

# Saturday Night Slam Masters FAQ/Move List

by Michael81688

Updated to v1.8 on Jul 6, 2005

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S S S N N S S S M M M M SATURDAY
S N N N S M M M M NIGHT
S S S N N N S S S M M M M SLAM
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S S S N N S S S M M M Developed By: Capcom
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Created: August 13th, 2002.

\*Version 1.8 (July 6, 2005) - 23 KB

~Same update as before, but I added a tad bit of information under Gunloc's section. Had the wrong direction for one of his moves. :-/

\*Version 1.7 (January 22/29/February 15, 2005) - 23 KB

~Same guide I had under a different username, updated so viewers could contact me at my new username. Nothing to the actual guide itself has been changed. I don't have anything else to add, it would seem. I encourage anyone with more information or corrections to contact me at my new e-mail, or instant message me.

\*Version 1.6 (December 3, 2004) - 22.6 KB

~Heh... it's funny to see my crappy self-made ASCII... Anyway, same guide I had under a different username, updated so viewers could contact me at my new username. Nothing to the actual guide itself has been changed. Yay.

\*Version 1.5 (August 28, 2004) - 22.2 KB

~My contributor links got screwed in my info pages, plus I was getting sick of using some kind of an alias or another. I figured I'd just flat out use my real name, Michael, and create Michael81688 (my birthdate). Therefore, for all you people who have been contacting me, sorry that the guide was temporarily unavailable. It's back up now, as you can see, and there is updated contact information for you to continue using. Sorry for the inconvenience, but I just hate it when things mess up, >:|. There have been no further questions asked pertaining to the guide or game, but I'm still all eyes if you got any you'd like answered. I did, however, add a bit more detail for tactics to use El Stingray.

\*Version 1.4 (August 27, 2004) - 21.1 KB

~Updated vital contact and copyright information. Added more description on a few of the characters.

\*Version 1.3 (August 26, 2004) - 20.5 KB

~Reformatted the guide to 79 Characters per line and added a little bit more detail in a couple areas.

\*Version 1.2 (November 27, 2003) - 20.4 KB

~Fixed a minor grammatical error and re-edited the formatting.

\*Version 1.1 (February 23, 2003) - ??? KB

~Edited the format quite a bit, and fixed some of those typing mistakes. I added a little bit more information on Titanic Tim and The Great Oni, as well as putting a little more data under the Controls section. There's also a Credits category, now, which'll of course be featured in the rest of the

guides, FAQs, or whatever you call them, that I write.

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SATURDAY NIGHT SLAM MASTERS

FAQ/MOVE LIST

By: Barrier81688

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HOW TO SEARCH: Press Ctrl+F, then type in the reference code and press enter.

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1. BASICS || Now, Now, Don't Be Hasty

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The first thing you should know about SNSM is that isn't your ordinary wrestling game. You can't be afraid to just run at your opponent and start kicking them; something you most likely wouldn't do very much in WWE Smackdown games. In fact, doing just that could win you a match; the A.I. isn't very bright, and in Team matches, they won't really even come after you/the person using the 1P controller port. Not to say they're dumb; the opponents will catch on to you if you repeat the same move a few times.

The great folks at Capcom have developed a cross between fighting and wrestling, as is well seen with, for example, Biff's/Gunloc's Sonic Fist. That's just one more thing that makes this game so great; you can feel the Street Fighter emanating from the game. Very seldomly will you find a moment where there is no action to speak of.

Learning to control a character isn't very hard, but if you're having trouble finishing the opponent off with the moves found in this FAQ, then referring to the Tricks section should ensure you a victory.

In multiplayer mode, a fun thing to do is run, jump, then press Y (the attack button) which will make you do a flying attack. These kinds of things do mediocre damage, but give you the chance to pick your opponent up and throw them around a bit.

One of the greatest tactics you can use in this game is, first, knocking your opponent down, picking them up, and repeatedly using your character's Superslam Technique. You can use a ST at any time in the match, as there is

no special bar or anything of that kind. Not only are these the strongest attacks in the game, they can never be countered (as long as you input the buttons correctly), which means that as long as you're picking your opponent up immediately after they go down, you can repeat the Superslam Technique as much as you want, either till the enemy goes down, or till you feel like stopping. \_-\_-.

A not-so important tactic is throwing your opponent into the turnbuckle, and then doing a running attack on the enemy. Doing this is easy; as long as you are at the top or bottom of the ring, against the ropes, simply throw your opponent to either side (left or right), towards a turnbuckle. Once the enemy hits the turnbuckle, he (or she?) will lean against the ropes, allowing you to do whatever you feel necessary. Note that you can not do any throws from the that position. Climbing the ropes is a good strategy as well, but shouldn't be overdone, because if you're caught on the ropes, then your opponent will surely capitalize. Get up there quick and attack. If you wanna climb the ropes, simply go to a turnbuckle and press in its direction once or twice (it seems to deviate). Once up there, simply jump off and press the attack button. If you want more distance in a Battle Royal, then you have to press in the direction of the character furthest away from you. In my opinion, you shouldn't use these kinds of moves very much; you'll most likely get knocked out of the air or miss completely (more towards the latter). (There's a great thing you can do while on the turnbuckle; check out the Tricks section to find out what it is).

If you're opponent is almost out of it, and you're in a hurry to win, or just wanna finish with style, use a Power Pin Slam. These useful moves will deal just above the amount of damage done by a running/jumping attack. PPS' are highly useful in Team matches, where getting a surprise pin is going to help you get the W. In fact, I almost always finish my matches with a Power Pin Slam.

There are also 5 different weapons that are available outside of the ring. Those five weapons are a steel chair, table, bucket, safe, and glass bottles. The table can be used up to 4 times (all the items will break and then go away), which is the maximum. There's also a neat little something you can do with weapons, which can be found in the Tricks section.

Don't ever think you're in control, either. Nope. Don't get cocky, because the slightest fault in your button pressing will lead you to a bad position, where you'll be vulnerable to any attack.

Well, that's about it for the basics. The rest is up to you... but it's up to me to give you the moves, and those will be right after you find out which buttons you're supposed to be pressing.

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2. CONTROLS || Get Behind That Good Ol' SNES Controller  
=====//=====

Can't figure out how to run or something? Well, no worries. It's covered.

- Y: Attack/Pick up Opponent/Grapple/Stamp (when opponent is on the ground)
- B: Jump
- A: Pin/Crowd Please: (top rope)\*
- X: No use
- L: No use
- R: No use
- Tap left or right twice, holding the button down the second time: Run.

\*Crowd Pleasing has its side effect; whether it is good or bad can be found in

the Tricks section. The L and R buttons are not used.

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### 3. MOVE LISTS || Well, Duh

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Well, this is what you really want, isn't it? Most likely. So, here they are; all the \*important\* moves in Saturday Night Slam Masters! Well, actually, before you start, you should know that every character can throw another into the ropes. Doing this is simple; just grab your opponent from the front or back, then press either left or right and the attack button.

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#### 3a. BIFF SLAMKOVICH: "THE ROCKING RUSKIE" | Communist Incognito

-----/-----

SUPERSLAM TECHNIQUE: Head Rocker - Grapple (front or back) + 1/4th circle from Up to Right + Y.

Special Attack: Sonic Fist - Repeatedly press the attack button until the attack occurs (usually after three or four attacks on-screen, the Sonic Fist will commence).

Power Pin Slam: Northern Lights Suplex - Grab (front) + Down + Y.

Tombstone Piledriver: Grab (front) - Down - B + Y.

--Biff's greatest asset is not his Superslam Technique, it's his Sonic Fist. This attack hits repeatedly, and causes above-average damage for every hit. This is the perfect move to use if you are in a jam. The character himself is a threat from any position and is well-rounded for facing any opponent.

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#### 3b. GUNLOC | And Cock It Too

-----/-----

SUPERSLAM TECHNIQUE: Gut Crush - (Same as Biff's "Head Rocker") - Grapple (Front or back) + 1/4th circle from Up to Right + Y.

Special Attack: Sonic Fist - (Same as Biff's "Sonic Fist") - Repeatedly press the attack button until the attack occurs (usually after three or four attacks on-screen, the Sonic Fist will commence).

Power Pin Slam: Standing Power Slam - Grab (front) - Down - B + Y.

Fisherman Suplex (Pin): Grab (front) - Down + Y.

Baseball Slide: With the opponent outside of the ring, either to the left or right, run at the enemy and press the attack button when you are a body length or less away from the ropes.

--I don't know what the deal is here, but whatever you do with Biff, you should do with Gunloc. I think the backstory between the two is that they both trained under the same dude, but whatever. Continue to use the Sonic Fist and then go after the opponent using power pins and Superslam Techniques.

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#### 3c. THE GREAT ONI | T3h Gr8 Homie

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SUPERSLAM TECHNIQUE: Neck Wrecker - Grab (front or back) - Rotate D-pad 360° either way - B + Y.

Special Attack: Cyclone Kick - B + Y. German Suplex (Pin): Grab (behind) -

Down + Y.

Diamond Cutter: Grab (front) - Down - B + Y.

--Seeing so the 360° rotations are no easy tasks to accomplish (on a Super Nintendo D-Pad), Oni is practically offenseless, with two moves that will keep him/her (I dunno what the hell this thing is) in the match. First, if you're going to use a move frequently, let it be the Diamond Cutter, as it's not only cool-looking, it does good damage, also. The Cyclone Kick is one of the better moves to use for Oni, especially in Battle Royal matches.

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3d. TITANIC TIM | And I'm The Real Slim Shady  
-----/-----

SUPERSLAM TECHNIQUE: Titan Breaker - Grab (front or back) - Roll D-pad from Down to Left - Back to Down - Up + Y.

Special Attack: Tsunami - ½ circle from Left to Right + Y.

Titanic Chokeslam: Grab (front) - Down - Jump + Y.

Submission: Titan Rack - Grab (behind) - Hold Up - Press Y.

Submission: Choke Out - Grab (front) - Down + Y.

--Titanic Tim is a big, big man. He's 7'9"! That's pretty frickin' big. He's the best at taking any other character out of the air, and his running attack has half-ring range, and does mediocre damage. If you wanna be cheap, fight from a range where every other opponent can't touch you without you hitting it. Since you're going to be slow, this may be the wisest option. You're also one of the slower characters in the game, so avoid close-up combat till you're going in for the pin or submission.

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3e. EL STINGRAY | He Didn't Make It As A Porn Star  
-----/-----

SUPERSLAM TECHNIQUE: Atomic Driver - Grab (front or back) - Roll D-pad from Right, to Down, and back to Right + Y.

Special Attack: Jalapeno Comet - Roll D-pad from down to Left/Right + Y. (Just like Ryu and Ken's "Hadoken" without the thrown projectile).

Submission: Buzz Killer - Grab (behind) - Repeatedly press the attack button.

Downward Scissors Throw: Grab (front) - Down - B + Y.

Upward Scissors Throw: Grab (front) - Up - B + Y.

--In all (if not all) fighting games, there are the quickest son'biatch'es, and the slowest son'biatch'es. Stingray is the former. He's very quick, and that is his best asset. His moves don't do as much damage as they 'ought to, but he's Speedy Gonzalez minus the DNA of a mouse. If you want to win with him you must utilize this agility by staying on the move. Hit and run is your only option against most opponents - don't overuse the Jalapeno Comet or else you will be the victim of a running melee attack 99% of the time after using the move twice in succession.

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3f. MIKE HAGGER | If Only Our Mayor's Kicked This Much Ass  
-----/-----

SUPERSLAM TECHNIQUE: Spinning Pile Driver - (Same as Oni's "Neck Wrecker") -

Grab (front or back) - Rotate D-pad 360° either way - B + Y.

Special Attack: Spinning Clothesline - (Same as Oni's "Cyclone Kick") - B + Y.

Power Pin Slam: Power Bomb - Grab (front) - Down + Y.

Jumping Jackknife Power Bomb: Grab (front) - Down - B + Y.

--If you've played Final Fight (3), you know who this guy is. The Spinning Pile Driver is back, but in Final Fight 3, it's much easier to pull off. Stupid 360° rotations! Nevertheless, Hagger is the average wrestler/fighter in SNSM. Actually, he's a little above average in the area of strength, and he lags a little bit in speed. His Spinning Clothesline is very effective when you're in Battle Royal matches, and his Power Bomb Pin is just as useful in any match, as it's easy to pull off and inflicts decent damage.

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3g. ALEXANDER THE GRATER | E.Honda Called; Wants His Brother Back  
-----/-----

SUPERSLAM TECHNIQUE: Tornado Toss - Rotate D-pad Up to Right, then back to Up + Y.

Special Attack: Patty-Cake Slap - (Same as Biff's and Gunloc's "Sonic Fist") - Repeatedly press the attack button until the attack occurs (usually after three or four attacks on-screen, the Patty-Cake Slap will commence).

Power Pin Slam: Jumping Power Bomb - Grab (front) - Down - Jump + Y.

Submission: Back Crunch - Grab (front) - Up + Y.

--Well, he's not all-that strong and he's not fast whatsoever. All you can do with this guy is use the Patty-Cake Slap to keep your enemies at distance, then clothesline them; repeating the process until you feel it necessary for a Tornado Toss, or whatever else you see fit to do.

-----  
3h. KING RASTA MON | This Is Why We Have An Immigration Agency  
-----/-----

SUPERSLAM TECHNIQUE: Dread Lock Drop - Grab (front or back) - Down - Up + Y.

Special Attack: Jungle Fever - (Same as Biff's and Gunloc's "Sonic Fist") - Repeatedly press the attack button until the attack occurs (usually after three or four attacks on-screen, the Jungle Fever will commence).

German Suplex (Pin): Grab (behind) - Down + Y.

Slapjack: Grab (front) - Down - B + Y.

--Rasta is the easiest character to learn how to use; he has a simple finisher that does loads of damage and a special attack that's not too shabby. He's fast and strong, but not as fast as Stingray nor strong as Titanic Tim. Rasta is also the weirdest and most likely mentally challenged person in the game. He carries his monkey (named "Freak") around, for cryin' out loud!

-----  
3i. JUMBO JACK | Purple Overall-Tights? Perverse  
-----/-----

SUPERSLAM TECHNIQUE: Pancake Toss - Grab (front or back) - Up - Left - Right + Y.

Special Attack: Pancake Poison - (Same as Titanic Tim's "Tsunami") - ½ circle from Left to Right + Y.

Submission: Bear Hug - Grab (front) - Up + Y.

Heavy Press Slam: Grab (front) - Down - Jump + Y.

--Playing as this freak of nature isn't fun at all. He's too slow and too weak to be of any use to anyone. But if you do decide, for some reason I could never understand, to play as Jumbo, than continuously use Pancake Poison until your enemy is on the ground, then pin him. The only good thing about Jumbo Jack is that he has a very fast stomp, which inflicts good damage once used properly. My overall advice is to use Jumbo Jack only if you're partnered with a fast character, like El Stingray.

-----  
3j. THE SCORPION | He Talks In Third Person, You Know  
-----/-----

SUPERSLAM TECHNIQUE: Slam Spiral - Grab (front or back) - Up - Down + Y.

Special Attack: Slamstand - Down - Up + Y.

Power Pin Slam: Jumping Jackknife Power Bomb - Grab (front) - Down - B + Y.

German Suplex (Pin) - Grab (behind) - Down + Y.

--This guy is the cream of the crop for Saturday Night Slam Masters. He has a wicked easy Superslam Technique. He's the second fastest and second strongest character in the game. With that mix, know that losing with Scorp is a disgrace to your wo/manhood.

=====  
4. TRICKS || I Told You They Were Tricksy... But They Aren't's False  
=====//=====

It's been mentioned more than once throughout this piece of work, and here it is. The Tricks section. Here, you will find some interesting things you can do in Saturday Night Slam Masters, with overbearing ease, I might add.

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4a. ONE-BUTTON POWER-UP | Raaaaage!  
-----/-----

When you're on the turnbuckle (on top of it; not leaning against it), tap the A button one time. Doing this will allow the character to adrenalize, making the character to semi-reddish-pinkish-orangish, which makes you temporarily stronger than before. This lasts for about 5-10 seconds, so use it wisely. However, you can always go back up and do this over again.

-----  
4b. THROW WEAPONS INTO THE RING | Do It Because You Can  
-----/-----

Simply grab a weapon, move to either the left or right side of the ring, jump, and throw the weapon. It will land in the ring for use inside the squared circle.

-----  
4c. INCREASE DAMAGE AMONG OTHER MEANS | Not A Super Saijin  
-----/-----

Pause the game just as your character connects with an attack. If you watch the opponent's life bar, it will go down while paused. However, this may just be the damage from the attack going into the system, seeing so the damage did

not fully go into the opposing character, because of the Pause.

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5. CONCLUSION || It Had To End, Don't Blame Me

=====//=====

This is the first FAQ that I've ever made (I wrote down all the moves when I was 8, but the description and everything else you see here is much more recent), and I really hope it works for you.

If you have any questions or comments, E-Mail me at Barrier81688@gmail.com or contact me by AOL Instant Messenger, screen name Barrier81688. My MSN Messenger contact is Barrier81688@hotmail.com.

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My GameFAQs Contributor Page\\_\_\_\_\_

<http://www.gamefaqs.com/features/recognition/55603.html> |

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6. CREDITS || Word

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This guide wouldn't have been possible without Capcom (the developer) and Nintendo (the publisher). However, it also wouldn't be possible unless I typed up my junk. Well, I did that on my own and learned the moves on my own - so there you have it.

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VII. LEGAL INFORMATION || Yada Yada Yoda

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