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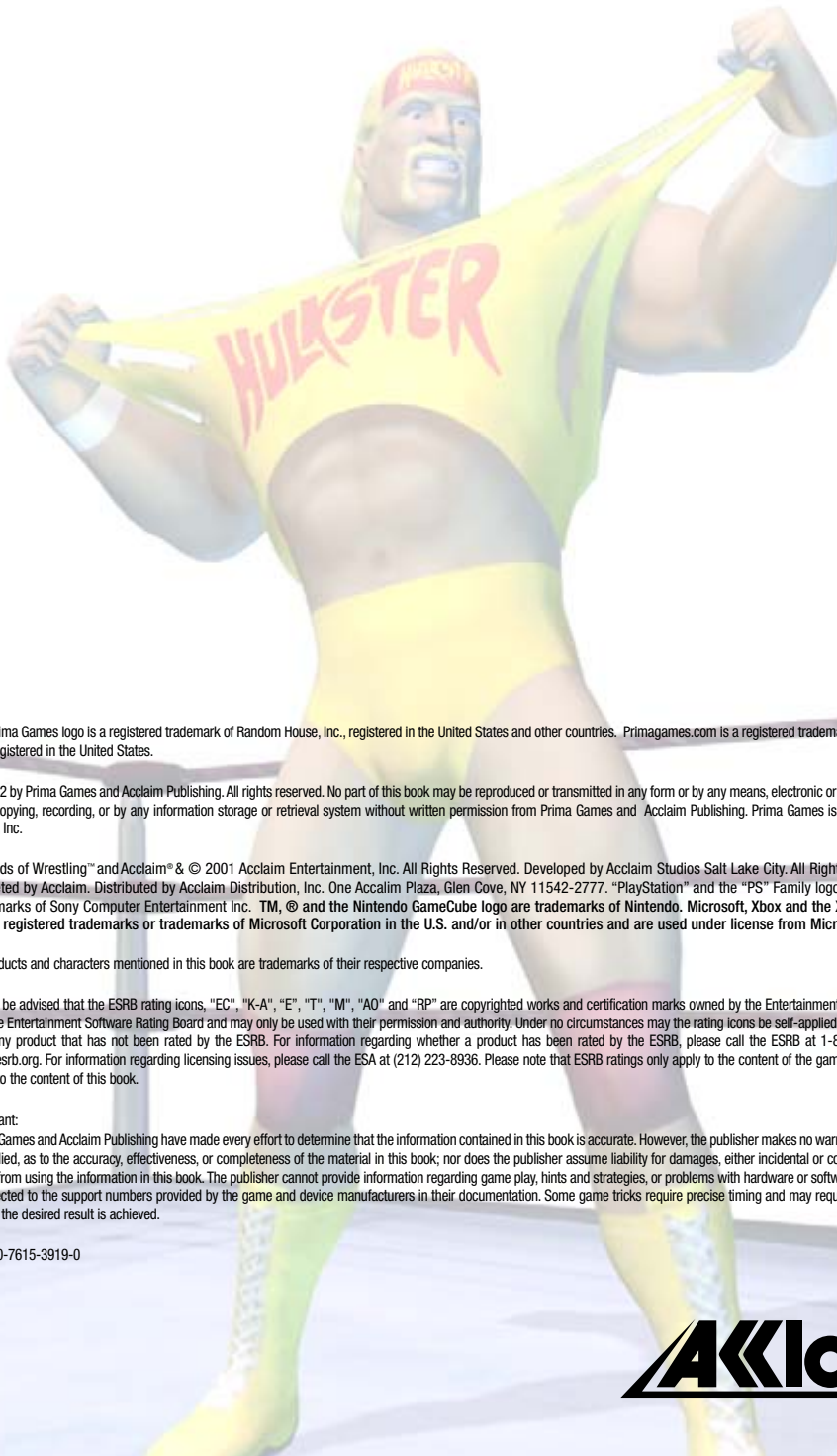
LEGENDS OF WRESTLING™



THE OFFICIAL

LEGENDS OF WRESTLING™

STRATEGY GUIDE



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Acclaim®

**ACCLAIM
PUBLISHING****GUIDE WRITER**

Zachary Smith

PUBLISHER/EDITOR

Walter Black

DESIGNERS

Omar Padron

Colleen Caraher

**ACCLAIM
ENTERTAINMENT****BRAND MARKETING****VICE PRESIDENT,****BRAND/ MARKETING**

Evan Stein

**SENIOR DIRECTOR,
BRAND MANAGEMENT**

Steve Felsen

BRAND MANAGER

Brian Shields

SENIOR MEDIA EDITOR

Jack Scalici

**QUALITY ASSURANCE
MANAGER**

Brian Regan

SUPERVISORS

Bill Handworth

Matt Canonico

SENIOR LEAD ANALYSTS

Bonchi Martinez

Martin Glanz

Daren Chencinski

LEAD ANALYSTS

James Ackermann

Pharoah Sample

PROJECT LEADS

Lloyd Thompson

Maurice Philips

**ACCLAIM MOTION
CAPTURE STUDIO
MO-CAP MANAGER POST
PRODUCTION GROUP**

Hajime Ogata

CREATIVE SERVICES**CREATIVE SERVICES****DIRECTOR**

Scott Jenkins

TRAFFIC MANAGER

Lisa Koch

PUBLIC RELATIONS**DIRECTOR, PUBLIC****RELATIONS**

Alan Lewis

PUBLIC RELATIONS**COORDINATOR**

Matt Schlosberg

HIGHWATER GROUP

Dan Harnett

Tara Blanco

**ACCLAIM ONLINE
DIRECTOR, WEB
PROPERTIES**

Ben Fischbach

INTERNET ARCHITECT

Bobby Saha

ASSISTANT WEBMASTER

Mark Demofsky

SENIOR DESIGNER

Jarrett Brilliant

**ACCLAIM AUDIO
EXECUTIVE AUDIO
DIRECTOR**

Rick Fox

**ACCLAIM STUDIOS
SALT LAKE CITY****STUDIO GENERAL****MANAGER**

Chip Luman

PRODUCER

Mike Engberg

LEAD GAME DESIGNER

Scott Shicoff

ADDITIONAL GAME**DESIGNERS**

Jeff Robinson

Dave Hall

Preston Whitney

LEAD PROGRAMMER

Larry Hutcherson

TOOLS PROGRAMMER

Altair Lane

AI PROGRAMMER

Rod Horsley

**GAME PLAY
PROGRAMMERS**

Benjamin Defnet

Michael Baird

Sam Zamani

**CREATE-A-LEGEND
PROGRAMMERS**

Lynn Wallace

Tom Mason

SOUND PROGRAMMER

Ron O'Hara

**GAME INTERFACE
PROGRAMMER**

Llewellyn Reese

ADDITIONAL PROGRAMMERS

Vlad Andreev

John Nielson

Kevin Lackey

Jeff Hughes

Spencer Parkin

LEAD ARTIST

Todd McMullin

MOTION LEAD

Melissa Pardike

MOTION ANIMATORS

Erin Brown

Damon Milman

Michael Mumbauer

David Peng

LEAD MODELER

Paul Boyle

GAME INTERFACE ARTIST

Chris Wright

ADDITIONAL ARTISTS

Kim Passey

Edgar Acevedo

John Longenbaugh

Jonathan Goates

AUDIO LEAD

Cat Neri

AUDIO DIRECTOR

Mark Ganus

**SLC ENGINE TEAM
ENGINE TEAM MANAGER**

Randy Stebbing

**ENGINE TEAM LEAD
PROGRAMMER**

Brad Timmins

**ENGINE TEAM
PROGRAMMERS**

Alan Crawford

Rob Brannon

Ian Lewis

Ron Barry

Studio Support

Karen Halladay

Eric Nikolaisen

Dan Butterfield

Trish Padula

Kelli Oberle

SLC QA DEPARTMENT**QA SUPERVISOR**

Preston Whitney

NIGHT LEAD

Roy Terry

QA

Matt Nussbaum

Ryan Gallegos

Dave Trotta

TL Shelton

Joshua Hawley

James Sadler

Jason Smith

Brandon Hoff

Stephen Jones

Kris Shreiner

Derrick Halls

Patrick Bostick

Zac Drake

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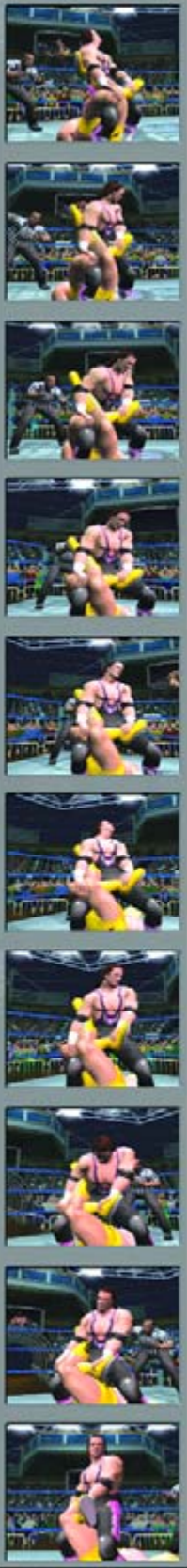
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And now it's time for the "Main Event!" ... LEGENDS OF WRESTLING.

Never before in the history of video games, has there been one game that has brought together the toughest, biggest, baddest wrestlers the sport has ever seen. Now, for the first time ever, over forty wrestling legends of the squared circle do battle once again!

What makes a legend? A mix of talent, charisma, walking the walk and talking the talk. Who knows? But whatever it is, it is built on passion and dedication. Some people regard me alongside wrestling's true legends; Jimmy "Superfly" Snuka, Jerry "The King" Lawler and Hulk Hogan, which is a compliment I take seriously and try my best to live up to.

Growing up in the infamous Hart House, training in my dad's dungeon, there was no illusion that glory and stardom could not be achieved without long grueling hours of hard work and sacrifice. The perfectionist work ethic I learned from my father earned me the moniker, "The Excellence of Execution" because of my exacting style in the ring. And the execution is the name of the game with LEGENDS OF WRESTLING...

LEGENDS OF WRESTLING is the only video game that utilizes the incredible ISP (Intermediate Start Position) system. Here execution of your moves is the key to success. Knowing how to take advantage of any situation you may be faced with be it tie-up, attack, reversal, etc. will give you the edge. Each one of the 42 legends in the game has their own extensive set of moves. Knowing how to execute that move set and understanding how your opponent will react are key!

That's where this great strategy guide comes into play. Within these pages you will find the button combinations for every move for every legend available for all three major platforms; Playstation2, X-Box and GameCube. Plus some additional moves sets that you can use depending on your favorite style of wrestling. You'll also find an in-depth explanation and strategies for implementing the ISP system to your best advantage.

Each and every legend has a history all their own. This Official LEGENDS OF WRESTLING Strategy Guide has complete biographies for each wrestler. Learn where they came from, and how they achieved fame and glory. You'll find out that getting to the top is no easy task! Hardship and pain are just a few of the roadblocks many of us have faced throughout our careers. Each legend also has attribute and abilities ratings so you can judge your wrestler's strengths and weaknesses (should any actually exist!).

BRET HART INTRODUCTION

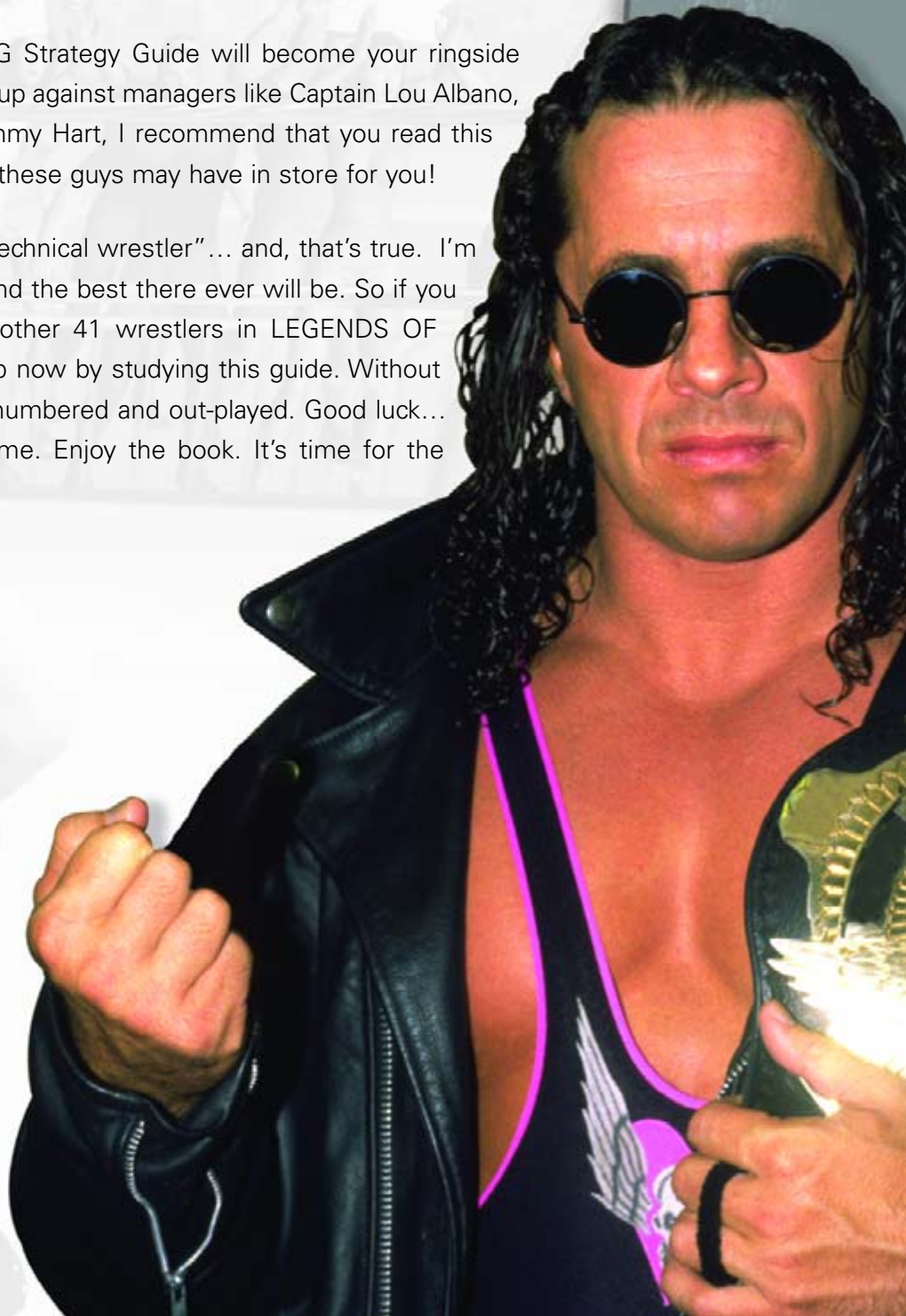
In addition, this guide will give you an entertaining insight into the featured "Create-A-Legend" Mode where you can build your own legends. The combinations are endless and you're only limited by your own creativity. Try creating your own wrestler and then see how far you can go against the likes of The Iron Sheik, King Kong Bundy, Sabu or myself! It's going to be a long road ahead, so you better be prepared!

Most importantly, you'll get the inside information on grabbing the advantage for all the LEGENDS OF WRESTLING game modes, including Career, Tournament, Exhibition, you name it! You'll learn the secrets to capturing the regional titles, and the USA title as you battle your way to the Championship of the World.

The Official LEGENDS OF WRESTLING Strategy Guide will become your ringside manager. Considering you'll have to go up against managers like Captain Lou Albano, Mr. Fuji and "Mouth of the South" Jimmy Hart, I recommend that you read this book cover to cover. Who knows what these guys may have in store for you!

I've been called the "world's greatest technical wrestler" ... and, that's true. I'm the best there is, the best there was and the best there ever will be. So if you plan on taking me on or any of the other 41 wrestlers in LEGENDS OF WRESTLING you better start boning up now by studying this guide. Without it, you'll find yourself out-classed, out-numbered and out-played. Good luck... you're going to need it! Enjoy the game. Enjoy the book. It's time for the "Main Event!"

Rick
HITMAN
2 part



AUTHOR'S INTRODUCTION

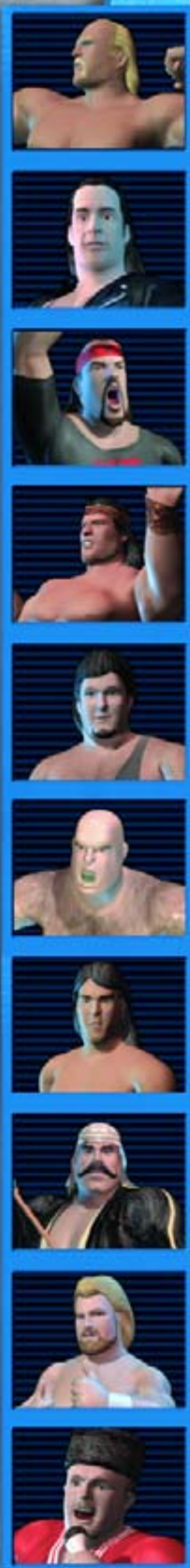
Hello and welcome to one of the most important books you will ever read. Okay maybe it isn't one of the most important, but it's definitely close, especially for those of you who really enjoy great wrestling games. When all is said and done, Legends of Wrestling is as fun as it gets.

I've been a fan of professional wrestling most of my life. I think it all started when I saw Hulk Hogan wrestle at the Nassau Coliseum on Long Island, N.Y., back in the mid-eighties. A few friends and I had gotten pretty good seats right down by ringside for my birthday. Hulk went on a rampage, won his match and we still believe to this day that Hogan was pointing directly at us while he was celebrating the victory. It was from that point on I was a mark for the big bumps and high flyers.

Hulk Hogan hooked me on wrestling, however there was a tremendous line-up of other legends that kept me going back to ringside and glued to my television whenever possible. Legends like Bret "Hitman" Hart, George "The Animal" Steele, Ted DiBiase, Ivan Koloff, the Road Warriors and Ricky "The Dragon" Steamboat to name but a few. I'm thrilled that a game could be made that pays tribute to all the greats that came before Hogan, and all that followed him as well. Legends of Wrestling is a really entertaining game. So have fun with it, because that's what it's meant for!

A few thanks are in order for those whose helped to make this book possible. First and foremost thanks to Walter Black, Acclaim Publishing's Publisher and Editor-In-Chief for his understanding with respect to my writing tendencies and making this book possible. Also, thanks to Brian Shields for his love of the sport and his dedication to making this game a reality. In addition, a huge thanks goes out to Scott Shicoff, Lloyd Thompson, Xtian "Harry" Johnson, Eric Hendrickson, Maurice Philips and Jeff "jeLLo" Robinson for their help in navigating me through the finer points of the game. Finally, thanks must go to Bud Stevens for teaching me the best way to write.

ZACHARY SMITH

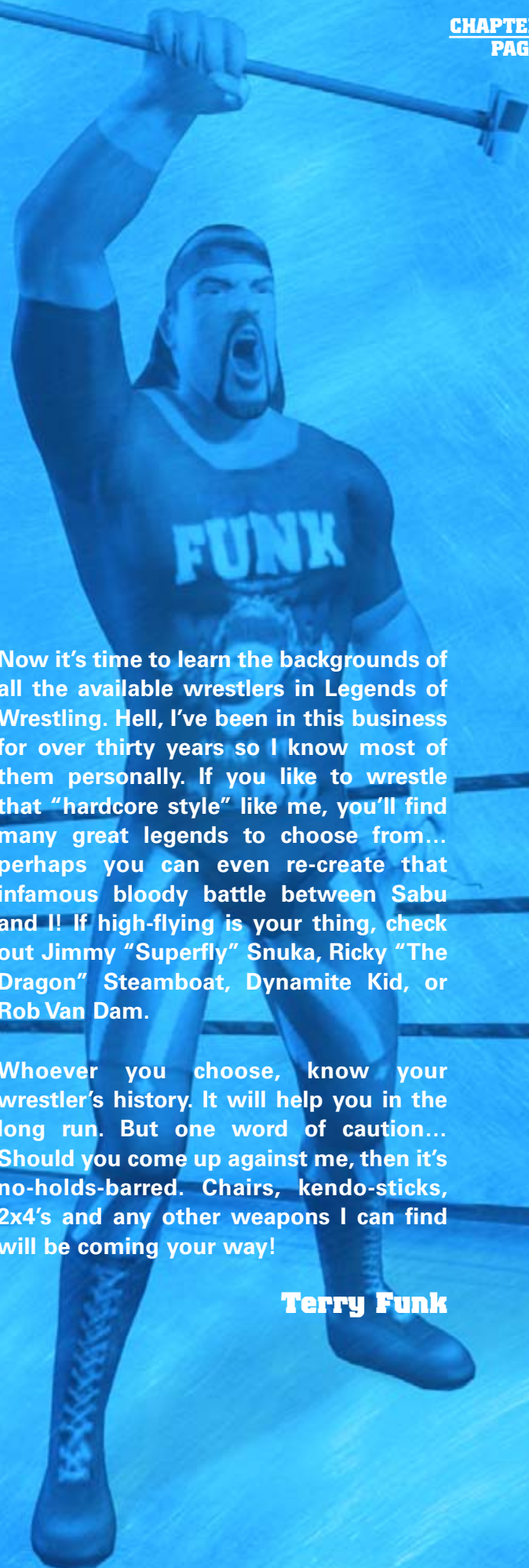


LEGEND BIOS

Now it's time to learn the backgrounds of all the available wrestlers in Legends of Wrestling. Hell, I've been in this business for over thirty years so I know most of them personally. If you like to wrestle that "hardcore style" like me, you'll find many great legends to choose from... perhaps you can even re-create that infamous bloody battle between Sabu and I! If high-flying is your thing, check out Jimmy "Superfly" Snuka, Ricky "The Dragon" Steamboat, Dynamite Kid, or Rob Van Dam.

Whoever you choose, know your wrestler's history. It will help you in the long run. But one word of caution... Should you come up against me, then it's no-holds-barred. Chairs, kendo-sticks, 2x4's and any other weapons I can find will be coming your way!

Terry Funk



Strength

5

Toughness

3

Charisma

5

Mat Skills

1

Recovery

2

Speed

2

Hulk Hogan

HEIGHT: 6'8"
WEIGHT: 300 lbs.
HOMETOWN: Venice Beach, California
CROWD REACTION: Loved
FINISHER MOVE: Running Leg Drop

If one wrestler can be credited with the huge rise in popularity of professional wrestling in the 1980s, it is Hulk Hogan. Discovered while playing the bass guitar in a nightclub, Hogan began training for his wrestling career with the legendary Hiro Matsuda before starting his career wrestling in the AWA. Hogan did wrestle some matches at the time in the WWF while being managed by "Classy" Freddie Blassie, but it wouldn't be until appearing in Rocky III that Hogan would be on his way to super-stardom.

Playing the role of "Thunderlips" in 1982's Rocky III got Hogan a huge amount of exposure and started a buzz about the young star, a buzz that Vince McMahon was listening to and recognized as the WWF's ticket to worldwide acclaim. Hogan's place in the history books would be cemented when he won the WWF Heavyweight Championship in 1984 after defeating the Iron Sheik. From there, the wrestling world began to capitalize on Hulk's popularity, culminating in an event called Wrestlemania I. Teaming with the hugely popular Mr. T, Hogan took on the team of "Rowdy" Roddy Piper, "Mr. Wonderful" Paul Orndorff and "Cowboy" Bob Orton. The event was a huge success and there was no looking back for the WWF. Wrestlemania II the next year, pitted Hogan against the big man, King Kong Bundy in a steel cage match, but it wasn't until Wrestlemania III that Hulk Hogan would achieve his greatest moment in the ring.

Setting an indoor attendance record with more than 92,000 fans at the Pontiac Silverdome, Hulk Hogan was set to take on the undefeated Andre the Giant for the WWF Championship. Not only did Hogan defeat Andre, he body slammed the 500 lb. giant! A feat never before seen in the ring. From there, Hulk went on to many other matches and many other Wrestlemanias and eventually left the WWF for the WCW. Hogan would gain considerable success in WCW as well, winning their WCW Heavyweight Championship.

To many fans around the world, Hulk Hogan represented a larger than life figure. He was a man that always told you to take your vitamins and stay healthy. It was this commanding presence, love of the sport and admiration for the fans that makes him, above all the rest, a true legend of wrestling.



Bret "Hitman" Hart

HEIGHT: 5'11"
WEIGHT: 235 lbs.
HOMETOWN: Calgary, Alberta, Canada
CROWD REACTION: Loved
FINISHER MOVE: Sharpshooter

Bret Hart is a professional wrestler whose family roots were already firmly implanted in the squared-circle by the time he was born. And what a family it was. The Harts were renowned in the American and Canadian wrestling circuits, considered by many the premiere family of wrestling. It would be a short time after Bret's birth that his father had his basement training facility labeled "The Dungeon." It was in the dungeon that Bret started training at a very young age to become "The Excellence of Execution." In his teens, Bret began to master the Canadian amateur wrestling circuits and ended up earning numerous titles. This early success created a huge following for Bret throughout the wrestling community. In 1978, when Bret was just 21, the McMahons noticed Bret and invited him to join the WWF... Bret accepted.

It was in the WWF that Bret would earn his nicknames Bret "Hitman" Hart and "The Excellence of Execution." These names would stay with Bret for the rest of his career, as would his devastating finishing move, The Sharpshooter. Bret had many rivals during his career, among the most notable being Curt Henning, Shawn Michaels and Ric Flair. His time in the WWF produced 2 Intercontinental Championships, 2 Tag Team Championships and 4 World Heavyweight Championships. It was during 1997, at the end of his fourth reign as WWF Champion, that Bret would lose his title in a controversial decision in Montreal, Canada. Referee Earl Hebner called for the bell and said that Bret had submitted to Shawn Michaels' "Sharpshooter" when he clearly did nothing of the kind. This understandably left Bret disheartened, and he soon left for stardom in the WCW.

Bret succeeded in the WCW, winning seven WCW World Championships, but a career ending series of concussions forced the "Hitman" to leave the ring altogether on October 23rd 2000. Bret Hart said it best, "I'm the best there is, the best there was, and the best there ever will be." Bret Hart is a true legend in the world of professional wrestling.

Strength

3

Toughness

3

Charisma

3

Mat Skills

5

Recovery

2

Speed

2

LEGEND BIOS



Strength

3

Toughness

5

Charisma

3

Mat Skills

2

Recovery

3

Speed

2

Terry Funk

HEIGHT: 6'1"
WEIGHT: 245 lbs.
HOMETOWN: Amarillo, Texas
CROWD REACTION: Loved
FINISHER MOVE: Spinning Toe Hold

Manager 1: Dory Funk, Jr.
Manager 2: "Mouth of the South" Jimmy Hart

Terry Funk started wrestling in 1965 and scored his first professional win that same night in his debut against Sputnik Monroe. It was this win that would set a precedence for his entire career. The precedence not necessarily winning, although he would do a lot of that, but giving the fans their money's worth.

Starting out in Amarillo, Terry wrestled a lot with his brother Dory Funk, Jr. and in 1968 the two would capture the Amarillo Tag Team titles. This was an excellent stepping-stone for Terry. He was soon invited to join the NWA. The NWA was a much bigger promotion than Terry was used to, but he soon proved he was up to the challenge when he won the NWA Western States Tag Team title with Ricky Romero. He and Ricky would end up feuding often in the early 1970s. The end result being that Terry would win the NWA Western States title a record six times. Terry would continue to spend the rest of the 1970s in the NWA sometimes with his brother, sometimes without, knocking heads with grapplers like the Brisco Brothers, the Giant Baba, Johnny Valentine and others.

At the start of the 1980s Terry diversified his résumé by wrestling for promotions other than the NWA. He spent sometime with SCW, capturing the Television and Tag titles (with Wahoo McDaniel) and also went to Japan where he would become a huge success. The Japanese fell in love with Terry's brand of hardcore wrestling.

Terry spent some time in the WWF feuding with the Junkyard Dog. This feud would eventually lead to a match against Junkyard Dog and Tito Santana at Wrestlemania II. The rest of the eighties were relatively quiet for Terry. But, he would return in tremendous fashion to the insurgent ECW promotion defeating Jimmy "Superfly" Snuka for the ECW TV title and then beating Sabu on December 26, 1993 for the ECW Championship. After Terry spent some more time in ECW, it was time for him to return to the WWF in 1997 under the name Chainsaw Charlie. He and his protégé Cactus Jack would defeat the New Age Outlaws at Wrestlemania XIV in a dumpster match. Cactus and Terry were very familiar with each other's style of wrestling due to their historic feuds in Japan involving, among other things, exploding barbed wire!

Terry Funk would eventually leave the WWF again and spend time in Japan with the WCW winning their Hardcore Championship. Today the veteran of the squared circle still travels the world and defines what it means to be tough. He is truly a legend of wrestling.



Jimmy "Superfly" Snuka

HEIGHT: 6'
WEIGHT: 260 lbs.
HOMETOWN: The Fiji Islands
CROWD REACTION: Loved
FINISHER MOVE: Superfly Leap

Hailing from the Fiji Islands, Jimmy Snuka would become one of the most recognized wrestlers in the history of the sport. Jimmy started his career in the NWA and soon adopted the Jimmy "Superfly" Snuka moniker. He would pair up with the likes of "Mr. Wonderful" Paul Orndorff and the two would capture the NWA Tag Team titles in 1978.

In the early 1980's Snuka made his way to the WWF where Capt. Lou Albano took him under his wing and started to manage his career. Albano soon got Snuka a title shot at the current WWF champion Bob Backlund in a steel cage match. In this match Snuka got Backlund on the mat unconscious, climbed up to the top of the cage and performed his Superfly Leap off the top of the cage. Unfortunately for Jimmy, Backlund moved out of the way and got out of the cage to get the victory. But a year or so later, Snuka would find himself in the same position against Don Muraco. This time Snuka landed the Superfly Leap and the entire crowd at Madison Square Garden went crazy. A little known fact is that in attendance at Madison Square Garden that night was a young Mick Foley who would watch Snuka perform that move... a move that inspired Mick to train and become a hardcore legend himself.

Snuka remained in the WWF for some time before leaving for the AWA at the height of his popularity in 1985. Snuka was everywhere and his WWF merchandise was selling at least as well as Hulk Hogan's or Roddy Piper's. In 1989, Snuka returned to the WWF and was the first man to fight the Undertaker at Wrestlemania. Snuka was defeated and the loss marked a major turning point for the WWF from the days of Saturday morning Wrestling Superstars to Monday Night Raw Is War. Snuka remained in the WWF until 1992 when he started to frequent various independent promotions like ECW. Always able to entertain and bring a smile to wrestling fans' faces across the country, Snuka continues to work for various independent wrestling promotions. He is a true legend.

Strength

3

Toughness

4

Charisma

3

Mat Skills

2

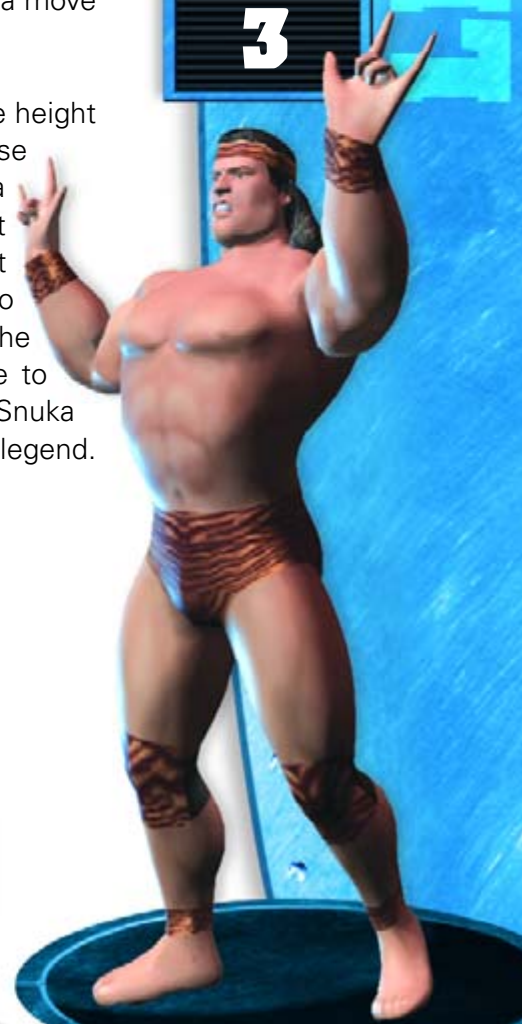
Recovery

3

Speed

3

LEGEND BIOS



Strength

3

Toughness

3

Charisma

4

Mat Skills

3

Recovery

2

Speed

3

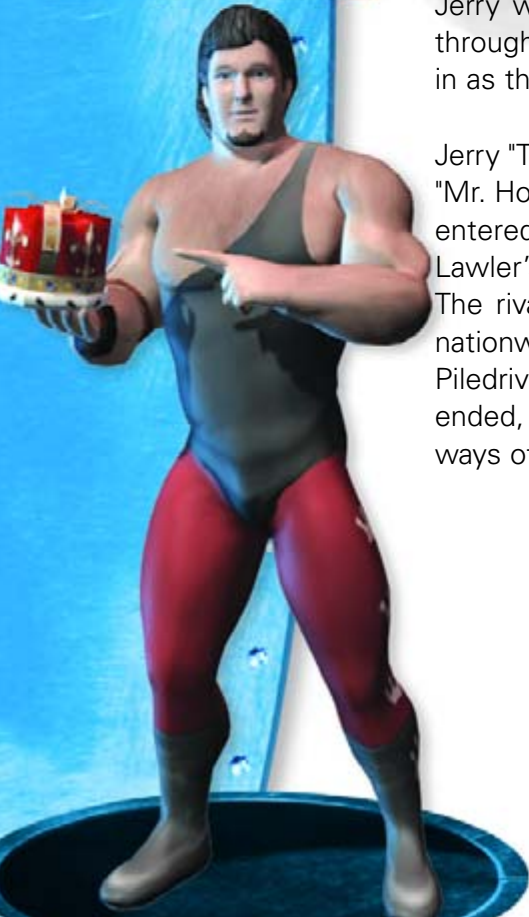
Jerry "The King" Lawler

HEIGHT: 6'
WEIGHT: 235 lbs.
HOMETOWN: Memphis, Tennessee
CROWD REACTION: Loved
FINISHER MOVE: Fallback Piledriver

Jerry "The King" Lawler is more commonly known today as the former color-commentator of RAW is WAR. But this is a man with a history deeper than the one behind the commentator's table. Jerry started his path to legend status in 1970 when he made a deal with Memphis area promoter Aubrey Griffith. Jerry wanted time in Aubrey's ring in exchange for free advertising on a radio show hosted by Lawler. Aubrey agreed, seeing this as an excellent opportunity to save some money. Unfortunately Jerry's first match as a professional only got him six bucks and a concrete floor in his face. Even though "The King" ended his first match unconscious, the young man from Memphis would not be deterred.

Jerry eventually moved on to a promotion run out of the south by Jackie Fargo. Jerry trained and competed for three years until he won the Southern Tag Team title in 1973 and soon after captured the Southern Heavyweight Championship in 1974. Through numerous injuries Lawler persevered, holding onto the Southern Heavyweight title on and off for six years. After returning from an injury in 1979 Lawler defeated "Superstar" Billy Graham for the CWA World title. Jerry would travel through many other promotions and in the USWA after defeating Kerry Von Erich. In August 1992 Jerry went to the promised land of the WWF. Jerry would remain with the WWF throughout the rest of the nineties making guest appearances in ECW before settling in as the WWF color-commentator to Jim Ross' play-by-play.

Jerry "The King" Lawler will probably always be best known for his confrontation with "Mr. Hollywood" Andy Kaufman who starred in the popular 70's sitcom Taxi. Kaufman entered the wrestling scene and started wrestling women from the audience. Lawler's masculinity and respect for professional wrestling wouldn't let this go down. The rivalry reached a climax when Lawler slapped Kaufman out of his chair on a nationwide talk show. Kaufman was upset that Lawler had performed his famous Piledriver on him twice in response to his wrestling against women. After the feud ended, Jerry would be forever recognized as a true legend and a defender of the ways of professional wrestling.



Legion of Doom Road Warriors

Animal

HEIGHT: 6'1"
WEIGHT: 295 lbs.
HOMETOWN: Chicago, Illinois
CROWD REACTION: Loved
FINISHER MOVE: Elevated Powerbomb

Manager 1: Road Warrior Hawk

Hawk

HEIGHT: 6'3"
WEIGHT: 275 lbs.
HOMETOWN: Chicago, Illinois
CROWD REACTION: Loved
FINISHER NAME: Jumping Lariat

Manager 1: Road Warrior Animal

The city of Chicago boasts many great sports figures but most are unaware that this stable of great athletes includes two wrestlers named Hawk and Animal. They set the professional wrestling world on fire for nearly two decades as the tag team known as the Legion of Doom Road Warriors. More commonly known as only the Road Warriors the tag team started their career as champions with manager "Precious" Paul Ellering winning the National Wrestling Alliance (NWA) tag team belts in a tournament on June 11th, 1983. Their rookie year was capped off with being named Pro Wrestling Illustrated's "Tag Team of the Year."

Many dismissed the Road Warriors as having reached their peak too soon, but they continued to compete at a championship level through the 1980s with the NWA and a short stint with the American Wrestling Association. The 1980s also saw the development of one of the most vicious finishing maneuvers of all time... The Doomsday Device. The 1990s brought the Road Warriors more vindication that they were still on the top of their game when the WWF signed the tag team in 1990. The Legion of Doom, as they would be known in the WWF soon won "their" tag team belts by defeating the Nasty Boyz at Madison Square Garden in New York City at the 1991 Summer Slam PPV. Their popularity skyrocketed in the next two years until Animal sustained an injury in 1992, forcing the Legion of Doom to go on a hiatus until Animal was able to rehabilitate.

Hawk still wrestled during the hiatus in many different federations including ECW, All Japan, and WCW. It was in WCW when Animal made a return in February of 1996. The two worked in WCW for under a year until the mass-market power of the WWF called them back. The gamble paid off when the Legion of Doom Road Warriors won the WWF Tag Team title in the Fall of 1997. The duo's time with the WWF ended after Wrestlemania XIV. Shortly after they stepped away from wrestling, Wrestling All-Stars Magazine named Legion of Doom Road Warriors the top tag team of the century, further cementing their place among the legends in professional wrestling.



LEGEND BIOS



Strength

3

Toughness

4

Charisma

4

Mat Skills

2

Recovery

3

Speed

2

George "The Animal" Steele

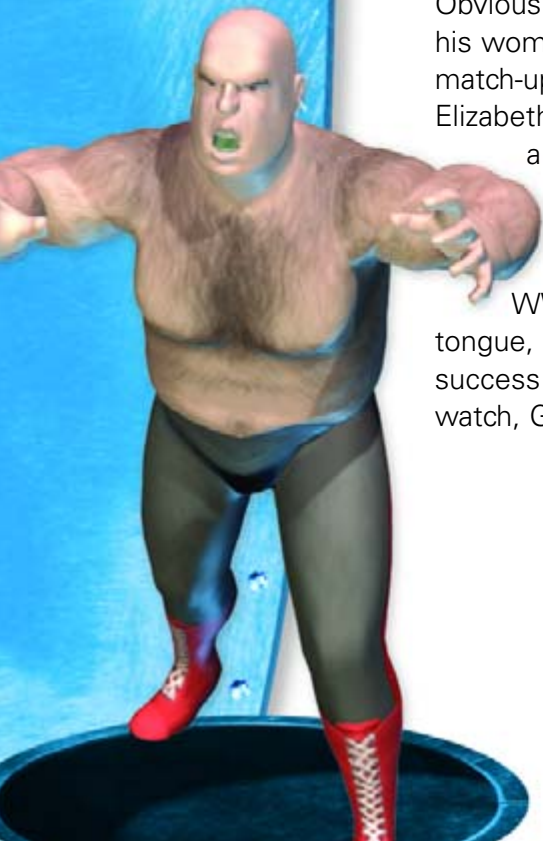
HEIGHT: 6'1"
WEIGHT: 290 lbs.
HOMETOWN: Detroit, Michigan
CROWD REACTION: Loved
FINISHER MOVE: Flying Hammerlock

The man known as George "The Animal" Steele, began wrestling in 1962 out of the Steel City of Pittsburgh, PA. Trained by Detroit promoter Vern Ruby, Steele soon became a hit in the WWWF and made waves throughout the professional wrestling business.

One of the strangest things Steele was most known for was his propensity to tear apart turnbuckles with his teeth. This ritual began while wrestling in a Pittsburgh promotion. The fans that night were given free couch pillows as a gift for coming to the show. At the end of Steele's match a fan threw one of the pillows into the ring and as George Steele is quoted as saying, "There's three things you can do with a pillow. Sit on it, throw it back or tear it up." Needless to say, George tore up the pillow with his teeth, the crowd went absolutely wild and from then on "The Animal" transferred his aggression at the end of a match to the turnbuckle. He would make "eating" the turnbuckles his trademark end-of-match ritual.

Steele was also no stranger to live TV with many of his matches, including the infamous pillow-match, broadcast live. His brand of wrestling translated well for the WWF's programming once Hulk Hogan had become a household name and everyone had seen the first Wrestlemania. It was right after Wrestlemania I when George "The Animal" Steele took a liking to Randy Savage's girlfriend, the lovely Miss Elizabeth. Obviously Savage wouldn't stand for another man, much less an "Animal" looking at his woman, so the two began a feud culminating in a wildly popular Wrestlemania II match-up. Unfortunately for Steele, Savage would win the bout. But a kind smile from Elizabeth warmed "The Animal's" heart, and that had to have been at least as good as a pin-fall for George.

While never winning the most championships during his decade-spanning career, George's in-the-ring activities drew people back week after week to WWF TV. In a way George "The Animal" Steele, with his hairy chest, green tongue, and his half-eaten turnbuckles should get just as much credit for the WWF's success as any of the champions. For making professional wrestling truly fun to watch, George "The Animal" Steele is as much of a legend as anyone of that era.



Ricky "The Dragon" Steamboat

HEIGHT: 5'10"
WEIGHT: 235 lbs.
HOMETOWN: Honolulu, Hawaii
CROWD REACTION: Loved
FINISHER MOVE: Crossbody

Ricky Steamboat started his career after leaving his home in Hawaii in the early seventies and going to Verne Gagne's AWA training camp. Steamboat persevered and was one of the few to graduate the program overcoming its ruthless difficulty. Steamboat then joined the NWA's Mid-Atlantic territory and on June 25, 1977 scored an upset victory over NWA's rookie of the year Ric Flair to win the Mid-Atlantic TV Championship. This would start a feud with Flair that would span decades crossing over into many other wrestling promotions.

Ricky Steamboat would remain in the NWA, building a name for himself with the hugely popular feud with Ric Flair and an eventual win over Ivan Koloff to take the Mid Atlantic Heavyweight title. Also a tag team partnership with "Chief " Jay Youngblood turned out to be very successful, as well, bringing them the NWA World Tag Team Championship. This would all end with the death of Jay Youngblood in 1983 forcing Ricky to think more about the important things in life. So he retired from wrestling to spend more time with his wife and child.

"The Dragon" couldn't stay away for long and returned to wrestling with the WWF in 1985 where he would feud with fellow legends, Don Muraco, Jake "the Snake" Roberts and Randy Savage. It was with Randy Savage that Steamboat would participate in what many consider to be the best Wrestlemania match ever on March 23, 1987 when he defeated Randy Savage for the WWF Intercontinental Championship. In a questionable match, Ricky would lose the belt to the Honky Tonk Man three months later and disappear from wrestling once again.

During the latter part of his career Ricky "The Dragon" Steamboat would reappear many times at other promotions as a special guest and then return to retirement, usually after winning a title. The last title Steamboat would win was gained with a defeat over "Mr. Wonderful" Paul Orndorff, winning the WCW World TV title. Unfortunately a severe injury forced Steamboat to leave wrestling for good in 1993. He will always be remembered as a wrestler with un-paralleled skill in the ring and an insatiable appetite to entertain. Rick Steamboat is truly a legend of wrestling.

Strength

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Toughness

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Charisma

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Mat Skills

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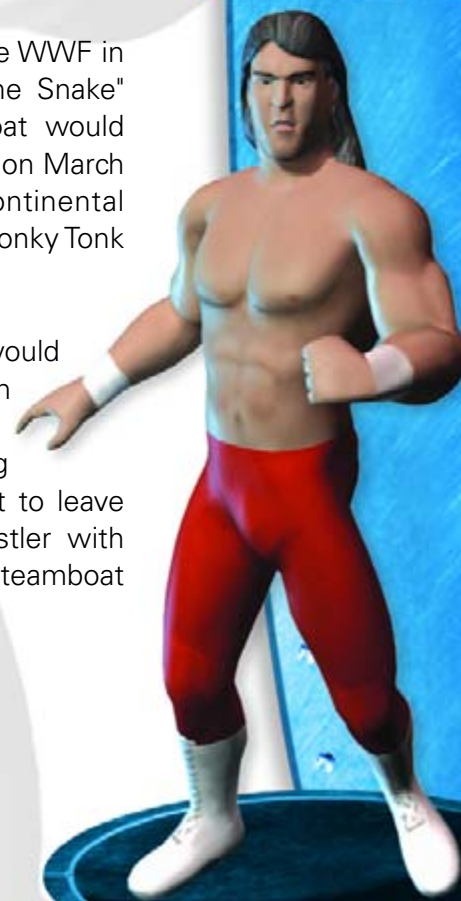
Recovery

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Speed

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LEGEND BIOS



Strength

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Toughness

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Charisma

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Mat Skills

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Recovery

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Speed

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Iron Sheik

HEIGHT: 6'
WEIGHT: 275 lbs.
HOMETOWN: Tehran, Iran
CROWD REACTION: Hated
FINISHER MOVE: Camel Clutch

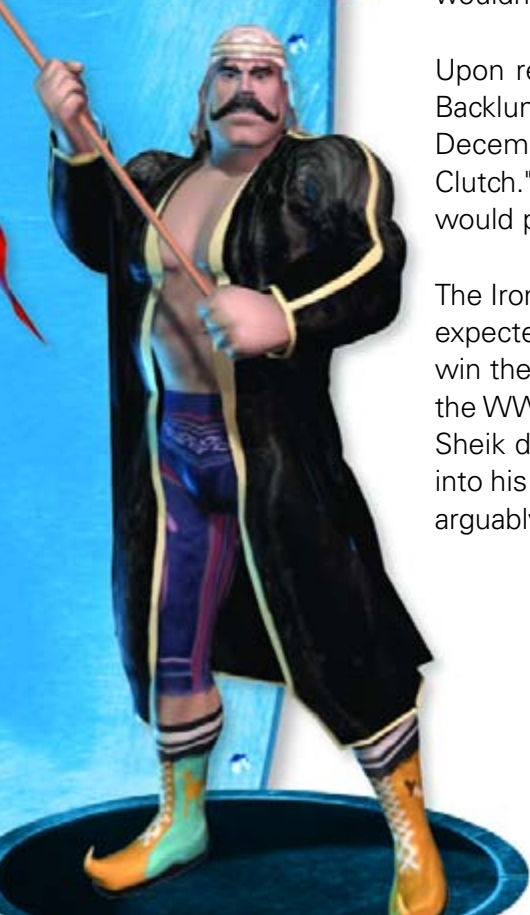
Manager 1: Nikolai Volkoff

If world politics ever entered into the world of professional wrestling, it did so when the Iron Sheik walked down the ramp to the ring. His tremendous career started at the 1972 Olympics when AWA promoter Verne Gagne discovered him. The Iron Sheik was one of the United State's assistant wrestling coaches and his knowledge of wrestling transferred directly to the professional wrestling ranks.

Debuting in 1973, the Iron Sheik, then known as The Great Hosein, rose through the ranks of professional wrestling, culminating in his first title while teamed up with The Texas Outlaw. Together they won the Canadian Tag Team Championship in 1978. This would be a huge accomplishment for the Iron Sheik, because it was this victory that got him noticed by the WWWF where he debuted in 1979. The Iron Sheik announced his arrival in the promotion where he'd make a name for himself by winning the first ever Battle Royale in Madison Square Garden. The victory got the Iron Sheik a shot at WWWF champion Bob Backlund 30 minutes later. The Iron Sheik battled Backlund for thirty minutes before Backlund pinned him. But Backlund knew the Iron Sheik wouldn't rest until he got him in the ring again.

Upon returning to the WWF in 1983, the Iron Sheik finally got a rematch with Bob Backlund who was still the WWF champion. The Sheik soundly defeated him on December 26, 1983 with his awesome finishing submission move "The Camel Clutch." Winning the WWF championship was huge for the Iron Sheik... a victory that would place his name in the history books for years to come.

The Iron Sheik would lose the belt a short time later to Hulk Hogan, but this was to be expected. The Iron Sheik's next step was to team up with Russian Nikolai Volkoff and win the Tag Team Championship at the first Wrestlemania. The Iron Sheik would leave the WWF eventually only to return for a bit in the early 90's. This time around the Iron Sheik didn't fair as well, so he continued on to wrestle with independent promotions into his 60s! The Iron Sheik's combination of technical ability and raw power made him arguably one of the most fearsome legends the sport has ever seen.



Ted DiBiase

HEIGHT: 6'3"
WEIGHT: 245 lbs.
HOMETOWN: Omaha, Nebraska
CROWD REACTION: Hated
FINISHER MOVE: DiBiase Dream

Many superstars enter into professional wrestling because it's a family tradition. This was the case with Ted DiBiase, whose story begins where his father's ended. Ted was only 15 when his father, "Iron Mike" DiBiase passed away. Ted was also separated from his mother after she fell into a deep depression after the death of her husband. Ted went to live with his grandmother and eventually enrolled in West Texas State University. It was there that he was trained by another wrestling legend, Dory Funk, Jr. Ted was ready for competition in his junior year when he first stepped into the squared circle.

Ted DiBiase was an immediate success partly due to his training from Dory but also because he was the son of "Iron Mike." Ted traveled through different wrestling federations in Amarillo, Texas and Baton Rouge, Louisiana before ending up in Atlanta, Georgia where he'd meet the love of his life Melanie. Ted and Melanie married in 1981 and then the DiBiasies moved to Mississippi where Ted joined Mid-South Wrestling. He wasn't there long before he was noticed by Vince McMahon's scouts and asked to join the WWF.

Fans were lining up behind Ted DiBiase. He was a tremendous enemy of fan-favorite champions from day one. The highlight of his wrestling career would come in Wrestlemania IV when Andre the Giant beat Hulk Hogan for the WWF Heavyweight Title. Andre handed the title belt over to DiBiase two minutes after he won it. Ted DiBiase had just become the new WWF Champion after double-crossing the most popular wrestler in history, Hulk Hogan. Ted wrestled until 1999, when a back injury finally forced him to leave the squared circle. His brazen attitude and unique managing skills coupled with his uncommon ability to get what he wanted makes Ted DiBiase a legend of his time.

Strength

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Toughness

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Charisma

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Mat Skills

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Recovery

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Speed

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LEGEND BIOS



Strength

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Toughness

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Charisma

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Mat Skills

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Recovery

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Speed

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Nikolai Volkoff

HEIGHT: 6'5"
WEIGHT: 310 lbs.
HOMETOWN: Moscow, Russia
CROWD REACTION: Hated
FINISHER MOVE: Back Breaker

Manager 1: The Iron Sheik

No other man has been more hated in the professional wrestling ranks than Nikolai Volkoff. Known mostly for carrying a Soviet flag to the ring and singing the Soviet anthem before a match, Volkoff has had a long career that started at the 1968 Summer Olympics in Mexico City, Mexico. It was there that he wrestled for his home country of the USSR before coming to the US in 1970.

As soon as Volkoff was in the United States, he began wrestling in Vince McMahon Sr.'s promotion, the WWWF. Managed by Lou Albano and partnered with Gito Mongol, the two immediately captured the WWWF Tag Team titles after defeating Victor Rivera and Tony Marino. Volkoff would move onto singles matches after losing the tag titles and in 1974, he had what he considers to be the most memorable match of his life when he sold out the "new" Madison Square Garden wrestling Bruno Sammartino. Greater things were to follow, as Nikolai would get a considerable amount of title shots from whoever the current WWWF Champion was at the time, whether it was Bruno Sammartino or Bob Backlund. Nikolai would continue his crusade for some time before leaving the wrestling world, only to re-enter a few years later.

Nikolai returned to the new WWF after being asked back by Vince McMahon Jr. It was then, in 1984, that he would team up with the Iron Sheik to become the most hated tag team in professional wrestling's history. The two competed at the first Wrestlemania against Mike Rotundo and Barry Windham to capture the WWF Tag Team titles that Volkoff had held 15 years before. He would continue to work in the WWF through the 1980s before taking time off and coming back again in 1995.

Hate him or love him, Volkoff's influence in the WWF and professional wrestling in general is undeniable. Nikolai Volkoff is truly a legend of wrestling.



Greg "The Hammer" Valentine

HEIGHT: 6'
WEIGHT: 255 lbs.
HOMETOWN: Seattle, Washington
CROWD REACTION: Hated
FINISHER MOVE: Figure Four

At the age of 19 Greg Valentine was put on a plane by his father professional wrestler Johnny Valentine, bound for Alberta, Canada. Once he arrived in Calgary Stu Hart, the most famous of all professional wrestling trainers at the time, met Greg at the airport. This would be the start of a career that spanned 30 years and multiple promotions.

Greg will probably always be best known for his time spent in the WWF, and his reign as the WWF Intercontinental Champion. But there was a whole other era spent in the NWA that few people really know about. In the NWA during the seventies, Greg was teamed up with superstar Ric Flair as a tag duo. Greg's training from Stu Hart paid off as he and Ric Flair won the NWA World Tag Team Championship in 1978 when they defeated the Andersons. Greg would continue to pursue tag team titles after losing and then gaining them back throughout the rest of the seventies, before moving to the WWF in the early 1980s.

It was in the WWF that Greg would benefit from the huge popularity the WWF gained during this decade, appearing on TV just about every weekend. He would continue to prove his championship caliber by winning the WWF Intercontinental Championship from Tito Santana in 1984 and the WWF Tag Team title with Brutus Beefcake in 1985. Greg would continue on in the WWF during the mid eighties before going to Japan for a short time, and then returning back in the states.

Today Greg "The Hammer" Valentine still wrestles in Canada's ICW. While his size still remains, he realizes that the time to hang up his tights will eventually come and he hopes to pass on whatever knowledge he's gained throughout the years to the superstars of tomorrow. Greg "The Hammer" Valentine remains a legend in and outside the wrestling community.

Strength

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Toughness

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Charisma

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Mat Skills

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Recovery

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Speed

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LEGEND BIOS



Strength

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Toughness

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Charisma

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Mat Skills

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Recovery

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Speed

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King Kong Bundy

HEIGHT: 6'4"
WEIGHT: 445 lbs.
HOMETOWN: Atlantic City, New Jersey
CROWD REACTION: Hated
FINISHER MOVE: Avalanche

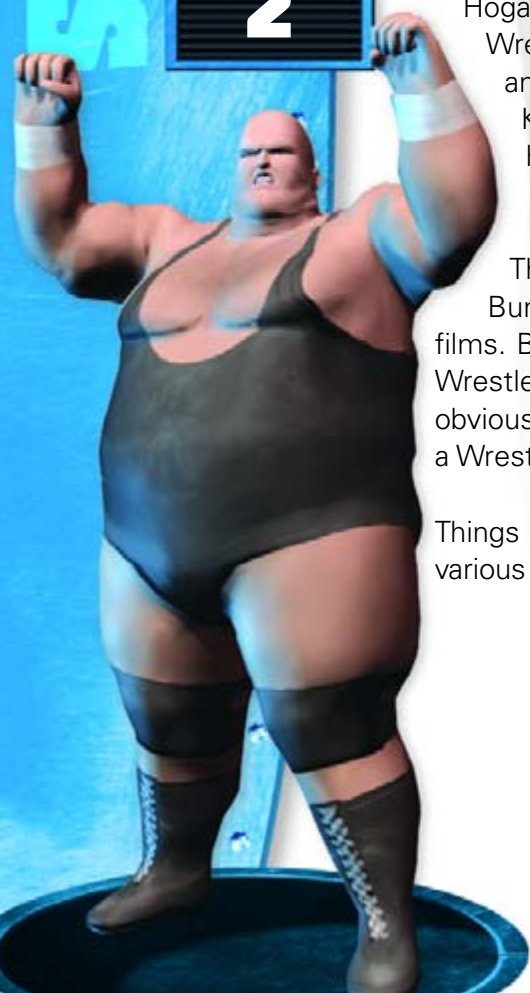
On November 7th, 1957 a baby was born in Atlantic City, NJ. No one would have expected that this small infant would grow into the giant brute of wrestling promotions throughout the world known as King Kong Bundy.

Bundy's story about his beginnings in the business is a unique one. Bundy's brother was friends with WWF referee Dick Wrohlee and he called Dick leaving a message that he'd like tickets to an upcoming WWF event. The message was so garbled by the time it got to Dick Wrohlee, Wrohlee got the impression that Bundy wanted to actually get into the wrestling business. When Wrohlee met the man who would become Bundy, he knew immediately that this 400 pound mass of man standing before him would fit in quite nicely. Wrohlee got Bundy in touch with trainer Larry Sharpe who trained him and prepared him for his first match in 1980.

It was during a tour of Japan that Bundy would get the break he had been waiting for when Hogan convinced him to come and join the insurgent WWF promotion that Hogan had just joined. King Kong Bundy made a huge name for himself at the first Wrestlemania when he pummeled S.D. Jones in 9 seconds flat, a huge feat for any wrestler and a testament to the huge powerhouse that Bundy was. King Kong Bundy's greatest moment came the following year however, when he headlined Wrestlemania II against Hulk Hogan in a cage match. Unfortunately for Bundy, Hogan was victorious.

The remainder of the 1980s held many showbiz opportunities for King Kong Bundy. He appeared in various network television shows and full-length feature films. Bundy continued to wrestle but wouldn't have another huge PPV match until Wrestlemania XI in 1995 when he took on The Undertaker and lost once again. This obviously didn't matter to Bundy, he was getting all of the exposure that comes with a Wrestlemania-type event.

Things quieted down after that Wrestlemania for Bundy. Today, he still wrestles in various independent promotions and will always remain a legend of the squared-circle.



LEGEND BIOS

Harley Race

HEIGHT: 6'1"
WEIGHT: 270 lbs.
HOMETOWN: Kansas City, Missouri
CROWD REACTION: Hated
FINISHER MOVE: Cradle Suplex

Harley Race's career in the NWA is akin to that of Bruno Sammartino's in the WWWF. He was the man to beat for twenty years of his career. Born in Kansas City on April 11, 1943, Harley started his career at age 16 under the guidance of his trainer, Gus Karras. His career would immediately take a turn for the worse when a horrible car accident put Race in a hospital bed. Doctors told Harley there was little chance of him walking again, much less wrestling. However the character of this working class hero came through during the next few months as Race slowly rehabilitated himself and eventually made a full recovery, returning to the wrestling ring and proving the medical community wrong.

Once back in the squared circle, Harley made waves when he teamed up with Larry "The Ax" Hennig and won AWA Tag Team gold. Through many title defenses they were widely acclaimed as the AWA's most successful tag team of the 1960s.

Harley's greatest success opportunity came after he moved to the NWA and was given a title shot against Dory Funk Jr. for the World Heavyweight Championship on May 23, 1973. He won and became the new champion of the NWA, but lost the title again four months later to Jack Brisco in Houston, TX. This is a pattern that would repeat itself throughout the 1970s and into the 1980s. Harley Race would lose the title and regain it eight times once all was said and done. He battled opponents like "Nature Boy" Ric Flair, Terry Funk, "The American Dream" Dusty Rhodes and countless others. Harley was also involved in the first NWA-WWWF cross-promotional event when he battled WWWF champion "Superstar" Billy Graham to a spectacular one-hour draw. Race would finally lose the title to Ric Flair in 1984 before moving over to the WWF.

Harley left the WWF shortly after arriving. All was not lost for Harley though. He returned to the new NWA, called WCW, to manage the Kolossal Kongs, The Super Invader and Big Van Vader to championship gold in the early 1990s. Today, Harley Race promotes his own wrestling promotion, the WLW which exists in the same central states that Harley rampaged through in his younger years, on his way to wrestling immortality.

Strength

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Toughness

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Charisma

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Mat Skills

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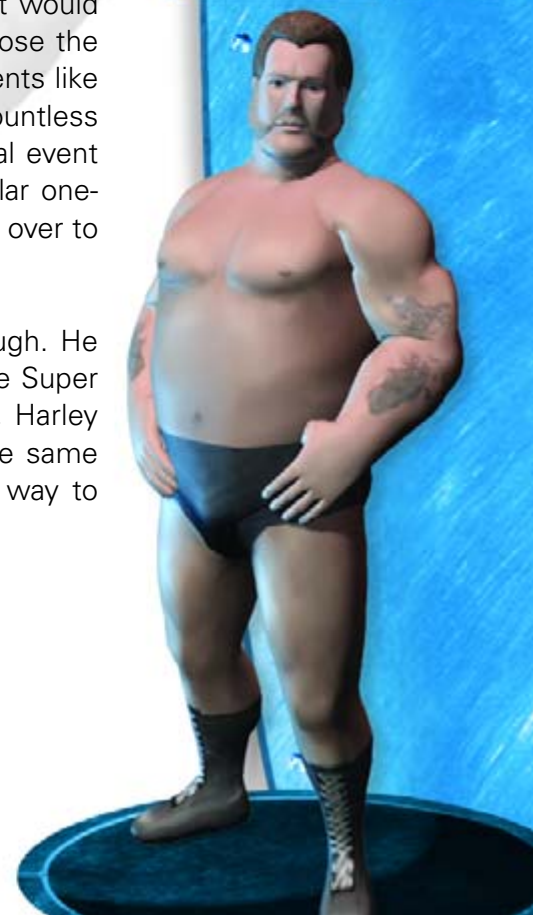
Recovery

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Speed

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LEGEND BIOS



Strength

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Toughness

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Charisma

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Mat Skills

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Recovery

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Speed

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"Superstar" Billy Graham

HEIGHT: 6'4"
WEIGHT: 275 lbs.
HOMETOWN: Paradise Valley, California
CROWD REACTION: Hated
FINISHER MOVE: Bear Hug

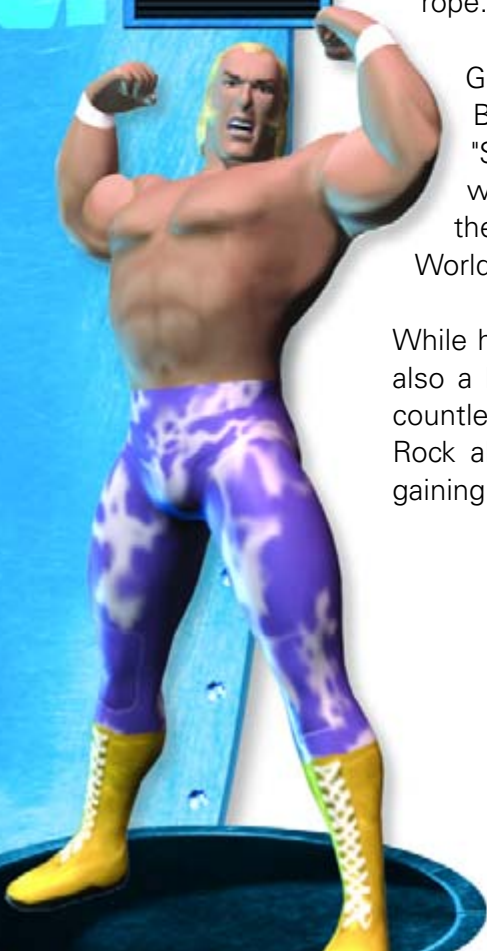
The "Superstar" Billy Graham started out as an excellent athlete from the small town of Paradise Valley, Arizona. Standing 6'4" and weighing 275 pounds Graham competed and won trophies in football and bodybuilding. This wasn't enough for him though, he wanted to become a superstar in professional wrestling so he joined Stu Hart's wrestling promotion in 1969.

Boastful, blond and buffed is the best way to describe Billy Graham during these years. This hulk of a man caused such a stir in the AWA, NWA and WWWF that he was in main event bouts within two years of his career start. Graham was managed by the likes of Bobby "The Brain" Heenan in the AWA and the Grand Wizard in the WWWF. While not always liked by many in the crowd, there was always a solid fan base of "tweeners" who would root for him regardless of his actions.

When Graham returned to the WWWF in the spring of 1977, he was given a title match against Bruno Sammartino for the WWWF Heavyweight Championship. Graham won the match using the extra leverage gained from having his feet on the rope. He held the title for more than 10 months before losing it to Bob Backlund.

Graham spent the rest of his days in the WWWF enjoying a huge rivalry with Backlund until leaving in 1980. After rumors of his death surfaced in 1982, "Superstar" Billy Graham returned on the fourth anniversary of Backlund's winning of the title, and ripped the championship belt in half. He remained in the WWF for a few more years until retiring to do television shows like The World's Strongest Man competitions with Lou Ferrigno.

While having been a "Legend of Wrestling" for what he achieved in his career, he is also a legend because of his style and in-ring persona which have been used by countless others after his departure. Wrestlers like Hulk Hogan, Lex Luger and The Rock all borrow something from the "Superstar," making him truly immortal and gaining him new fans every day.



LEGEND BIOS

Dory Funk Jr.

HEIGHT: 6'2"
WEIGHT: 240 lbs.
HOMETOWN: Amarillo, Texas
CROWD REACTION: Loved
FINISHER MOVE: Spinning Toehold

Manager 1: Terry Funk
Manager 2: "Mouth of the South" Jimmy Hart

As a part of the famous Funk wrestling family consisting of himself, his brother Terry and his father Dory Funk Sr., Dory Funk Jr. had a lot to live up to. The pressure of living up to his family name began when he enrolled at West Texas University. There, Dory excelled in football and wrestling. While still in school, Dory began wrestling at independent promotions but never asked for any special favors because of his father's famous legacy. This gained him a lot of respect in an industry where all too often it mattered about who you knew as opposed to what you could do in the ring.

Dory was very successful in the ring as was illustrated on January 7, 1966 when he defeated "Big Thunder" Gene Kiniski for the NWA World Championship. This was a huge upset at the time. For such a young wrestler to win the NWA Championship, Dory's place in the history books was firmly cemented from that point on. The victory's exclamation point came when Dory made "Big Thunder" Kiniski submit to his brutal Spinning Toehold. Dory held onto the belt consistently for 7 years until he lost the strap to Harley Race in 1973.

Dory went on to feud with professional wrestling's top stars such as Hulk Hogan, Dusty Rhodes, the Briscos and many others. He eventually left the NWA to wrestle in many other promotions like the AWA, WWWF and All Japan.

Today, Dory Funk Jr. resides in Florida where he teaches Japanese and does financial consulting. But don't be fooled by those occupations. To think that he no longer is involved with the world of professional wrestling, a sport he was such a huge part of, would be a big mistake. He also trains tomorrow's superstars grooming them for the tough life of a professional wrestler.

Strength

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Toughness

3

Charisma

3

Mat Skills

3

Recovery

3

Speed

3

LEGEND BIOS



Strength

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Toughness

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Charisma

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Mat Skills

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Recovery

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Speed

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Captain Lou Albano

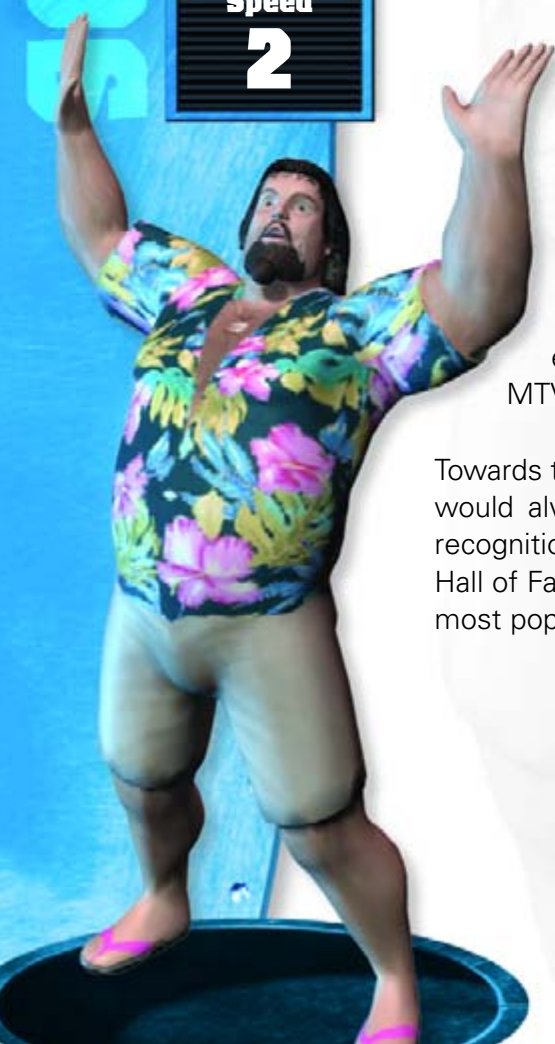
HEIGHT: 5'9"
WEIGHT: 230 lbs.
HOMETOWN: Carmel, New York
CROWD REACTION: Hated
FINISHER MOVE: Seated Front Suplex

In the world of managers, no one has had such an impact on the world of professional wrestling as Captain Lou Albano. Few know that Captain Lou started out his career as a wrestler in the late fifties. Teamed with partner Tony Altimore they were popularly known as The Sicilians. Though they were never the most earth-shaking tag team to walk the planet, they did capture the Midwest Tag Team title in Chicago on June 30, 1961 and the United States Tag Team Championship in Atlantic City, New Jersey on July 10, 1967.

The Sicilians never got the huge break they had been working for, so it was around 1970 when Albano went out on his own to start his wrestling career anew as a manager. Unlike most managers today, Capt. Lou Albano had a single-minded purpose throughout the seventies... get the WWWF title away from Bruno Sammartino. To that end, he employed men like Freddie Blassie, Crusher Verdu, Prof. Toru Tanaka and Ivan Koloff. He achieved success in 1971 when "The Russian Bear," Ivan Koloff actually defeated Sammartino in front of a stunned audience in Madison Square Garden.

As the 1970s ended Albano shifted his concentration to Bob Backlund in much the same way he concentrated on Sammartino a few years earlier. That didn't last more than a short time. Then Capt. Lou began to have a change of heart. His bad-guy reputation was disappearing, becoming one of the most adored managers in the business. Now, Lou Albano became a major force in bringing the WWF to so many people. In a huge "talent exchange" deal with MTV, Albano began appearing on the hugely popular MTV cable network.

Towards the end of the 1980s Albano's interests diverged into other programs but he would always make an appearance or two on WWF programming. The WWF, in recognition of how much Albano had done for them, inducted this legend into their Hall of Fame in 1996, which is where he'll remain forever as professional wrestling's most popular manager.



"Mouth of the South" Jimmy Hart

HEIGHT: 5'10"
WEIGHT: 170 lbs.
HOMETOWN: Memphis, Tennessee
CROWD REACTION: Loved
FINISHER MOVE: Hartliner

If there was ever any one person labeled as the "biggest mouth" in professional wrestling, it would definitely have to be Jimmy Hart. Armed with a megaphone, Jimmy was always able to keep the fans informed about how amazing his stable of wrestlers were.

Starting out in Memphis, Tennessee with Jerry Lawler, Hart came from a musical background and actually toured with superstars like Sonny and Cher and The Beach Boys. But it wasn't until a chance encounter with Jerry "The King" Lawler that would lead Jimmy to stardom. Hart first came to national prominence when he became involved in the infamous Jerry Lawler verses Andy Kaufman feud. While Hart managed Kaufman, as much as Kaufman could be managed, Jimmy regretted a lot of what Andy was saying about Memphis. Luckily, the feud finally ended, and as a result, Vince McMahon came calling on the man known as the "Mouth of the South."

At the time, the WWF was a regional promotion and needed to have Southern credibility to become the giant they are today. That's what Jimmy Hart brought to the table. Hart managed many wrestlers up to main event status, most notably The Honky Tonk Man, Hulk Hogan, Jesse "The Body" Ventura and countless others.

Another contribution Jimmy made to the industry was the use of his musical knowledge to create a whole host of entrance themes for wrestlers in the WWF and WCW. His most popular work would probably be the Honky Tonk Man's entrance theme. Always going that extra mile, Jimmy Hart was a huge asset for any promotion.

With his signature bright-colored blazers, sunglasses, mullet haircut and megaphone, Jimmy Hart was arguably the most recognizable manager ever. During his time with the WCW, Hart proved that he was no "one hit wonder" as he continued to make wrestlers' dreams come true by coaching and promoting them to new heights. Many owe their careers to this ear-shattering, megaphone-man from the South. And that's why he is undeniably a legend of wrestling.

Strength

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Toughness

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Charisma

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Mat Skills

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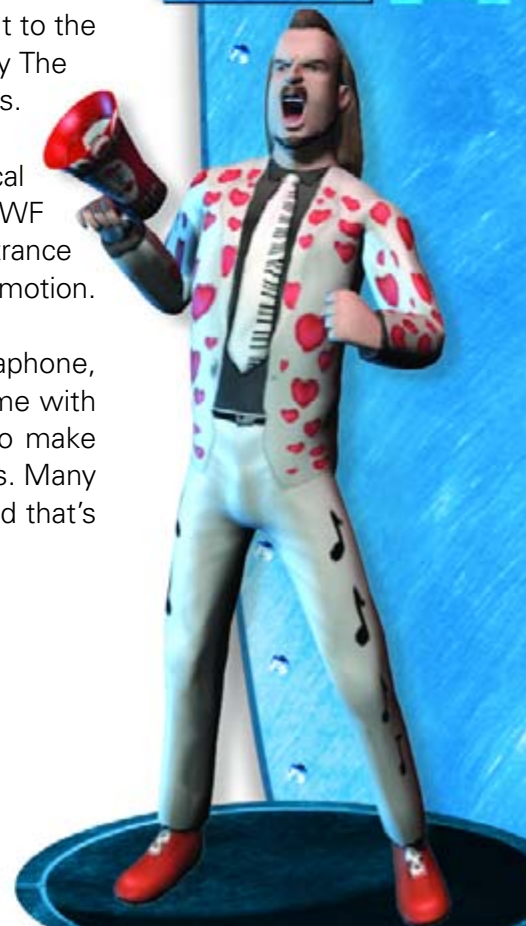
Recovery

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Speed

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LEGEND BIOS



Strength

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Toughness

2

Charisma

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Mat Skills

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Recovery

3

Speed

4

Mr. Fuji

HEIGHT: 6'
WEIGHT: 290 lbs.
HOMETOWN: Osaka, Japan
CROWD REACTION: Hated
FINISHER MOVE: Bonzai

Mr. Fuji is probably best known as one of the most hated managers in the WWF's early years but many have forgotten that Mr. Fuji was a tag team champion in the early 1970s. When Mr. Fuji started his career in 1972, he was partnered with the late Toru Tanaka. After being trained in Japan, New Zealand and Australia, Mr. Fuji came back to America and joined with Vince McMahon Sr.'s WWWF. Fuji and Tanaka were immediate successes and became the WWWF Tag Team Champions, holding the titles for 15 months after winning them from Chief Jay Strongbow and Sonny King on June 27, 1972. Tanaka would eventually fade from the scene and Mr. Fuji would get a new partner, Mr. Saito, who was a huge talent from Japan. Mr. Fuji would once again hold the WWWF Tag Team belt in the early 1980s.

Once Vince McMahon took over the company, he had an idea for Mr. Fuji that would raise his popularity on a worldwide basis. Mr. Fuji the star wrestler would become Mr. Fuji the star manager. Mr. Fuji went on to manage many of the WWF's most feared heavyweights, but his most successful protégé was, by far, Yokozuna. Mr. Fuji had an interesting habit of often "managing" a match with one of his wrestlers by throwing salt in the opponent's eyes!

Wrestlemania IX was just such an occasion for salt as Yokozuna faced Hulk Hogan for the WWF Heavyweight Championship. Yokozuna would benefit from having the Hulkster salted, but unfortunately he wouldn't win the match. Mr. Fuji didn't remain in the WWF for long after that. His new ambition was to spend more time with his family and children.

Today, Mr. Fuji runs a wrestling school in Knoxville, Tennessee where he is close to his family and friends.



LEGEND BIOS

Fritz Von Erich

HEIGHT: 6'4"
WEIGHT: 260 lbs.
HOMETOWN: Denton, Texas
CROWD REACTION: Loved
FINISHER MOVE: The Claw

Manager 1: Kerry Von Erich **Manager 2:** Kevin Von Erich
Manager 3: Michael Von Erich **Manager 4:** David Von Erich

Fritz Von Erich was an amazing wrestler. However, he is probably best remembered as the patriarch of one of the most famous families in professional wrestling.

Fritz Von Erich grew up in Dallas, Texas showing great promise as an athlete. He became a track star and played for a short time with the American Football League's Dallas Texans. Eventually he turned his sights toward professional wrestling. Competing in the NWA promotions, Fritz held the US Heavyweight title three times, the NWA Texas Heavyweight belt three times, the NWA American Heavyweight Championship thirteen times and the NWA World Heavyweight title two times.

When a dispute over Fritz surfaced among the NWA promoters, he left the NWA and started his own promotion, the World Class Championship Wrestling promotion. When searching for wrestlers to compete, Fritz had to look no further than his own sons. All of his sons showed great promise as professional wrestlers, so Fritz nurtured each one to stardom. Unfortunately, his oldest son Jack, an aspiring wrestler, died at an early age. This was very traumatic for Fritz and the rest of the family, but they continued on. His other five sons became huge draws in Texas and everything seemed fine until David Von Erich died on February 2, 1984 while touring in Japan. Three years later, Mike Von Erich would also pass away. In 1991, the same fate struck Chris Von Erich. And finally the most famous of the Von Erichs, Kerry died at the tender age of 33. What was destined to become the most powerful family in professional wrestling history had, for the most part disappeared.

Fritz Von Erich watched all of this happen to his family. Through it all, Fritz did what he could to continue on. He died quietly at his ranch on September 10, 1997. For his part in bringing his sons to prominence in the world of professional wrestling, along with his achievements inside the ring, Fritz Von Erich will always be remembered as a legend of the squared-circle.

Strength

4

Toughness

4

Charisma

2

Mat Skills

2

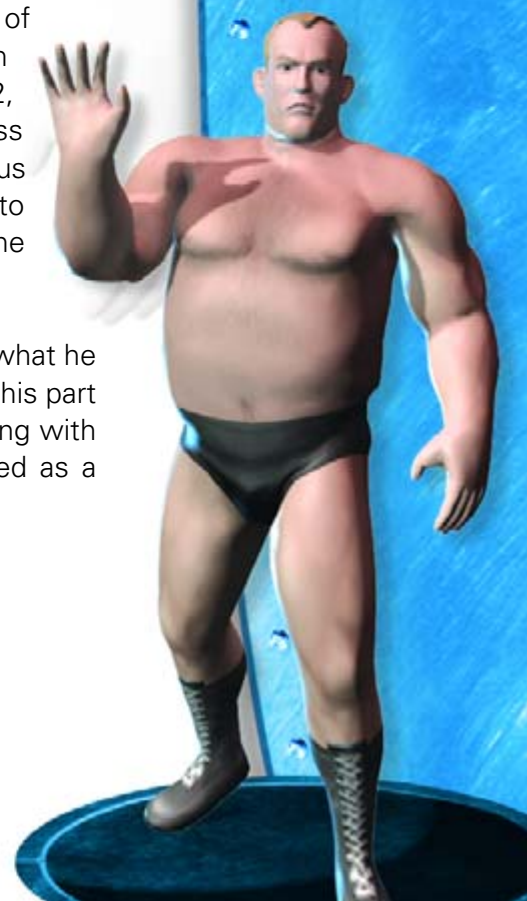
Recovery

3

Speed

3

LEGEND BIOS



Strength

3

Toughness

3

Charisma

3

Mat Skills

3

Recovery

3

Speed

3

David Von Erich

HEIGHT: 6'6"
WEIGHT: 280 lbs.
HOMETOWN: Denton, Texas
CROWD REACTION: Loved
FINISHER MOVE: The Claw

Manager 1: Kerry Von Erich **Manager 2:** Fritz Von Erich
Manager 3: Kevin Von Erich **Manager 4:** Michael Von Erich

David Von Erich was a member of the hugely popular and successful Von Erich family. Turning pro in 1978, David began wrestling in the NWA's Texas Territory. He would gain a relative amount of success very quickly in the NWA, winning their Texas territory Heavyweight Championship in his rookie year. Such success in the Von Erich family had only been seen with David's father Fritz Von Erich.

In addition to the Texas Heavyweight Championship, David teamed with his brother Kevin to win the NWA Texas Tag Team title also in 1978. This would soon lead to the American Tag Team title later that same year.

The titles kept rolling in for David Von Erich in this early part of his career. He'd win the Texas Heavyweight title 5 more times, the NWA Southern Heavyweight Championship, the North American Tag Team belt with fellow Texan Dory Funk Jr., the Florida TV title, the Missouri Heavyweight Championship and the NWA World Tag Team title with his brother Kevin.

With three Von Erichs wrestling at the time, David, Kevin and Fritz became huge stars, attracting bigger and bigger audiences at each event, it only seemed that they would become monster sensations. That was until tragedy struck at the heart of wrestling's biggest and best family in 1984. While David was on a tour of Japan, he unexpectedly passed away on February 10th. David was loved throughout the entire state of Texas, as well as by wrestling fans around the country and his unfortunate death would come as a tough blow to the Von Erich family and the entire wrestling world. Even at such a young age, David Von Erich was considered by all that followed him, a true legend of wrestling.



Kerry Von Erich

HEIGHT: 6'2"
WEIGHT: 245 lbs.
HOMETOWN: Denton, Texas
CROWD REACTION: Loved
FINISHER MOVE: The Claw

Manager 1: Fritz Von Erich **Manager 2:** Kevin Von Erich
Manager 3: Michael Von Erich **Manager 4:** David Von Erich

Kerry Von Erich was arguably the best wrestler of all the Von Erich's and definitely the most successful. His life started in Niagara Falls on February 3, 1960 as a son to the "Iron Claw" Fritz Von Erich. Fritz, was very proud of Kerry throughout his childhood because of his natural athletic ability. Kerry was a discus thrower just as his dad had been and was even considered for the U.S. Olympic discus team after breaking his father's record at Southern Methodist University. The Olympics never panned out for Kerry because of the Summer Olympics boycott in 1980. Kerry turned this disappointment into an opportunity because now he could pursue the true love of his life, professional wrestling.

Kerry started out as a tag partner with his brother Kevin in the World Class Championship Wrestling promotion. The two won that promotion's tag titles four times. Kerry quickly made a name for himself and showed that he deserved that recognition by winning the WCCW Heavyweight Championship three times in the late 1970s and early 1980s. Kerry also spent a lot of time in the NWA, and was very successful there as well, winning multiple tag titles and the elusive NWA World Six-Man Championship 8 times! Kerry went on to win the NWA World Championship, when he won the belt defeating Ric Flair during a tribute card commemorating his deceased brother. This was a huge boost for Kerry's career.

In the early Summer of 1990, Kerry debuted in the WWF as "The Texas Tornado". In a weird twist of fate another wrestler injuring himself would open the door for Kerry to wrestle "Mr. Perfect" Curt Hennig at the 1990 Summerslam for the WWF Intercontinental Championship. Kerry won the belt and while only holding the belt for 3 months, he was now one of the top five wrestlers in the business. Just as it had been in other moments of his life, it was this time that a positive event would open the door for a negative one. After suffering serious injuries in a motorcycle accident Kerry's career would come to a bittersweet end. As the shining star of the fabulous Von Erich family, Kerry Von Erich is known throughout the world as a true champion... a true legend of wrestling.

Strength

4

Toughness

4

Charisma

3

Mat Skills

2

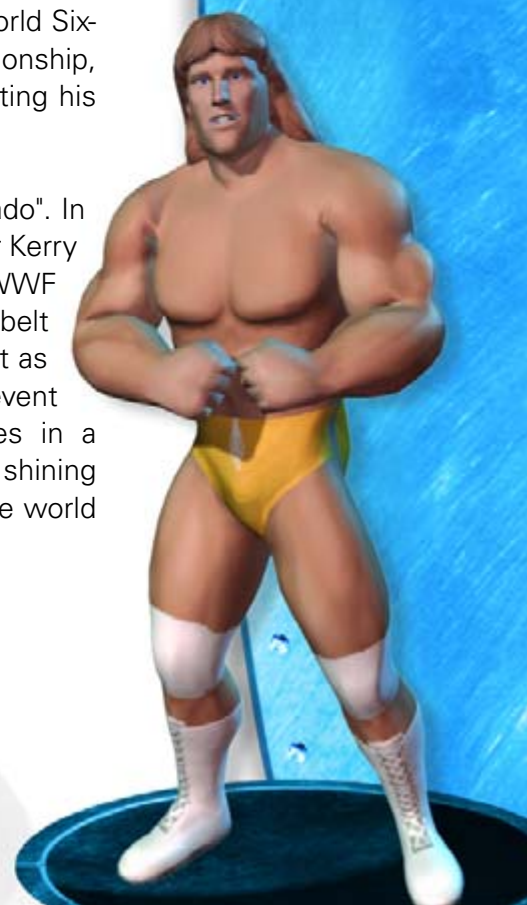
Recovery

2

Speed

3

LEGEND BIOS



Strength

3

Toughness

3

Charisma

3

Mat Skills

3

Recovery

3

Speed

3

Kevin Von Erich

HEIGHT: 6'2"
WEIGHT: 245 lbs.
HOMETOWN: Denton, Texas
CROWD REACTION: Loved
FINISHER MOVE: The Claw

Manager 1: Kerry Von Erich **Manager 2:** Fritz Von Erich
Manager 3: Michael Von Erich **Manager 4:** David Von Erich

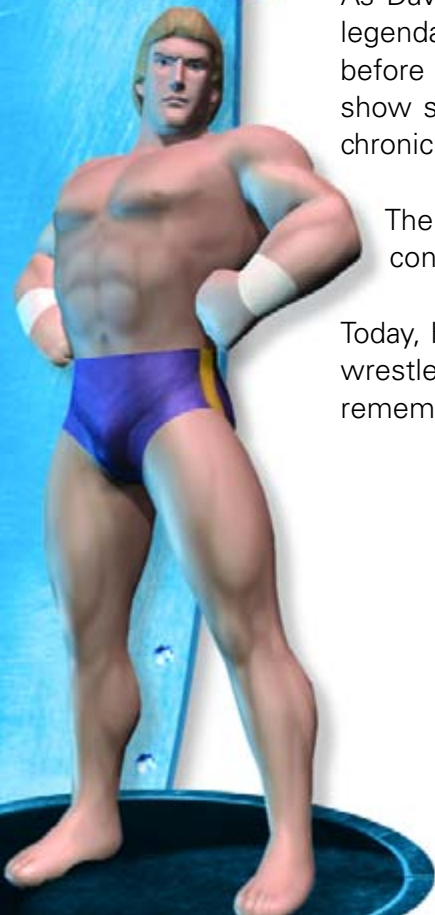
Kevin Von Erich was born in the late 1950s, becoming Fritz Von Erich's second child. Kevin's father was known as the brutal brawler Fritz Von Erich. Tragedy struck Kevin's life early. The premature death of Kevin's older brother Jack Jr. had a strong impact on him. The passing of Jack Jr. steeled Kevin's resolve to become the best. He and his Dad vowed to wrestle harder than ever before, generating a considerable amount of fame and glory for the Von Erich family. They were becoming as famous outside the ring as in!

Kevin would step into the ring as a high-flyer in 1976 and would gain immediate success as a testament to his top-notch abilities. Within his first five years Kevin would win the American Heavyweight title, the NWA American Tag Team title with his brother David, the Missouri Heavyweight Championship and the NWA World Tag Team belt also with his brother David.

As David, Kerry and Kevin Von Erich built up their careers, they created their own legendary brand that would be known throughout the world... the Von Erichs. Years before the WWF had their own syndicated television show, the NWA sponsored a show syndicated in the Southern U.S. and Japan called The Von Erichs. This show chronicled the matches of The Von Erichs in their promotion WCCW.

The mid-eighties were a tough time for Kevin and the Von Erich family, but he continued wrestling for a while before stepping away from wrestling for good.

Today, Kevin lives a quiet life with his family. Kevin's life and career as a professional wrestler are immortalized in this game, and the wrestling world will always remember him as a legend.



LEGEND BIOS

Michael Von Erich

HEIGHT: 5'11"
WEIGHT: 210 lbs.
HOMETOWN: Denton, Texas
CROWD REACTION: Loved
FINISHER MOVE: The Claw

Manager 1: Kerry Von Erich **Manager 2:** Fritz Von Erich
Manager 3: Kevin Von Erich **Manager 4:** David Von Erich

Michael Von Erich stepped into the ring in 1983. From his first tie-up move, Mike was immediately compared to all of his brothers and he struggled to get his game up to the high expectations set by his family.

Mike was never the biggest nor the strongest Von Erich, but his work ethic was arguably the best. There are certain things that, even with a great work ethic, are impossible or very difficult to work past. One such event was the death of his brother David Von Erich on February 10, 1984. Even though the death occurred in Japan, news spread very quickly and the entire Von Erich family was devastated.

A few months later, the Von Erich's wrestling promotion, the WCCW, held a tribute show in Texas drawing 43,000, an incredible attendance figure for an independent wrestling promotion. The show was a great success, but the fans looked to the smaller Michael Von Erich to try and fill the shoes of his departed brother. While this put a lot of pressure on Mike, he was up to the challenge and slowly but surely, Michael Von Erich began to improve his skills and his physical size year by year. Also his ring and microphone skills started to improve considerably in 1986. Mike Von Erich began to build a huge name for himself and increase the overall greatness of the Von Erich legacy. 1986 would be a much better year than 1987, when tragedy would strike the family once again.

As a result of an illness, Mike would lose much of the size and strength he had built up over the years. Michael's wrestling career and life had come to a premature end. But Michael Von Erich's legacy of hard work coupled with his underlying ring ability made him a legend of professional wrestling... a legend worthy of the famous Von Erich name.

Strength

3

Toughness

3

Charisma

3

Mat Skills

3

Recovery

3

Speed

3

LEGEND BIOS



Strength

2

Toughness

4

Charisma

3

Mat Skills

2

Recovery

3

Speed

4

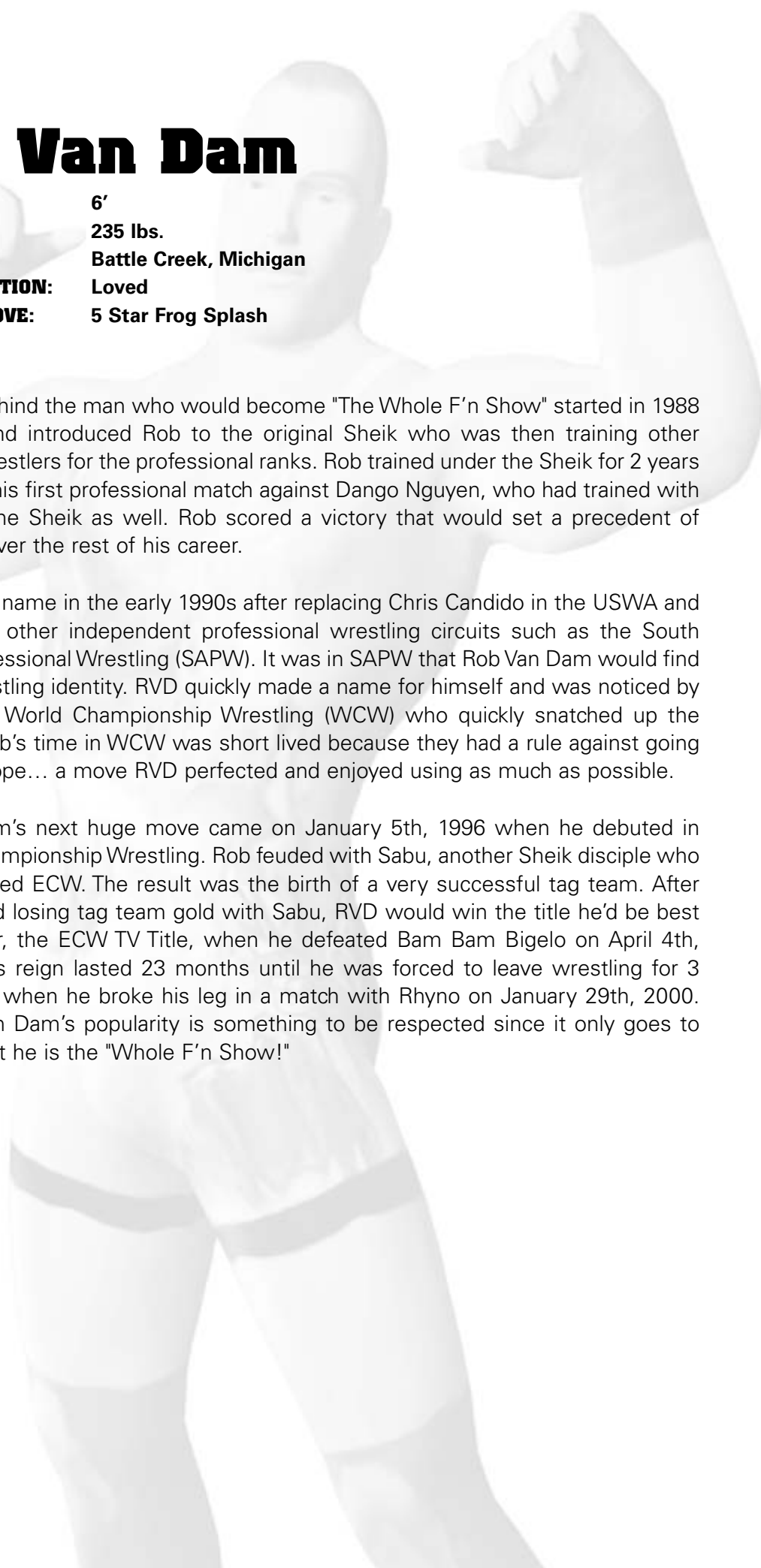
Rob Van Dam

HEIGHT: 6'
WEIGHT: 235 lbs.
HOMETOWN: Battle Creek, Michigan
CROWD REACTION: Loved
FINISHER MOVE: 5 Star Frog Splash

The story behind the man who would become "The Whole F'n Show" started in 1988 when a friend introduced Rob to the original Sheik who was then training other would-be wrestlers for the professional ranks. Rob trained under the Sheik for 2 years until he got his first professional match against Dango Nguyen, who had trained with Rob under the Sheik as well. Rob scored a victory that would set a precedent of excellence over the rest of his career.

Rob built his name in the early 1990s after replacing Chris Candido in the USWA and touring with other independent professional wrestling circuits such as the South Atlantic Professional Wrestling (SAPW). It was in SAPW that Rob Van Dam would find his true wrestling identity. RVD quickly made a name for himself and was noticed by scouts from World Championship Wrestling (WCW) who quickly snatched up the prospect. Rob's time in WCW was short lived because they had a rule against going on the top rope... a move RVD perfected and enjoyed using as much as possible.

Rob Van Dam's next huge move came on January 5th, 1996 when he debuted in Extreme Championship Wrestling. Rob feuded with Sabu, another Sheik disciple who had also joined ECW. The result was the birth of a very successful tag team. After gaining and losing tag team gold with Sabu, RVD would win the title he'd be best known for, the ECW TV Title, when he defeated Bam Bam Bigelo on April 4th, 1998. His reign lasted 23 months until he was forced to leave wrestling for 3 months when he broke his leg in a match with Rhyno on January 29th, 2000. Rob Van Dam's popularity is something to be respected since it only goes to prove that he is the "Whole F'n Show!"



LEGEND BIOS

Sabu

HEIGHT: 6'
WEIGHT: 220 lbs.
HOMETOWN: Bombay, India
CROWD REACTION: Hated
FINISHER MOVE: Camel Clutch
Manager 1: The Sheik

Sabu, the man who was to become known as the "Arabian Machine of Destruction," started his training with his uncle The Sheik. The Sheik was the wrestler who started the wheels of "hardcore" in wrestling and it was no coincidence that Sabu would innovate in that vein as well.

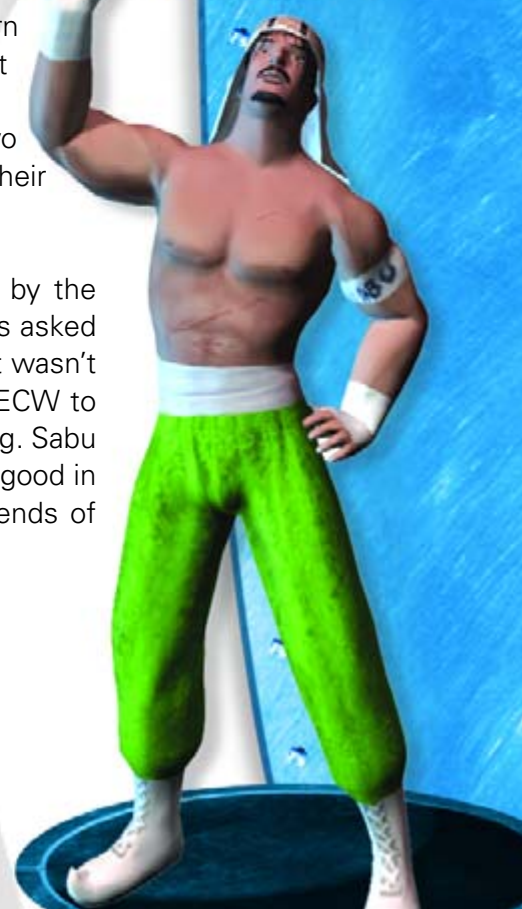
Sabu burst onto the wrestling scene in 1990 with the likes of some other very talented individuals, namely Chris Candido, Chris Benoit, Al Snow and the Tasmaniac. It was in these early days that Sabu laid down the framework of what would be known as "Extreme" wrestling. He didn't create the Moonsault but he raised the move to a prominence it never had before. Every night after a match whether he won or lost, Sabu would drag a table into the ring and perform a Moonsault onto the table until he broke it with his own body. Some nights it took as many as seven Moonsaults to break the table. This routine also branched off into Sabu's frequent employment of tables for use in his matches. Think about how many times today you see tables involved in a match! It's all because of Sabu.

In 1993, once Sabu had earned a name for himself, he signed up with Eastern Championship Wrestling based out of Philadelphia. This is the company that would soon become Extreme Championship Wrestling once it broke away from the NWA. Sabu's first victory came against the Tasmaniac. The two wrestlers would be constantly involved with each other's career throughout their tenure at ECW.

Sabu would find it hard remaining in ECW in 1995 after he was betrayed by the Tasmaniac. Sabu left to spend some time in Japan, which was where he was asked to join WCW. Sabu accepted and spent a few months there, but found that it wasn't for him. At ECW's November to Remember PPV in 1995, Sabu returned to ECW to chants of "Welcome Back!" from a crowd that missed Sabu's brand of wrestling. Sabu remained with ECW through the rest of the 1990s and left the promotion for good in 2001. His extreme wrestling style has earned Sabu a place among the legends of professional wrestling.

Strength	2
Toughness	5
Charisma	2
Mat Skills	2
Recovery	4
Speed	3

LEGEND BIOS



Strength

5

Toughness

4

Charisma

2

Mat Skills

2

Recovery

2

Speed

4

"Mr. USA" Tony Atlas

HEIGHT: 6'2"
WEIGHT: 255 lbs.
HOMETOWN: Roanoke, Virginia
CROWD REACTION: Loved
FINISHER MOVE: Gorilla Press Slam

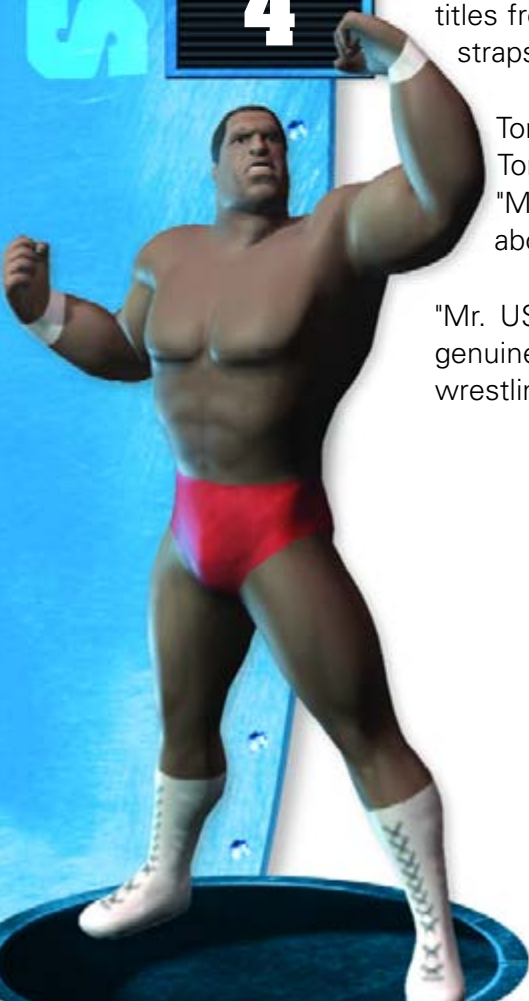
"Mr. USA" Tony Atlas' career started out in a very positive fashion. Tony was immediately accepted into the professional wrestling ranks in 1975 when he started his professional career with the NWA in their Georgia territory. Tony was quick to join up with other wrestlers like Mr. Wrestling #2 and Kevin Sullivan with whom he captured the NWA Georgia Tag Team straps with.

His most memorable NWA partnership came in 1980 when he captured the NWA tag belts again, this time with Tommy Rich. This championship run would culminate in huge success for Tony, known as "Mr. USA" because of the many power-lifting championships he captured including Mr. Georgia, Mr. USA and the New York Power Lifting Championship in 1981.

Tony Atlas would go on to be one of the only men ever to cleanly pin Hulk Hogan in Madison Square Garden or anywhere else. His career would reach its peak in 1983 when he partnered with The Rock's father, Rocky Johnson, to win the WWF Tag Team titles from The Samoans in 1983. Tony Atlas left the WWF soon after he lost the tag straps and wrestled in many hardcore matches in the Caribbean wrestling leagues.

Tony would return briefly to the WWF in the 1990s, but that didn't last very long. Tony then spent his time wrestling in many northeast independent promotions. "Mr. USA" Tony Atlas was recently chronicled in MTV's True Life series talking about his life and career as a professional power-lifter and wrestler.

"Mr. USA" Tony Atlas is still a force to be reckoned with in the ring today and a genuinely good person. His monstrous size and huge heart label him a legend of wrestling.



LEGEND BIOS

Dynamite Kid

HEIGHT: 5'9"
WEIGHT: 225 lbs.
HOMETOWN: Manchester, England
CROWD REACTION: Loved
FINISHER MOVE: Flying Headbutt

Anytime you watch tapes of Bret Hart wrestling, or see Chris Benoit perform his Flying Headbutt, know that you're watching a style of wrestling that was conceived by the Dynamite Kid, one of wrestling's true high-flying legends.

The Dynamite Kid started competing in independent promotions during the mid-seventies in his home country of Britain. His high-impact style of wrestling brought him immediate success when he won the British Lightweight Championship in 1977 and the British Welterweight title in 1978. Feeling that he had done all there was to do in Europe with respect to wrestling, the Dynamite Kid turned west across the ocean to Canada and joined Stu Hart's Stampede Wrestling promotion. Here he would start a brutal rivalry with Bret Hart after winning the World Mid-Heavyweight belt in 1979.

Another noteworthy rivalry came against Davey Boy Smith. The two were much smaller in size during the early eighties and were perfectly matched middleweights. Eventually, the two put their differences aside and became the British Bulldogs, one of the greatest tag teams of the 20th century. The WWF saw the talent these two possessed and invited the Bulldogs into their super-popular promotion. The WWF at the time had a very young following, with most of their programming taking place on Saturday morning. Good wrestling prevailed as the Dynamite Kid and Davey Boy Smith had some excellent feuds with the extraordinary Hart Foundation. After their reign in the WWF, they returned to Calgary, Alberta and Stampede Wrestling.

In 1989 a serious car accident took Davey Boy Smith out of wrestling, ending the British Bulldogs partnership. It was about that time in 1990 when the Dynamite Kid realized that 15 years of wrestling had done serious damage to his body. The Dynamite Kid retired then, and now lives in his native England. His legacy lives on in the wrestling styles of many of today's great middleweights. The Dynamite Kid is, without a doubt, a legend of professional wrestling.

Strength

3

Toughness

2

Charisma

2

Mat Skills

3

Recovery

3

Speed

4

SOB
BIG
ONE
FEARED
BIOS



Strength

4

Toughness

4

Charisma

3

Mat Skills

2

Recovery

3

Speed

2

One Man Gang

HEIGHT: 6'10"
WEIGHT: 350 lbs.
HOMETOWN: Chicago, Illinois
CROWD REACTION: Hated
FINISHER MOVE: 747 Splash

The One Man Gang is a powerhouse of brute strength and psychological intensity. While not having the most finesse in the ring, he definitely made up for it with his extreme hardcore style.

Growing up in South Carolina, One Man Gang (OMG) started wrestling at age 16. His first big break came as Crusher Broomfield in the ICW promotion, operating out of Kentucky. He didn't earn the name One Man Gang until wrestling in a Mid-South promotion. There he was given the name by future RAW play-by-play man Jim Ross.

The biggest promotion OMG would be involved in was the WWF during the mid to late 1980s. He was constantly involved in main event matches with the likes of Hulk Hogan, Randy Savage and other top WWF superstars. The WWF gave him the Akeem name to wrestle under. OMG would continue to brutalize opponents under this name just as he had when he was One Man Gang, but now his manager Slick helped him considerably.

One Man Gang would eventually leave the WWF for the greener pastures of WCW where he would win the WCW U.S. Heavyweight Championship in 1995. WCW brought a lot of success for OMG, but he would come into his own in ECW where hardcore was the name of the game. One memorable match was against the "Madman from the Sudan" Abdullah the Butcher. It was a match where either man was lucky to come out of the ring alive.

Today, One Man Gang continues to tour with independent promotions and continues to show how brutal professional wrestling can sometimes be. If not for the sheer hardcore edge to his wrestling style, One Man Gang's legendary matches have earned him a place among wrestling's elite as a "Legend of Wrestling."



"Cowboy" Bob Orton

HEIGHT: 6'3"
WEIGHT: 270 lbs.
HOMETOWN: Kansas City, Missouri
CROWD REACTION: Hated
FINISHER MOVE: Superplex

If there is a wrestler synonymous with "tough" it would have to be "Cowboy" Bob Orton. For over thirty years, the "man with wrestling in his blood" has given his heart and soul to the sport that he loves so much.

Orton, who started wrestling in amateur promotions at the age of 9, began training for the professional leagues with greats Hiro Matsuda, Jack Brisco and Eddie Graham. Starting in a Florida promotion Orton was on the road constantly for 20 years chasing down the dream of so many wrestlers... superstardom. During the seventies, Orton wrestled mostly in promotions in the Southeast, more specifically in Florida and Georgia.

Just as many other greats did before him, "Cowboy" Bob Orton built the foundations of his career by wrestling in Japan as well. But it wasn't until, as with many others, he got a shot at the WWF that he would become more popular than anyone had expected. Proving his critics wrong the "Cowboy" Bob Orton was involved with the main event of the first-ever Wrestlemania, helping it become an unbelievable success. While not actually wrestling, he would play a major role in the match. It was his cast of characters that cost the team of "Rowdy" Roddy Piper and "Mr. Wonderful" Paul Orndorff the match. This event made "Cowboy" Bob Orton a huge player in the WWF. At this point in his career there was no looking back.

The highlight of Orton's career would come two years later when he wrestled in the opening match of Wrestlemania III. Orton has said on many occasions that there is nothing more thrilling than wrestling in front of 93,000 screaming fans. Not many wrestlers have ever been able to boast the same. So, whether "Cowboy" Bob Orton was loved or hated by the fans, he always stood for one thing... "When you get knocked down, get right back up again." For the quality of Orton's toughness he has earned the title of legend in anyone's book.

Strength

3

Toughness

4

Charisma

2

Mat Skills

3

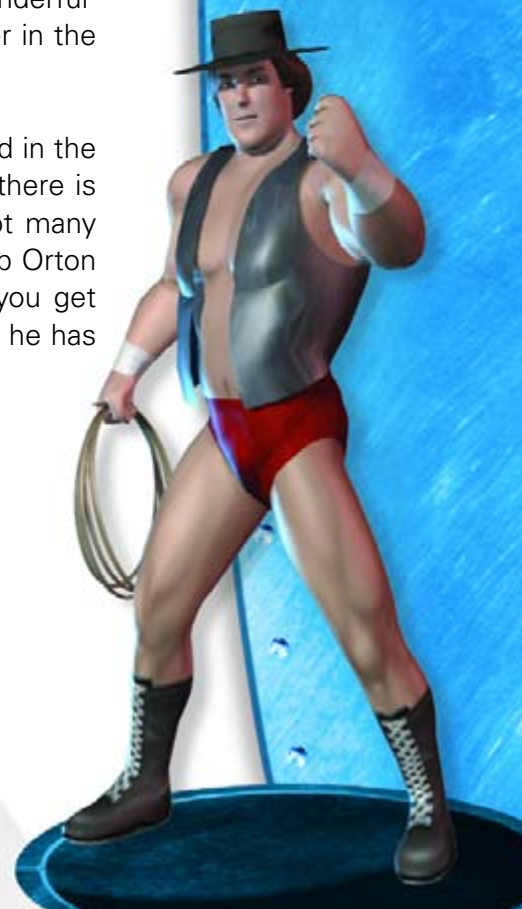
Recovery

4

Speed

2

LEGEND BIOS



Strength

2

Toughness

4

Charisma

3

Mat Skills

3

Recovery

3

Speed

3

"Hot Stuff" Eddie Gilbert

HEIGHT: 5'10"
WEIGHT: 220 lbs.
HOMETOWN: Lexington, Tennessee
CROWD REACTION: Hated
FINISHER MOVE: Figure Four

"Hot Stuff" Eddie Gilbert was an intimidating force that made waves in many of professional wrestling's organizations throughout the 70s, 80s and 90s. Eddie was brought into the sport as soon as he could walk because of his father, wrestler Tommy Gilbert. Tommy would bring young Eddie to matches in the Memphis area and let him hand out pictures of his famous dad! Being around the industry fostered a huge interest in Eddie that led to his first match on April 20th, 1979, a month before he would graduate from high school. Eddie went on to team up with his father to win the WWF Tag Team Championship. After wrestling in Tennessee for a few years, Eddie was brought into the WWF where he got his first taste of stardom. In the early years of his career Eddie learned a lot from WWF Champion Bob Backlund. It was Backlund who would rehabilitate Eddie after a car accident put Eddie in the hospital and took him out of wrestling temporarily.

Upon returning to the WWF, Eddie's neck was attacked during an intense match sending him into another period of injury and re-hab from which he recovered much quicker than the first time. Eddie left the WWF for Mid-South wrestling where he realized his true "self" and made a huge decision to join forces with Jimmy Hart's "First Family." This culminated in Eddie defeating his childhood hero Jerry Lawler for the Mid-Southern International belt.

Eddie Gilbert then moved on to the UWF where he earned the nickname "Hot Stuff" Eddie Gilbert and began a feud in 1985 with Sting who was, at the time, billed as Gilbert's protégé. The rivalry would last throughout the rest of the 1980s.

Gilbert would make one of his last moves to another organization when he re-kindled his feud with Jerry Lawler by throwing fireballs at him during a match in the USWA in 1990. It was there that Gilbert captured his final championship holding on to a one-week tag team title reign with Lawler's son Brian Christopher in 1994. One year later "Hot Stuff" Eddie Gilbert would wrestle his last match in Humacoa, Puerto Rico on February 17th, 1995, before passing away at the young age of 33. Eddie Gilbert will forever be remembered for his legendary feuds with the likes of Jerry Lawler, Sting and even the immortal Cactus Jack.



The Rock & Roll Express

Ricky Morton

HEIGHT: 5'11"
WEIGHT: 215 lbs.
HOMETOWN: Nashville, Tennessee
CROWD REACTION: Loved
FINISHER MOVE: Crossbody

Manager 1: Robert Gibson

Robert Gibson

HEIGHT: 6'
WEIGHT: 230 lbs.
HOMETOWN: Pensacola, Florida
CROWD REACTION: Loved
FINISHER NAME: Drop Kick

Manager 1: Ricky Morton

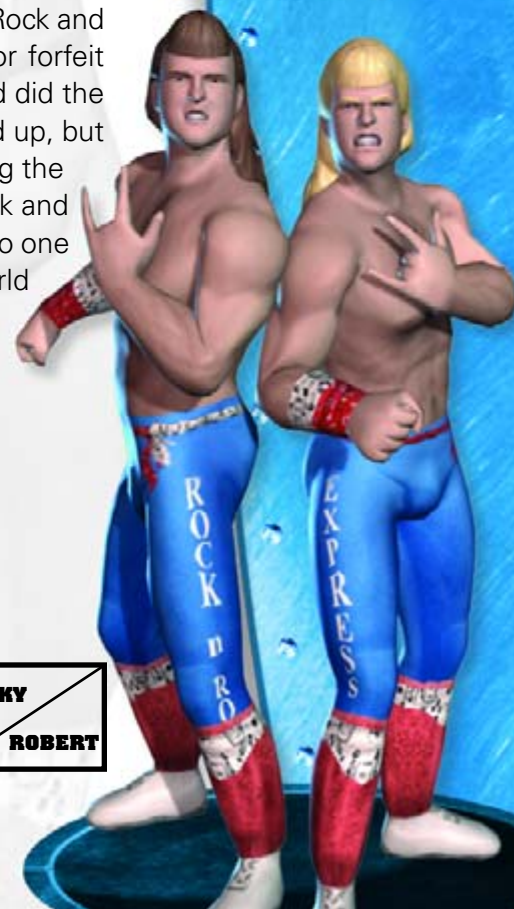
Ricky Morton and Robert Gibson created a pattern that many have tried to imitate but are never able to duplicate. Their high-flying, anti-authority, rock and roll attitude brought the team to the very heights of success in the NWA and WWE.

At the apex of their careers in the mid-eighties, Ricky Morton and Robert Gibson defeated Ivan Koloff and Krusher Kruschev in various bouts to win the NWA World Tag Team titles. While Koloff and Kruschev were two of their most hated tag rivals, the Rock and Roll Express' arch nemesis was without a doubt The Midnight Express managed by Jim Cornette.

One occasion in particular highlights why the two teams were such fierce rivals. In 1986 after Cornette cut a promo on NWA TV slandering Ricky Morton's mother, Morton was instigated into interrupting the promo and attacking Cornette. Later that night as the Rock and Roll Express were coming to the ring for a championship match against Arn Anderson and Tully Blanchard, the Midnight Express jumped the Rock and Roll Express, severely injuring Morton's ribs. Forced to wrestle the match or forfeit the title belts to Anderson and Blanchard, Robert Gibson ran into the ring and did the best he could. Morton would eventually run out from backstage, all bandaged up, but his effort would be in vein as he would crumple to the mat in pain after getting the tag from the badly beaten Gibson. The Midnight Express had beaten the Rock and Roll Express out of their tag titles. Their legend remains firm however, since no one will ever be able to take away the fact that they are 8-time NWA World Tag Team champions.

Strength	2	3
Toughness	3	2
Charisma	3	3
Mat Skills	3	3
Recovery	3	3
Speed	4	4

LEGEND BIOS



RICKY
ROBERT

Strength

3

Toughness

3

Charisma

3

Mat Skills

3

Recovery

3

Speed

3

Rick Martel

HEIGHT: 5'11"
WEIGHT: 235 lbs.
HOMETOWN: Montreal, Canada
CROWD REACTION: Loved
FINISHER MOVE: Boston Crab

Rick Martel started his career in 1972 when he did a favor for his brother, wrestler Pierre Martel, by substituting for another wrestler. This gave Rick the wrestling bug and he started wrestling in the same promotion as Don Muraco, who he later teamed with to win the Hawaiian Tag Team Championship in 1978. In 1980 Martel won the Pacific Northwest title and gained the Canadian Tag Team belts with "Rowdy" Roddy Piper.

This success brought a lot of attention to Rick and the WWF soon came calling. Rick was paired with Tony Garea and together they won tag team gold. Rick later left to pursue singles gold in the AWA. The AWA of 1983 had Nick Bockwinkel as its champion and Hulk Hogan as the rising star who was destined to soon overtake him. In a surprising move, Hogan suddenly left for the WWF and Bockwinkel lost the AWA Championship to Japanese star Jumbo Tsuruta. This was just the opportunity Rick Martel was waiting for. On May 13, 1984, Martel beat Jumbo Tsuruta and won the AWA World Heavyweight Championship. The crowd loved their new champion and it seemed that nothing could bring the young man down.

Vince McMahon, saw what Martel was capable of achieving, and asked him to return to the WWF. Rick Martel left the AWA to rejoin the WWF. At this time in the WWF, a 6'0" Rick Martel didn't stand a chance against the likes of Andre the Giant or Hulk Hogan so he remained in tag team competition with partner Tom Zenk. The two did capture tag team gold eventually in October 1987 after defeating the Hart Foundation.

Rick would also achieve gold again with Tito Santana as Strikeforce. In 1989, the man now known as "The Model" Rick Martel left the WWF for independent promotions before ending up in WCW toward the end of the nineties. It was here that a knee injury in 2000 would force him to retire after winning the WCW Television title. His role as fan favorite and a consummate professional in the ring has garnered Rick Martel legend status.



LEGEND BIOS

Don Muraco

HEIGHT:	6'3"
WEIGHT:	270 lbs.
HOMETOWN:	Sunset Beach, Hawaii
CROWD REACTION:	Hated
FINISHER MOVE:	The Muraco Hammer
Manager 1:	Captain Lou Albano

Few can lay claim to the title "The most feared man in wrestling." But if anyone can claim that title it would be native-born Hawaiian, Don Muraco. Muraco was a huge powerhouse from the first day he stepped onto the professional wrestling scene in the NWA's Florida territory in 1979. Muraco's first title came in 1980 after defeating "The Raging Bull" Manny Fernandez for the NWA Florida Heavyweight Championship.

Don Muraco began his tenure in the WWF managed by Capt. Lou Albano. Albano got Muraco tons of prime matches, and it wasn't long before Muraco was fighting Pedro Morales for the Intercontinental belt on June 20, 1981. Muraco would win this bout but give the title back to Morales in five months at Madison Square Garden. Muraco took some time off from the WWF, but came back a year later as an even bigger powerhouse than before. The upgrade in Muraco's size proved too much for his nemesis Morales, and he won back the Intercontinental Championship in blazing fashion. However, it was during this title reign that he would be on the wrong end of one of the most memorable wrestling moments in history when Jimmy "Superfly" Snuka landed on him from the top of the cage during an Intercontinental match in 1983. Muraco would ultimately win the match, but would eventually lose the belt to Tito Santana in February of 1984. It was then that Muraco and Capt. Lou parted ways, and Don picked up Mr. Fuji who was, at the time, one the top managers in the WWF.

Muraco would continue to dominate in the WWF while feuding with the likes of "Rowdy" Roddy Piper, the Can Am Connection and "Cowboy" Bob Orton. Muraco later went to Calgary to Stu Hart's Stampede Wrestling promotion. There he would win the North American Heavyweight Championship before losing it to the British Bulldog. From there, Muraco moved on to various independent promotions before landing in ECW along with two men who had made such a huge impact on his life, Jimmy Snuka and Tito Santana. All three realized championship gold there, when Muraco defeated Snuka for the ECW World Heavyweight Championship and was in turn beaten by Tito Santana. It was just like 1983-84 all over again. Muraco gradually reduced his wrestling schedule after that, but will always remain in the minds of his former opponents as one of the most feared men in wrestling history.

Strength

5

Toughness

4

Charisma

2

Mat Skills

2

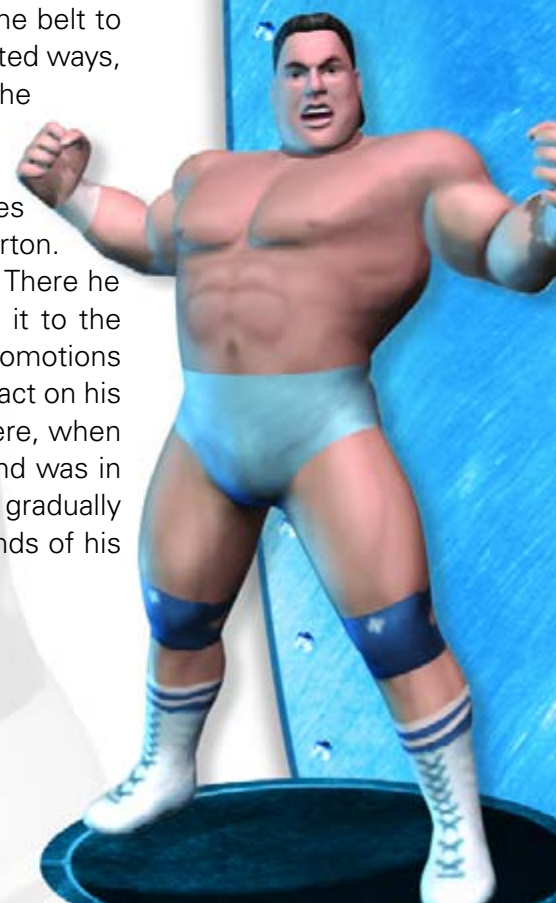
Recovery

3

Speed

2

LEGEND BIOS



Strength

3

Toughness

5

Charisma

3

Mat Skills

2

Recovery

3

Speed

2

The Sheik

HEIGHT:	6'
WEIGHT:	250 lbs.
HOMETOWN:	The Syrian Desert
CROWD REACTION:	Hated
FINISHER MOVE:	Camel Clutch
Manager 1:	Sabu

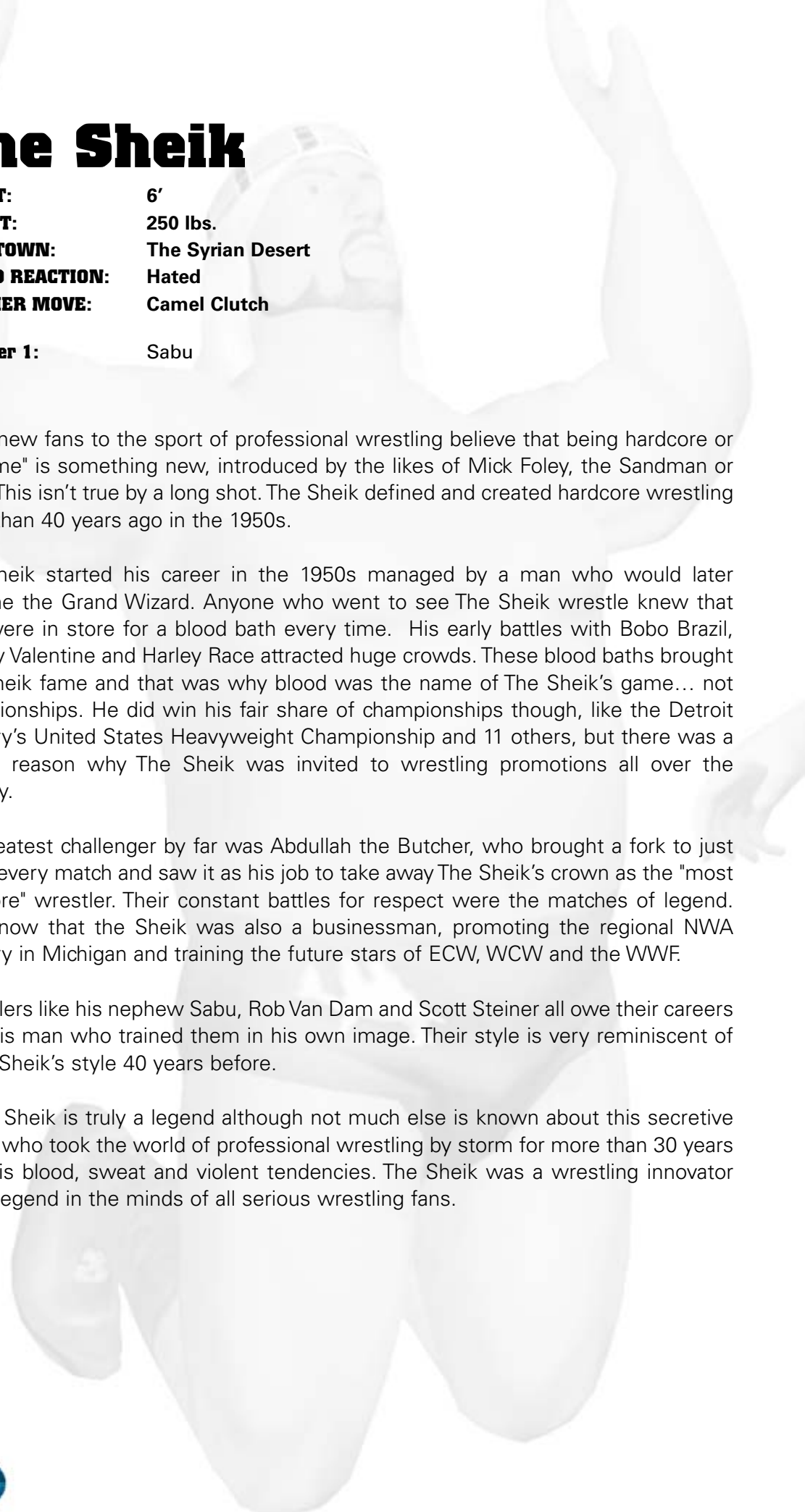
Many new fans to the sport of professional wrestling believe that being hardcore or "extreme" is something new, introduced by the likes of Mick Foley, the Sandman or Sabu. This isn't true by a long shot. The Sheik defined and created hardcore wrestling more than 40 years ago in the 1950s.

The Sheik started his career in the 1950s managed by a man who would later become the Grand Wizard. Anyone who went to see The Sheik wrestle knew that they were in store for a blood bath every time. His early battles with Bobo Brazil, Johnny Valentine and Harley Race attracted huge crowds. These blood baths brought The Sheik fame and that was why blood was the name of The Sheik's game... not championships. He did win his fair share of championships though, like the Detroit territory's United States Heavyweight Championship and 11 others, but there was a bloody reason why The Sheik was invited to wrestling promotions all over the country.

His greatest challenger by far was Abdullah the Butcher, who brought a fork to just about every match and saw it as his job to take away The Sheik's crown as the "most hardcore" wrestler. Their constant battles for respect were the matches of legend. Few know that the Sheik was also a businessman, promoting the regional NWA territory in Michigan and training the future stars of ECW, WCW and the WWF.

Grapplers like his nephew Sabu, Rob Van Dam and Scott Steiner all owe their careers to this man who trained them in his own image. Their style is very reminiscent of the Sheik's style 40 years before.

The Sheik is truly a legend although not much else is known about this secretive man who took the world of professional wrestling by storm for more than 30 years with his blood, sweat and violent tendencies. The Sheik was a wrestling innovator and a legend in the minds of all serious wrestling fans.



Ivan Koloff

HEIGHT: 6'
WEIGHT: 300 lbs.
HOMETOWN: Moscow, Russia
CROWD REACTION: Hated
FINISHER MOVE: Inverted Backbreaker

For every yin, there is a yang. Just as with every crowd-friendly pro wrestling champion there is a fearsome wrestler waiting in the wings to steal the champion's glory. Ivan Koloff was arguably the best at this job and wrote the script on how to upset a champion. Born in Russia on August 25th, 1942, the boy who would become "The Russian Bear" moved with his family to Canada in 1948 at the age of 6. He started to learn the ropes from former British Empire champion Jake Wentworth at age 21 and then entered the ring two years later in 1965. Wrestling in various promotions in Canada and the US, Koloff found himself in the WWWF in 1970, wrestling under promoter Vince McMahon, Sr.

Koloff's biggest moment and arguably the biggest moment of his career, came on January 18th, 1971 in Madison Square Garden when he ended Bruno Sammartino's record breaking 8 year title reign. Managed by Captain Lou Albano, "The Russian Bear" cleanly pinned Sammartino in the middle of the ring. While this shocked wrestling fans everywhere, they rejoiced when Pedro Morales won the title back three weeks later. This movement of the WWWF title drew tremendous numbers of new fans to the sport. The saga of good verses evil could not be denied, and professional wrestling's popularity began to skyrocket.

Koloff spent the rest of his years in notable tag teams, constantly winning gold. His best teammates were his Soviet comrades Nikita Koloff and Krusher Krushchev. Ivan Koloff continued to compete against other legends such as Dusty Rhodes, Andre the Giant, Bob Backlund and even Ric Flair through the middle of the 1990s until he retired.

Today Ivan Koloff trains new wrestlers so he can give back some of his considerable knowledge to the superstars and legends of tomorrow.

Strength

4

Toughness

4

Charisma

2

Mat Skills

3

Recovery

3

Speed

2

LEGEND BIOS



Strength

2

Toughness

3

Charisma

3

Mat Skills

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Recovery

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Speed

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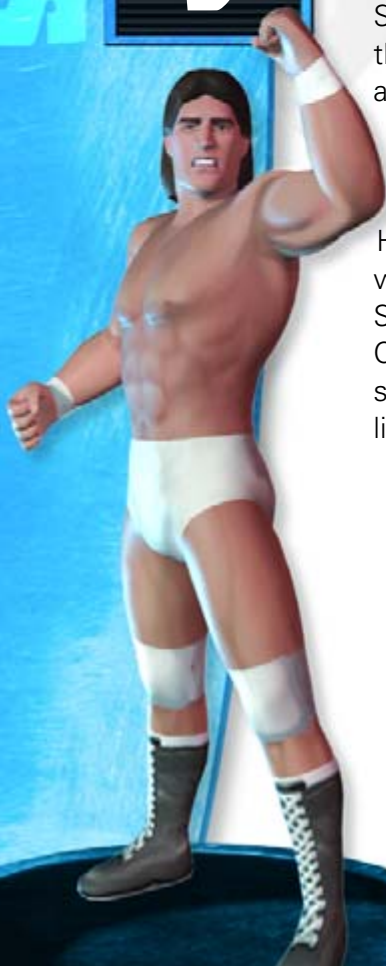
Tito Santana

HEIGHT: 6'3"
WEIGHT: 245 lbs.
HOMETOWN: Tocola, Mexico
CROWD REACTION: Loved
FINISHER MOVE: Flying Forearm

Tito Santana moved to Mission, Texas on May 10th, 1953 when he was a young boy. Tito grew up there and eventually entered West Texas University where he played football. It was on this team that the man known as Tito Santana would be born. There, he met future pro wrestling star Tully Blanchard and the two discussed professional wrestling and the likelihood of pursuing that path if football didn't work out. After graduating Tito was drafted into the CFL, but soon decided it wasn't for him. He wanted to be a wrestler.

The man known to the wrestling world as Tito Santana traveled back to the southern U.S. and started training and competing in the AWA. Tito quickly ignited a feud with AWA World Champion Nick Bockwinkel. Failing to capture the title after many attempts Tito went to the WWWF where he got together with Ivan Putski and captured the tag titles from the Valient brothers on October 22, 1979. Tito wouldn't remain in WWWF for too long before he went after Bockwinkel again in the AWA. Once again things didn't pan out for Tito, so in a wise move Santana returned to the WWF in late 1983. There he got title matches against the WWF Champion the Iron Sheik. Tito actually lost to the Iron Sheik two days before Hulk Hogan would defeat the Iron Sheik and go on to wrestling immortality. Tito's greatest success would occur after he defeated Don Muraco for the WWF Intercontinental Championship.

Tito Santana would become one of the "WWF Superstars" and compete at the Intercontinental level for the rest of his career, battling opponents like Greg "The Hammer" Valentine, Rick Martel and Papa Shango. It was with Rick Martel that Tito would form one of the most successful tag teams in WWF history known as the Strikeforce. Tito left the WWF for a short time and captured the ECW World Championship before moving on to other promotions. Tito Santana's enormous staying power at the Intercontinental level, is unmatched. His strong ring work and likable personality have made him a true legend of wrestling.



LEGEND BIOS

"The Birdman" Koko B. Ware

HEIGHT: 5'8"
WEIGHT: 240 lbs.
HOMETOWN: Union City, Tennessee
CROWD REACTION: Loved
FINISHER MOVE: Bird Buster

Hailing from Union City, Tennessee, "The Birdman" Koko B. Ware, drew huge crowds during the mid-eighties in the booming WWF. Koko and his mascot, Frankie the parrot were regulars on just about every WWF show. People absolutely loved to see "The Birdman" take out opponents left and right with his death defying maneuvers from the top rope.

Involved in more than a few Wrestlemania events, Koko B. Ware would go on to develop his mind bending finishing move, "The Birdbuster," which he used with deadly accuracy on any number of opponents. Later, Koko teamed up with Owen Hart to create the high-flying tag team called High Energy in the AWA. In addition to being known as an all-around great guy and fun personality, "The Birdman" had what many consider to be the most dominating Drop Kick of any wrestler ever in the business. This coupled with crowds cheering every time he came into the ring made Koko B. Ware a huge star in the WWF during the 1980s.

Who couldn't love a wrestler with his own dance? Every time Koko B. Ware came to the squared-circle he'd perform the "Birdman Flap." Together with everyone in the entire arena, Koko would flap his arms in unison with the crowd. Many individual superstars and tag teams of today have copied this "over-the-top" style of showmanship time and time again. For being the most dangerously fun guy in the WWF, "The Birdman" Koko B. Ware is given legend status.

Strength

3

Toughness

3

Charisma

3

Mat Skills

3

Recovery

3

Speed

3

LEGEND BIOS



Strength

5

Toughness

4

Charisma

2

Mat Skills

3

Recovery

2

Speed

2

Ivan Putski

HEIGHT: 5'10"
WEIGHT: 245 lbs.
HOMETOWN: Krakow, Poland
CROWD REACTION: Loved
FINISHER MOVE: Polish Hammer

Known as "The Polish Power," Ivan Putski was born in Krakow, Poland in 1941. Putski's family immigrated to the United States when he was only nine. After a very successful career as a professional football player, an injury on the gridiron opened a door to the profession of wrestling where Putski would truly shine.

One of the things Putski was known for was his outstanding physique. This fan-favorite would use that physique to win the World Class American Tag Team Championship with his partner Jose Lothario in 1973. This title would raise Putski to the main event level and he was soon given the chance to show his talent in the WWWF ring when Vince McMahon Sr. invited the "Polish Power" Ivan Putski into his east coast promotion. It was here that Putski would meet a young wrestler named Tito Santana, who would later go on to carve out quite a career for himself. But before Tito went solo to participate in a number of Wrestlemanias, he teamed with Putski and together they captured the WWWF Tag Team titles defeating Johnny and Jerry Valient on October 22, 1979. The two would hold the titles for 6 months before eventually losing the straps to The Samoans.

Ivan Putski continued on after that and had many memorable matches and feuds with the likes of Jesse "The Body" Ventura, Ivan Koloff and even the Iron Sheik. Most of these feuds were started by the jealousy others showed towards Putski's amazing physique. Eventually, when his son Scott started to step into the squared circle, Ivan retired from wrestling until one day in 1997. It was on this day when he would team up with his son and defeat the father-son team of Jerry "The King" Lawler and Brian Christopher.

Ivan Putski, "The Polish Power" is a testament to turning a bad situation such as a career-ending football injury, into multiple title reigns and an amazing professional wrestling career. He is a true legend of the squared circle.



LEGEND BIOS

Brian Pillman

HEIGHT: 6'
WEIGHT: 225 lbs.
HOMETOWN: Cincinnati, Ohio
CROWD REACTION: Loved
FINISHER MOVE: Air Pillman

When you think of professional wrestling careers that ended much too early, Brian Pillman certainly comes to mind. Pillman was an amazing technical wrestler who was always the highlight of any promotion he was involved with. But he never reached the "main event" status that many thought he should have been granted.

Brian Pillman started his wrestling career after his football career in the NFL ended with an injury. As with many other champion technical wrestlers, Brian received his training from the "Maker of Champions" Stu Hart and began wrestling in Hart's promotion, Stampede Championship Wrestling in 1987. Teaming with Bruce Hart, Pillman made a name for himself and was signed to the NWA two years later in 1989. Pillman was quickly thrown into a feud with the much-bigger Lex Luger, and almost took his US Championship belt. Pillman would get his first belt when he teamed with Tom Zenk and defeated the Fabulous Freebirds to win the US Tag Team title.

Brian moved on to the WCW winning the tag-team gold, and quickly made a splash there as well defeating Scotty Flamingo on October 27, 1991 to win the WCW World Light Heavyweight Championship. After eventually losing this title to Jushin Liger, "Flyin" Brian Pillman joined with "Stunning" Steve Austin to create The Hollywood Blondes. The Hollywood Blondes were one of WCW's most dominating tag teams and quickly won the Tag Team Championship before starting their most popular feud in 1993 with Ric Flair's Four Horsemen. The Hollywood Blondes would eventually lose to "The Horsemen" while Pillman was out with an injury. This led to a controversial feud with WCW wrestler/booker Kevin Sullivan.

After a stop in ECW, Pillman landed in the WWF as a commentator and eventually into the ring. Brian had incredible interview and microphone skills. These assets started to build momentum for Brian. He was asked to join the Hart Foundation's stable and feud with his old Hollywood Blondes partner "Stone Cold" Steve Austin. In 1997, before the WWF's Badd Blood PPV, Pillman's body was found in his locker room. An obscure heart disease had taken this superstar too soon. Brian Pillman's career will always be remembered as an exciting one that brought out the best in Brian as well as the people he worked with.

Strength

2

Toughness

3

Charisma

3

Mat Skills

3

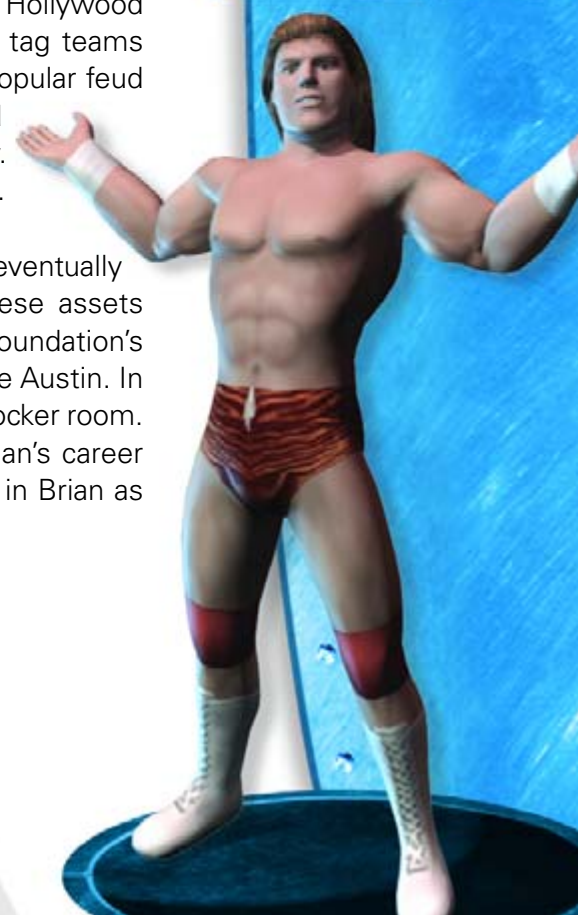
Recovery

3

Speed

4

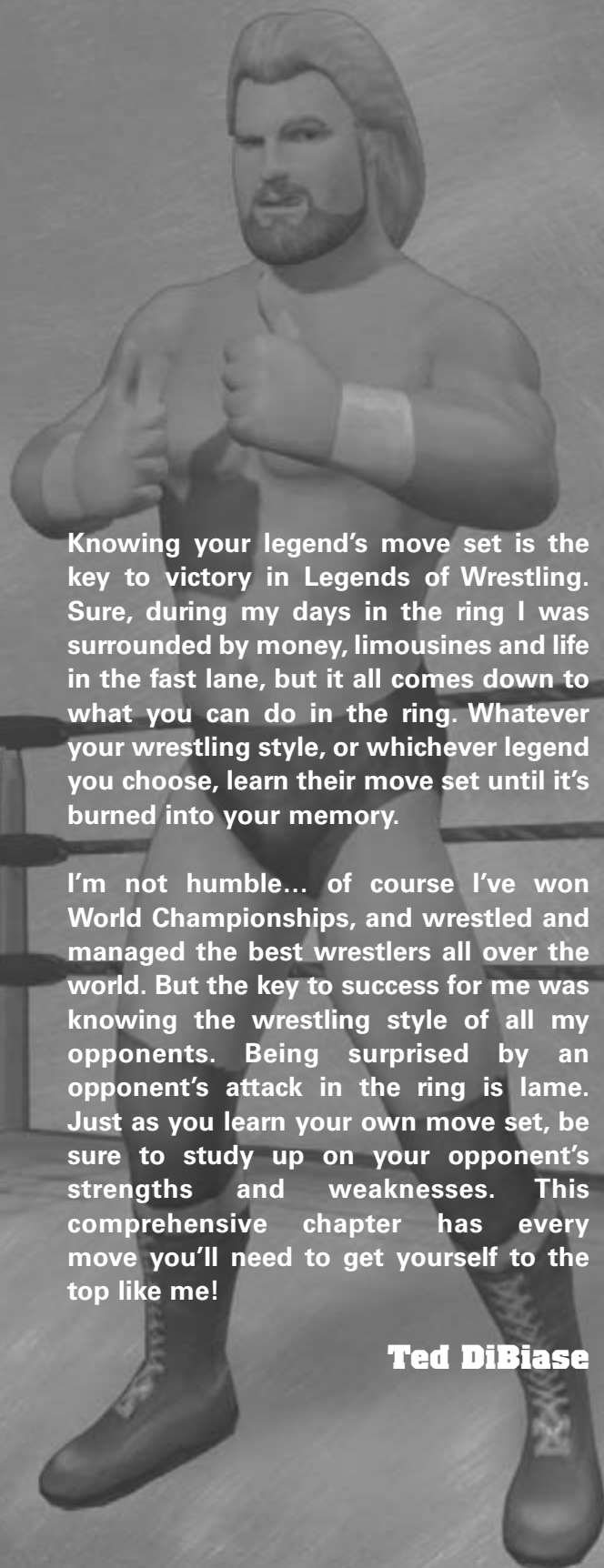
LEGEND BIOS







MOVE SETS AND ABILITIES



Knowing your legend's move set is the key to victory in Legends of Wrestling. Sure, during my days in the ring I was surrounded by money, limousines and life in the fast lane, but it all comes down to what you can do in the ring. Whatever your wrestling style, or whichever legend you choose, learn their move set until it's burned into your memory.

I'm not humble... of course I've won World Championships, and wrestled and managed the best wrestlers all over the world. But the key to success for me was knowing the wrestling style of all my opponents. Being surprised by an opponent's attack in the ring is lame. Just as you learn your own move set, be sure to study up on your opponent's strengths and weaknesses. This comprehensive chapter has every move you'll need to get yourself to the top like me!

Ted DiBiase

In this chapter you will find the complete move sets for all 42 wrestling legends. In addition, at the end of this chapter there are 4 “generic” move sets that you can use depending on your favorite wrestling style. These move sets include: “Grappler,” “High-Flyer,” “Scientific” and “All-Around.”

The following legends are locked: Captain Lou Albano, Jimmy Hart, Dory Funk, David Von Erich, Michael Von Erich, Fritz Von Erich, Sabu, King Kong Bundy, Ivan Koloff, Mr. Fuji, Robert Gibson and Ricky Morton. To find out how to unlock these legends please refer to Chapter 5. If you’re too lazy to unlock them the “honest” way, here are the codes for accessing all legends.

CHEAT

UNLOCK ALL LEGENDS

For PlayStation 2 at the Main Menu press: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, TRIANGLE, TRIANGLE, SQUARE.

For X-Box and Game Cube at the Main Menu press: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, Y BUTTON, Y BUTTON, X BUTTON

Each legend also has 10 abilities including, Brawling, Technical, High Risk, Ground, Pinning, Corner, Hardcore, Grappling, Charging and Cheating. These abilities are rated on a scale of 0 (low) to 3 (high). The 4 generic wrestler move sets do not have ability ratings. These ability ratings affect how well you’ll perform certain moves. As an example, if you have a high rating in “Grappling,” your tie-up moves are going to do more damage. Think of these points as bonuses that help make your legend excel at specific things. Also, keep in mind that you can always move these points around if you’re not happy with them, or if you want to change your wrestling style.

Executing moves requires an understanding of the Legends of Wrestling’s exclusive ISP (Intermediate Start Position) system. If you are not familiar with the mechanics of the ISP system, please refer to Chapter 3 of this guide for an in-depth explanation of how best to utilize the ISP.

Each legend’s move set contains moves highlighted in either italics or bold. These specific moves pertain to the Legends of Wrestling’s Career Mode. The moves highlighted in italics indicate that the move is available to any legend using that move set. However, if you are playing as a wrestler created in the “Create-A-Legend” mode, the italicized moves will only open up by playing through the Career Mode.

The bold moves are simply moves that must be opened through the Career Mode whether you’re playing as a legend or a created wrestler.

Another important thing to remember when executing moves is how to climb. This means climbing ropes and climbing in or out of the ring. Use the R2 button by itself for climbing the ropes and the apron. As an example, R2 = Climb ropes from in ring or on apron and climb apron from the floor. Use the R2 button plus a directional arrow to climb down to the floor or to climb into the ring from the floor. An example of this would be R2 + Directional Pad = Climb to the floor from the ring or apron, or slide into the ring from the floor.

Hulk Hogan

CATEGORY	MOVE NAME	BUTTON COMBO		BUTTON
		PLAYSTATION®2	GAMECUBE™	
FINISHER MOVE				
Running On ground At Side Attack	Running Leg Drop	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Right Jab	Square	A Button	X Button
Medium Strike	Chop	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Gorilla Press Slam	Triangle	Y Button	Y Button
Front Attack 2	Hip Toss	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Sidewalk Slam	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Side Slam	Triangle	Y Button	Y Button
Behind Attack 2	Atomic Drop	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Butterfly Suplex	Triangle	Y Button	Y Button
Bentover Attack 2	Impact DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Pumphandle Slam	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Rack	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Climb TB and Pummel	Triangle	Y Button	Y Button
Corner Attack 2	Choke With Boot	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Big Boot	Square	A Button	X Button
Opponent Running Attack 2	Power Slam	Triangle	Y Button	Y Button
Opponent Running Attack 3	Locked	Circle	X Button	B Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button
Weapon Attack	Duck Cane Swing	Triangle	Y Button	Y Button
Running Front Attack	Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Fist Drop	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Belly Belly Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging Vertical Sup	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Vertical Suplex	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 3	Locked	Circle	X Button	B Button
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Shoulder Breaker	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Locked	Circle	X Button	B Button
Head In Legs ISP Attack 1	Power Bomb	Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Sit Out Pile Driver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button
Belly to Belly ISP Attack 1	Bear Hug	Square	A Button	X Button
Belly to Belly ISP Attack 2	Belly Belly Push	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	High Angle Back	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Electric Chair</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Mummy Driver	Square	A Button	X Button
<i>Samoan Drop ISP Attack 2</i>	<i>Chest Breaker</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button
Full Nelson ISP Attack 1	Russian Leg Sweep	Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Sleeper Submission</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Rear Chin Lock</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Kick To Groin	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Figure Four</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
<i>Mount ISP Attack 2</i>	<i>Choke Punch</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Entrance Taunt 1	Hulk Pose	Square	A Button	X Button
Entrance Taunt 2	Hulk Listen	Triangle	Y Button	Y Button
Entrance Taunt 3	Hulk Flex	Circle	X Button	B Button
Entrance Taunt 4	Hulk Pump Flex	X	B Button	A Button

Brawling
3

Technical
0

High Risk
0

Ground
0

Pinning
0

Corner
0

Hardcore
0

Grappling
1

Charging
1

Cheating
0

MOVES AND ABILITIES

Bret "Hitman" Hart

Brawling

0

Technical

3

High Risk

0

Ground

0

Pinning

1

Corner

0

Hardcore

0

Grappling

1

Charging

0

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
Holding Legs ISP Attack	Sharpshooter	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Front Kick to Gut	Square	A Button	X Button
Medium Strike	Chop	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Drop Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Enziguri	Triangle	Y Button	Y Button
Front Attack 2	Headbutt	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Small Package	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Low Blow	Triangle	Y Button	Y Button
Behind Attack 2	School Boy Pin	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Spinning Neck Break	Triangle	Y Button	Y Button
Bentover Attack 2	Double Arm DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Back Breaker	Triangle	Y Button	Y Button
Standing Plancha Attack 1	Locked	Square	A Button	X Button
Running Plancha Attack 1	Locked	Square	A Button	X Button
Corner Attack 1	Tornado DDT	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Back Body Drop	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Attack 1	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	2nd Rope Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Floor Attack	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Inverted STF	Triangle	Y Button	Y Button
Weapon Attack	Russian Leg Sweep	Triangle	Y Button	Y Button
Running Front Attack	Flying Forearm	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Standing Drop Kick	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip Out	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Fisherman Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Shoulder Breaker	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Fall Forward Slam</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Sit Out Pile Driver	Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Sit Out PBomb</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Belly to Belly ISP Attack 1	Northern Lights	Square	A Button	X Button
Gutwrench ISP Attack 1	German Suplex	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Tiger Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Russin Leg Sweep	Triangle	Y Button	Y Button
Choke ISP Attack 1	Spinal Tap	Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Dragon Lock</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Headbutt to Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Kick To Groin	Triangle	Y Button	Y Button
<i>Holding Legs ISP Attack 3</i>	<i>Figure Four</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Mount ISP Attack 1	Fuji Arm Bar	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Hands on Hips	Square	A Button	X Button
Entrance Taunt 2	Arms Out	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Right	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Left	X	B Button	A Button

Terry Funk

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
Holding Legs ISP Attack	Spinning Toe Hold	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Lean In Upper Cut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Sidewalk Slam	Triangle	Y Button	Y Button
Front Attack 2	Headbutt	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	School Boy Pin	Triangle	Y Button	Y Button
Behind Attack 2	Slide Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Butterfly Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Cobra Twist</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Top Rope Plancha	Square	A Button	X Button
Running Plancha Attack 1	Running Plancha	Square	A Button	X Button
Corner Attack 1	Big Double Chop	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Punch Combo</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Knee to Face	Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Hooked Clothesline</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Shoulder Block	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Moonsault	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Senton Bomb	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Vertical BodySplash	Square	A Button	X Button
Running On Ground At Side Attack	Running Stomp	Square	A Button	X Button
Running Corner In Attack	Back Elbow	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button
Corner Sitting Attack	Drop Kick to Groin	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
<i>On Apron Standing Attack</i>	<i>SB Lariat</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
<i>On Apron On Ground Attack</i>	<i>Leg Drop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging BrainBuster	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Rolling Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Shoulder Breaker	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Side Neck Buster</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Fall Back Piledriver	Square	A Button	X Button
Head In Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Inverted PileDriver	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Reverse PBomb Plex	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Twirling Samoan	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Doujimi Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Kick To Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Two Fists Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Hands on Hips	Circle	X Button	B Button
Entrance Taunt 4	Walk One Fist Up	X	B Button	A Button

Brawling

2

Technical

0

High Risk

1

Ground

0

Pinning

0

Corner

0

Hardcore

2

Grappling

0

Charging

0

Cheating

0

MOVES AND ABILITIES

Jimmy "Superfly" Snuka

Brawling

1

Technical

0

High Risk

3

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

1

Charging

0

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
TB On Ground Dizzy Attack	Superfly Leap	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Front Kick to Gut	Square	A Button	X Button
Medium Strike	Lean in Upper Cut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Drop Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Headbutt	Triangle	Y Button	Y Button
Front Attack 2	Enziguri	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Back Slide	Triangle	Y Button	Y Button
Behind Attack 2	Cobra Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Gutwrench Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Stretch Plum	Triangle	Y Button	Y Button
Standing Plancha Attack 1	Top Rope Senton	Square	A Button	X Button
Running Plancha Attack 1	Senton Plancha	Square	A Button	X Button
Corner Attack 1	Big Double Chop	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Drop Kick	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Shoulder Block	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Attack 1	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Senton Bomb	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Surfboard	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Flying Forearm	Square	A Button	X Button
Running On Ground At Side Attack	Rolling Senton	Square	A Button	X Button
Running Corner In Attack	Monkey Flip	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Hangin NeckBreak	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip In	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip Out	Triangle	Y Button	Y Button
On Apron Standing Attack	SB Lariat	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	SB Splash	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Vertical Chest Breaker	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Corkscrew Suplex	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fall Forward Scoop	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	FallBack Pile Driver	Square	A Button	X Button
Belly to Belly ISP Attack 1	Northern Lights	Square	A Button	X Button
Gutwrench ISP Attack 1	Tiger Suplex	Square	A Button	X Button
Gutwrench ISP Attack 2	Victory Roll Pin	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Chest Breaker	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Crossface Wing	Square	A Button	X Button
Full Nelson ISP Attack 2	Dragon Sleeper	Triangle	Y Button	Y Button
Choke ISP Attack 1	Drop Kick to Head	Square	A Button	X Button
Choke ISP Attack 2	Scissored Arm Bar	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Ankle Stretch	Square	A Button	X Button
Holding Legs ISP Attack 2	Single Leg Crab	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Fuji Arm Bar	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Snuka Hand Pose	Square	A Button	X Button
Entrance Taunt 2	Snuka Knee Pose	Triangle	Y Button	Y Button
Entrance Taunt 3	Snuka Right Hand Up	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

Jerry "The King" Lawler

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
Head In Legs ISP Attack	Fall Back Pile Driver	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Gut Shot	Square	A Button	X Button
Medium Strike	Right Jab	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Left Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Sidewalk Slam	Triangle	Y Button	Y Button
Front Attack 2	Small Package	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	School Boy Pin	Triangle	Y Button	Y Button
Behind Attack 2	Low Blow	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Impact DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Gutwrench Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Back Breaker</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Standing Plancha	Square	A Button	X Button
Running Plancha Attack 1	Running Plancha	Square	A Button	X Button
Corner Attack 1	Climb TB and Pummel	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Big Double Chop</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Back Body Drop	Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Spine Buster</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Stand Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Flying Shoulder Block	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Piledriver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Piledriver	Triangle	Y Button	Y Button
On Apron Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Seated Front Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Shoulder Breaker	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Side Neck Buster</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Power Bomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Fall Forward PBomb	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Belly to Belly Suplex	Square	A Button	X Button
Belly to Belly ISP Attack 2	Spinning Belly to Belly	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	German Suplex	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Belly Back Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 1	Face Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Russian Leg Sweep	Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Katahajime</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Figure Four	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Entrance Taunt 1	Flex One Up	Square	A Button	X Button
Entrance Taunt 2	Basic Wave	Triangle	Y Button	Y Button
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button
Entrance Taunt 4	Arms Out	X	B Button	A Button

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

2

Charging

0

Cheating

1

MOVES SETS AND ABILITIES

Road Warrior Animal

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

2

Charging

0

Cheating

1

CATEGORY	MOVE NAME	BUTTON COMBO	PLAYSTATION®2	GAMECUBE™	BUTTON COMBO	X-BOX™
FINISHER MOVE						
Head In Legs ISP Attack	Elevated Powerbomb	Right Analog	DOWN on D-Pad	Right Analog		
Weak Strike	Gut Shot	Square	A Button	X Button		
Medium Strike	Right Jab	L or R + Square	L or R + A Button	L or R + X Button		
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button		
Front Attack 1	Gorilla Press Slam	Triangle	Y Button	Y Button		
Front Attack 2	Hip Toss	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Front Attack 3	Headbutt	U or D + Triangle	U or D + Y Button	U or D + Y Button		
Behind Attack 1	Side Slam	Triangle	Y Button	Y Button		
Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Bentover Attack 1	Gutwrench PBomb	Triangle	Y Button	Y Button		
Bentover Attack 2	Gutwrench Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Bentover Behind Attack 1	Pumphandle Slam	Triangle	Y Button	Y Button		
Corner Attack 1	Running Power Slam	Triangle	Y Button	Y Button		
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Opponent Running Attack 1	Spine Buster	Square	A Button	X Button		
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button		
On Turnbuckle Attack 1	Double Axe Handle	D-Pad + Square	D-Pad + B Button	D-Pad + X Button		
TB On Ground Dizzy Attack 1	Locked	D-Pad + Square	D-Pad + B Button	D-Pad + X Button		
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button		
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button		
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button		
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button		
Running Front Attack	Clothesline	Square	A Button	X Button		
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button		
Running Corner In Attack	Running Clothesline	Square	A Button	X Button		
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button		
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button		
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button		
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button		
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button		
Turnbuckle Sitting Attack	Press Slam	Triangle	Y Button	Y Button		
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button		
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button		
Vertical Suplex ISP Attack 1	Hanging Powerslam	Square	A Button	X Button		
Vertical Suplex ISP Attack 2	Hanging BrainBuster	Triangle	Y Button	Y Button		
Vertical Suplex ISP Attack 3	Front Suplex	Circle	X Button	B Button		
Vertical Suplex ISP Attack 4	Locked	X	B Button	A Button		
Scoop Slam ISP Attack 1	Shoulder Breaker	Square	A Button	X Button		
Scoop Slam ISP Attack 2	Scoop Slam	Triangle	Y Button	Y Button		
Scoop Slam ISP Attack 3	Fall Forward Slam	Circle	X Button	B Button		
Scoop Slam ISP Attack 4	Locked	X	B Button	A Button		
Head In Legs ISP Attack 1	Shoulder Powerbomb	Square	A Button	X Button		
Head In Legs ISP Attack 2	FallForward PBomb	Triangle	Y Button	Y Button		
Head In Legs ISP Attack 3	Sit Out PBomb	Circle	X Button	B Button		
Head In Legs ISP Attack 4	Locked	X	B Button	A Button		
Belly to Belly ISP Attack 1	Spinning Belly to Belly	Square	A Button	X Button		
Belly to Belly ISP Attack 2	Bear Hug Slam	Triangle	Y Button	Y Button		
Belly to Belly ISP Attack 3	Bear Hug	Circle	X Button	B Button		
Belly to Belly ISP Attack 4	Locked	X	B Button	A Button		
Gutwrench ISP Attack 1	Reverse PBomb	Square	A Button	X Button		
Gutwrench ISP Attack 2	High Angle Back	Triangle	Y Button	Y Button		
Gutwrench ISP Attack 3	Release German	Circle	X Button	B Button		
Samoan Drop ISP Attack 1	Death Valley Driver	Square	A Button	X Button		
Samoan Drop ISP Attack 2	Chest Breaker	Triangle	Y Button	Y Button		
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button		
Full Nelson ISP Attack 1	Full Nelson Sit Out	Square	A Button	X Button		
Full Nelson ISP Attack 2	Sleeper Submission	Triangle	Y Button	Y Button		
Full Nelson ISP Attack 3	Katahajime Plex	Circle	X Button	B Button		
Choke ISP Attack 1	Rear Chin Lock	Square	A Button	X Button		
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button		
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button		
Mount ISP Attack 1	Two Elbows	Square	A Button	X Button		
Entrance Taunt 1	Arm Flex Wave	Square	A Button	X Button		
Entrance Taunt 2	Animal Fists	Triangle	Y Button	Y Button		
Entrance Taunt 3	Slap Hands Right	Circle	X Button	B Button		
Entrance Taunt 4	Slap Hands Left	X	B Button	A Button		

Road Warrior Hawk

CATEGORY	MOVE NAME	BUTTON COMBO		BUTTON
		PLAYSTATION®2	GAMECUBE™	
FINISHER MOVE				
On Turnbuckle Attack	Jumping Lariat	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Open Palm Strike	L or R Square	L or R + A Button	L or R + X Button
Strong Strike	Big Left Punch	U or D Square	U or D + A Button	U or D + X Button
Front Attack 1	Gorilla Press Slam	Triangle	Y Button	Y Button
Front Attack 2	Chin Crusher	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	DDT Slam	Triangle	Y Button	Y Button
<i>Behind Attack 2</i>	<i>Reverse DDT</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 1	Impact DDT	Triangle	Y Button	Y Button
<i>Bentover Attack 2</i>	<i>Butterfly Suplex</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Behind Attack 1	Rev Fireman Carry	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Standing Plancha Attack 1	Standing Plancha	Square	A Button	X Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Corner Attack 1	Diamond Dust	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Big Boot	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Shoulder Block	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Kamikaze Headbutt	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button
On Belly At Side Attack	Rings	Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Flying Shoulder Block	Square	A Button	X Button
Running On Ground At Side Attack	Fist Drop	Square	A Button	X Button
Running Corner In Attack	Angled Splash	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Stand on Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Neckbreaker	Triangle	Y Button	Y Button
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Belly To Belly Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
On Apron Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Corkscrew Suplex	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Snap Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
<i>Vertical Suplex ISP Attack 3</i>	<i>Rolling Suplex</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Scoop Slam ISP Attack 1	Fall Forward Slam	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Side Neck Buster</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Fall Forward PBomb	Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Cradle Pile Driver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button
Belly to Belly ISP Attack 1	OverHead Belly to Belly	Square	A Button	X Button
Belly to Belly ISP Attack 2	Northern Lights	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	Belly Back PBomb	Square	A Button	X Button
Gutwrench ISP Attack 2	360 Belly Back	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Death Valley Driver	Square	A Button	X Button
Samoan Drop ISP Attack 2	Twirling Samoan	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Full Nelson Sit Out	Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Front Russian Leg Sweep</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 1	Surfboard Stretch	Square	A Button	X Button
Holding Legs ISP Attack 1	Figure Four	Square	A Button	X Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Entrance Taunt 1	Animal Fists	Square	A Button	X Button
Entrance Taunt 2	What a Rush	Triangle	Y Button	Y Button
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Left	X	B Button	A Button

Brawling
2

Technical
0

High Risk
1

Ground
0

Pinning
0

Corner
0

Hardcore
0

Grappling
1

Charging
0

Cheating
1

MOVES AND ABILITIES

George "The Animal" Steele

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

2

Grappling

0

Charging

0

Cheating

1

CATEGORY	MOVE NAME	BUTTON COMBO	BUTTON COMBO	BUTTON COMBO
FINISHER MOVE		PLAYSTATION®2	GAMECUBE™	X-BOX™
Flying Hammerlock		Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Double Fist Punch	Square	A Button	X Button
Medium Strike	Open Palm Strike	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Hair Grab Takeover	Triangle	Y Button	Y Button
Front Attack 2	Sidewalk Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Sit Out Choke Slam	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Atomic Drop	Triangle	Y Button	Y Button
Behind Attack 2	School Boy Pin	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Double Arm DDT	Triangle	Y Button	Y Button
Bentover Attack 2	DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Stretch Plum	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Pumphandle Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Big Double Chop	Triangle	Y Button	Y Button
Corner Attack 2	Punch Combo	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Flapjack	Square	A Button	X Button
Opponent Running Attack 2	Back Body Drop	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Diving Headbutt	Triangle	Y Button	Y Button
On Belly At Side Attack	Rings	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Shoulder Tackle	Square	A Button	X Button
Running On Ground At Side Attack	Running Stomp	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Belly Belly Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Vertical Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Corkscrew Suplex	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 3	Locked	Circle	X Button	B Button
Scoop Slam ISP Attack 1	Side Neck Buster	Square	A Button	X Button
Scoop Slam ISP Attack 2	Seated Driver	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Locked	Circle	X Button	B Button
Head In Legs ISP Attack 1	Sit Out Face Buster	Square	A Button	X Button
Head In Legs ISP Attack 2	Sit Out Pile Driver	Triangle	Y Button	Y Button
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button
Belly to Belly ISP Attack 1	Bear Hug Slam	Square	A Button	X Button
Belly to Belly ISP Attack 2	Inverted PileDriver	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	Belly Back Slam	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Belly Back Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Chest Breaker	Square	A Button	X Button
<i>Samoan Drop ISP Attack 2</i>	<i>Face Drop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button
Full Nelson ISP Attack 1	Full Nelson Sit Out	Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Reverse Facebuster</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Spinal Tap	Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Claw</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Kick To Groin	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Ankle Stretch</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
<i>Mount ISP Attack 2</i>	<i>Two Elbows</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Steele Hoot	Triangle	Y Button	Y Button
Entrance Taunt 3	Steele Look Around	Circle	X Button	B Button
Entrance Taunt 4	Look at Fans	X	B Button	A Button

Ricky "The Dragon" Steamboat

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
TB Standing Dizzy Attack	Crossbody	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Side Roundhouse	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Roundhouse Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Enziguri	Triangle	Y Button	Y Button
Front Attack 2	Double Roundhouse	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Layout Reverse DDT	Triangle	Y Button	Y Button
Behind Attack 2	School Boy Pin	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Facebuster	Triangle	Y Button	Y Button
Bentover Attack 2	Spinning DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Octopus Hold	Triangle	Y Button	Y Button
Standing Plancha Attack 1	Top Rope Plancha	Square	A Button	X Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Corner Attack 1	Kick Combo	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Fujiwara Arm Bar	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Attack 1	Jumping Lariat	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Inverted STF	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Sunset Flip	Square	A Button	X Button
Running On Ground At Side Attack	Front Elbow Drop	Square	A Button	X Button
Running Corner In Attack	Monkey Flip	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Hurricanrana	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button
On Apron Standing Attack	Money Clip	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	Flip Over Leg Drop	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Vertical Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Front Suplex	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Seated Driver	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	Underhook Piledriver	Square	A Button	X Button
Belly to Belly ISP Attack 1	Northern Lights	Square	A Button	X Button
Gutwrench ISP Attack 1	Victory Roll Pin	Square	A Button	X Button
Gutwrench ISP Attack 2	Tiger Suplex	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Face Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Elevated AceCrusher	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Dragon Sleeper	Square	A Button	X Button
Full Nelson ISP Attack 2	Sleeping NeckBreak	Triangle	Y Button	Y Button
Choke ISP Attack 1	Dragon Lock	Square	A Button	X Button
Choke ISP Attack 2	Scissored Arm Bar	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Figure Four	Square	A Button	X Button
Holding Legs ISP Attack 2	Elevated Crab	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Fuji Arm Bar	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Look at Fans	Square	A Button	X Button
Entrance Taunt 2	Snuka Knee Pose	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

Brawling

0

Technical

2

High Risk

1

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

1

Charging

1

Cheating

0

MOVES AND ABILITIES

Ted DiBiase

Brawling

1

Technical

2

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

0

Charging

0

Cheating

2

CATEGORY	MOVE NAME	BUTTON COMBO	PLAYSTATION®2	GAMECUBE™	X-BOX™
FINISHER MOVE					
Full Nelson ISP Attack	DiBiase Dream	Right Analog	DOWN on D-Pad	Right Analog	
Weak Strike	Front Kick to Gut	Square	A Button	X Button	
Medium Strike	Lean in Upper Cut	L or R + Square	L or R + A Button	L or R + X Button	
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button	
Front Attack 1	Neck Breaker	Triangle	Y Button	Y Button	
Front Attack 2	Enziguri	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Front Attack 3	One Arm Slam	U or D + Triangle	U or D + Y Button	U or D + Y Button	
Behind Attack 1	Cobra Slam	Triangle	Y Button	Y Button	
Behind Attack 2	Reverse DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Attack 1	Spinning NeckBreak	Triangle	Y Button	Y Button	
Bentover Attack 2	DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Behind Attack 1	Cobra Twist	Triangle	Y Button	Y Button	
Bentover Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Corner Attack 1	Punch Combo	Triangle	Y Button	Y Button	
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Opponent Running Attack 1	Back Body Drop	Square	A Button	X Button	
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button	
On Turnbuckle Attack 1	Shoulder Block	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB Standing Dizzy Attack 1	DDT	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB On Ground Dizzy Attack 1	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB On Ground Dizzy Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button	
TB Standing Dizzy Floor Attack	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB On Ground Dizzy Floor Attack	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button	
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button	
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button	
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button	
Running Front Attack	Vertical Body Splash	Square	A Button	X Button	
Running On Ground At Side Attack	Fist Drop	Square	A Button	X Button	
Running Corner In Attack	Angled Splash	Square	A Button	X Button	
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button	
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button	
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button	
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button	
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button	
Turnbuckle Sitting Attack	Superplex	Triangle	Y Button	Y Button	
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button	
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button	
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button	
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button	
Vertical Suplex ISP Attack 1	Fisherman Suplex	Square	A Button	X Button	
<i>Vertical Suplex ISP Attack 2</i>	<i>Seated Front Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Scoop Slam ISP Attack 1	Fall Away Slam	Square	A Button	X Button	
<i>Scoop Slam ISP Attack 2</i>	<i>Fall Forward Slam</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Head In Legs ISP Attack 1	Fall Back Pile Driver	Square	A Button	X Button	
<i>Head In Legs ISP Attack 2</i>	<i>Fall Forward PBomb</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Belly to Belly ISP Attack 1	Northern Lights	Square	A Button	X Button	
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Gutwrench ISP Attack 1	Belly Back Suplex	Square	A Button	X Button	
<i>Gutwrench ISP Attack 2</i>	<i>High Angle Back</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Samoan Drop ISP Attack 1	DeathValley Driver	Square	A Button	X Button	
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Full Nelson ISP Attack 1	Russian Leg Sweep	Square	A Button	X Button	
<i>Full Nelson ISP Attack 2</i>	<i>Full Nelson Slam</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button	
<i>Choke ISP Attack 2</i>	<i>Scissored Arm Bar</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Choke ISP Attack 3	Locked	Circle	X Button	B Button	
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button	
Holding Legs ISP Attack 2	Figure Four	Triangle	Y Button	Y Button	
<i>Holding Legs ISP Attack 3</i>	<i>Boston Crab</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>	
Mount ISP Attack 1	Two Elbows	Square	A Button	X Button	
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Entrance Taunt 1	Threaten Crowd	Square	A Button	X Button	
Entrance Taunt 2	Arms Out	Triangle	Y Button	Y Button	
Entrance Taunt 3	Stop and Taunt	Circle	X Button	B Button	
Entrance Taunt 4	Hands on Hips	X	B Button	A Button	

The Iron Sheik

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
On Belly At Head Attack	Camel Clutch	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Gut Shot	Square	A Button	X Button
Medium Strike	Chop	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Tornado Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Hip Toss	Triangle	Y Button	Y Button
Front Attack 2	Hair Grab Takeover	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Atomic Drop	Triangle	Y Button	Y Button
<i>Behind Attack 2</i>	<i>Low Blow</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 1	Double Arm DDT	Triangle	Y Button	Y Button
<i>Bentover Attack 2</i>	<i>Guillotine Scissor</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Bentover Behind Attack 1	Cobra Twist	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>PHandle Power Slam</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Corner Attack 1	Lean In Choke	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Flapjack	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Shoulder Tackle	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Belly to Belly Suplexplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Front Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Vertical Chest Breaker	Triangle	Y Button	Y Button
<i>Vertical Suplex ISP Attack 3</i>	<i>Seated Front Suplex</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Vertical Suplex ISP Attack 4	Locked	X	B Button	A Button
Scoop Slam ISP Attack 1	Power Driver	Square	A Button	X Button
Scoop Slam ISP Attack 2	Shoulder Breaker	Triangle	Y Button	Y Button
<i>Scoop Slam ISP Attack 3</i>	<i>Fall Forward Slam</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Scoop Slam ISP Attack 4	Locked	X	B Button	A Button
Head In Legs ISP Attack 1	Power Bomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Sit Out PBomb	Triangle	Y Button	Y Button
<i>Head In Legs ISP Attack 3</i>	<i>Fall Back Pile Driver</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Head In Legs ISP Attack 4	Locked	X	B Button	A Button
Belly to Belly ISP Attack 1	Belly to Belly Suplex	Square	A Button	X Button
Belly to Belly ISP Attack 2	Spinning Belly to Belly	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	Belly Back PBomb	Square	A Button	X Button
Gutwrench ISP Attack 2	Belly Back Suplex	Triangle	Y Button	Y Button
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Mummy Driver	Square	A Button	X Button
Samoan Drop ISP Attack 2	Fireman Toss	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Full Nelson Slam	Square	A Button	X Button
Full Nelson ISP Attack 2	Russian Leg Sweep	Triangle	Y Button	Y Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
Choke ISP Attack 2	Spinal Tap	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Kick To Groin</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Mount ISP Attack 2	Reverse Figure 4	Triangle	Y Button	Y Button
Entrance Taunt 1	Stop And Taunt Fans	Square	A Button	X Button
Entrance Taunt 2	Wave Flag	Triangle	Y Button	Y Button
Entrance Taunt 3	Point at Ring	Circle	X Button	B Button
Entrance Taunt 4	Look at Fans	X	B Button	A Button

Brawling

1

Technical

1

High Risk

0

Ground

1

Pinning

0

Corner

0

Hardcore

0

Grappling

0

Charging

0

Cheating

2

MOVES SETS AND ABILITIES

Nikolai Volkoff

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

1

Hardcore

0

Grappling

1

Charging

0

Cheating

1

CATEGORY	MOVE NAME	PLAYSTATION®2	GAMECUBE™	X-BOX™
FINISHER MOVE				
Bentover Behind Attack	Back Breaker	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Lean in Upper Cut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Hip Toss	Triangle	Y Button	Y Button
Front Attack 2	OneHand Choke Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Sit Out Choke Slam	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Low Blow	Triangle	Y Button	Y Button
Behind Attack 2	Abstretch	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Double Arm DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Butterfly Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Cobra Twist	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Pumphandle Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Big Double Chop	Triangle	Y Button	Y Button
Corner Attack 2	Running Power Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Impact Spinebuster	Square	A Button	X Button
Opponent Running Attack 2	Power Slam	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Locked	D-Pad + Square	D-Pad + B Button	D-Pad + X Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	STF Submission	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Fist Drop	Square	A Button	X Button
Running Corner In Attack	Avalanche	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Fisherman Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Hanging Brain Buster	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 3	Locked	Circle	X Button	B Button
Scoop Slam ISP Attack 1	Twirl Forward Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fire Thunder Driver	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Locked	Circle	X Button	B Button
Head In Legs ISP Attack 1	Sit Out PBomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Shoulder Powerbomb	Triangle	Y Button	Y Button
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button
Belly to Belly ISP Attack 1	Bear Hug	Square	A Button	X Button
Belly to Belly ISP Attack 2	Head Arm Suplex	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	High Angle Back	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Rolling German</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Samoan Powerbomb	Square	A Button	X Button
<i>Samoan Drop ISP Attack 2</i>	<i>Elevated AceCrusher</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button
Full Nelson ISP Attack 1	Russian Leg Sweep	Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Front Russian Leg Sweep</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Rear Chin Lock</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Kick To Groin</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
<i>Mount ISP Attack 2</i>	<i>Reverse Figure 4</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Entrance Taunt 1	Two Fists Up	Square	A Button	X Button
Entrance Taunt 2	Wave Flag	Triangle	Y Button	Y Button
Entrance Taunt 3	Threaten Crowd	Circle	X Button	B Button
Entrance Taunt 4	Point at Ring	X	B Button	A Button

Greg "The Hammer" Valentine

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
Holding Legs ISP Attack	Figure Four	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Front Kick to Gut	Square	A Button	X Button
Medium Strike	Chop	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Left Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Inverted Stinger	Triangle	Y Button	Y Button
Front Attack 2	Neck Breaker	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Small Package	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Low Blow	Triangle	Y Button	Y Button
Behind Attack 2	DDT Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Impact DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Guillotine Scissor	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Octopus Hold	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Diamond Dust	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Hooked Clothesline	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Double AA Buttone Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Jumping Lariat	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	2nd rope elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Floor Attack	Double AA Buttone Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	TB Leg Drop	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Ankle Lock	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Running Cross Body	Square	A Button	X Button
Running On Ground At Side Attack	Running Elbow Drop	Square	A Button	X Button
Running Corner In Attack	Back Elbow	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	SuperpleA Button	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical SupleA Button ISP Attack 1	Vertical Chest Breaker	Square	A Button	X Button
Vertical SupleA Button ISP Attack 2	Fisherman Buster	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Fall Forward Scoop	Square	A Button	X Button
Scoop Slam ISP Attack 2	Power Driver	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	Power Bomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Fall Back Pile Driver	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Spinning Belly to Belly	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Fall back	Square	A Button	X Button
Gutwrench ISP Attack 2	Belly Back SupleA Button	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Samoan Powerbomb	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Dragon SupleA Button	Triangle	Y Button	Y Button
Choke ISP Attack 1	Surfboard Stretch	Square	A Button	X Button
Choke ISP Attack 2	Blatant Choke	Triangle	Y Button	Y Button
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Headbutt to Groin	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Single Leg Crab	Circle	X Button	B Button
Mount ISP Attack 1	Two Elbows	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Stop And Taunt Fans	Square	A Button	X Button
Entrance Taunt 2	Two Fists Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button
Entrance Taunt 4	Look at Fans	X	B Button	A Button

Brawling
1

Technical
2

High Risk
0

Ground
0

Pinning
0

Corner
0

Hardcore
0

Grappling
1

Charging
0

Cheating
1

MOVES AND ABILITIES

King Kong Bundy

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

1

Corner

1

Hardcore

0

Grappling

0

Charging

0

Cheating

1

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
Running Corner In Attack	Avalanche	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Open Palm Strike	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Left Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Sit Out Rock Bottom	Triangle	Y Button	Y Button
Front Attack 2	Inverted Stinger	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	One Arm Slam	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Low Blow	Triangle	Y Button	Y Button
Behind Attack 2	DDT Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Forward Face Buster	Triangle	Y Button	Y Button
Bentover Attack 2	Rockner Dropper	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Back Breaker	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Pumphandle Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Running Power Slam	Triangle	Y Button	Y Button
Corner Attack 2	Butt Thrust	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Time Bomb	Square	A Button	X Button
Opponent Running Attack 2	Hooked Clothesline	Triangle	Y Button	Y Button
TB On Ground Dizzy Attack 1	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Spear	Square	A Button	X Button
Running On Ground At Side Attack	Running Splash	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Splash Mtn PBomb	Triangle	Y Button	Y Button
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Belly to Belly Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Vertical Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Fisherman Buster	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 3	Locked	Circle	X Button	B Button
Scoop Slam ISP Attack 1	Twirl Forward Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fire Thunder Driver	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Locked	Circle	X Button	B Button
Head In Legs ISP Attack 1	Cradle Pile Driver	Square	A Button	X Button
Head In Legs ISP Attack 2	Elevated Powerbomb	Triangle	Y Button	Y Button
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button
Belly to Belly ISP Attack 1	Bear Hug	Square	A Button	X Button
Belly to Belly ISP Attack 2	Bear Hug Slam	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	Release German	Square	A Button	X Button
Gutwrench ISP Attack 2	360 Belly Back	Triangle	Y Button	Y Button
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Chest Breaker	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Full Nelson Sit Out	Triangle	Y Button	Y Button
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Claw	Square	A Button	X Button
Choke ISP Attack 2	Blatant Choke	Triangle	Y Button	Y Button
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Boston Crab	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Mount ISP Attack 2	Choke Punch	Triangle	Y Button	Y Button
Entrance Taunt 1	Threaten Crowd	Square	A Button	X Button
Entrance Taunt 2	Arm Flex Wave	Triangle	Y Button	Y Button
Entrance Taunt 3	Pound Chest	Circle	X Button	B Button
Entrance Taunt 4	Stop and Taunt Fans	X	B Button	A Button

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
Vertical Suplex ISP Attack	Cradle Suplex	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Right Jab	Square	A Button	X Button
Medium Strike	Lean In Upper Cut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Fireman's Carry	Triangle	Y Button	Y Button
Front Attack 2	Stinger	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Headbutt	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Atomic Drop	Triangle	Y Button	Y Button
Behind Attack 2	Cobra Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Behind Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Bentover Attack 1	Rocker Dropper	Triangle	Y Button	Y Button
Bentover Attack 2	Double Arm DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Bentover Behind Attack 1	Back Breaker	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Cobra Twist	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Lean In Choke	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Climb TB and Pummel</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Knee to Face	Square	A Button	X Button
Opponent Running Attack 2	Spine Buster	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Diving Headbutt	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Vertical Body Splash	Square	A Button	X Button
Running On Ground At Side Attack	Fist Drop	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Stand on Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Choke Slam	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Vertical Suplex	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Front Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Fall Forward Scoop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Power Bomb	Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Fall Back Pile Driver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Belly to Belly ISP Attack 1	Bear Hug Slam	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Belly Back Suplex	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>German Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 1	Leaping AceCrusher	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Full Nelson Slam	Triangle	Y Button	Y Button
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Straight Jacket</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Kick To Groin	Triangle	Y Button	Y Button
<i>Holding Legs ISP Attack 3</i>	<i>Spinning Toe Hold</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Mount ISP Attack 1	Choke Punch	Square	A Button	X Button
Mount ISP Attack 2	Two Elbows	Triangle	Y Button	Y Button
Entrance Taunt 1	Stop And Taunt Fans	Square	A Button	X Button
Entrance Taunt 2	Threaten Crowd	Triangle	Y Button	Y Button
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button
Entrance Taunt 4	Point at Ring	X	B Button	A Button

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

2

Charging

0

Cheating

1

MOVES AND ABILITIES

"Superstar" Billy Graham

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

3

Charging

0

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO	BUTTON COMBO	BUTTON COMBO
FINISHER MOVE		PLAYSTATION®2	GAMECUBE™	X-BOX™
Belly to Belly ISP Attack	Bear Hug	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Big Left Punch	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Tornado Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Gorllia Press Slam	Triangle	Y Button	Y Button
Front Attack 2	OneHand Choke Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	One Arm Slam	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	DDT Slam	Triangle	Y Button	Y Button
Behind Attack 2	Reverse Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Gutwrench PBomb	Triangle	Y Button	Y Button
Bentover Attack 2	Forward Face Buster	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Rack	Triangle	Y Button	Y Button
Corner Attack 1	Choke With Boot	Triangle	Y Button	Y Button
Corner Attack 2	Climb TB and Pummel	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Hooked Clothesline	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Belly At Head Attack	Straight Jacket	Triangle	Y Button	Y Button
On Belly At Side Attack	Crossface Submit	Triangle	Y Button	Y Button
On Belly At Feet Attack	Ankle Lock	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Spear	Square	A Button	X Button
Running On Ground At Side Attack	Running Elbow Drop	Square	A Button	X Button
Running Corner In Attack	Angled Splash	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Splash Mtn PBomb	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Belly Belly Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Choke Slam	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Fisherman Buster	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Fisherman Suplex	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 3	Hanging Vertical Suplex	Circle	X Button	B Button
Vertical Suplex ISP Attack 4	Locked	X	B Button	A Button
Scoop Slam ISP Attack 1	Power Driver	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fall Away Slam	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Twirl Forward Slam	Circle	X Button	B Button
Scoop Slam ISP Attack 4	Locked	X	B Button	A Button
Head In Legs ISP Attack 1	Hooked Facebuster	Square	A Button	X Button
Head In Legs ISP Attack 2	Cradle Pile Driver	Triangle	Y Button	Y Button
Head In Legs ISP Attack 3	Underhook Piledriver	Circle	X Button	B Button
Head In Legs ISP Attack 4	Locked	X	B Button	A Button
Belly to Belly ISP Attack 1	Fly Swatter	Square	A Button	X Button
Belly to Belly ISP Attack 2	OverHead BellyBelly	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Inverted PileDriver	Circle	X Button	B Button
Belly to Belly ISP Attack 4	Locked	X	B Button	A Button
Gutwrench ISP Attack 1	Belly Back Slam	Square	A Button	X Button
Gutwrench ISP Attack 2	Reverse PBomb Plex	Triangle	Y Button	Y Button
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Chest Breaker	Square	A Button	X Button
Samoan Drop ISP Attack 2	Mummy Driver	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button
Full Nelson ISP Attack 1	Full Nelson Slam	Square	A Button	X Button
Full Nelson ISP Attack 2	Doujimi Submission	Triangle	Y Button	Y Button
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
Choke ISP Attack 2	Surfboard Stretch	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Kick To Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Choke Punch	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Stop and Taunt Fans	Square	A Button	X Button
Entrance Taunt 2	Flex Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Flex One Up	Circle	X Button	B Button
Entrance Taunt 4	Threaten Crowd	X	B Button	A Button

CATEGORY	MOVE NAME	BUTTON COMBO		BUTTON
		PLAYSTATION®2	GAMECUBE™	
FINISHER MOVE				
Holding Legs ISP Attack	Spinning Toe Hold	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Punch to Head	Square	A Button	X Button
Medium Strike	Lean In Uppercut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Super Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Enziguri	Triangle	Y Button	Y Button
Front Attack 2	Falling Neck Breaker	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Hip Toss	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Reverse DDT	Triangle	Y Button	Y Button
Behind Attack 2	School Boy Pin	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Impact DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Spinning Neck Break	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Cobra Twist	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Climb TB and Pummel	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Drop Toe Hold	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Moonsault	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Floor Attack	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button
On Belly At Side Attack	Crossface Submit	Triangle	Y Button	Y Button
On Belly At Feet Attack	STF Submission	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Flying Forearm	Square	A Button	X Button
Running On Ground At Side Attack	Front Elbow Drop	Square	A Button	X Button
Running Corner In Attack	Flying Butt	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Front Suplex	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fall Forward Scoop	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	Power Bomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Fall Back Pile Driver	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Belly Belly Suplex	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Victory Roll Pin	Square	A Button	X Button
Gutwrench ISP Attack 2	Release German	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Reverse Facebuster	Square	A Button	X Button
Full Nelson ISP Attack 2	Russian Leg Sweep	Triangle	Y Button	Y Button
Choke ISP Attack 1	Flip Over Neck Whip	Square	A Button	X Button
Choke ISP Attack 2	Straight Jacket	Triangle	Y Button	Y Button
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Figure Four	Square	A Button	X Button
Holding Legs ISP Attack 2	Single Leg Crab	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Texas Clover Leaf	Circle	X Button	B Button
Mount ISP Attack 1	American Figure 4	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Two Fists Up	Square	A Button	X Button
Entrance Taunt 2	Hands on Hips	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

Brawling
2

Technical
1

High Risk
1

Ground
0

Pinning
0

Corner
0

Hardcore
1

Grappling
0

Charging
0

Cheating
0

MOVES SETS AND ABILITIES

Captain Lou Albano

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

0

Charging

0

Cheating

3

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
Vertical Suplex ISP Attack	Seated Front Suplex	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Double Fist Punch	Square	A Button	X Button
Medium Strike	Right Jab	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Left Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Inverted Stinger	Triangle	Y Button	Y Button
Front Attack 2	Sidewalk Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Divine Hammer	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Low Blow	Triangle	Y Button	Y Button
Behind Attack 2	Cobra Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Rocker Dropper	Triangle	Y Button	Y Button
Bentover Attack 2	Inverted Backbreaker	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Rack	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Stretch Plum	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Big Double Chop	Triangle	Y Button	Y Button
Corner Attack 2	Punch Combo	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Flapjack	Square	A Button	X Button
Opponent Running Attack 2	Impact Spinebuster	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Vertical BodySplash	Square	A Button	X Button
Running On Ground At Side Attack	Bionic Elbow	Square	A Button	X Button
Running Corner In Attack	Avalanche	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button
Corner Sitting Attack	The Insult	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Choke Slam	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging Powerslam	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Front Suplex	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 3	Locked	Circle	X Button	B Button
Scoop Slam ISP Attack 1	Seated Driver	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fire Thunder Driver	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Locked	Circle	X Button	B Button
Head In Legs ISP Attack 1	Cradle Pile Driver	Square	A Button	X Button
Head In Legs ISP Attack 2	FallForward PBomb	Triangle	Y Button	Y Button
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button
Belly to Belly ISP Attack 1	Bear Hug Slam	Square	A Button	X Button
Belly to Belly ISP Attack 2	Fly Swatter	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	Belly Back PBomb	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Rolling German</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Chest Breaker	Square	A Button	X Button
<i>Samoan Drop ISP Attack 2</i>	<i>Falling Reverse DDT</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button
Full Nelson ISP Attack 1	Doujimi Submission	Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Crossface Wing</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Surfboard Stretch	Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Blatant Choke</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Headbutt to Groin	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Kick To Groin</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Choke Punch	Square	A Button	X Button
<i>Mount ISP Attack 2</i>	<i>Two Elbows</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Entrance Taunt 1	Stop And Taunt Fans	Square	A Button	X Button
Entrance Taunt 2	Arm Flex Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Flex Up	Circle	X Button	B Button
Entrance Taunt 4	Threaten Crowd	X	B Button	A Button

"Mouth of the South" Jimmy Hart

CATEGORY	MOVE NAME	BUTTON COMBO	PLAYSTATION®2	GAMECUBE™	BUTTON
FINISHER MOVE					
Bentover Attack	Hartliner		Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Shin Kick		Square	A Button	X Button
Medium Strike	Lean In Upper Cut		L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Tornado Punch		U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Neck Breaker		Triangle	Y Button	Y Button
Front Attack 2	Falling Chokeslam		L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked		U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	DDT Slam		Triangle	Y Button	Y Button
Behind Attack 2	Reverse Suplex		L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Inverted Backbreaker		Triangle	Y Button	Y Button
Bentover Attack 2	Forward Face Buster		L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Rev Fireman Carry		Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>PHandle Power Slam</i>		<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Top Rope Moonsault		Square	A Button	X Button
Running Plancha Attack 1	Run and Clear Plancha		Square	A Button	X Button
Corner Attack 1	Tornado Ace Crusher		Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Big Double Chop</i>		<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Power Slam		Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Time Bomb</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Shoulder Block		D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Block Buster		D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Shooting Star Press		D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Missle Drop Kick		D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Shooting Star Press		D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Straight Jacket		Triangle	Y Button	Y Button
On Belly At Side Attack	Crossface Submit		Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock		Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit		Triangle	Y Button	Y Button
Running Front Attack	Spear		Square	A Button	X Button
Running On Ground At Side Attack	Double Leg Drop		Square	A Button	X Button
Running Corner In Attack	Rolling Clothesline		Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge		Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts		Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge		Square	A Button	X Button
Corner Facing Out Attack	Turn Post Slam		Triangle	Y Button	Y Button
Corner Sitting Attack	Drop Kick to Nuts		Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Hurricanrana		Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver		Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver		Triangle	Y Button	Y Button
<i>On Apron Standing Attack</i>	<i>Flip Over Lariat</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Standing Attack	Locked		Triangle	Y Button	Y Button
<i>On Apron On Ground Attack</i>	<i>Flip Over Senton</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Ground Attack	Locked		Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex		Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Fisherman Buster</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Fall Away Slam		Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Twirl Forward Slam</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Elevated Powerbomb		Square	A Button	X Button
Head In Legs ISP Attack 2	Locked		Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Head Arm Suplex		Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked		Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Tiger Suplex		Square	A Button	X Button
Gutwrench ISP Attack 2	Locked		Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Samoan Powerbomb		Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked		Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Katahajime Plex		Square	A Button	X Button
Full Nelson ISP Attack 2	Locked		Triangle	Y Button	Y Button
Choke ISP Attack 1	Dragon Lock		Square	A Button	X Button
Choke ISP Attack 2	Locked		Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Elevated Crab		Square	A Button	X Button
Holding Legs ISP Attack 2	Locked		Triangle	Y Button	Y Button
Mount ISP Attack 1	Head Shot Combo		Square	A Button	X Button
Entrance Taunt 1	Pump One Hand		Square	A Button	X Button
Entrance Taunt 2	Talk into Megaphone		Triangle	Y Button	Y Button
Entrance Taunt 3	Basic Wave		Circle	X Button	B Button
Entrance Taunt 4	Double Howdy		X	B Button	A Button

Brawling

0

Technical

0

High Risk

0

Ground

2

Pinning

0

Corner

0

Hardcore

0

Grappling

0

Charging

0

Cheating

3

MOVES AND ABILITIES

Mr. Fuji

Brawling

0

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

2

Grappling

0

Charging

0

Cheating

3

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
TB Dizzy Ground Attack	Bonzai	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Open Palm Strike	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Roundhouse Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Hip Toss	Triangle	Y Button	Y Button
Front Attack 2	Small Package	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Hair Grab Takeover	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	School Boy Pin	Triangle	Y Button	Y Button
Behind Attack 2	Low Blow	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Kamikaze	Triangle	Y Button	Y Button
Bentover Attack 2	Guillotine Scissor	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Octopus Hold	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Lean In Choke	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Drop Toe Hold	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Kamikaze Headbutt	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 2	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button
On Belly At Side Attack	Crossface Submit	Triangle	Y Button	Y Button
On Belly At Feet Attack	Ankle Lock	Triangle	Y Button	Y Button
Weapon Attack	Duck Cane Swing	Triangle	Y Button	Y Button
Running Front Attack	Running Cross Body	Square	A Button	X Button
Running On Ground At Side Attack	Running Senton	Square	A Button	X Button
Running Corner In Attack	Flying Butt	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Stand on Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button
Corner Sitting Attack	Drop Kick to Groin	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging BrainBuster	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Rolling Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Seated Driver	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Fire Thunder Driver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Cradle Pile Driver	Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Underhook Piledriver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Belly to Belly ISP Attack 1	Inverted PileDriver	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Electric Chair	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Rolling German</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 1	Elevated AceCrusher	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Head Arm Choke	Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Katahajime</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Claw</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Kick To Groin	Triangle	Y Button	Y Button
<i>Holding Legs ISP Attack 3</i>	<i>Texas Clover Leaf</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Mount ISP Attack 1	Fuji Arm Bar	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Point at Ring	Square	A Button	X Button
Entrance Taunt 2	Wave Flag	Triangle	Y Button	Y Button
Entrance Taunt 3	Threaten Crowd	Circle	X Button	B Button
Entrance Taunt 4	Stop And Taunt Fans	X	B Button	A Button

Fritz Von Erich

CATEGORY	MOVE NAME	BUTTON COMBO	BUTTON COMBO	BUTTON
FINISHER MOVE		PLAYSTATION®2	GAMECUBE™	X-BOX™
Front Attack	The Claw	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Double Fist Punch	Square	A Button	X Button
Medium Strike	Open Palm Strike	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Falling Neck Breaker	Triangle	Y Button	Y Button
Front Attack 2	OneHand Choke Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Side Slam	Triangle	Y Button	Y Button
<i>Behind Attack 2</i>	<i>Reverse Suplex</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 1	Gutwrench Suplex	Triangle	Y Button	Y Button
<i>Bentover Attack 2</i>	<i>Double Arm DDT</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Bentover Behind Attack 1	Rack	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>PHandle Power Slam</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Corner Attack 1	Lean In Choke	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Spine Buster	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Belly At Head Attack	Straight Jacket	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Surfboard	Triangle	Y Button	Y Button
Weapon Attack	Russian Leg Sweep	Triangle	Y Button	Y Button
Running Front Attack	Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Flying Butt	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Splash Mtn PBomb	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Press Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Front Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Hanging Vertical Suplex	Triangle	Y Button	Y Button
<i>Vertical Suplex ISP Attack 3</i>	<i>Rolling Suplex</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Vertical Suplex ISP Attack 4	Locked	X	B Button	A Button
Scoop Slam ISP Attack 1	Power Driver	Square	A Button	X Button
Scoop Slam ISP Attack 2	Twirl Forward Slam	Triangle	Y Button	Y Button
<i>Scoop Slam ISP Attack 3</i>	<i>Seated Driver</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Scoop Slam ISP Attack 4	Locked	X	B Button	A Button
Head In Legs ISP Attack 1	FallBack Pile Driver	Square	A Button	X Button
Head In Legs ISP Attack 2	FallForward PBomb	Triangle	Y Button	Y Button
<i>Head In Legs ISP Attack 3</i>	<i>Sitout Face Buster</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Head In Legs ISP Attack 4	Locked	X	B Button	A Button
Belly to Belly ISP Attack 1	Bear Hug Slam	Square	A Button	X Button
Belly to Belly ISP Attack 2	OverHead BellyBelly	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	Fall Back	Square	A Button	X Button
Gutwrench ISP Attack 2	Rolling German	Triangle	Y Button	Y Button
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	DeathValley Driver	Square	A Button	X Button
Samoan Drop ISP Attack 2	Twirling Samoan	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Katahajime	Square	A Button	X Button
Full Nelson ISP Attack 2	Front Russian Leg Sweep	Triangle	Y Button	Y Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
Choke ISP Attack 2	Dragon Lock	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Kick To Groin	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Fist to Groin</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Mount ISP Attack 2	Fuji Arm Bar	Triangle	Y Button	Y Button
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Hands on Hips	Triangle	Y Button	Y Button
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button
Entrance Taunt 4	Look at Fans	X	B Button	A Button

Brawling
1

Technical
1

High Risk
0

Ground
1

Pinning
1

Corner
1

Hardcore
0

Grappling
0

Charging
0

Cheating
0

MOVES AND ABILITIES

David Von Erich

Brawling

1

Technical

0

High Risk

0

Ground

1

Pinning

1

Corner

0

Hardcore

0

Grappling

2

Charging

0

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
Front Attack	The Claw	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Shin Kick	Square	A Button	X Button
Medium Strike	Lean In Upper Cut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Side Roadhouse	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Firemans Carry	Triangle	Y Button	Y Button
Front Attack 2	Sit Out Choke Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Cobra Slam	Triangle	Y Button	Y Button
Behind Attack 2	Atomic Drop	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Kamikaze	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Pumphandle Slam	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Octopus Hold</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Standing Plancha	Square	A Button	X Button
Running Plancha Attack 1	Running Plancha	Square	A Button	X Button
Corner Attack 1	Climb TB and Pummel	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Diamond Dust</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Flapjack	Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Tilt-A-Whirl</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Slice	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Senton Bomb	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Diving Headbutt	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Knee To Face	Square	A Button	X Button
Running On Ground At Side Attack	Fist Drop	Square	A Button	X Button
Running Corner In Attack	Rolling Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Belly Belly Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Choke Slam	Triangle	Y Button	Y Button
<i>On Apron Standing Attack</i>	<i>SB Lariat</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
<i>On Apron On Ground Attack</i>	<i>Flip Over Leg Drop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Corkscrew Suplex	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Rolling Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Twirl Forward Slam	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Seated Driver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Sit Out Pile Driver	Square	A Button	X Button
Head In Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Head Arm Suplex	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	360 Belly Back	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Samoan Powerbomb	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Spinal Tap	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Boston Crab	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Fuji Arm Bar	Square	A Button	X Button
Entrance Taunt 1	Double Howdy	Square	A Button	X Button
Entrance Taunt 2	Two Fists Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE		PLAYSTATION®2	GAMECUBE™	X-BOX™
Front Attack	The Claw	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Drop Kick	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Tornado Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Hip Toss	Triangle	Y Button	Y Button
Front Attack 2	Enziguri	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Abstretch	Triangle	Y Button	Y Button
Behind Attack 2	Layout Reverse DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Butterfly Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Stretch Plum	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Bulldog</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Top Rope Moonsault	Square	A Button	X Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Corner Attack 1	Springboard Crossbody	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Tornado DDT</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Fujiwara Arm Bar	Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Tilt-A-Whirl Slam</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Flying Forearm	Square	A Button	X Button
Running On Ground At Side Attack	Rolling Senton	Square	A Button	X Button
Running Corner In Attack	Monkey Flip	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Splash Mtn PBomb	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Press Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
<i>On Apron Standing Attack</i>	<i>SB Drop Kick</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
<i>On Apron On Ground Attack</i>	<i>SB Leg Drop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Front Suplex	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Snap Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Shoulder Breaker</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	FallBack Pile Driver	Square	A Button	X Button
Head In Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	OverHead BellyBelly	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Release German	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Twirling Samoan	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Dragon Lock	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Elevated Crab	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 3	American Figure 4	Circle	X Button	B Button
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Arm Flex Wave	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

Brawling
2

Technical
0

High Risk
1

Ground
0

Pinning
0

Corner
0

Hardcore
0

Grappling
1

Charging
1

Cheating
0

MOVES AND ABILITIES

Kevin Von Erich

Brawling

2

Technical

0

High Risk

1

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

1

Charging

1

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO	BUTTON COMBO	BUTTON COMBO
FINISHER MOVE		PLAYSTATION®2	GAMECUBE™	X-BOX™
Front Attack	The Claw	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Drop Kick	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Roundhouse Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Small Package	Triangle	Y Button	Y Button
Front Attack 2	Ace Crusher	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Reverse Suplex	Triangle	Y Button	Y Button
Behind Attack 2	Cobra Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Double Arm DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Kamikaze	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Octopus Hold	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Bulldog</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Top Rope Moonsault	Square	A Button	X Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Corner Attack 1	Climb TB and Pummel	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Kick Combo</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Fujiwara Arm Bar	Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Time Bomb</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	WrapAround DDT	Square	A Button	X Button
Running On Ground At Side Attack	Rolling Senton	Square	A Button	X Button
Running Corner In Attack	Monkey Flip	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Neckbreaker	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Hurricanrana	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
<i>On Apron Standing Attack</i>	<i>SB Wheel Kick</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
<i>On Apron On Ground Attack</i>	<i>SB Senton</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Vertical Crusher	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Snap Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Twirl Forward Slam	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Shoulder Breaker</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Hooked Facebuster	Square	A Button	X Button
Head In Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Neck Drop	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Belly Back Suplex	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Leaping AceCrusher	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Dragon Lock	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Ankle Stretch	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	American Figure 4	Square	A Button	X Button
Entrance Taunt 1	Double Howdy	Square	A Button	X Button
Entrance Taunt 2	Basic Wave	Triangle	Y Button	Y Button
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

Michael Von Erich

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE		PLAYSTATION®2	GAMECUBE™	X-BOX™
Front Attack	The Claw	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop	Square	A Button	X Button
Medium Strike	Side Roundhouse	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Drop Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Hip Toss	Triangle	Y Button	Y Button
Front Attack 2	Firemans Carry	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Back Slide	Triangle	Y Button	Y Button
Behind Attack 2	Layout Reverse DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Swinging Sitout	Triangle	Y Button	Y Button
Bentover Attack 2	Facebuster	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Cobra Twist	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Bulldog</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Top Rope Moonsault	Square	A Button	X Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Corner Attack 1	Tornado Ace Crusher	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Tornado DDT</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Fujiwara Arm Bar	Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Tilt-A-Whirl</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad X + Button
TB Standing Dizzy Attack 1	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad X + Button
TB On Ground Dizzy Attack 1	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad X + Button
TB Standing Dizzy Floor Attack	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad X + Button
TB On Ground Dizzy Floor Attack	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad X + Button
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Flying Forearm	Square	A Button	X Button
Running On Ground At Side Attack	Rolling Senton	Square	A Button	X Button
Running Corner In Attack	Monkey Flip	Square	A Button	X Button
Running Corner Sitting Attack	Bronco Buster	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
<i>On Apron Standing Attack</i>	<i>SB Drop Kick</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
<i>On Apron On Ground Attack</i>	<i>SB Splash</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Front Suplex	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Vertical Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Fall Forward Scoop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Power Bomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Belly Belly Suplex	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Victory Roll Pin	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Face Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Flip Over Neck Whip	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Ankle Stretch	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Reverse Figure 4	Square	A Button	X Button
Entrance Taunt 1	Two Fists Up	Square	A Button	X Button
Entrance Taunt 2	Basic Wave	Triangle	Y Button	Y Button
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Left	X	B Button	A Button

Brawling

1

Technical

1

High Risk

1

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

2

Charging

0

Cheating

0

MOVES AND ABILITIES

Rob Van Dam

Brawling

0

Technical

1

High Risk

3

Ground

0

Pinning

0

Corner

0

Hardcore

1

Grappling

0

Charging

0

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
TB On Ground Dizzy Attack	5 Star Frog Splash	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Calf Kick	Square	A Button	X Button
Medium Strike	Side Roundhouse	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Super Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Double Roundhouse	Triangle	Y Button	Y Button
Front Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Cobra Slam	Triangle	Y Button	Y Button
<i>Behind Attack 2</i>	<i>Low Blow</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 1	Spinning DDT	Triangle	Y Button	Y Button
<i>Bentover Attack 2</i>	<i>DDT</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Behind Attack 1	Rev Fireman Carry	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Standing Plancha Attack 1	Top Rope Moonsault	Square	A Button	X Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Corner Attack 1	Kick Combo	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Drop Kick	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Missile Dropkick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
<i>On Turnbuckle Attack 2</i>	<i>Spinning Wheel Kick</i>	<i>D-Pad + Triangle</i>	<i>D-Pad + Y Button</i>	<i>D-Pad + Y Button</i>
TB Standing Dizzy Attack 1	Corkscrew Lariat	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB On Ground Dizzy Attack 1	Split Leg Moonsault	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Floor Attack	Jumping Hurricanrana	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + B Button
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Van Daminator	Triangle	Y Button	Y Button
Running Front Attack	High Leg Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Rolling Thunder	Square	A Button	X Button
Running Corner In Attack	Rolling Splash	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Stand on Nuts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Neckbreaker	Triangle	Y Button	Y Button
Corner Sitting Attack	Drop Kick to Nuts	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Hurricanrana	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button
On Apron Standing Attack	SB Wheel Kick	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	SB Dropkick	Triangle	Y Button	Y Button
On Apron On Ground Attack	Flip Over Senton	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Asai Moonsault	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Fisherman Buster	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Rolling Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Power Driver	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Fall Away Slam</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Underhook Piledriver	Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Cradle Pile Driver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Belly to Belly ISP Attack 1	Northern Lights	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	Rolling German	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Victory Roll Pin</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 1	Elevated AceCrusher	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Dragon Suplex	Square	A Button	X Button
Choke ISP Attack 1	Drop Kick to Head	Square	A Button	X Button
Holding Legs ISP Attack 1	Boston Crab	Square	A Button	X Button
Mount ISP Attack 1	Fuji Arm Bar	Square	A Button	X Button
Entrance Taunt 1	Arms Out	Square	A Button	X Button
Entrance Taunt 2	RVD	Triangle	Y Button	Y Button
Entrance Taunt 3	RVD Single	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Left	X	B Button	A Button

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
On Belly At Head Attack	Camel Clutch	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Shin Kick	Square	A Button	X Button
Medium Strike	Drop Kick	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Jumping Spin Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Novacaine	Triangle	Y Button	Y Button
Front Attack 2	Enziguri	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Reverse DDT	Triangle	Y Button	Y Button
Behind Attack 2	Layout Reverse DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Spinning NeckBreak	Triangle	Y Button	Y Button
Bentover Attack 2	Kamikaze	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
Standing Plancha Attack 1	Top Rope Senton	Square	A Button	X Button
Running Plancha Attack 1	Senton Plancha	Square	A Button	X Button
Corner Attack 1	Springboard Crossbody	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Attack Button	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Tilt-A-Whirl	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Attack 1	Flip Over DDT	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Moonsault	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	TB Leg Drop	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Inverted STF	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Running Wheel Kick	Square	A Button	X Button
Running On Ground At Side Attack	Double Leg Drop	Square	A Button	X Button
Running Corner In Attack	Monkey Flip	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button
Corner Sitting Attack	Drop Kick to Groin	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Hurricanrana	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button
On Apron Standing Attack	SB Drop Kick	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	SB Dropkick	Triangle	Y Button	Y Button
On Apron On Ground Attack	Flip Over Leg Drop	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Corkscrew	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Fisherman Suplex	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Shoulder Breaker	Square	A Button	X Button
Scoop Slam ISP Attack 2	Locked	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	Underhook Piledriver	Square	A Button	X Button
Belly to Belly ISP Attack 1	Head Arm Suplex	Square	A Button	X Button
Gutwrench ISP Attack 1	Tiger Suplex	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Face Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Reverse Facebuster	Square	A Button	X Button
Full Nelson ISP Attack 2	Dragon Sleeper	Triangle	Y Button	Y Button
Choke ISP Attack 1	Drop Kick to Head	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Kick To Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Elevated Crab	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	American Figure 4	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Hands on Hips	Square	A Button	X Button
Entrance Taunt 2	Point Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Look at Fans	Circle	X Button	B Button
Entrance Taunt 4	Point at Ring	X	B Button	A Button

Brawling

0

Technical

0

High Risk

3

Ground

0

Pinning

0

Corner

0

Hardcore

2

Grappling

0

Charging

0

Cheating

0

MOVES AND ABILITIES

"Mr. USA" Tony Atlas

Brawling

1

Technical

0

High Risk

1

Ground

0

Pinning

0

Corner

1

Hardcore

0

Grappling

1

Charging

1

Cheating

0

CATEGORY	MOVE NAME	PLAYSTATION®2	GAMECUBE™	X-BOX™
FINISHER MOVE				
Front Attack	Gorilla Press Slam	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Punch To Head	Square	A Button	X Button
Medium Strike	Open Palm Strike	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Drop Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Headbutt	Triangle	Y Button	Y Button
Front Attack 2	Hip Toss	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Reverse DDT	Triangle	Y Button	Y Button
Behind Attack 2	Abstretch	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Impact DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Guillotine Scissor	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Back Breaker	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Rack</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Standing Plancha	Square	A Button	X Button
Running Plancha Attack 1	Running Plancha	Square	A Button	X Button
Corner Attack 1	Tornado DDT	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Running Power Slam</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Power Slam	Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Back Body Drop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Reverse Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button
On Belly At Side Attack	Crossface Submit	Triangle	Y Button	Y Button
On Belly At Feet Attack	Inverted STF	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	WrapAround DDT	Square	A Button	X Button
Running On Ground At Side Attack	Front Elbow Drop	Square	A Button	X Button
Running Corner In Attack	Angled Splash	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Splash Mtn PBomb	Triangle	Y Button	Y Button
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Press Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Choke Slam	Triangle	Y Button	Y Button
On Apron Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging Vertical Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Hanging BrainBuster	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Twirl Forward Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fire Thunder Driver	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	Sit Out PBomb	Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Underhook Piledriver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Belly to Belly ISP Attack 1	OverHead BellyBelly	Square	A Button	X Button
<i>Belly to Belly ISP Attack 2</i>	<i>Head Arm Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Gutwrench ISP Attack 1	Rolling German	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Electric Chair</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 1	Mummy Driver	Square	A Button	X Button
<i>Samoan Drop ISP Attack 2</i>	<i>Chest Breaker</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Full Nelson ISP Attack 1	Full Nelson Slam	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Scissored Arm Bar	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Ankle Stretch	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Entrance Taunt 1	Flex One Up	Square	A Button	X Button
Entrance Taunt 2	Flex Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
TB On Ground Dizzy Attack	Flying Headbutt	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Calf Kick	Square	A Button	X Button
Medium Strike	Lean In Upper Cut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Drop Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Headbutt	Triangle	Y Button	Y Button
Front Attack 2	Sit Out Choke Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Layout Reverse DDT	Triangle	Y Button	Y Button
Behind Attack 2	Bulldog	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Spinning DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Double Arm DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Rev Fireman Carry	Triangle	Y Button	Y Button
Standing Plancha Attack 1	Top Rope Senton	Square	A Button	X Button
Running Plancha Attack 1	Senton Plancha	Square	A Button	X Button
Corner Attack 1	Running Power Slam	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Spine Buster	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Attack 1	Shoulder Block	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	SB Leg Drop	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + B Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + B Button
On Belly At Head Attack	Diving Headbutt	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Surfboard	Triangle	Y Button	Y Button
Weapon Attack	Duck Cane Swing	Triangle	Y Button	Y Button
Running Front Attack	Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Running Stomp	Square	A Button	X Button
Running Corner In Attack	Back Elbow	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Neckbreaker	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button
On Apron Standing Attack	SB Drop Kick	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	SB Leg Drop	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button
Scoop Slam ISP Attack 1	Power Driver	Square	A Button	X Button
Head In Legs ISP Attack 1	Sit Out PBomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Sit Out Pile Driver	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Neck Drop	Square	A Button	X Button
Belly to Belly ISP Attack 2	OverHead BellyBelly	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	German Suplex	Square	A Button	X Button
Gutwrench ISP Attack 2	Victory Roll Pin	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Face Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Leaping Ace Crusher	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Full Nelson Sit Out	Square	A Button	X Button
Full Nelson ISP Attack 2	Dragon Sleeper	Triangle	Y Button	Y Button
Choke ISP Attack 1	Scissored Arm Bar	Square	A Button	X Button
Choke ISP Attack 2	Flip Over Neck Whip	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Boston Crab	Square	A Button	X Button
Holding Legs ISP Attack 2	Single Leg Crab	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Look at Fans	Triangle	Y Button	Y Button
Entrance Taunt 3	Pump Two Hands	Circle	X Button	B Button
Entrance Taunt 4	Hands on Hips	X	B Button	A Button

Brawling

0

Technical

1

High Risk

2

Ground

0

Pinning

0

Corner

1

Hardcore

0

Grappling

1

Charging

0

Cheating

0

MOVES AND ABILITIES

One Man Gang

Brawling

3

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

1

Grappling

0

Charging

0

Cheating

1

CATEGORY	MOVE NAME	BUTTON COMBO	PLAYSTATION®2	GAMECUBE™	X-BOX™
FINISHER MOVE					
Running On Ground At Side Attack	747 Splash	Right Analog	DOWN on D-Pad	Right Analog	
Weak Strike	Punch To Head	Square	A Button	X Button	
Medium Strike	Big Left Punch	L or R + Square	L or R + A Button	L or R + X Button	
Strong Strike	Tornado Punch	U or D + Square	U or D + A Button	U or D + X Button	
Front Attack 1	Gorilla Press Slam	Triangle	Y Button	Y Button	
Front Attack 2	Firemans Carry	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Front Attack 3	Stinger	U or D + Triangle	U or D + Y Button	U or D + Y Button	
Behind Attack 1	DDT Slam	Triangle	Y Button	Y Button	
Behind Attack 2	Reverse Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Attack 1	Butterfly Suplex	Triangle	Y Button	Y Button	
Bentover Attack 2	Forward Face Buster	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Behind Attack 1	PHandle Power Slam	Triangle	Y Button	Y Button	
Bentover Behind Attack 2	Rack	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Corner Attack 1	Punch Combo	Triangle	Y Button	Y Button	
Corner Attack 2	Choke With Boot	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Opponent Running Attack 1	Flapjack	Square	A Button	X Button	
Opponent Running Attack 2	Tilt-A-Whirl	Triangle	Y Button	Y Button	
On Turnbuckle Attack 1	Locked	D-Pad + Square	D-Pad + B Button	D-Pad + X Button	
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button	
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button	
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button	
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button	
Running Front Attack	Clothesline	Square	A Button	X Button	
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button	
Running Corner In Attack	Avalanche	Square	A Button	X Button	
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button	
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button	
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button	
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button	
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button	
Turnbuckle Sitting Attack	Belly Belly Superplex	Triangle	Y Button	Y Button	
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button	
Apron Tieup Attack - On Apron	Choke Slam	Triangle	Y Button	Y Button	
Vertical Suplex ISP Attack 1	Hanging BrainBuster	Square	A Button	X Button	
Vertical Suplex ISP Attack 2	Rolling Suplex	Triangle	Y Button	Y Button	
Vertical Suplex ISP Attack 3	Locked	Circle	X Button	B Button	
Scoop Slam ISP Attack 1	Seated Driver	Square	A Button	X Button	
Scoop Slam ISP Attack 2	Twirl Forward Slam	Triangle	Y Button	Y Button	
Scoop Slam ISP Attack 3	Locked	Circle	X Button	B Button	
Head In Legs ISP Attack 1	Underhook Piledriver	Square	A Button	X Button	
Head In Legs ISP Attack 2	Elevated Powerbomb	Triangle	Y Button	Y Button	
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button	
Belly to Belly ISP Attack 1	Spinning BellyBelly	Square	A Button	X Button	
Belly to Belly ISP Attack 2	Head Arm Suplex	Triangle	Y Button	Y Button	
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button	
Gutwrench ISP Attack 1	Electric Chair	Square	A Button	X Button	
<i>Gutwrench ISP Attack 2</i>	<i>Belly Back PBomb</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button	
Samoan Drop ISP Attack 1	Mummy Driver	Square	A Button	X Button	
<i>Samoan Drop ISP Attack 2</i>	<i>Samoan Powerbomb</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button	
Full Nelson ISP Attack 1	Full Nelson Slam	Square	A Button	X Button	
<i>Full Nelson ISP Attack 2</i>	<i>Katahajime Plex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button	
Choke ISP Attack 1	Surfboard Stretch	Square	A Button	X Button	
<i>Choke ISP Attack 2</i>	<i>Blatant Choke</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Choke ISP Attack 3	Locked	Circle	X Button	B Button	
Holding Legs ISP Attack 1	Ankle Stretch	Square	A Button	X Button	
<i>Holding Legs ISP Attack 2</i>	<i>Kick To Groin</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button	
Mount ISP Attack 1	Head Shot Combo	Square	A Button	B Button	
<i>Mount ISP Attack 2</i>	<i>Two Elbows</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Entrance Taunt 1	Threaten Crowd	Square	A Button	X Button	
Entrance Taunt 2	One Fist Up	Triangle	Y Button	Y Button	
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button	
Entrance Taunt 4	Stop And Taunt Fans	X	B Button	A Button	

"Cowboy" Bob Orton

CATEGORY	MOVE NAME	BUTTON COMBO		BUTTON
		PLAYSTATION®2	GAMECUBE™	
FINISHER MOVE				
Turnbuckle Sitting Attack	Superplex	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Calf Kick	Square	A Button	X Button
Medium Strike	Chop	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Left Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Enziguri	Triangle	Y Button	Y Button
Front Attack 2	Small Package	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Abstretch	Triangle	Y Button	Y Button
Behind Attack 2	Reverse DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Swinging Sitout	Triangle	Y Button	Y Button
Bentover Attack 2	Impact DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Cobra Twist	L or R + Triangle	L or R + Y Button	L or R + Y Button
Standing Plancha Attack 1	Locked	Square	A Button	X Button
Corner Attack 1	Big Double Chop	Triangle	Y Button	Y Button
Corner Attack 2	Lean In Choke	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Drop Toe Hold	Square	A Button	X Button
Opponent Running Attack 2	Fujiwara Arm Bar	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Shoulder X	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB On Ground Dizzy Attack 1	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Straight Jacket	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	STF Submission	Triangle	Y Button	Y Button
Weapon Attack	Duck Cane Swing	Triangle	Y Button	Y Button
Running Front Attack	Flying Back Elbow	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Back Elbow	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Stand on Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Front Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Seated Front Suplex	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Shoulder Breaker	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	Sitout Piledriver	Square	A Button	X Button
Head In Legs ISP Attack 2	Fall Forward PBomb	Triangle	Y Button	Y Button
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button
Belly to Belly ISP Attack 1	Northern Lights	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	High Angle Back	Square	A Button	X Button
Gutwrench ISP Attack 2	German Suplex	Triangle	Y Button	Y Button
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Fireman Toss	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeping Neck Break	Square	A Button	X Button
Full Nelson ISP Attack 2	Front Russian Leg Sweep	Triangle	Y Button	Y Button
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Scissored Arm Bar	Square	A Button	X Button
Choke ISP Attack 2	Flip Over Neck Whip	Triangle	Y Button	Y Button
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Figure Four	Square	A Button	X Button
Holding Legs ISP Attack 2	Fist to Groin	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Texas Clover Leaf	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Mount ISP Attack 2	Fuji Arm Bar	Triangle	Y Button	Y Button
Entrance Taunt 1	Stop and Taunt Fans	Square	A Button	X Button
Entrance Taunt 2	Arm Flex Wave	Triangle	Y Button	Y Button
Entrance Taunt 3	Walk One Fist Up	Circle	X Button	B Button
Entrance Taunt 4	Threaten Crowd	X	B Button	A Button

Brawling

1

Technical

1

High Risk

0

Ground

1

Pinning

0

Corner

0

Hardcore

0

Grappling

1

Charging

0

Cheating

1

MOVES AND ABILITIES

"Hot Stuff" Eddie Gilbert

Brawling

2

Technical

0

High Risk

0

Ground

1

Pinning

0

Corner

1

Hardcore

0

Grappling

0

Charging

0

Cheating

1

CATEGORY	MOVE NAME	BUTTON COMBO	PLAYSTATION®2	GAMECUBE™	X-BOX™
FINISHER MOVE					
Holding Legs ISP Attack	Figure Four	Right Analog	DOWN on D-Pad	Right Analog	
Weak Strike	Chop	Square	A Button	X Button	
Medium Strike	Open Palm Strike	L or R + Square	L or R + A Button	L or R + X Button	
Strong Strike	Super Kick	U or D + Square	U or D + A Button	U or D + X Button	
Front Attack 1	Headbutt	Triangle	Y Button	Y Button	
Front Attack 2	Small Package	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button	
Behind Attack 1	Low Blow	Triangle	Y Button	Y Button	
Behind Attack 2	Abstretch	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Attack 1	Impact DDT	Triangle	Y Button	Y Button	
Bentover Attack 2	Rocker Dropper	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Behind Attack 1	Stretch Plum	Triangle	Y Button	Y Button	
<i>Bentover Behind Attack 2</i>	<i>Bulldog</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>	
Standing Plancha Attack 1	Top Rope Plancha	Square	A Button	X Button	
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button	
Corner Attack 1	Big Double Chop	Triangle	Y Button	Y Button	
<i>Corner Attack 2</i>	<i>Lean In Choke</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>	
Opponent Running Attack 1	Fujiwara Arm Bar	Square	A Button	X Button	
<i>Opponent Running Attack 2</i>	<i>Spine Buster</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
On Turnbuckle Attack 1	Shoulder Block	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB Standing Dizzy Attack 1	DDT	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB On Ground Dizzy Attack 1	Reverse Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB Standing Dizzy Floor Attack	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB On Ground Dizzy Floor Attack	TB Leg Drop	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
On Belly At Head Attack	Diving Headbutt	Triangle	Y Button	Y Button	
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button	
On Belly At Feet Attack	Ankle Lock	Triangle	Y Button	Y Button	
Weapon Attack	Duck Cane Swing	Triangle	Y Button	Y Button	
Running Front Attack	WrapAround DDT	Square	A Button	X Button	
Running On Ground At Side Attack	Front Elbow Drop	Square	A Button	X Button	
Running Corner In Attack	Running Clothesline	Square	A Button	X Button	
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button	
Tree of Woe Attack	Stand on Groin	Triangle	Y Button	Y Button	
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button	
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button	
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button	
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button	
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button	
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button	
<i>On Apron Standing Attack</i>	<i>SB Drop Kick</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button	
<i>On Apron On Ground Attack</i>	<i>SB Splash</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button	
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button	
<i>Vertical Suplex ISP Attack 2</i>	<i>Fisherman Buster</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button	
<i>Scoop Slam ISP Attack 2</i>	<i>Shoulder Breaker</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Head In Legs ISP Attack 1	Sit Out Pile Driver	Square	A Button	X Button	
Head In Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Belly to Belly ISP Attack 1	Belly Belly Suplex	Square	A Button	X Button	
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Gutwrench ISP Attack 1	High Angle Back	Square	A Button	X Button	
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button	
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Full Nelson ISP Attack 1	Head Arm Choke	Square	A Button	X Button	
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Choke ISP Attack 1	Flip Over Neck Whip	Square	A Button	X Button	
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button	
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Mount ISP Attack 1	Choke Punch	Square	A Button	X Button	
Entrance Taunt 1	Threaten Crowd	Square	A Button	X Button	
Entrance Taunt 2	Arms Out	Triangle	Y Button	Y Button	
Entrance Taunt 3	Flex Up	Circle	X Button	B Button	
Entrance Taunt 4	Stop and Taunt Fans	X	B Button	A Button	

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
TB Standing Dizzy Attack	Crossbody	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Shin Kick	Square	A Button	X Button
Medium Strike	Side Round House	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Super Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Firemans Carry	Triangle	Y Button	Y Button
Front Attack 2	Stinger	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Abstretch	Triangle	Y Button	Y Button
<i>Behind Attack 2</i>	<i>Bulldog</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 1	Kamikaze	Triangle	Y Button	Y Button
<i>Bentover Attack 2</i>	<i>Double Arm DDT</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Standing Plancha Attack 1	Standing Plancha	Square	A Button	X Button
Standing Plancha Attack 2	Locked	Triangle	Y Button	Y Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Running Plancha Attack 2	Locked	Triangle	Y Button	Y Button
Corner Attack 1	Tornado DDT	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Tilt-A-Whirl Slam	Square	A Button	X Button
On Turnbuckle Attack 1	Jumping Lariat	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
<i>On Turnbuckle Attack 2</i>	<i>Standing Drop Kick</i>	<i>D-Pad + Triangle</i>	<i>D-Pad + Y Button</i>	<i>D-Pad + Y Button</i>
On Turnbuckle Attack 3	Locked	D-Pad + Circle	D-Pad + X Button	D-Pad + B Button
TB Standing Dizzy Attack 1	Hurricanrana	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
<i>TB Standing Dizzy Attack 2</i>	<i>Spinning Wheel Kick</i>	<i>D-Pad + Triangle</i>	<i>D-Pad + Y Button</i>	<i>D-Pad + Y Button</i>
TB On Ground Dizzy Attack 1	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
<i>TB On Ground Dizzy Attack 2</i>	<i>Leaping Elbow</i>	<i>D-Pad + Triangle</i>	<i>D-Pad + Y Button</i>	<i>D-Pad + Y Button</i>
TB Standing Dizzy Floor Attack	Missle Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Diving Headbutt	Triangle	Y Button	Y Button
On Belly At Side Attack	Crossface Submit	Triangle	Y Button	Y Button
On Belly At Feet Attack	Surfboard	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	WrapAround DDT	Square	A Button	X Button
Running On Ground At Side Attack	Running Stomp	Square	A Button	X Button
Running Corner In Attack	Angled Splash	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Neckbreaker	Triangle	Y Button	Y Button
Corner Sitting Attack	Bronco Buster	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button
On Apron Standing Attack	SB Drop Kick	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Crossbody	Triangle	Y Button	Y Button
On Apron On Ground Attack	Flipover Senton	Triangle	Y Button	Y Button
<i>On Apron Floor Ground Attack</i>	<i>Falling Back Elbow</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Vertical Suplex ISP Attack 1	Corkscrew Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Locked	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Fall Forward Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Locked	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	FallBack Pile Driver	Square	A Button	X Button
Belly to Belly ISP Attack 1	Spinning BellyBelly	Square	A Button	X Button
Gutwrench ISP Attack 1	Belly Back PBomb	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Fireman Toss	Square	A Button	X Button
Full Nelson ISP Attack 1	Front Russian Leg Sweep	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Claw	Square	A Button	X Button
Holding Legs ISP Attack 1	Texas Clover Leaf	Square	A Button	X Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Double Howdy	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Pump One Hand	X	B Button	A Button

Brawling

0

Technical

0

High Risk

3

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

0

Charging

1

Cheating

1

MOVES SETS AND ABILITIES

Robert Gibson

Brawling

1

Technical

0

High Risk

3

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

0

Charging

0

Cheating

1

CATEGORY	MOVE NAME	BUTTON COMBO	PLAYSTATION®2	GAMECUBE™	X-BOX™
FINISHER MOVE					
On Turnbuckle Attack	Drop Kick	Right Analog	DOWN on D-Pad	Right Analog	
Weak Strike	Punch To Head	Square	A Button	X Button	
Medium Strike	Drop Kick	L or R + Square	L or R + A Button	L or R + X Button	
Strong Strike	Side Roundhouse	U or D + Square	U or D + A Button	U or D + X Button	
Front Attack 1	Hip Toss	Triangle	Y Button	Y Button	
Front Attack 2	Inverted Stinger	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button	
Behind Attack 1	Atomic Drop	Triangle	Y Button	Y Button	
Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Attack 1	Impact DDT	Triangle	Y Button	Y Button	
Bentover Attack 2	Spinning DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Behind Attack 1	Octopus Hold	Triangle	Y Button	Y Button	
Bentover Behind Attack 2	Cobra Twist	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Standing Plancha Attack 1	Standing Plancha	Square	A Button	X Button	
Standing Plancha Attack 2	Locked	Triangle	Y Button	Y Button	
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button	
Running Plancha Attack 2	Locked	Triangle	Y Button	Y Button	
Corner Attack 1	Kick Combo	Triangle	Y Button	Y Button	
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Opponent Running Attack 1	Drop Kick	Square	A Button	X Button	
On Turnbuckle Attack 1	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
On Turnbuckle Attack 2	Jumping Lariat	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button	
On Turnbuckle Attack 3	Locked	D-Pad + Circle	D-Pad + X Button	D-Pad + B Button	
TB Standing Dizzy Attack 1	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB Standing Dizzy Attack 2	Hurricanrana	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button	
TB On Ground Dizzy Attack 1	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB On Ground Dizzy Attack 2	Kamikaze Headbutt	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button	
TB Standing Dizzy Floor Attack	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB On Ground Dizzy Floor Attack	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button	
On Belly At Side Attack	Crossface Submit	Triangle	Y Button	Y Button	
On Belly At Feet Attack	STF Submission	Triangle	Y Button	Y Button	
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button	
Running Front Attack	Sunset Flip	Square	A Button	X Button	
Running On Gnd At Side Attack	Rolling Senton	Square	A Button	X Button	
Running Corner In Attack	Back Elbow	Square	A Button	X Button	
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button	
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button	
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button	
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button	
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button	
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button	
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button	
Apron Tieup Attack - On Apron	Sunset Flip Out	Triangle	Y Button	Y Button	
On Apron Standing Attack	SB Drop Kick	Triangle	Y Button	Y Button	
On Apron Floor Standing Attack	SB Drop Kick	Triangle	Y Button	Y Button	
On Apron On Ground Attack	Leg Drop	Triangle	Y Button	Y Button	
On Apron Floor Ground Attack	Leaping Elbow	Triangle	Y Button	Y Button	
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button	
Vertical Suplex ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Scoop Slam ISP Attack 1	Fall Forward Slam	Square	A Button	X Button	
Head In Legs ISP Attack 1	Sit Out PBomb	Square	A Button	X Button	
Belly to Belly ISP Attack 1	Belly Belly Suplex	Square	A Button	X Button	
Gutwrench ISP Attack 1	Victory Roll Pin	Square	A Button	X Button	
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button	
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button	
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Choke ISP Attack 1	Flip Over Neck Whip	Square	A Button	X Button	
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button	
Holding Legs ISP Attack 1	Ankle Stretch	Square	A Button	X Button	
Mount ISP Attack 1	American Figure 4	Square	A Button	X Button	
Entrance Taunt 1	Double Howdy	Square	A Button	X Button	
Entrance Taunt 2	Basic Wave	Triangle	Y Button	Y Button	
Entrance Taunt 3	Pump One hand	Circle	X Button	B Button	
Entrance Taunt 4	Pump Two Hands	X	B Button	A Button	

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
Holding Legs ISP Attack	Boston Crab	Right Analog	Down on D-Pad	Right Analog
Weak Strike	Punch To Head	Square	A Button	X Button
Medium Strike	Lean In Upper Cut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Left Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Hiptoss	Triangle	Y Button	Y Button
Front Attack 2	Inverted Stinger	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Abstretch	Triangle	Y Button	Y Button
Behind Attack 2	Cobra Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Kamikaze	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
Standing Plancha Attack 1	Top Rope Senton	Square	A Button	X Button
Running Plancha Attack 1	Senton Plancha	Square	A Button	X Button
Corner Attack 1	Lean In Choke	Triangle	Y Button	Y Button
Corner Attack 2	Diamond Dust	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Drop Kick	Square	A Button	X Button
Opponent Running Attack 2	Tilt-A-Whirl Slam	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Reverse Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Stand Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Straight Jacket	Triangle	Y Button	Y Button
On Belly At Side Attack	Crossface Submit	Triangle	Y Button	Y Button
On Belly At Feet Attack	Surfboard	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Flying Forearm	Square	A Button	X Button
Running On Ground At Side Attack	Running Senton	Square	A Button	X Button
Running Corner In Attack	Back Elbow	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Press Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button
On Apron Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	Locked	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Seated Front Suplex	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Shoulder Breaker	Square	A Button	X Button
Head In Legs ISP Attack 1	Sit Out Pile Driver	Square	A Button	X Button
Head In Legs ISP Attack 2	Sit Out PBomb	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Northern Lights	Square	A Button	X Button
Gutwrench ISP Attack 1	German Suplex	Square	A Button	X Button
Gutwrench ISP Attack 2	Belly Back Suplex	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Samoan Powerbomb	Square	A Button	X Button
Samoan Drop ISP Attack 2	Falling Reverse DDT	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Reverse Facebuster	Triangle	Y Button	Y Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
Choke ISP Attack 2	Straight Jacket	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Kick To Groin	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Circle	X Button	B Button
Mount ISP Attack 2	Locked	X	B Button	A Button
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Arm Flex Wave	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Arms Out	X	B Button	A Button

Brawling
1

Technical
1

High Risk
1

Ground
0

Pinning
0

Corner
0

Hardcore
0

Grappling
2

Charging
0

Cheating
0

MOVES SETS AND ABILITIES

Don Muraco

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

3

Charging

0

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
Belly to Belly ISP Attack	The Muraco Hammer	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Gut Shot	Square	A Button	X Button
Medium Strike	Right Jab	L or R Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D Square	U or D + A Button	U or D + X Button
Front Attack 1	Gorilla Press Slam	Triangle	Y Button	Y Button
Front Attack 2	Falling Chokeslam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Atomic Drop	Triangle	Y Button	Y Button
<i>Behind Attack 2</i>	<i>Reverse Suplex</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 1	Gutwrench PBomb	Triangle	Y Button	Y Button
<i>Bentover Attack 2</i>	<i>Butterfly Suplex</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Bentover Behind Attack 1	Rack	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>PHandle Power Slam</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Corner Attack 1	Big Double Chop	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Power Slam	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Belly At Head Attack	Camel Clutch	Triangle	Y Button	Y Button
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button
Weapon Attack	Duck Cane Swing	Triangle	Y Button	Y Button
Running Front Attack	Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Avalanche	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Splash Mtn PBomb	Triangle	Y Button	Y Button
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Press Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Pile Driver	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging Vertical Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Hanging BrainBuster	Triangle	Y Button	Y Button
<i>Vertical Suplex ISP Attack 3</i>	<i>Hanging Powerslam</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Vertical Suplex ISP Attack 4	Locked	X	B Button	A Button
Scoop Slam ISP Attack 1	Twirl Forward Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fall Forward Slam	Triangle	Y Button	Y Button
<i>Scoop Slam ISP Attack 3</i>	<i>Fall Away Slam</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Scoop Slam ISP Attack 4	Locked	X	B Button	A Button
Head In Legs ISP Attack 1	Shoulder Power Bomb	Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Sit Out PBomb</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 3	Sit Out Pile Driver	Circle	X Button	B Button
Head In Legs ISP Attack 4	Locked	X	B Button	A Button
Belly to Belly ISP Attack 1	Inverted PileDriver	Square	A Button	X Button
Belly to Belly ISP Attack 2	Fly Swatter	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	Rolling German	Square	A Button	X Button
Gutwrench ISP Attack 2	Fall Back	Triangle	Y Button	Y Button
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Falling Reverse DDT	Square	A Button	X Button
Samoan Drop ISP Attack 2	Mummy Driver	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Katahijime Plex	Square	A Button	X Button
Full Nelson ISP Attack 2	Full Nelson Slam	Triangle	Y Button	Y Button
Choke ISP Attack 1	Surfboard Stretch	Square	A Button	X Button
Choke ISP Attack 2	Blatant Choke	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Elevated Crab	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Fist to Groin</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Mount ISP Attack 2	Choke Punch	Triangle	Y Button	Y Button
Entrance Taunt 1	Stop And Taunt Fans	Square	A Button	X Button
Entrance Taunt 2	Pound Chest	Triangle	Y Button	Y Button
Entrance Taunt 3	Arm Flex wave	Circle	X Button	B Button
Entrance Taunt 4	Threaten Crowd	X	B Button	A Button

The Sheik

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
On Belly At Head Attack	Camel Clutch	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Gut Shot	Square	A Button	X Button
Medium Strike	Chop	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Sidewalk Slam	Triangle	Y Button	Y Button
Front Attack 2	Hip Toss	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Atomic Drop	Triangle	Y Button	Y Button
Behind Attack 2	Low Blow	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Gutwrench Suplex	Triangle	Y Button	Y Button
Bentover Attack 2	Impact DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Cobra Twist	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Pumphandle Slam</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Standing Plancha Attack 1	Standing Plancha	Square	A Button	X Button
Running Plancha Attack 1	Running Plancha	Square	A Button	X Button
Corner Attack 1	Choke With Boot	Triangle	Y Button	Y Button
<i>Corner Attack 2</i>	<i>Big Double Chop</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Opponent Running Attack 1	Flapjack	Square	A Button	X Button
<i>Opponent Running Attack 2</i>	<i>Back Body Drop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Turnbuckle Attack 1	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 1	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Reverse Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Double Axe Handle	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Ankle Lock	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Stand on Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Belly Belly Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Bring Out Hard Way	Triangle	Y Button	Y Button
<i>On Apron Standing Attack</i>	<i>SB Shoulder Block</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
<i>On Apron On Ground Attack</i>	<i>Leg Drop</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging Vertical Suplex	Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Hanging Powerslam</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Fall Forward Scoop	Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Fall Forward Slam</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	FallBack Pile Driver	Square	A Button	X Button
Head In Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Inverted PileDriver	Square	A Button	X Button
Belly to Belly ISP Attack 2	Locked	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	360 Belly Back	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Leaping AceCrusher	Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
Choke ISP Attack 2	Locked	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Choke Punch	Square	A Button	X Button
Entrance Taunt 1	Point Up	Square	A Button	X Button
Entrance Taunt 2	Threaten Crowd	Triangle	Y Button	Y Button
Entrance Taunt 3	Stop And Taunt Fans	Circle	X Button	B Button
Entrance Taunt 4	Point at Ring	X	B Button	A Button

Brawling

1

Technical

0

High Risk

0

Ground

1

Pinning

0

Corner

0

Hardcore

1

Grappling

0

Charging

0

Cheating

2

MOVES AND ABILITIES

Ivan Koloff

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

2

Charging

0

Cheating

1

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON COMBO X-BOX™
FINISHER MOVE				
Bentover Attack	Inverted Backbreaker	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Double Fist Punch	Square	A Button	X Button
Medium Strike	Lean In Uppercut	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Neck Breaker	Triangle	Y Button	Y Button
Front Attack 2	Sidewalk Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Side Slam	Triangle	Y Button	Y Button
<i>Behind Attack 2</i>	<i>Reverse Suplex</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 1	Gutwrench Suplex	Triangle	Y Button	Y Button
<i>Bentover Attack 2</i>	<i>Kamikaze</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Bentover Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Bentover Behind Attack 1	Back Breaker	Triangle	Y Button	Y Button
<i>Bentover Behind Attack 2</i>	<i>Cobra Twist</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>
Corner Attack 1	Punch Combo	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Hooked Clothesline	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
<i>On Turnbuckle Attack 1</i>	<i>Double Axe Handle</i>	<i>D-Pad + Square</i>	<i>D-Pad + A Button</i>	<i>D-Pad + X Button</i>
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Surfboard	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Neckbreaker	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Superplex	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Choke Slam	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging BrainBuster	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Fisherman Suplex	Triangle	Y Button	Y Button
<i>Vertical Suplex ISP Attack 3</i>	<i>Fisherman Buster</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Vertical Suplex ISP Attack 4	Locked	X	B Button	A Button
Scoop Slam ISP Attack 1	Side Neck Buster	Square	A Button	X Button
Scoop Slam ISP Attack 2	Power Driver	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Locked	Circle	X Button	B Button
Head In Legs ISP Attack 1	FallBack Pile Driver	Square	A Button	X Button
Head In Legs ISP Attack 2	Sit Out Pile Driver	Triangle	Y Button	Y Button
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button
Belly to Belly ISP Attack 1	Belly Belly Push	Square	A Button	X Button
Belly to Belly ISP Attack 2	Bear Hug Slam	Triangle	Y Button	Y Button
<i>Belly to Belly ISP Attack 3</i>	<i>Fly Swatter</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Belly to Belly ISP Attack 4	Locked	X	B Button	A Button
Gutwrench ISP Attack 1	German Suplex	Square	A Button	X Button
Gutwrench ISP Attack 2	High Angle Back	Triangle	Y Button	Y Button
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Twirling Samoan	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeping NeckBreak	Square	A Button	X Button
Full Nelson ISP Attack 2	Russian Leg Sweep	Triangle	Y Button	Y Button
Choke ISP Attack 1	Blatant Choke	Square	A Button	X Button
Choke ISP Attack 2	Rear Chin Lock	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Kick To Groin</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Mount ISP Attack 2	Choke Punch	Triangle	Y Button	Y Button
Entrance Taunt 1	Stop And Taunt Fans	Square	A Button	X Button
Entrance Taunt 2	Threaten Crowd	Triangle	Y Button	Y Button
Entrance Taunt 3	Two Fists Up	Circle	X Button	B Button
Entrance Taunt 4	Point at Ring	X	B Button	A Button

CATEGORY	MOVE NAME	BUTTON COMBO PLAYSTATION®2	BUTTON COMBO GAMECUBE™	BUTTON X-BOX™
FINISHER MOVE				
Running Front Attack	Flying Forearm	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Shin Kick	Square	A Button	X Button
Medium Strike	Calf Kick	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Drop Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Fireman Carry	Triangle	Y Button	Y Button
Front Attack 2	Stinger	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
Behind Attack 2	Abstretch	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Spinning DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Kamikaze	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Octopus Hold	Triangle	Y Button	Y Button
Standing Plancha Attack 1	Top Rope Plancha	Square	A Button	X Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Corner Attack 1	Tornado Ace Crusher	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Back Body Drop	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Jumping Lariat	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Attack 1	Slice	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	TB Leg Drop	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Surfboard	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	Sunset Flip	Square	A Button	X Button
Running On Ground At Side Attack	Running Elbow Drop	Square	A Button	X Button
Running Corner In Attack	Monkey Flip	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Hurricanrana	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button
On Apron Standing Attack	SB Lariat	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	SB Splash	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Vertical Crusher	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Seated Driver	Triangle	Y Button	Y Button
Head In Legs ISP Attack 1	Sit Out Pile Driver	Square	A Button	X Button
Belly to Belly ISP Attack 1	Northern Lights	Square	A Button	X Button
Gutwrench ISP Attack 1	Tiger Suplex	Square	A Button	X Button
Gutwrench ISP Attack 2	Victory Roll Pin	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button
<i>Samoan Drop ISP Attack 2</i>	<i>Fireman Toss</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Full Nelson ISP Attack 1	Full Nelson Sweep	Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Dragon Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 1	Surfboard Stretch	Square	A Button	X Button
Choke ISP Attack 2	Flip Over Neck Whip	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Spinning Toe Hold	Square	A Button	X Button
Holding Legs ISP Attack 2	Boston Crab	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	American Figure 4	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Hands on Hips	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

Brawling

0

Technical

1

High Risk

2

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

1

Charging

1

Cheating

0

MOVES AND ABILITIES

Koko B. Ware

Brawling

1

Technical

1

High Risk

1

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

1

Charging

1

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO	PLAYSTATION®2	GAMECUBE™	X-BOX™
FINISHER MOVE					
Vertical Suplex ISP Attack	Bird Buster	Right Analog	DOWN on D-Pad	Right Analog	
Weak Strike	Shin Kick	Square	A Button	X Button	
Medium Strike	Right Jab	L or R + Square	L or R + A Button	L or R + X Button	
Strong Strike	Jumping Spin Kick	U or D + Square	U or D + A Button	U or D + X Button	
Front Attack 1	Hip Toss	Triangle	Y Button	Y Button	
Front Attack 2	Headbutt	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button	
Behind Attack 1	Back Slide	Triangle	Y Button	Y Button	
<i>Behind Attack 2</i>	<i>Bulldog</i>	<i>L or R + Triangle</i>	<i>L or R + Y Button</i>	<i>L or R + Y Button</i>	
Bentover Attack 1	Spinning NeckBreak	Triangle	Y Button	Y Button	
Bentover Attack 2	Guillotine Scissor	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Bentover Behind Attack 1	Rev Fireman Carry	Triangle	Y Button	Y Button	
Bentover Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Standing Plancha Attack 1	Top Rope Plancha	Square	A Button	X Button	
Running Plancha Attack 1	Senton Plancha	Square	A Button	X Button	
Corner Attack 1	Butt Thrust	Triangle	Y Button	Y Button	
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button	
Opponent Running Attack 1	Drop Kick	Square	A Button	X Button	
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button	
On Turnbuckle Attack 1	Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB Standing Dizzy Attack 1	Slice	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB On Ground Dizzy Attack 1	Moonsault	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
TB Standing Dizzy Floor Attack	Slice	D-Pad + Square	D-Pad + A Button	D-Pad + X Button	
On Belly At Head Attack	Seated Chin Lock	Triangle	Y Button	Y Button	
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button	
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button	
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button	
Running Front Attack	Running Cross Body	Square	A Button	X Button	
Running On Ground At Side Attack	Running Senton	Square	A Button	X Button	
Running Corner In Attack	Flying Butt	Square	A Button	X Button	
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button	
Tree of Woe Attack	Shoulder Thrusts	Triangle	Y Button	Y Button	
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button	
Corner Facing Out Attack	Turn Post Slam	Triangle	Y Button	Y Button	
Corner Sitting Attack	Slingshot	Triangle	Y Button	Y Button	
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button	
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button	
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button	
On Apron Standing Attack	Locked	Triangle	Y Button	Y Button	
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button	
On Apron On Ground Attack	Locked	Triangle	Y Button	Y Button	
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button	
Vertical Suplex ISP Attack 1	Vertical Crusher	Square	A Button	X Button	
<i>Vertical Suplex ISP Attack 2</i>	<i>Corkscrew Suplex</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
<i>Vertical Suplex ISP Attack 3</i>	<i>Hanging Vertical Suplex</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>	
Scoop Slam ISP Attack 1	Scoop Slam	Square	A Button	X Button	
<i>Scoop Slam ISP Attack 2</i>	<i>Seated Driver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Head In Legs ISP Attack 1	FallForward PBomb	Square	A Button	X Button	
<i>Head In Legs ISP Attack 2</i>	<i>Sit Out Pile Driver</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Head In Legs ISP Attack 3	Locked	Circle	X Button	B Button	
Belly to Belly ISP Attack 1	Belly Belly Push	Square	A Button	X Button	
Belly to Belly ISP Attack 2	Northern Lights	Triangle	Y Button	Y Button	
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button	
Gutwrench ISP Attack 1	German Suplex	Square	A Button	X Button	
Gutwrench ISP Attack 2	Victory Roll Pin	Triangle	Y Button	Y Button	
Samoan Drop ISP Attack 1	Samoan Drop	Square	A Button	X Button	
Samoan Drop ISP Attack 2	DeathValley Driver	Triangle	Y Button	Y Button	
Full Nelson ISP Attack 1	Sleeping NeckBreak	Square	A Button	X Button	
<i>Full Nelson ISP Attack 2</i>	<i>Dragon Sleeper</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>	
Choke ISP Attack 1	Flip Over Neck Whip	Square	A Button	X Button	
Holding Legs ISP Attack 1	Boston Crab	Square	A Button	X Button	
Mount ISP Attack 1	Two Elbows	Square	A Button	X Button	
Entrance Taunt 1	Point at Ring	Square	A Button	X Button	
Entrance Taunt 2	Flap Wings	Triangle	Y Button	Y Button	
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button	
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button	

CATEGORY	MOVE NAME	BUTTON COMBO		BUTTON
		PLAYSTATION®2	GAMECUBE™	
FINISHER MOVE				
Running Front Attack	Polish Hammer	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Gut Shot	Square	A Button	X Button
Medium Strike	Right Jab	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Left Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Gorilla Press Slam	Triangle	Y Button	Y Button
Front Attack 2	Divine Hammer	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Sidewalk Slam	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Side Slam	Triangle	Y Button	Y Button
Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Forward Face Buster	Triangle	Y Button	Y Button
Bentover Attack 2	Butterfly Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Back Breaker	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Rack	L or R + Triangle	L or R + Y Button	L or R + Y Button
Corner Attack 1	Climb TB and Pummel	Triangle	Y Button	Y Button
Corner Attack 2	Running Power Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Power Slam	Square	A Button	X Button
Opponent Running Attack 2	Spine Buster	Triangle	Y Button	Y Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Oklahoma Roll	Triangle	Y Button	Y Button
On Belly At Feet Attack	Dragon Cross	Triangle	Y Button	Y Button
Weapon Attack	Duck Cane Swing	Triangle	Y Button	Y Button
Running Front Attack	Shoulder Tackle	Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop	Square	A Button	X Button
Running Corner In Attack	Running Clothesline	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Splash Mtn PBomb	Triangle	Y Button	Y Button
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Press Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Choke Slam	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Hanging Powerslam	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Hanging Vertical Suplex	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 3	Locked	Circle	X Button	B Button
Scoop Slam ISP Attack 1	Twirl Forward Slam	Square	A Button	X Button
Scoop Slam ISP Attack 2	Shoulder Breaker	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Locked	Circle	X Button	B Button
Head In Legs ISP Attack 1	Elevated Powerbomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Cradle Pile Driver	Triangle	Y Button	Y Button
<i>Head In Legs ISP Attack 3</i>	<i>Sit Out PBomb</i>	<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Head In Legs ISP Attack 4	Locked	X	B Button	A Button
Belly to Belly ISP Attack 1	Bear Hug	Square	A Button	X Button
Belly to Belly ISP Attack 2	Fly Swatter	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Locked	Circle	X Button	B Button
Gutwrench ISP Attack 1	Release German	Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Electric Chair</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Mummy Driver	Square	A Button	X Button
<i>Samoan Drop ISP Attack 2</i>	<i>Chest Breaker</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button
Full Nelson ISP Attack 1	Full Nelson Slam	Square	A Button	X Button
Full Nelson ISP Attack 2	Full Nelson Sit Out	Triangle	Y Button	Y Button
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Rear Chin Lock	Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Spinal Tap</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked	Circle	X Button	B Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
<i>Holding Legs ISP Attack 2</i>	<i>Boston Crab</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
<i>Mount ISP Attack 2</i>	<i>Choke Punch</i>	<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Entrance Taunt 1	Flex One Up	Square	A Button	X Button
Entrance Taunt 2	Flex Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

Brawling

2

Technical

0

High Risk

0

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

3

Charging

0

Cheating

0

MOVES AND ABILITIES

"Flyin" Brian Pillman

Brawling

1

Technical

1

High Risk

3

Ground

0

Pinning

0

Corner

0

Hardcore

0

Grappling

0

Charging

0

Cheating

0

CATEGORY	MOVE NAME	BUTTON COMBO	PLAYSTATION®2	GAMECUBE™	BUTTON COMBO	X-BOX™
FINISHER MOVE						
On Apron Standing Attack	Air Pillman	Right Analog	DOWN on D-Pad	Right Analog		
Weak Strike	Chop	Square	A Button	X Button		
Medium Strike	Side Roadhouse	L or R + Square	L or R + A Button	L or R + X Button		
Strong Strike	Super Kick	U or D + Square	U or D + A Button	U or D + X Button		
Front Attack 1	Reverse Leg Sweep	Triangle	Y Button	Y Button		
Front Attack 2	Stinger	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button		
Behind Attack 1	Layout Reverse DDT	Triangle	Y Button	Y Button		
Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Bentover Attack 1	Facebuster	Triangle	Y Button	Y Button		
Bentover Attack 2	Spinning DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Bentover Behind Attack 1	Bulldog	Triangle	Y Button	Y Button		
Bentover Behind Attack 2	Rev Fireman Carry	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Standing Plancha Attack 1	Top Rope Plancha	Square	A Button	X Button		
Standing Plancha Attack 2	Locked	Triangle	Y Button	Y Button		
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button		
Running Plancha Attack 2	Locked	Triangle	Y Button	Y Button		
Corner Attack 1	Tornado Ace Crusher	Triangle	Y Button	Y Button		
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button		
Opponent Running Attack 1	Time Bomb	Square	A Button	X Button		
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button		
On Turnbuckle Attack 2	Spinning Wheel Kick	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button		
On Turnbuckle Attack 3	Locked	D-Pad + Circle	D-Pad + X Button	D-Pad + B Button		
TB Standing Dizzy Attack 1	Hurricanrana	D-Pad + Square	D-Pad + A Button	D-Pad + X Button		
TB Standing Dizzy Attack 2	Slice	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button		
TB On Ground Dizzy Attack 1	Reverse Splash	D-Pad + Square	D-Pad + A Button	D-Pad + X Button		
TB On Ground Dizzy Attack 2	Shooting Star Press	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button		
TB Standing Dizzy Floor Attack	Crossbody	D-Pad + Square	D-Pad + A Button	D-Pad + X Button		
TB On Ground Dizzy Floor Attack	Leaping Elbow	D-Pad + Square	D-Pad + A Button	D-Pad + X Button		
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button		
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button		
On Belly At Feet Attack	STF Submission	Triangle	Y Button	Y Button		
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button		
Running Front Attack	Sunset Flip	Square	A Button	X Button		
Running On Ground At Side Attack	Running Senton	Square	A Button	X Button		
Running Corner In Attack	Monkey Flip	Square	A Button	X Button		
Running Corner Sitting Attack	Bronco Buster	Square	A Button	X Button		
Tree of Woe Attack	Stand on Groin	Triangle	Y Button	Y Button		
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button		
Corner Facing Out Attack	Rake Eyes	Triangle	Y Button	Y Button		
Corner Sitting Attack	Drop Kick to Groin	Triangle	Y Button	Y Button		
Turnbuckle Sitting Attack	Hurricanrana	Triangle	Y Button	Y Button		
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button		
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button		
On Apron Standing Attack	SB Drop Kick	Triangle	Y Button	Y Button		
On Apron Floor Standing Attack	SB Clothesline	Triangle	Y Button	Y Button		
On Apron On Ground Attack	Flip Over Senton	Triangle	Y Button	Y Button		
On Apron Floor Ground Attack	Asai Moonsault	Triangle	Y Button	Y Button		
Vertical Suplex ISP Attack 1	Seated Front Suplex	Square	A Button	X Button		
Vertical Suplex ISP Attack 2	Locked	Triangle	Y Button	Y Button		
Scoop Slam ISP Attack 1	Side Neck Buster	Square	A Button	X Button		
Head In Legs ISP Attack 1	Cradle Pile Driver	Square	A Button	X Button		
Belly to Belly ISP Attack 1	Inverted PileDriver	Square	A Button	X Button		
Gutwrench ISP Attack 1	Victory Roll Pin	Square	A Button	X Button		
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button		
Samoan Drop ISP Attack 1	Fireman Toss	Square	A Button	X Button		
Full Nelson ISP Attack 1	Crossface Wing	Square	A Button	X Button		
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button		
Choke ISP Attack 1	Drop Kick to Head	Square	A Button	X Button		
Holding Legs ISP Attack 1	Single Leg Crab	Square	A Button	X Button		
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button		
Mount ISP Attack 1	American Figure 4	Square	A Button	X Button		
Entrance Taunt 1	Two Fists Up	Square	A Button	X Button		
Entrance Taunt 2	Arms Out	Triangle	Y Button	Y Button		
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button		
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button		

CATEGORY	MOVE NAME	BUTTON COMBO	BUTTON COMBO	BUTTON
FINISHER MOVE		PLAYSTATION®2	GAMECUBE™	X-BOX™
Front Attack	Double Roundhouse	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Gut Shot	Square	A Button	X Button
Medium Strike	Drop Kick	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Tornado Punch	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Chin Crusher	Triangle	Y Button	Y Button
Front Attack 2	Hip Toss	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Back Slide	Triangle	Y Button	Y Button
Behind Attack 2	Atomic Drop	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Spinning DDT	Triangle	Y Button	Y Button
Bentover Attack 2	Butterfly Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Stretch Plum	Triangle	Y Button	Y Button
Standing Plancha Attack 1	Top Rope Senton	Square	A Button	X Button
Running Plancha Attack 1	Senton Plancha	Square	A Button	X Button
Corner Attack 1	Tornado Crusher	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Big Boot	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Shoulder Block	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Attack 1	Slice	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 1	Kamikaze Headbutt	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Locked	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Seated Chinlock	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Ankle Lock	Triangle	Y Button	Y Button
Weapon Attack	Double Chair	Triangle	Y Button	Y Button
Running Front Attack	Running Cross Body	Square	A Button	X Button
Running On Ground At Side Attack	Running Stomp	Square	A Button	X Button
Running Corner In Attack	Angled Splash	Square	A Button	X Button
Running Corner Sitting Attack	Running Drop Kick	Square	A Button	X Button
Tree of Woe Attack	Elbow To Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Choke	Triangle	Y Button	Y Button
Corner Sitting Attack	Stand on Chest	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Bulldog	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Bring In Hard Way	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Chokeslam	Triangle	Y Button	Y Button
On Apron Standing Attack	SB Drop Kick	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	Locked	Triangle	Y Button	Y Button
On Apron On Ground Attack	SB Leg Drop	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Vertical ChestBreak	Square	A Button	X Button
Scoop Slam ISP Attack 1	Fall Away Slam	Square	A Button	X Button
Head In Legs ISP Attack 1	Power Bomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Sit Out Pile Driver	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 1	Head Arm Suplex	Square	A Button	X Button
Belly to Belly ISP Attack 2	Reverse Tiger Suplex	Triangle	Y Button	Y Button
Gutwrench ISP Attack 1	German Suplex	Square	A Button	X Button
Gutwrench ISP Attack 2	Victory Roll Pin	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Face Drop	Square	A Button	X Button
Samoan Drop ISP Attack 2	Leaping Ace Crusher	Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Full Nelson Sit Out	Square	A Button	X Button
Full Nelson ISP Attack 2	Dragon Sleeper	Triangle	Y Button	Y Button
Choke ISP Attack 1	Scissored Arm Bar	Square	A Button	X Button
Choke ISP Attack 2	Flip Over Neck Whip	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Fist to Groin	Square	A Button	X Button
Holding Legs ISP Attack 2	Single Leg Crab	Triangle	Y Button	Y Button
Holding Legs ISP Attack 3	Locked	Circle	X Button	B Button
Mount ISP Attack 1	Reverse Figure 4	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Basic Wave	Square	A Button	X Button
Entrance Taunt 2	Look at Fans	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Right	Circle	X Button	B Button
Entrance Taunt 4	Hands on Hips	X	B Button	A Button

Grappler

MOVE SETS AND ABILITIES

CATEGORY	MOVE NAME	BUTTON COMBO	BUTTON COMBO	BUTTON COMBO
FINISHER MOVE		PLAYSTATION®2	GAMECUBE™	X-BOX™
Belly To Belly ISP Attack	Inverted Pile Driver	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Double Fist Punch	Square	A Button	X Button
Medium Strike	Big Left Punch	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Big Punch to Head	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Divine Hammer	Triangle	Y Button	Y Button
Front Attack 2	Gorilla Press Slam	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Falling Chokeslam	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	DDT Slam	Triangle	Y Button	Y Button
Behind Attack 2	Reverse Suplex	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Gutwrench PBomb	Triangle	Y Button	Y Button
Bentover Attack 2	Forward Face Buster	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	PHandle Power Slam	Triangle	Y Button	Y Button
Corner Attack 1	Running Power Slam	Triangle	Y Button	Y Button
Corner Attack 2	Big Double Chop	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Power Slam	Square	A Button	X Button
Opponent Running Attack 2	Locked	Triangle	Y Button	Y Button
On Belly At Head Attack	Crossface Punches	Triangle	Y Button	Y Button
On Belly At Side Attack	Bow and Arrow	Triangle	Y Button	Y Button
On Belly At Feet Attack	Romero Chinlock	Triangle	Y Button	Y Button
Weapon Attack	Triple Can Hit	Triangle	Y Button	Y Button
Running Front Attack	Spear	Square	A Button	X Button
Running On Ground At Side Attack	Running Stomp	Square	A Button	X Button
Running Corner In Attack	Avalanche	Square	A Button	X Button
Running Corner Sitting Attack	Shoulder Charge	Square	A Button	X Button
Tree of Woe Attack	Punch Combo	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Shoulder Charge	Square	A Button	X Button
Corner Facing Out Attack	Splash Mtn PBomb	Triangle	Y Button	Y Button
Corner Sitting Attack	Corner Power Bomb	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Press Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Choke Slam	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Pile Driver	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Rolling Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Hanging Vertical Sup	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 3	Hanging Powerslam	Circle	X Button	B Button
Vertical Suplex ISP Attack 4	Locked	X	B Button	A Button
Scoop Slam ISP Attack 1	Power Driver	Square	A Button	X Button
Scoop Slam ISP Attack 2	Fire Thunder Driver	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 3	Twirl Forward Slam	Circle	X Button	B Button
Scoop Slam ISP Attack 4	Locked	X	B Button	A Button
Head In Legs ISP Attack 1	Shoulder PBomb	Square	A Button	X Button
Head In Legs ISP Attack 2	Cradle Pile Driver	Triangle	Y Button	Y Button
Head In Legs ISP Attack 3	Sit Out Facebuster	Circle	X Button	B Button
Head In Legs ISP Attack 4	Locked	X	B Button	A Button
Belly to Belly ISP Attack 1	Fly Swatter	Square	A Button	X Button
Belly to Belly ISP Attack 2	OverHead Belly To Belly	Triangle	Y Button	Y Button
Belly to Belly ISP Attack 3	Spinning Belly To Belly	Circle	X Button	B Button
Belly to Belly ISP Attack 4	Locked	X	B Button	A Button
Gutwrench ISP Attack 1	Rolling German	Square	A Button	X Button
Gutwrench ISP Attack 2	Reverse PBomb	Triangle	Y Button	Y Button
Gutwrench ISP Attack 3	Locked	Circle	X Button	B Button
Samoan Drop ISP Attack 1	Samoan Powerbomb	Square	A Button	X Button
Samoan Drop ISP Attack 2	Mummy Driver	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 3	Locked	Circle	X Button	B Button
Full Nelson ISP Attack 1	Katahajime Plex	Square	A Button	X Button
Full Nelson ISP Attack 2	Full Nelson Slam	Triangle	Y Button	Y Button
Full Nelson ISP Attack 3	Locked	Circle	X Button	B Button
Choke ISP Attack 1	Scissored Arm Bar	Square	A Button	X Button
Choke ISP Attack 2	Surfboard Stretch	Triangle	Y Button	Y Button
Holding Legs ISP Attack 1	Ankle Stretch	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Head Shot Combo	Square	A Button	X Button
Mount ISP Attack 2	Locked	Triangle	Y Button	Y Button
Entrance Taunt 1	Arm Flex Wave	Square	A Button	X Button
Entrance Taunt 2	Flex Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Flex One Up	Circle	X Button	B Button
Entrance Taunt 4	Pound Chest	X	B Button	A Button

CATEGORY	MOVE NAME	BUTTON COMBO		BUTTON
		PLAYSTATION®2	GAMECUBE™	
FINISHER MOVE				
Running Front Attack	Sunset Flip	Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Front Kick to Gut	Square	A Button	X Button
Medium Strike	Side Roundhouse	L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Drop Kick	U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Reverse Leg Sweep	Triangle	Y Button	Y Button
Front Attack 2	Double Roundhouse	L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Locked	U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
Behind Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Rocker Dropper	Triangle	Y Button	Y Button
Bentover Attack 2	Spinning DDT	L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Bulldog	Triangle	Y Button	Y Button
Bentover Behind Attack 2	Back Slide	L or R + Triangle	L or R + Y Button	L or R + Y Button
Standing Plancha Attack 1	Top Rope Moonsault	Square	A Button	X Button
Standing Plancha Attack 2	Locked	Triangle	Y Button	Y Button
Running Plancha Attack 1	Run and Clear Plancha	Square	A Button	X Button
Running Plancha Attack 2	Locked	Triangle	Y Button	Y Button
Corner Attack 1	SB Crossbody	Triangle	Y Button	Y Button
Corner Attack 2	Locked	L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Drop Toe Hold	Square	A Button	X Button
On Turnbuckle Attack 1	Missile Drop Kick	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Spinning Wheel Kick	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
On Turnbuckle Attack 3	Locked	D-Pad + Circle	D-Pad + X Button	D-Pad + B Button
TB Standing Dizzy Attack 1	Corkscrew Lariat	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB Standing Dizzy Attack 2	Flip Over DDT	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB On Ground Dizzy Attack 1	Split Leg Moonsault	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Attack 2	Shooting Star Press	D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Floor Attack	Hurricanrana	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Kamikaze Headbutt	D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Drop Kick to Face	Triangle	Y Button	Y Button
On Belly At Side Attack	LaMagistral Pin	Triangle	Y Button	Y Button
On Belly At Feet Attack	Ankle Lock	Triangle	Y Button	Y Button
Weapon Attack	Double Chair Shot	Triangle	Y Button	Y Button
Running Front Attack	High Leg Clothesline	Square	A Button	X Button
Running On Ground At Side Attack	Double Leg Drop	Square	A Button	X Button
Running Corner In Attack	Flying Butt	Square	A Button	X Button
Running Corner Sitting Attack	Bronco Buster	Square	A Button	X Button
Tree of Woe Attack	Stand on Groin	Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Drop Kick	Square	A Button	X Button
Corner Facing Out Attack	Neckbreaker	Triangle	Y Button	Y Button
Corner Sitting Attack	Drop Kick to Groin	Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Hurricanrana	Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip	Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip	Triangle	Y Button	Y Button
On Apron Standing Attack	Flip Over Lariat	Triangle	Y Button	Y Button
On Apron Floor Standing Attack	SB Clothesline	Triangle	Y Button	Y Button
On Apron On Ground Attack	Flip Over Senton	Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Asai Moonsault	Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Vertical Suplex	Square	A Button	X Button
Vertical Suplex ISP Attack 2	Locked	Triangle	Y Button	Y Button
Scoop Slam ISP Attack 1	Fall Forward Slam	Square	A Button	X Button
Head In Legs ISP Attack 1	FallBack Pile Driver	Square	A Button	X Button
Belly to Belly ISP Attack 1	Neck Drop	Square	A Button	X Button
Gutwrench ISP Attack 1	Victory Roll Pin	Square	A Button	X Button
Gutwrench ISP Attack 2	Locked	Triangle	Y Button	Y Button
Samoan Drop ISP Attack 1	Fireman Toss	Square	A Button	X Button
Full Nelson ISP Attack 1	Reverse Facebuster	Square	A Button	X Button
Full Nelson ISP Attack 2	Locked	Triangle	Y Button	Y Button
Choke ISP Attack 1	Drop Kick to Head	Square	A Button	X Button
Holding Legs ISP Attack 1	Single Leg Crab	Square	A Button	X Button
Holding Legs ISP Attack 2	Locked	Triangle	Y Button	Y Button
Mount ISP Attack 1	Two Elbows	Square	A Button	X Button
Entrance Taunt 1	Arms Out	Square	A Button	X Button
Entrance Taunt 2	Two Fists Up	Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Left	Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Right	X	B Button	A Button

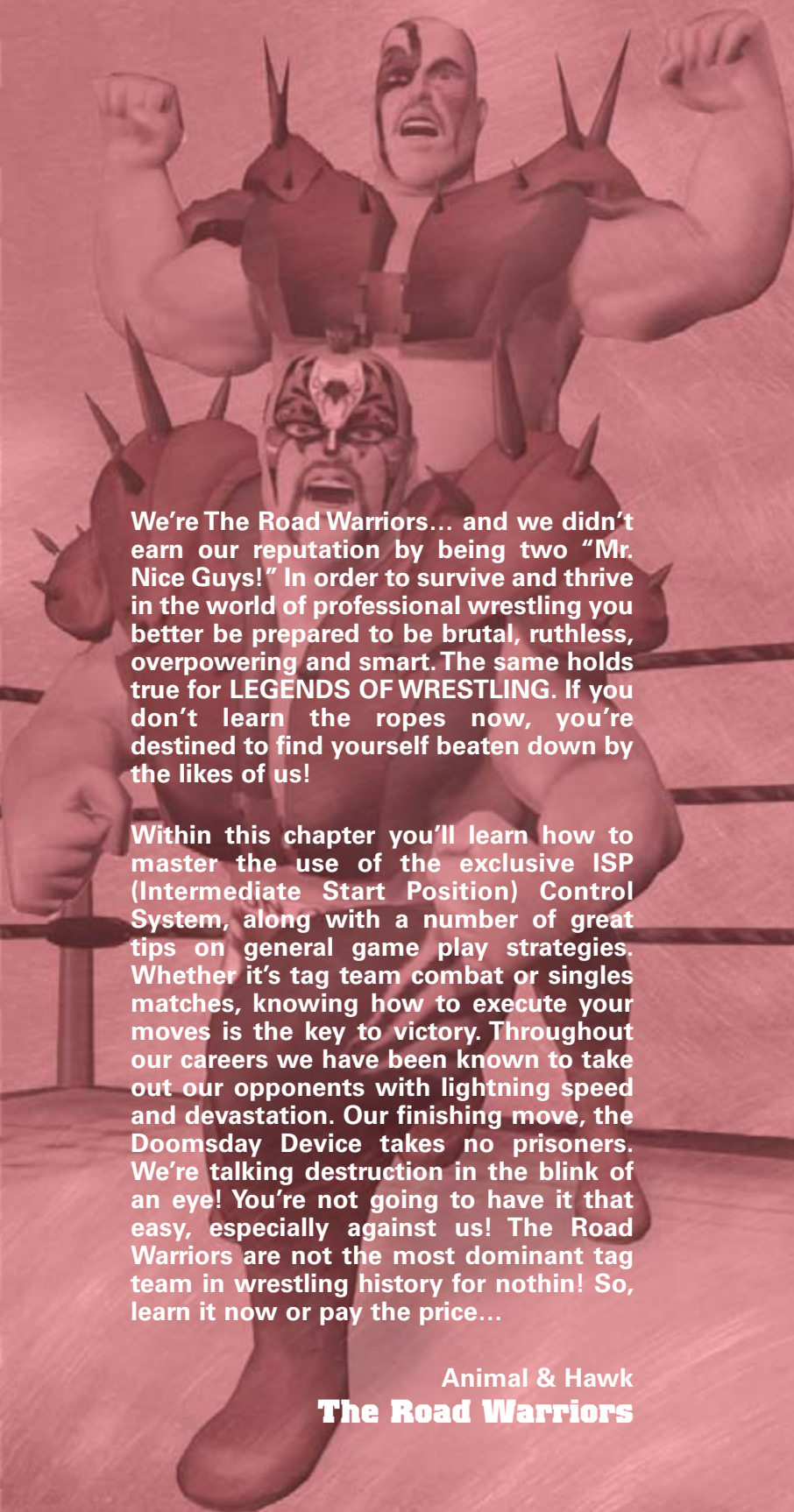
MOVE SETS AND ABILITIES

Scientific

CATEGORY	MOVE NAME	MOVE NAME	PLAYSTATION®2	GAMECUBE™	X-BOX™
FINISHER MOVE					
Choke ISP Attack	Straight Jacket		Right Analog	DOWN on D-Pad	Right Analog
Weak Strike	Chop		Square	A Button	X Button
Medium Strike	Lean In Uppercut		L or R + Square	L or R + A Button	L or R + X Button
Strong Strike	Super Kick		U or D + Square	U or D + A Button	U or D + X Button
Front Attack 1	Enziguri		Triangle	Y Button	Y Button
Front Attack 2	Small Package		L or R + Triangle	L or R + Y Button	L or R + Y Button
Front Attack 3	Firemans Carry		U or D + Triangle	U or D + Y Button	U or D + Y Button
Behind Attack 1	School Boy Pin		Triangle	Y Button	Y Button
Behind Attack 2	Abstretch		L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Attack 1	Double Arm DDT		Triangle	Y Button	Y Button
Bentover Attack 2	Facebuster		L or R + Triangle	L or R + Y Button	L or R + Y Button
Bentover Behind Attack 1	Octopus Hold		Triangle	Y Button	Y Button
Standing Plancha Attack 1	Locked		Square	A Button	X Button
Running Plancha Attack 1	Locked		Square	A Button	X Button
Corner Attack 1	Diamond Dust		Triangle	Y Button	Y Button
Corner Attack 2	Locked		L or R + Triangle	L or R + Y Button	L or R + Y Button
Opponent Running Attack 1	Fujiwara Arm Bar		Square	A Button	X Button
Opponent Running Attack 2	Locked		Triangle	Y Button	Y Button
On Turnbuckle Attack 1	Drop Kick		D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Turnbuckle Attack 2	Locked		D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Attack 1	Jump Hurricanrana		D-Pad + Square	D-Pad + X Button	D-Pad + B Button
TB On Ground Dizzy Attack 1	Senton Bomb		D-Pad + Square	D-Pad + X Button	D-Pad + B Button
TB On Ground Dizzy Attack 2	Locked		D-Pad + Triangle	D-Pad + Y Button	D-Pad + Y Button
TB Standing Dizzy Floor Attack	Crossbody		D-Pad + Square	D-Pad + A Button	D-Pad + X Button
TB On Ground Dizzy Floor Attack	Splash		D-Pad + Square	D-Pad + A Button	D-Pad + X Button
On Belly At Head Attack	Straight Jacket		Triangle	Y Button	Y Button
On Belly At Side Attack	Crossface		Triangle	Y Button	Y Button
On Belly At Feet Attack	STF Submission		Triangle	Y Button	Y Button
Weapon Attack	Russian Leg Sweep		Triangle	Y Button	Y Button
Running Front Attack	Wrap Around DDT		Square	A Button	X Button
Running On Ground At Side Attack	Knee Drop		Square	A Button	X Button
Running Corner In Attack	Monkey Flip		Square	A Button	X Button
Running Corner Sitting Attack	Running Dropkick		Square	A Button	X Button
Tree of Woe Attack	Shoulder Thrusts		Triangle	Y Button	Y Button
Running Tree of Woe Attack	Running Dropkick		Square	A Button	X Button
Corner Facing Out Attack	Turnpost Slam		Triangle	Y Button	Y Button
Corner Sitting Attack	Slingshot		Triangle	Y Button	Y Button
Turnbuckle Sitting Attack	Superplex		Triangle	Y Button	Y Button
Apron Tieup Attack - In Ring	Sunset Flip		Triangle	Y Button	Y Button
Apron Tieup Attack - On Apron	Sunset Flip		Triangle	Y Button	Y Button
On Apron Floor Ground Attack	Locked		Triangle	Y Button	Y Button
Vertical Suplex ISP Attack 1	Snap Suplex		Square	A Button	X Button
<i>Vertical Suplex ISP Attack 2</i>	<i>Fisherman Suplex</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Scoop Slam ISP Attack 1	Shoulder Breaker		Square	A Button	X Button
<i>Scoop Slam ISP Attack 2</i>	<i>Fall Forward Slam</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Head In Legs ISP Attack 1	Sit Out Pile Driver		Square	A Button	X Button
<i>Head In Legs ISP Attack 2</i>	<i>Sit Out PBomb</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Belly to Belly ISP Attack 1	Northern Lights		Square	A Button	X Button
Gutwrench ISP Attack 1	German Suplex		Square	A Button	X Button
<i>Gutwrench ISP Attack 2</i>	<i>Tiger Suplex</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Samoan Drop ISP Attack 1	Samoan Drop		Square	A Button	X Button
Samoan Drop ISP Attack 2	Locked		Triangle	Y Button	Y Button
Full Nelson ISP Attack 1	Sleeper Submission		Square	A Button	X Button
<i>Full Nelson ISP Attack 2</i>	<i>Dragon Sleeper</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 1	Spinal Tap		Square	A Button	X Button
<i>Choke ISP Attack 2</i>	<i>Dragon Lock</i>		<i>Triangle</i>	<i>Y Button</i>	<i>Y Button</i>
Choke ISP Attack 3	Locked		Circle	X Button	B Button
Holding Legs ISP Attack 1	Elevated Crab		Square	A Button	X Button
Holding Legs ISP Attack 2	Boston Crab		Triangle	Y Button	Y Button
<i>Holding Legs ISP Attack 3</i>	<i>Figure Four</i>		<i>Circle</i>	<i>X Button</i>	<i>B Button</i>
Mount ISP Attack 1	Fuji Arm Bar		Square	A Button	X Button
Mount ISP Attack 2	Locked		Triangle	Y Button	Y Button
Entrance Taunt 1	Two Fists Up		Square	A Button	X Button
Entrance Taunt 2	Hands on Hips		Triangle	Y Button	Y Button
Entrance Taunt 3	Slap Hands Right		Circle	X Button	B Button
Entrance Taunt 4	Slap Hands Left		X	B Button	A Button



ISP & GENERAL GAMEPLAY



We're The Road Warriors... and we didn't earn our reputation by being two "Mr. Nice Guys!" In order to survive and thrive in the world of professional wrestling you better be prepared to be brutal, ruthless, overpowering and smart. The same holds true for LEGENDS OF WRESTLING. If you don't learn the ropes now, you're destined to find yourself beaten down by the likes of us!

Within this chapter you'll learn how to master the use of the exclusive ISP (Intermediate Start Position) Control System, along with a number of great tips on general game play strategies. Whether it's tag team combat or singles matches, knowing how to execute your moves is the key to victory. Throughout our careers we have been known to take out our opponents with lightning speed and devastation. Our finishing move, the Doomsday Device takes no prisoners. We're talking destruction in the blink of an eye! You're not going to have it that easy, especially against us! The Road Warriors are not the most dominant tag team in wrestling history for nothin! So, learn it now or pay the price...

Animal & Hawk
The Road Warriors

Wrestling Venues

Legends of Wrestling features 10 different arenas that you will come across during the course of your career, or that you can select for an exhibition match. Each arena has its own personality and it's up to you to decide where you like wrestling the most.



PACIFIC ARENA

The Pacific Arena showcases the "Wild West" attitude that wrestlers from the region embody. Rowdy cowboys and cowgirls that want some wrasslin action surround the ring in this arena. The dirt floor around the outside of the ring area indicates that this arena is also used for various rodeo acts that come through these Pacific cities.



MIDWEST ARENA

The Midwest Arena was built tough just like the legends of the area. To start off with, the entire balcony sections are built out of steel. The entryway sporting the Midwest region logo is also made out of steel. This venue is truly a battleground for the strong at heart.



SOUTHWEST

This rugged arena in the Southwest region makes up for what it lacks in capacity with its pure hardcore grittiness. The arena appears to have been converted from an industrial warehouse. If you look at the entranceway when your wrestler comes down to the ring you'll see "Zone D Area 27" written on the door. While this place may seem like a "fixer-upper," this is the territory that brought us wrestling greats like the Funk brothers and the Von Erich family.



SOUTHEAST

In a back alley of the Southeast region, the Southeast Arena thrives. Only those fans that wish to see the most hardcore of matches know about this makeshift venue. And that's a good thing, considering the police would be all over this place if they new it existed. But as with any ring where belts can be won or lost, these fans have plenty of bleachers to fill around the outside of the ring. These fans are nuts, and they will really boost your charisma meter whether you're loved or hated.



NORTHEAST

In the grand tradition of arenas like Madison Square Garden and the Boston Garden, the Northeast Arena screams greatness. This venue features really bright lights on the walkway into the ring and over the ring itself, so everyone in the stands can get a good look at their favorite legend. This true arena is always at full capacity despite its two huge tiers of seating. What this means for you is simple. Take full advantage of this monster crowd and make sure to hit all your spots.



THE WORLD ARENA

The World Arena has earned its name by being that much bigger and better than the regional arenas. This is where the World title is won or lost, so you should get very familiar with this ring and its imposing atmosphere. With the most complex and ornate entranceway out of any of the venues, it is truly world-class. Thousands of fans from every nation surround the ring and cheer for their favorite wrestler. You'll find out when wrestling in this arena, that the fans here are very hard to impress, or

depress depending on whether you're hated or loved. However, if you are persistent their cheering level will improve tremendously. And that's a very important tactic to remember whenever you wrestle here.



THE BACKLOT

The Backlot Arena, if it can even be called an "arena," is located in surroundings very similar to the Southeast Region's backlot arena. This is also the first of the locked areas in Legends of Wrestling. The venue can only be opened by playing through the career mode. The similarities between this arena and the Southeast Region's end once you get to the ring. Appearing not as professional, but definitely more hardcore, the Backlot Arena's ring is patched up in various places indicating

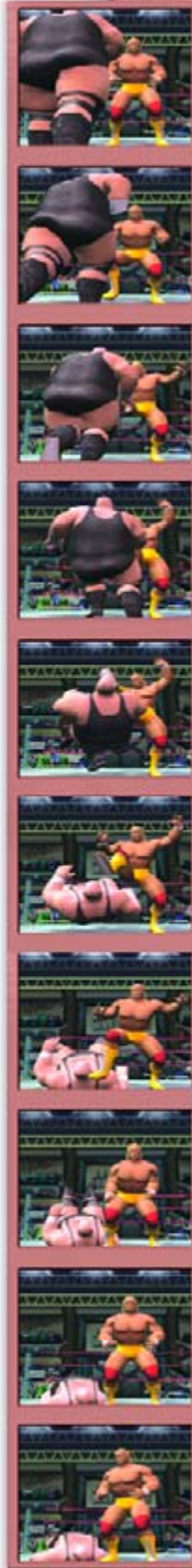
that some serious stuff went down here. Hardcore matches are what the fans of this place come to see. So make sure you include plenty of chair, bat and 2 x 4 shots to your opponent's head.



FABER GYMNASIUM

A little known fact is that most of the professional wrestling matches taking place today occur inside "arenas" like this one, the Faber Gymnasium, the second locked arena. The Faber Gymnasium is currently between home basketball games, which means it's time for the legends to visit the high school and do some "wrasslin." Flanked on either side by basketball hoops, the Faber ring looks somewhat unsteady, but the action inside almost makes it appear like you're at Madison

Square Garden. For the independent promotions around the world, this is the type of place where you would start. The crowd here shows its enthusiasm only by cheering or booing for the very best of wrestling spots.



ISF GENERAL GAMERPLAY



IGUANA HOTEL AND CASINO

The Iguana Arena is one of the older arenas in Legends of Wrestling and is also locked until opened in the career mode. As you will see, the arena is lined with old pictures of boxers and wrestlers from the 1920s. In the night they say that you can still hear the bell ring from matches of long ago. However the crowds here are not stuck in the past. They have large sums of money riding on your match. Feel the pressure? Well you will, once

you step through the curtains of the entranceway and the crowd shows their support by cheering you on to victory or booing you out the doors to the poker tables!



ACEVEDO BEACH RESORT

Have you ever wanted to wrestle at the beach? Well now you can in the best of the locked arenas, or at least the most colorful. Set at the water's edge, this "Muscle Beach" arena is the "homeport" to many of the legends in the game. They hailed from seaside communities and did a lot of their training at beaches just like this. The crowd is pretty laid back here, but have a positive attitude about any of the big moves you want to perform. But

they're also wrestling savvy as well, so they'll know soon enough if you're giving them the type of thrills they've come to see.

ISP (Intermediate Start Position)

Legends of Wrestling is the latest in a long line of Acclaim wrestling games. From title to title there have been many significant innovations in the way the games are played, whether it's the Create-A-Wrestler mode, or the Hardcore Revolution of the last series of wrestling games. This year in Legends of Wrestling, the innovation is the ISP grappling system.

No, the newest innovation in wrestling games is not psychic ability (as in "ESP") for all the wrestlers. ISP stands for Intermediate Start Position. This acronym revolves around the way two wrestlers grapple with each other and how the moves come out at the end.

An ISP starts whenever you lock up with another legend. The most common lock-up is the tie-up. This is the beginning of the ISP and you are at the intermediate start position. After initiating the tie-up (or any of the other lock-up or action positions like back tie-up, choke, running, etc.), press one of your move buttons of which there are four. This will make your wrestler perform a secondary ISP like "Head Between Legs" where you put the opponent in the Pile Driver position, or the "Belly to Belly" position where you pull the opponent in close for a suplex move.



Certain ISPs have only one secondary position that you'll get when you press any of the four face buttons. But some ISPs like the tie-up have four secondary ISP positions.



Once you're in this secondary ISP you have some options. If you press no additional buttons, your wrestler will perform the default move for that secondary ISP (If the secondary ISP is the "Scoop Slam" position, then default would probably be the Scoop Slam). If you press one of the four face buttons and you have multiple moves for that secondary ISP, each face button would either perform its own trick or the default one. So for example, if you have four secondary ISP moves 3 of the face buttons will perform a different move and the 4th button will do the default move. If you only have three secondary ISP moves, two of the buttons will perform the default move, while the third and fourth face buttons will do the third and fourth move for that ISP respectively. To find out which buttons are attached to which moves in each wrestler's ISP, refer to the individual legend move sets chapter in the guide, or look in the game in the Create Mode. They're both invaluable if you want to do well in this game.



ISPs that aren't lock-up positions, like Running, Opponent Running and others have no secondary ISPs in the same way that lock-up moves do. They're similar in the sense that a movement ISP's secondary action is dependent upon where the opponent is. For instance in the tie-up ISP, the secondary ISP would be "Belly To Belly" or "Scoop Slam" depending on what position you have your opponent in. If you're doing a Running ISP, the move you will do at the end, is all based on where the opponent is, whether the opponent is standing, sitting, on the arena floor outside of the ring or is in the corner. This allows for a wider range of possibilities and higher numbers of tricks for you to perform in the end.

All in all, the ISP system is very useful for performing different combinations of moves. But there's one game play tactic that is the ISP's worst enemy... the reversal.



When you begin a lock-up ISP move, a red swoosh will appear underneath your opponent's life meter. This is the reversal meter. Within the red swoosh is a small section of green known as the reversal window. As soon as the swoosh appears a white line will slide from left to right, along the swoosh and it's your opponent's job to hit the main face button to stop the line in the green reversal window. If he does this, then your move will be reversed and you'll have a new move performed on you.



Your defense to the reversal is two-fold. First, when the new move is performed on you, you'll have the opportunity to reverse with a faster moving reversal meter that has a smaller reversal window. While it's tough to hit the window when you're counter-reversing, it's almost impossible for the opponent to hit his next, even faster reversal window.

Your second line of defense is a little more complicated and requires a lot of coordination. When you first start to



ISP & GENERAL GAMER PLAY

lock up with your opponent and his reversal meter comes up, you can stop his white line before he does. If you press the button while the line is in the green window before your opponent hits the green window, then his reversal is locked out and your intended move is performed.

No one said mastering the art of professional wrestling would be easy.

General Game Play

The general game play of Legends of Wrestling is quite different depending upon whether or not you are wrestling in Exhibition Modes or the Career Mode. The Career Mode's game play strategies can be found in Chapter 5 of this guide.

In any regular match the object, obviously, is to pin your opponent before he can pin you and this means holding his shoulders to the mat for a three-count. When you start a match your first step toward that goal is to wear your opponent(s) down.

Starting off with a tie-up is always a good choice since you have many different combinations of moves. Try to be methodical in your move selections, paying specific attention to when the reversal meter pops up so you can be assured that you'll be the one bringing the pain instead of receiving it.

Before any match you should examine your wrestler's move set. The key to winning your match is knowing where you should maneuver your opponent so that you'll have access to the largest amount of moves. For example, if you don't have a wide array of moves at your disposal when your opponent is sitting in the corner, then you'll have to concentrate on getting him stunned on his belly so you can perform your deadliest move such as the "Camel Clutch." This "sweet spot" is different for every wrestler, so find one that suits your personality and spend some time learning what moves he has and where he can initiate them.



Everyone gets in trouble at some point in the match, and this should be your cue to r-u-n. Running away is not as cowardly as you might think. When an enemy can't get near you, you can think about your next move, get into a dominant position, or get a weapon.



When you're in the ring and you need to get away, immediately run to the nearest set of ropes, preferably away from your opponent, and get out of the ring. Here you can wait for your opponent to get out of the ring. Once he does, you can slide back in, giving you the dominant position inside the ring. Or, you can pull a weapon out from under the ring apron and wait for your opponent to get within striking range. Then you can let him have it!



Many players prefer using the weapon because it really does two things. First of all, and it goes without saying, a weapon causes a lot of damage to your opponent. Secondly, it raises the crowd meter closer to the level where you can perform your finisher.

After your opponent is on the ground unconscious you can boost your crowd meter even more by doing your taunt. This is a good way to get the crowd meter into the full position, allowing you to perform your finisher.



Another aspect of general game play you should become familiar with is the "Button-Mash" icon that appears when you are dizzy, unconscious, getting pinned, performing a submission move or getting one performed on you. This icon appears with an animated finger pounding on a designated button and has a small meter that will refill a little more every time you push the button. This task of coordination is a very important element to master, and could mean the difference between winning and losing the match.

You'll know it's time to pin your opponent when his meter is at least a quarter of the way into the red. This is when you should pump up your crowd meter by doing the taunt or using a weapon. Once your crowd meter is flashing, you can perform your finisher providing the enemy is stunned and in the proper position. If you try to boost the crowd meter too much, it'll return to zero percent and any hopes of performing a finisher is delayed until you can get the crowd riled up again.



Remember that the key to winning the match is knowing your move set. If you don't feel like studying move sets, you can go into a match and do "ok" by using what you've read here or you can create a legend with a move set of your own. Either way, plan on having a good time and setting up some legendary battles between legends of different eras.



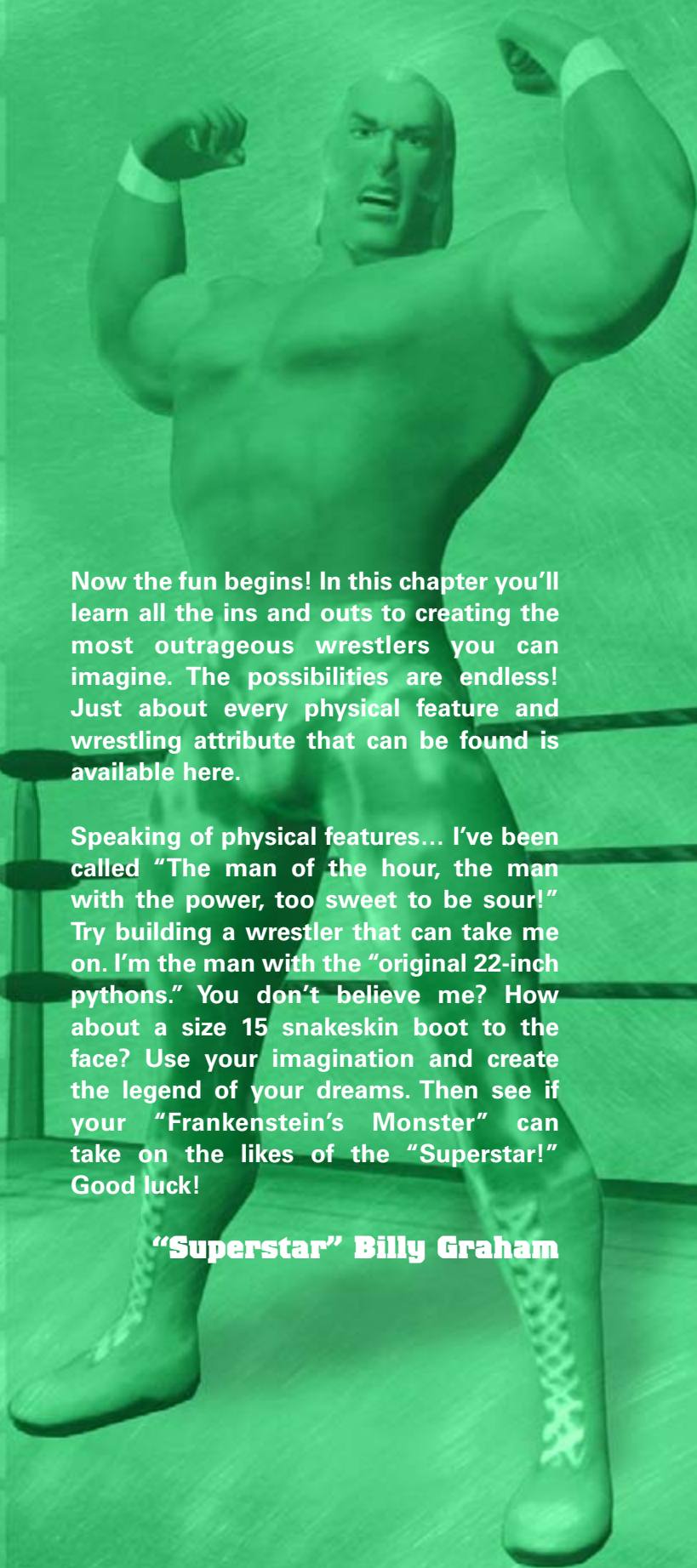


CREATE-A-LEGEND

Now the fun begins! In this chapter you'll learn all the ins and outs to creating the most outrageous wrestlers you can imagine. The possibilities are endless! Just about every physical feature and wrestling attribute that can be found is available here.

Speaking of physical features... I've been called "The man of the hour, the man with the power, too sweet to be sour!" Try building a wrestler that can take me on. I'm the man with the "original 22-inch pythons." You don't believe me? How about a size 15 snakeskin boot to the face? Use your imagination and create the legend of your dreams. Then see if your "Frankenstein's Monster" can take on the likes of the "Superstar!" Good luck!

"Superstar" Billy Graham



Create-A-Legend

One of the best features in any of Acclaim's past wrestling games has been its extensive Create-A-Wrestler system. Loaded with different body types, masks, and assorted other things including a new entrance wear option, Legends Of Wrestling's Create-A-Legend Mode carries on the tradition.

The important thing about any Create-A-Wrestler Mode, or in this case, Create-A-Legend, is what it gives you: replay value. There are literally thousands of different combinations of wrestlers that you can craft. You could make a King Kong Bundy-sized wrestler who is a high-flyer like Jimmy "Superfly" Snuka. You could make a grizzled-looking wrestler wear pink. There is a lot to this mode so let's take a look at the different features it offers.

GENDER

Okay, so what do you want to be a guy or a girl? Since most of you will initially pick the male gender, let's talk about the female side of things first so that you can make an informed decision.

The female race actually isn't any weaker when it comes to this mode. You can make the women just as strong as the guys. What you'll probably like most, though, are the crazy outfits you can get them into. Not to mention giving them different body types as well. Ever wrestle with an obese woman before? If not, than this is the mode for you.

The male gender is where it really starts to get interesting, not because they have many more options than the female side of things. You'll simply be able to put together certain combinations of options to create some really recognizable legends. Once you decide what sex you want to be, you'll move onto the main Create menu.

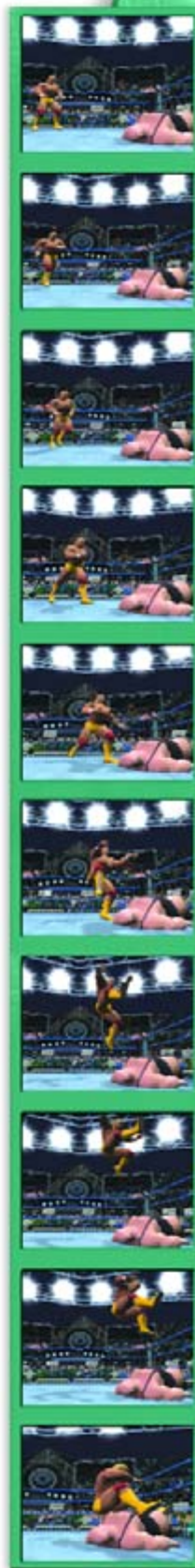


MAIN MENU

This is where you'll spend 90% of your time while you're creating a wrestler. In these different menus you'll set your wrestler's move set, his clothes, his entrance attire, and even his entrance music, to name but a few of these options. The first menu you should enter is 'Appearance.'

APPEARANCE

The 'Appearance' menu has five different tabs in it, designating the different factors you can switch to transform the way your wrestler looks. In the 'Body Type' menu you obviously select the shape of your wrestler. Fat, skinny, barrel-chested or anything else you would like, you have the freedom to create any of these classic wrestling body types.



CREATE-A-LEGEND

An interesting feature, which is new to the Create-A-Legend Mode, is the ability to design a tattoo and modify the current selection (for PS2 and X-Box versions only). If you look at the top of the screen you'll see three bubbles at the top. These are the options to create (default option), design or modify. In the 'Body Type' menu you can only modify, but the other options in the 'Appearance' over-menu will let you do both. For instance you can modify the body to have diseased skin, a hairy rug of a chest, or you can make his skin blue. In the other 'Appearance' menus you'll be able to design tattoos or face paint with the left-to-right tab with Legends of Wrestling's built-in paint program. Don't worry if you don't feel like working the paint program, there are always tons of pre-built patterns you can use in place of tattoos or face paint.

The 'Head' menu is the next place you'll go when designing the appearance of your wrestler. The things you can do with this head interface are pretty much the same options you saw in the previous body menu with one exception. You can adjust the size of the wrestler's head. You can give him a huge noggin or a shrunken head. There are no limits in this mode.



The next option down from the 'Head' menu is the 'Upper Body' menu. You'll definitely spend a lot of time here constructing the upper in-ring attire for your grappler. In this mode you can also design tattoos, make the hands grow to five times their normal size, and you'll be able to find some very recognizable outfits from the in-game wrestlers like Bret Hart, Jerry Lawler and Ivan Koloff to name just a few. If you want to make a wrestler with a "Kung-Fu grip" hand, you can do that too!

The 'Lower Body' menu finishes off the style you started above. Here you select your wrestler's tights, jeans, daisy dukes or what have you. Don't forget that it's here where you can select your wrestler's boots as well. Never before have you been able to have Bret Hart's boot on one foot and the Iron Sheik's on the other. Other options include being able to make the thigh and calf areas different sizes, and of course your choice of tattoos and patterns for your wrestler's lower body.

Finally we have the 'Entrance Gear' menu that lets you choose what you want to wear and/or carry to the ring. Options here include glittering robes worn by past legends, the Iranian flag, a chain and even Jerry Lawler's crown. You can combine the things from all of your favorite wrestler's intros into the dream entrance you've always wanted to see. It's truly amazing to see the different kinds of monstrosities that come out of the 'Appearance' menu. But the next of the main menus allows you to create your legend's identity, which is sometimes even more important than how you look.

PROFILE

The profile section is broken up into four sections: Names, Music, Manager and Crowd. You should start in the Name section and decide what your wrestler will be

known as. Here you can enter you legend’s full name, short name, nickname, finisher and hometown. It’s all pretty straight forward; just make sure it’s something cool.

The Music section lets you choose the music that will accompany your wrestler’s flight to greatness. You can choose any of the classic themes belonging to the real legends in the game.

The Crowd section lets you choose whether or not you want to be hated or loved by the crowds. You either love to be cheered or you love to hear the boos.

The Manager menu lets you select four different managers who will be with you while you come up through the ranks. Do you want someone like Mr. Fuji who will throw salt in your opponent’s face so that you can get the win? Or do you want someone with the experience of Hulk Hogan who has been through just about everything? It’s your choice.

MOVE SET

The move-set section is one you’ll spend a lot of time in as well. The easiest thing for you to do is to select a legend’s move-set that you’re familiar with, and modify it slightly to suit your playing style. If you really want to get down and dirty, make a new move-set and enter move category by move category.



After selecting a move category (Ready, Tie-up, Behind, etc.), you’ll see four categories that show the moves for that sub-section of the category. Select any of these sub-sections and you’ll get a visual representation of how the moves in that category work. Here is where you can change the move. You’ll also notice that some moves are locked. The locked moves will become available as you play through Legends of Wrestling’s Career Mode.



ATTRIBUTES

The Attributes menu will let you assign points to the different core values of your wrestler. Attributes are broken up into Strength, Recovery, Toughness, Speed, Mat Skills and Charisma. Strength is the amount of damage you do to other wrestlers. Recovery is how fast you’ll get up after being knocked down and how soon you’ll recover from dizziness. Toughness is a defensive attribute that will limit the amount of damage you

take from other grapplers beating on you. Speed is how fast you move. Charisma is how much the crowd will cheer when you perform your spots. Charisma is very important if you want your crowd and popularity meter to go up quickly. If you want a huge bear of a wrestler like Ivan Koloff or King Kong Bundy, you’ll probably want to



CREATE-A-LEGEND

put most of your attribute points into Strength and Toughness. If you want a high-flyer, then Mat Skills and Speed are very important. No matter what type of wrestler you want, always try to put some points into Charisma as well.

ABILITIES

Abilities are an extension of your attributes. If you build a created wrestler the first time you turn on the game, you won't have too many points to put into the different categories here, but that will change once you tackle the Career Mode. After that, you can put up to three points into any of the categories here. If you're a big man, put your points into "Brawling." If you're a technical wrestler buff up the "Ground Fighting" category.



The truth is, even if you're a high-flyer, you can put points into "Brawling" or other big-man abilities, but that should come secondarily to the abilities that you'll need for high-flying.

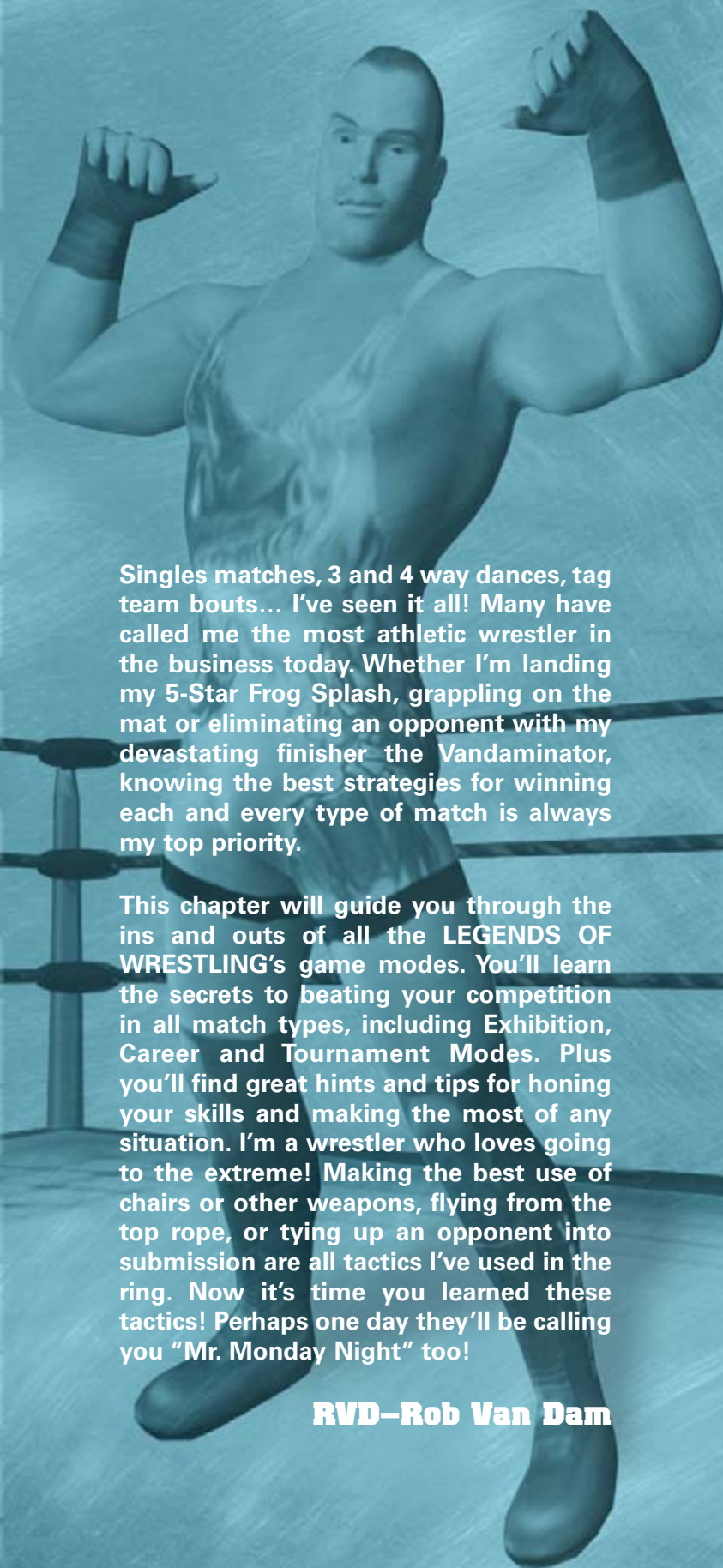
SIZE

The Size menu allows you to create the height and weight for your wrestler. These two size parameters are pretty much a statistical thing and won't affect your actual wrestling ability. But tell the truth... you want to be 7'0" tall and weigh 500 lbs, don't you?

Legends of Wrestling's Create-A-Legend Mode is a lot of fun and offers countless hours of great replay value. Give it a go and see what kinds of crazy combos you can put together!



GAME MODES & STRATEGY



Singles matches, 3 and 4 way dances, tag team bouts... I've seen it all! Many have called me the most athletic wrestler in the business today. Whether I'm landing my 5-Star Frog Splash, grappling on the mat or eliminating an opponent with my devastating finisher the Vandaminator, knowing the best strategies for winning each and every type of match is always my top priority.

This chapter will guide you through the ins and outs of all the LEGENDS OF WRESTLING's game modes. You'll learn the secrets to beating your competition in all match types, including Exhibition, Career and Tournament Modes. Plus you'll find great hints and tips for honing your skills and making the most of any situation. I'm a wrestler who loves going to the extreme! Making the best use of chairs or other weapons, flying from the top rope, or tying up an opponent into submission are all tactics I've used in the ring. Now it's time you learned these tactics! Perhaps one day they'll be calling you "Mr. Monday Night" too!

RVD—Rob Van Dam

Modes

The Main Menu in Legends of Wrestling has a number of different game modes for your gaming pleasure. Take a look at them and then read on to find the best ways to get through them in one piece.

EXHIBITION

The Exhibition Mode will probably be what you play the most. Without the restrictions of the Career Mode, Exhibition lets you match up any two legends and pit them against each other. The Exhibition menu has four different types of matches that you can try, and an Arenas menu so that you can choose from any one of the ten arenas to wrestle in.

VERSUS



Versus is the match type that can be considered "One-on-One" at its very best. Two legends will enter the squared circle, however only one will leave victoriously. Going "mano a mano" is sometimes much more difficult than the match types involving three people, simply because there isn't anyone else to distract your opponent. This is also advantageous for you, because you don't have to worry about anyone else getting in the way of your offensive moves.

Your strategy in this match type should revolve around the basics. Keep tying up with your opponent, and try to plan an attack using your knowledge of your legend's move set. Try not to attempt any big damage moves at the outset of the match. This could leave you vulnerable for a counter-attack. Once your opponent is down to the end of his blue health meter, it's time to start inflicting some heavy damage. At this point you can begin to attempt more risky moves to inflict some real pain! One sure way to accomplish your mission is to leave the ring and start pounding on him with any weapons you might pull out from under the ring. This will get him into the red rather quickly and you'll soon be able to perform your finisher, or any other pin, and end the match quickly.

3 WAY DANCE

The first thing you should know about a 3 Way Dance is that it is an elimination type match. This means that the match doesn't end when the first wrestler is pinned. The match only ends when there's one legend left standing. Start by selecting any three available wrestlers and then proceed on to the match.

There are a lot of things strategy-wise that you can do to succeed in this match type. First of all, since only two people can lock up with each other, it invariably means that one wrestler will be left alone. If that wrestler is you, you'll have a number of options

you can choose from. You can wait for the two wrestlers to damage each other before stepping into the mix or you can double-team one of the wrestlers to inflict higher damage and finish him off before moving on to your other opponent. The first option is probably your best. Another thing you might want to think about... Why not get a weapon to use once the two other wrestlers start looking for you?

Unfortunately both of your opponents will be looking to get you as well. This could definitely get out of hand quickly so don't panic. Running away is the worst thing to do at this point because you will usually get caught. Remember there are two wrestlers trying to get you. The best thing to do is to tie up with one of your opponents and concentrate on him. The other wrestler will have a hard time connecting with you while you're in the process of performing moves. So, if you just continually work on the other wrestler until he gets into his red health meter you should be safe against heavy damage from your other opponent.



If the other wrestler you are engaging turns his attention to your victim, then by all means let him finish him off and get the pin. Once one of the two other legends gets pinned, you can play this match like a regular versus type encounter.

4 WAY DANCE

This is the match type only recommended for expert players. It gets very frustrating if you can't maneuver yourself well in the ring and you may have trouble trying to decide which opponent to get first. If you can manage those things then you'll really have a lot of fun in this knockdown, drag-out, epic fight to be the last man standing.

Since these matches involve four different people it's really difficult to try to plan an attack when you're surrounded by three opponents, so the first thing you want to do is get outside of the ring quickly. If all three of your opponents follow, make sure to get a weapon. If only two follow, the third will come sooner or later to take one of the chasers off your back. The best thing to do is sit tight in this situation because help's on the way. If only one of your opponents comes outside of the ring with you, just fight the "one vs. one" game that you honed in your versus matches and take your opponent out quickly. Since you're out of the ring, always take advantage of the weapons at your disposal.

Don't forget that your back is always in danger. The two wrestlers in the ring could decide that you're the real target and go after you. In this case it's best if you can dizzy the legend you were fighting at first and then just tie up each of the incoming attackers until they too are dizzy. Always work towards getting that weapon from underneath the apron. It will save the match here for you as well.



As soon as the first pin happens you know someone will be on their way to you, so take advantage of your manager to distract the referee and delay the pin. Also, if you make sure that you are the one who gets the first pin, the rest of the match will be a piece of cake. Just use the 3 Way Dance strategies from here on out.



TAG TEAM



Being on a tag team means that you must play a very different role than you would in singles competition. This is admittedly hard for most wrestlers to do since they're trained with singles wrestling in mind. But some teams of wrestlers are strangely stronger together than they would be as singles. The best of these tag teams are here in Legends of Wrestling. You can pit Mr. Fuji and Nikolai Volkoff against The Rock and Roll Express or The Road Warriors against Sabu and

RVD... once a hugely successful tag team.

The Tag Team Match is very similar to past Acclaim Tag Team Modes but simplified in many ways. Things like tagging your partner in or calling for his help are now accomplished with just one button press.

As your match starts out you should be attempting to get your opponent into your corner. This will create the opportunity you've been waiting for. Call your partner in and do some double-teaming. This is the quickest way to vanquish any tag team. Your tag partner can only come into the ring for five seconds so be very mindful that you should save some of those five seconds for where he can help the most. When you get your opponent down into the red and go for the pin make sure to do it towards your corner and make sure to call your tag partner in to deal with the other team's tag partner. The secret to any match is using your tag partner effectively.

It is also important to know when to tag out of the match. If you're not mounting much offense against your opponent and he is killing your health meter, block his advances and tag out. The tag will cause the other team's tag partner to leave the opponent's corner and initiate a four-person brawl in the middle of the ring for five seconds. This mayhem is what makes tag teaming so much fun.

Career Mode

The Career mode is the "meat and potatoes" mode of Legends of Wrestling. It's here where you can unlock new wrestlers, new moves and attribute points for your created wrestlers.

The mode is broken up into 7 regions for you to play through: Northeast, Pacific, Southeast, Southwest, Midwest, United States and the World. Each of the five regional areas has three cities in it that you'll compete in. The United States covers all U.S. regional cities, and the World covers, Tokyo, Japan, Montreal, Canada and Mexico City, Mexico. The object of the Career Mode is to go into a region, raise the popularity meter to 100 percent, and win the region's championship match. Then defend your title three or four times and move on to an adjacent region.

The popularity meter is really what makes this mode unique. Unlike Exhibition matches, Career matches have a "Match Excitement Meter" that appears between the health meters during gameplay. With every shot on your opponent, the Match Excitement Meter will get fuller and fuller. If you hit the opponent with a chair or any weapon the Match Excitement Meter will fill more quickly. If you're on the turnbuckle and perform a huge spot from there, this too will boost the match excitement more than a simple punch would.



Once the match is complete, the Match Excitement Meter will get transferred into the Popularity Meter for that region. If your Match Excitement Meter is filled up 100% then that translates roughly into a 20% fill of the Popularity Meter. Also if you don't perform a lot of combos, or don't execute exciting spots, a small percentage will be deducted off of your final Match Excitement Meter before it's transferred into popularity.

As you start the Career Mode you'll be asked to select one of the 5 starting regions: Northeast, Southeast, Midwest, Southwest or Pacific. Select a region and start to wrestle your way to the top. As you fight the Versus, 3 Way Dance, and 4 Way Dance match types that you'll encounter in each region, remember to have a strategy prepared for each match. As always, it's critical to use weapons in these matches and know your move set like the back of your hand.



As mentioned earlier, each region has three cities associated with it, the United States uses all of the regions' cities (so you could literally be fighting in 6 different ones) and the World Region has three international cities. Here's the breakdown by region:



NORTHEAST

*New York City
Boston
Philadelphia*



SOUTHWEST

*Dallas
Las Vegas
Phoenix*



MIDWEST

*Minneapolis
Chicago
St. Louis*



PACIFIC

*Seattle
San Francisco
Portland*



SOUTHEAST

*Jacksonville
Memphis
Atlanta*

UNITED STATES

*All of the previous
regions' cities*

WORLD

*Tokyo, Japan
Montreal, Canada
Mexico City, Mexico*

After you win the belt in the first region that you chose, you'll defend your belt until you are undisputed Region Champion. You'll then move on to an adjacent territory and repeat the same process although this time it'll be a lot more difficult to gain popularity. After successfully attaining and defending your championship in each of the five regions, you'll move into the United States region. This will take you to all of the cities in the US you've visited so far. Your object in the United States region is to successfully unify all of the regions' belts and become the United States Champion.

Once you've successfully captured this, you'll move on to the final stage of your career, the World Region. Here you'll fly back and forth between, Tokyo, Mexico City and Montreal in an effort to gain popularity throughout the world. This will lead to the World Championship that you'll also have to defend. After successfully defending your title, the Career Mode will come to an end and you'll hopefully have opened up some locked wrestlers. Read on to find out which legend's career unlocks new wrestlers.



As far as the legends you will encounter throughout your journey, you'll see everyone from Ivan Putski to Hulk Hogan. Don't plan on waiting until Montreal to wrestle Bret Hart or waiting to visit Tokyo before you get to grapple with Mr. Fuji. All the legends will be trying to squash your dreams of title gold from the start. It's quite possible that your first match in your first region could be a 3 Way Dance with Mr. Fuji

and Bret Hart. Allowing big names to wrestle you early in your career is very important to getting that dream match you've always wanted.



GETTING STARTED 3 SEASON MODES GAME MODES & STRATEGY

Tournament Mode

The Tournament Mode in Legends of Wrestling is where you can get down and dirty with your friends in a multiplayer beat down! You have three types of tournaments that you can play: Versus Tournament, Tag Team Tournament or a Tag Belt Tournament.

The Versus Tournament and Tag Team Tournament are very similar in the fact that you can choose the number of rounds and the number of wrestlers/tag teams that you'll have to battle. The Tag Belt Tournament is a little bit more difficult simply because you must go 3 rounds with each tag team you wrestle, and there must be 5 other teams involved. You didn't think you'd be able to grab hold of the Tag Team Championship that easily did you?



The number of wrestlers/tag teams that you meet up with is an integral part of the next screen... the Tournament Grid. The Tournament Grid has a number of boxes in it that is equal to the number of teams squared. So if there are 6 wrestlers/tag teams, there will be 36 boxes on the tournament grid. If there are 2 wrestlers/tag teams involved in the tournament, there will be 4 boxes on the grid. The grid is lined on the top and left side by numbers corresponding to each team

(you will always be team 1 unless you change the control options). Each blue box on the grid is a match. If you wanted to fight wrestler/tag team number 4, you would go to the box in the number 1 one row that intersects with the number 4 column or vice versa (row 4, column 1).



If you have the tournament set to one round, you'll only have to click on every one of your boxes once and fight one match. If you have it set to two or three rounds then you'll have to click on the box that number of times and fight that number of matches on one box. Once you win or lose the corresponding box on the grid with the opposite coordinates will reflect the opponent's win or loss. For instance, if you select to fight team four and you are team one, you'll go to row 1, column 4 and click on the box,

this will start your match. If you win the match, row 1, column 4 will show a 'W' for the win and row 4, column 1 will show a 'L' for team 4's loss. It really isn't as complicated in the game as it might seem on paper.

The boxes on the grid that don't coincide with your team (doesn't intersect row 1 or column 1) must be clicked on as well. A menu will come up when you click on these CPU matches allowing you to watch the match, simulate it without watching it, or cancel it. This allows you to have huge tournaments and not have to watch matches you aren't involved in. On the other hand, you may just want to sit back and enjoy some classic singles or tag team matches.

All in all, this is a great mode to play at a party or with a bunch of friends. Not that it isn't fun winning the Tag Team Championship by yourself; it's just that there's nothing like that feeling of proving that you are the best of the best.

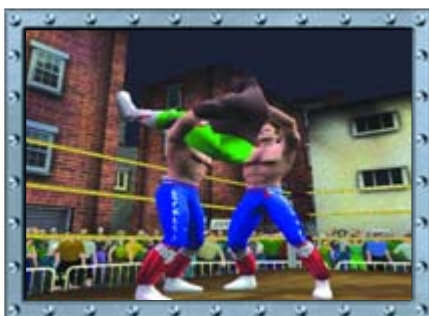
Hints/Tips:

CAREER LOCKED WRESTLERS:

- Captain Lou: Beat the Career Mode with a "Hated" Legend.
- Jimmy Hart: Beat the Career Mode with a "Loved" Legend.
- Dory Funk: Beat the Career Mode with Terry Funk.
- David Von Erich: Beat the Career Mode with Kevin Von Erich.
- Michael Von Erich: Beat the Career Mode with Kevin Von Erich.
- Fritz Von Erich: Beat the Career Mode with Kerry Von Erich.
- Sabu: Beat the Career Mode with The Sheik.
- King Kong Bundy: Beat the Southeast Territory.
- Ivan Koloff: Win a Non-Tag Tourney.
- Mr. Fuji: Win the Tag Belts in Tourney.
- Robert Gibson: Beat the Tag Tournament.
- Ricky Morton: Beat the Tag Tournament.



Gameplay Tips:



- Always use a weapon whenever possible. It's your best attack, especially in a career match where you need crowd excitement to succeed.
 - Remember that you can block your opponents' reversals by stopping the reversal marker before they do in the green reversal window.
 - Don't forget to use the block button. It is always good to have some defense with your offense.
 - Never try to pin an opponent before he is halfway down in the red health meter; he will always kick out if it's sooner.
 - Know your character's moves. This will enable you to take full advantage of your repertoire. Knowing which move categories your opponent has the most moves for will also help you avoid placing yourself in vulnerable positions.
 - When in a Tag Team match don't wait too long before you tag in your partner. A good place to tag is when your blue health meter is half way down.
 - In a Career Mode match if you have the opponent(s) where you want them health-wise, then keep beating on them to increase your Match Excitement Meter.
 - Don't create a wrestler until you have played through the Career Mode once. A lot of the moves that are available for a created wrestler don't open up until you play through a career... not to mention attribute points will be opened up as well.
 - When in a 3 or 4 Way Dance, remember to tie up with one of your opponents a lot. This will keep the other wrestler(s) from being able to hit you.
- Use your running attacks on CPU opponents, since they frequently don't defend against them.
 - Don't forget that you can leave the ring when you need a break.
 - Most importantly, Have Fun!

The X-Box version of Legends of Wrestling has a number of exclusive features not found in the PlayStation2 or Game Cube versions. Most notably they include two additional wrestling arenas plus 6-man and 8-man tag team bouts.

FIRST, LET'S TAKE A LOOK AT THE TWO ADDITIONAL ARENAS...



AMERICA DOME

The America Dome is the first of the two new special arenas created for the X-Box version of the game. The arena itself is huge! There is a really cool entranceway that you may recognize from different Pay-Per-View shows you may have seen. Above the entranceway is a tremendous television screen where everyone in the building can get an up-close-and-personal view of the

match. This is the place to wrestle when everything is on the line, and you're going for it all!

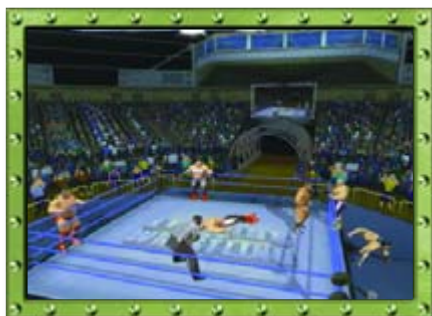
INTERNATIONAL CENTER

This arena really stands out as one of the best, if not THE best, arena in Legends of Wrestling. You'll see two huge screens on either side of the entranceway that broadcast all the live action for the fans in the cheap seats. You can tell a lot of money was put into this behemoth of an arena, so make the match worthwhile and give the tens of thousands of fans in attendance their money's worth.



NOW LET'S TAKE A LOOK AT SOME WRESTLING STRATEGIES FOR THE 6-MAN AND 8-MAN TAG TEAM MATCHES.

6-man Tag Team Bouts



In a 6-man tag team bout, 3 tag teams face off in an elimination-style match. To come out on top here, you'll have to constantly watch your back because you'll inevitably be facing off against 2 opponents every second of the match. This scenario is different than a 2-on-1 match. The reason is simple... Every so often, you'll find that both of your opponents will attack each other and forget about you for a bit! This point in the match will come pretty soon after the start so it's a

good opportunity for you to step out of the ring for a breather, tag your partner or grab one of those mean looking weapons under the ring.

The pin isn't very easy to get when the third tag team is still up and about, because they'll break the pin or submission move every time if given the opportunity. This is where a weapon comes in handy. What you're looking to do is stun the third wrestler while you're making a pin attempt. The third wrestler's tag partner will also try to break the pin, so call in your partner to deal with him before attempting a count-out. With everyone dazed and confused, you can get the pin and turn your attention to the third tag team.

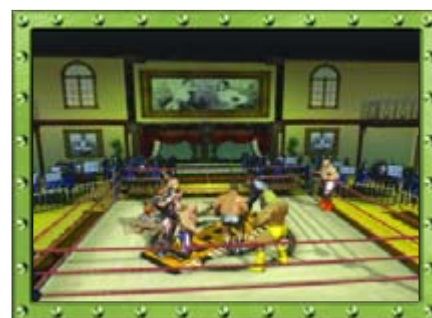


The match isn't over yet just because you finished off one of the tag teams. This is elimination-style wrestling, so you have one more team left to beat. The third team shouldn't be too hard since you've been beating on them on and off throughout the match, so tag in your stronger wrestler and tear your opponent apart. You may have to call in your partner again to deal with your opponent's partner, but the pin fall

should come soon. The hardest part of this match is getting your first pin, after that you shouldn't have any trouble.

8-man Tag Team Bouts

The 8-man tag match is even more lethal, obviously, than the 6-man tag match. Your strategy here should be more lethal as well. Where 3 tag teams were involved in the 6-man tag match, this one has 4 teams of two including your team of superstars. What you should do is concentrate on one tag team at a time. Just continue to tie up the same wrestler or his opponent (whichever is in) relentlessly until you get his health down into pinnable range. The other two wrestlers in the ring may try to engage you or the wrestler you are trying to pin. To avoid any distractions from the other two opponents, continue to tie-up with your main target and they won't have much of an opportunity to butt in.



After pinning your first target, you should play the rest of the match using the 6-man tag team strategy. Your other two opponents should also be worn down from fighting each other at this point, so it won't take too much time from here on out to win the match. Unfortunately you'll be worn down as well, so remember to leave the ring and grab a weapon whenever possible.