise.

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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

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.

3. Move List

WHILE STANDING

Gut Wrench Powerbomb- Right, Left, Triangle or Left, Right, Triangle

Japanese Arm Drag- Down, Down, Triangle

Neckbreaker- Right, Down, Triangle or Left, Down, Triangle

Samoan Drop- Right, Up, Triangle or Left, Up, Triangle

Sleeper Hold- Down, Up, Triangle or Up, Down, Triangle

European Uppercut- Down, Triangle or Up, Triangle

Punch- Right, Triangle or Left, Triangle

Slap- Triangle

Vertical Suplex- Down, Up, Circle or Up, Down, Circle

Abdominal Stretch- Right, Left, Circle

Body Slam- Right, Down, Circle or Left, Down, Circle

Snapmare- Right, Up, Circle or Left, Up, Circle

Tie- Up- Circle

DDT- Right, Down, Square or Left, Down, Square

Hip Toss- Down, Down, Square

Knee Breaker- Down, Up, Square

Single Arm DDT- Right, Up, Square

Kick- Right, Square

Quick Kick- Square

Irish Whip- Right, Right, X or Left, Left, X

TIED- UP

Bulldog- Right, Up, Triangle or Left, Up, Triangle

Vertical Suplex- Right, Triangle or Left, Triangle

Atomic Drop- Triangle

Piledriver- Down, Up, Circle or Up, Down, Circle

Samoan Drop- Right, Circle or Left, Circle

Inverted Atomic Drop- Circle

Brainbuster- Right, Down, Square or Left, Down, Square

DDT- Right, Square or Left, Square

Hip Toss- Square

Irish Whip- X

BEHIND OPPONENT

Atomic Drop- Right, Right, Triangle or Left, Left, Triangle

Abdominal Stretch- Triangle

Reverse DDT- Left, Right, Down, Circle

FINISHER: Curtain Call- Right, Down, Down, Circle + X or Left, Down, Down,
Circle + X

WHILE RUNNING

Flying Clothesline- Triangle

Uppercut from Knees- Circle

Dropkick- Square

WHILE YOUR OPPONENT IS RUNNING

Back Body Drop- Up, Triangle

Clothesline- Triangle

Powerslam- Circle

Dropkick- Square

WHILE STANDING AT THE HEAD OF A FALLEN OPPONENT

Arm Wrench- Right, Right, Triangle or Left, Left, Triangle

Rear Chinlock- Right, Left, Triangle or Left, Right, Triangle

Stump Puller- Down, Up, Triangle or Up, Down, Triangle

Fist Drop- Triangle

Pick Up your Opponent- Circle

Double Foot Stomp- Down, Square

WHILE STANDING AT THE FEET OF A FALLEN OPPONENT

Fist Drop- Triangle

Headbutt to Groin- Right, Up, Left, Square or Left, Up, Right, Square

Elbow Drop Onto Leg- Right, Right, Square or Left, Left, Square

Knee to Inside Leg- Right, Left, Square or Left, Right, Square

Spinning Toehold- Down, Up, Square or Up, Down, Square

Double Foot Stomp- Down, Square

WHILE STANDING NEXT TO A FALLEN OPPONENT

Fist Drop- Triangle

Pin- Circle

Double Foot Stomp- Down, Square

Leg Drop- Square

WHILE RUNNING AT A FALLEN OPPONENT

Fist Drop- Triangle

Butt Drop- Circle

Running Knee Drop- Square

WHILE STANDING ON THE TURNBUCKLE, OPPONENT STANDING

Flying Butt Bump- Triangle + Circle

Bionic Elbow- Triangle

Forearm Smash- Square + X

Shoulder Tackle- Right, Up, Circle + X

WHILE STANDING ON THE TURNBUCKLE, OPPONENT ON THE GROUND

Fist Drop- Triangle + Circle

Knee Drop- Triangle

Butt Drop- Square + X

Senton Bomb- Up, Up, Triangle + Square

WHILE STANDING, OPPONENT STANDING ON THE TURNBUCKLE

Punch- Triangle
Knock him off Turnbuckle- Circle

WHILE OPPONENT IS IN THE CORNER

Chest Chop- Triangle

Superplex- Right, Right, Triangle or Left, Left, Triangle

Repeated Elbows- Circle

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

Kick in Corner- Square

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 or Triple H	Unlocks the FEMALE body type for use in the creation mode.
Sue	Bret Hart 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 Access the 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" Wrestler	Unlocks RattleSnake (a "maxed out" Steve Austin) as a hidden character under "Custom".
MODES =====	Win With -----	Description -----
Beans	Either of the Headbangers	Makes players burp and fart during matches when it's enabled.
Big Head	Bulldog and 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 or Faarooq	Disables Blocking.

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)

<http://www.gwdsoft.com/>

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